

2008

HORIZONS

BOOK OF DEEP KNOWLEDGE

A supplement for use with
STAR TREK
THE ROLE PLAYING GAME



David R. Detrick '87

FASA
CORPORATION

THE ORIONS:

BOOK OF DEEP KNOWLEDGE

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THE ORIONS: BOOK OF DEEP KNOWLEDGE

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INTRODUCTION

Intended for the gamemaster's eyes only, the **Book of Deep Knowledge** contains the character generation system and rules for experience and acquiring skills for Orion characters. In addition, it provides more specific or different information than that provided in the **Book of Common Knowledge** about Orion life and motives. The information in the **Book of Common Knowledge** is that which is known to people at large; **Deep Knowledge** expands on particular points about which the Orions have kept quiet or are actively concealing. Even other Orions (particularly Greens) do not know some of these matters, and those in the know give a high priority to keeping them secret. The gamemaster should keep this in mind and be very selective about what he lets player characters know. After all, Orions will take desperate measures to ensure that their secrets remain secret.

Also contained in this book are insights for both players and gamemasters on the psychology of Orions, enabling them to roleplay their characters as complete and individual entities. Some people erroneously tend to see Orions simply as Klingons with checkbooks. However, all of an Orion's drives and motives revolve around efficiency. By contrast, Klingons pursue their internal struggles, which they call their Great Game, to achieve power. As a people, the Orions do not have the internal strength or the drive that powers the great Klingon Empire, but man for man (or woman for man), they are more ruthless, competent, and adept at staying alive and coming out on top.

Of course, there are peoples—particularly non-Orion player characters—who do not understand this. That is perfectly all right; Orions would not feel compelled to clear up any misunderstanding. Knowledge is indeed power to the Orions, and somebody else's misconception is a tool that can be used against them. The gamemaster should keep this in mind before imparting any information from the **Book of Deep Knowledge**.



ORIONS AS NPCs

Whether Star Fleet, merchant, Klingon, or Romulan, any **STAR TREK: The Role Playing Game** campaign can be enlivened by adding a few Orions to stir things up. They can be found anywhere in the *STAR TREK* universe, though there are places where they certainly would not be expected. For example, there are no Orion Colonies within the Romulan Star Empire, because of the scare following the destruction of their Colony at Farx. However, perhaps there are scattered guerrilla bands on some of the conquered worlds. Perhaps the Romulans spared a Colony or two as a research preserve or a slave world, sealed off from the rest of the galaxy. A thaw has been rumored in Orion-Romulan relations, possibly as a result of tentative trade in the Triangle; there could be Orion merchants as well as renegade pirates operating in the Star Empire.

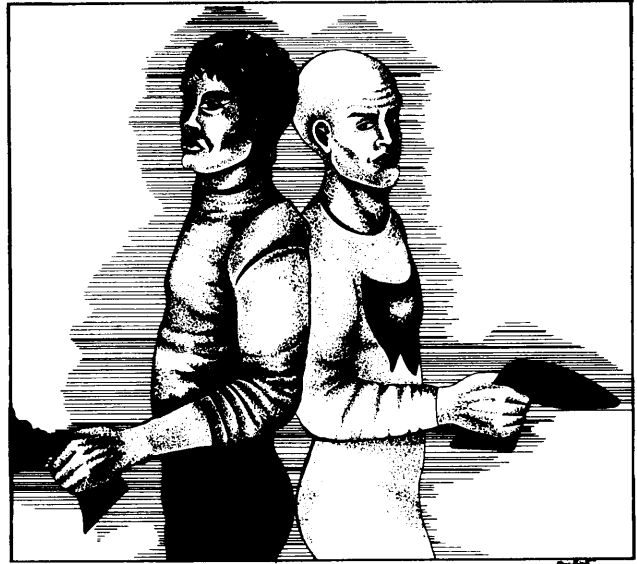
How deeply Orion Colonies may be found in Klingon space is anybody's guess. They are certainly deep in the Federation, up to Argelius, and they are slowly spreading. Some worlds have very strict controls on any resident Orions, which, of course, the Orions try to evade. Overzealous Star Fleet captains are warned: the Orions are very good at obeying the letter of the law while evading its spirit. There may be no legal reason to bag them short of catching them in the act—which should not be easy.

Some of the likeliest kinds of encounters are listed below. Gamemasters are encouraged to twist them as the mood strikes. Remember, predictability is not an Orion trait.

PIRATES

It is *very* difficult to catch Orion pirates in the act of looting a ship. As a game scenario, it would be excruciatingly boring for everyone except hopeless gun-bunnies. Wily and professional, Orion pirates are good at striking where they are not expected. It should be all but impossible for a Star Fleet ship, or a Klingon or Romulan one for that matter, to find them simply by barging around their patrol area. To track down pirates, officers must examine and analyze their pattern and compare the types of cargo they steal with cargoes sold on various worlds (which may be far from the site of the theft). Perhaps Orions on nearby worlds know their names, or perhaps they will lie. Or, unpredictably, there may be an old enemy of the pirates all too willing to tell what he knows to Star Fleet—for a price. Enemies of this type tend not to live long; after informing on a pirate, a respected source may suddenly, inexplicably, clam up or turn up somewhere dead. Tracking down pirates is a mystery game with incomplete information, lucky guesses, wild intuitions, and many red herrings. By the time the player characters find the pirates, they should want to strangle them because their search was so frustrating.

The gamemaster should make sure that NPC pirates are individuals, with particular (if not peculiar!) wants, needs, and drives. Perhaps the pirate captain has a pipeline to someone who buys dilithium at premium prices, and so besides stripping a ship of all its goods, he rips off their dilithium and leaves them helpless in space. Maybe a revolution somewhere needs ships, and so the pirates strand the crew on a nearby world, with or without food,



water, or air. If someone needing a specific cargo hires more than one pirate ship, blowing away one pirate may not stop the robberies. It may become necessary to track down this hidden purchaser to stop the raids. Few things confound Star Fleet characters more than leaving the pirates alone to track down some shadowy fence or behind-the-scenes fat cat.

Do not neglect the irrational. Neither profit nor the acquisition of goods may be the pirate's motive. It is possible that pirates are stealing goods to *deprive* someone of their use; for example, to intercept arms shipments to a hostile planetary government. Moreover, pirates are perfectly capable of waging war among themselves. There can even be times when pirates cooperate with legal authority to neutralize a common danger or simply to wipe out a rival. Although Star Fleet is less susceptible to this than the Klingons, it is just as likely to get burned.

Pirates do not bother much with planets—small outposts generally do not have much loot, and populated worlds are generally too well-defended. There are rare exceptions, particularly if the object is not theft but destruction, punishment, or simply a demonstration of force. Note that such demonstrations need not take place near the center of pirate operations.

For the ambitious officer (or daring and suicidal mercenary), the only decent target worth taking on is a pirate base. Finding it will be a major problem, as it is usually well-hidden and in uncharted or disputed space, such as near Klingon and Romulan space or out where the Gorns claim their worlds. Or it could be hidden in the teeming masses of a populous planet, preferably with a large Orion Colony where the Orions are heavily armed and protective of friends. Alternatively, it could even be a large warp-driven space station or a fleet of service vessels. A frontal assault on such a thing would be foolhardy, unless the base were left undefended (not at all likely). Sneaky characters may try to infiltrate the base by a ruse, but they risk detection, capture, torture, and death. Having their warship near at hand may not help. Pirates are fully capable of trading a hostage for their own safety, and making such a deal with pirates can wreck more than one promising Star Fleet career.

MERCHANTS

Every Orion is a merchant, wheeling and dealing with the best of them. Trying to create adventure situations about them can be a baffling task, too open-ended and too often producing Harry Mudd in green skin. Implementing Orion merchants into a game is a matter of recognizing that the situations will be different depending on whether the player characters are Star Fleet, civilians, Klingons, or Romulans.

Star Fleet characters facing civilian Orions will have to penetrate a dark and alien world, where things are not always as they seem. To ferret out the smugglers of a certain commodity, player characters may have to trace connections, question purchasers and sellers, take down ship registries, and gauge the flow of illicit commerce. Corporations themselves cannot be arrested or tried in court, but certain individuals in them can be. It is possible that the people at the top really were *not* involved in the scheme.

Whether built around a family or along more traditional lines, Orion corporations sometimes have the wealth and power of a totalitarian civilization. Enormous power is in the hands of a privileged few or a single being, bound by no law but that of might. They have troops, ships, and aims that may be a little too greedy—the forcible takeover of another world (or at least its major industries), the control of a spacelane (perhaps aided by pirates paid to loot certain ships), or the destruction of competitors by sabotage, scandal, or brute force. An Orion merchant or merchant company may ask Star Fleet to help against corporate attack, if it finds itself overmatched, but it will certainly want to hide the fact from other Orions.

Orion merchants encountering Klingons or Romulans follow the same lines, with the exception that the Orions will play one faction off against another. (They are also capable of turning the Federation against either the Klingons or the Romulans—or another Orion interest, civilian or official.) Gamemasters should beware of the kamikaze corporation—the Orion company that blows the whistle on a rival and is itself destroyed in the course of the action. Such things occur rarely in the Orion world of business, and there will always be people in the organization who will do their best to keep their jobs—up to and including taking over the company through a coup d'état.

In the Triangle, on the borders, and with unscrupulous people everywhere, there will be smuggling of weapons, drugs, art objects, jewelry, and every other high-cost, low-volume commodity. It is almost impossible to halt the traffic to or cut off either its production or the market for it, but there may be a falling-out between supplier and distributor. The Klingons decide to squeeze more profits out of their Orion contacts, or the Orions put the heat on a minor Klingon governor for a larger stake of his operations. This ruckus could draw attention through something as minor as the murder of a lower-echelon spy or as major as political unrest throughout a world.

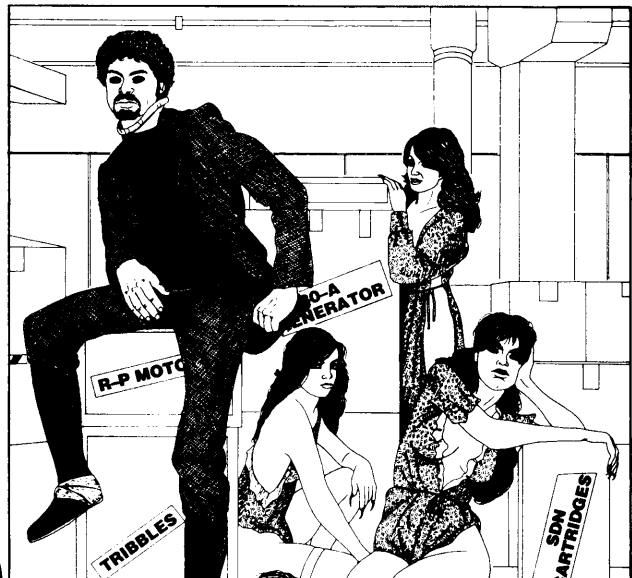
Although wary of the Orions, Romulans are vulnerable because of their poverty. If a needed commodity supplied by Orions has a sudden price increase or if the supply is reduced for any reason, the Romulan reaction is nearly always armed intervention—which the Orions resist, strongly, every time. In addition, there are the usual problems of dealing with the Orions, who have no sense of honor.

Against the merchants and traders of the Federation or the Triangle, Orion merchants are a powerful threat. Even if they have only a single ship, Orion merchants will have to be out-thought and out-fought if the player characters are to have a profit at all. An Orion firm may hire a ship to operate a trade route for it. Such work could be perfectly legitimate and make the player characters a little money with no other effect. However, the characters may have to sell high-tech goods to natives on a prohibited planet or export a cheap and possibly dangerous commodity. Merchants working for a legitimate firm may suddenly be told to handle a not-so-legal maneuver (smuggling, illegal contact, even the transport of illegal persons) if they want to keep their jobs.

Orions are not always the ones to initiate the illegal deals. If player characters wish to get into sordid business, doubtless they can find an Orion contact with a friend of a friend who has a cousin who works for somebody who can get them started. Of course, once they are shown the ropes, they may find it difficult to switch jobs, particularly if they are successful. On the other hand, if they are not very good or goof up an important mission, they may find themselves the targets of a hired hit-man.

There is the possibility that the player characters work for a decent Orion employer in an ordinary legal pursuit, and then another company gains control of the business, catching the player characters in the crossfire. For that matter, merchant prince player characters might hire Orion ships and traders to handle their goods, then get sucked into intrigues and dangers the player characters never thought possible. Even without Orions as employees, there remain the peculiarities of dealing with Orions on their own turf—in the bazaars, the freeports, on the tradeworlds, or simply in the exchange of an Orion Colony.

For the truly ambitious gamemaster and equally pugnacious merchant crew, there is the trip to Rigel IV. There is no such thing as a typical trip to the Rigel Trading Planet; a trip can be highly profitable, devastating, or nothing but exhausting. The player characters may meet strange new races and hear wild rumors. They could find themselves recruited by desperate adventurers or impounded by the Rigellian authorities for no reason at all. Standard trading rules do not apply on Rigel IV; any sort of encounter may occur here with anyone. A gamemaster has absolute control over the player characters there and what they encounter. In that sense, it is equally dangerous for the gamemaster to let the campaign wind up there. "Do not ask for whom the dice roll; they roll for thee."



SLAVES

The institution of Orion slavery is deep, ancient, and very different from any Terran equivalent. It carries little or no moral stigma either to be a slave or to own them—though properly speaking, Orion slaves are more like employees under an all-encompassing contract. The Orions balance the work that a slave does and the care that he receives.

In any campaign featuring Orions, there are few opportunities for slaves to be movers and shakers, yet the institution is so universal and so deeply rooted in the culture that gamemasters need to understand it on its own terms. It is the foundation on which all Orion works—physical, financial, and even philosophical—are built. There is no institution, no business, no government, and no household save the most wretched that does not have slaves.

Non-Orions view slaves with varying degrees of horror, pity, and even disgust. To most Federation races, slavery is an archaic form of bondage or a primitive answer to labor shortage problems. The Romulans regard anyone who has lost their freedom (or worse, given it up voluntarily) as animals. Not surprisingly, Klingons regard free Orions as weak, as their 'servitors' are impudent, insolent, and members of the same race—utterly contemptible.

In game terms, slavery makes little practical difference. Orion slaves do not suffer under the lash, and they do not long for freedom—quite the opposite. Being someone's slave means being cared for and given work, and they may not be counted on to hate their *etadubran* ("contract-holders" or the "obligated"). Slaves are merely the slobs with jobs.

The one difference is entertainment slaves, which the Orions significantly term *lodubyaln* ("life contractors"). Although they are commonly called Green Orion slave women, not all Green women slaves are *lodubyaln*. In fact, the majority of them perform ordinary household work or engage in simple industrial and custodial tasks. A small minority, *lodubyaln* are pampered, sheltered, kept in secrecy, and not often seen by non-Orions. The gamemaster should think of them not as courtesans and playthings, but as people whose job it is to be courtesans and playthings. Though they are the high elite of slaves, their work is particularly and personally difficult, demanding, and often demeaning. In contrast to other Orion slaves, *lodubyaln* resent their status and long for more from life. They are brighter and more driven than other slaves, but the gamemaster must remember that the goals they seek are purely Orion. They wish for freedom, but only to exercise power, to produce their own wealth, and to become themselves the owners of slaves. (It is a high ideal of all Orions to be so successful that they can care for others.) A whole raft of Orion slaves in revolt will cause less trouble than that created by one *lodubyal*, if she can find a way to use the player characters to further her own ends. For more information on them, refer to the **Green Slave Women** in the **Orion Character Generation** chapter.



ORION CHARACTER GENERATION

CHOOSING A RACE

Visible Orion society consists of two major colors and a host of *muni* ("blends") of many other shades. According to the **Book of Common Knowledge**, there are many small minorities of half-breeds. In fact, the Orions do not tolerate the mixing of the races. Interbreeding is possible but difficult, and both Green and Ruddy despise halfbreeds, whose lifespans are generally measured only in months. The parents can likewise expect to be cut down by mobs, troops, or police. A few mixed couples survive with their offspring on worlds where there are no other Orions, but they are isolated and not really a part of Orion culture anymore. The odd coloration of halfbreeds gives them away every time.

However, there *is* a third major color never seen in public or acknowledged as a separate racial identity. These are the Greys, and their position in Orion society is lower even than slaves. If their existence were generally known, they would be living proof of Orion barbarism. At one time, they occupied a social niche higher than the Greens, and equal to the Ruddies themselves, but long ago they were cast down from their high place and forced to live as little better than trained animals. Hidden from sight, they are nonetheless vital to Orion life, and their breed has become indispensable to the very system that keeps them down.

Players can generate characters belonging to any of the three races. The choice they make will drastically affect the positions and authority they will possess in a game—not to mention their skills and skill ratings. Each color has particular weaknesses and strengths, and gamemasters should take advantage of this to provide variety to the Orion campaign. Certainly there is plenty of drama in just getting the characters in touch with each other. Not only can they be of different social standings, but they also will have different personal aims and will have to wheedle, harass, and bargain with their fellow Orion player characters to fulfill these goals. Remember that cooperation can almost always be bought.

RUDDIES

The majority of the Orion population, Ruddy Orions comprise 60 percent of all Orions on every planet. There are variations depending on location; agro worlds need fewer Ruddies and more Greens to run the farms, while a small or new Colony venture will likely be thoroughly Ruddy. Most players will probably want to run Ruddy Orion characters, because they are usually the ones in charge and giving orders. On the other hand, Ruddies generally do not fight, as they can send their menials, and players may find this a disadvantage. However, Ruddies are definitely not cowards, and they do have a tradition of individual combat (at least with one's social equals) to settle disputes.

GREENS

Although only 35 percent of the total Orion population, Green Orions do a disproportionate amount of the work. Not only stronger, they are also more charismatic than Ruddies due to their pheromones (which makes them seem chummier) and have coarser manners (which makes them less respectful of rank and titles). They are the troops, the muscle-men, the heavies usually found in a fight or on a binge. Boisterous players who roleplay Green Orion characters will get all the fighting they want. While Green Orions can attain social respectability, they are still inferior to Ruddies, and are generally subject to their discipline—something that Ruddy Orion player characters should keep in mind when playing with Green Orion player characters.

GREYS

Grey Orions are not seen in public or discussed for a couple of good reasons. First, other Orions consider them disgusting, unwholesome, and unworthy of being alive. They are kept under wraps, usually deep underground or hidden in life-support chambers, because of their deformities and disabilities. Some have twisted limbs; some are missing limbs entirely. Some cannot stand light; others are sensitive to the slightest amount of dust. This is not how they were originally, but other Orions have made them this way. Without constant and expensive care, most would soon die exposed to air, light, food, or water.

Grey Orions are slighter, smaller humanoid beings as slender as the Ruddies but shorter. Of course, their most striking characteristic is their color, which ranges from light grey to charcoal. In the rare instance that Greys are exposed to sunlight, their skin acquires a deep metallic hue, like the fender of a taxi. Their eyes and hair run to similar shades and will usually match the individual's color. Complementing their satanic appearance are straight, stiff hair and their large, naturally yellow teeth. Add an induced disability or two and they are enough to frighten even a hardened spacehand.

Grey Orions are kept because they possess talents that no other Orions do. They are good with machines and understand the higher mathematics and physics needed to design and build them. Besides neutralizing the myriad booby-traps on captured computer systems, spacecraft, air-cars, and residences, Greys also serve as librarians of all types, as they run the computers and the memory banks. They can be invaluable resources in negotiations and while planning strategy. Because their own needs require it, they also guard the remaining store of Orion medical lore. Of all Orions, they are the only people to pursue knowledge for its own sake.

Of course, Greys return the scorn shown them, but they are content with showering small insults, petty delays, and annoyances upon their masters, called *Utan*, instead of openly rebelling. They are dependent on the outer Orion world for materials and wealth, which a vindictive *Uta* would withhold for punishment's sake. With only sporadic, easy work to do, Greys lead a life of leisure, where their most

pressing needs are relieving boredom, tinkering with machines, and communicating with other *guldin*, or sealed quarters designed for Greys. Sometimes, they play murderous games with other Greys, feeding them false data or sabotaging their projects at a distance because of minute differences of opinion or out of some inconsequential personal disagreement. In their hermetically sealed environments, every minor irritation is a major offense, and in the computer systems, the databanks, and the commlines, a strange but also very Orion kind of power struggle will occur for reasons even Green and Ruddy children would think ridiculous.

Players who take the role of Greys are opting for a very different kind of role-playing experience. Technically more adept than either Ruddies or Greens, they are also physically much weaker and will have to accept a randomly rolled handicap. Their numbers in the Orion population are miniscule—no more than five percent of all Orions—and they are only found in large, permanent settlements. When they have to be transported (which is often for the need for their skills is great) their cumbersome life-support facilities and air-, water-, and food-recycling machinery must also be transported at someone's considerable expense.

HALFBREED

All told, there are probably no more than 50-odd Orion halfbreeds throughout the galaxy. Unless disguised, they can never venture to any Orion Colony without risking their lives. Greens will rend them limb from limb in a furious riot, and Ruddies will shoot them down like vermin. They may or may not speak the Orion language, they will not know much about Orion culture, and they will not have any family connections at all. However, exceptions might include more-kindly-than-sensible grandparents, relatives who need a halfbreed as a shill in some scheme, and prominent families seeking to hide the scandal. Their culture will be confusing and draw them in different directions, and the danger of discovery and death will always be present.

Ruddy-Greens are the obvious kind of halfbreeds, but Ruddy-Grey and Green-Grey may also exist. Whether any of these two kinds exist is purely speculative. Biologically, such a thing is possible, but survival is not at all probable. Any such hybrid offspring is probably going to need intensive medical care just to survive birth—and that care is only available inside a *guldin*. A pregnant non-Grey Orion who enters such a place would never be allowed out again.

While a halfbreed's attributes are up for grabs, his skin coloration is not. He possesses spots or zebra-like stripes of both his parents' colors, instantly recognizable. All Green halfbreeds have the distinctive cloying body odor of their race.

Gamemasters are warned against allowing too many halfbreed Orions in their campaigns. One is certainly enough for several adventures.

GENERATING ATTRIBUTE SCORES

Create attribute scores for Orions according to the method in **Trader Captains and Merchant Princes, Second Edition**. Roll 4D10 and add 30 for the characters' STR, END, INT, DEX, and CHA scores. For LUC and PSI, roll 1D100. Then, apply the racial modifiers in the following table.

RACIAL DIE MODIFIERS TABLE

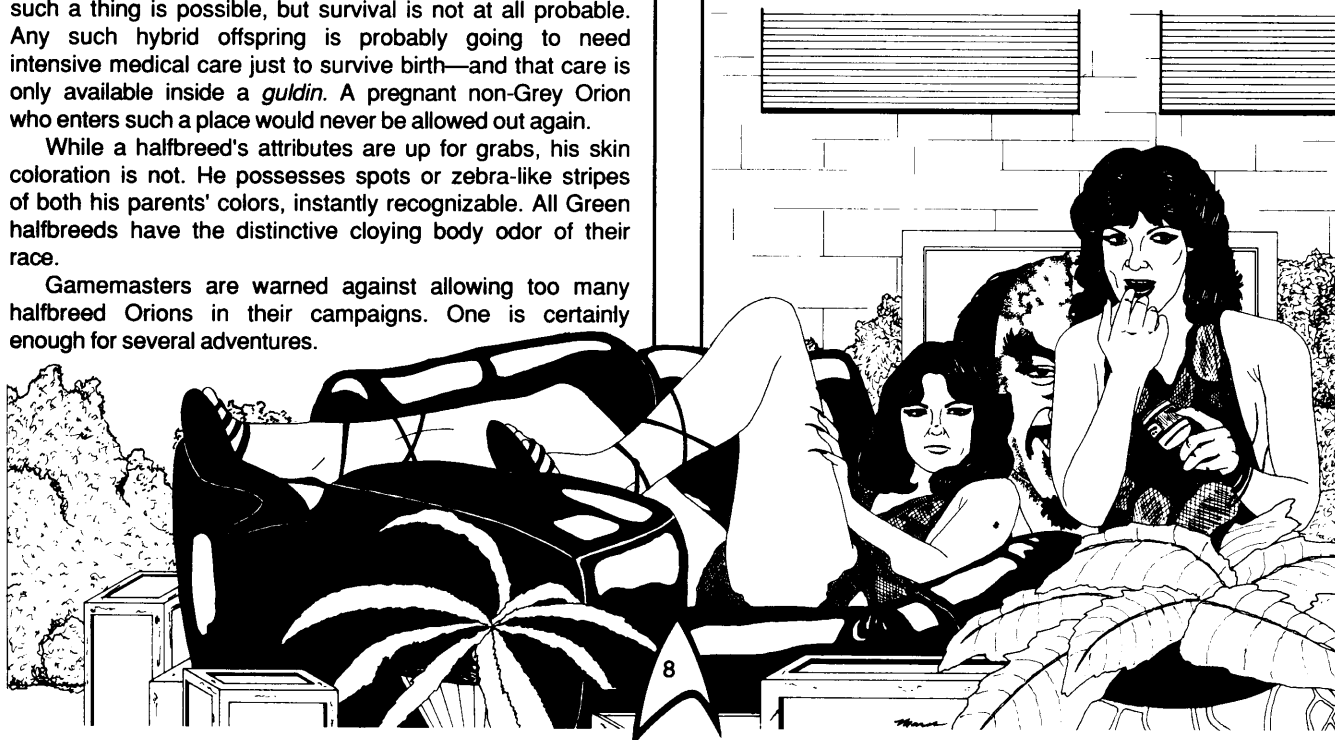
	STR	END	INT	DEX	CHA	LUC	PSI
Ruddy Orions	+10	—	—	—	-10	-25	-30
Green Orions	+15	+10	-10	—	+20	-25	-40
Grey Orions	-20	-20	+20	+10	-20	-25	-25

Now the player determines the number of bonus points that he may add to his character's attribute scores. Roll 1D100, divide the result by 2, and round down. The resulting number of bonus points may be applied to any attribute scores except PSI. In addition, no more than 30 points may be added to one attribute, and no attribute score may be adjusted to more than 99 by using bonus points.

Players who wish to take a wild leap into the unknown and do not mind being a hunted animal may create a halfbreed. Roll all attribute scores on 4D10 + 40. There are no bonus points for such characters. For each attribute on the Racial Die Modifiers Table, roll 1D100. If the result is 01–50, the character applies the modifier for the first color, reading from the top of the chart down. If the result is 51–00, the other color modifier applies. It is quite possible that they will inherit the bad traits of *both* races, with no compensation.

The **Book of Deep Knowledge** has no provisions for educating halfbreed characters, as culturally, they are not considered Orion. They will have to find their education and careers elsewhere.

At this point in character development, players creating Grey Orion characters should go to the **Grey Orion Generation** section, and players creating Green Orion slave women (*Iodubyaln*) should go to the **Green Slave Woman Generation** section.



BACKGROUND SKILLS

To determine the number of Background Skills for a Ruddy or Green Orion, divide his INT scores by 10, and round down. Choose the skills from the three tables below and roll 1D10 for the skill rating. A skill may be chosen more than once, and the die rolls added together, within the following limits. Note that if the player wishes to create a Green slave woman character, he should ignore this section and proceed to the **Green Slave Woman Generation** section.

Ruddy Orion characters must first take both a Personal Development *and* an Education skill before they may choose a Combat skill. If he desires another Combat skill, again he must first take a Personal Development and an Education skill.

Green Orion characters must choose a Personal Development skill before they choose a Combat skill. Before they may acquire an Education skill, Green Orions must first have a Personal Development or Combat skill. If they choose not to acquire any Education skills, that is fine; no one said Greens were schoolmongers.

BACKGROUND SKILL TABLE PERSONAL DEVELOPMENT SKILL TABLE

- *Artistic Expression
- Carousing
- Communication Systems Operation
- Communication Systems Technology
- Electronics Technology
- *Gaming
- *Language
- Leadership
- Mechanical Engineering
- Negotiation/Diplomacy
- *Planetary Survival
- Sports, Swimming and Diving
- Streetwise
- Trade and Commerce
- *Trivia
- Value Estimation
- *Vehicle Operation

EDUCATION SKILL TABLE

- Administration
- Computer Operation
- Computer Technology
- Instruction
- *Language
- *Life Sciences
- *Physical Sciences
- *Planetary Sciences
- *Social Sciences
- *Space Sciences

COMBAT SKILL TABLE

- *Marksmanship, Archaic
- Marksmanship, Modern
- *Personal Combat, Armed
- Personal Combat, Unarmed
- Personal Weapons Technology
- Small Unit Tactics

FAMILY STATUS

As Orions make many fine distinctions in status, the Socioeconomic Table provides the standing of a character's family in comparison to others. A character's socioeconomic class determines the development of his skills.

For each Orion character created, roll 1D100 and consult the Socioeconomic Class Table below. Record the die roll *and* the result; they will affect later character development. Basically, the higher the roll, the higher the skill ratings in the character's Background Skills. No rating may be reduced to less than 01.

Greens may not have a socioeconomic class higher than 90. If a Green player character rolls a higher number, the player must roll again. Gamemasters are free to modify this rule in extraordinary situations by lowering the limit to 80 or raising it to 95.

Greys, Halfbreeds, and Green Orion slave women (*Iodubyaln*) are presumed to be off the socioeconomic scale completely.

RESULTS

Ruling Family

The character is in direct line to inherit at least some of his family's great authority, wealth, corporation, or planet. He receives considerable bonuses in Background Skills, but gamemasters should keep in mind that there are always those who want to assassinate or dominate such a character and use his position. Being a member of a ruling family does *not* mean a character automatically has his own wealth or power.

Prominent and Influential Family

The character comes from a family that has considerable power and status, though it must bow to the ruling families' authority. A character from such a family may feel pressured to excel and raise up his family's authority. In game terms, Background Skill bonuses are not as great as for ruling family characters.

Prosperous and Respected Family

Not quite out of the running for authority but not as driven toward it, this family is doing very well financially. It has a voice in matters beyond its immediate control, and is more or less content with that. Background Skill bonuses are not as great as for those of the higher classes.

Comfortably Well-To-Do Family

The character's family is more than reasonably prosperous but not particularly powerful. Background Skill bonuses are fewer.

Upper, Solid, and Lower Middle Class Families

Not wealthy, not weeping, these families provide no bonuses to Background Skills. The vast majority of all Orions fall into these categories.

Up-And-Coming Poor

A character from such a family receives no bonuses or penalties to Background Skills.

Struggling Poor

The character's family is not really doing well at all, whatever its line of work. Powerless and hardly hanging onto its own, it cannot educate the characters well, hence the Background Skills subtractions.

SOCIOECONOMIC CLASS TABLE			
Die Roll	Socioeconomic Class	Description	Skill Modifier
00-98	10	Ruling Family	+ 10 to all Background Skills
97-92	9	Prominent and Influential Family	+ 5 to all Background Skills
91-83	8	Prosperous and Respected Family	+ 5 to three Background Skills
82-71	7	Comfortably Well-To-Do Family	+ 5 to one Background Skill
70-56	7	Upper Middle Class Family	No Modifier
55-36	6	Solid Middle Class Family	No Modifier
35-21	6	Lower Middle Class Family	No Modifier
20-11	5	Up-And-Coming Poor	No Modifier
10-06	4	Struggling Poor	- 5 from any one Background Skill
05-04	3	Desperate Poor	- 5 from three Background Skills
03-02	2	The Stricken	- 5 from all Background Skills
01	1	Slime	No Background Skills allowed

Desperate Poor

The family of the character is on the verge of dissolution. Subtractions from Background Skills are substantial.

The Stricken

In a culture that rewards wealth and abhors poverty, this family has lost the war. It has no resources to draw upon and no better-off relations or even friends who can or will help. The character must suffer paralyzing penalties to Background Skills. To compensate, a character whose family is stricken receives these skills after other reductions:

Personal Combat, Knife	10
Streetwise	20

Slime

Orion families who sink to this depth are very few. A family in name only, they are on the bottom fringe of Orion society with no resources, money, relations, or friends, and they bear the weight of an entire culture's scorn. A character from such dregs is completely on his own, and probably desires only to get as far away from his family as possible. No Background Skills are allowed except the following:

Negotiation/Diplomacy	10
Personal Combat, Knife	10
Personal Combat, Unarmed	10
Streetwise	20

Directive, and in the Klingon Empire, such activity is punishable by death. It is a short life but a merry one for Explorers. As it has been for centuries, the trick is knowing when to quit when they are ahead.

Orion traders are more than mere merchants. Though more cautious than Explorers, they tend to have more money and authority. They may even employ Explorers.

The Orion Space Navy is a peculiar institution with a peculiar purpose. The Star Fleet of the Orions, the OSN has similar goals of protecting commerce, defending the borders, and showing the flag at home and abroad. Unlike Star Fleet, the OSN is a minor and relatively unimportant instrument of policy for the Botchok Planetary Congress. For example, it lacks even permanent ships of its own, relying on rented or leased vessels for its needs. Even its manpower is variable, and leased crews are quite common. Nevertheless, the Orion Space Navy has tradition going for it. Though neglected, with suspicious and unfriendly powers surrounding Orion Space, the Space Navy enjoys a respectability and prestige that no other group of spacers have—a long, illustrious history and snazzy uniforms for its officers. It may not have the firepower of the Klingons, Romulans, or the Federation, but its commanders know how to *think* like smugglers and pirates, and it can find them when no one else can.

Although player characters must begin their campaign as one type of spacer, they have a wide selection of fields of specialization within those groups. As time goes on, the players may wish to leave behind their initial choice and become another spacer group. That is fine—*Starship Helm Operation* is the same whether the Helmsman be pirate or Space Navy subaltern. However, the gamemaster will have to devise a way for the campaign to shift its direction. He may be better off simply laying the problem before the player characters and having them sort it out. After all, if they want to stop being pirates and join the Space Navy, they should find a way to make people forget or forgive their past sins. Once they change careers, they do not receive their new occupations's skills.

SPACE TRAINING

The spacing professions are the most coveted and hallowed occupations among Orions. Pirate, Space Navy officer, stargazing merchant, the actual type of work is not as important as long as it is in space. Most Orion player characters will be spacers. Though it matters little to the Orions, the player characters should end up with a career suitable for the gamemaster's campaign.

At the top of the scale are the Explorers, the elite of the elite. Not quite pirates but not just merchants either, Explorers are those Orion spacers tied to no timetable or base, but wander where they will—usually in space belonging to someone else. They are the purest kind of opportunists, scouting out worlds for legal and illegal trading ventures, looking for cheap sources of valuable commodities, knocking off the occasional defenseless merchantman if nothing else presents itself, and supplying high-tech machinery to low-tech worlds. Of course, this latter business runs counter to the Federation's Prime

TRADERS

Ruddy and Green Orion characters may opt to receive merchant training from the Federation. Use the rules in **Trader Captains and Merchant Princes, Second Edition** and start Orion characters on their chosen advancement lane. Unlike Federation characters, Ruddy and Green Orions may enter any advancement lane they wish, as their background education is sufficient to allow them to enter the best Federation merchant academy. Follow the character generation process in TCMP2 from choosing the advancement lane to determining years of trading experience.

In addition to the modifiers listed on page 21 of TCMP2, Orion characters will also use the following modifiers to their years of trading experience. A Green Orion will have to work much longer to become a ship captain, and a privileged Orion can shorten his years served by calling in favors from his family's friends.

HELM/NAVIGATION MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	-3	-2	-2	-1	0	+1	+1	+2	+3	+4
Green	N/A	N/A	+1	+2	+2	+2	+3	+3	+4	+5

FINANCIAL/CLERICAL MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	-2	-1	-1	0	0	0	+1	+2	+3	+4
Green	N/A	N/A	+2	+2	+3	+3	+4	+4	+5	+5

ENGINEERING MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+3	+2	+2	+1	+1	0	0	-1	-2	-3
Green	N/A	N/A	-2	-1	0	0	-1	-1	-1	0

SECURITY MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+5	+4	+3	+3	+2	+2	+1	+1	0	-1
Green	N/A	N/A	-3	-2	-1	-1	0	0	0	+1

COMMUNICATIONS/TECHNICAL MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+4	+3	+2	+2	+1	0	0	-1	-2	0
Green	N/A	N/A	-2	-1	0	0	+1	+2	+3	+4



EXPLORERS

Orion Explorers have the widest variety of skills. However, they also have a tough entrance roll. To train to be an Explorer, a character must roll 50 or less on 1D100, applying the following modifiers to the roll.

EXPLORER ENTRANCE MODIFIERS TABLE

INT	70+	-15
INT	60-69	-10
INT	50 or less	+15
LUC	70+	-15
LUC	55-69	-5
LUC	50 or less	+20
CHA	70+	-10
CHA	50-69	-5
Skill Rating of 20+ in any Combat Skill or Leadership		-10 for each

Explorer Basic Training

Player characters who make their entrance rolls begin Explorer Basic Training (EBT) at the age of 18. Although called basic training, EBT is more like a boarding school. While taking this long, tough curriculum, students talk, eat, and sleep trade. This cuts down on an Orion's play time, but most feel it is worthwhile in order to achieve the glory and prestige of an Explorer.

The curriculum takes four years to complete. At the end of this time, the character receives the following skills.

BASIC TRAINING SKILL LIST

Damage Control Procedures	20
Environmental Suit Operation	25
*Gaming (any two)	30 total
*Language	20 total
Leadership	15
Marksmanship, Modern	20
Medical Science	
General Science, Orion	10
Negotiation/Diplomacy	20
Personal Combat, Unarmed	20
Personal Combat, Knife	10
Personal Weapons Technology	10
*Planetary Survival, any two	15 total
Security Procedures	10
Shuttlecraft Pilot	10
Small Unit Tactics	05
Social Sciences	
Orion Culture/History	10
Orion Law	10
Streetwise	15
Trade and Commerce	30
Value Estimation	20
Zero-G Operations	10

Outside Electives

In addition to the above skills, the character also can learn some skills on his own. In Explorer Basic Training, as in all Orion organizations, anyone with the right connections can learn anything. The character may learn or improve the number of skills equal to his INT score divided by 10 (rounded down) plus two. Roll 1D10 to determine the skill ratings for these skills. Players may choose a skill more than once.

Fields of Specialization

Upon graduating from EBT, Explorers must choose a field of specialization, either Helm/Navigation, Engineering, Communications, Weapons/Defense, Guards, Medical, Science, Financial/Clerical, or Espionage. After choosing his specialization, the player character adds the skills and skill ratings listed under his specialization table. Helm/Navigation, Communications, Weapons/Defense, Medical, and Financial/Clerical curriculums take two and a half years to complete, the Guards curriculum takes two years, both Engineering and Science take three and a half years, and Espionage takes four years. Players may add

the Specialties points to any skills on their characters' Specialty Training Table.

Green Orion characters with a socioeconomic class of 1 cannot enter the Helm/Navigation, Weapons/Defense, Science, Financial/Clerical, or Espionage specialty. Greens with a socioeconomic class of 2 cannot enter the Helm/Navigation specialty. Ruddy Orion characters with a socioeconomic class of 1 cannot enter the Weapons/Defense specialty. Ruddies with a socioeconomic class of 9 cannot enter the Medical specialty, and those with a socioeconomic class of 10 cannot enter either the Medical or the Guards specialty.



EXPLORER SPECIALTY TRAINING TABLES

Helm/Navigation Curriculum

Computer Operation	10
Computer Technology	10
Damage Control Procedures	10
Deflector Shield Technology	10
Shuttlecraft Pilot	10
Shuttlecraft Systems Technology	10
Small Vessel Pilot	20
Space Sciences	
Astrogation	20
Any two others	10 each
Starship Combat Strategy/Tactics	20
Starship Helm Operation	20
Starship Sensors	10
Warp Drive Technology	10
Specialties	30 total

Engineering Curriculum

Communication Systems Technology	10
Computer Operation	10
Computer Technology	20
Damage Control Procedures	10
Deflector Shield Technology	10
Electronics Technology	15
Environmental Suit Operation	10
Instruction	10
Life Support Systems Technology	20
Mechanical Engineering	15
Personal Weapons Technology	10
Shuttlecraft Systems Technology	20
Small Equipment Systems Operation	20
Small Equipment Systems Technology	20
Space Sciences, Astronautics	20
Starship Sensors	10
Starship Weaponry Technology	10
Transporter Operation Procedures	10
Transporter Systems Technology	10
Warp Drive Technology	15
Specialties	30 total

Communications Curriculum

Administration	10
Communication Systems Operation	20
Communication Systems Technology	20
Computer Operation	10
Computer Technology	10
Damage Control Procedures	10
Electronics Technology	10
Environmental Suit Operation	10
*Language, any three	20 each
Negotiation/Diplomacy	10
Security Procedures	10
Specialties	30 total

Weapons/Defense Curriculum

Computer Operation	20
Computer Technology	15
Damage Control Procedures	15
Deflector Shield Technology	20
Electronics Technology	20
Instruction	10
Starship Combat Strategy/Tactics	20
Starship Sensors	20
Starship Weaponry Operation	20
Starship Weaponry Technology	20
Zero-G Operations	10
Specialties	30 total

Guards Curriculum

Environmental Suit Operation	10
Damage Control Procedures	10
Marksmanship, Modern	20
Personal Combat, Knife	10
Personal Combat, Unarmed	20
Personal Weapons Technology	10
*Planetary Survival, any two	10 each
Security Procedures	10
Small Unit Tactics	10
Specialties	30 total

Medical Curriculum

Computer Operation	10
Instruction	10
Leadership	10
*Life Sciences, any three	40 total
Life Support Systems Technology	05
*Medical Sciences	
General Medicine, Orion	40
Others	45 total
Physical Science, Chemistry	15
Small Equipment Systems Operation	15
Specialties	30 total

Science Curriculum

Computer Operation	20
Computer Technology	10
Electronics Technology	20
Damage Control Procedures	10
*Gaming	15
Instruction	10
*Language, any two	20 each
Physical Sciences	
Computer Science	15
Mathematics	15
Starship Sensors	20
Any Science (except Medical or Social)	One at 35
	Two at 20 each
	Three at 10 each

Financial/Clerical Curriculum

Administration	40
Computer Operation	25
*Gaming	20
Instruction	15
*Language, any two	15 each
Negotiation/Diplomacy	20
Small Equipment Systems Operation	10
Streetwise	20
Trade and Commerce	30
Value Estimation	20
Specialties	30 total

Espionage Curriculum

Bribery	20
Communication Systems Operation	10
Communication Systems Technology	10
Computer Operation	10
Computer Technology	10
Electronics Technology	10
*Language, any three	15 each
Marksmanship, Modern	20
Medical Sciences	
General Medicine, Orion	15
Negotiation/Diplomacy	15
Personal Combat, Knife	20
Personal Combat, Unarmed	30
Personal Weapons Technology	10
*Planetary Survival	10
Security Procedures	20
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Social Sciences	30 total
Streetwise	20
Surveillance	20
Specialties	30 total

Outside Electives

Player characters also learn and improve other skills while studying their fields of specialization. The number of skills equals the characters INT score divided by ten (rounded down), and players may improve any skill they wish. Add 1D10 to the *character's skill ratings in these skills. If desired, a skill may be chosen more than once.

ORION SPACE NAVY

In most respects (including pay), the duties of the Orion Space Navy greatly resemble those of Star Fleet Command. Although legally restricted to the boundaries of Orion Space, the OSN frequently ventures into the Neutral Zone and the Triangle. It protects the commerce within these areas but cannot enter the Federation, even in pursuit of a fleeing pirate, without first notifying Star Fleet. Technically allied with Star Fleet, the OSN never fully cooperates with them. As their borders are protected from without and incursions of hostile spacecraft into Orion Space are rare, the OSN has little to do but practice maneuvers and attend lavish social functions. Under these conditions, officers find it easy to keep their blindingly white uniforms spotless.

Player characters may join the Navy as either a recruit or an officer candidate at the age of 18.

Recruits

As the military arm of the Botchok Planetary Congress is desperate for servicemen, player characters wishing to serve as recruits need make no rolls to enter.

Basic Training

For one year of basic training, the character receives the following skills.

RECRUIT BASIC TRAINING SKILLS

Computer Operation	10
Environmental Suit Operation	10
Marksmanship, Modern	10
Personal Combat, Knife	10
Personal Combat, Unarmed	10
Personal Weapons Technology	10
*Planetary Survival	10
Zero-G Operations	10

Outside Electives

Characters also spend their time acquiring skills of their own choosing. Players may select any four skills and roll 1D10 for the ratings in those skills. If desired, a skill may be chosen more than once.

After finishing their one year of basic training, recruits immediately enter service. Although required to serve at least four years, bribes and well-placed connections may decrease this service time (gamemaster's discretion).

Officers School

Instead of joining the Orion Space Navy as recruits, player characters of sufficiently high birth and indifferent ambition may try to become an OSN Officer. The officers of the OSN tend to be of two types, with a smattering of in-betweens. Either they are the lesser sons of prominent and wealthy families spending their years wearing a pretty uniform and pretending to be military men, or they are closet militarists seeking a way out of the trap into which the Space Navy, indeed all Orions, have fallen. The social butterflies seem to have the upper hand, but the BPC retains true military minds in strategic positions where they might be needed. Despite the stories, the OSN is neither completely corrupt nor wholly incompetent.

To attend the Orion Space Naval Academy, the prospective candidate must roll 40 or less on 1D100, applying the following modifiers to the roll. In addition, if the player character is Female, add 20 to the roll.

ACADEMY ENTRANCE MODIFIERS TABLE

Die Roll	Socioeconomic Modifier
00-98	Automatic entrance
97-92	-58
91-83	-45
82-71	-30
70-56	-20
55-36	No modifier
35-21	+10
20-11	+20
10-06	+30
05-04	+35
03-02	+38
01	Automatic rejection

Basic Training

Officer-candidates spend four years in Orion Space Naval Academy basic training. At the end of this time, they acquire the following skills.

Administration	10
Carousing	20
Environmental Suit Operation	10
*Gaming, any two	20 each
*Language, any three	20 each
Leadership	20
Marksmanship, Modern	20
Negotiation/Diplomacy	10
Personal Combat, Sword	15
Personal Combat, Unarmed	10
Personal Weapons Technology	05
*Planetary Survival, any	10
Small Unit Tactics	10
Social Sciences	
Orion Culture/History	20
Orion Law	20
Political Science	10
Space Sciences	
Astrogation	10
Astronomy	10
Starship Combat Strategy/Tactics	10
Streetwise	10
Zero-G Operations	10

Outside Electives

Besides gaining the previous skills in basic training, player characters also pursue a number of their own interests. They may study any kind of skill they desire. To determine the number of skills a character may learn or improve, divide his INT score by 10, round down, and add 5. For these skills, the player rolls 1D10 to determine the skill ratings. Once again, the player may improve a skill more than once.

Fields of Specialization

OSN personnel must gain specialty training in one of the following fields: Helm/Navigation, Engineering, Communications, Weapons/Defense, Medical, Science, Financial/Clerical, or Diplomacy. However, the OSN course load is easier than that of the Explorers. After choosing his specialization, the player character attends that school and receives the skills and skill ratings listed under his specialization table. Helm/Navigation, Communications, Weapons/Defense, Medical, and Financial/Clerical training take two years, and Engineering, Science, and Diplomacy training take two and a half years. Players may add the specialties points to any skill(s) on their characters' Specialty Training Table.

Green Orion characters with a socioeconomic class of 1 cannot enter the Helm/Navigation, Weapons/Defense, Science, Financial/Clerical, or Diplomacy specialty. Greens with a socioeconomic class of 2 cannot enter either the

Helm/Navigation or Diplomacy specialty, and Ruddies with a socioeconomic class of 1 cannot enter the Weapons/Defense specialty. Ruddies with a socioeconomic class of 9 or 10 cannot enter the Medical specialty.

NAVAL OFFICER SPECIALTY TRAINING TABLES

Helm/Navigation Curriculum

Computer Operation	10
Damage Control Procedures	10
Shuttlecraft Pilot	10
Small Vessel Pilot	20
Space Sciences	
Astrogation	20
Any <i>two</i> others	10 each
Starship Combat Strategy/Tactics	20
Starship Helm Operation	20
Starship Sensors	10
Specialties	10 total

Engineering Curriculum

Communication Systems Technology	10
Computer Operation	10
Computer Technology	10
Damage Control Procedures	10
Deflector Shield Technology	10
Electronics Technology	10
Life Support Systems Technology	10
Mechanical Engineering	15
Personal Weapons Technology	05
Shuttlecraft Systems Technology	10
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Space Sciences, Astronautics	20
Starship Weaponry Technology	10
Transporter Operation Procedures	10
Transporter Systems Technology	10
Warp Drive Technology	10
Specialties	10 total

Communications Curriculum

Bribery	10
Communication Systems Operations	20
Communication Systems Technology	20
Computer Operation	10
Computer Technology	10
Damage Control Procedures	10
*Language, any <i>three</i>	20 each
Negotiation/Diplomacy	10
Specialties	10 total

Weapons/Defense Curriculum

Computer Operation	10
Computer Technology	10
Damage Control Procedures	15
Deflector Shield Technology	15
Electronics Technology	10
Starship Combat Strategy/Tactics	20
Starship Sensors	10
Starship Weaponry Operation	20
Starship Weaponry Technology	20
Zero-G Operations	10
Specialties	10 total

Medical Curriculum

Computer Operation	10
*Life Sciences, any <i>three</i>	30 total
Life Support Systems Technology	05
*Medical Sciences	
General Medicine, Orion	40
Others	35 total
Physical Science, Chemistry	15
Small Equipment Systems Operation	15
Specialties	10 total

Science Curriculum

Computer Operation	10
Computer Technology	10
Electronics Technology	10
*Gaming	10
Physical Sciences	
Computer Science	10
Mathematics	10
Starship Sensors	20
Any Science (except Medical or Social)	
One at	35
Two at	20 each
Three at	10 each
Specialties	10 total

Financial/Clerical Curriculum

Administration	25
Computer Operation	15
*Gaming	20
*Language, any <i>two</i>	15 each
Negotiation/Diplomacy	20
Small Equipment Systems Operation	10
Streetwise	20
Trade and Commerce	30
Value Estimation	20
Specialties	10 total

Diplomacy Curriculum

Administration	10
Bribery	10
*Language, any <i>three</i>	20 each
Medical Science	
Psychology, any race	20
Negotiation/Diplomacy	40
Social Sciences	
Political Science	20
Any <i>two</i> others	20 each
Trade and Commerce	10
Value Estimation	20
Specialties	10

In Diplomacy school, the character is being groomed to advance Orion policy through negotiation, compromise, and political maneuver. Diplomats mediate between corporations and powerful families at least as often as they negotiate between the Colonies and the Federation, the Klingon Empire, or the Romulans. Diplomats tend to be more peaceful and reasonable people than most spacers. Lasting for two and a half years, this advanced training is intended to impart useful negotiating skills to those who have not been schooled from birth in politics.

Outside Electives

Although player characters in the OSN learn less skills than those in Explorer School, they do have more time to pursue hobbies and electives. To find the number of skills that the player may improve, divide the character's INT score by 10, round down, and add three. Players may improve any skills they wish. Roll 1D10 to find the number of rating points acquired in the skill. If desired, a skill may be chosen more than once.

COMMAND SCHOOL

Either because an Orion shows much promise or has gained much useful experience, he may be tapped for advanced training in a less-physical but more grueling occupation. The training could come from a corporate sponsor or from a planetary or even local government and could take the form of rigorous schooling or in-the-field, hands-on experience. Sometimes, it is a form of reward for a long and effective career, and sometimes, it is just a rather elaborate way of getting someone out of the way by kicking them upstairs.

In Command School, the character learns the ways of leadership and control in multifaceted Orion society. Possession of these skills does *not* give a character higher rank or status, they merely give the character a fighting chance to survive in higher levels of authority. Command School lasts for two years.

COMMAND SCHOOL SKILLS	
Administration	20
Bribery	15
Leadership	30
Medical Science,	
Psychology, any race	20
Negotiation/Diplomacy	30
Starship Combat Strategy/Tactics	30
Trade and Commerce	15
Value Estimation	15

Advanced Training

While attending Command School, a player character may also take advanced training in any skill previously acquired. The number of skills that may be improved equals the character's INT score divided by ten, rounded down. The player may choose a skill more than once. Roll 1D10 to determine the number of skill rating points to be added to the character's present rating.

CAREER ADVANCEMENT

Once a character has been generated, a player may wish to start that character in a campaign only after time and experience have 'seasoned' him, adding to his skill ratings. A gamemaster might also wish to begin play with some characters older and presumably wiser than others.

Like Star Fleet officers, Orion player characters serving with the Explorers and the Orion Space Navy must determine the number of terms served between graduation and the beginning of the campaign. Then, the player must calculate the length of each term and must determine which skills are advanced. This information helps bring a character to life, and players should elaborate on this information as much as possible.

Number of Terms

To determine the character's number of terms served, roll 1D10, divide by two, and round down. If the result is 0, make it 1. Then, modify the number of terms by the following tables.

MODIFIERS TO NUMBER OF TERMS SERVED

For Attributes

INT	60+	-1
LUC	60+	-1
LUC	40 or less	+1

For Sex

Female	+1
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For Destined Position, Cumulative

Archcaptain	+3
Captain	+2
First Officer	+2
Department Head	+1

For Destined Officer Rank

Fleet Admiral	+6
Admiral	+5
Rear Admiral	+4
Commodore	+3
Captain	+2
Commander	+1
Lieutenant Commander	+1
First Lieutenant	No Modifier
Lieutenant	No Modifier
Ensign	-1

For Destined Enlisted Rank

Master Chief Petty Officer	+5
Senior or 1st Chief Petty Officer	+3
Chief Petty Officer	+2
Spaceman, First Class	+1
Spaceman	+1
Recruit	No Modifier
Boot	No Modifier
Punk Boot	-1



For Socioeconomic Class

Helm/Navigation Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	-3	-2	-2	-1	0	+1	+1	+2	+2	+3
Green	N/A	N/A	0	+1	+1	+2	+3	+4	P	P

Engineering Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+3	+2	+2	+1	0	-1	-1	-1	-2	-1
Green	N/A	N/A	0	-1	-1	-2	-2	-2	+1	+4

Communications Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+4	+3	+2	+2	+1	0	0	-1	-2	0
Green	N	N	-2	-1	0	0	+1	+2	+3	+4

Weapons/Defense Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	-2	-3	-3	-2	-1	0	0	0	+1	P
Green	N/A	N/A	-1	0	0	+1	+2	+3	+4	P

Guards Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	P	+4	+3	+3	+2	+2	+1	+1	0	-1
Green	N/A	N/A	-3	-2	-1	-1	0	0	0	+1

Medical Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	P	P	+3	+2	+1	+1	+2	+2	+2	+2
Green	N/A	N/A	-2	-1	0	0	+1	+1	+1	+2

Science Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+2	+1	+1	0	0	0	+1	+2	+3	+4
Green	N/A	N/A	0	0	0	+1	+2	+3	+4	P

Financial/Clerical Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	-1	-1	0	0	0	0	0	+1	+1	+4
Green	N/A	N/A	-1	0	0	+1	+1	+2	+2	P

Espionage Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	-3	-2	-2	-1	0	0	+1	+1	+2	+3
Green	N/A	N/A	0	+1	+2	+3	+3	+4	+4	P

Diplomacy Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	-2	-2	-1	-1	-1	0	0	+1	+2	+2
Green	N/A	N/A	0	0	+1	+1	+2	+2	P	P

Key

P:A character with this socioeconomic class cannot study this specialty.

Length of Term

Each term lasts from one to five years. To find the term length, roll 1D10, divide by two, and round down. A character must spend at least one year in a term.

Skill Improvement

For each year of service, a character may increase his rating in one skill. Total the number of years served to determine the number of skills that may be improved. Players may choose any skill (including those that the character has not yet acquired), and a skill may be chosen as many times as desired. For each skill chosen, increase the skill rating by 1D10 points.

CHARACTER AGING

The critical age for both Ruddy and Green Orions is 60. For every 10 full years over that, the player character must make Saving Rolls against his STR, END, DEX, and INT scores. If a roll fails, roll 1D10 and reduce the attribute by that amount.

Should the character miss the INT Saving Roll, the character has begun to lose skill rating points due to failing mental abilities. For every point of INT score reduction, the player must reduce one skill by 1D10, beginning with the skill with the highest rating and working down. Although these skills are not lost any faster than any others, the loss of them reflects the greater impact of age on the character.

Should any attribute of a Ruddy Orion fall below 25 (35 for a Green), that character has succumbed to age. Gamemasters may roll 1D10 for the number of years before death overtakes the character.

ORION CHARACTER DATA SHEET									
Name: <u>Karlo Leary de Shred</u>					Age: <u>48</u>				
Socioeconomic Class/One Roll: <u>7/13</u>					Sex: <u>Male</u>				
Handicap: <u>NONE</u>					Race: <u>Ruddy Orion</u>				
Specialty: <u>HELM/NAVIGATION</u>					Credits On Account: <u>4,300</u>				
Rank: <u>CAPTAIN</u>					Position: <u>CAPTAIN</u>				
Ship: <u>Spaceline Specter (Lighting Class IV Blackbird Runner)</u>					Term Length (years): <u>4</u>				
STR <u>64</u>	END <u>54</u>	INT <u>60</u>	DEX <u>66</u>	CHA <u>47</u>	LUC <u>22</u>	PSI <u>01</u>			
INACT SAVE <u>20</u>	UNC THRESH <u>5</u>	MAX OP END <u>54</u>	CURR OP END <u>54</u>	TO-HIT MOD <u>42</u>	TO-HIT HTH <u>44</u>	TO-HIT WIFE <u>38</u>			
WOUND HEAL RATE <u>2/24</u>	FATIGUE HEAL RATE <u>5/30 MIN</u>			BARE-HAND DAMAGE <u>2/24</u>		DAMAGE <u>2/24</u>			
<div style="display: flex; justify-content: space-between;"> <div> <p>Gray Orion</p> <p>Lodibyal</p> <p>Naval Recruit</p> <p>Naval Academy</p> <p>Explorer School</p> <p>Other: <u>PLANE</u></p> <p>Other: <u>PLANE</u></p> </div> <div> <p>Term Length (years): <u>4</u></p> <p><u>1</u> <u>2</u> <u>3</u> <u>4</u> <u>5</u> <u>6</u> <u>7</u> <u>8</u> <u>9</u> <u>10</u></p> </div> </div>									
<div style="display: flex;"> <div style="flex: 1;"> <p>SKILL LIST</p> <p>Administration <u>13</u></p> <p>Artistic Expression <u>13</u></p> <p>Bribery <u>13</u></p> <p>Carousing <u>6</u></p> <p>Commun. Systems Operation <u>10</u></p> <p>Commun. Systems Technology <u>10</u></p> <p>Computer Operation <u>10</u></p> <p>Computer Technology <u>10</u></p> <p>Damage Control Procedures <u>30</u></p> <p>Deflector Shield Operation <u>10</u></p> <p>Deflector Shield Technology <u>10</u></p> <p>Electronics Technology <u>35</u></p> <p>Environmental Suit Operation <u>35</u></p> <p>Forgery <u>35/30</u></p> <p>Gaming <u>35/30</u></p> <p>Instruction <u>27</u></p> <p>Language <u>35/30</u></p> <p>Leadership <u>15</u></p> <p>Life Sciences <u>15</u></p> <p>Life Support Syst. Technology <u>15</u></p> </div> <div style="flex: 1;"> <p>*Marksmanship, Archaic <u>27</u></p> <p>*Marksmanship, Modern <u>27</u></p> <p>Mechanical Engineering <u>27</u></p> <p>Medical Sciences <u>27</u></p> <p>General Medicine <u>27</u></p> <p>Negotiation/Optimacy <u>27</u></p> <p>*Personal Combat, Armed <u>27</u></p> <p>*Personal Combat, Unarmed <u>27</u></p> <p>*Personal Weapons Technology <u>27</u></p> <p>*Physical Sciences <u>27</u></p> <p>*Planetary Sciences <u>27</u></p> <p>*Planetary Survival <u>27</u></p> <p>Security Procedures <u>27</u></p> <p>Shuttlecraft Pilot <u>27</u></p> <p>Shuttlecraft System Technology <u>27</u></p> <p>Small Equip. System Operation <u>27</u></p> <p>Small Equip. System Technology <u>27</u></p> <p>Small Unit Tactics <u>27</u></p> </div> <div style="flex: 1;"> <p>Small Vessel Engineering <u>27</u></p> <p>Small Vessel Pilot <u>27</u></p> <p>Social Sciences <u>27</u></p> <p>Orion Cult Hist. <u>27</u></p> <p>Orion Law <u>27</u></p> <p>*Space Sciences <u>27</u></p> <p>Astronomy <u>27</u></p> <p>*Sports <u>27</u></p> <p>Starship Combat Strat./Tactics <u>27</u></p> <p>Starship Helm Operation <u>27</u></p> <p>Starship Sensors <u>27</u></p> <p>Starship Weaponry Operation <u>27</u></p> <p>Starship Weaponry Technology <u>27</u></p> <p>Streetwise <u>27</u></p> <p>Trade and Commerce <u>27</u></p> <p>Transporter Operation Proc. <u>27</u></p> <p>Transporter System Technology <u>27</u></p> <p>*Time <u>27</u></p> <p>Value Estimation <u>27</u></p> <p>*Vehicle Operation <u>27</u></p> <p>Warp Drive Technology <u>27</u></p> <p>Zero-G Operations <u>27</u></p> </div> </div>									
Skills listed in bold are unauthorized skills for Gray Orions									
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GREY ORION GENERATION

Because they understand machines and preside over all of Orion knowledge, Greys may go into careers not normally open to other Orions. It is a unique advantage, but it is balanced by a unique disadvantage. Thanks to genetic tampering, all Grey Orions suffer from inherited disabilities of varying severity. These handicaps stifle the acquisition of background skills, and profoundly affect the Grey's career choices.

HANDICAPS

Gamemasters should remember that Greys are consummate tool-users and machine-handlers. If there is a mechanical way around a problem, they will find it. For example, there is no reason why a blind Grey cannot be a doctor. He may need special instruments for examinations and may have trouble performing surgery, but he may still acquire medical knowledge and use such things as sonar and sight-to-touch computerized translators, making him all but indistinguishable from a sighted physician. Players and gamemasters should use their creativity to provide solutions. No problem is insurmountable.

GREY ORION HANDICAP TABLE

Die Roll (1D100) Result

- 01 Asthma:** Character's lungs are weak and prone to congestion. END score is *halved*, rounded up. Avoid all exertion.
- 02 Dust sensitivity:** The character must breathe filtered air at all times, either in a sealed environment or using a mask. If not, make a Saving Roll against one-half the character's END score, rounded down, or suffer respiratory arrest.
- 03 Humidity sensitivity:** As for Dust Sensitivity (02), but the character cannot tolerate air that is too dry or too wet.
- 04 Heat sensitivity:** The character must be below a specific temperature to avoid heat exhaustion. If not, make a Saving Roll against one-half the character's END score, rounded up. Failure means character will fall unconscious in 1D10 minutes unless the proper temperature is restored.
- 05 Cold sensitivity:** As for Heat Sensitivity (04), but the character must stay above a certain temperature or suffer hypothermia. Save against one-half the END score, rounded up, or the character loses consciousness in 1D10 minutes.
- 06 Food allergies:** The character can eat only a specially prepared diet free of antagonistic chemicals. Eating the wrong foods can cause poisoning, respiratory difficulties, abdominal pain, nausea, and other unpleasant effects up to and including death.
- 07 Skin allergy (Natural substances):** The character must avoid wool, cotton, feathers, or any other such unprocessed material or else suffer skin eruptions, respiratory difficulties, or both.
- 08 Skin allergy (Synthetic substances):** The character must avoid processed materials and textiles, as well as plastics in almost any form or else suffer skin eruptions, respiratory difficulties, or both. Airborne chemicals can produce the same drastic results.
- 09 Skin allergy (Plants):** As for Natural Substances (07), but specifically for growing or recently cut life.

- 10 Skin allergy (Animals):** As for Natural Substances (07), but more specifically for the pelts, loose hairs, or even the tanned hides of animals.
- 11 Skin allergy (People):** As for Natural Substances (07), but more specifically for the touch or sometimes just the presence of other Orions or even other humanoid aliens.
- 12 Mild skin eruptions:** The character suffers from mysterious, random outbreaks of unsightly and often itchy blotches, pimples, or pustules on his exposed skin.
- 13 Severe skin eruptions:** The character suffers from occasional painful and hideous outbreaks of blisters, coarse skin, peeling, and raw exposed flesh where the skin has come off entirely.
- 14 Skin ulcers:** As Severe Skin Eruptions (13), but marks are permanent.
- 15 Uncontrollable facial twitching:** Sometimes more severe when the character is under stress, this twitching distorts his features but does not normally interfere with speaking.
- 16 Palsy:** Character suffers from uncontrollable, but mild, trembling. Reduce DEX score by one-fourth, rounded up, to reflect the loss of fine control.
- 17 Severe palsy:** The character shakes like a leaf all the time, even when asleep. Reduce END score by one-fourth and DEX score by half, both rounded up. The character may not run or do anything strenuous.
- 18 Myasthenia gravis:** The character suffers from chronic muscle weakness that occasionally gets much worse. Reduce STR score by one-third, rounded up. There is a ten percent chance per day that STR will drop temporarily to one-tenth this value. If STR falls below 10 the character is bedridden, unable even to roll over. This condition may persist for several days or even weeks.
- 19 Spastic paralysis:** The character suffers from a constant state of muscular contraction that twists his limbs and hands into almost immobile positions. Reduce both STR and DEX scores by three-fourths, rounded up. The character cannot walk or even stand without aid. Unless cared for by machines or people, the character cannot perform even the simplest tasks.
- 20 Dwarfism:** The character never reaches the stature of a normal adult, but matures abnormally short. This result encompasses both true dwarfism (normal torso, small arms and legs) and midgets (small all over). Reduce both STR and END scores by one-half, rounded up. The character is roughly half the size of a full-sized adult.
- 21 Giantism:** The character may be well over 125 percent the size and bulk of a normal adult. *Increase* STR score by one quarter, rounded down. Reduce DEX score by one-tenth, rounded up. The critical age for a character afflicted with giantism is 50, as unchecked growth places a great strain on the organism.
- 22 Osteoporosis:** The character suffers from an insidious disease that weakens the structure of his bones. Whenever this character suffers 10 or more points of damage, at least one bone has been broken somewhere in his body. Double the normal time it takes to heal. The character may never carry anything heavier than one-fourth his STR in kilos. A greater weight requires a Saving Roll against his STR score minus one for every kilogram over the limit. Failure breaks at least one bone and forces the character to drop his burden.

- 23 Ossification:** Rough deposits of bone-like material collect in the character's joints, reducing their mobility and causing great pain. This condition worsens over time, eventually immobilizing the character. For every year of age over 18, reduce the character's DEX score by one. When performing any strenuous physical activity, the character must make a Saving Roll against his DEX, or the pain forces him to stop.
- 24 Mild arthritis:** The character's joints are getting cranky and old, regardless of the character's age. Make a Saving Roll against the character's DEX score. If the roll fails, reduce the DEX score by 5. This roll is performed only once.
- 25 Moderate arthritis:** As for Mild Arthritis (24), but if the roll fails, reduce DEX score by 10.
- 26 Severe arthritis:** Treat as Ossification (23). In time, the character's hands will become twisted immobile claws, next to useless.
- 27 Light-sensitive eyes:** The character suffers no ill effects from artificial lighting or darkness, but 1D10 hours of direct sunlight force him to rest his eyes for an hour, preferably in darkness.
- 28 Light-sensitive skin:** Character has a built-in sun allergy. If exposed to direct sunlight for an hour or more, the character's skin burns, turning a startling shade of paperbag brown. Longer exposure produces a more severe burn; one hour does 10 points of damage, the second 20, the third 40, and so on. Hospital care will be necessary for exposure of two hours or more. If CURR OP END falls to zero or less due to sun damage, the character dies of sunburn.
- 29 Distorted vision:** The character has a kind of astigmatism and cannot see clearly at any range. Retinax V and other ocular compounds do not work well on Orions, and Grey Orions tend to be allergic to them anyway.
- 30 Nearsightedness:** The character cannot see things more than a few meters away. Severity is up to the gamemaster, and lenses are the usual cure.
- 31 Farsightedness:** The character cannot see things clearly *unless* they are at least a few meters away. Severity is up to the gamemaster.
- 32 Red-green colorblindness:** The character is unable to distinguish between the colors red and green; they appear to be the same. The character may run into problems dealing with non-Grey Orions.
- 33 Blue-green colorblindness:** The character cannot distinguish between green and blue-colored objects.
- 34 Yellow-orange colorblindness:** The character cannot distinguish between these two colors.
- 35 Complete colorblindness:** The character sees all colors as shades of grey.
- 36 Night blindness:** The character cannot see well in dim light. When the lights go out, this character is blind.
- 37 Day blindness:** The character can see only in dim light. In bright light, even bright artificial light, he must shield his eyes, which may suffer internal burns from normal light. Sunglasses, even indoors, are necessary protection.
- 38 Blindness:** Whether progressive or sudden, the character can no longer see. The condition is permanent and irreversible.
- 39 Tinnitus:** The character constantly hears ringing in his ears. Although the character can tune out the noise, he cannot hear very well. When he tries to listen harder, he becomes aware again of the maddening sounds in his head.

- 40 Impaired hearing:** Characters who suffer from this are partially deaf. They can hear most sounds, but may have difficulty understanding voices. Shouting at them does not help. They may have to make a Saving Roll against their INT score to hear correctly.
- 41 Impaired balance:** Something is wrong with the character's inner-ear mechanisms. If he is sitting or standing still, there is no problem. However, if he has to walk, run, climb, or jump, he must save against one-fourth his DEX score, rounded up, or else become dizzy and lose his balance. Zero-G operations are not handicapped.
- 42 Total deafness:** The character can hear only loud sounds faintly, but he can feel vibrations in water, air, or through the floor. In some cases, speech is also affected, resulting in slurred or unclear speech and requiring the listener to save against his INT score to understand.
- 43 Constant itching:** The character's skin is acutely sensitive and itches for the slightest cause or no cause at all. Although not continuous, when the condition does occur, it can drive everything else out of a character's mind. At such times, reduce the character's INT score by one-fourth and DEX score by one-half, rounded up, to reflect the distraction.
- 44 Touch-sensitivity:** The character's skin is acutely sensitive to any light touch, which the character perceives as pain. They may find even the lightest clothing too difficult to wear. Treat as for constant itching when required. The sufferer is *not* troubled by pressure or any touch that is firm.
- 45 Pressure-sensitivity:** Any pressure on any part of the character's body, including simply sitting, causes pain. Light touches are not enough to trigger the reaction, but a handshake is uncomfortable, and hugs cannot be withstood.
- 46 Insensitivity to burns:** The character cannot feel heat. If he encounters hot metal, liquid, or flame, he does not feel himself getting burned. Extreme cold can also burn him without causing pain. Of course, the danger is that he will not jump back when burned, and so he will suffer more damage.
- 47 Insensitivity to cuts:** The character's skin is largely without sensation, and he cannot feel minor punctures, abrasions, scrapes, or cuts. As deeper injuries involve deeper nerves, they will cause pain. Unless the character is very careful, he will constantly be hurting himself without noticing it, possibly causing permanent damage.
- 48 Insensitivity to bruises:** The character cannot feel pain from blows or constant pressure. When taking physical damage from a blunt weapon (clubs, stoves, furniture, and so on), the character's UNC THRESH becomes -20. A character whose CURR OP END falls to -20 from such damage does not become unconscious; he dies. Medical care is needed to keep him alive if the damage leaves his CURR OP END between 5 and -20.
- 49 Insensitivity to pain:** The character is totally free of all pain. The provisions for all the above insensitivities (46-48) apply, and in addition, the character's END score drops one point every year due to cumulative, unavoidable damage acquired from normal bumps and scrapes.

50 Total numbness: The character is free from pain, and suffers all the consequences of the previous insensitivities (46-49). In addition, the character cannot feel any light touch or pressure. He can move normally, but can feel nothing at all. Therefore, he will suffer an END loss of two points a year, unless he can make a Saving Roll against one-half his INT score, rounded up. If successful, he loses only one point.

51 Premature aging: The character's Critical Age is now equal to 20 + 1D10 years (instead of 40), and he will suffer the progressive loss of attribute score points from that age, not ten years afterward. In addition, he begins to *look* old with thinning, hair and wrinkled, saggy skin.

52 Epilepsy: The character suffers from random seizures. Although they leave no permanent damage, these seizures render the character unconscious for roughly an hour. Often there is no warning to these seizures, which may occur at any time. Stress does not induce seizures; they are on their own timetable.

53 Severe epilepsy: In addition to falling unconscious at random times, the character also suffers convulsions that may cause damage to himself. Seizures last 1D10 minutes, and the character may take from 1D10 to 2D10 points of damage, depending on whether he hits any objects. Afterward, he will sleep deeply for 1D10 hours. Stress does not affect the occurrence of seizures in any way.



54 Stress convulsions: Although like Severe Epilepsy (53), these convulsions are triggered *only* by stressful situations—gamemaster's option as to saving rolls. In addition to suffering all Severe Epilepsy (53) results, the gamemaster must roll 1D100; on a roll of 00, the character must immediately attack, with bare hands or any weapon, the nearest character, friendly or not, and cannot break off the attack. If there are no characters present, the sufferer vandalizes whatever room he is in. For the duration of such seizures, *increase* the character's STR and END scores by one-half, rounded down. Such seizures last only 1D10 minutes, followed by 1D10 hours of deep sleep. He may or may not remember what he has done.

55 No sense of smell: The character cannot smell or taste a thing, or suffers 'shadow scents' that make steak taste like sand or cardboard like caviar. On top of that, they cannot detect the leak of invisible gases, and so have no warning of them. On the plus side, such Greys are not affected by Green Orions' pheromones. Greens who deal with the afflicted character suffer a loss of 20 points from their own CHA score.

56 Oversensitivity of smell: The character's senses of taste and smell are hyperdeveloped. Although this allows him to be adept at detecting minute scents and distinguishing between them, it also exposes him to the full effect of any offensive odor or taste. These have no great effect on such characters, but sufferers generally prefer to wear special filter masks to keep from being overwhelmed. Most Greys so afflicted are lean because eating is a taxing experience. They cannot tolerate unfiltered Greens at all.

57 Immune deficiency: The character has no natural defense against microbes. Unless his air, water, and food is sterilized, he will catch all sorts of painful diseases. He cannot pass these illnesses on to others, but he will suffer their full effects and may even die from them. Without unflagging medical aid, nearly any infection he contracts can kill him.

58 Cardiac weakness: To all appearances, the character is unaffected, but if he exerts himself or gets unduly excited, he must make a Saving Roll against his END score. If he fails, he must sit or lie down and take it easy for a while. A character may force himself to go on in spite of the pain, but he is in danger of just dropping dead. The gamemaster must decide how long the character can ignore the warning before either the pain stops him or he keels over.

59 Mild digestive disorder: The character has a weak stomach, suffers gas, or cannot digest some kinds of foods.

60 Severe digestive disorder: Unable to digest most foods, the character lives on a special diet. The result is much like that for Food Allergies (06), but poisoning is guaranteed if the character ingests the wrong foods. In some cases, even water may be difficult to absorb. Afflicted characters will need supplemental injections regularly to avoid poisoning or permanent damage to internal organs.

61 Constant abdominal pain: This handicap has no specific cause but a poignant and constant result. The character has difficulty eating or drinking anything, and nausea may immediately follow. Exertion of any kind is too painful to ignore. Other than being a little skinny, the sufferer is apparently normal.

62 Cystic fibrosis: The character's lungs constantly fill with fluid and must be drained at least once a day or the character will suffocate. In addition, the character is more susceptible to infections, particularly of the lungs and respiratory tract. Reduce END score by one-fourth, rounded up. Any great exertion will cause a coughing fit that immobilizes the character indefinitely and may cause 1D10 points of damage (gamemaster's option).

63 Hormonal immaturity: The character's body has not grown up and never will. They appear to be oversized children, with rounded features, baby fat on body and limbs, and no body hair. Their voices remain childlike, and, though their minds are not affected, they may behave like children.

64 Chronic depression: The character suffers an emotional disorder that occasionally causes him to be extremely depressed, even despondent, with no apparent cause. An onset may last for days and saps the character's will to act. He must make a Saving Roll against his INT score or become unable to either complete any long or involved task or face another sentient being. One other character may add one-tenth his CHA score, rounded down, to the afflicted character's roll. The player character may attempt such a roll once per day. Extreme shock or urgency will temporarily overcome the effects of this disorder, allowing the character to function in an emergency, but he may or may not break out of his depression. Drugs have some value, but not a lot.

65 Manic-depression: When the character is not suffering from Chronic Depression (64), he is as irrationally happy and energetic as he was depressed and lethargic. Characters in the grip of a mania may work around the clock on one project, which they will not let alone until they have completed it perfectly. Affected characters cycle from one extreme to the other. The length of such cycles varies greatly and is affected by the character's success or failure at a job, the presence or absence of friends, or any normal emotional reaction. Sometimes, there are periods of normalcy between the swings. Mania exhausts a character, leaving him vulnerable to depression. Drugs can help either mood extreme, but there are no compounds that can eliminate the cycle completely.

66 Euphoria: The character suffers occasional bouts of unwarranted, unexpected happiness. Unlike mania, which tends to be task-oriented, euphoria simply keeps a character from experiencing sadness. While in the grip of this emotional disorder, he tends to act quite drunk.

67 Anxiety: A character with this emotional disorder cannot overcome feelings of dread toward everything, including facing strangers, talking to a group, trying to learn a new skill, and confronting the unknown. The character must save against his INT score or be unable to act at all. Periods of anxiety come and go at random.

68 Paranoia: Paranoia causes a character to feel that he is being watched, judged, or plotted against. A sufferer will concoct and believe the wildest schemes to explain odd coincidences. There are no drugs that help this condition. The other characters should watch paranoid characters closely—which may precipitate a crisis itself.

69 Narcolepsy: The character tends to fall asleep at the most inappropriate (or at least oddest) times. Attacks of narcolepsy resemble those of Epilepsy (52), except that they are triggered by specific things—fear, anxiety, amusement, excitement, or some other powerful feeling. An afflicted character must save against one-half his INT score, rounded down, to keep from dropping off. Fortunately, only one type of feeling brings on attacks in any one individual—for instance, a character might have to avoid anything funny because laughter causes him to fall asleep. Although attacks are generally short, a character will sleep 1D10 hours unless wakened by another character.

70 Severe water retention: The character's body retains most of its moisture. Such characters appear bloated or fat, but their bodies have no tone or firmness. Worse, any exertion causes them to sweat profusely, usually with a sour, unpleasant odor, and makes them desperately thirsty. Active characters do not suffer damage if they do not drink something, but they lose one-fourth of their INT score, rounded up, until they do drink.

71 Obesity: The character suffers from an abnormal weight gain, with or without a corresponding increase in appetite, and becomes quite fat. DEX, END, and CHA scores are all reduced by one-fourth, rounded up. If the character's STR score is 40 or less, it is reduced by one-fourth, rounded up; if it is 41 or greater, it is *increased* by one-fourth, rounded up. (Fat is hard to carry around, but some people paradoxically get more exercise that way.)

72 Skeletonization: The character suffers from an inability to gain weight, becoming extremely thin and bony no matter how much he eats. STR and END scores are reduced by one-half, rounded up, but STR may never fall below 10.

73 Neurofibromatosis: Also known as the Elephant Man's disease, this affliction causes tumors to grow throughout the character's body. Mobility is affected as for Ossification (23), and the character's DEX, CHA, and STR scores lose 1D10 points a year. When *both* STR and DEX reach zero, the character dies. This condition may render a character hideous, but does not affect the mind or emotions and causes little pain.

74 Plated skin: This condition renders the character's skin into a coarse pattern of hornlike plates, very like the skin of an alligator. All parts of the body not covered by hair, including the face, hands, and feet, are affected, and the victim's hair will fall out as the platelets gradually advance. Reduce DEX score by one-tenth, rounded up, and reduce CHA score by one-half, rounded up. All attacks against the character must subtract 5 points of damage due to the armor-like effect of the skin.

75 Too few fingers or toes: Roll 1D10 to determine the number of fingers and toes the character has. (On a roll of 10, roll again.) Divide them equally between both hands or feet, or as evenly as possible. What fingers and toes the character has tend to be larger and stronger than the normal number. Reduce DEX score by 10 if the character has 6 fingers or less.

76 Too many fingers or toes: Roll 1D10, divide by 2 and round down to determine the number of additional fingers for *each* hand or toes for *each* foot. Increase DEX score by 5 if the character has more than seven fingers per hand.

77 One hand missing or deformed: Whatever may be left of a hand (right or left is gamemaster's choice) is nonfunctional. Reduce DEX score by 10.

78 Both hands missing or deformed: Character has only nonfunctional stumps. DEX score may not be higher than 10, but prosthetics may be fitted to preserve an existing DEX.

79 One arm missing or deformed: The character's arm (right or left is gamemaster's choice) is nonfunctional. Reduce DEX score by 15.

- 80 Both arms missing or deformed:** Character can neither handle nor operate *any* apparatus. Prosthetics may be fitted but the resulting DEX score can never be more than *half* the character's original DEX, rounded up.
- 81 One foot missing or deformed:** The character walks with a limp and may not be able to run (gamemaster's option). A prosthetic can eliminate the problem.
- 82 Both feet missing or deformed:** The character may not walk unless fitted with prosthetics. Walking will then be normal, but running requires a DEX Saving Roll to keep from stumbling.
- 83 One leg missing or deformed:** Character cannot walk or run without a prosthetic. Any remaining leg must first be removed. While running, DEX is reduced by 15, and the character must make a DEX Saving Roll to keep from stumbling.
- 84 Both legs missing or deformed:** As for One Leg Missing or Deformed (83), but prosthetics for both legs must be fitted.
- 85 Hunchback:** The character's spine bulges upwards from just behind the neck, constricting the chest and making it difficult to breathe. Reduce CHA score by one-fourth, rounded down. If he exerts himself, the character must make a Saving Roll against one-half his END score, rounded up, to keep from getting winded.
- 86 Hydrocephalous:** The character suffers from an enlarged and possibly asymmetrical head. Intelligence is *not* affected, but the CHA score is reduced by 10 because of the character's strange and fearful appearance.
- 87 Eye missing or displaced:** Roll 1D10 to determine the distance in centimeters that an eye is displaced from its customary location. Alternatively, the eye may not be there at all; the other eye may be in a normal position or displaced. [Gamemaster's option: Roll 1D10. On a result of 10, *both* eyes are displaced.] Reduce DEX score by 15.
- 88 Ear missing or displaced:** Place as for a Displaced Eye (87), but the displaced ear will look like a kind of hole in the character's head. Same option as above for both ears. Reduce DEX by 15.
- 89 Mouth missing or displaced:** Roll 1D10. On a result of 10, the character has been born without a mouth. He must be fed through tubes and cannot speak at all. On any other result, displace the mouth as for Displaced Eye (87). Reduce CHA score by three-fourths, rounded down.
- 90 Nose missing or displaced:** Treat as a Displaced Mouth (89). If the character's nose is missing, he also loses the senses of both taste and smell (*see* 55). He can still eat and talk, but he sounds strange. Reduce CHA score by 10.
- 91 Baldness:** The character has no body hair at all, not even eyebrows. Reduce CHA score by 10.
- 92 Hairiness:** The character has an overabundance of hair, which can be either a kind of down or coarse and thick and extends onto the face and hands. Both males and females may be affected equally. Reduce CHA score by 10.
- 93 Odd coloration:** The character is not grey, or at least not uniformly. They can be Ruddy or Green in shade, some other unusual color, or even striped or spotted like a Halfbreed. Reduce CHA score by 10.
- 94-95 Roll twice:** Roll on this table twice. In no case may a character suffer from more than *six* handicap rolls.

96-97 Roll three times: Roll on this table three times. In no case may a character suffer more than *six* handicap rolls.

98-99 Roll four times: Roll on this table four times. In no case may a character suffer more than *six* handicap rolls.

00 Normal: The character may not reach this result after first rolling a number between 94 and 99. If 00 is the character's first roll on this table, the character suffers from no handicap at all. Some perverse throw of the genetic dice has spared him from the doom meted out to the Greys. The character may want to feign a handicap just to escape notice from non-Greys.

BACKGROUND SKILLS

There is not much that Grey Orions cannot learn, as time is so heavy on their hands and knowledge is supposed to be their job. Nevertheless, a curious sort of longing for more normal pursuits (preferably active ones) still lives in them even if they are not physically capable of performing them.

To determine the number of Background Skills for a Grey Orion, divide his INT score by 10 and round down. For each skill, the character receives a skill rating of 1D10. The player must choose at least two Technical skills for each Normal skill, and he may add no more than three rolls to any one skill. This does not include divisions within a skill—a character may roll three times for both *Medical Science*, *General Medicine* and *Medical Science, Surgery*. However, no more than two *Trivia* skills of *any* type may be chosen. It is up to the gamemaster to determine which skills a Grey Orion character may not gain due to his handicap.

TECHNICAL SKILL TABLE

Administration
 *Artistic Expression
 Communication Systems Operation
 Communication Systems Technology
 Computer Operation
 Computer Technology
 Electronics Technology
 *Gaming
 *Language
 *Life Sciences
 Life Support Systems Technology
 Mechanical Engineering
 *Medical Sciences
 *Physical Sciences
 *Planetary Sciences
 Small Equipment Systems Operation
 Small Equipment Systems Technology
 *Social Sciences
 *Space Sciences
 *Trivia

NORMAL SKILLS TABLE

Environmental Suit Operation
 Instruction
 Negotiation/Diplomacy
 Security Procedures
 *Sports
 Starship Sensors
 Transporter Operation Procedures
 Transporter Systems Technology

FIELDS OF SPECIALIZATIONS

At age 14, Grey Orions are deemed mature enough to master the skills for their captive professions. A Grey Orion character *must* choose one of the following fields of skills. If the character's INT is 80 or higher, he may choose two fields; if it is 90 or higher, he may be chose three fields. Choosing more than one field is voluntary; a character, whatever his intelligence, may not be forced to learn more. Computer Operation takes one and a half years, Computer Technology and Electronics Technology take two years, Engineering takes three years, Science and Medical take three and a half years, and both Finance and Protocol take four years.

Some curriculums offer a choice of skills to the player character. Before choosing these skills, however, the player should refer to the **Unauthorized Skills** section to determine which skills he may not select. (These skills can be acquired after choosing curriculum skills.)

Computer Operation Curriculum

Administration	20
Computer Operation	40
Computer Technology	20
Electronics Technology	10
Mechanical Engineering	10
Physical Sciences	
Computer Science	30
Mathematics	25
Physics	10

Computer Technology Curriculum

Administration	10
Computer Operation	20
Computer Technology	40
Electronics Technology	30
Mechanical Engineering	20
Physical Sciences	
Computer Science	40
Mathematics	20
Physics	20
Small Equipment Systems Operation	20
Small Equipment Systems Technology	15

Electronics Curriculum

Administration	10
Computer Operation	20
Computer Technology	20
Electronics Technology	40
Physical Sciences	
Computer Science	20
Mathematics	20
Physics	20
Small Equipment Systems Operation	40
Small Equipment Systems Technology	40

Engineering Curriculum

Communication Systems Operation	15
Computer Operation	40
Environmental Suit Operation	20
Life Support Systems Technology	30
Physical Sciences	
Any two	20 each
Any two	10 each
Small Equipment Systems Operation	25
Any Technology or Engineering skill	
one at	40
two at	30 each
three at	20 each

Finance Curriculum

Administration	40
Communication Systems Operation	25
Computer Operation	25
Environmental Suit Operation	30
*Gaming	20
*Language, any four	20 each
Leadership	10
Negotiation/Diplomacy	30
Physical Science, Mathematics	40
Social Sciences	
Economics	30
*Law, any two	30 each
*Orion Culture/History	30
Orion Law	40
*Racial Culture/History, any two	20 each

Science Curriculum

Administration	10
Computer Operation	30
Computer Technology	20
Electronics Technology	10
Instruction	20
*Language, any four	20 each
Life Support Systems Technology	20
Sciences (any except Medical or Social)	
two at	40 each
three at	30 each
three at	20 each
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Starship Sensors	20

Medical Curriculum

Administration	20
Computer Operation	20
Environmental Suit Operation	20
Instruction	20
Leadership	10
Life Sciences, any five	20 each
Life Support Systems Technology	20
Medical Sciences	
General Medicine, Orion	50
Other specialties two at	30 each
three at	20 each
Negotiation/Diplomacy	20
Physical Science, Chemistry	20
Small Equipment Systems Operation	15

Protocol Curriculum

Administration	40
Communication Systems Operation	30
Communication Systems Technology	10
Computer Operation	20
Environmental Suit Operation	20
*Gaming, any two	25 each
Instruction	20
*Language, any five	40 each
Leadership	10
Negotiation/Diplomacy	40
Security Procedures	20
*Trivia, any two	20 each

UNAUTHORIZED SKILLS

Greys are prohibited from acquiring certain skills deemed dangerous for them to know. Nevertheless, simulators, computer aids, and the privacy of their sealed environments allow Greys to pick up certain unauthorized skills—within limits. Simulations cannot bring the full flavor of actual experience, and the Greys' physical problems often hamper learning.

By the time they finish training in the *guldin* (sealed life-support capsules in the bowels of an estate, office complex, or starship), Greys have also learned forbidden knowledge and prohibited activities. Players may choose such skills from the tables below. Note that a player may not choose the following skills as electives in his character's curriculum.

FORBIDDEN KNOWLEDGE SKILL LIST

Damage Control Procedures
Deflector Shield Technology
Shuttlecraft Pilot
Shuttlecraft Systems Technology
Small Unit Tactics
Starship Combat Strategy/Tactics
Starship Helm Operation
Starship Weaponry Operation
Starship Weaponry Technology
Warp Drive Technology
*Vehicle Operation

PROHIBITED ACTIVITIES SKILL LIST

Carousing
*Marksmanship, Archaic
Marksmanship, Modern
*Personal Combat, Armed
Personal Combat, Unarmed
Personal Weapons Technology
*Planetary Survival
Small Vessel Pilot
Streetwise
Zero-G Operation

Each Grey Orion character divides his INT score by ten, rounding down. The result is the total number of unauthorized skills that the character may acquire. No Forbidden Knowledge skill rating may ever be greater than the character's skill rating in *Computer Operation*. No Prohibited Activity skill rating may ever be higher than the character's STR, DEX, or END score—whichever is *lowest*.

CAREER ADVANCEMENT

Grey Orions live their entire lives under the control of other Orions, doing what they are told to do and amusing themselves when they are not. They have a lot of time to sit, think, and study, and, because they are usually confined to *guldin*, their privacy is only occasionally monitored for unauthorized activity. Therefore, they learn skills faster than most Orions, but in a more restricted direction.

Players may advance their characters to any desired age and level of competency simply by adding terms and attendant skill rolls. Because Greys can develop close relationships with other Greys and may get together to plot against their owners, *Utan* (or "Masters") swap Greys among themselves much as Terra's baseball players are traded.

Each player should roll 1D10, divide by two, and round down to determine the number of terms that his character has served prior to the start of play. This is an arbitrary starting point; players are quite free to run younger characters or more experienced characters. Each term served lasts for 1D10 divided by two years (rounded down), and represents the time spent in a different work environment under a particular *Uta*.

For every year of service, a Grey Orion can improve two skills already learned by 1D10. Only *one* Unauthorized Skill may be improved in this manner (opportunities to practice *Streetwise* are not that common in a tank). The *guldi* where they labor may be in the sub-basement of a villa, a secure section of an office tower, or the bowels of a *Chariot* Class cruiser; it hardly matters. What *does* matter is whether the duty is easy or hard, the companionship good or a morass of petty personal grudges. Work environment affects the character's number and type of skills gained as follows.

MODIFIERS TO SKILL IMPROVEMENT

Die Roll (1D10) Work and Study Environment

- 10 Optimum:** For each year of service, the character may improve one additional skill, which could be unauthorized and/or not already known. A Grey's paradise.
- 9 Excellent:** The character may improve one additional skill per year, but the skill must be already known and authorized.
- 8-7 Pretty good:** The character may improve one additional skill per term, but the skill must be already known and authorized.
- 6-4 So-so:** No modifications.
- 3 Poor:** One skill roll per term is subtracted from the total number of rolls.
- 2 Horrible:** One skill roll per term is subtracted from the total number of rolls, and one Unauthorized Skill must be decreased by 1D10 points during this term.
- 1 Abysmal:** The character can improve only one skill per year, and the skill must be authorized. Welcome to the pits.

CHARACTER AGING

Unlike other Orions, Greys begin to show signs of physical deterioration at the age of 40. For every 10 full years lived past 40, a player must subtract 1D10 from his character's STR, DEX, END, CHA, and INT scores. Genetically weakened at birth, Grey Orions also age more catastrophically than other Orions. After calculating the reduction in attributes, the player must make a Saving Roll against the highest attribute remaining to his character. If the roll fails, the character has reached such a state of decrepitude that he is in immediate danger of dying. For such a character, the player must make a Saving Roll against the END score every year; failure means that the character dies immediately. At the gamemaster's option, a particularly difficult physical effort (running uphill while carrying a load, going without a breather mask if the character's handicap calls for one) may require a Saving Roll against the END score with appropriate modifiers. Failure means death, perhaps preceded by a short coma or other warning.

GREEN SLAVE WOMAN GENERATION

When non-Orions use the expression "Green slave women", they are referring to what the Orions call *lodubyaln*—the sinuous, senuous, animal-like, half-naked creatures glimpsed at Orion entertainments. "Like women," some say, "but more so."

Lodubyaln are not a separate sub-species. Neither are they in any way genetically modified, surgically altered, or doped with Venus drugs. They are simply a highly trained caste of female slaves educated from earliest childhood to be dancers, singers, musicians, storytellers, and professional listeners that are a delight to look upon, paradise to hear, and a comfort to talk to. Theirs is the *only* loyalty that Orions buy and sell with perfect trust, and it is one of the pillars of their civilization.

Some *lodubyaln* spend their short working career (few remain past the age of 40) looking forward to the time when some dashing Green will purchase her contract and make her his wife. Some save up their tips and scarce side earnings and buy themselves out, returning to a more normal life. Some take what they have learned from their masters and use it to make themselves wealthy. By some standards, the *lodubyaln* are the lowest of all Orions—scarcely above the Greys. However, if a *lodubyal* wishes to take a chance, she may rise to become a businesswoman or the captain of a starship. All it takes is determination and a thirst for hard work.

TRAINING

Unlike other Orions, *lodubyaln* receive no Background Skills. At the age of five, they are placed in the care of senior or retired *lodubyal* for proper training. Most *lodubyaln* are the product of *fesin*—literally, "hutches", or training houses devoted entirely to the crafts of the life-contractor. Here they acquire the skills necessary for their work. As *lodubyaln* are apart from Orion society, they do not receive a socioeconomic class.

LODUBYAL SKILLS

Artistic Expression, Dance	50
Artistic Expression, Instrument	40
Artistic Expression, Singing	40
Carousing	40
*Gaming	30
Instruction	10
Negotiation/Diplomacy	40
Personal Combat, Knife	30
Personal Combat, Unarmed	30
Streetwise	20
Trade and Commerce	30
Value Estimation	40

Green Slave Woman Attitude Bonus

CHA +20

At the end of her training (which lasts for nine years), a *lodubyal* contracts out to her master's household. All things considered, the life of a *lodubyal* is not particularly horrible. Provided with all the necessities of life (and quite a few of the luxuries as well), she is concerned only with pleasing her contract-holder. She must keep herself attractive and healthy, perform at entertainments, and never hint that she has any sort of life apart from entertaining.

The hardest task any *lodubyal* must perform is to give her unswerving love, loyalty, and devotion to her contract-

holder regardless of her personal feelings. This goes directly against Orion instinct for self-maximization. Luxury and self-indulgence is often not enough to keep a *lodubyal* in her work any longer than she must.

SKILL IMPROVEMENT

Unlike other Orion characters, *lodubyaln* have little choice over which skills they are going to learn. They also have little control over how long it takes to leave their career.

Roll 1D10 to determine the number of years the *lodubyal* character spends in service to one contract-holder. Repeat the process until the character has accumulated at least 21 years of service. For each term, the character rolls 1D10 and consults the table below. Under normal circumstances, a *lodubyal* improves one skill by 1D10 per year of service, but a good or a bad contract-holder can make a great deal of difference. There is no correlation between the wealth of a contract-holder and whether service under him is pleasant or onerous.

MODIFIERS TO SKILL IMPROVEMENT

Die Roll (1D10) Service

- 10 Superb:** For each year of service, the character improves or gains *any two* skills.
- 9 Excellent:** During this term, the character improves or gains *any two* extra skills.
- 8-7 Pretty good:** During this term, the character improves or gains *any one* extra skill.
- 6-4 So-so:** No modifications.
- 3 Unpleasant:** During this term, the character loses one skill improvement from her total.
- 2 Awful:** During this term, the character loses two skill improvements from her total.
- 1 Horrible:** During this term, the character loses three skill improvements from her total.

After 21 years of service, a *lodubyal* may buy her contract and either enter another field of endeavor, retreat peacefully into domestic life as wife and mother, or become supervisor of a *fesin*. The choice is purely voluntary.

SAVINGS

In theory, a *lodubyal* goes through life without a single possession, not even her jewelry. In reality, however, connections, friends, and generous masters (and perhaps suitors) may provide her with a small nest egg of cash, precious metals, gemstones, and other small valuables. After all, how else can she buy her own contract or cope with free life?

For each term of a *lodubyal*'s service, roll 1D10, divide by two, and multiply by 1000 to calculate the amount of credits that the character has saved. It is hidden away until the time comes to purchase the contract. Usually it is enough; sometimes it is not.

Upon retirement, this nest egg stops growing; the character may use the remainder as she sees fit, but if she wants to save money she must go to work or depend on her husband, if any.

CONTRACT VALUE CALCULATIONS

At or after age 35, a *lodubyal* may purchase her own contract. At the end of her last term, the character must roll on the Contract Disposition Table below.

CONTRACT DISPOSITION TABLE

Die Roll (1D10)	Result
10-8	Contract holder dissolves contract. The character may stay in service to the end of the term or may leave at age 35. She does <i>not</i> have to purchase her contract.
7-4	Contract holder offers to sell the contract to the <i>lodubyal</i> at current market rates. The character may leave at 35 or stay to the end of the term.
3-1	Contract holder offers to sell the contract to the <i>lodubyal</i> at current market rates at the end of the term. The character must remain in service to the end of that time or pay a 25 percent penalty for early withdrawal.

Although the value of the contract varies according to the individual and her age, a contract's base value equals $3D10 + 4$ multiplied by 1,000. Modify this number according to the Age/Value Multiplier Table below, multiplying the base value times the percentage shown.

AGE/VALUE MULTIPLIER TABLE

Age	Multiplier
35	100%
36	105%
37	110%
38	115%
39	120%
40	125%
41	120%
42	115%
43	110%
44	105%
45	100%
46	95%
47	90%
48	85%
49	80%
50	75%

Few *lodubyaln* remain in service past the age of 50. At any rate, their contracts do not decrease in value past that point.

TRANSITION

Retired *lodubyaln* have three options: marriage (which effectively ends their character generation), freelancing as a *Lodubyal Ot* (or executive in charge of a group of *lodubyaln*), or career shift into an entirely different field.

A married character is presumed to have found the Green man of her dreams or someone like him, and has settled into peaceful domestic life. She may improve only one skill by 1D10 for every *two* years thereafter. Her husband may or may not allow her to go on into another career.

A freelancing character works as a supervisor or trainer of *lodubyaln*. She gains skills just as if she were still in service. In addition, though she must roll on the Modifiers to Skill Improvement Table, she may quit any job with Horrible conditions after a year on the job. The length of terms is determined normally, but she saves money at *twice* the rate of a *lodubyal*.

Lodubyaln who have retired, honorably or not, are not restricted in their choice of a second career. Their status as former slaves does not inhibit them. In fact, there is a mystique about retired *lodubyaln*; they have heard and seen so much that they cannot talk about, ever. It is not unusual for former masters of a *lodubyal* to fear her appearance in business or in space. Some even risk everything they possess to eliminate her and the danger she *might* represent.

A character who chooses to go into another career may do so just as if the character were a normal Green female, including any and all requisite entry rolls. Roll 1D100, divide by two, and round *up* to determine her socioeconomic class. While training in her new profession, the player character may not add skill ratings (earned in Basic Training or Specialty Training) to her skill ratings in previously learned skills (though she may add outside electives skill rating points to previously learned skills). She may only raise her skill ratings in such skills to the ratings listed on the training tables.

CHARACTER AGING

A *lodubyaln* ages like a normal Green Orion, with one difference. For every ten full years over her critical age of 60, reduce her *CHA* score by 2D10. Maintaining beauty has its cost, though it is postponed. Her *CHA* score may never fall below 20, should she live so long.



Unashamedly a mishmash, Orion history is protected by sloppy scholarship. Nonetheless, the Orions (or some of their historians) know some rather unpleasant facts about their past that they would rather no one ever knew. By and large, the accounts in the **Book of Common Knowledge** are correct, save for a few additional matters concealed from public view.

Finding these facts is almost impossible. It would require stumbling across complete and accurate historical records, discovering an intact archaeological site that survived the turmoils of several difficult ages, or some lengthy and elaborate piecing-together of small bits and snippets of rumor, hearsay, and report. They will almost never enter a game; they are included here only to complete the picture of the Orions.

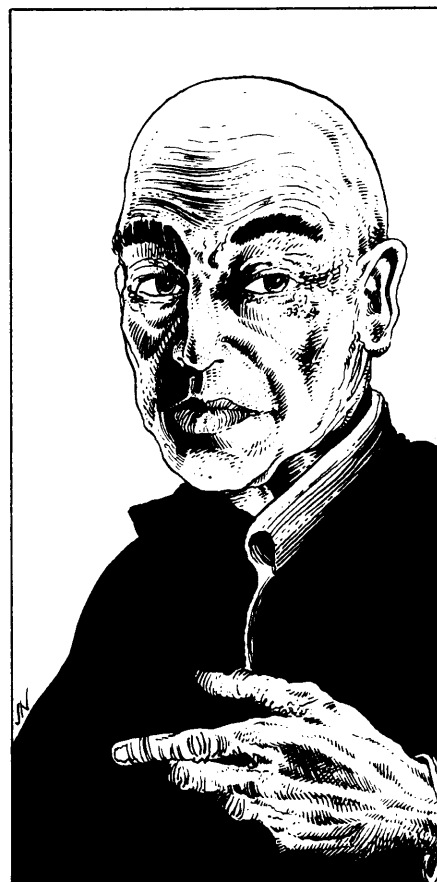
ORION ORIGINS

Thousands of years of tumult have all but erased any traces of Orion prehistory. Here and there ancient copies of still more ancient books cite the pre-Atom War historian Nowat and his lost work, *The Origin of People*. Supposedly, Nowat had access to other (now lost) manuscripts that discussed a non-native origin for the Orions, who may have been planted on Botchok by aliens. The trail is old and unreliable; from the same age comes data inferring that the gods once lived on Botchok, but fought a war, changed their ways, and left to keep other worlds from their folly. Is Botchok the original home of the Preservers?

The Rigellians have kept their records from everyone, including the Orions. Legends speak of faithful Orion servants being taken into the bowels of Rigel IV to meet some ancient wizened elder or a so-called Rigellian Master kept alive over the millennia by rigorous life support or suspended in a computer matrix. The wisdom imparted in these encounters includes good solid Orion advice ("Keep money, but do not keep it dear", and "Save your friends as you would save your profits") and science-fiction gobbledygook about the true origins of the Rigellians, the Orions, and the Orion system. Such legends proclaim that Rigel is actually an immensely ancient and powerful life-form and the Orions were created in the form of the Rigellian Masters to take their place as masters of the Arm. A great deal of these fables resemble or distort tenets of various Orion religions.

The Rigellians know perfectly well who the Orions are, who the Preservers were, what happened to their sun, and who created their race and when. More than a million years ago, a race known as the Masters ruled the Arm when Rigel was bright, hot, and white. Rigel IV was their home and Rigel III their garden and agricultural world. Their civilization was mightier than any other, and they crushed lesser ones out of existence. They sought to preserve as much of their civilization as possible, not so much to benefit other races, but to leave an enduring mark on the galaxy.

Rigel IV became a kind of interplanetary spare-parts pool for their projects, which were mighty indeed. Rigel III was reclaimed from wasteland, and Rigel VII and VIII were seeded with life. In a grand display of excess, the sun itself was refueled with unthinkable quantities of hydrogen,



making the inner worlds tropical and rejuvenating the tired outer worlds. The Masters took a promising race of near-humanoid creatures (the Rigellians) and gave them an upright posture, an adequate braincase, and the capacity for speech so that they could inherit the entire show. Knowing that their time was limited, the Masters had to make sure that someone survived them.

Before the Masters finally died out, an exhausted and debilitated race, they left many monuments, recordings, books, and films about their purposes—nearly all of which the Rigellians have dug up, removed, or simply disintegrated. The Rigellians have not acted from spite. At the core of their civilization is a strong sense of humility, which the Masters offended deeply. Although there is nothing they can do about the sun, or Rigel III, they have done their best to ensure that no one follows the Masters' bad example of making cosmic changes for the sake of self-aggrandizement. In the millions of years of their civilization, the Rigellians have never been comfortable with the changes they were forced to accept, intelligence and language included. They remain hybrids, living testimonials to the triumph of pride over purpose and dignity.

The Rigellians have worked their own wonders in the course of obliterating those of the Masters. They made Rigel IV a crossroads of the galaxy, a place where knowledge and civilization passed with trade goods. They established the rules for land use on Rigel III so well that they survived even the rise of the Orions. Simply by being invisible, they have made a lasting impression on hundreds of races for their longevity, their wisdom, and their restraint.

GROWTH INTO EMPIRE

Although the histories never mention Grey Orions at all, their technical skills placed them above the Ruddies and their managerial skills. In the race to develop the Orion race, the Greys led the way.

At one time, the Greys comprised nearly 20 percent of all Orions. They were much like other Orions, though weaker than the Greens and smarter than the Ruddies. For manual labor, aliens employed Greens with Ruddy overseers. When technical expertise was demanded, however, the Greys became more important (though they worked under Ruddy overseers, as they had a nasty tendency toward insubordination). Greys would often wander from their assigned tasks and dabble in forbidden learning.

The alien races controlling the Rigel system thus created a hierarchy of Orions. On top were the Ruddies, the most tractable and reasonable of Orions, who interpreted the orders of the possessor races. The Greys handled the machines, crunched the numbers, and did all the other mind- and figure-intensive work, while the Greens hauled cargo, constructed buildings, and went into combat against each other. As Orion society developed its own patterns of slaveholding, Greens were placed under contracts to either Ruddies or Greys, and, while those two races could contract with each other for equal services, neither was subservient to the other.

In the century following the Declaration of Nallin, the Orions forged the laws, rules, customs, and regulations that were to guide their society now that freedom had been won. This was the great Era of Lawbringing, when the rights of the enslaved were guaranteed, the conduct of their masters were regulated, and Orion society was structured to last forever. Indeed, it lasted thousands of years before it had to be changed—and even then, only one major adjustment had to be made.



THE REVERSE

Ten thousand years of Orion civilization produced a fantastically developed and complicated society with thousands of variations on the structure of Orion life. Green Orion slavery was its unshakable backbone, but that backbone supported not one but two supreme cultures, those of the Ruddies and the Greys. While the two races got along and found a use for each others' talents, Orion civilization grew and prospered. When they ceased to cooperate, the empire they had built crumbled away.

The diversity of Orion life made it possible for entire Colonies of Greys and Ruddies to exist without any contact with each other. Although there were not many of these, they were still a symptom of a deeper disease. Why, they wondered, do we have to share with the others and why do we need them? Ruddy/Grey cooperation began to break down, and minor racial friction escalated into cause for war.

The breakdown in Ruddy/Grey relations was not the sole cause of the Reverse. Greens were already restive in their lowly place, especially since the flowering of Orion civilization had made enormous wealth available to the other races. Unrest and civil disorder began to appear more frequently, from the lowest levels of Orion society to the middle classes. The vast size of Orion holdings made effective government difficult, and local complacency and indifference allowed small uprisings to disrupt worldwide order. At the top of this mess were the two supreme races, polarized, inclined to confrontation, and not terribly concerned about other, 'lesser' problems like the collapse of their civilization. For both, it was a costly mistake, but for the Greys, it was their ruin.

The Greys believed strongly in a technocratic society, run by engineers, scientists, and scholars. They were little concerned with social problems and tried to solve them by inventive technology and hare-brained visionary theories. Faced with the Reverse, their response was typical: study the phenomena, develop working hypotheses, experiment with solutions on a small scale, and then study the results.

The Ruddies had restricted themselves to what might be termed crisis management—playing fire-brigade while the galaxy was burning down. Pragmatic, unimaginative, and arrogant, they may have been brutal and as ineffective as the Greys in handling the Reverse, but they were better suited to survival in a shrinking universe. Worlds might go up in flames, the ruling classes might be exterminated in revolutions, but the remaining Ruddies clubbed, shot, and tortured rebels to keep the core of their culture alive.

The Greys depended on a stable society to maintain their power and position. When that society collapsed, they had nothing on which to fall back. Without operating factories, open universities, and unrestricted trade routes, their technocracy contained just so many impractical theories. Increasingly, they hired Ruddies as administrators, police commanders, and military chiefs. As time passed and the Reverse continued, power became a matter of who held the guns—and the Greys had given those to the Ruddies.

Actual records on the final Dispossession of the Greys are rare. There were few Ruddy historians in such perilous times and Grey historians and their works were ruthlessly searched out and eliminated. Shortly before the abdication of Arnet the Thoughtful, the fall of a planet's government had established a pattern. At the first hint of serious trouble, the ruling Greys would turn to Ruddies, local or imported, to handle the matter. As things invariably worsened, the Greys demanded results, and the hired Ruddies began to occupy Grey holdings out of "military necessity" or as "temporary measures". After a time, they made no excuses at all—they simply seized by force whatever they wished.

As Greys nearer to Rigel heard about the fate of more distant Colonials, they panicked and sold off their holdings, sometimes going into hiding. Ruddies on perfectly intact worlds had no trouble seizing the industries, lands, and slaves of Grey rulers. By the time of the Orion Registry, Greys had ceased to own any kind of property or wield any kind of power. Even where they had not ruled, Greys came to be despised as the cause of the Reverse. The feeling was deep and pervasive; even some Greys considered their race the source of universal disorder. There were numerous mass killings; entire planetary populations of Greys were destroyed in awful, bloody purges.

Though most Grey Orions were dead or refugees, still worse was to befall the race. Their history was about to be slain with them.

FATE OF THE GREYS

Much machinery and technology had been neglected and forgotten in the Reverse. As peace crept fearfully back over the Orion Colonies, Ruddies found themselves in need of technically adept staff to help them restore shattered industries and worlds. Thus did they turn to the tiny populations of Grey Orions, who continued to demonstrate their technological and mathematical expertise. Such an advantage could not long stay exclusive; by theft and purchase, pirate raid and complicated business deals,

guldin of Grey Orions slowly spread throughout Orion space.

How the Greys came to be traded like property after their near-extinction in the Reverse is a compelling but little-understood story. Some groups of Greys were sheltered by Ruddy friends; some were hostages who could work to earn their freedom; some, forced to plead for mercy from the mob, received permanent enslavement. However, the Greys were never classed as slaves or contracted workers of any kind. They were more like the spoils of war, except that they were living and breathing people. The mystery is how so many survived in so many locations. Almost as soon as they fell into captivity, they must have made themselves valuable as technological adepts, and the Ruddies became dependent on them.

The Ruddies knew that given the proper tools, the Greys would not long stay subservient. Therefore, the Ruddies began a long and painful course to neutralize any future threat from the Greys. What eventually resulted from generations of experimentation was nothing less than the nearly complete destruction of *all* pre-Reverse history relating to Greys. That involved not just destroying ancient records, but hunting down every later writing or recording that mentioned the idea of Greys as anything but high-tech playthings of the rich. The surviving Greys themselves, and all their computers and other records, were also 'cleansed' of such offending material.

At the same time, the Ruddies sought ways to make the Greys powerless without reducing their usefulness. It was not enough to keep them imprisoned, and addiction to drugs not only made Greys less effective, but also made the Ruddies dependent on whoever supplied the drugs. Then, some Ruddy finally hit upon genetic surgery to produce random weaknesses and deformities in Greys, which would reduce their usefulness by only a bit but make them utterly dependent on the outside world for help. Once implemented, the weakening of the Greys was perpetual, irreversible, and without cost. Unfortunately, to ensure that the Greys could not reverse their genetic damage, a vast amount of precious medical knowledge was purged from all databanks. The loss has caused a great deal of unnecessary suffering



among the Orions, whose medical knowledge lags far behind that of the Federation and other, newer races.

The Greys themselves have not been passive victims. Over the course of centuries, the Ruddies have been murderously effective in stamping out all traces of Grey history, but they left the minds of the Greys intact, and this has allowed them to keep a kind of history among themselves. Almost as soon as they open their eyes, nearly every Grey Orion is charged to memorize thoroughly one long-lost book of Grey Orion history, which an older member of the *guldin* recites to him. Floating through the Greys are several hundred books, most in several different 'editions' and in more than one place. There are practical histories, biographies, accounts of the Greys before and since the Treaty of Kammzdast, and works of varying antiquity right up into the Reverse.

Histories written after the Reverse tend to be short, graphic, and personal, but a few have nonetheless been absorbed into the Greys' canon as well—proof of the crime of the Ruddies. Since Orion contact with the Federation, the Greys have become bold enough to record their books on permanent computer records in the form of complicated codes. The Ruddies themselves have forgotten that the Greys once had a history, and it has not occurred to them to police their Greys for such illicit recordings. Any permanent recording of Grey history is well-guarded indeed and near someone who is charged to destroy it at the first sign of Ruddy suspicion.

TIMELINE

Stardate –10,000,000/00

Rigel III and IV are inhabited by the Shour, an advanced space-faring race. In the subsequent 10,000,000 years, these worlds will produce three more native civilizations and be occupied by countless others.

Stardate –1,000,000/00 through –15,000/00

The Masters become the fourth native civilized race to rise on Rigel IV. An early understanding of philosophy and science allows them the strength to build a massive empire in the Orion Arm, which endures for over a million years. They perform many experiments on life-forms and civilizations.

Stardate –12,500/00

The Masters finish the extensive terraforming of Rigel III, while preserving Rigel IV as a workyard and kind of memorial.

Stardate –11,500/00

The Masters complete the cleaning and refueling of Rigel A. The helium core is fished out, with difficulty, and its material used for other projects—most notably the planets around Rigel B and C, both an experiment of the Masters in stellar kindling. The planets turn out so well the Masters get another powerful idea for memorializing themselves.

Stardate –10,000/00

On Rigel VII and Rigel VIII, the Masters plant new and promising life-forms, which, in a million years or so, evolve into intelligent, starfaring, and reverent species that will acknowledge the long-dead Masters as gods. As the Masters' civilization was dying and their people simply dwindling away, they did a poor job genetically manipulating the Bodas, an intelligent species kept for pets. The resulting race would bear the stamp of shoddy workmanship in their shambling gait, harsh speech, and (according to the Masters' standards) imperfect reasoning and faulty moral sense. Shortly afterwards, the Masters disappear.

c. Stardate –9,900/00

The accelerated Bodas, now calling themselves Rigellians, come to a complete understanding of themselves, the dead Masters, and their works. Their sun is unstable and will eventually go nova, destroying the entire system. The entire race is plagued by muscle and bone problems caused by their hasty manipulation, which, owing to the deliberate policy of the Masters, cannot be corrected. Moreover, the Masters have left them the custody of thousands of kilometers of archive shelves, crammed with billions of pages of documents, tons of computer tapes and tabs, and mounds of models, monuments, plaques, and other marks of dubious achievement and self-congratulation. Finding the idea of preserving their memory abhorrent, the Rigellians destroy most of it. As a way of making amends and redeeming their own consciences, they open Rigel to all races for trade and development.

Stardate –9,700/00

The Rigellians sponsor a number of cooperative ventures to educate other races, to correct the damages of the Masters in other star systems, and to regulate trade. Of all of them, only the Rigel Trade Authority does not fail. The Rigellians learn that they cannot teach entire alien cultures to avoid attractive mistakes, no matter how noble their intentions.

Stardate –9,500/00

The Rigellians withdraw from public view and content themselves with occasional 'corrective measures' applied from afar to cure the galaxy's most visible and obnoxious ills.

c. Stardate –5,000/00

The highly advanced civilization of Arret, whose people had also thought themselves as powerful as gods, destroys itself in world-devastating war. The Rigellians have nothing to do with this, but they are pleasantly surprised at this brutal event, which restores their faith in justice. By this time, the Rigellians have become complacent and cynical, involving themselves less and less with alien races.

Stardate –1,500/00

Rigel A begins to show signs of instability. The alarmed Rigellians delve into their past to rediscover the technology used by the Masters to rejuvenate their sun. They succeed in draining Rigel of its helium ash and replenishing its hydrogen atmosphere. Rigel may burn another million years without tampering.

Stardate –520/00

After hundreds of thousands of years of indifferent struggle, the ecosphere of Rigel IV finally dies. No plant, animal, or microbe remains on the surface. The Rigellians simply glaze over the lifeless ground and use it for parking space for more trading vessels. Artificial life-support has already been working for nearly a million years already.

c. Stardate –400/00

Like thousands of other races before them, the Preservers come to trade at Rigel. They begin with small volume, swell to a flood of ships, and then fade away, like thousands of other races before them.

Stardate –350/00

The Rigellians learn of the preponderance of humanoid races on both sides of the Arm. Still they do not suspect the truth.

Stardate -192/7307.15

A wandering Glath starship captain named Muark Tan brings to Rigel IV evidence of sentient humanoid life on Rigel VIII, including photographs, tools, weapons, clothing, and three live specimens. It is already too late to undo the tampering, as the value of Orion slaves was already making itself felt on the open market. Of all the races the Orions have known, the Rigellians never dealt in the sale of Orion slaves. The thought of the fortune the Rigellians passed up has always inspired deep reverential awe in the Orions.

Stardate -179/56

The Treaty of Kammzdast is signed. The Rigellians sign in order to preserve peace in the Rigel system.

Stardate -142/3709.12

The Atom War on Botchok. Somchuk Nhat the Far-Sighted, a Grey Orion, calls the war an example of the failure of diplomacy to handle technological questions. The rebuilding of Botchok sees many Greys rise to high positions in business and government.

Stardate -125/29

'Working groups' of Grey Orions are secretly lifted from Botchok to provide technological expertise on other planets. In less than a thousand years, their use (though against the Treaty) will become widespread.

Stardate -111/43

A contingent of both Grey and Ruddy Orions propose the Namazz Accord to the Kammzdast signatories. In the altered version of this event, the name of only one Grey Orion, Dufen Maads, has been preserved, and he is referred to as a Ruddy. No mention is made of any other Greys, though they did the bulk of the work in planning the re-ecologizing of Botchok.

Stardate -110/50

For a few days, the Rigellians detain a Grey Orion, Talduk Sik, part of a technical working group about to go outsystem. He is the first Orion that the Rigellians have studied, and he is carefully interviewed and questioned. The occasion becomes almost mystical for the Orions, particularly the Greys. To this day, some still think of the Rigellians as their Makers. For their part, the Rigellians think of the occasion as the first time they began to feel forebodings about the Orions.

Stardate -104/8603

The Greys of the Colony on Sharu, aided by Ruddy managers and Green workers, divert a portion of the planet's industrial capacity to their own purposes without being detected. The textiles, calculators, and jewelry they produce is tiny and economically unimportant, but it is the first time Orions produce goods for their own benefit on an alien world.

Stardate -101/91

Grey navigators and computer watchmen are first used as crew aboard alien ships. Within a century, Ruddies will also be used as starship crew, earning a reputation for reliability. In less than 500 years, Orions will serve on most alien merchant vessels.

Stardate -99/0109

The Orion Alliance is forged in secret on Botchok, and the news is passed by word of mouth to every Colony. The Alliance, whose membership is purely Ruddy and Grey, declares that every Colony and every Orion must master the alien technologies they find, with the ultimate aim of liberating Botchok and overthrowing the Treaty of Kammzdast. The Grey Orion Chairman, Klendal Hanok the Liberator, warns that victory will come only after many patient generations and so subtly that hardly anyone will notice.

Stardate -98/2210

The Bema revolt. Over 50,000 Greens and lower-class Ruddies stage an uprising protesting their working conditions, which becomes a demand to liberate all Orions everywhere and release the homeworld. Julin Hyrax the Brave volunteers his greys—all 3,000 of them—to the Magistrate of Bema to stop the revolt. Distrustful of any Orion, the Magistrate refuses. Julin leads his Greys, unarmed, against the revolutionary army and demands their surrender. The army slaughters Julin's Greys; only 22 survive the butchery. The Kammzdast signatories remember the gesture as a sea-change in Orion behavior, and for a while, the Orions revere Julin as a martyr to a better future. This revolt becomes the last Orion revolt for 5,700 years.

Stardate -98/25 through -35/08

The Era of Good Feeling. The Orions laboriously build for themselves a reputation for loyalty, honesty, and trustworthiness—a deception of the baldest kind. In this period, Orions gained rights to own their own enclaves and industry and to serve on alien starships.

Stardate -35/0811

The Orion Dawn. The Orion's far-flung network of secret supply stations and repair yards allows them to steal two armed merchant ships. Through the Rigellians had complete information on the theft, they profess ignorance to the Kammzdast Signatories who dare ask their aid. The Rigellians subtly use their influence to bring more Orion's into the Trade Halls. In less than 50 years, the Orion pirates have 200 merchant vessels.

Stardate -28/9104

The alliance meets on Botchok in an emergency session to discuss the Pirate Question. The Greys, most of them Colonials, think piracy is hurting the cause of independence and should be curtailed. Foreseeing the impossibility of a gradual transition, the Ruddies contend that a strong space navy will eventually be indispensable and should be built now. This is the official origin of the split between the Gradualists and the Militarists.

Stardate -20/9401 through -20/5712

The Orions battle 58 other races in the Orion War.

Stardate -20/6104

With the end of the Orion War in sight, the Botchok Planetary Congress debates the form of social organization they will adopt afterward. Tamos Draman the Half-Sighted argues eloquently for a hierarchy in which the Greys are slightly higher than the Ruddies. Eventually the BPC produces the Codex Orion, a compendium of the laws of society, in which Greys and Ruddies are equals.

Stardate -20/56 through -10/03

A thousand years of nearly uninterrupted peace, growth, and prosperity also prepares the Orions, unknowingly, for the Reverse that will wreck their culture. Social differences become wider and more rigid. Colonies of Greys without any Ruddies, and of Ruddies without a single Grey, start to appear in odd corners of Orion Space.

Stardate -12/79 through -12/67

Weakening centralized government at Botchok coincides with growing strength in the outlying regions of Orion Space. All 15 of the outermost regions effectively secede from the Botchok Planetary Congress. Government becomes chaotic, and social conditions worsen throughout Orion Space.

Stardate -10/03 through -8/88

The short-lived Orion Empire attempts to restore order by forcibly reuniting all regions in the Fringe Wars. The effort impoverishes Botchok and accelerates the disintegration of Orion society by giving arms to the poor and powerless. Many Grey Orion Ruling families are wiped out on the most distant planets, the first victims of the Dispossession. Before it is finished, 90 percent of all Grey Orions will be dead, and the rest go into hiding.

Stardate -8/205

A special meeting of the Botchok Planetary Congress and Colonial representatives (all Ruddies) meet in an extraordinary session at Kammzdast. They officially revise the Codex Orion to remove any mention of Greys and authorize the destruction of all historical material that pertains to them.

Stardate -7/0101

First publication of the Orion Registry and the end of the Reverse.

Stardate -3/15

The Orion Indian Summer rekindles interest in both employing Greys and re-occupying lost and abandoned Colonies. Over the next century and a half, Ruddies attempt several methods to control Greys before settling on genetic mutilation.

Stardate 0/1410.21

An Orion freebooter encounters the Romulan fleet destroying Farx and flees under fire.

Stardate 0/1411 through 0/1612

Orions evacuate eleven worlds in the immediate vicinity of Romulan space. While their populations embark on giant colony vessels, two of these worlds are assaulted and loss of life is heavy. The attackers never acknowledge any communication or pay any attention to offers of ransom.

Stardate 0/7202.10

In the first contact between the two races, an Orion pirate duels with a Klingon light cruiser and loses.

Stardate 0/7203

Deciding that discretion is the better part of valor, BPC president Balon the Devious welcomes the Klingon fleet approaching Rigel. What the Orions have not gained by arms, they will soon gain by pandering to the Klingon's weakness for luxuries.

Stardate 0/7610

President Balon convinces the Klingon Emperor to withdraw with his fleets to combat the Romulans.

Stardate 0/79

The Orions first discover the existence of a growing alliance to spinward when they stumble across the Tellarite trader Gargash Dlumppheg.

Stardate 0/8706.06

Orion and Rigellian representatives observe the signing of the Articles of Federation.

Stardate 0/9003

The Star Fleet vessel *USS Atmos* intercepts an Orion personnel transport, the *Larc*. The Ruddy captain becomes the first Orion to be charged with slavery. Through an informer, the BPC discovers that the Grey *guldin* aboard the transport managed to sneak a missive to the *Atmos*, apparently in a bid for freedom. Fortunately, the captain vaporized all the Greys to prevent their capture or interrogation. The BPC considers it a harrowing but isolated incident.

Stardate 0/9101.13

The Federation's ambassadorial delegation arrives at Botchok and produces an immediate sensation. Publicly, they are very popular, but the BPC receives an unpleasant shock when it intercepts the delegation's dispatches and learns that it is considered "quaint, disorganized, and of unknown political importance in spite of their claims". Lieutenant Kathleen Wenzel becomes the first Federation member to meet Rigellions on Rigel IV.

Stardate 1/1208

An Orion Explorer fleet sent to the Romulan Star Empire to open trade and diplomatic relations fails to return.

**Stardate 1/5105**

The Botchok Planetary Congress passes the Orion Neutrality Act, intended to increase trade at the cost of heightened border tensions with the Federation.

Stardate 1/54

Botchok is flooded with complaints from nearly every Colony as the Federation clamp down on illegal traffic to and from neutral Orion worlds in Federation space. Between this time and the Four Years War, the Orions fight to keep open the strangled conduits of Orion trade and culture. This year alone over 200 Orion pirate vessels are intercepted and either destroyed or captured in battle.

Stardate 1/6908

The Parallelogram Affair causes a scandal throughout the Colonies. A *guldin* of Greys is caught relaying sensitive Orion and Klingon information to the Romulans and the Federation. The Greys refuse to talk and are eliminated. A young Federation couple, suspects in the spy ring, are apprehended on their way out of the Rigel system. They are never seen again.

Stardate 1/8104

The Bartunu system, with a combined gross planetary product of over 7.3 million credits, petitions the Federation to join. The Botchok Planetary Congress, the Hjulah, Faktim, U'taliis and Prochem families, and a consortium of business firms led by The Star Group, Inc., combine their efforts to sabotage the secession, unsuccessfully.

Stardate 1/9301.04

Klingon Admiral epetai-Kazu leads his task force into Rigel system without warning. The Orion Space Navy does not resist, though scattered units attack and are summarily destroyed. Federation ships at Rigel are seized, but there are fewer than expected. The Rigellians were not caught unprepared.

Stardate 1/9409 through 1/9806

The Federation and the Klingons fight in the Four Years War.

Stardate 1/9504

The Laxala Incident. A Klingon task force intercepts a shipment of Dilithium bound for the Federation world of Alphosa, and the Orion captain destroys his own ship. Emboldened by this audacity, the BPC issues the Sacred Cargoes act, specifying that Orion merchant fleets are to be hands-off to both sides. The Orions profit greatly by this, saving their worlds and their economies from collapse, as does the Federation, badly in need of Dilithium and other scarce war materials.

Stardate 1/98

The Year of Horror. As the Klingons retreat, they leave Orion worlds in shambles, their industry ruined, ecologies damaged, leadership slain or worse, and their people starved, shot, and demoralized. Federation forces of occupation seize control of the industries and civil government, and war crimes trials begin against Orion leaders for aiding the Klingon war effort.

Stardate 1/9804.10

The Night of Empty Hands. As the Klingon forces prepare to leave Rigel, untouched, a frenzy seizes the population and widespread rioting breaks out against the Klingons. Only two luckless Klingons are slain, the remainder having secretly re-embarked on transports a week before. Collaborators, real or imagined, are dragged from their beds and lynched. Morning finds over 12,000 Orions the victims of mob violence.

Stardate 1/9804.16

Orion Space Navy Admiral Namtac the Tardy reports that all Klingons and their vessels have departed Rigel space, and Star Fleet forces have bypassed the system in pursuit. A Space Navy squadron is ordered to intercept the Star Fleet ships with the news that Rigel is free and that the Federation forces are welcome.

Stardate 1/9805

The squadron fails to return or reply to signals, and tension on Botchok mounts. The young scion of the House of Liktör, Arthas the Bold, appears on Botchok, having run through the Federation lines in his modified courier. His own world of Hartha has been subjected to degrading restrictions on business and trade, backed by force of arms that no Orion world can withstand. Alarmed and uncertain, the BPC imprisons Arthas and his crew to keep them quiet.

Stardate 1/9806

Rumors arrive of battles beyond the Klingon frontiers, the destruction of all Klingon war fleets, the looting of peaceful Orion planets, secret Klingon super-weapons, and a thousand other wild claims. Refugees flee in earnest, and defence committees spring up in every estate and town.

Stardate 1/9806.29

Federation Admiral Brazeau arrives in the Rigel system with the Eighth Fleet, sealing off the system and landing troops to seize the spaceport and the communication centers. The Rigel Demilitarized Zone Commission demands that the Orions accept the Federation plan to limit their territory to strict borders. A riot breaks out in the Congress, and before it ends, two members are slain. Under protest and by a bare majority, the Botchok Planetary Congress accepts the Federation terms.

Stardate 2/0105.01

Bowing to UFP pressure, the BPC abolishes Green Slavery within Orion space. However, the slave traffic continues unabated within the colonies.

Stardate 2/0602

The BPC begins to send agents deep into Federation space, even to Terra, to anticipate future Federation moves in their direction. The pressure of Federation settlers on their borders cannot be denied.

Stardate 2/0801.24

The Organians impose their Peace Treaty, ending hostilities between the Federation and the Klingon Empire. The Rigellians check their older records and then enter into a heated but pointless debate with the Organians.

Stardate 2/0902

The Babel Incident causes severe repercussions on Orion worlds. Trade with the Federation declines, bankrupting three Orion corporations.

Stardate 2/1107

The Lafaq family in the Triangle sends a successful trade mission to the Romulans at H'lass, but a permanent agreement remains elusive. The Romulans want guaranteed delivery and the Lafaqs want a secure price. The size of the Romulan market continues to attract Orions to the Triangle.

Stardate 2/1606

Incoming BPC president Refner Gyron the Sly inaugurates a new policy of quid pro quo neutrality between the three great powers of nearby space. While collecting all the intelligence it can on each of its neighbors, the Orions will trade favorable knowledge and trading-partner status for certain trade concessions. In the following years, this policy wins more trade for worlds in Klingon space, a limited-delivery contract and battle protocol from the Romulans, and a whole slew of small advantages and dispensations from the Federation. The first Human colony planted within Orion Space is quietly closed down and ushered out within two months of its illegal and unannounced arrival.

Stardate 2/2106

Although the Federation is still expanding into former Orion worlds, reestablished Orion Colonies and increased Federation trade have increased the profits of Orion industries without heightening Federation tensions. The Klingons have proven tolerant of trade so long as their governors and staff are not corrupted by easy living, and the direct trade to Klinzhai has proven an unexpected boon. In spite of unfortunate confrontations between pirates and border fleet, the Romulans have become more approachable, and the trade curve is slowly inching upwards. In a speech celebrating his fifth year in power, BPC president Refner declares that the policy of aggressive neutrality has proven itself and will continue.

POLITICS AND ETHICS

CONFUSION AS A WAY OF LIFE

Most people believe that in Orion society, everybody lies to everybody else, everybody's out for Number One, and everybody stabs everybody else in the back at the earliest opportunity. However, although the pace of Orion life is quick, unsettling, frequently tumultuous, and often filled with twists of fortune, it is neither random nor solely the product of selfishness. The Orions follow standards of conduct, aims toward which they strive and ideals they wish to uphold.

No civilization can exist as a mass of uncoordinated and uncooperating individuals, and the Orions are no exception. Their feel for compromise, negotiation, and political give and take is exceedingly fine, and exercised many times a day. Sometimes, the results look strange, as when a respectable world levies a tax on the pirates operating out of that system. When arrangements change (and they always do), new agreements take their place to reflect the new reality. The Orions are not anarchists—in fact, they regard a business contract as a precious and therefore secure thing, not to be broken lightly. They simply constantly rearrange their limits and obligations to one another.

One overriding principle sits atop the Orion ethical pyramid: value must be given for value received. Not all Orion contracts concern an exchange of money. However, Orions recognize that everything has a cost in blood, time, effort, or reputation. This principle is *never* overlooked, though it can often be flavored by other motives.

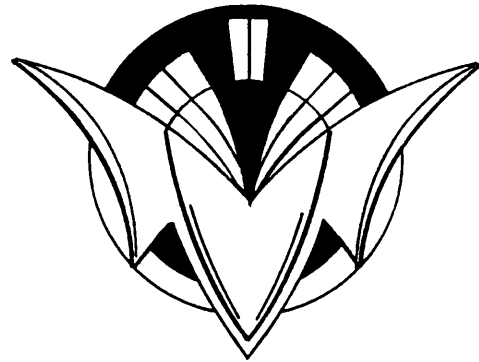
There is a vast spectrum of responsibility in Orion society, a range in which the need to take care of others balances the need to be cared for. At one end is the family, whose care for the individual is more or less total, and whose demands for loyalty are equally absolute. At the other end is the completely impersonal state, where responsibilities and loyalties both are almost nonexistent. No one is willing to go to war or to die so that a group of bureaucrats can stay in office. In practice, there is no Orion family that does not need to deal with or care for anyone else. Neither is there any Orion government so utterly self-serving and useless that it continues despite ignoring its constituents. There is only the vast area in between, and all Orion organizations face the never-ending task of determining just how much loyalty to give for how much in return.

Sorted out, Orion business makes sense from the board room to the street corner. Generally speaking, individual responsibilities are loose and light when dealing with large organizations, such as a mega-corporation or a government. Tight and absolute responsibilities, binding an individual to a duty and providing the maximum reward, are the domain of small organizations, such as families and individuals with a great understanding of each other.

GOVERNMENTS

Orions show little interest in purely civil governments because they usually have little authority over the conduct of individuals, corporations, or families. Governments are for cleaning streets, maintaining spaceports, and hauling away garbage—necessary activities that pay too little for an Orion to bother with. Where they *do* pay, a quick and clever Orion will soon set up an industry and charge a premium from the needy users.

To the Orions, it hardly matters whether a government claims counties or planets—they do not wield any power there. The older forms of government, the nation-states of Botchok, continue because no one has ever found a reason for them not to. They endure, but they are pitiable, weak things.



BOTCHOK

On Botchok, there are still independent nations, which bicker and bargain in sessions of the Botchok Planetary Congress. Accidents of fate have conspired to make the BPC the supreme voice of civilian authority among the Orion Colonies. It has an ancient history and a central location and is very close to the Rigel Trading Planet and Rigel's numerous habitable worlds. In addition, when the Federation sought a civilian authority with which to deal, it chose them.

Funding for the BPC comes from whatever its member nations wish to give to it. If BPC decisions in the preceding fiscal year have displeased a state, the money may simply be cut off. Its decisions regarding the people of Botchok are often merely "advisory opinions" with ineffectual penalties and censures against non-compliance.



The BPC does have authority through its Orion Colonies Intelligence and its relations with other major starfaring powers. The OCI uses disinformation whenever it can, aided by its own or intercepted intelligence reporting. With the proper phrasing, the same news item can serve any purpose. Of course, two can play this game, and sometimes false reports are fed to the OCI from various sources either to manipulate the BPC or to trace the flow of information through a spy or two. Although the OCI keeps close watch on its sources and its stories and never acts on only one source of data, it is not immune to this kind of deceit. Diplomacy among the Orions can be a hair-raising experience. People literally get killed for telling the wrong kind of lies.

Next to the OCI in power is the BPC's other major public arm, the Orion Space Navy. Militarily, the Orions are no match for any of their three powerful neighbors. The BPC knows this and does not waste a great deal of money on ships or training. Run like an officer's social club, the OSN supplies snazzy uniforms and schedules recreational 'strategic exercises'. It rents its ships from major shipowners on Rigel, often renting their crews as well but placing a few of its own officers to give the vessel the proper military feel. Sometimes, the OSN secretly penetrates the space of its neighbors to collect information and to transport OCI agents to certain sensitive worlds. Such operations may involve shooting—and the OSN officers in charge know that they must conquer or die. In the name of secrecy, uncounted hundreds of ships and thousands of men have vaporized themselves rather than let themselves be captured. Although every mission sent into Federation space is essentially a suicide mission, there is a long waiting list of volunteers, for it offers the chance to meet a Star Fleet vessel on its own terms. Victory or death, and no OSN volunteer ever doubts that victory will be his.

Not just a collection of sandbagging, the Orion Space Navy also contains a hardcore cadre of intensely dedicated officers and spirited enlisted men that the BPC relies on for daring and bravery. Unfortunately, like military men everywhere, they much prefer the open clash of arms to skulking about. Opportunities for open conflict are extremely limited; a squadron may bring the occasional truculent Klingon to bay or vaporize the infrequent Romulan pirate. Unlike the Klingons and Romulans, the Federation is careful not to intrude on Orion Space without proper authorization. Because the OSN's hardcore cadre prefers open warfare to the BPC's present policy, even if it threatens Orion Space with invasion, certain of these individuals are 'volunteered' to lead a mission out of Orion Space and suffer an attrition rate higher than normal.

Where other planetwide civil governments still rule (mostly on Colonies close to Rigel), they follow the Botchok mold—publicly divisive, ineffective, scheming, and manipulative. Their greatest authority is not among their constituents but among each other and the more powerful corporations and families.

CORPORATIONS

The primary purpose of any corporation is to make money. In pursuit of this goal, a high number of Orion corporations have acquired so much property and employ so many people that they determine the economic well-being of entire planets—almost by accident becoming a government. Their policies, pay rates, product lines, and even their health-care benefits profoundly affect affairs far beyond their holdings, and the Chief Executive Officers and Board of Directors must consider this in every major decision.

Frankly, this is a nuisance. The pursuit of profit often has little to do with maintaining the welfare of a community, but corporations of a certain size must reach a balance between the two (or at least some kind of working arrangement). Size equals power, and power equals responsibility. Therefore, a company cannot simply close an inefficient plant and throw the employees out of work; it must spend money to modernize the facility, change the operation, re-educate the workers, and support them and their families while the industrial base is being 'adjusted'.

If adjustment is neither easy nor possible, a corporation will sell the world to the highest bidder. The planets that suffer this fate are mostly agricultural worlds, worlds that depend on only one kind of industry, and especially mining worlds. If a planet produces more than one kind of product, they are less likely to be dumped by struggling firms.

Orion companies are usually careful to ensure that their planets are well-run and their employee/citizens happy. For one thing, it is a mark of Orion ostentation to take good care of one's people; the better they live, the better the corporation looks. For another, even though operating governmental services is a nuisance and a bother, it does provide a certain amount of power in delicate political manipulation. For purposes that have nothing to do with making a profit, Orion corporations may force their holdings into unknown or unprofitable activities, shut down or speed up production, close factories, import outside labor, or do almost anything else to pursue an obscure goal. No company-owned world may be certain that it is not being manipulated in this way, and smaller holdings are always more subject to deformation and hardship than are larger ones.

Centuries of wheeling and dealing have placed control of most industries and resources in the hands of only a few corporations or families. However, changing fortunes, the rise of gifted and ruthless individuals, a bad decision, or even the failure to make a decision can topple any of them. In addition, there are corporate power struggles with calamitous ends. What begins as friendly negotiation can end up as armed invasion and the occupation of offices, plants, farms, and mines.

FAMILIES

In the ancient times of the New Days, the willful and well-equipped sons of the powerful would go into space with a handful of settlers and a few tons of cargo, find a new world, and plant an Orion Colony there. His family would control that Colony, regulate the input of settlers to make sure some other house was not trying to displace them, and guard the well-being of its people. To this day, most of the farthest-flung Colonies are the property of a single family, whose subjects know them by name and love them intensely. Surrounded by aliens, Orions take comfort in the close bond between them and the ruling *tahedri*.

The term "family" covers a universe of meanings. Some Orion worlds have royalty—kings, earls, dukes, and barons. More often, there are only unofficial titles. Nicknames and honorifics, like Lord Gundin, Boss Agachi, or even The Juruh, carry a lot of weight, especially because any prominent individual has likely been brought up in the public eye, and people know the name and how he came by it.

Orion families have one great advantage over civil governments and corporations—they are infinitely flexible and intensely personal. Although Orions place little faith in institutions and laws, they respect and admire individuals with authority. In nearly every Orion family is an individual whose personality can rally the people under him and make them work to a desired end.

Upon the *tahedrin's* death, the eldest son inherits the leadership of the clan. Where families are larger, the *tahedrin* may choose a successor from among his descendants. The successor need not be male, young, or even one individual. It may not be possible to replace a respected leader from within the family, and a less-capable relative may lose control over the same people who would have followed his predecessor to ruin. Nearly every new Orion leader throws out his predecessor's mold like old office furniture and begins to carve out a new course.

A novelist once said that all happy families are alike in their happiness, and all unhappy ones find a different way to be unhappy. Any Orion family that has had to struggle to keep itself together over the generations knows that the opposite is true. Keeping a family together means struggle, compromise, and endless adjustments worked out under the understanding that none of it must reach the outside worlds. This process is never the same, never ends, and always changes.



THE PRIMACY OF BUSINESS

If there is anything constant about Orions, it is the basic theme that someone cannot get something for nothing. Nevertheless, there is a growing tendency for Orions to trade value for intangibles that have nothing to do with making money. Indeed, Orions are fond of misleading each other and non-Orions as to their true motives. When Orions are not seeking to maximize their wealth and power, there often is no telling what is going through their heads.

Besides the profit motive, there are three categories of Orion motivation. It is quite possible for an Orion to pretend he does not have an ulterior motive when in fact he *does*, but such Machiavellian convolutions are left to the whim of individual gamemasters.

LOYALTY

Orions are the last of the rugged individualists, but they do respect and admire their few able and capable leaders. Pirates are prepared to die at the order of a respected captain. Workers and slaves will labor unselfishly if they believe in the man leading the Colony, factory, farm, mine, or ship. That Orions will ignore personal gain for the sake of a leader boggles the minds of non-Orions.

Precisely because Orions are individualists, they find strong leaders irresistible. Rather than surrendering any of their individualism to such people, they are compelled to see a larger goal, a much greater profit to be made, or a better future for everyone. They will submerge a good deal of their personal ambition for such a person and his ideal.

Such loyalty is neither total nor permanent. No Orion (save for *lodubyaln*) will utterly surrender his own personal feelings, and there is no such thing as a faultless, perfect leader. Too many mistakes or too little gained will cause an Orion to stop working for the cause.

Sometimes it pays an Orion to conceal his boss, as that information alone is enough to disclose a damaging or sensitive motive. Wearing livery or uniforms is not common and Orions do not ask an individual's affiliation, family, or employer. Even if asked, Orions are under no more compulsion than other races to tell the truth.

Assuming a well-known or powerful name has a high price tag. The more visible and powerful families and corporations will extract a heavy penalty from imposters should they catch them. The more visible the name, the more extreme the penalty. People who are happily attached to their leaders do not like being mocked, and their leaders are quick to protect the privilege of the name.

REVENGE

Lacking a sense of honor and revering the keeping of one's cool (*cluros*) above other codes of conduct, the Orions do not seem to have much need for revenge. In practice, Orion business creates bedlam, wounds feelings, and destroys reputations. Like other victims, Orions too wish to answer to insults, whether intentional or not.

What distinguishes Orion revenge is the extreme cool Orions display. They will never reveal their injury or its source because that would alert the intended victim(s) of their impending fate. Orions go to enormous lengths to hide the depth of their loss, grief, or rage, even to the extent of befriending the hated organization or individual. *Cluros* is an invaluable aid to concealing bitterness and postponing retribution to the final, sweetest possible moment.

The classic tale of Orion revenge is the story of the Lady Katam, who married the youngest of the three sons of Lord Benara. When the father parceled out his lands to his sons before retiring, the Lady Katam persuaded her husband that he was being slighted while his brothers were plotting against him and laughing behind his back. Outraged, the youngest brother began a bitter war for the succession. The youngest brother was killed when the older sons besieged his palace, and the middle brother then took the youngest's lands, palace, and Lady Katam as his bride. Although he intended to share his late brother's estates equally with his brother, the Lady Katam told him that the possessions were his by right of conquest and that the eldest brother would take them all if he showed any weakness. At the same time, the Lady Katam was secretly visiting the eldest brother and informing him of the middle brother's intrigues to keep the lands. In grim despair, the eldest brother built up his armies and gathered his own allies to forestall any overt move.

For five years, the brothers armed and held guarded talks, but did not come to any agreement. The disputed lands were neglected, and their productivity dropped. Other powerful families gathered to one side or the other, or sometimes both, hoping to improve their own fortune in any conflict. Finally, at their father's abandoned palace, the brothers agreed to meet and decide an equitable agreement between them. Both, unknown to the other, brought their own troops and those of their closest allies. Then, lured out of the palace on a ruse, the middle brother rode into a trap set by his brother's allies and was slain. His retainers raised the alarm, and all the armies rose up and fought. Many families seized land belonging to the brothers. Soon, the palace was in flames, and battle filled the land from horizon to horizon. The eldest brother and his retinue, clad in armor with drawn weapons, confronted the Lady Katam in her chambers, where she was kneeling unarmed.

She told them that it had been 20 years since her father had been murdered by the Lord Benara and his lands and family scattered to the Lord's retainers. She had sworn she would not die until she had brought the House of Benara to an end. "It doesn't matter what you do to me," she said, and simply continued to kneel.

The eldest brother beheaded her with one blow of his sword. Then, he and his retainers left the burning palace to join the battle, and that was the end of the House of Benara.

SPITE

Even the rigidly logical Vulcans are no more efficient and practical than Orions. Everything gained must be for a purpose: enrichment, the sake of a *tahedrin* or archexecutive, or revenge. The idea that someone may work and sacrifice to produce nothing at all goes directly against Orion thinking. It is an almost incomprehensible concept—but not an unknown one.

"Spite" has no one-word equivalent in the Orion language. Orions can readily conceive, however, of a type of revenge that would require someone to work toward a reward they did not really want in order to deceive an enemy into doing something they did not wish to do. Such a payoff is clear.

Of course, it is easy for an Orion to rationalize doing something to drive his rivals and competitors crazy trying to figure out what he is up to. It might even deprive *them* of a profit, a very sweet possibility. It is this possibility that allows many Orions to do such a contrary thing. Spite has a kind of giddy attraction to itself for that reason, being the absolutely last possible reason any Orion could have for doing anything. Also, it is possible for an Orion to lead another to believe that he is doing something for nothing, but all the while misleading the other in order to rob him blind, to serve his masters, to wreak vengeance on him, or simply to drive him crazy.

Sometimes, for the Orions, explaining spite *is* spite.



PIRACY

Orions have the perfect temperament to be pirates. They are brash, self-aggrandizing, eager for wealth, and perfectly willing to break their backs for a tantalizing, seizable opportunity passing within their reach. In addition, they happen to be perfectly placed, galactographically, to make the most of their piratical impulses. A crime committed against the vessels of one starfaring power may not be a crime to any of the others, and a pirate under pursuit may flee to one of the other two powers and guarantee that, even if he should not escape, he can place his pursuer in mortal danger himself. For these reasons, Orion Space and the Triangle are virtual pirate playgrounds. Explorers are notorious for opening new worlds the way their ancient forebears did—by ripping off the commerce of an unsuspecting unknown world.

Actual pirate operations have been covered in the **Book of Common Knowledge**. This section exists to supply the gamemaster with some guidelines, inspiration, and background for conducting a pirate campaign.

PIRATE ECONOMICS

The Orions are the last people to claim that robbing space vessels is a profitable operation. In fact, it is one of the most uncertain and unprofitable of all occupations. Misjudging a ship's defenses can kill a crew and getting caught by an armed warship is almost certain death. Occasional pirates are not as skilled as those who dedicate all their time to the work, but traders and military forces soon come to recognize professionals on sight. Piracy is a peculiar kind of marginal work. The profit is only half the draw; the other half is the fun and the fame.

BOOTY AS PROFIT

About a sixth of all cargoes taken by pirates are not resold. Such goods are usually either rare luxuries or bare necessities. Explorers who hit strange freighters are interested primarily in odd and choice delights either for themselves, their basemates, or their patron. Such items, whether foodstuffs, wine, art objects, or jewelry, are either too pretty to sell or too unique to be safely unloaded.

By far, most taken-but-not-resold loot consists of anonymous spare parts, food, water, fuel, dilithium crystals, and the like. Explorers are fond of 'foraging' aliens in lieu of returning to base for supplies, but all pirates keep

their eyes open for usable equipment. The more desperate kinds of pirates do little more than raid for necessities, but their numbers are small.

BOOTY AS TRADE GOODS

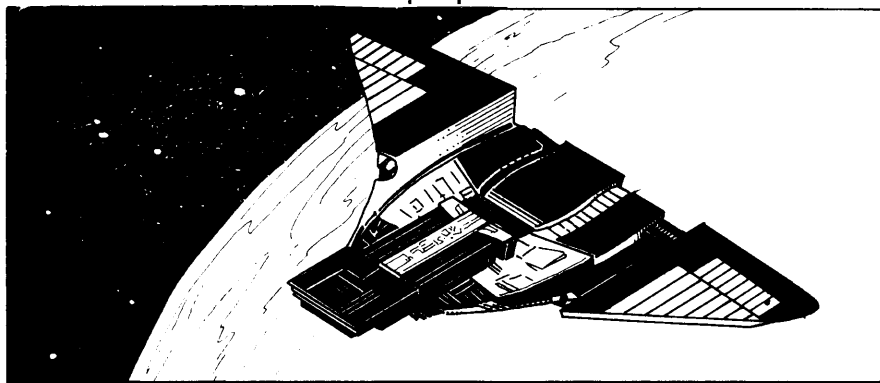
The higher proportion of cargoes lost to pirates are ultimately resold in Orion or neutral markets for credits, gold, dilithium, radioactives, or other small, valuable commodities that may be transported from planet to planet without leaving a telltale trail or taking up a lot of cargo space. Pirates rarely take cargoes at random, and organized bands out of a single base have 'shopping lists' of particular ships and cargoes for plundering. Such cargoes may have been ordered from a particular buyer who does not wish to pay full price or deal through normal, legitimate channels. A speculating pirate may be anticipating a demand or stockpiling against an expected dry spell. The pirates are expected to get the requested swag and bring it back to base, where they are paid according to prearranged percentage.

Pirates do not get the full value of the cargoes they take. The people who resell them have to take a percentage, and the buyers would not handle stolen material unless it was substantially cheaper than market price. The ultimate market value of a stolen cargo is about 50 percent of the price that a similar, unstolen cargo would fetch on the open market, and of that amount, the pirates may get about a third.

Small wonder that quite a few pirates work on their own, in spite of the uncertainty of repair and shifts in the market (not to mention the chance of encountering a warship). Freelancers might get to keep up to 35 percent of the cost of the goods taken. Of course, the drawback is that this amount must pay for crew replacements, repairs, the other normal costs of starship operation, and operating reserve to get them through the lean and bad times.

RISKS AND COSTS

Every act of piracy puts crew, ship, and captain on the line. Rarely does everything work out right, but the vessel that cannot rise above minor equipment failures and occasional disputes with the crew (not to mention unplanned surprises on board their victim) is just not going to make it in piracy. Everyone who tries to rob another vessel in space had better expect the unexpected and prepare for the unanticipated.



Managing a criminal enterprise that depends on high technology and violence is tricky. There can be no room for those who forget their orders when weapons come out and start blasting (combat tends to consume both people and machinery). Operating costs are high and unpredictable, and they may exceed the value of any cargo. Every operation is a potential total loss—which is why the single most important factor to success is the ability of the captain.

The captain has the arduous task of simultaneously guiding a raid and calculating its costs in men and equipment. Where the cargo is known and the value calculable, this is easy, but for many pirates, the nature of the cargo may be known only generally. Based on expenses and the tactical situation, the captain must decide whether a strike can or needs to be completed. Experience is often the captain's only guide. If his guess was wrong, he must retreat, knowing (as the crew knows) that a cost has been paid that will not be recovered.

Independents worry about failed attacks more than contractors do. This sometimes makes them cautious, sometimes makes them reckless, but always interferes with judgement and threatens the success of an operation. Small wonder that successful independents are a much-sought-after commodity—or that unsuccessful ones have a high mortality rate.

PIRATE TACTICS

SHIPS IN SPACE

There are only two times to attack a vessel: when it is in open space (far from help) or when it is at sublight velocity (approaching or leaving a planet). A ship at warp speed is hard to detect, hard to overhaul, hard to intercept, but if found and caught (and weaker than the pirates), it generally surrenders rather than risk destruction. However a pirate approaches a vessel, it had better be prepared to fight a stern action, as nearly every vessel will try to run away before it fights.

Ships at sublight velocity within a star system are more vulnerable but may be much nearer help. Ships slowing down for orbit are ideal targets. With landfall looming before them, a crew will not be watching behind them, and a pirate may close to boarding range before it is detected. With drives already shut down and without maneuvering room, a ship becomes easy plucking.

A pirate never wishes to exchange fire, which tends to eat armor and damage valuable cargo. The best tactic is to appear suddenly, close and bristling with guns, to intimidate the victim. Out in space, this means either to sneak up from the stern or to make an oblique and rapid approach with weapons charged and shields up. Better navigators may actually be able to position the ship in front of an intended victim—much scarier but also much harder to do.

Near a planet, an armed approach or the sudden display of a ship's weapons may be counter-productive, especially if there are planetside, orbital, or warship defenses close to hand. Then, the best approach is unnoticed and unannounced, or a deception to allow the pirate within beaming range of the victim. As soon as possible, a team must transport aboard the targeted ship to cut off the shields, permitting a much larger force to board swiftly and overpower the crew.

Tactics at close range are highly inventive and unpredictable. If a victim puts up shields before a boarding party is away, then a pirate must decide whether to break off, announce his intention and open fire, or just open fire without further ado. At low speeds, ramming might not only upset and unnerve the victim, but also may damage the shield mechanisms, permitting beam-in.

However, once the ship is approached and boarded, disengagement poses an often overlooked problem. A cowed crew need not stay cowed once the pirates are gone, and pirates are as vulnerable as anyone else to fire up the stern. First and foremost, communications should be smashed as completely as possible to prevent the crew from alerting the authorities. Weapons should be disabled by destroying the fire directional control computer, but remember that many ships mount weapons that have independent fire control. A common mistake many pirates make is to shatter the defensive shield mechanisms and let the fear of a reprisal shot forestall their firing weapons. Such tactics are just not effective. Trashing the shields or any other large and complicated mechanism takes too long and produces too many technical problems. Smashing bridge navigational displays, however, takes little time or effort, yet paralyzes a vessel and hinders their reporting its true position.

Pirates escape in open space by leaving in a random direction to prevent giving away a critical bearing. Evasive actions are not necessary, unless pursuit is already within sensor range. Near a planet, the options are not as open. There is always the possibility of putting the planet between the pirate and the victim. They skim the atmosphere to mislead the victim and any pursuit into thinking that the pirates are going to land on the planet. Going to warp speed while in atmosphere can be hair-raising but very effective in throwing off a search.

Once away from the victim, space should be clear of all hostile communications and sensor scans before a vessel points its nose toward home. It is a good idea to travel by a circular route with an ever-changing bearing to confuse sensors trying to track the ship.

Unless there is a pressing strategic reason, like a direct order from an acknowledged higher authority, a pirate vessel should never engage any vessel of higher speed or greater armament, or a warship of any size. Even the least such vessel will get away if they cannot cripple their attacker and will report the incident in full detail. Even if destroyed, they can still send word to higher authority. Friends and relatives of the victims mark such pirate ships for *special* attention.

OUTPOSTS IN SPACE

Some space stations, provisioning points, and other outposts in space or on smaller asteroids offer certain advantages to a pirate. First, they cannot run away. Second, they often contain more suitable booty to carry away. For example, a great many asteroid mining installations fall into this category, as do merchant waystations and deep-space manufacturing installations.

However, most stations carry adequate weaponry to deal with brigands, reliable communications gear to call for help, and usually a known and listed position with whatever power controls their space. A pirate raid that does not produce swift and complete capitulation is guaranteed to be bloody or impossible. Pirates do not often attack outposts, because of the difficulties of direct assault and the lack of information regarding their cargo.

Without the option of flight, outpost personnel can be counted on to fight with any weapons they possess and to send out a distress signal calling for help. Their sensors reach farther than those belonging to most ships, and any approach will bring a challenge, whether the ship is armed or not. Even with maximum-speed approach and deceleration, a pirate cannot overwhelm the defenses before a call for help goes out.

The only way to attack such an outpost is by making a perfectly normal, unarmed approach and to dock there. When docked, a pirate vessel is invulnerable to any station-mounted weapons and has successfully boarded without firing a shot.

Seizure of the outpost can then proceed as with any vessel. Defenders may put up concerted resistance, particularly if the complement of the outpost exceeds the attacker's force. Knowledge of the outpost's layout is invaluable to enable the pirates to cut communications and seize any center of security or command and control.

Instead of taking over the entire station, a pirate may take over only a loading dock and warehouse area for as long as it takes to load the booty. This option is especially valid if layout information is incomplete or lacking. If properly done, a limited raid may achieve complete surprise and prevent the outpost from knowing it has been robbed until after the pirate flees. It depends on the proximity of cargo to the dock, the number of guards and their alertness, and whether or not the pirates can disguise their purpose long enough to make good their escape. Otherwise, they may have to make a fighting withdrawal, with the chance for losses running exceptionally high.

RUSES AND FALSE FLAGS

Pirates often find it convenient to give out false names and identification when making raids, particularly when approaching an installation. These efforts may be no more sophisticated than disabling the automatic transponder and changing the paint job. Sometimes, a transponder is modified to give out the name of another ship with a listed history, or one whose loss is not yet known.

Many pirates experienced in attacking outposts prefer to use captured ships for the initial approach. A ship with a known name and recognizable profile can be discarded after the raid, and sent in a random direction by autopilot to confuse pursuit. The major disadvantage to using captured merchant ships is their vulnerability. If pirates must flee under fire, merchant shields may not protect them. This is why captured ships are rarely used in ship-to-ship actions.

More elaborate ruses, including ships with simulated damage, have a better chance against ships than against suspicious outposts. One of the Orions' more fiendish ruses is to simulate a ship stricken by pirates and helpless to a second assault. Variations on this theme include hitting one ship and then hanging around to hit the next one that comes down the spacelane (risky if any kind of patrol is in the area), planting a fake disabled ship with explosives, tractor beams, or other hazards to entrap any investigating vessel, and playing dead next to a real or false victim in hopes of making another ship think that both ships have exhausted each other in combat.

The reputed faked distress signal is a creation of romantic fiction writers. Merchants on tight schedules frequently ignore distress signals. In addition, distress signals are more likely to bring a warship to investigate or (ironically) other pirates seeking to make an easy score against a damaged ship.

Much more common are disguised 'official' transmissions of various types—faked buoys, bogus navigational markers, ersatz storm warnings, as well as plain old-fashioned open voice communications, sometimes with synthesized voices and background sounds. They need not be fancy to produce results. The numbers of vessels that will stop when told to is a pleasantly large one. Sometimes, it is all in the tone of voice.

In deep space, where the space lanes are wide and the chance of finding a particular vessel very small, pirates using fake merchant identification can chat with a merchant vessel and thus get the vessel's precise bearing, speed, and distance. With this information, a future intercept course can be plotted with great accuracy. Instead of using one ship and circling back to make intercept, some pirates employ a small scouter vessel that obtains the needed information, and relays it to a lurking corsair for immediate action.

FLEET ACTIONS

When pirates act in concert, the effect can be devastating. Only well-organized bands of pirates under a central coordinator may contemplate staging such an operation.

Fleet actions are most commonly used against a warship, listening posts, and other military targets. Complications dealing with how the booty is split up are thus avoided, and it is a great deal easier to unite pirates around a common threat. Obnoxious starship captains with dangerous anti-pirate inclinations are the usual recipients of a fleet action, but resupply stations for anti-piracy task forces may be struck to deprive the drive of momentum to protect an actual pirate base somewhere in the vicinity. Of course, the danger is in gauging the will of the major power so assaulted. If the operation smashes the base or ship but causes the owner to rebuild it and send in *more* ships, men, and materiel, all this effort will be for naught.

Orion pirate fleets attacked planets during the Reverse, but they were more accidents of circumstance and opportunity than any effort of leadership. The fleets of Half-A-Man Sooris swelled as he went from planet to planet, looting and pillaging, until the largest pirate fleet in history fell on Troyius and all but wiped civilization from its surface. After that, there were no more targets of comparable size anywhere, and the fleets melted away to seek other, easier opportunities.

As pirate fleets are becoming more common, the three major powers have sometimes sent task forces into the space of others disguised as pirates. They wreak havoc against bases for local or strategic advantage, and the government blames the Orions for it. The effects have been harsh on all concerned, but the Orion pirates have been taking the brunt of it. The Federation itself is not immune to these tactics. If such bogus pirate fleets continue to operate in and adjacent to Orion Space, there will be more pirate fleet raids against military operations. The results of such an escalation no one can foresee.

PRISONERS AND RANSOM

Orion pirates prefer not to take captives; somebody has to guard, feed, and take care of them from the time they are taken until they are either killed, freed, or ransomed to somebody who wants them back. As a purely commercial venture, taking prisoners is a losing proposition, and not widely practiced.

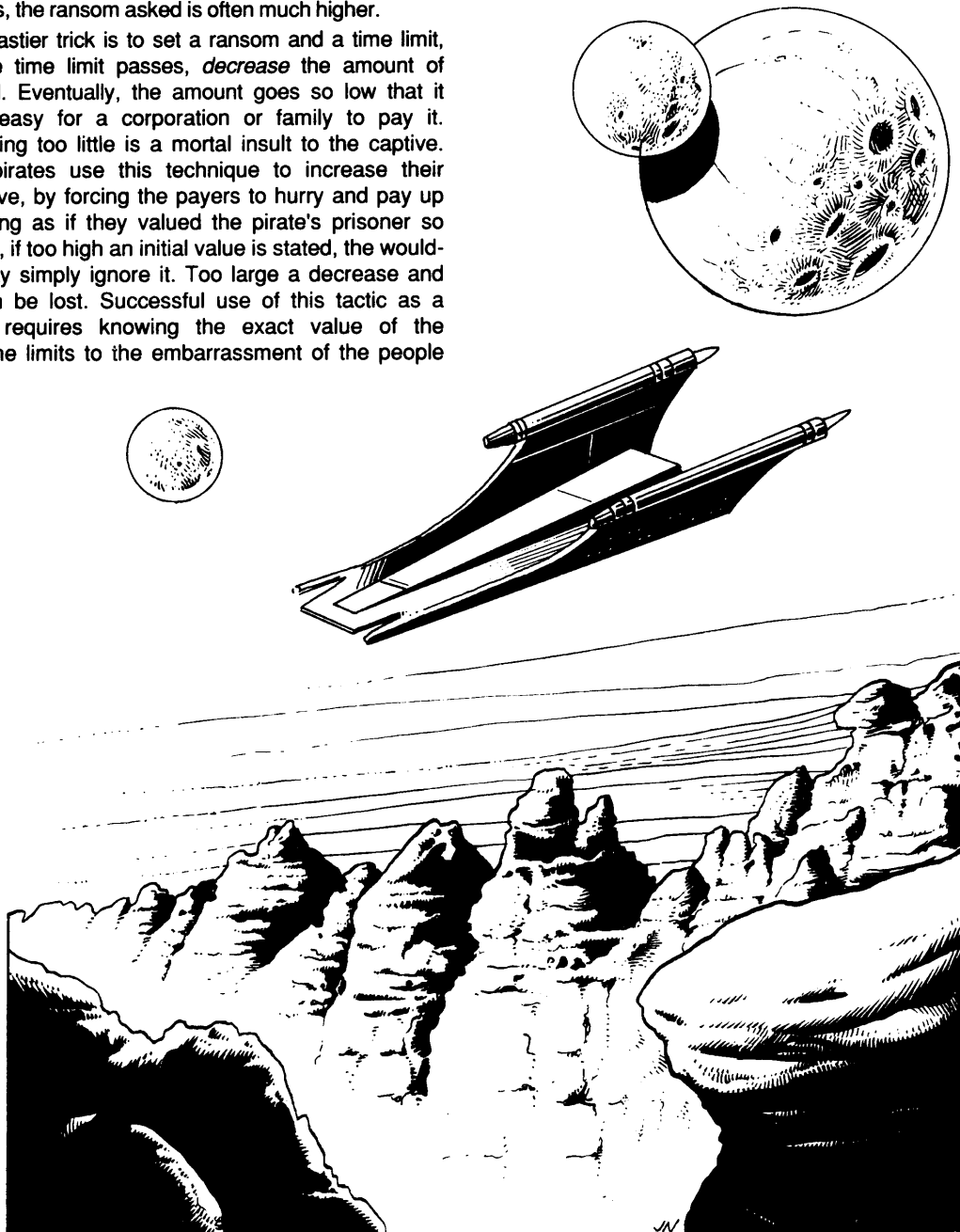
There are some exceptions. If pirates take a known personage alive, they can make money by ransoming him or her back to their family or corporation. Businessmen—*rhadamanen* in particular—and their families are ideal targets. Unless under strange circumstances, Orions will not take a captive of another race or enslave them, wild news reports to the contrary.

When pirates inform their prisoner's relatives or corporation of the ransom demand, they set a price on the captive and a time limit. If the ransom is not paid on time, either the price increases by between a quarter and half or the pirates exterminate the prisoner. Extermination is rare, as Orions hate to destroy profits, but they must show that they mean business. Ransoms are never less than the cost of boarding the captive—around 20 credits a day for a minimum holding time of at least 90 days. For high-ranking archexecutives, the ransom asked is often much higher.

An even nastier trick is to set a ransom and a time limit, and when the time limit passes, *decrease* the amount of ransom asked. Eventually, the amount goes so low that it will be very easy for a corporation or family to pay it. However, paying too little is a mortal insult to the captive. Sometimes, pirates use this technique to increase their take per captive, by forcing the payers to hurry and pay up to avoid looking as if they valued the pirate's prisoner so little. However, if too high an initial value is stated, the would-be payers may simply ignore it. Too large a decrease and the effect can be lost. Successful use of this tactic as a moneymaker requires knowing the exact value of the captive and the limits to the embarrassment of the people paying.

Orion pirates are careful with their captives and will not mistreat them. If for any reason a captive cannot be ransomed off, Orion pirates are likely to strand the captive on a strange world. Killing innocent people for a financial error fills other Orions with horror, and other pirates might set a bounty on the offending pirates just to make sure such people are hunted down and killed for the barbarians they are.

Occasionally, a pirate may take captives for other, more personal reasons. If the cargo happens to include *lodubyaln*, they may be taken and sold like normal cargo—their contracts pass by right of conquest. For political reasons, Orion pirates may even take prisoners of other races. This is extremely delicate and is usually dictated by a higher authority than a ship captain; the expenses for such a captive can be quite high.



INTERSTELLAR RELATIONS

Through the BPC and the Orion Colonies Intelligence, the Orions are playing a delicate series of games with all the powers in contact with them. Their security and continued independent existence depends on their keeping the three powers delicately, mutually balanced. Should one gain any advantage over the other two, the result would be the absorption of Rigel and Orion Space and war with the other two powers. Regardless of who wins such a conflict, the Orions would undoubtedly be among the losers. Their civilization, ancient and resilient, would not survive a three-cornered war with themselves in the middle of it.

Legally, the term "Orion Colonies" refers only to those worlds within the 20 parsec sphere around Rigel, established by treaty at the end of the Four Years War. However, the Klingons use the term to describe *all* Orion worlds in Federation space—their own, of course, are no longer Orion. The Romulans emulate this practice, a blatant propaganda move. Significantly, however, most Federation citizens do not make a distinction between the Orion Neutrality Area and Orion-inhabited Federation worlds. This careless terminology foreshadows an unpleasant future. Restrictive laws and regulations have not stopped the slow spread of Orions outside their delimited sphere—or even touched Orions living on Federation worlds.

THE FEDERATION

As far as the Federation is concerned, the Orions have used their neutrality as a shield. Originally, they hid their relations with the Klingons, who used the opportunity to prepare their warfleets. Now they use it as screen to smuggle Federation goods into Klingon space and to hide Orion and Klingon buccaneers who raid Federation space. Their culture, with its crass devotion to sensual pleasures and reliance on treachery, is hardly less a threat than Klingon invasion. For now, Star Fleet vessels patrol the Federation/Orion border to reduce the likelihood of Klingon infiltration, and quotas and laws curtail the penetration of Orion culture into the Federation.

A creation of Federation trade policy, Orion freeports were to be protected enclaves exempt from duties, taxes, and licensing fees, and granted certain exemptions from the Federation Uniform Mercantile Code (FUMC) spelled out in their authorizing agreements. The idea was to promote trade and help struggling industry in certain 'distressed' areas that needed a push to get them going. Some freeports (most notably, the trade planet Freeloader) have become thriving centers of commerce. However, the vast majority have not and remain poor, largely undeveloped, and rely on heavy trader volume, starport use fees, and a bevy of minor service industries to stay afloat financially. Until their conditions improve, their protected status and misery must continue. Instead of helping economically marginal areas, the policy has created cesspools of vice and crime deep in the Federation, where almost anything is legal and even the most notorious criminals and pirates can walk unmolested. Star Fleet cannot act against these places (the "ghettoes of the Federation", as the Botchok Planetary Congress calls them) except to clean up around the edges. Their populations naturally resent the fate accidentally meted out

to them. For some time into the future, the Federation must cope with these clusters of hostile Orions deep within their space.

To the Orions, the Federation is simultaneously their greatest threat and greatest hope. Trade with their mighty neighbors has made the Orions rich, but the wave of settlement threatens to crush their civilization completely. If Orion Space is kept whole and inviolable, then perhaps the Federation's expansion will break and flow around it as a log parts a stream. Whatever happens after that—even another and more devastating war—will leave the Orions no worse off than they are now, and with the tools and resources to help whoever wins—or loses—to recover.

THE KLINGONS

The Klingons have no official use for the Orions at all. Orions make only indifferent *kuve*, or servitors, and, while they can provide military information on the Federation and a wide range of useful products for the Empire, they are also a source of uncontrolled pirate activity, an information leak of unknown size, and a provider of consumer goods that can corrupt the most steadfast of administrations. Rigel is a good transfer point for agents and information, and Orion Space a useful passageway into Federation territory, but Klingon experience shows that conquest of their homeworld is strategically unwise. The Empire gets what it wants from them without expending the troops and personnel to garrison their worlds and without antagonizing the Federation, who might go to war to take it back. Orions deep in Klingon space provide many useful products and services; they may as well be *kuve*.

The Klingon drive for military power and the Orions' drive for economic power are vying for control of Orion Colonies both inside and outside the Klingon Empire. If they wished, the Klingons could overwhelm the meager resources of the Orions in months. To prevent this, the Orions have ruthlessly exploited every material longing the Klingons have, making themselves useful without the need for conquest. Not foolish enough to destroy the wealth of the Orions, which may be put to Klingon uses, the Klingons have learned that there is a direct relationship between the amount of control and the amount of corruption among their officials on Orion worlds.

Both sides continually probe the other for weaknesses. As things stand now, the Klingons have not dislodged large numbers of Orions, and they have allowed a large portion of the luxury trade to survive and even to grow. The Orions are careful to trade their gathered information only for things of equally long-lived value, such as trade contracts. Most importantly, the Klingons must be kept concerned with the Federation and not with the Orion frontier. With luck, the Klingons may never launch an invasion of Orion Space again.

THE ROMULANS

The Romulans apply a simple rule to all peoples they encounter: confine and use them if they are useful and exterminate them if they are not. The utility of the Orions has yet to be proved, but they are not easy to extinguish. Hemmed in by the Klingons and the Federation, the Orions are considered only a third-rate threat.

With the opening of the Triangle, however, the Romulans have begun to reconsider the place of the Orions in the scheme of things. Obviously, the Triangle is a zone of contention, but not for military forces. To gain the many things that the Orions can provide, the Romulans must get used to commercial rather than armed competition. They find it hard to accept that trade may be beneficial to both sides without degrading either because they believe that an advantage passed to a foe is one they could be enjoying themselves.

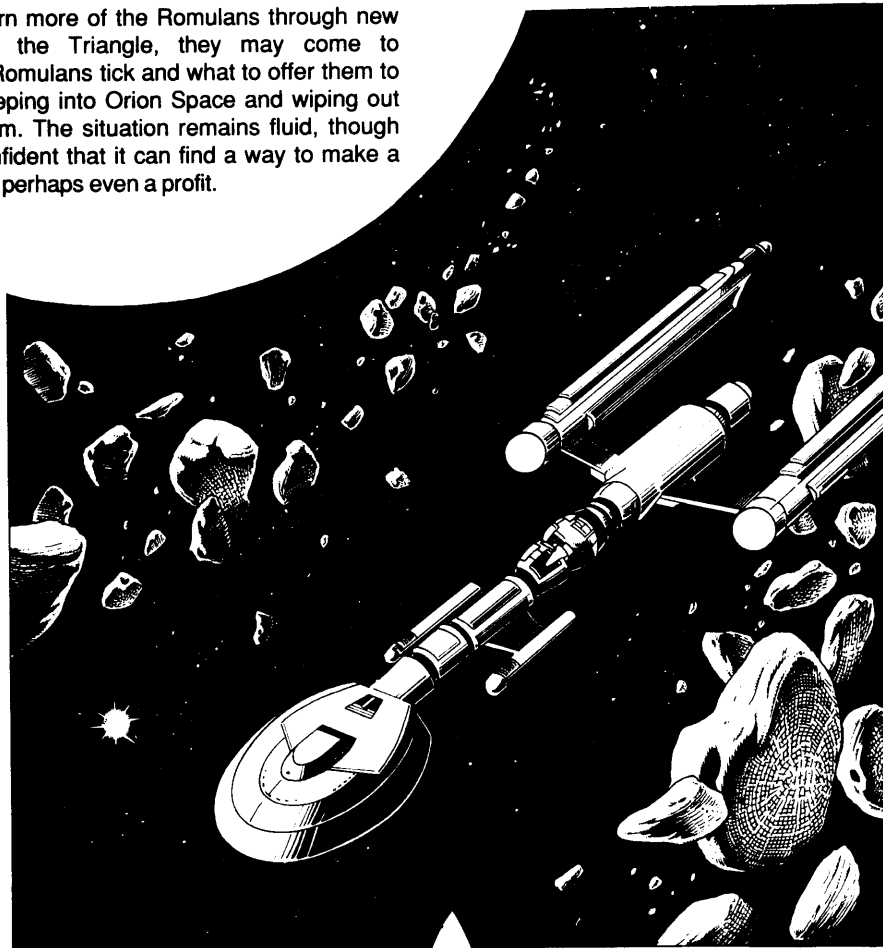
For their part, the Orions find the Romulans' single-minded expansionism for quasi-religious reasons ludicrous. If it were not for the distance between their peoples, the Orions realize, their nebulous relations with the Romulans would be their gravest problem. The Star Empire is too new, the records too scattered or patchy to allow the Orions to understand them. Everything from single scouts to well-equipped trade missions have gone to learn more of the Romulans and how they deal with people, but the results have been disappointingly erratic. So great is the difference between their cultures that even the highly adaptable Orions can give accidental offense—and it takes little offense for the Romulans to annihilate the offender.

As the Orions learn more of the Romulans through new commercial links in the Triangle, they may come to understand how the Romulans tick and what to offer them to keep them from sweeping into Orion Space and wiping out every last one of them. The situation remains fluid, though the BPC remains confident that it can find a way to make a permanent peace and perhaps even a profit.

THE TRIANGLE

Once this region was only dead space, a last refuge of the Orions, whose trade networks had collapsed. When the Romulans appeared, the Orions depopulated the region in a panic. However, concerned with the presence of the Federation and uncertain of its strength, the Romulans did not chance placing colonies in the path of a possible invader. When the value of the worlds of the Triangle was 'discovered', all four starfaring powers entered it at the same time. The Triangle is more than just the place where three expanding frontiers come into contact; it is also the one place where the Orions are on an equal footing, commercially *and* militarily, with their neighbors.

No single authority controls the Triangle—not even the Orions, who maintain a neutral corridor to it from Orion Space. The Lifaq family and their planets in the Orion Frontier Mercantile Association sit directly astride this route. Though not the most powerful of Orion families, the Lifaq are becoming a powerful voice in the Triangle. Beyond them, the BPC has no effective control, though the ships of the Orion Space Navy do make appearances to defend Orion interests in every corner of the Triangle. Politically, it is a wasteland, even by Orion standards, without any cohesion beyond the loose organizations of planets for commercial or military purposes. Freeports abound here, and the most notorious are those belonging to the Orions. The planet Free-loader may be the most popular trading center in the Triangle and even rivals Rigel IV.



THE ORION CAMPAIGN

Guilty of all sorts of devilry, Orions have motives as convoluted as a gamemaster can devise. They are a shadowy, unknowable, conniving, wandering, and itinerant people of a lost heritage. Like the great merchants of ancient Venice and Genoa, they are founts of commercial wealth seeking crossroads to the worlds.

The Orions can also be player characters, adventuring where they will in the Federation, Romulan Star Empire, Klingon Empire, or the Triangle. Players can be captains of Orion Explorer ships, merchants working out of Rigel, or officers aboard an Orion Space Navy vessel. They could even be slaves working to earn their contracts, *lodubyaln* playing power-brokers behind the scenes, or a *guldin* of Greys deep in the cybernetic bowels of Orion cities or starships. The possibilities are not really endless, but they are limited only by what a gamemaster's imagination can devise.

SINGLE-SHIP CREWS

A bunch of dudes in a ship going from planet to planet and living off such odd jobs as ripping off banks, blowing up industrial barons, and hauling cargo for hire is the accepted way new gaming groups start out in a game universe. They also can get terribly limited because a gamemaster may get into a rut with only a few adventure types. Game supplements like **The Orions** may be able to inspire a gamemaster with the odd suggestion or strange concept buried in it here and there. One likely starting point is the pirate crew, with a small ship and a few bloodthirsty player characters looking for ships to beat up. However, this can be a high-mortality campaign, not suited for everyone. Players who wish to be slavers should read the section on life-contractors and understand what kind of people Green Orion slave women really are. Inexperienced slave dealers might find their cargo not at all what they expected.

The Orions are not bound by any constraints—no Prime Directive, no code of interstellar law, no rigid sense of honor. However, they cannot bear going broke, which can be a powerful motivator. Orions in single ships bound only by a contract are used for an awful lot of dirty work. From prospecting unknown planets to searching for lost war hulks, the single-ship Orion crew can get into a great deal of interesting trouble.

The ship need not be civilian. The Orion Space Navy gets a good many odd and dangerous assignments and has to cope with many incompetents in its own ranks. A crew that becomes too wealthy or too notorious to continue with their old way of life may be inspired to try something different—perhaps a business to run, or steady work in the employ of someone willing to exchange security for their labors.

FAMILY PLANETS

A uniquely Orion form of campaign is one centered on characters who are all members of a particular family, powerful or weak, with the tools to establish an empire or hard-pressed to preserve a dynasty. They may all be siblings or cousins, or they could be an older generation watching over a younger. Their resources might not be much larger than those available to the crew of one starship, but at least they have each other—and perhaps a dream of greatness. Their resources could be a duchy or even an entire planet, with thousands of people behind them and billions to call their own—and others just like them scheming to get it all away from them.

Few families are as good and kind to one another as the Waltons. A campaign built around a family should emphasize the differences between the people involved. Do they rule by charisma or force? Are they like the Ewings, the Colbys, or the Harkonnens? A family campaign that fosters competition between the players will need constant outside crises to handle, distracting everyone from their private concerns. Another branch of the family or another equally powerful clan will doubtless be in cutthroat competition with the players' family.

A family need not begin with everything well. The survivors of some catastrophe, even a murderous attack by raiders or competitors, can unite the player characters to find the means to avenge their losses and their dead. Along the way, they find undreamed-of riches as well as other foes. Stranded on a planet, cast into prison, or abandoned in space, they may have nothing but their own wits and a few paltry tools to restore their lost greatness.

A family grown too large and crowded may drop some of its younger or less-important scions to fend for themselves, with or without proper financing. They will have to make a go of it by muscling into another business or perhaps by trying to cut off the rest of the family at the ankles by competing with them in the same business.

Families tend to have a sense of unity no less strong than the crew of a ship, complete with rituals, history, legend, and perhaps the odd reputedly cursed heirloom. In their past, they likely have a revered or hated ancestor, whose memory they cherish and example they follow, or whose bad decisions or bad choice of opponents they must live with even now.

Family-based campaigns also have the advantage of a past. For the right group, it can inspire players to create a family coat of arms, old country mansions, lost legacies, and the occasional black sheep whose troubles require constant attention.

CORPORATE MIGHT

The word "corporation" conjures up images of miles of desks, piles of gloomy paper, and drones stacked behind them in the same uniform. Role-playing a corporate employee tends to sound like an exruciatingly boring way to spend time.

Corporate Orions do not sit behind desks. They are troubleshooters, investigating corruption behind the scenes. They are the people sent to a far planet to see why the mines are not producing, why the crops would not come in, or why every third ship is just vanishing in space. The bosses of a corporation that smuggles guns or other contraband to proscribed planets or one that is fraught with ruthless competition (like dilithium, gem or radioactive mining) do not lead quiet lives. Like the single-ship crew (which they may have been at one point), they face new and odd challenges that require drastic and dire action. Like the family campaign (which they may also be), they have a past, a world or holding to keep, and a sense of togetherness—if only because somebody wants all their hides.

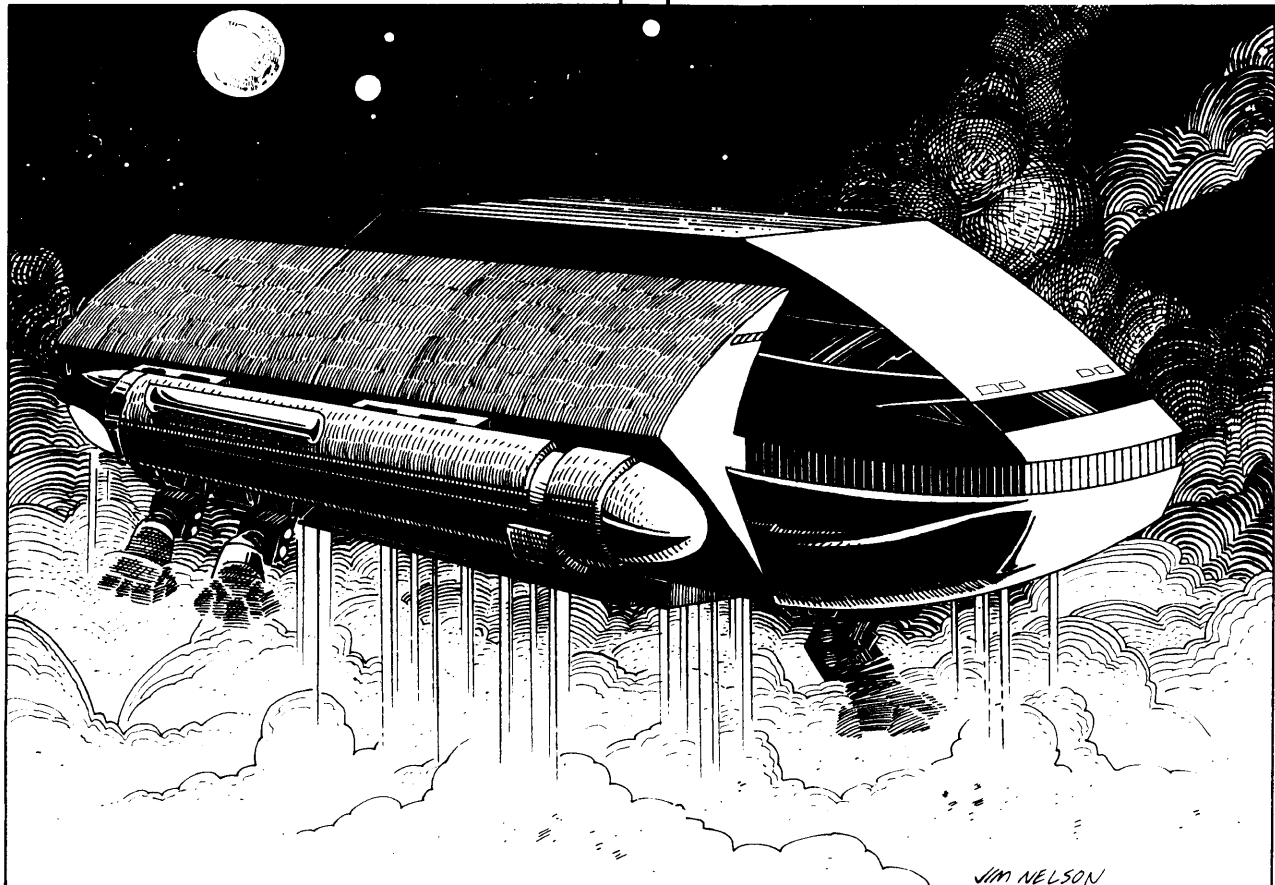
Larger corporations, whose *rhadamanen* command vast amounts of personnel, ships, and money, may have equally great trials. Powerful corporations or a major starfaring power may plague the player characters' corporation, forcing them to respond appropriately—perhaps by constructing and leading an avenging warfleet. With an entire planet to hold, protect, explore, settle, and exploit, a corporate campaign could get rather involved in pacifying the natives, scaring away would-be squatters, and trying to

hire people who will continue to be loyal even when they are not paid. The player characters may be charged with making a trade world or freeport into a paying venture.

Players in a corporate campaign need not be the top dogs. Hapless employees are sent to handle this or that annoying problem the people in management want handled. Such a group may be large or important enough to rate their own *guldin* of Greys—who may have different ideas how to proceed. (Daring gamemasters may even experiment with the closed and cryptic world of Greys, locked away in their tanks and pods with their computers and surrounded by hostile, distrustful Ruddies and Greens who treat them as little more than extensions of the machines they tend.)

A corporate campaign requires a gamemaster to specify just how much power a group has, what it can call on, where its limits lie, and who is giving the orders. There is a strong resemblance between this kind of campaign and a Star Fleet campaign; the difference, however, is that the Star Fleet characters must do good, preserve law and order, and uphold the Prime Directive and the tradition of the Academy, and the corporate campaign does not. Whatever works works, and if it takes supplying the iron-fisted Klingon military governor with enough liquor and dancing girls to make him forget about that silly old trade limit, well, it is only business.

They could even put together a plan to topple the old leadership and install themselves at the top. For that, however, the characters should work awhile. These are only suggestions for *beginning* an Orion campaign. Where it may lead to...



ORION CHARACTER GENERATION FORM

Follow Circled Numbers

ATTRIBUTES							
INITIAL ROLL							
Die Roll: As Below Modifiers: As Below							
INITIAL DIE ROLLS							
Attribute	Roll						
STR	4D10 + 30						
END	4D10 + 30						
INT	4D10 + 30						
DEX	4D10 + 30						
CHA	4D10 + 30						
LUC	1D100						
RACIAL DIE MODIFIERS TABLE							
STR	END	INT	DEX	CHA	LUC	PSI	
Ruddy Orions	+10	-	-	-	-10	-25	-30
Green Orions	+15	+10	-10	-	+20	-25	-40
Grey Orions	-20	-20	+20	+10	-20	-25	-25
BONUS POINTS							
Die Roll: 1D100/2, Round Down Choice: Any But PSI							
Restrictions:							
No more than 30 in one attribute							
No attribute more than 100							
BACKGROUND SKILLS							
Number: INT/10, Round Down Rating: 1D100 Choice:							
Ruddy characters must first take both a Personal Development and an Education skill before they may choose a Combat Skill. Green Characters must choose a Personal Development skill before choosing a Combat skill, and must choose a Personal Development or Combat skill before choosing an Education skill.							
BACKGROUND SKILL TABLE							
PERSONAL DEVELOPMENT SKILL TABLE							
*Artistic Expression *Carousing *Communication Systems Operation *Communication Systems Technology *Electronics Technology *Gaming *Language *Leadership *Mechanical Engineering *Negotiation/Diplomacy *Planetary Survival *Sports, Swimming and Diving *Streetwise *Trade and Commerce *Trivia *Value Estimation *Vehicle Operation							
EDUCATION SKILL TABLE							
Administration Computer Operation Computer Technology Instruction *Language *Life Sciences *Physical Sciences *Planetary Sciences *Social Sciences *Space Sciences							
COMBAT SKILL TABLE							
*Marksmanship, Archaic *Marksmanship, Modern *Personal Combat, Armed *Personal Combat, Unarmed *Personal Weapons Technology *Small Unit Tactics							

EXPLORER TRAINING		
ENTRANCE ROLL		
Die Roll: 1D100 Modifiers: As Below		
EXPLORER ACCEPTANCE TABLE		
Die Roll	Result	
01-50	Character Accepted	
51-100	Character Rejected	
EXPLORER ENTRANCE MODIFIERS TABLE		
INT	70+	-15
INT	60-69	-10
INT	50 or less	-15
LUC	70+	-15
LUC	55-69	-5
LUC	50 or less	+20
CHA	70+	-10
CHA	50-69	-5
Skill Rating of 20+ in any Combat Skill or Leadership		-10 each
BASIC TRAINING SKILLS		
Number: As Below Rating: As Below Choice: All		
BASIC TRAINING SKILL LIST		
Damage Control Procedures 20		
Environmental Suit Operation 25		
*Gaming (any two) 30 total		
*Language 20 total		
Leadership 15		
Marksmanship, Modern 20		
Medical Science 10		
General Science, Orion 10		
Negotiation/Diplomacy 20		
Personal Combat, Unarmed 20		
Personal Combat, Knife 10		
Personal Weapons Technology 10		
*Planetary Survival, any two 15 total		
Security Procedures 10		
Shuttlecraft Pilot 10		
Small Unit Tactics 05		
Social Sciences 10		
Orion Culture/History 10		
Orion Law 10		
Streetwise 15		
Trade and Commerce 30		
Value Estimation 20		
Zero-G Operations 10		
SPACE NAVY RECRUIT TRAINING		
BASIC TRAINING SKILLS		
Number: As Below Rating: As Below Choice: As Below		
RECRUIT BASIC TRAINING SKILLS		
Computer Operation 10		
Environmental Suit Operation 10		
Marksmanship, Modern 10		
Personal Combat, Knife 10		
Personal Combat, Unarmed 10		
Personal Weapons Technology 10		
*Planetary Survival 10		
Zero-G Operations 10		
OUTSIDE ELECTIVES		
Number: 4 Rating: 1D10 Choice: Any		

CAREER ADVANCEMENT										
NUMBER OF TERMS SERVED A										
Die Roll: 1D10/2, Round Down If Result is 0 make it 1 Modifiers: As Below										
MODIFIERS TO NUMBER OF TERMS SERVED										
For Attributes										
INT	60+	-1								
LUC	60+	-1								
LUC	40 or less	+1								
For Sex										
Female		+1								
For Destined Position, Cumulative										
Archcaptain		+3								
Captain		+2								
First Officer		+2								
Department Head		+1								
For Destined Officer Rank										
Fleet Admiral		+6								
Admiral		+5								
Rear Admiral		+4								
Commodore		+3								
Captain		+2								
Commander		+1								
Lieutenant Commander		+1								
First Lieutenant	No Modifier									
Lieutenant										
Ensign	No Modifier	-1								
For Destined Enlisted Rank										
Master Chief Petty Officer		+5								
Senior or 1st Chief Petty Officer		+3								
Chief Petty Officer		+2								
Spaceman, First Class		+1								
Spaceman	No Modifier									
Recruit	No Modifier									
Boot	No Modifier									
Punk Boot	No Modifier	-1								
For Socioeconomic Class										
Helm/Navigation Specialty										
Socioeconomic Class										
Race	10	9	8	7	6	5	4	3	2	1
Ruddy	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
Green	N/A	N/A	0	+1	+2	+3	+4	+5	+6	P
Engineering Specialty										
Socioeconomic Class										
Race	10	9	8	7	6	5	4	3	2	1
Ruddy	+3	+2	+1	0	-1	-2	-3	-4	-5	-6
Green	N/A	N/A	0	-1	-2	-3	-4	-5	-6	P
Communications Specialty										
Socioeconomic Class										
Race	10	9	8	7	6	5	4	3	2	1
Ruddy	+4	+3	+2	+1	0	-1	-2	-3	-4	-5
Green	N/A	N/A	0	-1	-2	-3	-4	-5	-6	P
Weapons/Defense Specialty										
Socioeconomic Class										
Race	10	9	8	7	6	5	4	3	2	1
Ruddy	-2	-3	-2	-1	0	0	0	+1	+2	+3
Green	N/A	N/A	-1	0	0	+1	+2	+3	+4	P
Guards Specialty										
Socioeconomic Class										
Race	10	9	8	7	6	5	4	3	2	1
Ruddy	+4	+3	+2	+1	0	-1	-2	-3	-4	-5
Green	N/A	N/A	-3	-2	-1	-1	0	0	0	+1
Medical Specialty										
Socioeconomic Class										
Race	10	9	8	7	6	5	4	3	2	1
Ruddy	P	P	+3	+2	+1	+1	+2	+3	+4	+5
Green	N/A	N/A	-2	-1	0	0	+1	+1	+2	+3
Science Specialty										
Socioeconomic Class										
Race	10	9	8	7	6	5	4	3	2	1
Ruddy	+2	+1	+1	0	0	0	+1	+2	+3	+4
Green	N/A	N/A	0	0	0	0	+1	+2	+3	+4
Financial/Clerical Specialty										
Socioeconomic Class										
Race	10	9	8	7	6	5	4	3	2	1
Ruddy	-1	-1	0	0	0	0	0	+1	+2	+3
Green	N/A	N/A	-1	0	0	0	+1	+1	+2	+3
Espionage Specialty										
Socioeconomic Class										
Race	10	9	8	7	6	5	4	3	2	1
Ruddy	-3	-2	-2	-1	0	0	+1	+1	+2	+3
Green	N/A	N/A	0	+1	+2	+3	+4	+4	+4	P
Diplomacy Specialty										
Socioeconomic Class										
Race	10	9	8	7	6	5	4	3	2	1
Ruddy	-2	-2	-1	-1	0	0	0	+1	+2	+3
Green	N/A	N/A	0	0	+1	+1	+2	+2	P	P
Key										
P A character with this socioeconomic class cannot study this specialty										
LENGTH OF TERM										
Die Roll: 1D10/2, Round Down Modifiers: None										
SKILL IMPROVEMENT										
Number: 1 skill per each year of service Rating: 1D10 Choice: Any										

FAMILY STATUS			
Die Roll: 1D100 Modifiers: None Restrictions:			
Green characters may not have a socioeconomic class higher than 90			
SOCIOECONOMIC CLASS TABLE			
Die Roll	Socioeconomic Class	Description	Skill Modifier
00-98	10	Ruling Family	+10 to all Background Skills
97-92	9	Prominent and Influential Family	+5 to all Background Skills
91-83	8	Prosperous and Respected Family	+5 to three Background Skills
82-71	7	Comfortably Well-To-Do Family	+5 to one Background Skill
70-56	7	Upper Middle Class Family	No Modifier
55-36	6	Solid Middle Class Family	No Modifier
35-21	6	Lower Middle Class Family	No Modifier
20-11	5	Up-And-Coming Poor	No Modifier
10-06	4	Struggling Poor	-5 from any one Background Skill
05-04	3	Desperate Poor	-5 from three Background Skills
03-02	2	The Stricken	-5 from all Background Skills, but gains Personal Combat, Knife 10
		Streetwise	20
		No Background Skills allowed, but gains Negotiation/Diplomacy 10	
		Personal Combat, Knife 10	
		Personal Combat, Unarmed 10	
01	1	Slime	No Background Skills allowed, but gains Negotiation/Diplomacy 10

SPACE NAVY OFFICER TRAINING	
ENTRANCE ROLL	
Die Roll: 1D100 Modifiers: As Below Female characters add 20	
OFFICER ACCEPTANCE TABLE	
Die Roll	Result
1-40	Character Accepted
41-100	Character Rejected
ACADEMY ENTRANCE MODIFIERS TABLE	
Die Roll	Socioeconomic Modifier
00-98	Automatic entrance
97-92	-58
91-83	-45
82-71	-30
70-56	-20
55-36	No modifier
35-21	+10
20-11	+20
10-06	+30
05-04	+35
03-02	+38
Automatic rejection	
BASIC TRAINING SKILLS	
Number: As Below Rating: As Below Choice: All	
BASIC TRAINING SKILL LIST	
Administration 10	
Carousing 20	
Environmental Suit Operation 10	
*Gaming, any two 20 each	
*Language, any three 20 each	
Leadership 20	
Marksmanship, Modern 20	
Negotiation/Diplomacy 10	
Personal Combat, Sword 15	
Personal Combat, Unarmed 10	
Personal Weapons Technology 05	
*Planetary Survival, any 10	
Small Unit Tactics 10	
Social Sciences 10	
Orion Culture/History 10	
Orion Law 20	
Political Science 10	
Space Sciences 10	
Astronomy 10	
Starship Combat Strategy/Tactics 10	
Streetwise 10	
Zero-G Operations 10	
OUTSIDE ELECTIVES	
Number: INT/10 + 55 Rating: 1D10 Choice: Any	
SPECIALTY TRAINING	
Number: See Opposite Page Rating: See Opposite Page Choice: All From One Specialty Restrictions:	
Green Orions with a socioeconomic class of 1 cannot enter the Helm/Navigation, Weapons/Defense, Science, Financial/Clerical, or Diplomacy specialty. Greens with a socioeconomic class of 2 cannot enter either the Helm/Navigation or Diplomacy specialty, and Ruddies with a socioeconomic class of 1 cannot enter the Weapons/Defense specialty. Ruddies with a socioeconomic class of 9 or 10 cannot enter the Medical specialty.	
OUTSIDE ELECTIVES	
Number: INT/10+3 Rating: 1D10 Choice: Any	

COMMAND SCHOOL	
CURRICULUM SKILLS	
Number: As Below Rating: As Below Choice: All	
COMMAND SCHOOL SKILLS	
Administration 20	
Bribery 15	
Leadership 30	
Medical Science 20	
Psychology, any race 20	
Negotiation/Diplomacy 30	
Starship Combat Strategy/Tactics 30	
Trade and Commerce 15	
Value Estimation 15	
ADVANCED TRAINING	
Number: INT/10, Round Down Rating: 1D10 Choice: Any	

CHARACTER AGE	
Age when entering Basic Training 18	
Modifiers	
Explorer Training	
Basic Training 4	
Specialized Training	
Espionage 4	
Engineering and Science 3 1/2	
Guards 2	
Others 2 1/2	
Space Navy Recruit Training	
Basic Training 1	
Space Navy Officer Training	
Basic Training 4	
Specialized Training	
Engineering, Science, and Diplomacy 2 1/2	

EXPLORER SPECIALTY TRAINING TABLES

Helm/Navigation Curriculum		
Computer Operation	10	10
Damage Control Procedures	10	10
Deflector Shield Technology	10	10
Shuttlecraft Pilot	10	40 total
Shuttlecraft Systems Technology	10	05
Small Vessel Pilot	20	40
Space Sciences	20	45 total
Astrogation	20	15
Any two others	20	30 total
Starship Combat Strategy/Tactics	20	20
Starship Helm Operation	20	20
Starship Sensors	10	20
Specialties	30 total	20
Science Curriculum		
Computer Operation	10	10
Computer Technology	10	10
Electronics Technology	10	10
Damage Control Procedures	10	10
Gaming	10	10
Language, any two	10	10
Physical Sciences	10	10
Mathematics	10	10
Starship Sensors	10	10
Any Science (except Medical or Social)	10	10
Engineering Curriculum		
Communication Systems Technology	10	10
Computer Operation	10	10
Computer Technology	10	10
Damage Control Procedures	10	10
Deflector Shield Technology	10	10
Electronics Technology	10	10
Environmental Suit Operation	10	10
Instruction	10	10
Life Support Systems Technology	10	10
Mechanical Engineering	10	10
Personal Weapons Technology	10	10
Shuttlecraft Systems Technology	10	10
Small Equipment Systems Technology	10	10
Space Sciences, Astronautics	10	10
Starship Sensors	10	10
Starship Weapons Technology	10	10
Transporter Operation Procedures	10	10
Transporter Systems Technology	10	10
Warp Drive Technology	10	10
Specialties	15	10
Communications Curriculum		
Administration	10	10
Communication Systems Operation	10	10
Communication Systems Technology	10	10
Computer Operation	10	10
Computer Technology	10	10
Damage Control Procedures	10	10
Electronics Technology	10	10
Environmental Suit Operation	10	10
Language, any three	10	10
Negotiation/Diplomacy	10	10
Security Procedures	10	10
Specialties	30 total	10
Weapons/Defense Curriculum		
Computer Operation	10	10
Damage Control Procedures	10	10
Deflector Shield Technology	10	10
Electronics Technology	10	10
Instruction	10	10
Starship Combat Strategy/Tactics	10	10
Starship Sensors	10	10
Starship Weapons Technology	10	10
Zero-G Operations	10	10
Specialties	30 total	10
Guards Curriculum		
Environmental Suit Operation	10	10
Damage Control Procedures	10	10
Marksmanship, Modern	10	10
Personal Combat, Knife	10	10
Personal Combat, Unarmed	10	10
Personal Weapons Technology	10	10
Planetary Survival	10	10
Security Procedures	10	10
Small Unit Tactics	10	10
Specialties	30 total	10

NAVAL OFFICER SPECIALTY TRAINING TABLES

Helm/Navigation Curriculum		
Computer Operation	10	10
Damage Control Procedures	10	10
Shuttlecraft Pilot	10	10
Shuttlecraft Systems Technology	10	10
Small Vessel Pilot	20	10
Space Sciences	20	10
Astrogation	20	10
Any two others	20	10
Starship Combat Strategy/Tactics	20	10
Starship Helm Operation	20	10
Starship Sensors	10	10
Specialties	10 total	10
Engineering Curriculum		
Communication Systems Technology	10	10
Computer Operation	10	10
Computer Technology	10	10
Damage Control Procedures	10	10
Deflector Shield Technology	10	10
Electronics Technology	10	10
Life Support Systems Technology	10	10
Mechanical Engineering	10	10
Personal Weapons Technology	10	10
Shuttlecraft Systems Technology	10	10
Small Equipment Systems Technology	10	10
Space Sciences, Astronautics	10	10
Starship Sensors	10	10
Starship Weapons Technology	10	10
Transporter Operation Procedures	10	10
Transporter Systems Technology	10	10
Warp Drive Technology	10	10
Specialties	10 total	10
Communications Curriculum		
Bribery	10	10
Communication Systems Operations	10	10
Communication Systems Technology	10	10
Computer Operation	10	10
Computer Technology	10	10
Damage Control Procedures	10	10
Language, any three	10	10
Negotiation/Diplomacy	10	10
Specialties	10 total	10
Weapons/Defense Curriculum		
Computer Operation	10	10
Computer Technology	10	10
Damage Control Procedures	10	10
Deflector Shield Technology	10	10
Electronics Technology	10	10
Starship Combat Strategy/Tactics	10	10
Starship Sensors	10	10
Starship Weapons Technology	10	10
Zero-G Operations	10	10
Specialties	10 total	10

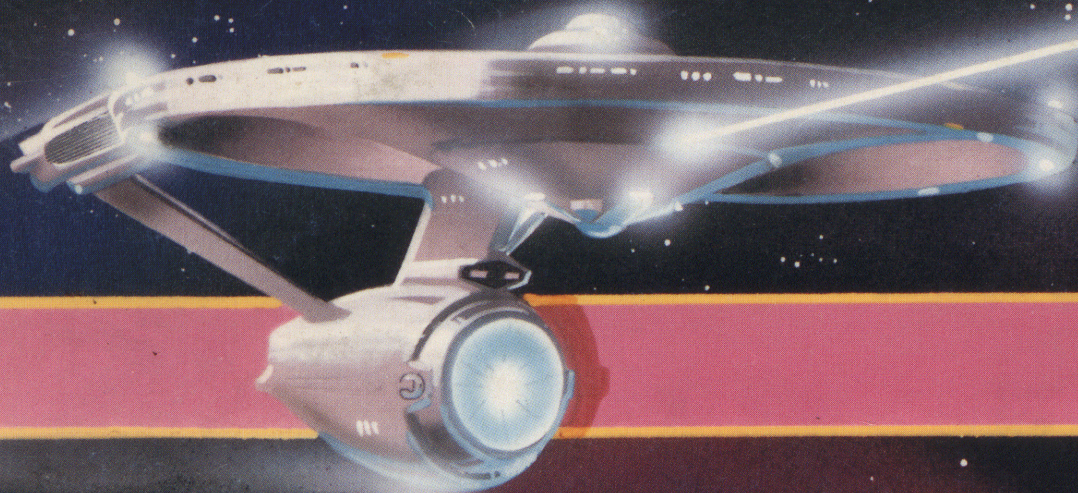
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THE HORIONS

BOOK OF DEEP KNOWLEDGE



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