BEYOND THE GATES OF
ANTARES

Antares D10+ RPG

Players' Guide

DRAFT

This is a draft version of the Antares D10+ RPG rules and does not contain all the examples or illustrations we would like. Please read this with that in mind!

Ver 0.18 A

A SF Roleplaying Game in the far distant future of the 'Beyond the Gates of Antares' universe

Antares RPG Credits

Authors: Tim Bancroft

Special thanks to: Rick Priestley, Warlord Games for the *Beyond the Gates of Antares* wargame

Principal playtesters & additional contributors: Gergely Gombos, Ed Harrington, Jon Harrington, Nicole Sijnja, Rudi Hein, David Horobin, Adam Murton, Tim Oliver, The Tabletop Warlords

Proof reading and consistency checking: David Horobin, Rosemary Bancroft

Miniature design: Jon Cave, Russ Charles, Wojtek Flis, Steve Saleh, Marco Sano, Paul Sawyer, Des Hanley, Kev White, John Wigley, Joey Pruitt

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Antares D10+ RPG Structural Note

To help with downloading and printing rules, we have split the core rules, equipment and character generation into separate, smaller documents. This document contains the rules and guidance on generating and running characters for playing within the *Antares D10+ RPG* system. The main system rules, details on stats and skill checks, combat and recovery are in *Antares RPG: Core System* and the weapons and equipment in the *Antares RPG: Arms & Equipment Guide*. Extensive background detail can be found in the Antares' wargame document *Antares 2: The Universe* (https://antaresnexus.com/rules/), whilst information on mapping your own region of Antares is in the *Mapping Supplemental*, also available on the Nexus (https://antaresnexus.com/2022/05/14/mapping-antares/). All are available to download for free at antaresnexus.com. There are also a number of supplements to this guide for faction-based occupations such as Freeborn, Boromite and Ghar.

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ANTARES D10+ RPG PLAYERS' GUIDE

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Change Log

These PDFs are version numbered so players can keep up to date with any releases. Version numbering is in the following format:

    <Version>.<Iteration> <Variation>

where 'Version' is '0' for the playtest rules, '1' for the first release; 'Iteration' is numeric reflecting a major change within that rules release; and 'Variation' is an alphabetic series (A ► Z, AA ► ZZ, and so on) that reflects any minor changes within that iteration.

  Please note this is still a draft version despite its release to the community.

0.18A Copied in languages from Core System; added in new events; added in bonus skills at end of each episode in some streams as characters were struggling to be promoted.

0.17K Updates with options on character build, notes on starships and expanded significant events.

0.17G First release with skills, tasks and combat in core system document and creatures in this. Consolidated military careers/assignments into one benefits/assignments table.

INTRODUCTION

WELCOME TO THE MANY WORLDS OF ANTARES!

This is the guide for players and player characters (PCs) for the *Antares D10+ RPG*, an unofficial system for roleplaying in Rick Priestley and Warlord Games' *Beyond the Gates of Antares* setting. The setting was designed for narrative wargames between three major civilisations and a number of lesser factions around a space-time transfer-hub built by the mysterious Gatebuilders. However, the background is rich enough to support in-depth roleplaying using different species and panhuman morphs and in several factions.

This guide provides a brief summary of the types of panhumans players can roleplay (Vorl, Tsan Ra and other non-humans might come when we have time). It also contains a brief background on the various factions and a character creation mini-game that builds PCs with rich backgrounds. We also have a short section on typical creatures as some PCs, especially Boromites, may end up with trained creatures.

There are two other rulebooks specifically for the RPG: the *Antares D10+ RPG Core System Guide,* and the *Antares D10+ RPG Arms & Equipment Guide.* The *Core System Guide* provide the rules on how the systems works and the *Equipment Guide* shows how to obtain some important equipment needed for Antarean adventurers to survive. Other prior experience supplements support the Boromites and Freeborn.

For further details on the people and factions of the universe of Antares and the Gatebuilders, see the *Antares Nexus*. A great deal more information can also be found in the wargame's reference *Antares 2: Guide to the Universe*, available on the Nexus at antaresnexus.com.

Leaving the detail behind for a moment, it's worth listing the major civilisations of the Antares universe:

- the **PanHuman Concord**, which is dominated by machine intelligences and post-humans of several types;
- the **Isorian Senatex**, arguably the most technologically advanced civilisation comprising post-humans and a strange, alien species called the Tsan Ra; and
- the **Vorl Ordo**, the Vorl being an advanced, xenophobic, symbiotic, scorpion-like people.

These main civilisations deal with the Freeborn traders, the Boromite builders and miners, the warlike Algoryn and various Spill (unaligned) nations. All have to deal with the paranoid machine-people called the Virai (from **Vir**ai **AI** – which explains some of the problems living species have with them), and the pathetic, genetically-engineered (geneered) species called Ghar who have but one aim: to eradicate all of panhumanity.

What this dispersed, four-guide structure means for the Antares' RPG is that we can avoid repeating key details and focus on what matters in each book. It also allows us to produce and update them relatively easily and cheaply (time and money!) without forcing gamers to reprint everything each time. Whilst the *Core System* book and the *Equipment Guide*

What is the focus of Antares D10+ RPG?

This ruleset is focused on Antarean panhumans and expects a small group of allied characters to have a good reason to be together. Perhaps the PCs are a front line Concord Strike squad, the characters all being Strike troopers; perhaps the campaign or group of scenarios is based around the crew of a Freeborn trader or survey ship as it seeks out new systems and worlds around Antares; or perhaps the PCs are a small band of mercenary specialists dispatched to a crisis zone, perhaps intending to right a wrong they discover in a hostile universe.

Alternatively, and perhaps with more flexibility, the PCs could just be a group of adventurers being ferried between systems and adventures aboard Freeborn ships or great starliners.

To allow flexibility for GMs and to ease how campaigns are run in such a huge universe, the guides focus more on providing characters for a Freeborn-sponsored exploration group; this allows PCs to work together from a wide variety of backgrounds. This book assumes what almost all players want for their characters: a wide variety of equipment that may be difficult to obtain but which enhances their survivability.

But whatever you choose to do, and however you play your game, there is only one wish: have fun!

> **Design Note:** Throughout the rules we add in design notes to explain what we were thinking in the rules or to suggest options or local variants.
>
> This design note is to explain why the *Antares D10+ RPG* system is the way it is. At its core, it is deliberately gritty in combat and richly broad-spectrum in skills. This is because of the nature of the Antares universe, sometimes referred to as a semi-hard, space opera universe, forged from its inception as a gritty wargame. We found that players of the wargame much preferred the grittier combat rules (perhaps similar to other, mainstream RPGs) and also liked the potential detail, character customisation and flavour of a rich and flexible skills system. **That said, there is nothing wrong in reducing the 'grittiness' and running your own style of game with less detail: it's your game and rules support that style of play as well.**

> **Gameplay:** At other times, we'll add hints and tips on gameplay in similar boxes. For example, despite the intentionally 'gritty' system, you can play the game as detail-focused or as loose as you wish. Antares' games are intended for a narrative approach and the skill system allows players to focus on a narrow or a narrative an approach, as they wish.

> **Disclaimer:** It is worth noting that this is a **draft** version of the Antares D10+ ruleset, largely playtested as far as much of the equipment goes, but it never fully reached the light of day. As a result, it is unfinished and raw in places. Nonetheless, rather than leave it languishing, we thought it worth releasing for all to enjoy.

contain some important details, for how each panhuman morph and faction might react to another, it's the *Guide to the Universe* and the character generation here that matters.

WHAT DO I NEED TO PLAY?

Rather than repeat what has been expressed many times before, we'll assume that you, the reader, understands what a roleplaying game (RPG) actually is and what it involves. We'll also assume you understand the basics of rolling different sided dice (D4, D6, D10, and so on), what characteristics and traits may be, and the guiding role of a traditional, light-touch GM (the shaper of the campaign) in managing encounters and non-player characters (NPCs).

That said, all you will need to play is largely the same as any other RPG: writing implements, paper, character sheets, a number of D10, only one each of D3, D4, D5, D6, D8 and D12 for damage resolution, and a scenario to play. A wipe-off sheet and pens (or a computerised playing surface) is useful to plot some details of combat – but is by no means vital as narrative works well – and, if you want, Antares miniatures representing the characters and their opponents (see www.skytrex.com).

KEY TERMS

Before we go any further, it's worth going over some of the key terms we'll use throughout the rules. Don't worry if you can't quite get what they're referring to straight away as all have been defined in the *Core System Guide.* For now, it just helps to know they exist and experienced RPGers will understand what they are.

The game difficulty sets just how hard or demanding a scenario or campaign should be for the player characters (PCs). This is reflected in a **target number** (tn), the value a task check (see below) has to reach or exceed. This is normally 11+ for starting and mid-career characters and is the value assumed throughout this book.

Tasks are what a character has to perform to achieve an interim goal such as repairing an engine or shooting an enemy. This is achieved through a **task check**, essentially a roll of a 10-sided dice (D10) plus a number of bonuses. The result is compared against the target number (11+) to determine whether the character succeeded or failed at the task. The task check bonuses are derived from the acting character's characteristics, skills, traits and assists.

A **success** is when a PC or NPC attempts a task and achieves a result equal to or above the target number. The task is carried out successfully.

A **critical success** is when a character not only succeeds at a task but also rolls a 10 on the dice. Critical successes bring special results, typically a one step improvement to the task, but might also allow something special, such as in combat. A character with task check bonuses of +0 or less will still succeed on a roll of a a 10 but will not score a critical success.

A **failure** occurs when the task check's D10 plus bonuses sum to less than the target number (normally to 10 or less). An automatic failure also occurs if the D10 roll is a 1, irrespective of bonuses. The task was not achieved, or tool longer than normal.

Mishaps occur when the task check dice roll is a 1 and the bonuses would result in a failure: something unfortunate

happens during the task. A character with task check bonuses totalling +10 or more can fail a target number of 11+, but will not have a mishap.

Characteristics are the natural capabilities and potential of a character that are broadly comparable with those of other species. They are normally rated from 1 to 10 but may be higher in special circumstances and give a bonus or penalty to completing a task depending on the value: a characteristic value of '5' gives no bonus or penalty, for example, whilst one of 8 gives a +2 bonus.

Characteristics grant bonuses to achieving a task using that characteristic and can vary by task – it need not be tied to a specific skill. For example, a character trying to remember the schematics of an advanced propulsion drive might use their Intellect bonus and their relevant Engineering skill whilst actually fixing that same drive, in a spacesuit would require whole-body Agility and the same skill.

An injury results in damage to a characteristic, temporarily reducing its effectiveness and characteristic bonus. There are five characteristics:

- ◦ **Agility**
- ◦ **Endurance**
- ◦ **Strength**
- ◦ **Intellect**
- ◦ **Empathy.**

Measures are a character's more nebulous attributes or those geared solely towards game mechanics. Measures cannot be used in task checks. The main measures are:

- ◦ **Social Position**, reflecting the character's standing in their society;
- ◦ **Move**, which is how far a character can travel during a turn;
- ◦ **Dying Track**, for PCs only, on which potentially fatal injuries are tracked.

Skills are what a character has learnt during their life or are those innate capabilities built into a machine. Some complex skills, such as Engineering, must be learnt and cannot be performed until a character has acquired a little knowledge behind the skill domain; others, such as Athletics, come with being born or constructed and can be attempted by anyone – typically just not very well until a character has had more practice or training.

Traits are the unique attributes to a species or which a character may acquire through heroic gameplay. Not all characters or species have traits. Traits give special bonuses to task checks or enable a character to do something different, such as glide, fly, brachiate or even, in the case of a NuHu, automatically and seamlessly connect to and interact with a friendly IMTel shard.

Assists are bonuses from task checks that come from other factors such as the IMTel lending a hand, from one character aiding another, or from advanced or special equipment being used. Assists are not always applicable to a task check.

Essential Background Data

The universe of Antares is a unique and exciting universe where interstellar travel, of sorts, is possible due to the presence of a giant, multi-dimensional engine – Antares, itself. Faster-than-light (FTL) travel is impossible but the Gatebuilders, a long-lost precursor civilisation, constructed the vast Antares machine to create connections, called gates, between itself and millions of other star systems. These gates are often compared to 'wormholes' as they appear to operate on a similar basis, though each antarean gate is capable of transporting objects of up to 5km in diameter.

A key facet of Antarean gate connections is that they only connect to systems of interest. The term 'interest' might refer to systems with: plentiful resources; of scientific or research interest; high-tech artefacts; an intelligent population; or even ruins of an ancient civilisation. This leads some to speculate that Antares has sensor points across the known universe. The only known fact about the system the other side of an Antarean gate is that if it seems boring, then you haven't found what's there: opportunities are virtually endless!

There are a few terms that are key to understanding Antares, so we'll summarise them here.

Gates, Gatebuilders & Antares

The Gatebuilders are the ancient civilisation who built the giant machine that is Antares and its attendant dwarf, Obureg. Antares is a nexus that constantly creates wormholes – gates – from somewhere on its surface to star systems that could well be in different galaxies but which are all suspected of being within the same galactic supercluster.

'Suspected' is key: Antares connects to systems at different, absolute periods in time, though once connected each system is connected to a constant, Antarean timeline. This constant means that Antares never connects to a system in a time period *prior* to the establishment of a gate at a given point in Antares' *own* timeline.

Periodically, Antares suffers a 'collapse', when all its gates drop off the nexus, and then the gatebuilding restarts all over again. There have been six known collapses since humanity first went through a gate, the current period of time being known as the Seventh Age.

Gate Operation

To the systems to which it is connected, Antares appears to be a red giant star with an attendant dwarf, both several hundred light years from the connected star system. The gate to the Antarean wormhole is on a line leading from the centre point of the connected system in the direction of Antares and is located at a distance dependent on the radiation output of the connected star. For Old Earth and Sol (now long lost), the gate was located at a distance of around 40 Standard Astronomical Units (SAUs), just outside the orbit of Pluto.

Opening an Antarean gate requires the transmission of a key which is a simple modulation of a signal transmitted by each gate. The traveller need merely pass into the gate to find themselves within the wormhole. Once within, the traveller (typically in a spaceship) finds themselves cocooned within a separate bubble of spacetime – each ship in its own cocoon – and the ship is then ejected on the Antarean surface, from where it can travel across the surface of Antares (resisting temperatures of several thousand degrees) to another gate they can enter to travel to a different system, many light yeas away from their departure system.

Each gate on the surface of Antares leads to the same system and only to that system: it is a point-to-point connection. When the gate collapses and is recreated, it could appear anywhere on the surface of Antares, but will remain at that point until another Antarean collapse.

The elapsed time taken in transit within the cocoon is the same for a given gate no matter how many times it is traversed but varies from gate to gate. These transit times are typically from a few hours to a week, but occasionally for much longer.

Wormhole limits are for objects about 5km across, so the largest interstellar liners or cityships are limited to that size.

> Gameplay: See the *Mapping your own Antares* document on the Nexus for details of gate transit times: in general, make then as long or short as you wish for your game. We recommend that 7th Age transit times are between 12 hours and a week, at most.

Ancient Civilisations

There is substantial evidence that Antarean collapses and reconnections have been going on for hundreds of thousands of years. Ruins of remnant civilisations such as that belonging to the Askar (now just warrior mercenaries) can be found around the connected systems, and the ships of ancient civilisations bearing the last, few survivors of those civilisations still cruise the surface of Antares. Such ships occasionally drop in to panhuman and Vorl systems alike, not just to refuel or resupply, but apparently just to research the new, younger civilisations.

Artefacts from these pre-human civilisations are much prized and bitterly fought over. Not only are the artefacts valuable as historical objects but are occasionally the source of ground-breaking, new technology.

And then there are the TORs: Transient Observation (or Object) Reports. These are sightings of unidentified starships or objects in the Antarean photosphere, some dating back many millennia. These TORs are much prized by Freeborn, treasure-hunters and salvageers as potential sources of ancient technology or artefacts, or even a new, habitable environment. One of the most famous is the giant starliner called TOR563, now largely in the hands of exiled Ghar, though there are still tens of cubic kilometres of unexplored area aboard the ship.

Nanosphere/IMTel

Most Antarean 7th Age technology is based around the use of a cloud of nanospore – a nanosphere. The nanospore come in a variety of different types meant for monitoring, transmission of power, communications, for creating a suspensor field to keeps objects afloat, for repairing objects and people and even for creating three-dimensional holodisplays or imagos.

IMTel is short for **I**ntegrated **M**achine In**Tel**ligence, a modification of their nanosphere created by the Isorians to keep the technology of their real-space interstellar civilisations in synchronisation. The IMTel has no direct agency – in other words, it makes no decisions or plans on its own volition – but responds to directives by linking together all the databanks, processing capabilities, machine intelligences, NuHu – advanced New Humans – and other resources to come up with

numerous recommendations based on probability (often referred to as a quantum percentile).

The IMTel's underpinning reason for existence is to protect and enhance the lives of its citizenry, which means it anticipates much of what a citizen might wish or needs and presents it automatically. Whilst this gives the illusion of a vastly distributed intelligence, or even control, the real intelligence behind the IMTel are the NuHu and the many advanced machine intelligences (MIs) to which the IMTel is connected.

Owing to an IMTel contamination and subsequent schism, there are now two IMTels around Antares: the Isorian IMTel and nanosphere, based on bio-silicon technology; and the original IMTel that continues to operate the PanHuman Concord, based on a purely artificial nanosphere. Each IMTel cannot help but be automatically hostile to the other, regarding the foreign IMTel as a potential threat to the well-being of their own citizenry.

Some factions within Antares use technology capable of supporting an IMTel but shun its use. The Freeborn traders use nanospore scrubbers to de-shard and then reshard (see below) IMTel technology whilst the Algoryn regard the dominance of the IMTel in individual lives as oppression and destructive of free will (one suspects that it might also destroy their highly stratified society). The Vorl use a highly sophisticated, artificial nanosphere that falls short of full IMTel integration but which is heavily dominated by their leaders, or hearth-mothers.

Shard

A shard is a group of objects or beings connected by a common nanosphere. A combat shard, for example, is at the lowest level a squad or weapons team, whilst it is also connected those in a larger group so that a whole, coordinated brigade or battlegroup is a single combat shard.

At the largest scale, a shard is a group of systems who have a common technology, society and understanding and who keep that consistency through constant communication (often using Freeborn ships or even their own shard update ships). The Isorian Senatex is often called the Isorian Shard as it separated from the PanHuman Concord that it founded when it altered its own nanosphere so far as to be incompatible with the Concord's.

The PanHuman Concord keeps its military in a separate shard from its civilians: this is the Concord Combined Command, or C3. Whilst the interchange of knowledge and technology is enabled, the separation of the two shards keeps the horrors and necessities of war at a distance from its non-military citizens.

Transmats

Developed sometime back in the Second panhuman ages of Antares, transmats (from 'transmatter modulation') are a form of short-ranged matter transporter. Transmats were reverse-engineered from Gatebuilder tech and create a brief, phase-synchronised, interdimensional tunnel between a transmitter and receiver point – for safety, two transmat pads.

In the more advanced factions (Advanced Spill or greater), transmats are the usual method of transportation between an orbiting spacecraft and a planet's surface, from one spacecraft to another in close proximity, or even between or around worlds, though transports are still required to travel to the more remote locations on a planet's surface.

The range of a transmat for human-sized objects is, at best, 300km between two pads and 50km where only one pad is involved. Larger objects decrease the range, or require a significant power boost, with something the size of a transport skimmer being impossible. This means ships have to be a very low orbit, even within the upper reaches of a planet's atmosphere, to transmat someone or something aboard.

In combat, this limits the use of transmat technology, especially as, on its own, a pad needs to get a solid sensor lock on the object to be transmatted – and that sensor lock is too easily disrupted (all ships, for example, have dedicated, anti-transmat sensor disruption technology). To get over this, troop transports distribute large numbers of transmat homing devices (homer beacons) onto a planet's surface to boost their transmat range, sometimes drop transmat pads encased in hyperlight envelopes (a form of energy-dampening armour field) to protect them, and also send transmat-equipped shuttles to the planet's surface.

There is a specialised version of homer beacons called stemsnaps that are implanted into a recipient's skull. It's worth quoting from the *Universe Guide*:

> "The smallest receptors are so tiny they can be implanted beneath the skin or secreted in jewellery or clothing. These jump hooks cannot extend the range very far – perhaps 100km or so – but the need for a solid sensor lock means the greater the distance the smaller the volume can be transported. The very smallest brain implants may be sufficient just to hook the wearer's head, neatly severing the skull from the body [into a] bio-stasis tank […]! So long as the transportee's brain remains intact it is always possible to regenerate or, failing that, affect transfer into a clone body."

Stemsnaps are given as implants to senior members of the Freeborn, Concord and Senatex societies. More details on transmats can be found in the *Universe Guide*. More details of stemsnaps are in the *Equipment Guide*.

CHARACTER CREATION

Antarean character creation is concerned about building a solid backstory for a character – it is a step-by-step, narrative process. Each player guides their character through significant life experiences until they arrive at a PC with which they are ready to start play.

The process is best seen as a mini-game. Players can either play on their own, before coming together to finalise their characters, or the mini-game can be played as part of a traditional RPG Session Zero, where GMs and players get together to discuss ground rules for play and to generate and link the PCs into a more coherent group.

CHARACTER CREATION PROCESS

We'll run through the character creation process in a step-by-step process. Before we do so, we have to look at the concept of Build points – a way of creating characters to a common strength rather than having on PC dominate a group.

Build Points and Episodes

Build Points (BPs) are used to set a character's species or phenotype and add to their skills through upgrades and experience before starting play. It is a way of reducing gameplay dominance by a particular, very powerful character whilst still allowing for each PC to have their own strengths and weaknesses.

An **episode** is a period in a PCs life before play – their **prior experience**. Each episode broadly shapes a character's career and provides a backstory, complete with setbacks and propitious events. BPs are also used to purchase personal, specialised equipment and augments.

Each player has the same number of BPs to spend on their PC, but not all BPs need be spent – some players prefer to save some for later to see how the first few scenarios in their campaign pan out.

> **Gameplay:** There is nothing wrong with the GM and players ignoring the BP based process and agreeing between themselves how many episodes, characteristic increases, augments or personal equipment each character can use. The BP process merely gives a balance to character builds so one PC does not dominate gameplay.

Build Process

Broadly speaking, the process to create an Antarean PC is as follows. More details are provided in the following sections.

1. **Campaign Framework.** Discuss between the group and GM the type of game the GM wishes to run, its difficulty and where they wish to set it – the campaign framework.
2. **Build Points.** Based on the campaign difficulty, decide on the character build points (BPs) and the maximum number of episodes (life experiences) to be used for the campaign.
3. **Character Concepts.** Each player creates a character concept and discuss with group the role.

4. **Initial Profile.** With the concept and campaign framework in mind, expend BPs to select a **panhuman phenotype** or **species** together with a **birth faction**.
5. Expend BPs to **add to the PC's starting characteristics.**
6. **Prior Experience or Experience Quick-Build.** Use BPs to purchase episodes in the prior experience mini-game or to buy batches of 'years' to 'spend' on character improvements in the *Experience Quick Build* process. The mini-game takes a little time and is best used as a 'Session 0' or offline activity; it does, however, generate characters with interesting backstories.
7. **Increase already known skills or specialisms**. Allocate up to four, free additional skill points across any **known** skills (those with a skill of +0 or more), simple or complex, to bring the skill bonus up to a maximum of +4. If there is no common language the GM should allow a few PCs to learn a language here. Similarly, if there is a complex skill vital for the campaign, the GM should allow one or more PCs to gain the skill at +2.
8. **Add Augments.** Spend unspent BPs to add up to two augments or implants. Details of augments are in the *Equipment Guide*. Remaining BPs may be retained for future use.
9. **Apply ageing penalties**, though many panhuman species have extensive, inbuilt anti-ageing and contra-infection nanospore that is linked to a local medical database and treatment centre (see *Ageing*). For more flavour and due to some benefits offered by the major factions, this could be applied during each episode of prior experience or could be ignored altogether.

Now finish the character with some **embellishments** such as their living quarters, minor possessions, additional equipment and quirks. The character is now ready to start play!

Whilst the PCs could leave their final episode of prior experience (perhaps regarded as their previous career), the campaign could involve the actions of an active unit or survey crew. In such a situation, the characters would remain in service, just not accruing any more benefits from each episode of prior experience: the campaign is their new experience!

STEP 1: CAMPAIGN FRAMEWORK

What we refer to as the framework discussion is not just about the potential GM and the type of campaign they wish to run, but may also involve a discussion on what is off-limits or offensive to some players. At the end of this discussion the players should know what to expect from the campaign, the GM should know what theirs players expect, and everyone should have an idea of the commitment required and what happens if players can't make a session (we all struggle with life admin, sometimes, but a campaign can be destroyed by frequent lack of attendance). The GM should also explain the type of encounters to be expected so the players can understand what PC concepts might work well.

Character Build Process, step by step

Species

Choose a species, morph or phenotype; note characteristics (var BP)

Birth Faction

Select a starting/background faction and citizenship

Characteristic Increases

Expend BP to increase starting characteristics (1-2=1BP ea; 3+=2BP ea)

Prior Experience

Choose from permitted Occupations (1BP/episode); perform ageing

Final Skills

Expend 0-4 BP to bring one or more skills to a maximum of +4

Additional Augments

Use Bps to purchase additional augments (see *Equipment Guide*)

A successful framework discussion is even one in which the GM or players decide what they *don't* want to play: such information can be put into another discussion. It's worth remembering, though, that no GM is perfect and they all (including us) make mistakes.

During the framework discussion, the potential GM should also explain the difficulty of the campaign: this should also set the expected build points. The campaign difficulty sets the target number (tn) for task checks (see the *System Guide* for details) and Build Points (step 2).

Availability of equipment is a key framework point. Most Antarean campaigns should allow the PCs a rich selection of equipment, most likely available through Freeborn contacts. This is because the majority of panhumans across Antares live in post-scarcity societies or are employed by the Freeborn or Boromite clans, both of whom ensure their workers have the necessary equipment. As a result, an Antares campaign need not be so constrained on personal equipment than other settings, but a GM may be considering to start the campaign with the PCs in captivity.

Possible campaign frameworks might be the PCs being: a Freeborn survey or exploration party around the Determinate; a group of salvageers along the line of a Interface (the borders between the two IMTel powers); a group of traders looking for opportunities in recently-discovered or settled systems.

It is possible to run a military or survey campaign based tightly around a single faction, such as a group of characters rising through the ranks in the C3 or Concord Survey Service.

Step 2: Build Points

Having decided on the difficulty of the campaign, the GM and players should settle on a number of BPs to be used for creating characters. Standard campaigns with normal difficulty give each character 12 BPs and a maximum of five prior experience episodes.

Really difficult or advanced campaigns, and those with higher target numbers (more than 11+), might give seven or eight episodes and from 15-18 BPs, whilst a campaign with an emphasis on character development might only give players 10 BP to spend and fewer prior experiences.

It is recommended a few BPs are first spent increasing characteristics to the shape the player wishes for their character. The final 4-5 BPs are useful to spend on one or two augments or even some personal equipment.

BPs and Starting Characteristics

The starting characteristics in the morph/species tables are deliberately set low to allow players to tailor their characters to the role they wish to play. In a 12BP build, we strongly advise players spend **4-6 BPs** increasing the base characteristics of their character to levels that give them bonuses in the skills they wish – though some prior experience episodes can add to this.

Ongoing BP Acquisition

BPs can be awarded through successful completion of a scenario, perhaps one or two per scenario, such a reward reflecting spoils attained as well as the acquisition of fame and impressing patrons. These can be accumulated from scenario to scenario in a campaign and spent at an educational institution for skills training (see *Learning New Skills* in the *Core System Guide*), on gaining implants or traded for rare or special, personal equipment.

BPs can also be used to bring in new characters during a long-running campaign: they can be given as rewards in each adventure or scenario, so a character could be created by adding the accumulated BPs to the starting campaign BP.

Step 3: Character Concepts

Character generation is best carried out with the group and campaign in mind: the majority of resources, equipment and habitats in accessible Antarean space are geared towards panhuman needs and even Krasz may struggle to find armour and kit to fit them. Some character types cannot play with others due to a perpetual and automatic conflict.

At this stage of character development, players should discuss amongst themselves what types of characters they would like to play – a soldier, medic, spacer, Boromite miner, NuHu, researcher, wily trader, an engineer, survivalist, and so on. Players can then identify where their PC group might have skill gaps – and then decide whether to change or tweak a concept or even accept the party's skill shortcomings as a fun aspect of roleplaying.

There are a few things to consider here, especially the faction to which the PC group will belong (set by the Campaign Framework). In particular, PC NuHus should almost always be Renegade (Freeborn) NuHus and should only be from the Senatex or Concord if the whole campaign is based around a group belonging to that faction. Other snags are those of high-ranking Algoryn Optimates (see below) being unlikely to join a non-Algoryn group, and Ghar Outcasts being unable to join a group containing Algoryn (and vice-versa).

Step 4: Species and Background

The next step in defining a character is to choose the character's species or phenotype and pay the BP cost. This buys a character with a set of appropriate characteristics and potentially some background skills and basic possessions.

Though subsequent steps further shape a character, and will give additional skills and possible characteristic increases, it is worth bearing in mind at this stage that some species or morphs are prevented from taking certain occupations.

The primary species in Antarean space for explorers and adventurers is **panhuman**, plus its phenotypes, together with the more common morphs of **Algoryn** and **Boromite**; Ghar are extremely rare, even round the Determinate (but a unit of Ghar or Outcasts can be fun!).

After deciding a PC's background and morph, make a record of their starting characteristics, age, traits, measures, skills, contacts and equipment (see the *Species Starting Characteristics* tables at the end of this chapter).

Non-human PCs

At present, we only cover panhuman species and morphs.

Tsan Ra could be possible PCs in a purely Freeborn or Isorian game, but their bulk and needs can pose some issues. Hükk are individualists and unsuitable in a group, and Askar are only possible in a well-led squad amongst other Askar as they do not mix well with non-Askar. Similarly, the sapient drones in the IMTel, Freeborn and advanced spill cultures are not uncommon but can be more complex to handle, with fixed skills at the start of play.

Whilst Vorl occupy about a quarter of the Antarean surface, their whole culture oriented is towards co-operation with other Vorl in their Swarm, and the development of their Swarm's civilisation and culture. To Vorl, the mere thought of individuation or individual action outside of that benefiting their hearth is abhorrent – if it is thinkable at all. They are also somewhat xenophobic, only really accepting Askar as members of their multitude of empires (the Vorl Extents). Such attitudes means Vorl are only really able to be played as NPCs group and require a fair amount of experience to play as a PC.

As a result drones, Vorl, Tsan, Askar, Hükk and other exotic species are likely only to be seen in a separate supplement.

Birth Faction

Alongside their phenotype or species, a player must choose their PC's **birth faction** – where they grew up. Factions include broad allegiances of social groups as well as civilisations; they not only indicate a social and cultural upbringing, and can constrain the opportunities available to a character. The birth faction options available to each species or phenotype are shown in the *Birth Faction and Citizenship* table, below.

Everyone in Antares has a faction allegiance – even 'faction-less' is a faction in its own right. Belonging to a faction sets a character's current citizenship, which could be independent of their employer. During play, a character could apply to

emigrate to another faction, or may be exiled and forced to do so, but until they do they retain citizenship of their birth faction and we deal with changing faction later.

The birth faction also sets the language(s) the character knows – if important to your campaign. The languages for each faction are at the head of each faction descriptions (and do not apply outside that faction). Language(Vardarin) is acquired by all who regularly trade or who have contact with the Freeborn.

We provide a brief overview of each faction and its limitations or opportunities for characters: more details can be found in the *Guide to the Universe*.

STEP 4: FACTION OVERVIEW

We encourage players to read the *Guide to the Universe* as it contains much more detail than presented here. The *Equipment Guide* contains details of technology and technology levels.

Algoryn Prosperate

Languages: Algoryn (all Algoryn; all senior officials/military); Panhuman (optional for Algoryn and senior officials/military); local (those from member/associate planets).

The Prosperate is a sparse mercantile federation to the north of the Determinate of around 300 member systems and several thousand attendant systems. It was established by, and is protected by, the Algoryn. Prosperate technology utilises a nanosphere but has few, controlling, machine intelligences. This is partly because the Algoryn do not trust them but also because they would impinge on the highly-stratified Algoryn society. Whilst the member worlds have their own cultures, the Algoryn culture is dominated by castes, or legers. Within each leger are loose-knit, clan-like communities called mochs, tied together by marriage, history or favours. Mochs in superior legers sponsor or support mochs in inferior legers, forming a hierarchy of obligation.

Algoryn legers, from the most senior downwards, are:

- The privileged **Optimate**, from which are drawn the leaders of Algoryn and Prosperate society, who all receive superb education, medicine and breeding support;
- **Vector,** whose members form the Prosperate's military;
- **Founder**, whose members are senior scientists, civil servants and the Algoryn Defense Force militia;
- **Servile**, providing the lesser-skilled workers; and
- **Base**, which really refers to the general underclass of Algoryn who have no moch, home or job to call their own.

Species to Birth Faction/Citizenship

Species/Phenotype	Birth Faction options
Algoryn	Algoryn Prosperate, Freeborn (not Optimate), Mercenary (as an exile, such as Ma'Req), Spill. Algoryn born outside the Prosperate cannot have the Contact(Mochs) trait.
Baseline Panhuman	Any panhuman faction but Boromite and Ghar.
Boromite	Boromite Clan, Mercenary, Advanced Spill, Freeborn
Feral/Stock Human	Feral, Spill
Ghar	Ghar (Empire)
Gyohn	PanHuman Concord, Freeborn, Mercenary, Spill
Hantale	PanHuman Concord, Isorian Senatex (rare), Freeborn
Krasz	PanHuman Concord, Freeborn, Feral, Mercenary, Spill
NuHu	PanHuman Concord, Isorian Senatex, Freeborn (as Freeborn or Renegade), Advanced Spill (as a Renegade)
Shen-Lat	PanHuman Concord (Shen-Lat Hiir is their homeworld)
Vyess	PanHuman Concord, Isorian Senatex (rare), Freeborn

All Algoryn in the Founder, Vector and Optimate leger receive a solid grounding in military matters and even the Servile leger are expected to serve as reservists.

Unless from the Base leger, an Algoryn in the Prosperate must choose a moch to which they are tied as there are few Algoryn outside the Prosperate. Non-Algoryn in the Prosperate and Base leger Algoryn cannot be associated with a moch but may state a world on which they carried out their service.

PanHuman Concord

Languages: PanHuman (all); local (only for those from newly-absorbed worlds and shards)

The PanHuman Concord is a NuHu, machine intelligence and IMTel-governed society predominantly of panhumans with a few non-humans. It was originally established by the Isorians and now encompasses over two million Antares-connected systems. Its technology is highly advanced and it has some of the best drones available in Antarean space. Its citizenry live a life guided by the IMTel, one where their decisions are anticipated, influenced and guided by the IMTel - though the IMTel insists that individual free will is still paramount.

The Concord IMTel regards that of the Senatex with in-built hostility.

Isorian Senatex

Languages: PanHuman (all, but Understand(PanHuman) only for Tsan); Tsan (all Tsan); Understand(Tsan) (all military, Senatexis, all officials/civil servants including Survey or SSIC); local (only for those from newly-absorbed worlds)

The Senatex originally created the IMTel and the PanHuman Concord is still the most technologically advanced panhuman society around Antares. A real-space war against the Tsan Kiri forced it to adapt its nanosphere to be a mix of bio-silicon technology to overwhelm the Tsan. Such a mix caused it to separated from the non-biological Concord technology, causing a schism in the Concord that led to the Senatex.

Senatex technology is a mix of Tsan biological tech and Concord machinery. It is run by NuHu, Tsan Ra (humanised Tsan) and panhumans with fewer machine intelligences than the Concord. It encompasses over two million Antares-connected systems, like the Concord, plus a small, real-space empire.

The Senatex are an implacable and uncontrollable enemy of the Concord.

Freeborn

Languages: PanHuman (all); Vardarin (all involved in trade/shipboard duties)

The Freeborn are the space-based merchant traders, suppliers and manufacturers of Antares on whom most of the other factions rely. Their technology is at the nanosphere level and they are also able to reshard other factions equipment by stripping out incompatible nanospore.

They call themselves *vardari* or *vardosi* (roughly, 'people of a house'). There are countless Freeborn *vardos* (a loose term translated as 'House' but which also suggests a mercantile, corporate body) across Antares. Houses are led by a *vard*.

Any species can belong to a Freeborn house, including Boromites. A Freeborn PC should also choose a *domas* (a sort

of clan or company within a house) and perhaps even a ship on which they were brought up or on which they now serve.

Well-known houses in the Determinate are: the Oszoni, who dominate trade in the Prosperate; the Delhren, who are hated by the Senatex; Vardos Cadix; House Gagathax; and the Isorian-allied House Isoptix. We encourage GMs and players to make up their own Houses to fit in with their own games.

Boromite

Languages: PanHuman (all); Boromite(Speak) (Boromites who come of age within Boromite society); Boromite(Write) (senior Boromites)

Boromites are the builders and miners of Antares who also share the more nefarious aspects of life and trade with the Freeborn. Their society is strongly matriarchal, though females are rare, and their males carry out almost all work and defence.

Only Boromites can belong to the Boromite faction at the start of their life. Unless exiled, a Boromite character must be a member of a clan and may specify a guild to which they give allegiance – a Boromite guild being an overarching, negotiation organisation to which clans pledge their allegiance. Clans are sometimes spread across guilds, such as the Ha'Ulut who all have red-clay colour skins, but most align with a specific guild.

The infamous and secretive Guild of the Under Fallen are not suitable for beginning player characters as they are a semi-mystical sect who diligently obey mysterious orders from their superiors (but the Under Fallen make great sponsors!).

Other clans are the Zhemlin Stable Clan (lavan breeders), and the Darm; typical small Guilds might be the Titanium Forge (heavy metal dealers, despite the name) and the Starstruck (asteroid miners).

Ghar

Languages: Ghar (all); PanHuman (those from Commander hatcheries (grade 1&2) or Outcasts in panhuman society)

The Ghar are a manufactured society of chimeric clones bred for war against humanity. They are a pitiful race created by a long-lost civilisation that bioengineered them to wipe out panhumanity. They are currently recovering from a civil war during which they split into multiple sub-factions – Empire, Outcast Rebels and many Exile factions – as a result of their own experiments in their cloning facilities. They have now recovered and are one faction under the guidance of Fartok and their weakening emperor, though a few troupes of Exiles can still be found around the Determinate (an area of Antares) and the occasional Outcast (outlaws) can be found hiding amongst the Spill world underclasses.

Ghar society is geared towards the extermination of humanity and whilst their technology is inferior and often polluting, it can be deadly – to friend or foe, alike!

Only Ghar can ever belong to one of the Ghar faction(s) and all Ghar start out in the Ghar Empire. The may end up alongside panhumans if they become Outcast – effectively the criminals of Ghar society.

Feral

Languages: local (all); PanHuman (long-established worlds)

The term 'Feral' is a somewhat pejorative term referring to panhuman cultures on worlds whose technology is largely

undeveloped, perhaps up to pre-industrial or early industrial levels of technology. A Feral character must always specify the planet from which they come, the most well-known being House Oszon's Mhagris but there are others such as Tamala, from which House Delhren recruits its Tamalair.

Most Ferals are panhumans of some type, even if their technology has regressed. A very few, however, can be original stock humans: when encountered, such original stock humans are always considered Ferals.

Spill

Languages: PanHuman (all); local (if on a isolated or remote world)

The Spill is a general term on Antares for those societies and systems outside the control or influence of a major faction. As a result, to be from a 'Spill' society or system merely implies that one is from an independent and smaller fiefdom, federation or interstellar league in the otherwise unaligned areas of Antares. Spill societies can be single-planet or spread over a number of systems close to each other.

A character must be either Retrograde Spill, from a single-world civilisation whose technology ranges from the Industrial to digital ages, and perhaps just into the nanosphere age, or Advanced Spill for a character from a system in a small group or shard that has more advanced, nanosphere-based technology. In either case the world or shard to which the character belongs should be stated.

Mercenary

Languages: PanHuman (all); local (if Feral from single world)

A character with a Mercenary background shows the character was brought up amongst one of the many mercenary companies of Antares. Such companies typically establish small towns in which their families, recruiting, training and manufacturing facilities can be based. Characters must come from a specific mercenary company, which must be classed as

either 'light' or 'armoured'. Such mercenary companies can be based on Retrograde or Advanced Spill technology.

Salvageers might also be classed as mercenaries but have no room or facilities for bringing up children aboard a salvage ship. A family would typically settle on a Spill planet or within a mercenary company to bring up a family and so be classed as Spill.

FACTION SKILLSETS AND SPECIALISMS

Some factions use very different technology to the others. To make it easier for players and GMs, we provide the *Faction Skill Specialisms* table (below). This should be used to choose the appropriate Drive, Ranged, Gunnery and Support specialisms gained by a character – just look up the faction in which they live or for which they currently work and cross-reference it with the skillset.

PANHUMAN MORPHS AND PHENOTYPES

The *Species Starting Stats* table at the end of this section shows the major panhuman morphs and phenotypes and their starting stats, traits and equipment. At the end of the chapter is the *Species Ageing and Maximums* table that deals with longer-term maximums around character development.

We'll run through a little background on each of the major panhuman species, morphs or phenotypes, though much more detail can be found in the *Universe Guide* and the Nexus website.

The panhuman morphs are:

- baseline panhuman:
- the hardy Gyohn;
- the empathic and analytical Vyess;
- the Hantale with their multi-spectrum third eye;
- the Shen-Lat – fast, small, arboreal pack-hunters;
- the tough, strong and militaristic Krasz;
- The Algoryn morph and sub-morphs;

Faction Skill Specialisms table

Faction (and class)		Drive Skillset	Firearm Skillset	Support Skillset	Gunnery Skillset
Boromite Clans		Suspensored	Projectile, Energy	Projectile, Indirect[B]	Area Defence (AD), Launched, Direct(Mag)
Concord		Suspensored	Energy[IM]	Energy, Indirect	AD, Launched, Direct(Energy)
Senatex		Suspensored	Energy, Phase[IM]	Energy, Indirect	AD, Launched, Direct(Energy)
Algoryn:	*Optimates*	Suspensored	Energy	Projectile, Indirect	AD, Launched, Direct (Mag)
	Vector	Suspensored	Projectile[V], Indirect	<any>	AD, Launched, Direct (Mag)
	Other leger	Suspensored	Projectile, Indirect	Projectile, Indirect	AD, Launched, Direct (Mag)
Freeborn[F]	*Vardanari*	Suspensored	Energy, Indirect;	Energy, Indirect	AD, Launched, Direct
	Domari	Suspensored	Projectile, Indirect	Projectile	AD, Launched, Direct
Mercenary		*See technology origin: Advanced or Retrograde Spill[M]*			
Privateers		Suspensored	Projectile, Energy	Projectile, Energy	AD, Launched, Direct (Mag)
Advanced Spill		Suspensored, Primitive	Projectile	Projectile, Indirect	AD, Launched, Direct (Mag)
Retrograde Spill		Primitive	Projectile	Projectile, Indirect	AD, Launched, Direct (Mag)
Feral		(Handler, not Drive)	Primitive, Projectile[M]	Projectile, Indirect	Direct, Indirect None

[Bor] Boromites may pick up Support.Energy skills as part of their prior experience.

[Im] IMTel squad leaders or above use the base Firearm skillset bonus for their X-slings – many increase Firearm up to the maximum half of their Firearm.Energy skill.

[V] Only Vector leger AI troops may take Melee.Distort Spinner. Vector troops can take Firearm.Energy if any of their Ag, Em or In is 7+ – they are brought on as Sponsored Aspirants, those who would be of benefit to an Optimate moch.

[F] Freeborn are domari unless explicitly serving as vardanari, or are NuHu, or are close family to their vard.

[M] Mercenaries and Feral troops can take Firearm.Energy if any of their Ag or St is 7+ or if their SP is 6+ – they are quickly brought in as bodyguards to their leader.

- panhuman Ferals from undeveloped worlds, including weaker, 'original stock' humans;
- the Ghar, though normally totally antagonistic towards panhumans so only exiled Outcasts can be played in a group containing any non-Ghar;
- the apparently stolid but tough Boromites; and
- the advanced NuHu or New Humans.

Senatex Phenotype Restrictions

The Senatex has few panhuman phenotypes, unlike the more diverse PanHuman Concord and the Freeborn.

Hantale, Vyess and Gyohn are extremely rare amongst the Isorian front-line forces. What few Krasz live within the Senatex are actively discouraged from military service as potential threats to both the Tsan and the Isorian order. All four morphs are best played as Concord citizens or perhaps members of a Spill nation or Freeborn house. Shen-Lat can only be Concord citizens (see below).

Baseline Panhumans

Baseline panhumans are the most flexible option for a PC as they have no real limitations but no particular strengths. They receive the maximum number of BPs for a campaign.

Baseline panhuman PCs cannot increase a characteristic above 10 without artificial augments or significant genetic rephenotyping (which counts as augments, anyway).

The use of the term 'Baseline' covers a multitude of human-like forms. On the more advanced worlds within the Concord and Senatex, and even to some degree amongst the Freeborn, citizens may undergo basic genetic rephenotyping to keep up with fashion trends, perhaps having their skin colour altered, their body shape slightly tailored or even adding fine feathers instead of body hair or feathered head-hair.

Occasionally, panhuman PCs may have a social position (SP) of 11 or 12, but only in special circumstances: the Concord XEF Commander Kamrana Josen, for example, is SP 12 when he heads up the Xilos task force.

Spill World PanHumans

The Spill is the generic term for the systems and area beyond the borders of the great factions. The most well-known area of Spill is the Determinate in which the Ghar and Algoryn also live. Most individuals from the Spill are panhuman, though a few aliens are also known.

Spill world PCs must be brought up in one or the other of the Advanced Spill or Retrograde Spill backgrounds as it limits the Origin of their technology. Advanced Spill panhumans are used to nanosphere technology and have some degree of lower levels, whilst Retrograde spill panhumans have experience of Digital technology or lower.

Spill world augments cannot exceed the values in the *Species Ageing and Maximums* table, though Freeborn and IMTel implants may allow this to be exceeded, as normal.

Boromite Morph

Boromites are the result of one of the earliest extreme genetic re-engineering programmes in human history. They were bred to mine and survive in the asteroid fields of Borom, so are tough, big, strong and have excellent resistance to radiation, disease and many other hazards. The grow quickly, are intensely loyal to their clan and revere the rare female

Boromite. The *Boromite Occupation* supplement should eb used for Boromites growing up in Boromite society.

Boromites gain the Traits **Gnarly(+3)**, **Rugged(+3)** and **Miner(+1)**, and also know the Boromite language if they take any episode amongst the Boromites.

Gyohn

(Pronounced 'Guy-ohwn')

The Gyohn's blue-grey, haunted looks result from attempts to repair a geneered, mutative, parasitical infection that altered the structure of their DNA during the long isolation of the Fourth Collapse. The weapon was probably a legacy of the Warring Ages that significantly weakened normal human resistance to dermatological infection and damage.

The only way to counter the infection was with drastic counter-geneering on the Gyohn such that they could both counter the many virus mutations and repair the damage caused by the infection as fast as it occurred. It altered their skin and made them highly susceptible to scarring, whilst at the same time giving them the ability to recover from almost any wound.

This now means the Gyohn have the **Regrow** trait.

Hantale

(Pronounced 'Han-tah-leh')

The Hantale are the remnants of the heavy genetic experimentation that was common in the First and Second PanHuman Ages of Antares. It is believed their third eye is the results of experiments coordinated across multiple systems focused on broadening the human visual spectrum into the IR and UV bands. The reason is suspected to be due to survival requirements against aerial foes with adaptive camouflage – a nearly mythical group of species that had spread over a broad number of Antares-connected worlds.

Hantale have the **Sense(sight+3)** trait.

Vyess

The Vyess are a panhuman morph who made their first appearance early during the Xon Times on university and research worlds. The empire's NuHu rulers supported specialised human breeding programmes to develop superior mental processes. The Vyess were the result of one such programme that emphasised enhanced pattern analysis and intended to produce intuits who could extrapolate tendencies and probabilities from nebulous data .

Vyess have the **Analysis(+2)** trait, giving them a +2 assist bonus on any skill that actively require analytical skills. Players and GMs should take care to ensure this is not overused: a check to identify a problem may require analysis, but fixing it is something else entirely!

NuHu

The NuHu (a contraction of New Human) are the ultimate evolution of panhumanity. They are physically unusual morphs, extremely tall, long-limbed, with bodies that are slight or even frail. However, NuHu are extremely intelligent, rapid thinkers who possess powers of recall that are practically infallible. What really sets them apart, however, is their capacity to interact with nano-based technology: whilst other humans must rely upon interfaces or implanted devices to interact with the many machine intelligences of advanced societies, the NuHu can do so with their minds alone. In this

way NuHu are born and grow up immersed in an environment that is part of the nanosphere; to them it is entirely normal to live conjoined lives with the IMTel (Integrated Machine Intelligence) that controls all aspects of Isorian and Concord life.

Although physically weak, NuHu have the ability to manipulate nanite fields to endow them with powers that are both tangible and formidable. For this reason they are usually accompanied by floating nanite drones, which exude a cloud of nanites and which enable the NuHu to draw and project energy to form protective fields, powerful kinetic bolts, or manipulative forces capable of grasping, carrying or hurling great weights.

NuHu have the **NuHu(<faction>)** trait where <faction> is either Concord, Senatex or Renegade – sometimes stated as

'Freeborn' if they are closely associated with a particular Freeborn house.

NuHu PC Restrictions

Nuhu becoming refugees from their faction are extremely rare, especially at the young age a PC NuHu will be at the start of a campaign. Indeed, young NuHu in an IMTel military will be heavily indoctrinated into that faction so just do not defect – not because they can't but because they have no reason or will to do so!

Therefore, Concord or Senatex NuHu cannot operate in a faction or group other than one from their own origin, though Freeborn/Renegade NuHu could operate in a Concord or Senatex group for a short while. Renegade NuHu can only operate in a Freeborn group.

Common Species Starting Stats

Species, morph or phenotype	BP Cost	Ag	En	St	In	Em	SP	Mv	Start Age	Starting Traits, Skills, Contacts and Equipment/Implants
Panhuman	0	5	5	5	5	5	5	5	22	**Implant:** MyIMTel or PAI
Boromite (Female)[Bor]	5	4	7	5	5	5	6	4	12	**Skills:** Firearm.Energy+1, Mining+1, Zero-G+2; **Traits:** Gnarly(+3), Rugged(+3); **Implant:** Connector; **Equipment:** lavamite hatchling and plasma pistol; **Contact:** (<own Clan's Guild liaison>)
Boromite (Male)[Bor]	6	4	7	6	5	5	4	4	12	**Skills:** Melee.Tools+2, Mining+1, Zero-G+2; **Traits:** Gnarly(+3), Rugged(+3), Miner(+1); **Implant:** Connector; **Equipment:** Mining Tool; **Contact:** (<own Clan supervisor>);
Feral/Stock Human	2	5	5	5	5	5	4	5	16	**Skills:** Athletics+1, Survival.<choose>+2Env, Melee.Primitive+2; **Equipment:** 2 × Primitive Weapons
Gyohn	2	5	7	4	5	4	5	5	16	**Trait:** Regrow; **Implant:** MyIMTel or PAI
Hantale	3	5	5	5	5	5	5	5	22	**Skill:** Perception+2; **Trait:** Sense(sight+3); **Implant:** MyIMTel or PAI
Krasz	4	5	6	6	4	4	5	5	16	**Skills:** Melee.Unarmed+2, Melee+1; **Traits:** Rough Fighter(+2), Rugged(shock+3); **Implant:** MyIMTel or PAI; **Equipment:** Kraszaxe[Krz];
NuHu[Nu]	6	6	4	3	8	4	8	6	25	**Skills:** Nanospore.Control+3[if IMTel] or +4[Renegade], Nanospore+1, Nanospore.IMTel+2[IMTel only], Firearm.NuHu Stave+1; **Trait:** NuHu(Concord OR Isorian OR Renegade); **Implants:** Stemsnap, Mindstate Backup; **Equipment:** holopad/comm; μ-nano buddy[Nu]; **Contact**(<senior IMTel/Freeborn NuHu>), **Contact**(<Vard>)[Renegade]
Shen-Lat	3	7	5	4	5	6	4	5	12	**Skills:** Athletics+1, Survival(Arboreal)+2; **Trait:** Brachiator(+3); **Implant:** MyIMTel or PAI; **Contact**(own Shen-lat 'ared (family group))
Vyess	2	5	5	5	6	6	5	5	22	**Trait:** Analysis(+2); **Implant:** MyIMTel or PAI

[Bor] The mining tool a Boromite receives can be used in melee, such as a compactor maul. The Mining skill is a simple skillset for Boromites (so starts a +0).

[Env] Ferals and Stock Humans must choose a natural environment in which they were born: this cannot be urban.

[Krz] A Kraszaxe is an ancient, partly-ceremonial Krasz blade that is a combination of axe and long dagger, perhaps somewhat reminiscent of a short seaxe. It is carried in a leg pocket even on IMTel worlds, carrying a compacted version anathema to Krasz. Whilst part of Krasz culture rather than a weapon useful on Antarean battlefields, it can still deal nasty damage to anyone picking a fight with a Krasz.

[Nu] A NuHu's Mv6 relies on their control of a local nanosphere to create a suspensor field beneath them: with no nanosphere, the NuHu has Mv5. A μ-nano buddy is a civilian or trainee's nano-buddy that generates a personal nanosphere for connectivity and to power non-military devices the NuHu carries. The NuHu should select the Trait and Contact suitable for their faction. All NuHu must serve their first episode of prior experience in **Academia**, paying a BP for the episode as normal.

Krasz

The Krasz were colonists who were forcibly rephenotyped to survive on a harsh world and to fight off the dangerous denizens of that world. Quite which world it was has been long-forgotten and is now subject to many myths, especially amongst the Krasz, themselves. Krasz are big and tough, but a little shorter lived than other panhumans. Their sense of humour can be extremely physical, making them difficult to be around.

Krasz have the **Rough Fighter(+2)** trait allowing them a +2 assist bonus on all melee skills as well as a +2 bonus on any other activity (perhaps even pistols) that brings them an advantage in the heart of a melee. They also have **Rugged(shock+3)** from their rough, even primordial existence, allowing them to stand against the effects of sudden shocks such as those from stun guns.

Krasz are not found in any real numbers the Senatex or Algoryn Prosperate so cannot operate in PC groups from these two factions and cannot have either as a background faction.

Shen-Lat

Originating on Shen-Lat Hiir (literally, 'the home of the forest people'), the Shen Lat are partly arboreal humans living in close, family groups ('*ared*). They are more at home in the rich, fertile canopy of the Shen-Lat forest than they are on the ground.

Shen are undoubtedly the result of human genetic manipulation as the ancient ground creatures on Shen-Lat Hiir were deadly but massive and clumsy ground-dwellers.

Shen-Lat have the **Brachiator(+3)** trait. Characteristic maximums for PC Shen-Lat are given in the *Species Ageing and Maximums* table and due to their complex physiology, even augmented characteristics cannot exceed this value. Their SP is limited in particular because they prefer to not put themselves above their '*ared*. Shen-Lat can only be Concord citizens.

Ferals/Stock Humans

Ferals is an almost contemptuous word originally used by Freeborn to refer to the panhumans they discovered on recently-connected systems who had no spaceflight or limited technology. The reality is that 'Feral' describes peoples from simple tribes people who have suffered retrograde technology evolution to the people of relatively advanced worlds who might even have discovered digital technology and be on the verge of intra-system spaceflight or of discovering better energy sources.

Some Ferals are also baseline stock humans – those humans who have not been the recipients of the tens of thousands of years of evolution that have affected humanity elsewhere.

Stock human and Feral panhuman characteristics cannot exceed the values in the *Species Ageing and Maximums* table, even if they have augments: their physiology is too dissimilar from the normal Antarean panhuman to make such changes.

Algoryn

The Algoryn developed on Algor, a world saturated with harsh radiation. As a result they developed a tough, keratinous covering to their heads and a more flexible, but still dense, layer of a similar substance over their bodies. The Algoryn now effectively run and provide the military for the Algoryn Prosperate.

Players must choose a birth leger for their Algoryn character: Optimate (Prosperate background only), Vector, Founder, Servile and Base (see *Algoryn Prosperate* in the *Faction Overview*). Each leger starts with different characteristics, possessions and skills as even outside the Prosperate Algoryn keep up their military traditions and training.

Algoryn receive the **Rugged(radiation+3)** trait. Optimate and Vector moch Algoryn also receive a Contact at the start of the game: if in the Prosperate, this contact is in their own moch at their own leger rank; if outside the Prosperate, this is the head of their family (or the head of their *domas*).

Algoryn Starting Stats										
Algoryn Leger	**BP Cost**	**Ag**	**En**	**St**	**In**	**Em**	**SP**	**Mv**	**Start Age**	**Special.** All have
Optimate	5	5	7	5	5	5	8	5	22	**Skills:** Presence.Command+1, Firearm.Energy+2; **Trait:** Rugged(radiation+3); **Implant:** MyShard; **Equipment:** plasma pistol; **Contact:** (<Optimate Moch>)
Vector	5	5	7	5	5	5	6	5	18	**Skills:** Firearm.Projectile+3, Firearm.Indirect+1; **Trait:** Rugged(radiation+3); **Implant:** PAI; **Equipment:** Mag Pistol+ammo; **Contact:** (<Optimate Moch>)
Founder	3	5	6	5	5	5	5	5	18	**Skills:** Firearm.Projectile+2, Trade (choose one specialism)+2; **Trait:** Rugged(radiation+3); **Implant:** PAI; **Equipment:** Mag Pistol+ammo; **Contact:** (<Vector Moch>)
Servile	2	5	6	5	5	5	5	5	18	**Skills:** Firearm.Projectile+1, Trade (choose a specialism)+1; **Trait:** Rugged(radiation+3); **Implant:** PAI; **Contact:** (<Founder Moch>);
Base	3	5	6	5	5	5	5	5	16	**Skills:** Stealth+1, Survival.Urban+1, Melee.Unarmed+1; **Trait:** Rugged(radiation+3); **Contact:** (<Prosperate Black Market dealer>)
None [Exile]	2	5	6	5	5	5	5	5	16	**Skills:** Firearm.Projectile+2; **Trait:** Rugged(radiation+3); **Implant:** MyIMTel/MyShard/PAI as appropriate
[Exile] This entry is for Algoryn born outside the Prosperate or Ma'Req, perhaps into a mercenary company or amongst the Freeborn.										

Algoryn Progression Limitations

Due to their highly structured society, there are severe limitations on what prior experience **occupations** an Algoryn character in the Prosperate can take. Algoryn who are not part of the Prosperate are classed as renegades so do not have the same limitations.

Optimate leger Algoryn are automatically accepted for service in the Prosperate's military (navy or army) and diplomatic or governmental services (Citizen. Government); they may not enter any other profession or occupation but may serve up to two episodes in Academia at any time during their development. Optimates in government service are expected to have served at least two episodes in the military beforehand. Optimates cannot be born into any civilisation except the Algoryn Prosperate or the Ma'Req.

Vector leger Algoryn automatically qualify for Prosperate military (navy or army) or Survey service and are much in demand due to their self-discipline and aptitude for military service. They may serve up to two episodes in Academia before starting service in the military. They must serve at least 20 years in the military before retiring (unless released due to injury) and may then enter Academia or serve as a Citizen.Civilian or Citizen. Government. Otherwise, they not enter any other occupation or profession.

Founder leger Algoryn cannot enter the Prosperate diplomatic corps or AI but may otherwise attempt any Prosperate profession or occupation, including Citizen. Government. Founder leger Algoryn may elect to serve up in the Algoryn Defence Force as its core troops so may freely alternate episodes in the ADF (Citizen.Militia) with their non-military career until age 45 – at which point they must choose either the ADF or their civilian career (most choose the civilian career due to ageing, see below).

Servile leger Algoryn are limited in how far they may advance in governmental service and may not serve in the military or diplomatic corps. Nonetheless, they form the backbone of academia, civilian life and the administrative levels in government. Servile leger Algoryn must serve one episode in the ADF before the age of 30.

Base leger Algoryn in the Prosperate cannot enter the Prosperate's military, diplomatic or governmental services, may not serve in the ADF, and may not enter Academia. As far as most other Algoryn are concerned, they are better off out of the Prosperate – and many are in a constant struggle to find the emigration fees!

Any Algoryn becoming a Privateer or Mercenary has left the Prosperate and may not return. Algoryn born into the freeborn may also not enter Prosperate life.

> **Gameplay:** An Algoryn character should not operate alongside Ghar, such is the current enmity between the two factions, but players and GMs may like to create extreme circumstances under which this could have happened.
>
> There is an exiled Algoryn moch, the Ma'Req, who are little more than brigands and best seen as salvageers or mercenaries. An Algoryn character could be from the Ma'Req but may never interact with any Algoryn from the Prosperate as a bounty is on their head in the Prosperate.

Ghar Outcast

Ghar are pathetic chimera's who appear to have been bred by a long-lost species for one thing only: destroy panhumanity. Though their creators no longer exist, the Ghar still carry on with the task that was forced into their genes and the hatred is so deep-rooted that the very sight of humans makes most Ghar retch.

Ghar are tough, age quickly, but are small. They are clones, bred in vast vats or hatcheries where thousands might be created and decanted at each time to act in a specific role in the Ghar Empire. For Ghar, there is no difference between social and rank progression, such progression being largely fixed at decanting due to their hard-wired genetic programming. As a result, their society is governed by those genetically capable (in a Ghar's view) of doing so and to whom obedience is bred

Ghar Outcast Starting Stats

Ghar enter play with a panhuman party of PCs as **Outcasts**, having served a few episodes of prior experience in the service of the Ghar Empire (already included). Ghar have spinal plugs (**Implants:** Spinal Plugs) grafted into their body immediately after decanting. Their technological skills all have Origin(Ghar/DXGE) in addition to that of the panhuman faction in whose refugee camp or transit area they have lived during the three months or so prior to the start of a campaign.

Ghar Brood Rank	Cost	Ag	En	St	In	Em	SP	Mv	Age	Special
3rd Combat	6	6	5	3	5	4	3	5	16	**Skills:** Demolitions+1, Drive.Battle Armour+3, Firearm.Projectile+4, Melee.Tools+2, Perception+2 , Repair+1, Zero-G+1; **Traits:** Rugged(radiation+3, disease+6), Regrow, Sense(Ghar); **Equipment:** Lugger Gun+ammo, food concentrates, hand comm
3rd Naval	6	6	5	3	5	4	3	5	16	**Skills:** Firearm.Projectile+2, Gunnery.<Any>+2, Ops.Sensors+4, Ops.Comms+2, Pilot.Shuttles+1, Zero-G+2; **Traits:** Rugged(radiation+3, disease+6), Regrow, Sense(Ghar); **Equipment:** Lugger Gun+ammo, food concentrates, hand comm
4th Servitor	4	6	4	3	4	3	3	5	14	**Skills:** Firearm.Projectile+2, Support.Projectile+1, Perception+2, Stealth+2, Trade.<Ghar activity>+3, Repair+2; **Traits:** Rugged(radiation+3, disease+6), Regrow, Sense(Ghar); **Equipment:** goop pouches (foul-tasting nutrient food)

into every Ghar: Ghar will not take orders from a Ghar with a lower SP (it is suspected this is partially pheremonal based). High Commander broods are rare as it is these Ghar who are expected to lead all the Ghar soldiers into battle.

Ghar society is very strict and breaking one of their codes or failing leads to becoming Outcast (their salute is 'To Success', with the words 'in the destruction of humanity' assumed). They may become Outcast after committing a non-capital crime, a regulatory infraction, or through bringing shame on the Ghar nation due to their failure (more serious crimes simply result in being 'recycled' into a nutrient vat). Within the Ghar Empire, Outcasts are undernourished and badly treated, little more than serfs, and they could be pitied were it not for the fact that even they believe they must defeat panhumanity – until forced to shelter amongst the dregs of panhumanity, that is.

Though the Ghar supplement will contain more broods and detail, and provides for the complexities of Ghar life, we have limited PC brood ranks in this guide to the three most likely to be encountered: 3rd Combat (battlesuit pilots); 3rd Naval; and 4th Servitor (general workers).

This means that a PC Ghar Outcast will be an exile from the Empire, one who can never return, despite the general amnesty given to Outcasts by their new leader, Fartok. In Antarean society, which effectively means the Determinate due to their location, Ghar Outcasts have a lowly SP of 3.

Ghar start life young, having been forcibly grown. We have assumed the Outcasts amongst a panhuman PC group have had prior experience in the Ghar Empire, included in the BP cost in the Initial Characteristics Table. After that, they have been Outcast and may either start their adventuring life or may attempt to join a Mercenary company or become Citizen Drifters (some BPs will need to be spent on characteristic increases to allow them to join even the mercenaries).

Ghar do not start with any possessions but what they carry with them when they escape – typically some food, a lugger gun with very limited ammunition and a hand-held comm unit. The Ghar hierarchy provides everything a Ghar might need.

Ghar have the **Regrow** and **Rugged(radiation+3, disease+6)** traits as well as **Spinal Plugs**. High Commander Ghar exude pheromones and have voice pitches that cause other Ghar to obey them, so have the **Exude(Ghar)** trait; other ranks are genetically sensitised to respond to their leader's orders so have the **Sense(Ghar)** trait.

Ghar PCs cannot exceed the values in the *Species Ageing and Maximums* table and cannot accept augments due to their barbaric implantation of their spinal plug controls. The Social Position given only refers to their position within the Empire: outside Ghar society the maximum is typically 6.

> **Gameplay:** Ghar struggle to cope with panhumans without becoming ill. A PC Ghar in an otherwise panhuman group should have been acclimatised to panhumans for some time (perhaps as an Outcast in a backwards Spill world or a refugee camp).

STEP 5: INCREASE CHARACTERISTICS

With the above in mind, players should choose a species, morph or phenotype for their character and record it on their character sheet.

Given the constraints of the campaign, players can then choose the faction into which their PC was born: the PC's starting citizenship (which could change during character generation or at the start of a campaign – perhaps some or all of the PCs left their former faction behind them). It's important to note the faction constraints, which is why we focus on Freeborn or Spill campaigns, as it is impossible to have an Isorian character in a Concord Strike squad and Algoryn and Ghar are likely to shoot each other on sight!

Look up the character's species on the birth faction and citizenship table (at the end of this chapter) and choose a birth faction – and therefore starting citizenship.

Starting Stats

Each species or morph has a base BP cost reflecting its raw capabilities. Subtract the BP cost of the species from the character's available BP (typically 12).

Having chosen a faction, the next step is to record the PC's starting stats on the character sheet. These can be found in the *Species Starting* stats table at the end of this chapter (which also includes morphs and phenotypes, but it ends up a long name). These stats include basic characteristics, move speed, Social Position (SP), age at the start of the prior experience mini-game, species traits, starting equipment, and starting contacts.

Whilst not listed, most PCs start with a place to live – which may be a dormitory in some societies – clothes, food, a few savings and the basic equipment needed for their adventures. The equipment we will deal with later, but consider such mundane requirements as automatic: we're not roleplaying the everyday life of a civilian, after all!

MyIMTel, PAI & Connector Implants

These three types of implant are mutually incompatible and depend on the faction in which the character was born or operates. More detail on each is in the *Equipment Guide*, but we'll provide a summary in the appendices.

IMTel citizens are given **MyIMTel** implants at a very young age. These allow them to connect to the IMTel and all its capabilities, including communications, and to receive suggestions, tips and guidance from the IMTel. MyIMTel implants may have retinal displays as standard.

PAI (Personal Assistant Implants) are intelligent devices giving advanced communication and access to databases, schedulers, downloadable maps, remote apps and the like but without the flexibility and feedback of full IMTel integration. They may have retinal displays but often link to handheld holographic displays.

The Freeborn and Algoryn Optimate have **MyShard** implants – their own PAI – with almost the full capability of MyIMTel implants. Any Freeborn or Algoryn reaching SP9 or more has their PAI upgraded to a MyShard implant for free as soon as they have access to suitable medical facilities (such as a homeship, trading frigate, cruiser or hospital).

Connector Implants are little more than basic communicators. Connection to a remote database is possible

but the database probably needs speech input and responds in kind. More advanced processing would have to be in hand-held devices, common amongst Boromites, for example.

NuHu have no need of such implants providing they have a nanosphere nearby: they communicate directly with the nanospore! Of course, prudent NuHu in tricky situations tend to carry a simple communicator/holopad with them – just in case.

Increasing Characteristics

BPs can be used to increase a characteristic beyond its starting level. There are restrictions on such increases:

- High Commander Hatchery Ghar can only adjust their **In**tellect or **En**durance.
- No characteristic can be increased above its species maximum (see *Species Ageing and Maximums* table) other than through artificial augmentation (see the *Equipment Guide*).

Measures cannot be adjusted using BPs during character creation.

It is best buying characteristic increases one by one. The BP cost for each increase is as follows:

BPs	Characteristic Increase
1	For the first two increases in a characteristic (say from 5 to 7 or 6 to 8).
2	For subsequent increases in a characteristic up to the maximum (such as from 7 to 8 for a character starting off with a value of 5).

For example, a Boromite's Ag increase from Ag 3 to Ag 4 costs 1 BP and from Ag 4 to Ag 5 a further BP.

Increasing their Ag from 5 to 6 would cost two more BPs, and from Ag 6 to Ag 7 another 2BPs for a total of 6BPs: 1(to Ag 4) +1 (to Ag 5) +2 (to Ag 6) +2 (to Ag 7). Normally, Boromites are likely to stop at Ag 5 or Ag 6 having removed the penalty to task checks.

Gameplay: Boromites frequently increase their En and even more so their St. This is simply because a single point increase in St or En to 7 gives them a +2 characteristic bonus! A good starting point for a Boromite build might be to increase both En and St to 7 and the Boromite's Ag to 5 for a total of 4 BPs. From here, Em 7 (2 BPs) could make for a great Lavamite Handler whilst a female Boromite with In 7 would be much appreciated.

STEP 6: PRIOR EXPERIENCE

This is a mini-game dealt with in the following *Occupation:* chapters as the prior experience system is a mini-game in its own right. Whilst the mini-game produces all sorts of interesting background for a character – and can alter a planned career much like ordinary life, if players prefer a less involved character generation system, they could try the *Experience Quick Build*, below.

BPs and Episodes/Years

Episodes of prior experience or Quick-Build units of four years each cost **1 BP** and can add skills, traits and augments. We recommend players run their PCs through **at least half** the number of episodes/quick-build buys permitted in a campaign (three of a possible six for the standard campaign).

Experience Quick-Build

This is is a simpler and faster way of generating a character's experiences than the prior experience mini-game. Because of its simplicity, however, it is easily nerfed to either create super-specialists or near-perfect characters; as a result, we recommend players and GMs treat it with a little caution.

The steps involved are as follows:

1. Decide on an occupation or a career; the prior experience occupations can act as a guide.
2. Decide on a number of terms to spend in that occupation, spending 1BP per term.
3. Each term your character gains a +1 bonus in a skill already known (such as simple skills or even complex skills at +0), plus four years of ageing. Increase one known skill by +1 immediately. Increase the character's age by four years.
4. 'Years' can now be spent on 'purchasing' skill bonuses, characteristic increases and Contacts. Buy one or more **skill bonuses** appropriate to that occupation at a cost of one year per +1 skill bonus up to a maximum of +4 in any one skill (see point 5 and 6 for exceptions and high skill bonuses).
5. There are two exceptions to step (4):
    - The Commerce skill takes **three** years per point of increase, cannot be improved above +3, but comes with a relevant Contact each time it is increased.
    - Physical Science.Gatebuilder costs **two** years per point of increase and cannot be improved above +3.
6. Subsequent increases above +4 (5+) cost **two** years per skill point.
7. **Augments** can be bought as appropriate at the rate of one per two years spent on augments.
8. **Characteristics** can be increased if appropriate to the occupation at the rate of +1 point per three years spent, up to a maximum of a +2 increase per characteristic.
9. A **Contact** can be bought in exchange for two years experience.

At the end, age the character by the years spent and move on to Step 7.

STEP 7: INCREASE SKILLS

After prior experience, a player can increase the skills their PC already knows. Allocate up to four additional **skill points** (not BPs, but free skill points) across any **known** skills, that is any skill with a skill bonus +0 or more, whether simple or complex.

There are some restrictions:

- The skill bonuses raised in this way **cannot exceed +4.**
- The rare **Physical Science.Gatebuilder** skill cannot be increased in this way.
- Increasing a base **skillset** bonus costs twice as much – it takes **two** of these bonus skill points to increase base skillset skills by +1. In addition, the skillset bonus cannot be increased above any of its specialisms.
- Increasing the **Commerce** skills also costs twice as much and cannot be improved in this way above +3.

For example, in step 7, a PC with Melee.Unarmed +3 and Life Science.Xenobiology+2 and Pilot.Ship+1 could add three to the Pilot.Ship skill and one to its parent Pilot skill (which would be at +0, at least). Alternatively, they could add +1 to their Unarmed and Ship specialisms and the last two to the Xenobiology specialism. A more drastic approach would be to add all four points to their Stealth, a simple – therefore known – skill in which they have no bonus, bringing it to Stealth+4.

Assign a Common Language

A common language ensures there are no communication problems: if the PCs have no common language the GM should allow some to freely learn a language the rest already. Similarly, if there is a skill vital for the campaign, the GM should allow one or more PCs to gain the skill at +2.

STEP 8: AUGMENTS

Unspent BPs can now be used to purchase up to two augments from the *Equipment Guide* that the character can use. The cost of each augment in BPs and its benefits is given with the augment description in the *Equipment Guide*.

Remaining BPs may be retained for future use. These cannot be used within a scenario, but could be used during downtime or the gaps between scenarios to allow a player to tailor or boost their character with augments, contacts or equipment.

STEP 9: THE EFFECTS OF AGE

Luckily for many, health standards amongst the advanced nations of Antares are extraordinary, and panhumans can be expected to live to at least 120, even in their original bodies. Many in the core worlds of the IMTel nations elect to transfer into a new clone before they become too impacted by age, such transfers also possibly including selective memory-wipes. Alternatively, many panhumans elect to have DNA repairs carried out before they begin ageing and before they are forced to transfer to a new clone.

A character may have to check on age effects during the character generation process. This should be done as soon as the character reaches the relevant age as it may affect dice rolls or qualifying characteristic values in subsequent episodes.

For ageing details, such as when a morph begins ageing and how long an interval is for each morph, refer to the *Species, Ageing and Characteristic Maximums* table (opposite).

Ageing (optional)

As soon as a character reaches the age at which ageing beings, they must decrease a physical characteristic and do so at the end of the next two ageing intervals. The player can choose the physical stat but it must come off a different stat each time the character ages.

From the 4th instance of ageing onward, a character must alternate losing a total of two characteristic points on each even interval, then one for each odd interval. The choice is theirs as to where to reduce one characteristic by 2 or two characteristics by 1 each.

From the 7th instance of ageing onward, the alternating pattern continues but on each odd interval, a point of In must be lost in addition to the physical characteristic loss.

A summary of the ageing interval instances is as follows:

Ageing Instance	Effect
1st	-1 from Ag, St or En
2nd	-1 from Ag, St or En not chosen in the 1st interval
3rd	-1 from Ag, St or En not already chosen
4th	-2 from any combination of Ag, St or En
5th	-1 from Ag, St or En
6th	-2 from any combination of Ag, St or En
7th & odd	-1 In; -1 from any of Ag, St or En
8th & even	-2 from any combination of Ag, St or En

For example, the Krasz Gratusch has St 9, En 7 and Ag 6. He starts ageing at 50 and his player decides to reduce their Ag by 1 to 5. After the Ageing Interval of 5 years, Gratusch is 55 and his player elects to reduce Gratusch's En by 1 (to 6) and at 60 there is little choice but to reduce St by 1 (to 8).

For example, by the time he is 65, Gratusch has St 8, En 6, Ag 5. At 65, he must have two characteristics reduced by 1. His player wants to keep him a strong Krasz to the end, so elects to lose a point each from En and Ag. At 70, the 5th interval, Gratusch's player decides to loses one more from En, to give St 8, En 4, Ag 4. By 75, however, Gratusch is in his 6th interval, must lose two physical characteristic points, and has little room to manoeuvre. Finally his player gives in and reduces Gratusch's St by 2 to 6.

At 80, Gratusch has St 6, En 4 and Ag 4 but In 5 and must face his 7th ageing interval. He must reduce his In by 1 to 4 and also reduce a physical characteristic: his player elects to allow some co-ordination to suffer and reduces Gratusch's Ag by 1.

This leaves Gratusch, at around 81 years of age, to have St 6, En 4, Ag 3 and In 4 – still strong, but noticeably suffering in other ways

Altering Ageing

In the core worlds of the Concord and Senatex there are treatments and medical care that can help alleviate some of the physical effects of ageing. There are also augments that enhance characteristics but at the cost of reducing the age at which a character starts ageing. More details on all these can be found in the *Equipment Guide*.

Species Ageing and Characteristic Maximums

Phenotype	Ag	En	St	In	Em	SP	Th'shold	Interval	Exp'cy
			— Maximum —				— Ageing —		
Panhuman	10	10	10	10	10	12	50	5	130+
Boromite (Female)^{Bor}	9	13	10	10	10	12	50	5	120+
Boromite (Male)^{Bor}	8	14	11	9	10	11	45	5	100+
Feral	10	10	10	10	10	10	50	5	90
Gyohn	10	13	10	10	9	12	80	5	160
Hantale	10	10	10	10	10	12	50	5	130+
Stock Human	9	9	9	9	10	10	42	5	85+
Krasz	9	11	12	10	8	9	50	5	~90
NuHu	11	9	8	15	9	15	200	15	400+
Shen-Lat	12	9	8	10	11	9	40	4	70
Vyess	10	9	10	12	12	12	50	5	130+

^{Bor} Boromites have been known to last well over 100 but at the cost of extensive artificial or replacement limbs and organs. Female Boromites always receive priority medical treatment.

Algoryn Leger

	Ag	En	St	In	Em	SP	Th'shold	Interval	Exp'cy
Optimate*	10	12	10	10	9	12	55	5	120+
Vector	10	12	10	10	9	10	50	5	100+
Founder, Servile	10	11	10	10	9	10	45	5	90+
Base, None/Exile	10	11	10	10	9	8	40	4	85

* The increases here for Optimates are due to their exceptional medical care.

Ghar Brood Class^{Ghar}

	Ag	En	St	In	Em	SP	Th'shold	Interval	Exp'cy
3rd Combat/Naval	10	11	8	8	8	8	80(60)	10(5)	160
4th Servitor	10	11	8	6	8	6	35	5	80

^{Ghar} Ghar from Combat or Naval broods receive excellent medical attention within the Empire: the number in brackets is when they start ageing and their ageing interval when living outside the Ghar Empire.

PRIOR EXPERIENCE: AN OVERVIEW

Step 6 in the character build process is a **mini-game** in which players guide their characters through one or more life **episodes** – literally, the character's prior experience before joining the game. During each episode the PC experiences a **significant event** – something that happened in this episode that affects the way they develop.

Each episode of prior experience is spent in an occupation, and, in some occupations, in a specific **workstream** – a specialist area of that occupation. Irrespective of workstream, a character rolls for a significant event and may gain skills, equipment, contacts or even traits and characteristic bonuses; they also age by a number of years stated in the workstream or occupation.

To run a character through a single episode costs 1 BP.

> The first episode for NuHu is mandatory, and must be in the **Academia** occupation.

At the start of each new episode of prior experience, a characters may choose the same or a different occupation than their last episode, providing they meet the recruitment criteria for the new occupation. Some occupations take a dim view of such behaviour, however, regarding it as betrayal.

> **Design Note:** We are aware that the prior experience system may seem a little daunting, so we've tried to explain it in detail in this chapter and then run through a worked example in a typical occupation. We found the best way to learn is just to grab a couple of D10, pencil and paper and work your way through it step by step.

PRIOR EXPERIENCE STAGES

After choosing an occupation for this episode, the stages to go through to work out its effects are as follows.

1 **Check Qualification:** Firstly make sure the character has the necessary pre-requisites to join the occupation. Pre-requisites may be skill, characteristic or species dependent: if the character cannot meet the pre-requisites then choose another profession. When transferring In from another occupation, a character can sometimes keep their previous rank.

2 **Choose Workstream/Assignment:** Some occupations have workstreams which are effectively occupations-within-occupations. If present, a player should choose one for their character. Following workstream selection (if any) a player should choose a specific assignment within the occupation and workstream permitted to their character: the assignment sets the expected benefits due in the Development phase of the episode.

3 **Episode Boons & Bains:** Each episode is listed here as the boons and banes can vary. A character returning to an occupation in the same faction retains their former rank and title, if any. The length of the episode is stated here,

but need not be added to the character sheet until the end of this episode (3.5), when ageing is performed. The boons and banes section may also contain the following:

3.1 **Training:** Many episodes, especially boot camps, have mandatory training, augments, equipment or traits. All should be applied to the character immediately.

3.2 **Significant Event:** The player should now roll 2D10 and check the result on the occupation's significant event table. Some of the events may ask for a task check, the outcome of which might determine what happened – whether an injury, a benefit, a chance at promotion or a specific assignment from which the PC gains any benefits (the event table states it clearly).
Some events make the episode shorter than normal or injury may prevent subsequent Development or Promotion this episode. If the episode is shorter than normal, don't forget to use this when performing ageing.
Devastating Event/Once: Some significant events are marked [DE] or [Once] to indicate an event that can have a big impact on a character. If rolled more than once in a career, these may (player's choice) be rerolled.

> **Dice or Choose?**
> Of course, whilst the occupations suggest rolling 2D10 to determine a significant event or some other part of a character's background, there is nothing to stop the GM and player agreeing that the player can choose the dice result. This can be especially useful if a player wishes their character to have a stain on their record, or be ejected from a particular career or faction. The choice really is up to you!

3.3 **Development:** After any successful significant event, the episode may allow a choice from a development table. Players either apply the role or assignment benefits they previously selected, or choose one of the benefit combinations as instructed by the significant event. Any augments mentioned can be found in the *Equipment Guide* (there's a quick reference at the back).

3.4 **Promotion:** Most professions grant the character a title or rank associated with their Social Position or due to the experience they have garnered over the years – though it is, perhaps, not as convoluted as in ancient times. The skill or skills against which promotion is assessed are stated here. Some occupations accept a rank in another as part of promotion.
It's worth noting that skill requirements for some senior promotions are quite high. This is primarily due to the fact that may Antares nations can carry out re-ageing or provide excellent medical facilities, thus allowing their skilled individuals to survive for longer than might be the case with historical armed forces.

4 **Ageing:** At the end of each episode, add the length of this episode to the character's age and apply ageing penalties

> ***Example Occupation:*** *To illustrate the prior experience process, we annotate the **Survey** occupation with a character being developed. This is a fully functional occupation, able to be used by players for their PCs, but contains the examples as a bonus!*

Injuries

Some significant events have injuries associated with them that may reduce a PC's characteristics. Whether or not this is actually applied is up to the GM and players but, where this is the case, temporarily reduce the characteristic but the final outcome depends on in which faction the PC was serving at the time of the injury.

- Freeborn, Concord or Senatex citizens are able to gain a prosthetic or regrown limb that matches their characteristic at the time of reduction. The characteristic should be returned to its pre-injury level half-way through the next episode after that in which the injury took place.
- Boromites are immediately able to obtain a prosthetic for the injury that matches their existing characteristic, effectively ignoring the loss completely. Alternatively, they may undergo regrowth in the limb so they have a natural limb or organ, but which is at the level of the reduced characteristic.
- Members of all other factions lose the point permanently – until they decide to increase it again through training, that is! This may cause them to leave an occupation.

Skill Notation & Usage

Within the prior experience process, the notation for the assignment skill and benefit selections tables is to show a skill – whether standalone, skillset or specialism – or a characteristic, followed by an increase. Sometimes multiple skills are stated. At other time a number of options are given from which the player may choose one.

This callout explains the notation but many experienced RPGers may understand the notation immediately.

Basic Increase

The most basic is an absolute increase to a skill. In such a situation, the complete bonus should be applied, whether the skill or Specialism is simple or complex.

For example:

Astrogation+2

Here, the character should gain a +2 bonus in Astrogation – a Complex (+X) skill – so could jump from Astrogation+X to Astrogation+2.

Multiple Increases: also

Where there are multiple skills or characteristics in a benefit, the word 'also' is used.

For example:

In+1;
also Astrogation+2

Here, the character should increase their Intellect by one point as well as their Astrogation by two.

Options: OR

Where a character can choose from one or more increases, each is separated by an 'OR'. A semicolon of the end of the entry indicates the end of the options.

For example:

In+1 OR SP+1;
also Astrogation+2

Here, the character has the choice of either increasing their Intellect by 1 or their Social Position by 1 – not both. In addition, they increase their Astrogation by 2 (the 'also').

Skillsets/Specialisms

Where a skillset is listed, but a specialism is not stated, the character can choose a **single** suitable **specialism** to increase.

If the character already has +2 or more in one of the specialisms, then the **skillset**'s bonus can be increased **instead**, up to a maximum of half the specialism's bonus. Unused increases are ignored and only a single specialism or skillset can be increased.

Importantly, when a skillset is stated, a skill taken in one of it's specialisms automatically brings with it a +0 skill in the parent skillset if there is not yet a bonus. This is an increase to +0 from +X, as with normal skill increases.

Where a specialism is explicitly stated, it is only that specific specialism that can be increased.

For example:

Engineering+2

means to increase a specialism like Engineering.Power' to +2 and Engineering+X to +0 – but they not Engineering.Power+1 and Engineering.Drives+1, nor Engineering.Power+1 and Engineer+1: the bonus must be applied to a single specialism.

The second time this increase is taken, the player could choose to increase Engineering.Power to +4, or to increase Engineering.Drives to +2, or even increase their Engineering skillset to +1 (its current maximum given their Engineering.Drives+2) and ignore the excess.

For explicit specialism, such as:

Engineering.Power +2

only Engineering.Power' could be increased to +2 – and with it Engineering+X to +0 if it is at +X – but not any other specialism.

Limitations: '/'

For some skill or characteristic increases, the maximum the bonus or characteristic can be set to is stated after the increase and a '/'. This means that whilst the stated bonus is added to the skill, the skill cannot be increased beyond the limit.

For example:

Astrogation+2/5;

means that the Astrogation skill could be increased by 2 but not beyond +5. If a character had Astrogation +4, they could only add +1 to take it to +5 – the last is discarded.

Origins

For skills like Survival, the Origin or environment should be chosen but (Urban) is not recommended unless specifically stated.

Faction Specialisms

Characters should choose specialisms suitable to the faction in which they exercise their profession. This could be proscribed by the GM, but in practice players might come up with really good reasons why their character was able to choose a specific specialism.

No character other than a Ghar character can choose Ghar Specialisms or origins.

> *For example, Concord characters should choose Firearm.Energy rather than Firearm.Projectile whilst Algoryn Founder Leger characters should choose Firearm.Projectile (for the eponymous Algoryn mag weapons) rather than any other Firearm specialism.*

Augments & Implants

A benefit may include an augment or implant – an artificial boost to an individual's physical characteristics. Where a specific implant is specified, such as ESA 1 (Environmental Survival Augment 1), then that augment must be stated. If a general class of augments is given – such as a Combat Implant or a Survival Augment, then choose from one of the augments listed in the Arms & Equipment Guide.

> *For example, for their character's first episode, a player may choose the Scout/Survey Team profession. They spend a BP and consult the notes for the Survey Boons and Banes which say to receive one of a number of implants or skills. They choose a Hazardous Atmosphere Augment (HAA) and note this on the character sheet.*
>
> *For their second episode, they have the option of a Survival skill or an implant. Having discussed the campaign with the GM and realising it will be mostly planet based, the player chooses 'Survival', which needs an Origin. The player decides their character might want to visit Taskarr – an ice world – so chooses Survival(Arctic)+2.*

NuHu Prior Experience

NuHu should come from the faction to which the PC team belong unless there is a strong reason for the NuHu to be on attachment with that team. Not only cannot NuHu defect from their birth faction until they have gained a degree of independence at around 120 or more, but IMTel NuHu are driven to incapacitate (at least) anyone from the other IMTel faction – which is not conducive to a good game or to character generation!

All NuHu must have an episode in Academia before they attempt any other occupation.

NuHu in the Military

NuHu in the military or serving aboard a Freeborn vessel are classed as officers and given officer training immediately after any basic training. Whilst others need not do so, if a NuHu switches military service they must undergo a new round of officer training in their new occupation (but only once per occupation).

In the IMTel nations, NuHu are largely outside the normal chain of command but the situation is complex as, by custom and in acknowledgement of their remarkable connection to the IMTel, their requests are obeyed as orders. Amongst the Freeborn, however, they are respected and even feared but their orders cannot supersede that of the Captain of a Freeborn ship nor those of a *vard*.

On entering military service or operating amongst the Freeborn, NuHu are also given a nano-buddy shell for their μ-nano buddy and a NuHu Stave.

NuHu and Augments

NuHu cannot gain combat or bodyboost augments as they interfere with the NuHu's natural surge of nanospore – if any benefit comes up with such, ignore it. They can take survival and environmental augments, even if such augments are also classed as combat augments, though in their case it is typically the implantation of an additional nanospore micro-factory and the training of their own brains and nanospore to accomplish the same effect.

NuHu and Combat Skills

Most NuHu shun physical contact with the inferior panhuman species and consider hand-to-hand fighting a primitive, feral abomination. Unless they specifically wish to receive melee training, all NuHu may replace any Melee skills acquired through character generation with the Firearm.NuHu Stave skillset/specialism.

After Prior Experience

After a character has undergone a few episodes of prior experience or, more likely, run out of BPs or episodes permitted by the campaign, they continue with character creation from step 7: see *Character Creation*.

> **Design Note:** The following chapters present some common careers across many Antares factions. However, to keep the size of these PDFs down, as some of the faction careers are extensive, and to aid with editing and updates, we've split off some faction-specific careers into their own documents. Listed here are:
> • Survey (with a worked example);
> • Academia;
> • Citizen;
> • Colonist;
> • the IMTel inculturation agencies;
> • Planetary Armed Forces;
> • Space Navy;
> Split off into their own career documents are:
> • Boromite Clans and Guilds;
> • Freeborn.
> Others, such as Ghar, may be considered if there is enough time!

WORKED OCCUPATION: SURVEY

We've selected the Survey occupation to illustrate the use of the Prior experience character generation system. We'll go through it step by step and explain each area and what we're doing.

Though heavily peppered with examples, the occupation can still be used by players for their own PCs – indeed, the Survey occupation provides a great deal of useful skills and background.

> *To start with, we'll create a character in a 12BP campaign.*
>
> **Step 4: Choose Species/Origin**
>
> | | |
> |---|---|
> | Character: | Darap Neyhaar |
> | Species/Morph: | Vyess (2 BP) |
> | Faction: | Concord |
> | Characteristics: | Ag 5, En 5 , St 5, In 6, Em 6, SP 5, |
> | Age: | 22 |
> | Traits: | Analysis(+2) |
>
> **Step 5: Initial Characteristic Upgrades**
>
> | | |
> |---|---|
> | Upgrades: | Ag +1, En +1 (2 BP) |
> | To give : | Ag 6, En 6, St 5, In 6, Em 6 |
>
> *This is a decent starting point for a Survey specialist. The natural intelligence of a Vyess will be useful and the boost to the physical characteristics should keep Darap alive. As a Concord citizen, Darap also has a MyIMTel implants.*
>
> *After choosing a species and some initial upgrades, Darap has 8 BP left (12-2-2) with which to continue onto* **Prior Experience**.

Antarean Starships: an Overview

Whilst the majority of Antarean ships are large affairs to cope with the intense heat of Antares and the house the interstellar gravitic annihilation (GA) Drives, there is one category of ship that is small, fleet and crewed by less than 20 individuals. These are the survey ships, those ships sent out to scan and map the surface of Antares to find new gates and, having found a gate, determine what lies on the other side.

The ships are fast simply because the largest drive field generator possible is placed into their frames and comforts are left to a minimum (the GA drive field protects ships as well as providing propulsion). The lack of free space means they have the fewest crew possible in addition to survey drones, exploration equipment, supplies and spares: whilst on a survey they often have to take refuge in a known system to make repairs caused by the extensive Antarean travel.

Whilst the survey ships have a compacted crew skimmer and a transmat, a small medbay and stasis pods for half the crew, plus elementary defence systems, there is little else carried. The job is dangerous but glamorous due to its repeated starring role in holovids: the crew could be the first to find long-lost artefacts or even an ancient civilisation.

The reality is often different: lots of drudgery, repairs and boredom accompanied by the occasional dash back to civilisation with a raider hot on their heels or to warn of a dangerous enemy encroaching into controlled space. Still, for those who don't mind being in cramped quarters, who like a varied job and who enjoy the simple pleasure of seeing something new for the first time, the Survey is a wonderful opportunity.

This occupation covers the survey corps of the PanHuman Concord, Isorian Senatex, Algoryn Prosperate, the larger Freeborn houses and the Advanced Spill fiefdoms and empires. All have roughly similar ships and roles and all occasionally use survey ships as battlefield or strategic scout ships where there are insufficient naval ships available.

1 SURVEY QUALIFICATION

PCs must apply to the survey service of their own faction, a particular Freeborn House, or transfer to an Advanced Spill nation and join their Survey service.

IMTel Survey Services automatically accept applicants with an In or Ag of 6 or more and reject anyone with an SP of 8 or more. IMTel regards the high SP as being too socially dependent for the individualistic life of a Survey officer – which, perhaps, conveniently rules out NuHu serving in a risky occupation.

The **Isorian Senatex** survey ships cannot take Tsan Ra due to the limited space on board.

The **Algoryn Prosperate Survey Service** (APSS) only employs Algoryn serving with the Algoryn Prosperate but otherwise accepts any Vector leger applicant and rejects applications from Base or Optimate applicants. Founder and Servile applicants can apply but must have Ag 6+, En 6+ and In 6+ – which actually makes it quite difficult for Founder and Servile applicants.

Many **Freeborn** Houses either have a few survey ships or are members of a survey combine involving other Houses or an Advanced Spill nation. Freeborn survey ships accept vardosi and Boromites, without preconditions, and will accept applicants from other factions providing those applicants:

- join the house that owns the survey ship (which precludes Boromites returning to their clan), and
- have both En and In at 6+.

Tsan or similar sized individuals cannot join a survey ship due to size limitations.

The survey services of the **Advanced Spill** nations are always looking for crew but will only take those from their own nation and forego their former citizenship and who have En 6+ and In 6+. Ferals and Stock Humans can be found amongst such crew but due to a lack of space on board, no Boromites, Krasz, Tsan Ra and similar sized individuals can be accepted.

There are no Retrograde Spill or Feral survey services.

Transfers In

Transfers into the Survey from other faction's surveys are at the same grade, or S/5, whichever is lower: skilled survey personnel are much in demand – at least, in the Survey services!

On entry to the Survey, transferees with a Space Navy or Freeborn background are automatically given a rank two less than their previous rank, up to a maximum of S/5.

> *Being from the Concord, Darap meets the initial requirements for the Concord Survey service of SP less than 8 and either an Ag or In of 6.*
> *This first Episode will cost Darap 1BP, leaving them with 7 for subsequent Episodes or augments.*

2 SURVEY WORKSTREAMS

Of course, not all survey work is aboard a ship. There is maintenance to be performed, supplies to be loaded and admin and reports to edit and submit – sure, characters use their admin implants, but they still have to make sure everything fits together. Freeborn survey ships are often hired out to smaller houses, independent systems, Spill empires or even Boromites so must ensure they have sufficient equipment before launch. And for some, there is a survey service to run and organise.

All those tasks are performed as part and parcel of a job in the Survey Service.

As a result, the Survey has a single workstream with multiple assignments (seer *Survey Assignments*), one of which must be chosen at the start of each episode. This assignment is what they focus on this episode, though it is worth bearing in mind that survey personnel cover for each other.

Refer to the *Faction Skill Specialisms* table (p.13) for appropriate specialisms to choose for weapon and Drive skills

> *For his first episode, Darap's player decides that a Vyess would probably be better suited to intellectual pursuits, so chooses the Astrogator role.*

3 SURVEY BOONS AND BANES

The Survey is particularly keen on ensuring their crew survive in service so tend to hand out easy to find augments and training that can be performed by crew onboard the ships.

Prior to each episode, the player must choose one of the Survey assignments in the Survey Development table (overleaf).

Episode 1: Survey Trainee

Episode length: **five years**.

3.1 Basic Training: Before being sent out on a survey ship, a recruit is first given basic training and implants allowing them to survive in inhospitable environments or in case of hostile action. New recruits gain:

- Zero-G+2/8 OR +1;
- Astrogation+1;
- A PAI or MyIMTel implant;
- HAA (Hazardous Atmosphere Augment);
- Contact(Ship's master);
- Rank S/1 Deckhand.

Survey Assignments

Augments can only be taken if the technology is advanced enough (refer to the *Equipment Guide*).

Astrogator:	Astrogation+2/8 OR +1; also Phys. Sc.Astrophysics+1; also Astrogation Reference Augment
Bridge:	Presence.Command+2/6 OR +1; also Presence.<other>+1; also a Contact(<any other Survey>)
Downside Driver:	Drive+2/6 OR +1; also Perception +1; also Pilot.Shuttle+1
Downside Liaison:	Characteristic: Em+1/8; also Presence.Influence+2/6 OR +1; also a Contact(<a Feral chieftain>); also Language(<local>)
Engine Room:	Engineering+2/8 OR +1; also Engineering Reference Augment; also Repair+1
Exploration:	Characteristic: En+1/9; also Survival(<new climate>)+2; also Perception+1
First Contact:	Life Sc.Xenobiology+2; also Survival(<any>)+1; also Contact(<alien or human chieftain in an undeveloped system>)
Helm:	Pilot.Ship+2/8 OR +1; also Ops+1
Inspection:	Zero-G+2; also Ops.Comms+1; also Repair+1
Maintenance:	Characteristic: In+1; also Repair +2/8 OR +1; also Ops +1
Medic:	Medic+1; also Life Sc.Biology+1; also Life Science.XenoBiology+1/6
Pathfinder:	Survival(<any clime>)+2/8 OR +1; also Athletics +1; also RAA or ESA(<selected clime>)[ESA]
Planetary Surveillance:	Ops.Sensors +2/8 OR +1; also Physical Science+1; also Perception+1
Protection:	Characteristic: Ag+1/8 OR Perception+1; also Firearm+2/5 OR +1; also Stealth+1
Planetary Scout:	Perception+2/8 OR +1; also Athletics+2/5 OR +1; also Stealth+1
Ship Defence:	Gunnery+2/6 OR +1; also Ops.Remotes+2/6 OR +1
System Surveillance:	Ops.Remotes+2; also Ops.Sensors or Comms+1/6; also Physical Sc.Drone+1

[ESA] This must support the clime selected this episode but can be ESA1 or an upgrade to ESA 2 or ESA 3. If all three levels of ESA have been taken, then a Revival implant can be taken, instead.

Survey Significant Events table

2d10	Significant event
2[DE]	**PoW.** You are captured by a hostile Spill Navy ship after a brief, but intense, boarding action. An intelligence officer is convinced you have vital information and the subsequent, machine- and drug-enhanced interrogation is intense – by the time you are handed back in a prisoner swap you are in a bad way: **lose** a point of In. The after-effects of the drugs means that you may never undergo military or naval service with any but Privateers, but may continue in the Survey. Instead of any assignment benefits you gain: a Contact(<hostile Intelligence officer>) – the one who interrogated you; also Firearm+1; also Melee.Unarmed+2; and Trade.Prisoner+3.
3[DE]	**Rogue TOR.** An exploration of an ancient TOR (Transient Observation Report – essentially a UFO) goes horribly wrong when its controlling machine intelligence attacks and destroys your survey ship. Stranded aboard the TOR, you make do with whatever you can find – which isn't much. You eventually find a half-functioning stasis pod, which keeps you alive until help arrives. Instead of your assignment's benefits, gain: Zero-G+2; also Repair+2; and Firearm+1. You may also have some interesting new skin or scars to show.
4	**Debris and drones.** Your survey vessel is tasked with mapping the abandoned systems in the middle of a void. There are no habitable planets and lots of debris and wreckage, so you have to focus on drone surveys. Replace one of the skills in your assignment benefits with either: Ops.Remotes+2 OR Physical Science.Drone+2. You also gain a strange Contact: the location of a system with numerous ancient shipwrecks.
5	**Any port in a storm**. Your survey ship suffers a stream of damages from the growing number of Antarean storms and you are in and out of space dock for repairs and resupply. At least there's training and tavernas. In addition to your assignment benefits, gain one of: Presence.Influence+1; or Contact(<Freeborn trader>); or Ops.Remotes+1/4; or Repair+1/4.
6-7	**Ferry.** In a bid to make a name for yourself during downtimes, you volunteer for any ship duty going – inevitably aboard smaller vessels. Gain Pilot.Shuttle+1 in addition to your assignment's benefits.
8	**Shore Leave.** The Survey polices its own members with its own provost-marshal and close liaison with local law enforcement. You can elect to take your normal assignment benefits or serve a term with with the provost-marshal and gain: Firearm+1; also Melee+1; also Presence.Influence+1; also Contact(<law enforcement officer on a Freeborn orbital>).
9-10	**Idle minds.** Routine patrol work looking for new gates in the Determinate gives fantastic opportunities for personal development using the the library and learning databases on board. In addition to the benefits from your assignment, gain one of: Engineering+1; or Astrogation+1; or Physical Science.Astrophysics+1; or Physical Science.Drone+1.
11-12	**Wilderness** Any survey along the Concord-Isorian Interface is pretty risky and the planets are often wastelands, almost deserted bar the refugees and Ferals on their surface. Gain Survival(<any clime>)+1 as well as your normal role benefits.
13-16	**Routine operations.** Drop a drone into a system, shoot around a bit, pick up the drone, jet to the next gate, drone a drone… all humdrum stuff, but safe. Gain Pilot.Ship+1 from routine watchkeeping as well as your assignment benefits.
17	**All aboard.** A string of bad luck (or good luck) means you encounter a series of systems with partially-enabled space travel so you do not set foot on the planets at all. You must forego one of the skills in your assignment benefits and gain Engineering+2/8 OR +1, instead.
18[DE]	**Hero!** Exploring a new system, you find a crashed Freeborn vessel and rescue a Freeborn noble (a prince, or heir to a domas) and their entourage. Gain that senior Freeborn as a Contact, a decorative plasma pistol, and you may transfer into their Vardos at any time as an officer (irrespective of any other requirements). Gain Firearm.Energy+1 from practice dirtside as well as any other assignment benefit.
19[DE]	**Left for dead.** An unfortunate 'meet and greet' with primitive, non-human locals turns sour and they destroy your party's skimmer – along with all the Downside team bar yourself. Believing you dead, the surviving crew depart the system, leaving you to survive on your own for the best part of two years with nothing more than a medi-buddy and the scavenged components from the wreck before another survey explores the system. Rather than your assignment benefits, gain: Perception+2; also Stealth+2/6 OR +1; also Survival(<known>)+2.
20[DE]	**Artefacts.** Excitement mounts on board when the ship detects a superdense anomaly in a new system. Sure enough, it turns out to be some advanced artefacts from as far back as the Second Age – or even earlier. You can elect to remain aboard the ship and gain your normal role benefits or stay and study the ruins with the team sent in to explore and instead gain: Phys Sc.Gatebuilder+1/3; also Soc Sc.Archaeology+2; also Contact(<an Academic Professor A/5>)

[DE] = Dangerous Event. This event only occurs once in a character's career.

Episode 1, 3.2 Significant Event: Roll 2D10 on the *Survey Significant Event* table (opposite) and apply the results.

3.3 Development: Apply the benefit combination from the *Survey Assignments* table matching the character's chosen assignment or as stated by the significant event.

3.4 Promotion: The character returns to a survey station and has their skills assessed for promotion. Check the *Survey Promotions* table's grade pre-requisites and its *Assessed Skills* list to see whether the character has the skills needed to progress: set their rank to that matching their skills (the character could be demoted if they suffered an injury). A maximum two rank promotion is possible per episode.

> At the Survey Boot Camp, *Darap gains the all-important Zero-G and Astrogation training, a* Hazardous Atmosphere Augment (HAA) *– useful for away teams – and the commander of their Survey vessel as a Contact. Darap already has a MyIMTel implant from being in the Concord.*
>
> *For a significant event, Darap's player rolls a 5: Antarean plasma storms. From the options given, Darap is given the* Ops.Remotes+1 *specialism – which also automatically gives +0 in the root skill of the skillset,* Ops+0.

The event also allows the normal assignment benefits to be acquired, in this case: Astrogation+2, Physical Science. Astrophysics+1 *(which also gives +0 in the root skillset of Physical Science) and the* Reference(Astrogation) *augment.*

Darap's player checks for promotion and sees that Darap needs two specific skills, not one from the Assessed Skills list. Darap's Ops skill is only +1 and they have had no dirtside Survival training; Darap remains a humble Survey Deckhand (S/1).

Darap is now 27 (22+5 for the first year). Darap's player decides that Darap will continue into a second episode in the Survey service and runs through the same process. This costs another BP, leaving Darap with 6 Bps still to use.

Episode 2: Survey Crew

Episode length: **four years**.

3.1 Survival Training: Before being reassigned, the experienced crew-member is given survival and vital ship maintenance training so gains:

- Survival(<climate>)+2;
- One boost to an Environmental Survival Augment (ESA) for the climate (so ESA 1 if they have no ESA, otherwise a boost to ESA 2 or 3 – if the character already has ESA 3, then ignore this benefit;
- Engineering.<Any>+1.

3.2 Significant Event: As Episode 1, *3.2 Significant Event.*

3.3 Development: As Episode 1, *3.3 Development.*

3.4 Promotion: As Episode 1, *3.4 Promotion.*

Prior to Darap's second episode, their player decides that Darap should choose the System Surveillance assignment. For Survival Training, Darap thinks that arctic climes pose the worst problems so acquires Survival(Arctic)+2. *Darap also receives an* ESA 1(Arctic), *boosting their chances of surviving freezing temperatures. Darap also acquires* Engineering.Drives+1 *and* Engineering+0.

This episode, Darap's Significant Event is a 13 – Routine operations. The System Surveillance assignment gives +2 to Ops.Remotes, *boosting Darap's skill to +3, and* Physical Sc.Drone+1.

As far as promotion goes, Darap now has both a Survival skill and an Ops skill at +3 or more, so is promoted to Senior Spacehand S/3! At the end of this episode, Darap is 31 (22+5+4).

Episode 3: Survey Senior Crew

Episode length: **four years**.

3.1 Crew Training: Before being reassigned, the experienced crew-member is given navigation training and gains:

- Astrogation+1;
- Pilot.Ship+1;
- Rarefied Atmosphere Augment (RAA).

3.2 Significant Event: As Episode 1, *3.2 Significant Event.*

3.3 Development: As Episode 1, *3.3 Development.*

3.4 Promotion: As Episode 1, *3.4 Promotion.*

Episode 4+: Survey Veteran Crew

Each episode length: **four years**.

3.1 Advanced Training: The veteran crew member is now a sought-after crew-member amongst survey ship masters. At the start of their fourth and any subsequent episode, gain one of the following (providing the survey service has the technology - see the *Equipment* Guide):

- Revival Implant (gives a bonus to revive attempts on the character);
- Mindstate Backup (allows cloning by copying the individual's current brain function); *(continued…)*
- Stemsnap (also allows cloning);
- Grit+1 or Grit/6 (boosts En to 6 or by +1 if already 6+); or
- an ADR session (Aged DNA Resequencing: DNA manipulation and repair to regenerate youth: see the *Equipment Guide*);
- +1 to any *Assessed Skill* in the *Survey Promotions* table.

3.2 Significant Event: As Episode 1, *3.2 Significant Event.*

3.3 Development: As Episode 1, *3.3 Development.*

3.4 Promotion: As Episode 1, *3.4 Promotion.*

Gameplay: A stemsnap implant is a homing beacon in an individual's skull. It allows their brain and brain stem to be automatically transmatted back to a waiting medbay's stasis pod for mindstate reading and later implantation in a clone body. Gruesome, possibly; effective: definitely.

Survey Promotions table

To gain the grade specified, check the character's skills and service time against the 'Grade Prerequisites'.

Assessed Skills: Repair, Medic, Pilot, Ops, Astrogation, Engineering, Physical Science, Survival or their specialisms

Grade	Survey Title	Grade pre-requisites
S/1	Deckhand	–
S/2	Spacehand	Must have any Ops.<any> +2 OR Survival(<any>)+2.
S/3	Senior Spacehand	Must have HAA and ESA 1, plus two Assessed Skills at +3 or more.
S/4	Bosun, Team Leader Master Explorer	Must have **three** Assessed Skills at +4 or more.
S/5	Lieutenant (Algoryn, Freeborn, Spill) or Sub-Officer (others)	Must have at least 12 years service and at least **three** Assessed Skills at +5 or more.
S/6	Commander (Algoryn, IMTel) or Master (others)	Must have at least 16 years service and at least **three** Assessed Skills at +6 or more. Immediately on promotion to Commander or Master, the character is given **Command Training**.

Command Training

Immediately on receiving rank **S/6 Ship's Master**, the character is given extensive command train at a cost of an **extra two years**. This is mandatory and automatic. The benefits gained are:

• an Engineering Reference Augment for an Engineering specialism they already have (such as Engineerring. Drives);

• Presence.Command+2 for dealing with an intelligent crew and a complex task

• Presence.Diplomacy+2 to deal with contested system claims.

• Contact(Regional Survey Commander)

> **Design Note:** As can be seen, the Scout service gives a character a mix of ship-board and surface skills without really specialising in any – other than survival, that is! Astute players might calculate that their character can end up with substantial amounts of skills from doing just one episode in many occupations – a sort of super-Survey approach. We have deliberately not blocked such a gambit as we found that such PCs end up being less effective in the long run due to a too-widely-spread skill profile.

Darap goes on to serve further episodes, but we can summarise his characteristics and skills as at the end of Episode 2:

Character:	Senior Spacehand Darap Neyhaar
Species/Morph:	Vyess (2 BP)
Faction:	Concord
Characteristics:	Ag 6, En 6 , St 5, In 6, Em 6, SP 5,
Age:	31
Traits:	Analysis(+2)
Implants:	MyIMTel, HAA, ESA(Arctic) 1, Reference(Astrogation)
Contacts:	Concord Survey Shipmaster
Skills:	Astrogation+4, Engineering+0, Engineering.Drives+1, Ops+0, Ops.Remotes+3, Physical Science+0, Physical Science.Astrophysics+1, Physical Science.Drone+1, Pilot.Ship+1, Survival(Arctic)+2, Zero-G+2

In the next step (7: free skill points), Darap's player decides Darap should have a chance in a gunfight, choosing +2 in Firearm.Energy, and one on the Operations base skillset, using two points. Darap is developed further and the character sheet is provided later so players can see how Darap panned out (or even play him or her!).

OCCUPATION: ACADEMIA/RESEARCH

Any character starting out in academia is continuing their education beyond the basic, but comprehensive, education received as a child of any advanced panhuman civilisation. The character initially studies for the equivalent of a degree in one or two areas of specialisation before deciding whether to leave academia or continue as an expert within Antares.

Many factions allow or encourage individuals to take a temporary leave of absence from their normal life to gather skills vital to the development of their Trade. Algoryn Optimate leger individuals are encouraged to spend one or two terms in academia before serving in the military.

1 ACADEMIA QUALIFICATION

Any academic must have a minimum In of 5 or more.

In **IMTel** society, as for **Freeborn** and **Advanced Spill**, entry is automatic providing the character has In 5+. Indeed, NuHu **must** spend an episode in Academia before undertaking any other occupation.

Retrograde Spill societies do not have academic institutions to match those of the more advanced Antarean societies, their citizens typically attending an Advanced Spill university before returning home: they must be the best to justify the cost so must have an In of 7+, or else both an In of 5+ **and** an SP of 8+ (friends in high places!). Otherwise, characters from Retrograde Spill or **Feral** societies cannot enter Academia until they enter into an IMTel society or the Freeborn (and gain an MyIMTel implant and receive a PAI, respectively).

Characters from the **Algoryn Prosperate** have limitations dependent on their leger

- **Optimate** and **Vector** citizens are limited to **two** Episodes, with Vector citizenry hoping for an academic life having to take these before they enter the military; and
- **Servile** and **Founder** citizens can live any or all their lives in Academia and Serviles often form the backbone of Prosperate research;
- **Base** leger Algoryn are not permitted in any Prosperate academic institution.

2 ACADEMIA WORKSTREAMS

Throughout Antarean space, scientists are highly prized individuals across all the sciences, whether extending the boundaries of knowledge or studying history and archaeology. The latter is particularly prized, though complex, as it not only deals with thousands of years of panhuman evolution but uncovering and identifying Gatebuilder technology.

And every civilisation needs its doctors and surgeons!

The Academia/Research occupation has no workstreams, as such, but three general programmes of work: Physical Development Programme; Interstellar Support Programme; Research Programme.

3 ACADEMIA BOONS AND BANES

Academia episode lengths are **four** years.

At the start of each episode, players must pick a course – an area of research their character is studying (or leading) this episode. This is the equivalent of an assignment in other occupations. If interested in promotion and fame within the academic community, they will do best if they stay in a single programme, such as Research or Interstellar Support, for most of their career.

Episode 1-2: 1st /2nd Degree

3.1 Basic Training: None

3.2 Significant Event: Early-year academics can either *choose* Significant Event number 11-14 (*Uneventful Study*) or may roll for an event – but the result must be followed.

3.3 Development: Unless overridden by the significant event, a character should receive the benefits from their chosen course. **Bonus Skill:** Academics also receive <academic skill>+1/5 where <academic skill> is any Science, Operations, Medic or Engineering skill other than Physical Science. Gatebuilder for which they did **not** receive a skill increase this episode.

3.4 Promotion: Whilst some IMTel institutions eschew academic titles (IMTel societies tend to only use such titles with outsiders), they are still used by others to gauge an individual's research and knowledge. Compare the PC's highest skill bonus from those in the *Assessed Skills* list in the *Academic Title and Promotions* table against the table's 'Bonus needed' column to find their current title. Having gained that title, they may well have a benefit such as an increased Social Position to go along with it.

An academic can jump a title if their skills are sufficient – unlike other occupations, the title is not a grade, as such, but an academic award or acknowledgement for research. A character jumping a title or two gains any benefits that would have been given from the intervening titles.

> *For example, Myah 'Aten (a NuHu) must join Academia in her first episode of prior experience. After paying her 1×BP, she follows the example of many NuHu and chooses a 'Manipulating the Nanosphere' course but elects to choose the 'Uneventful Study' event . This gives her a choice of two* Nanospore *specialisms to increase,* Ops.Sensors+1, *and* Nanospore.Control+1/6. *Myah's* Nanospore.Control *skill is increased to +4 and she chooses to develop her* Nanospore. IMTel *skill to +3. For her bonus skill, she chooses* Engineering.Control+1.
>
> *Looking up the 'Skill Bonus' column we see that her highest qualifying academic skill bonus of +4 corresponds to a Graduate, just shy of Researcher (maybe next episode!).*

Episode 3: Research

3.1 Research Training: Before undergoing and study this episode, the academic gains:

- Perception+2.

3.2 Significant Event: Roll 2D10 on the *Academic Significant Event* table and apply the results.

3.3 Development: As Episode 1-2, *3.3 Development*.

3.4 Promotion: As Episode 1-2, *3.4 Promotion*.

Episodes 4-5: Enhanced Research

3.1 Funding/Augments: Before undergoing any study in either of these episodes, the academic gains either or both of the following:

- Presence.Influence+1;
- an Reference Augment for a known specialism.

3.2 Significant Event: As Episode 3, *3.2 Significant Event*.

3.3 Development: As Episode 3, *3.3 Development*.

3.4 Promotion: As Episode 3, *3.4 Promotion*.

> **Gameplay:** A **Reference Augment** is a sort of library of knowledge that a bearer can access through their PAI or shard implant. It provides a wealth of information in a known area of research, giving assist bonuses to skill checks in that area of knowledge.
>
> A **Knowledgebase** is an upgrade to a Reference Augment associated with a complete skillset. It contains data and libraries from multiple sources and factions. It is complex and dense, so is only available at major IMTel, Prosperate and Freeborn universities and only occasionally at universities in Advanced Spill nations.

Episode 6: Lecturer/Lead Researcher

3.1 Funding/Augments: Before undergoing any study this episode, the academic gains the following:

- Presence.Influence+1;
- a Knowledgebase for the skillset relating to an existing Reference Augment (Algoryn, IMTel, Freeborn only);
- Mindstate Backup (allows cloning: IMTel/Freeborn only).

3.2 Significant Event: As Episode 3, *3.2 Significant Event*.

3.3 Development: As Episode 3, *3.3 Development*.

3.4 Promotion: As Episode 3, *3.4 Promotion*.

Episode 7+: Fellow/Programme Lead

3.1 Funding/Augments: Before undergoing any study in either of these episodes, the academic gains either or both of the following:

- Presence.Influence+1/7;
- Perception+1/7;
- An ADR session (Aged DNA Resequencing: DNA manipulation and repair to regenerate youth: see *Equipment Guide*).

3.2 Significant Event: As Episode 3, *3.2 Significant Event*.

3.3 Development: As Episode 3, *3.3 Development*.

3.4 Promotion: As Episode 3, *3.4 Promotion*.

Academic Courses and Benefits

Academics also receive a bonus <academic skill>+1/5 in a relevant skill they have not increased this episode (see text).

Physical Development Programme Courses

Course	Benefits
Gymnastics	Ag +2/8 OR +1; also En+1/7 OR St+1/7
Survival	En +2/8 OR +1; also St+1/7 OR Ag+1/7
Conflict	St+2/8 OR +1; also Ag+1/7 OR En+1/7

Interstellar Support Programme Courses

Course	Benefits
Operational Studies:	Ops+3/5 OR Ops+1; also Manipulation +1
Drone Control:	Ops+2/8 OR +1; also EITHER Physical Sc.Drone OR Nanospore.Control at +1/6
Starship Engineering:	Engineering+3/5 OR +2/8 OR +1; also Presence.Influence+1/6
Starship Construction:	Engineering+2/8 OR +1; also Physical Sc.Drone+1/8
Stellar Evolution:	Physical Sc.Astrophysics+2/8 OR +1; also Astrogation+1; also Physical Sc.Chemistry+1/6

Research Programme Courses

Course	Benefits
Life Sciences:	Life Science+3/5 OR +2/8 OR +1; also Presence.Influence+1/6
Recovery & Recuperation:	Life Science.Biology+1/8; also Medic+1/8 also Life Science.Cybernetics+1/6
Nexus Life Studies:	Social Science.Sophontology+1/8; also Life Science.Xenobiology+1/6; also Life Science.Biology+1/6
Pre-Human Societies:	Physical Science.Gatebuilder+1/4; also Social Sc.Archaeology+2/8 OR +1; also Social Science.History +1
Nanospheres:	Nanospore+3/5 OR +2/8 OR +1; also Manipulation+1/4; also Presence.Influence+1/6
Manipulating the Nanosphere:	Nanospore.Nanotech OR (IMTel only) Nanospore.IMTel AT +2/8 OR +1; also Ops.Sensors+1/6; also Nanospore.Control+1/6
Physics:	Physical Science+3/5 OR +2/8 OR +1; also Ops.Sensors+1/4
Social Science:	Social Science+3/5 OR +2/8 OR +1; also Presence.Diplomacy+1
Psychology:	Social Sc,Sophontology+2/8 OR +1; also Perception+1/6; also Presence.Influence+1/6
Medical School:	Medic+3/5 OR +2/8 OR +1; also Life Science.Biology+1/6; also Life Science.Xenobiology+1/6
Enhancing Humanity:	Life Science.Cybernetics+2/8 OR +1; also Medic+1/6; also Nanospore.Nanotech+1/6

Academia Significant Events table

2d10	Significant event
2[Once]	**Sports star!** A sports or arts programme opportunity arises: if Ag or St is 6+, you are picked by a null-ball, oblate or similar coach for their team, gaining Athletics+2 and Trade.<null-ball or oblate>+3; otherwise the classical entertainment beckons, so gain Trade.<entertainment or arts >+3, also Em+1; also Presence.Influence+1. You course switches to one from the **Physical Development** programme, irrespective of initial choice this episode.
3-4[Once]	**Space Research.** An industry investigation takes you to the outer system and you become wrapped up in the delights of inter-system travel and exploration. Gain: EITHER Zero-G+2 OR Pilot.Shuttle+2; also Contact(<Boromite>) met on an interesting asteroid (well, it was interesting to the Boromite, at least!). You must choose an **Interstellar Support** programme course.
5-6[Once]	**No transmats!** Constant travel to different sites and remote campuses on a recently discovered Feral world in the Determinate means you are exposed to life without transmats. You are forced to develop some personal transport skills. Gain: EITHER Handler.<local mount>+2 OR Drive+2. You also pick up the local language (unknown outside this system!) and a Contact amongst the tribal elders. You receive your normal course benefits this episode.
7-8[Once]	**Reservist.** You elect to serve a stint in a reservist military force. Gain +2 across Firearm and Melee (+2 to one Specialism or +1 to two) and a Military Contact. You receive your normal course benefits this episode.
9-10	**Motivational Theory.** Developing an intense insight into panhuman motivational theory brings some varied rewards: gain Presence.Influence+1, Measure: SP+1 and Characteristic: Em+1 as well as a senior political, Survey or military Contact in the system where you study. You can only select a course from the **Research** programme.
11-14	**Uneventful Study.** Everyday study, lectures, immersive sims and holovids are accompanied by the occasional light entertainment. If not already, your course must be one from the **Interstellar Support** or **Research** programmes, but you also gain an Academic Contact of A/4 or A/5. Note that this event may be chosen by an character in their 1st or 2nd episode in Academia rather than rolled for.
15-16	**Cognitive Enhancement.** Interleaved with study and research, you join an experimental cognitive enhancement programme and gain: EITHER Characteristic: In+1/9 OR Characteristic: Em+1/8. You may **not** choose a Physical Development programme course this episode but must choose one from another programme if not already engaged in such study.
17	**Industry posting.** Study was enhanced by life in an inspiring institution and industry co-working: gain Trade.<industry>+2 and, if not already, you can only choose an **Interstellar Support** programme course.
18-20	**Practical Implementation.** You become totally absorbed and focused on the practical applications of a field of study in which you already have some knowledge. You gain: EITHER Perception+1 OR Manipulation+1. If not already, your course must be one from the **Interstellar Support** or **Research** programmes that increases at least one skill you already have. If you do not have such a skill, choose one of the core courses of: *Medical School*, *Physics*, *Nanospheres* or *Life Sciences*.
[Once]	Having rolled these significant events once in their academic career, they may be rerolled (player's choice) if they crop up again.

Academic Titles and Promotion

Assessed Skills (one of): Astrogation, Engineering (any), Life Science (any), Medic, Manipulation, Nanospore (any), Ops (any), Perception, Physical Science (any), Presence.Influence, Presence.Diplomacy, Social Science (any)

Academic Title	Bonus Needed	Additional Benefits
A/1 Undergraduate	–	–
A/2 Graduate	+3	–
A/3 Researcher/Magister	+5	–
A/4 Doctor (MD, PhD)	+7	also +1 SP/minimum SP of 6)
A/5 Professor	+9	known around the segment – gain minimum SP of 8
A/6 Domain Expert	+11	Known around the Faction – gain minimum SP of 9
A/7 Permanent Professor	+13	Known around Antares – gain minimum SP of 10; also invitation to a Permanent Professorship at the Isor Academic Orbital as even the Isorian NuHu respect you (not Concord!)

OCCUPATION: CITIZEN

The Citizen occupation covers the life of an ordinary citizen living in one of the major factions, through to someone developing their skills in one of a number of directions as a trader, sportsperson, entertainer or traveller, or even an individual wishing to serve their faction in an official capacity. Such citizens also reflect those Freeborn who wish to live a simple life outside of the adrenalin-boosting activities of the Freeborn Trading Frigates.

1 CITIZEN QUALIFICATION

Application to this occupation is automatic to anyone born in, or joining a faction of Spill nation. Those joining a faction or Spill nation as a citizen are automatically given the basic PAI, MyShard or MyImtel implants as appropriate for the faction. There are a few faction- and species-specific constraints.

2 CITIZEN WORKSTREAMS

There are three workstreams associated with this occupation:

- **Government**, for those who wish to be diplomats or who wish to serve in a role that supports their society;
- **Citizen,** for those who wish to live a quiet life, perhaps developing a business or even becoming a sports star; and
- **Drifter**, for those who fall into less scrupulous habits and live in the underside of societies **outside** the IMTel.
- **Militia** (not IMTel) for whatever passes for an armed citizenry on this planet.

Faction/Species Restrictions

There are a few restrictions on Citizen workstreams, a mix of faction constraints as well as species. All are predominantly constrained by the culture of that faction or species.

Algoryn Restrictions

Algoryn Citizens, except for Base leger, without prior military experience (Navy or Army) must serve their first Citizen episode in the Militia workstream. **Base** leger Algoryn can only join the Drifter workstream.

After Militia or military service, Algoryn **optimates** can only join the Government workstream. Otherwise, Algoryn joining the Government workstream must have and retain an SP of five or more.

Other Algoryn within the Prosperate who join the Drifter workstream immediately become **Base** leger and lose their contacts amongst the other mochs and legers. Optimates joining the Base leger are classed as outlaws and are exiled, but immediately become Lieutenants in a crime syndicate.

Boromite Restrictions

There is no Citizen occupation within the Boromite Guilds and Clans: Boromites wishing to follow the Citizen occupation must leave the Boromite Clans and Guilds (and suffer a Contact() penalty for doing so – see the Boromite occupation) and join a Spill nation, the Freeborn or even the IMTel.

Freeborn Restrictions

Freeborn can join the Civilian or Government workstreams, whether on board an orbital or on a Freeborn controlled world. Freeborn Drifters are found on worlds in the Spill and Determinate, or on planets that are loosely controlled by Freeborn or in the less salubrious spaces in Freeborn homeships and orbitals – never on a Freeborn trading ship.

Ghar Restrictions

Outcast Ghar cannot access the Government workstream in any faction. Ghar in the Empire do not have the concept of civilian life: for details, see the Ghar occupation supplement.

IMTel Restrictions

There is no Drifter workstream in the IMTel nations.

NuHu Restrictions

NuHu accessing the Drifter workstream immediately become lieutenants in a crime syndicate. NuHu can never be ordinary Citizens but may join the Government workstream freely.

Switching Workstreams

Characters switching between the Militia, Citizen and Government workstreams retain their former grade in that workstream and can return to it. Any Civilian spending time in a different occupation can return to Civilian life at whatever grade(s) they had achieved when leaving the Civilian occupation.

Drifters also retain their Drifter and Militia grades but, once a Drifter, can never switch or return to the Government workstream and may not be promoted within the Militia (though they can serve further episodes). Drifters of grade 5+ may **start afresh** as a Citizen and expunge any criminal record, no doubt turning states' evidence, but otherwise cannot transfer into being a Citizen.

3 CITIZEN BOONS AND BANES

Citizen episode lengths are **four** years.

Skills chosen should be appropriate to the faction, especially for the Militia; see the *Faction Skill Specialisms* table (p.13).

All Episodes

Each episode as a Citizen, a player must choose a workstream their character is able to access. They must also choose a role within that workstream (see 3.3 and the workstream's *Benefits by Role* table).

3.0 Militia Promotion (Militia only). Those in the Citizen. Militia workstream (only) are automatically promoted at the start of each episode **after** the first, if they wish.

3.1 Basic Training: All workstreams provide a skill at the start of each episode: refer to the workstream's *Benefits by Role* table for details. Militia use the *Planetary Armed Forces, 3.1 Basic Training* (p.44) for their episode.

3.2 Significant Event: Roll for an event on the *Citizen Significant Events* table and apply the results – the events may also override the development table to use in step 3.3.

3.3 Development: Unless specified by this episode's significant event, a character gains the skills and increases matching their role and workstream stated at the start of this episode as listed in the *Benefits by Role* tables. Government, Drifter and Citizen tables are overleaf, and the Militia benefits are in the *Planetary Armed Forces Assignments* table (p.45).

3.4 Promotion (not Militia): This varies by workstream. Refer to *Promotions and Assessed SP* section and each individual workstream for details as ranks/grades are tracked differently for each workstream. Militia promotion occurs at the start of a new episode.

PROMOTIONS AND ASSESSED SP

Promotion is tracked separately for each workstream, so a character could (conceivably) have multiple, Citizen ranks (such as Manager and Commander). Promotion is either by acquired SP in the Government workstream, by a task check in the Civilian and Drifter workstreams, or is automatic in the Militia. Unless stated in the significant event, a character cannot progress by more than one grade per episode.

Civilian Promotion

If a player wishes, their character can attempt to be promoted within the Civilian workstream by making a Commerce, Trade or Presence task check.

On **success**, the character is promoted one grade, but on a **mishap** the character suffers a demotion from their current grade, to a minimum of Assistant Operative.

The DMs for the Civilian promotions are:

DM	Condition
+n	Add the test bonus at the current grade as stated in the Civilian Grade table (promotion is easier at lower grades)
+1	for each previous failed attempt at promotion for this grade (not Drifter)
+1	for each Contact

The grades for a Citizen.Civilian workstream are as follows:

Civilian Grade	Test Bonus	Benefit gains
1/Assistant Operative	+4	–
2/Operative	+2	–
3/Senior Operative	+0	–
4/Supervisor	+1	Presence.Influence+1
5/Manager	-2	SP+1; Presence.Influence+1
6/Managing Executive/ Joint Owner	-4	SP+1; Contact(<other business' exec or Freeborn captain>)
7/Managing Director/ Sole Owner	–	SP+1; Contact(<other business' MD or Freeborn Factor>)

Civilian Benefits by Role

All roles gain Trade+1 in the specific Role each episode – i.e. if a Mechanic, Trade(Mechanic)+1

Contacts in any single role can only be acquired three times

Role	Benefits
Applied Research	Physical Science+2/5 OR +1; also Characteristic: In+1/7; also contact(<Academia 5+)
Broker	Presence.Influence+2/5 OR +1; also Characteristic: Em+1/8; also Contact(<Citizen of grade 5+>)
Dilettante	Presence.<any>+2/5 OR +1; also Measure SP+1/8; also Contact(<art/entertainment star>)
Engineer	Engineering+2/5 OR +1; also Manipulation+1
Gym Trainer	Athletics+2/5 OR +1; also Characteristic: St+1/8 OR En+1/6; also Medic +1/3
Martial Artist	Melee+2/5 OR +1; also Characteristic: Ag+1/7
Mechanic	Repair+2/5 OR +1; also Drive+2/5 OR +1 (in a vehicle appropriate to the faction)
(Para)Medic	Medic() +2/5 OR +1; also Life Science.Biology+1 OR Life Science.Cybernetics+1; also Contact(<senior doctor/surgeon>)
Technician	Operations+2/5 OR +1; also Manipulation +1; also Characteristic: In+1/6
Trader (Mass)	Commerce+1/3; also Language(Vardarin); also Contact(<Freeborn or Boromite>)
Vet	Life Science.Xenobiology +2/5 OR +1; Life Science.Biology+1; also Handler.<local creature>+1

Drifter Promotion

Drifter titles are often little more than a status driven by degrees of fear of a specific individual. Nonetheless, there is a hierarchy of fear: if a player wishes, they can attempt to ascend this hierarchy and have their Drifter promoted (or potentially demoted) at the end of any episode. This is via a Melee, Firearm or Presence.Influence task check.

On **success**, the character is promoted one grade, but on a **failure** (not just a mishap) the character suffers a demotion from their current grade to a minimum of 1/Streetrat.

The DMs for the Drifter promotions are:

DM	Condition
+n	Add the test bonus for the current grade as stated in the Drifter Grade table (promotion is easier at lower grades)
+1	for each Contact

Citizen Significant Events

2d10	Significant event
2^{DE}	**Bad Trip.** A business trip goes disastrously wrong when the ship on which you take passage turns out to be run by Spill traders with little discipline. The ship's shields fail whilst diving for a gate and it barely makes it through before disintegrating. Your damaged stasis pod is all that keeps you alive – physically, at least. **Lose** one point of **In**tellect but gain: Zero-G+1; also Repair+1; plus an extra (free) prior experience episode. You are returned home, but the length of this episode is only **two** years and you cannot be promoted or gain any Development Benefits.
3^{DE}	**Never Again!** A holiday-of-a-lifetime finds your party attacked by rebels (or separatists, or discontents – you'll never know). You flee but are injured, captured and held hostage in a cave that barely shelters you from the elements. The rescue party comes way too late: lose one point from any single Physical Characteristic, but gain: an extra prior experience episode, Survival(<any clime>)+2. This episode lasts two years before you are returned home. You cannot be promoted or gain any development benefits.
4^{Once}	**Fame.** You win a notorious holo (or televisual) quiz show and gain substantial amounts of fame and opportunity. Gain SP+1/10; also Trade.Celebrity+2; also 2×BP which can only be spent on equipment (see the *Equipment Guide*). You also gain your role's development benefits this episode, as normal.
5-6^{Once}	**Star Trader.** You persuade a Freeborn captain to take you aboard as a working passenger. Gain Contact(<Freeborn captain>), also Language(Vardarin); also Pilot.Shuttles+2/5 OR Ops+2/5. The vardosi make use of your skills to date so you also gain your selected role's benefits from your workstream's development benefit table.
7	**Fitness Focus.** You embark on a sustained fitness regime – though the fitness could well be due to running from the law. You gain the *Gym Trainer* benefits from the *Civilian Benefits* table instead of your role's development benefits.
8	**Wild Things.** A trip into the wilds of a border world where transmat networks peter out means vehicles are the only way to get things done. If on a Feral or Retrograde Spill world, gain Drive.Primitive+3 OR Handler.<local riding beast>+2; if on any other world, gain Drive.Suspensored+1. Also gain the role's development benefit this episode.
9-15	**A Quiet Life.** Everyday work is repetitive but brings in the exchange units to have some fun – and you certainly do that. Gain Trade.<entertainment, arts or sports>+2 in addition to your role's development benefits this episode.
16-18	**History.** A new interest sees you spend time at museums and ancient sites – perhaps for other reasons than aesthetics if a Drifter. Unsurprisingly, at such places you meet and befriend plenty of tourists. Gain Social Science.History+1/4, also Contact(<offworlder>), and also gain your role's development benefit this episode.
19^{Once}	**Blackmail!** Whilst developing Contacts for your firm or government (off-planet if IMTel), you are blackmailed with the accusation of a heinous crime. Choose whether to succumb or resist: If you decide to **succumb** to the blackmail and do what are told, gain: the benefits from a role on the ***Drifter*** *Development Benefits* table instead of your own; also Manipulation+1; also Firearm+1. If you decide to **resist** and raise the blackmail with the authorities, you are put into temporary protection. Gain: SP+1; also Presence.Influence+1; also Contact(<law enforcement>); the benefits from any role on the ***Civilian*** *Development Benefits* table **other** than the one you chose for this episode.
20^{Once}	**Artefacts.** Whilst exploring or poking around with a drone, you discover an ancient prior age installation, so pick up Ops. Remotes+2 OR Perception+2. You may either return home and gain your role's development benefits this episode OR may stay around the site, helping with research, and gain: Social Sc+2; also Ops.Sensors+2 and Trade.Archaeologist+2.
^{DE}	These are dangerous or rare events: if rolled for again, they may be rerolled (player's choice).
^{Once}	This event can only occur once in a character's career in this occupation: reroll if it crops up again.

The grades for the Drifter workstream are as follows. Note that we do not model prison sentences or attitude reprogramming – such detail is perhaps best left to a dedicated criminal supplement that can deal with the way each faction manages criminals in more detail.

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Drifter Grade	Test Bonus	Penalties/Benefits
1/Streetrat or Drifter	+2	NB: 'ganger' is avoided in case it causes offence to Boromites!
2/Thug/Thief/Dealer	+0	Faction/system criminal record; also Firearm+1
3/Enforcer/Street Soldier	-1	Firearm+1 OR Melee+1
4/Lieutenant	-2	SP +1/6; also Contact(<other gang lieutenant>)
5/First Lieutenant	-4	Contact(<other gang boss>)
6/Crime Lord/ Boss	–	SP+1/7; also Contact (<Government G4 or G5>)

Government Promotion

Promotion within the Government workstream is assessed purely on Social Position.

Compare the character's current SP with that on the next grade in the Assessed SP table: if it is equal to or higher than the next grade's stated SP, they can progress by **one** grade this episode.

Government Grade	Min SP	Benefits on promotion
G1/Officer	4	–
G2/Senior Officer	5	–
G3/Protocol Aide/Chief Officer	6	–
G4/Government Secretary	7	Presence.Diplomacy+1
G5/Consul	8	SP+1/9
G6/Ambassador	10	Presence.Diplomacy+2; also Stemsnap implant OR Mindstate Backup

Militia Promotion

Except for ex-Drifters, Militia promotion is **automatic** at the **start** of each episode in the Militia after the first – most militia's are pleased someone returns. So at the start of a character's second episode in the Militia occupation, they are promoted to E/2 Squad leader and at the start of their fourth (12 years service already) they are promoted to O/1 Lieutenant.

Ranks in the militia are not regarded with as much respect compared with other military ranks: the E/- and O/- rank numbers listed match how the Militia ranks of that job title are regarded by the regular armed forces!

Militia Rank	Initial Training Benefits
E/1 Trooper	Firearm+2; also Melee+1
E/2 Squad Leader	Presence.Command+1
E/3 Sub-Officer	Presence.Command+1; also Tactics.Surface+1
O/1 Lieutenant/Tactical Officer *(Algoryn, Freeborn)*	Presence.Command+1; also Tactics.Surface+1; also Contact(<planetary Government grade 4>)
O/2 Militia Sub-Commander	SP +1/6; also Tactics.Surface+1; also Contact(<Faction Military O/5>)
O/3 Militia Commander	SP+1/7; also Presence.Influence+2/5; also Contact(<Faction Military O/5>)

Government Development Benefits by Role

All roles gain Trade+1 in Trade.Government each episode

Each episode, a contact is acquired <trader official (Freeborn, Boromite or other), or other government's official – at same grade>)

A single skill benefit may be replaced by **Measure: SP+1** (e.g. Presence.Diplomacy+2/5 or Drive+1)

Role	Benefits
Arts Governance	Trade.<Entertainment/Art>+2; also Contact(<art/entertainment star>); also Drive+1; also Measure: SP+1/7
Communications	Social Sc.Sophontology+2/5 OR +1; Ops.Comms+1
Diplomatic Corps	Presence.Diplomacy+2/5 OR +1; also EITHER Language(<any>) OR Characteristic: Em+1/8 OR Measure: SP+1/7
Ecological Survey	Life Science.Xenobiology+2/7 or +1; also Ops.Remotes OR Sensors +1
Population Monitoring	EITHER Ops.Sensors OR Ops.Remotes at +2/7 OR +1; also Nanosphere+1 (Not Retrograde); also Ops.Comms+1 (Retrograde only); Drive+1
Press/Political Secretary	Presence.Influence+2/7 OR +1; also Presence.Diplomacy+1; Life Sc.History+1
Science Advisor	<any>Science.<any specialism> +2/7 OR +1; also Presence.Influence+1 OR Characteristic: In+1/7
Social Analyst	Social Sc.Sophontology+2/7 OR +1; also Social Sc.History+1

Drifter Development Benefits by Role

All roles gain Trade+1 in the specific Role each episode – i.e. if a Fence, Trade(Fence)+1

Contacts in any single role can only be acquired three times

Role	Benefits
Bodyguard	Melee OR Firearm +2/5 OR +1; also Characteristic St +1/8; also Drive+1
Con Artist	Presence.Influence +2/5 OR +1; also Characteristic Em+1/8; also Social Sc.Sophontology+1/5; also Contact(<Civilian of grade 5+>)
Crime Lord	Commerce+1/3 (Crime Lord only); also Contact(<local Militia rank 6 or Government Grd 5>)
Fence	Presence+2/5 OR +1; also Contact(<E/5+ or O/3-O/5 rank in Military>); Social Sc.History+1; also Contact(<law enforcement agent>)
Hitter	Firearm+2/5 OR +1; also Stealth +2/5 OR +1; also a common firearm of that type available locally or from Boromite dealers (once only)
Lookout	Perception +2/5 OR +1; also Stealth+1; also Ops.Remotes+1;
Pickpocket	Manipulation+2/5 OR +1; also Perception+1; also Stealth+1; also Contact(<fence, whether local, Boromite or Freeborn>)
Street Tough	Melee+1; also Survival(<Urban>)+2/5 OR +1; also Perception +1; also Contact(<Drifter of same rank or one higher rank>)

Occupation: Colonist

Sometimes gates are opened to systems with planets that have little or no population but which may be suitable for life. Such systems attract the brave, explorers, opportunists and colonists: settlers who come from variety of backgrounds and factions to live a life free of the burdens of technology and away from the all-watchful eyes of the great powers. Typically, such colonists travel to a newly opened, sparsely-populated world as part of a group of ambitious and flexible individuals keen to make a new start for themselves and their community.

Life as a colonist can be hard and demanding, but it can also be fun. There are a range skills and experiences on offer as there are few services available to support a life outside a nanosphere.

1 Colonist Qualification

Colonists and colony service operatives must be physically fit and able, with a combined Ag, En and St totalling 15 or more. As long as this is the case, Colonist applications are automatically accepted unless the applicant is a NuHu: NuHu cannot become Colonists, even if CCNS Operatives or SSIC Agents.

All factions bar Ghar have colonies of some kind and most accept those from foreign factions into their colonies, though individuals from differing IMTel nations cannot exist in the same colony. Feral settlers normally work for one of the other factions, for example, though could have paid Freeborn to be shipped to a new world – the settler's role is also useful as a reflection of many Ferals' lives on their own planet.

Before becoming Colonist, many settlers attend Academia or serve a few terms in the military to acquire new skills before they settle a new world: most colonies will accept anyone with a range of skills as experienced settlers are hard to find!

Founder and Servile leger Algoryn become colonists to be free of the Algoryn caste system, though if serving within the Prosperate find their colony is controlled from afar by an Optimate moch! Base leger Algoryn can never join an Algoryn colony and must join a different faction to be a colonist.

2 Colonist Assignments

The aim of a colonist is to overcome the trials and terrors thrown up by a potentially hostile planet and establish a home. Life is often tough and dangerous, but theses colonists are free of the pressures or influences of their original faction – even if their world nominally belongs to that faction. There is no guarantee when a transport or Freeborn ship with spare capacity will return to the colony. Therefore, **a PC taking up life as a Colonist cannot take any other occupation or workstream until they start play** (exception: see the *Colonist Significant Events* table).

At the start of their colonial career, all Colonists and colonial service operatives (see CCNS and SSIC, following) must pick a Trade specialism – referred to as '**chosen Trade**' – which lasts throughout their career. This can be anything suitable for a colony (see the *Development Benefits options* lists for examples), such as Trade.Builder, Trade.Tanner or Trade. Carpenter. The Colonist or operative accumulates experience in this chosen Trade as they progress through their career.

Whilst the CCNS and SSIC occupations use some of the tables here, there are no colonist workstreams: a colonist carries out a trade or performs a function in the colony, or they are not on the world. However, prior to each episode, a Colonist must choose an assignment from the *Colonist Assignment Benefits* table (overleaf) in which they will focus their efforts this episode.

3 Colonist Boons and Banes

Episode 1: Acclimatisation

This length of the first episode is **six** years.

3.1 Basic Training. Prior to being sent out to a Colony or prospective member world, all Colonists receive basic survival training and augments that allow them to live on their new world. The player should choose a climate and atmospheric characteristics of their new world or the climate zone in which they will be based: this is termed the 'home climate' and is used as a specialism in subsequent Survival skills and related augments. Climates are as listed in the Survival skill in the *System Guide*, such as 'Arctic'.

Atmospheric conditions can be rarefied, having significantly less oxygen or pressure than normal; normal, or close to it such that panhumans can breathe easily; and hostile, such as those atmospheres that are irritating, virus- or spore-laden, mildly acidic or otherwise poisonous. An atmosphere could be both rarefied and hostile (though only the dedicated would colonise such a planet).

A newcomer into the Colonist occupation immediately gains:

- Survival.<home climate>+2;
- an ESA augment for their home climate, that is ESA(<home climate>) 1 or ESA 2/3 as long as it includes the <home climate>;
- a Hostile Atmosphere Augment (HAA) if the planet's atmospheric conditions are hostile; and
- a Rarefied Atmosphere Augment (RAA) if the planet's atmospheric conditions are rarefied;
- Trade.<chosen Trade>+2;

The HAA and RAA augments taken here are built to rugged survivability, so significantly and visibly alter a person's physiology. This is irrespective of comments in the *Equipment Guide*.

3.2 Significant Event: Roll for an event on the Significant Event table and apply the results. The event also states the development table to use in step 3.3.

3.3 Development: Apply the benefits from the *Colonist Assignment Benefits* table for the assignment selected this episode, or as directed by the event in 3.2.

3.4 Promotion: This is based on either length of service or a specific skill increase. It is always optional. Refer to *Colonist Promotions* for details.

All Episodes 2+

The length of Colonist episode after the first are **four** years.

3.1 Basic Training: Each episode, all Colonists gain:

- Trade.<chosen Trade>+1/10;
- also EITHER Survival(<home climate>)+2/6 OR Survival(<any climate>)+1.

> *For example, a Colonist who chose 'Tracker' as their chosen trade gains* Trade.Tracker+1 *each episode up to* Tracker+10, *even if this episode they chose a different role (say 'Wrangler').*

3.2 Significant Event: As Episode 1, *3.2 Significant Event*.

3.3 Development: As Episode 1, *3.3 Development*.

3.4 Promotion: As Episode 1, *3.4 Promotion*.

COLONIST DEVELOPMENT BENEFITS

There is one benefits list, divided into the individual assignment or role a Colonist chose at the start of this episode. The benefits may be altered by the results of the significant event.

COLONIST PROMOTIONS

Colonists are busy doing what needs to be done and have little influence off-planet – so ranks and grades reflect local influence only and off-planet they are considered to have SP 5. However, with an increase in local respect and influence comes experience and responsibility.

Each increase in a colonist's Trade skill sees them gain visible rank and respect within the settlement. This leads to an automatic 'promotion' when gaining that skill bonus – really an acknowledgement of capability in the life of a settlement.

The following are the roles and the additional benefits accrued each episode they spend within that role. The 'Trade Min' column shows the minimum skill level they should have in a Trade skill to be awarded that rank.

Only one rank can be gained per episode.

Colony Rank	Trade Min	Benefits (each term)
1/Newcomer	+2	–
2/Pioneer	+4	–
3/Settler	+6	–
4/Elder	+8	SP+1/6
5/Councillor	+10	SP+1/7
To be made Mayor, a Colonist must have Presence+4. They may delay being promoted, or may avoid such promotion completely.		
6/Mayor[Max2]	+10	SP+1/8; also Pres.Diplomacy+2

[Max2] A settler can only serve as a Mayor for a maximum of two episodes (see below).

Colonist Assignment benefits	
Assignment/Role	**Benefits**
Colony Medic:	Medic+2/8 OR +1; also Life Sc.Xenobiology+1; also Life Sc.Biology+1
Explorer: [Not Mayor]	Survival(<any>)+2/8 OR +1; also Perception+2 OR Ops.Remotes+2
Hunter: [Not Mayor]	Firearm+2/6 OR +1; also Perception+1; also Characteristic: Ag+1/9
Labourer:	EITHER Melee.Unarmed+2/6 OR +1 OR Athletics+2/6 OR +1; also Characteristic: St+1/8
Miner:	EITHER Mining.Open+2/8 OR +1 OR Mining.Deep+2/8 OR +1; also Demolitions+1
Smith:	Repair+2/6 OR +1; also Ops.Comms+2/8 OR +1
Tracker: [Not Mayor]	Stealth+2/8 OR +1; also Perception +2/8 OR +1; also Characteristic: Ag+1/8
Trader:	Presence.Diplomacy+1; also Presence.Influence+2/8 OR +1; also Characteristic: Em+1; also Contact(<Freeborn or Spill Trader captain>)
Wilder: [Not Mayor]	Athletics +2/8 OR +1; also Survival(<home climate>)+1; also Characteristic: En+1
Wrangler:	Drive+2/6 OR +1; also Handler+2

[Not Mayor] A Mayor cannot take these assignments. On doing so, they immediately revert to 5/Councillor.

Mayorial Restrictions

A colonist can only be promoted to Mayor if they have a Presence skill or specialism at +4 higher – and need not be promoted if they do not wish to be a Mayor. They can only serve as a Mayor for a maximum two episodes, after which they revert to a Councillor.

As they are heavily involved in the life of a settlement, there are also some restrictions on the assignments a Mayor can adopt. These are flagged in the *Colonist Assignment Benefits* table with [Not Mayor]. If a Mayor takes, or is forced to take, any of these assignments they are immediately demoted to Councillor, their term as Mayor having come to an end. The episode still counts as them having been a Mayor however.

COLONIST SIGNIFICANT EVENTS

The colonist significant events table is overleaf. It is also used by the Culturation Services of the great IMTel powers, the CCNS and SSIC (which follow).

Colonist Significant Events table

This table is also used by the colonial services: CCNS and SSIC (on the following pages).

2d10	Significant event
2-3[DE]	A vicious, indigenous animal proves more dangerous than you realise and you are severely injured. You lose one point from a **physical characteristic** but gain Perception+1 as you now fear the same creature attacking again. Gain the benefits from your normal assignment this episode.
4-5[DE]	You are kidnapped by a group of outlaws. Whilst frustrating, they make you work until you are released in a prisoner exchange. Gain Survival(<local>)+1 from grubbing for food and shelter and choose a benefit set from the Colonist Assignment Benefits this episode.
6[Once]	You are selected for special, highly intensive training to support the colony (or integration, if SSIC/CCNS). You do not receive a development benefit this episode but, instead, receive: • If **In 6**+, intensive training aboard a visiting ship. Gain In+1; also choose a course from the **Academic** Development Benefits' **Research** Programme; also receive a **Reference Augment** for a skill studied in the research programme; • If **In 5**-, defence training and assignments. Gain: Firearm+2; also Ag+1/8; also Melee+2; also either a mag weapon if a Colonist, otherwise a plasma weapon if SSIC or CCNS.
7	During a patrol of an unexplored area, you discover a seam of a fantastic new mineral and are able to exploit it to the benefit of the colony or integrating world. You gain your assignment benefits this episode but may replace one of the skill increases with either Mining.Open+2 OR Demolitions+2.
8	You are elected to office in the local colony council, in disguise if in the SSIC else as colony liaison in the CCNS. Gain: Contact(<local settlement's mayor>); also Presence.Diplomacy+1. In addition: • **Colonists** and **CCNS Operatives** gain SP+1/9 and a benefit set from their workstream's Assignment Benefits; • **SSIC Agents** gain Presence.Influence+1 and a benefit set from the Colonist's Assignment Benefits.
9	Your assignments takes you around all the farms or seaports on your world and as a result you pick up some personal transport skills. Gain: two Contacts in outlying settlements, Drive+2, Handler.<local mount>+2, plus Athletics+1 from all the walking where the going isn't so good. You do **not** gain any other assignment benefit this episode.
10-11	Colonist life proceeds as normal with little to upset the skark, though the weather is somewhat bleaker than the advertising suggested. You gain Survival(<local clime>)+1/6 as well as your assignment benefits this episode.
12-16	Colony life is all it's cracked up to be: hard work, but free from constraints. You become involved with a local dramatic society, entertainment society, band or dance group. You gain your normal assignment benefits plus Trade.<Entertainment of some style>+1.
17-19[DE]	Spill raiders find the system, launch a devastating attack on an outlying settlement and threaten to denude the precious, local storage silos of their contents. You are involved in defence as a local scout and gain: Survival(<local clime>)+2; also Stealth+2; also Perception+2. You do not otherwise gain a development benefit this episode.
20[Once]	You discover a major ruin of a civilisation not yet known around Antares. You manage some investigation before news reaches the more populated planets, at which time there is much excitement. You gain SP+1 from the exposure plus Contact(<Academic/5 NuHu archaeologist>). In addition, you may elect to either choose to gain your assignment's development benefits OR join the excavation and gain Ops.Remotes+1, Social Sc.Archaeology+2 and Physical Science. Gatebuilder+1. At the end of this episode, a Colonist may (player's choice) elect to leave their Colony on the NuHu's ship and return to a local capitol where they can take up another, non-Colonist career.
[DE]	This is a dangerous event: it it is rolled for a second time, the event can be rolled for again (player's choice).
[Once]	This event can only occur once in a character's career in this occupation: reroll if it crops up again.

OCCUPATION: CCNS

The CCNS is the Concord Cultural Normalisation Service, a Culturation Service which is tasked with bringing new planets into the warm embrace of the PanHuman Concord's IMTel.

At times, a well-populated but otherwise primitive world may come to the attention of the great IMTel powers and be encouraged to embrace the IMTel. Similarly, many recently colonised worlds may come to the attention of an IMTel power by having enough of a populace to tempt the IMTel. The CCNS is not just tasked with bringing such societies into the IMTel, but is also the colonial administration service of the Concord.

CCNS workers live on the primitive, colonial and Feral worlds they are tasked with culturally normalising. Often they share some of the deprivations of those on whose worlds they live when working in the field.

1 CCNS APPLICATION

CCNS operatives must be physically fit and able, with a combined Ag, En and St totalling 15 or more. They must already be a citizen of the PanHuman Concord.

2 CCNS WORKSTREAMS

There are no workstreams in the CCNS. Instead, operatives either pick an assignment each episode or choose to go amongst the locals and act as a Colonist – in which case they follow the Colonist occupation for an episode (or more).

CCNS Operatives operate on worlds just discovered by the Concord and who the IMTel believes is in need of technological advancement and integration into a society (and IMTel) that can care properly for them. The CCNS operates operate as much at the political and social level than they do at the practical level and tries to persuade prospective member worlds to adopt the Concord IMTel.

Life as Temporary Colonists: SSIC and CCNS

IMTel-dedicated individuals who wish to risk their lives on a backward planet are difficult to find. As a result, after their first term of service, CCNS Agents (and SSIC Operatives) may switch into or out of the service at any time. They may also enter the Colonist occupation but must return to their culturation service afterwards (providing they remain citizens of their respective IMTel factions, of course).

At the start of their first episode in the Culturation Service, characters must pick a Trade – referred to as 'chosen Trade' – which lasts throughout their career. This can be anything suitable for colony life (see the Colonist Development Benefits options lists for examples), such as Trade.Tanner or Trade. Carpenter. This is used as cover for SSIC operatives and as a means of 'showing willing; for CCNS agents as they try to demonstrate the wonderful nature of IMTel life. Each term they serve as a Colonist, the CCNS and SSIC operatives will accumulate experience in this chosen Trade just like any other colonist.

> *For example, a CCNS operative must choose CCNS as the workstream for their first episode. Even though they are CCNS, they must choose a Trade specialism, and for their 'chosen Trade' select Wrangler to gain* Trade.Wrangler+2.
>
> *From the roles available to them in the CCNS, the operative chooses the Search & Rescue option for its Drive and Pilot skills. After their significant event, they are steered towards the CCNS Operative Development Benefits table, so acquire these skill and characteristic increases.*
>
> *For their second episode, the operative elects to spend time amongst the locals, helping out on a farm, so temporarily transfers into the Colonists. Here, they must choose a Colonist role and choose Wrangler. After the significant event, they pick up some animal husbandry skills as well as a +1 advance in their chose Trade from being a Colonist: they gain another +1 to* Trade.Wrangler.
>
> *In their third episode, the operative switches back to the CCNS workstream and chooses the 'Vet' role, hoping to pick up skills required to be a frontier veterinary surgeon. Of course, they may experience a significant event that sends them in a completely different direction – but such is life along the frontiers of the Antarean nexus!*

CULTURATION SERVICE BOONS AND BANES

This section applies to CCNS and SSIC agents other than in the different conditions and ranks for promotion and in culturation assignments.

Prior to undergoing service, all culturation agents and operatives receive survival training and augments that allow them to live on their new world: choose the dominant climate and atmospheric characteristics of the world on which they will be based: this is termed the '**home climate**' and is used as a specialism in subsequent Survival skills and augments. Climates are as listed in the Survival skill in the System Guide, such as 'Arctic'. Atmospheric conditions can be rarefied or normal: the Culturation Services try to avoid hostile atmospheres.

Episode 1: Basic Training

The length of this term is **six** years, only part of which is served on-planet.

3.1 Basic Training. In their first term in the Culturation Service a character gains:

- Survival.<home climate>+2;
- ESA(<home climate>) 1 augment;
- A Rarefied Atmosphere Augment (RAA) if required;
- Trade.<chosen Trade>+2;
- Language(<local>) if it is otherwise unknown; and
- A Stemsnap implant or Mindstate Backup.

3.2 Significant Event: Roll for an event on the **Colonist Significant Events** table and apply the results – the event may also state a specific (Colonist, perhaps) assignment benefits table to use in step 3.3.

3.3 Development: Apply the benefits from the character's assignment, or as directed by the *Significant Event* table result.

3.4 Promotion: For both CCNS and SSIC this is based on a Presence skill level or on terms of service. It is always optional. Refer to each service's promotion section for details.

Subsequent Episodes

The length of Culturation Service episodes after the first are **four** years.

3.1 Basic Training: If serving as a Colonist, receive Colonist basic training.

3.2 Significant Event: As for *Episode 1*.

3.3 Development: If serving as a Colonist, refer to the Colonists Episode 2+ instructions, otherwise as for *Episode 1*.

3.4 Promotion: If serving as a Colonist, check for promotion within the Colonist occupation **and** within the culturation service. Promotion in the culturation service is optional for CCNS agents and mandatory for SSIC operatives.

CCNS OPERATIVE PROMOTION

When working as a Colonist, culturation specialists may increase their colonial rank as well as their CCNS rank in the same episode – in essence they have two different ranks. A character cannot be promoted more than one rank in each occupation per episode.

The CCNS prefers to use 'soft' persuasion to encourage potential citizens to join the Concord IMTel – and for this experience or diplomatic skills are vital. CCNS Agents can be promoted for each two episodes in service **or** each +2 increase in Presence.Diplomacy: the '**Dip or Svc**' column in the table below shows the minimum Diplomacy skill bonus required OR the number of episodes after which a CCNS operative is otherwise automatically promoted to that grade.

A CS/5 PHC Ambassador **must** have Presence.Diplomacy+6 or more, irrespective of the number of episodes served.

CCNS Agent Role	Dip or Svc	Benefits
CS1/Operative	+0	–
CS2/Liaison	+2 or 2yrs	–
CS3/Envoy	+4 or 4yrs	Gain minimum SP 6
CS4/IMTel Consul	+6 or 6yrs	Gain min. SP 8; also Presence.Diplomacy+2/4
CS5/PHC Ambassador		Must have Diplomacy+6
	+8 or 8yrs	Gain minimum SP 9

CCNS Operative Benefits by Assignment	
Role	**Benefits**
Defence:	Firearm+2/8 OR +1; also Characteristic: Ag+1/8; also Presence.Influence+1
Diplomatic Support:	Presence.Diplomacy+2/6 OR +1; also Presence.Command+1; also a Contact(<local senior leader/ chieftain/minister/prince/duke>)
Explorer:	Drive+2; also Perception +1; also Ops.Sensors+2/8 OR +1
First Aid Medic:	Medic+2/8 OR +1; also Life Sc.Biology+2/8 OR +1
Negotiator:	Presence.Diplomacy+2/8 OR +1; also Characteristic: Em+1; also Contact(<intermediate level local leader such as a Mayor, Lead Councillor, Sheriff or Baron>)
Reconnaissance:	Survival(<home climate>)+2; also ESA 2; also Characteristic: En+1
Search & Rescue:	Drive+2/8 OR +1; also Repair+1; also Pilot.Shuttle+1
Tech Support:	Repair+2/8 OR +1; also Ops+2/8 OR +1; also Characteristic: In+1/8
Vet:	Medic+1; also Characteristic: Em+1; also Handler.<local>+2/8 OR +1; also Life Sc.Xenobiology+2/8 OR +1

OCCUPATION: SSIC

The Senatex Stabilisation and Inculturation Corps (SSIC) is an arm of the Isorian IMTel. The SSIC is tasked with bringing the societies and peoples of newly-discovered planets into the Senatex – by hook or by crook. The SSIC is also a colonial administration service tasked with quickly bringing outlying and independent colonies into the warm embrace of the Senatex IMTel.

In times past, the Isorian Senatex found it easy to absorb new planets and systems merely by sharing its technology, and as the IMTel came along with that technology the systems were quickly absorbed. Many colonies are now much more wary of the IMTel powers and the danger of the unfettered embrace of technological progress, but Feral, primitive and isolated Spill colonies and worlds are less hesitant, so potentially ripe for ~~taking over~~ stabilisation.

SSIC agents live on the worlds they are tasked with culturally stabilising. When undercover, they live the life of those on those worlds.

1 SSIC APPLICATION

SSIC operatives must be: panhuman citizens of the Isorian Senatex; not Krasz, Shen-Lat or Boromite; and must be physically fit and able, with a combined Ag, En and St totalling 15 or more. If they ever fall beneath this minimum they must leave the SSIC.

2 SSIC ASSIGNMENTS

Despite its name, the SSIC is somewhat more sinister than the CCNS: it is not averse to using subterfuge and espionage, alongside discretely-applied kinetic force to 'encourage' a world to seek membership of the Senatex. Agents either serve the SSIC directly and pick an SSIC assignment each episode, or may choose to go amongst the locals to spy, acting as a Colonist as they do so. In such a situation, they follow the Colonist occupation for as many episodes as they wish.

SSIC Agents must have their first episode in the SSIC, but may thereafter switch into or out of the SSIC or other occupations. Refer to the CCNS' *Life as Temporary Colonists* for details.

SSIC BOONS AND BANES

Basic Training and episode structure is identical to the CCNS. The SSIC has its own promotion hierarchy and assignments (right). Otherwise, refer to the CCNS' *Culturation Service Boons and Bains* section for details.

SSIC AGENT PROMOTION

IMTel titles are rare, but are used when dealing with the locals, for whom they can be important, or for taking back into IMTel life where they can provide interesting stories in the many social gatherings. Irrespective of grade, however, the Isorian IMTel knows exactly how useful each individual SSIC Agent can be so places them where they can be most effective!

When working as a Colonist, SSIC agents may increase their colonial 'rank' as well as their SSIC rank in the same episode – in essence they have two different ranks. A character cannot be promoted more than one rank in each occupation per episode.

SSIC Agents are promoted one grade for each two episodes in service, or for each +2 increase in Presence.Influence. This is shown as '**Infl or Svc**' in the table below. Some grades bring with them a minimum social position – bragging rights! – as indicated.

Irrespective of episodes served, a CS/4 Area Integration Controller or higher **must** have Presence.Influence+6 or more.

SSIC Agent Grade	Infl or Svc	Benefits
CS1/Agent	+0	–
CS2/Special Agent	+2 or 2yrs	–
CS3/Senior Special Agent		
	+4 or 4yrs	Gain minimum SP 6
CS4/Area Integration Controller		
	+6 or 6yrs	(Mandatory Influence +6)
CS5/Planetary Integration Controller		
	+8 or 8yrs	Gain minimum SP 8

SSIC Agent Benefits by Assignment	
Role	**Benefits**
Correctional Ops	Firearm.Energy+2/8 OR +1; also Perception+1; also Stealth+1
Integration Monitor	Ops +2/8 OR +1; also Nanospore.Control+2/8 OR +1
Removal	Demolitions+2/8 OR +1; also Athletics+1; also Stealth+1
Investigator	Presence.Influence+1; also Manipulation+2/8 OR +1; also Characteristic: Ag+1/8
Remote Surveillance	Survival(<home climate>)+2; also Perception+2/8 OR +1; also Characteristic: En+1/9
Counter-Subversion	Stealth+2/8 OR +1; also Perception +2/8 OR +1; also Characteristic: Ag+1/8
Dynamic Persuasion	Melee +2/8 OR +1; also Characteristic: St+1/8; also Characteristic: Ag+1/8
Rescue & Recovery	Stealth+2/8 OR +1; also Perception +2/8 OR +1; also Characteristic: Ag+1/8
Field Medic	Medic+2/8 OR +1; also Life Sc.Biology+2/8 OR +1
Off-planet Liaison: (AKA smuggling)	Presence.Influence+2/8 OR +1; also Manipulation+1; also Characteristic: Em+1/8; also Contact(<Freeborn Captain>)

OCCUPATION: PLANETARY ARMED FORCES

This covers life in the military amongst the major factions in Antarean space. Much of the professional military service is similar across all the Antarean factions, predominantly differing only in the equipment used, the co-operation with drones and the involvement of the IMTel into decision making. Even the mercenary companies are highly professional and well-equipped organisations – simply because there is no other way to survive when facing IMTel nations!

In general the Planetary Armed Forces of each faction cover both land-based and sea-based forces, very often the skimmers able to take part in littoral conflicts and sea crossings being replaced by a shuttle or transmat transfer. For ease, we will refer to the these armed forces as the 'Military' and the Space Navy as the 'Navy'.

The armed forces of the PanHuman Concord are in a separate shard, the Concord Combined Command, or C3, which encompasses both their Space Navy and ground forces. The Concord has no militia, but newly-converted worlds may still have their own standing army and be counted as Retrograde or Advanced Spill.

The Isorian Senatex planetary armed forces are in the Isorian Army; their Space Navy is the Isorian Navy – there are no separate militia organisations in the Senatex.

The Algoryn Prosperate has both the local militias on each world, as well as the Algoryn Defence Force (ADF) – the specifically Algoryn, trained reservists – and the Algoryn Infantry, the core of their armed forces. The ADF is best seen as made up of founder and servile leger Algoryn who are serving during or before their civilian careers; as a result, they should use this occupation but are classed as militia. The AI itself is only comprised of professional soldiers from vector and optimate leger Algoryn. The local militias are best supported by the Civilian.Militia occupation.

The elite Freeborn *vardanari* and their militia *domari* have their own assignment in the Freeborn occupation supplement. Similarly, the Boromite Security service has a workstream in the Boromite occupation supplement.

1 MILITARY QUALIFICATION

Before attempting to join a planetary military force (the army, in other words), state the intended army and check that the character has the minimum physical characteristics required. If this is not the character's birth faction, then they must surrender citizenship and join the new faction to which they apply – which may mean changing implants.

Once accepted into a faction's army, a character can leave and rejoin at the rank they left, providing they maintain the characteristic requirements for the force.

Species/Characteristic Requirements

Boromites, Ferals, baseline humans and those from a Retrograde Spill background may not join IMTel forces. Those wishing to serve as **Freeborn** mercenaries (and household *domari*) should look at the Freeborn supplement.

Concord accepts any applicants with a St, En and Ag of at least 5 or more.

Senatex applicants must have St 4+, En 5+ and Ag 6+. The Senatex only accepts NuHu, near-standard panhumans, or close morphs such as Gyohn, Hantale and Vyess. Of course, Tsan are always accepted.

For both the Senatex and C3, **NuHu** are put through Officer College and made sub-lieutenant on their very first episode (see Basic Training and Officer College).

Retrograde, Advanced Spill and forces automatically allow non-NuHu troopers into the military providing they have St 4+, Ag 5+ and En 5+.

Algoryn Armed Forces

Algoryn optimate and **vector** legers are automatically accepted into the **AI** as regular, professional troopers at any time, providing their St, Ag and En are 4 or more. **Optimates** are immediately made Cadets and pushed through Basic Training and Officer College prior to their first episode, irrespective of their other characteristics.

Founder and **servile** leger characters are automatically accepted into the Algoryn Defence Force (ADF) if they have St, En and Ag of 5 or more. However, servile leger characters may not serve additional episodes after the one in which they turn 30.

Algoryn do not take non-Algoryn into the AI or ADF.

Non-Freeborn Mercenaries

The many, non-Freeborn **mercenary companies** of Antares accept almost everyone into their rank, the primary exception being Ghar and Vorl. Applicants to a mercenary company must have St, En, In and Ag at four or more: if so, they are automatically accepted. **NuHu** cannot join a Mercenary Company, though they may establish one later in life!

Mercenary companies can be either Advanced Spill technology or Retrograde Spill.

> **Gameplay:** GMs and players may like to create a few Mercenary Companies, together with their role, which might guide the used of the Infantry or support thread.

2 MILITARY WORKSTREAMS

There are no workstreams for the Planetary Armed Forces occupation. Instead, prior to each episode a player must pick one of the assignments for their character. These assignments reflect broad areas of work undertaken during an episode and

are listed in the common *Planetary Armed Forces Assignments* table (p.43).

There are no dedicated 'starship marines' in any of the Antarean armed forces as starship operations other than anti-piracy or anti-trade tend to be brutal and short. However, in any episode in the regular armed forces (that is, not militia) a player may declare their character is being assigned to the marines or marine training. This affects the assignment and possible skills they can take on the Planetary Military Assignments table.

3 MILITARY BOONS AND BANES

The length of each episode is **four** years unless undergoing Basic Training or Officer College. Basic training adds **one** year before any significant event whilst Officer College takes an additional **two** years before any significant event that episode.

Those characters taking **both Basic Training and Officer College** (typically NuHu, Algoryn Optimates and Freeborn transferring into the *Domari* as officers) combine these, making their first episode seven years in total.

There is a marked difference in equipment between the different factions so characters should assume that, where applicable, the skills they acquire have an origin of their faction. Other skills, such as those to do with weapons training, must also be applicable to their faction; see the *Faction Skill Specialisms* table (p.13). Of course, after a while in a different force, a character will become acclimatised to the new layout, so will quickly lose their origin penalty – if you play origins, that is – or develop another origin at the same skill bonus if important to the campaign.

There are a number of common, specialised variations on the faction skills:

- Algoryn optimates always focus on Firearm.Energy, albeit much to the disgust of the Algoryn purists;
- enlisted Feral, Spill, Algoryn vector and mercenary troopers focus on Firearm.Projectile or Firearm.Indirect (mag weapons);
- any officer *may* use Firearm.Energy, either due to being sponsored aspirants (if Algoryn) or due to the enhanced credibility they have when bearing such advanced weapons (for Feral, Spill or mercenaries);
- if normally equipped with an x-sling, such as in the Concord, any rank E/2 or above may also take Firearm. Indirect providing it is not more than half their .Projectile or .Energy skil;
- NuHu only ever take training in their stave or in energy weapons (plasma pistols).

Episode 1: Basic

3.1 Basic Training. On their first episode in the planetary military (the army or marines) a character undergoes basic training lasting an extra year and receives the following (they may also be pushed through Officer College – see above):

- Athletics+1;
- Melee.Unarmed+1 (or NuHu Stave if NuHu);
- Firearm.Energy+2/3 (IMTel powers, NuHu) OR Firearm. Projectile+2/3 (others);
- Zero-G+2/5 (Domari only);
- Regular, pre-combat, Mindstate Backups (IMTel only);
- (NuHu only) a combat shell for their μ-nano buddy;
  also a NuHu Stave (if they do not have them already).

3.2 Significant Event: Roll 2D10 for a significant event on the *Significant Event* table and apply the results – the events may also modify development table choices in step 3.3.

3.3 Development: Apply the assignment benefits for the assignment selected at the start of this episode, or as directed by this episode's significant event.

3.4 Promotion: The check for promotion is optional except for NuHu and Optimates. Otherwise, unless prohibited by this episode, run through the skill based promotion assessment. Refer to *Army Promotions* for details.

> **Design Note:** Experienced Isorian troopers with high Agility and good Intellect sometimes elect to become phase specialists – the infamous marksmen and snipers of the Senatex. This involves some drastic implants and body augmentation to be at one with their phase and plasma rifles, along with implanted psychological conditioning to be loyal to Isor – all of which needs regular maintenance.
>
> This absolute control means that Isorian snipers and marksmen do not make good PCs! Such characters will not be dealt with in these rules.

Episode 2+

3.1 Augments/Specialist training: Most Antarean armed forces are very high-tech. Providing the character is not undergoing Officer Training, they may elect to receive specialist training, or an augment or a physical boost at the start of their 2nd and subsequent episodes. Select **one** of the following each qualifying episode:

- Firearm+2/6;
- Melee+2/6;
- any Combat Augment (not Retrograde Spill or Feral) and +1 year of ageing; OR
- Stemsnap Implant (IMTel only); OR
- Characteristic: St OR En OR Ag +1/9; OR
- Presence.Command+1/6; OR
- Tactics.Surface+1/6.

Each individual augment or training can only be taken once, though there a number off different combat augments .

3.2 Significant Event: As Episode 1, *3.2 Significant Event*.

3.3 Development: As Episode 1, *3.3 Development*.

3.4 Promotion: As Episode 1, *3.4 Promotion*.

Officer Training

A trooper who wishes to be promoted beyond E/4 Decurion/ Sub-Officer must have In 6+ **as well as** the skill requirements for O/1 Sub-lieutenant. Immediately on accepting the promotion, they must age an extra **two** years during which they are sent to Officer College and **must** then serve a four-year episode as a junior officer (in other words, six years and they can't get the promotion, receive the training, then bug out).

Officer training gives the following:

- Presence.Command+1;
- Tactics.Surface+1;
- Firearm+1 OR Support+1;
- the rank of O/1 Ensign or Sub-lieutenant or Optimate-Cadet (Algoryn);
- Regular Mindstate backups (not Retrograde Spill or Feral);
- Stemsnap Implant (IMTel only).

It is likely the officer will be automatically promoted to their next rank (barring unfortunate circumstances). Officer training can only be undergone once. Those undergoing Officer Training cannot also get the combat augment or characteristic increases normally granted during the 2nd to 5th terms of service.

ASSIGNMENT BENEFITS

Rather than repeat a planetary armed forces assignment benefits table for each military occupation, we show a single stream here, with some constraints, and reference it from those occupations.

PROMOTION

In the numerous armies of Antares, each faction has its own rank titles, with variations possible within each faction or nation for allegiance, fiefdom and sometimes even for segment or shard, such as within the C3 (the Senatex is somewhat more centralised). Rather than have multiple promotion streams, we have focused on the more traditional titles given to individuals within the various planetary military forces and simplified the rank hierarchy to a single stream.

> **Design Note:** Despite the above, there is nothing wrong with creating your own promotion streams and rank titles, especially for your own Freeborn House or Concord Shard.

Whilst some nations promote based on social position and political pressure, the major factions and majority of other nations promote based on merit. To qualify for promotion, candidates must have a skill core to the everyday functioning of their armed forces (see 'Assessed Skills' in the *Army Promotion* table, overleaf) at a high enough level to be classed as competent – shown in the Skill Required column.

At higher ranks, promotion also requires Presence.Command and Tactics.Surface at the level stated or higher. The skill bonus required is stated in the Tactics/Command column in the *Promotion* table.

Normally, only one promotion is allowed per episode and ranks cannot be skipped unless stated in the significant event. However, even when a significant event gives the *possibility* of a two-step promotion, the skill requirements still apply. Unless

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Planetary Armed Forces by Assignment

Any single skill benefit (+2 or +1) may be replaced with EITHER **Tactics.Surface** OR **Firearm** at +2/6 OR +1.

Drones, Remotes and nanospore skills cannot be taken by Retrograde Spill or Feral force members

Assignment	Benefits
Armoured Infantry:	Drive +2/8 or +1; also Repair +1; also Support+1
Cavalry (not Domari):	Support+2/8 OR +1; also Drive+2/8 OR +1; also Repair+1
Civilian Liaison:	Presence+2/6 OR +1; Social Sc.Sophontology+1; also Characteristic Em+1/7
Demolitions (not Militia/Domari):	Demolitions +2/8 OR +1; also Ops.Remotes+2/6 OR +1; Physical Sc.Chemistry+1/6; also Manipulation+1
Field Medic:	Medic() +2/6 OR +1; EITHER Drive OR Ops.Remotes at +1 also Life Science.<any>+2/6 OR +1
Fwd Obs/Sniper:	Perception+2/6 OR +1; also Stealth+2/8 OR +1; also Firearm+1
Infantry:	Firearm +2/8 OR +1; also Survival(<any>)+2/6 OR +1; also EITHER Characteristic: En+1/7 OR (Feral) Handler.<Riding beast>+1
Intelligence:	Presence.Influence+1; also Social Science.History+1; also Ops+1; Social Science.Sophontology+1
Logistics:	Ops.Remotes+1; also Drive +2/6 OR +1; also Perception+1; also Trade.Logistics+2/6 OR +1

Assignment	Benefits
Mechanic:	Repair+2/8 OR +1; also Manipulation +1; also Physical Sc.Drone+1
Physical Trainer:	Athletics +2/8 OR +1; also Physical Characteristic+1/7; also EITHER Melee OR Melee.Martial Art at +2/6 OR +1
Planetary Defence (not Domari):	Gunnery+2/8 OR +1; also Engineering.Structural+2/6 OR 1; also Ops+1
Shipboard (Vardanari, Marines only):	Gunnery +2/8 OR +1; also Zero-G+1; also Tactics.Space+1; also Repair+1 OR Eng.Structural+2/6
Special Ops (not Militia/Domari):	Athletics+2/6 OR +1; also Stealth +2/6 OR +1; also Ops.Comms+1; also Demolitions+1 OR Melee+1 OR Survival(<any>)+1
Staff:	Presence.Diplomacy+1; also Tactics.Surface+1; also Presence.Command+1; also Contact(<senior politico>)
Support Fires:	Support OR Gunnery at +2/6 OR +1; also Drive OR Ops.Remotes at +2/6 OR +1; also Physical Sc.Drones+1
Surveillance (not Feral/Retrograde Spill):	Nanospore+2/6 OR +1; also Ops.Remotes+2/6 OR +1; also Ops.Sensors +1
Tech Support:	Operations+2/5 OR +1; also Manipulation+1; also Physical Science+1 OR Engineering.Power+1; also Characteristic: In+1/6

specifically prohibited, promotion assessment is permitted at the end of each episode.

Some promotions also grant benefits such as Contacts(). These can be received once per episode at that rank.

> *For example, Trooper Tares has* Firearm.Projectile+4 *from basic training and her first assignment, so is promoted to Senior Trooper (rank E2) at the end of their first episode. Next episode, Taron switches to Demolitions and rolls event 5: a potential for a two-rank promotion to Senior Sergeant (rank E4).*

> *Unfortunately, her Firearm skill is still only +4 so she can only receive promotion to E3, Squad Leader. Mind you, this is of little real matter to the great minds of the Concord for they will move her into a position where she will be of greatest use and will gain the most satisfaction, anyway!*

Planetary Armed Forces/Militia or Army Promotion Assessed Skills

'Tactics' and 'Command' refers to the minimum Tactics.Surface and Presence.Command skill level required.

Assessed Skills: Demolitions, Engineering.Power, Gunnery, Medic, Nanospore[NNS], Ops, Physical Science, Repair, Stealth, Survival, Support

Enlisted Rank	Skill Required	Tactics/ Command	Benefits
E/1 Trooper/Operative	–	–	–
E/2 Senior Trooper/Operative/Monitor	+3	–	–
E/3 Sub-Officer/Sergeant	+4	+2	–
E/4 Senior Sub-Officer/Decurion	+5	+3	Gain: Minimum SP 5
▶ **Officer Training (2 years)**. Requires In 6+ as well as O/1 skills; takes place before significant event			
O/1 Ensign/Sub-lieutenant/Optimate Cadet[AP]	+5	+4	Gain: ADR therapy when required[ADR]
O/2 Lieutenant/Optio	+6	+5	Gain: Minimum SP 6
O/3 Senior Lieutenant/Centurion/ /Tactical Officer[AP]	+7	+6	Gain: Contact(<Government G/4-5 or Mercenary O/4-5>)
O/4 Chieftain/Commander[NPC]	+8	+7	Gain: SP +1/8; also Contact(<Government grade 6 or O/6 in a foreign army/Freeborn>)
O/5 General/Captain-General/Marshall/CiC [NPC]	+8	+9	Gain: minimum SP 9; also Presence.Diplomacy+2/6; also Contact(<O/6-7 in a foreign army or Freeborn or a local governor/Senatexis/Mandarin>)

[ADR] ADR (DNA resequencing) therapy is not available in the more backward navies such as Retrograde Spill. It may be taken any time after reaching this rank (but only once).

[NNS] Not in the non-nanosphere armed forces

[AP] Algoryn Prosperate rank. Optimate cadets remain as cadets for some time until they obtain the skills required to advance. They are still classed as officers, however, no matter how junior, and tend to listen to – and follow – the Decurions to whose care they are often consigned!

[NPC] Not recommended for PC roles as their responsibilities tend to lie with and within their orbitals and command ships

Ferals cannot be promoted past Chieftain and Mercenary officers beyond General. Feral rank titles can vary wildly, Jarl or Eorl being one such rank at O/3 or O/4 on Tamala (a Feral world).

Planetary Armed Forces Significant Events table

Citations: Many events mention a 'citation'. On the more advanced worlds they are automatic notations in a military record that are shown every time a character's name is displayed or requested. However, in some cultures, such acknowledgements are represented by the awarding of a 'medal' (decorative, often precious-metal, ornamental discs or shapes on a colourful cloth tag). As a result, many in even the advanced cultures who receive such awards also adopt a physical star, cross, sunburst or similar to impress locals on the more primitive worlds (and to spark discussions in social outings on the advanced worlds).

2d10	Significant event
2[Once]	**Dilexyon Dilemma.** It's a tough choice: do you allow the post-Gatebuilder artefact on Dilexyon to fall into enemy hands, or destroy it? You make your choice, but a mission commander questions your decision – perhaps in order to cover up his own incompetence. You can accept the admonishment, in which case you gain no promotion this episode, or you can force a formal investigation, in which case you choose your fate at the courts martial: a) You are exonerated and praised for your actions, receive a bravery and a campaign citation and may be promoted two ranks if you qualify for the two-rank jump; or b) You are found guilty and ejected from the military, lose -2SP in the process and may not enter a military or Space Navy career with your current or any IMTel faction – you may start from the bottom in a Mercenary Company or Retrograde Spill. In revenge you smuggle out some military hardware and gain Contact(<Fence>); also Manipulation+1. Dare we say you cannot be promoted? In both cases, you may still choose your assignment benefits as it occurred before the posting to Dilexyon.

Planetary Armed Forces Significant Events (continued)

3^{Once}	**The Perils of G'Rem Link-Aht.** The intense, psychological and creativity training gives you the chills – and you are right to be scared. The phantoms of a hostile, cloudy nanosphere, such as that on G'Rem Link-Aht, are everything they're cracked up to be: your own troops shoot on each other whilst searching for a critical artefact. Though badly injured, you escape through working out how to use the phantoms against your opponents. Gain a campaign, bravery and 'wounded in action' citation (you may also lose a point of physical characteristic, if wished); also In+1/7. Your normal assignment benefits are also gained this episode.
4^{DE}	**Feral Rampage.** A confederation of local tribes on a Feral world runs roughshod through your encampment. You barely escape with your life and are forced to survive in the wilderness until help arrives. Gain: Firearm+1; also Survival+2; also Stealth+1; also EITHER Ag+1 OR En+1; also age one extra year but miss out on assignment benefits this episode. Promotion is still possible as you gain a degree of respect for surviving so long and a campaign citation.
5	**Police Action.** An otherwise minor police action sees you taking command after comms are shut off. You are cited for bravery, receive Presence.Command+1 from the experience and may be promoted two ranks this episode.
6-7	**Planetary Hopscotch.** A messy campaign along an interface sees you being ferried from world to world as your assignment's change due to the urgency of each assignment is reduced. You see many planets, many ships, many fellow-troopers, but little else. Gain your assignment benefits and a campaign citation.
8-9	**Slow Orbit.** Assignment to an orbital around a core world is, as ever, a humdrum affair. At least you have continual training: gain Zero-G+1 in addition to your assignment benefits.
10-11	**Waiting is Frustrating.** A backwater garrison posting in barracks, out of barracks, showing your presence and twiddling your thumbs (or other appendages) leads to a general frustration. You develop a bad habit and gain Trade(Gambler)+1 as well as a Contact(<Citizen or Academia or O/1 or O/2 in a non-hostile faction). You gain your normal assignment benefits, too as standard training exercises are the only break from the boredom.
12	**Hurry up and wait.** Not everything in the military is all it's cracked up to be. You are on manoeuvres, in barracks, in training, standing guard… hurry up and wait, it is. You focus on immersive sims so gain Tactics.<Any>+1 alongside your normal assignment benefits, but the lack of active duty prevents any chance of promotion this episode.
13	**Street Patrol.** The war is over, but the streets still need patrolling and the residual rebellion quashed before this world (you forget its name) becomes safe once more. You are, in effect, armed police. You do not receive your normal assignment benefit but instead gain: Presence.Influence+2/6; also Presence.Command+1; also Melee.Unarmed+1; also Trade(Law Enforcement)+1. You may attempt promotion this episode and gain a nominal campaign citation.
14	**Lead them to safety!** The world was supposed to be almost under control, which came as a surprise when a battalion of rebels supported by captured artillery attacked your HQ. In the dust and chaos you find yourself amongst a bunch of trainees and lead them to safety and through a few firefights with the rebels. Instead of your normal assignment benefits gain: Tactics.Surface+1 OR Presence.Command+1; also Perception+2/6 OR +1; also Stealth+2/6 OR +1. You also receive a bravery and campaign citation and may be promoted this episode. At the cost an extra year's recovery you can elect to have been injured and receive both an injury citation and a replacement limb or body part (regrown or artificial/augment).
15	**Spill Scar.** Patrol and protective assignments on a recently conquered Spill world lead to some hectic skirmishes. You are injured and can keep the scar (Krasz, Gyohn: we're looking at you!) but otherwise recover nicely. Gain a campaign and an 'injured in action' citation. You also gain: Characteristic: St+1, plus your normal benefits.
16^{DE}	**Glowing Tributes.** You are assigned to a forward observation post on a cloud-ridden and radioactive planet. Of course, you are trained, first, and given environmental augments: gain a RAA or HAA, plus an ESA 1 (radioactive) or ESA upgrade (radioactive) as well as Survival(<radioactive>)+2. You also gain En+1 from the effort but age an extra year. Your normal assignment benefits apply.
17	**Undercover Action.** A recently captured world needs some kinetic attention and your unit is dispatched to help. Whilst generally quiet, at times the local rebels cause some distinct problems requiring some undercover work. You gain Stealth+1; also Presence.Influence+1 as well as your normal assignment benefits.
18^{DE}	**Ghar are not Great.** A Determinate posting near Shamasai sees you take on some Ghar. Knowing you could be turned into green nutrient paste certainly sharpens your thought processes and you respond with inspirational leadership by taking out a squad of battlesuits (okay, it was with the help of a D1 drone, a D2 drone and a squad of Strike troopers but have you really *seen* one of those things…?). Instead of your normal assignment benefits you gain *Infantry* assignment benefits plus: Tactics.Surface+1; also Repair(Ghar)+1; also Presence.Command+1; also a bravery and campaign citation; also a Contact(<Intelligence Officer O4/O5>).
19^{Once}	**Example to us all.** Exemplary service on a complex battlefield earns you both respect and honours. Receive an bravery citation from your faction and you are automatically promoted this term, irrespective of any pre-requisites (or wishes!). Also gain Tactics.Surface+1; a Physical Characteristic+1; also Contact(<O/5 or O6 in your own military>).
20^{Once}	**Hero!** Few can ever claim to have encountered a pre-human artefact but with the Nexus possibly collapsing even the rumour of one turning up is causing military forces to scramble from all over the Determinate. You become embroiled in one such brawl and are nearly killed when you set off some explosives – but you save the day. Lose one point of Physical Characteristic permanently (which may force you out of this military – sorry) but as well as your normal assignment benefits gain: campaign, 'injured in action' and a bravery citations; also Measure: SP+1; also Demolitions+1; also Contact(<O/6>).
^{DE}	This is a dangerous event: it it is rolled for a second time, the event can be rolled for again (player's choice).
^{Once}	This event can only occur once in a character's career in this occupation: reroll if it crops up again.

Occupation: Space Navy

This covers life in and amongst the armed space ships that defend the trade routes and patrol the systems in and around Antares, excluding those of the Ghar. In general, the starships of Antares are incredibly safe, but when things go wrong, they go wrong in a big way!

Most ships in the advanced factions have significant machine intelligences that automate many functions: on Concord and Senatex ships, the crew sometimes feel they are merely there to supply living, flexible bodies in case of damage. Nonetheless, they still perform a vital role in warship functionality.

This career includes the navies of the Retrograde and Advanced Spill fiefdoms, the Algoryn Prosperate, PanHuman Concord and the Isorian Senatex. Excluded are the Ghar Empire, the Vorl, Boromites and Freeborn, all of which are dealt with in their own occupation.

For ease, we will refer to the these armed forces as the 'Military' and the Space Navy as the 'Navy'.

1 Navy Qualification

Naval service is open to all panhumans and, in the PanHuman Concord (C3) and Advanced Spill navies, will also accept human-sized, oxygen breathing non-humans. Most navies have a basic entrance exam, abstracted into requiring a candidate to have In 5+ and Ag 5+: if a candidate falls below these levels they must retire from service at the end of the current episode (and perhaps enter another occupation).

Species restrictions

Outcast Ghar, Ferals and stock humans can only join a Retrograde Spill navy. Freeborn and Boromites are dealt with in their own Occupation. NuHu cannot join any navy other than their own: if Freeborn/Renegade, they should run through the Freeborn occupations after their first, mandatory episode in Academia.

The Senatex accepts applications from citizens who are NuHu, panhuman phenotypes and Tsan Ra, but will not accept Krasz, Boromites and Shen-lat.

The Concord accepts all known panhuman morphs and phenotypes providing they are citizens. Boromites cannot normally become full citizens of the PanHuman Concord, however, due to their body's natural inclination to fight off invasive nanospore.

The Algoryn Prosperate Navy does not accept non-Algoryn nor those from the servile leger. The Prosperate member world navies are rated as Advanced Spill and take most panhumans from Prosperate worlds – except base leger Algoryn. Servile and base leger Algoryn cannot join the Prosperate navy. Ghar can never (really!) join any Prosperate navy.

Transferees

Any character applying from their faction's military, from the Survey or from the Freeborn are assessed for a rank based on their skills. To do so, just compare their skills against the assessed skills list to see the rank at which they are recruited for their first term, up to a maximum of O/3, and then continue their career from there.

2 Navy Assignments

There are no workstreams for the Space Navy. Instead, a player must pick one of the assignments for their character at the start of each episode. The assignments reflect broad areas of naval work undertaken during an episode.

3 Navy Boons and Banes

The length of each episode is **four** years.

There is a marked difference in equipment between the different factions so characters should assume that, where applicable, the skills they acquire have an origin of their faction. Other skills, such as those to do with weapons training, must also be applicable to their faction (see the *Faction Skill Specialisms* table, p.13). Of course, after a while on a different ship, a character will become acclimatised to the new layout, so will quickly lose their origin penalty – if you play origins, that is – or develop another origin at the same skill bonus.

Officer Candidates

If at the start of any episode (including the first) a character has In 6+ and meets the O/1 skill requirements, they may enter Officer College.

NuHu and **Algoryn Optimates** are automatically put into Officer College when first entering the space navy immediately after *Episode 1/3.1 Basic Training*, irrespective of any other skills. As a result, their first episode is at least 6 years long.

Episode 1: Basic

3.1 Basic Training. On their first episode as enlisted crew in the Space Navy a character undergoes basic training and receives:

- Zero-G+2;
- Firearm+1/4;
- Tactics.Space+1/4;
- Repair+1.

3.2 Significant Event: Roll **2D10** for an event on the Significant Event table and apply the results – the events may also state the development table to use in step 3.3.

3.3 Development: Gain the chosen assignment's benefits, or as directed by this episode's Significant Event. If no benefit or event increased (or would increase) either Tactics.Space or

Presence.Command, then a single skill bonus can be swapped out for a +1 increase in (one of) the missing skill(s)

3.4 Promotion: This is optional. Unless prohibited by this episode, you may run through the skill based promotion assessment (the IMTel may sense their reluctance). Refer to *Navy Promotions* for details.

Episode 2+

3.1 Augments: Unless serving in a Retrograde Spill navy, all personnel are eligible to receive an augment or specialist training at the start of their subsequent episodes in the Space Navy. The training or augment received can be any of the following:

- Presence.Command+2/4 OR +1;
- Tactics.Space+2/4 OR +1;
- Revival Augment;
- Reference Augment for an assessed skill in which they have a level of 4+;
- Stemsnap Implant (IMTel only);
- regular Mindstate Backups.

Each augment can only be taken once.

3.2 Significant Event: As Episode 1, *3.2 Significant Event*.

3.3 Development: As Episode 1, *3.3 Development*.

3.4 Promotion: As Episode 1, *3.4 Promotion*.

Naval Officer College

The Space Navy officer training programme replaces Basic training for any episode after the first; if taken in a characters first Space Navy episode, it follows on from *Episode 1/3.1 Basic* Training. It takes **two** years (for a total of six years this episode) and gives trainees the following:

- Engineering.<any>+1;
- Firearm+1/5;
- Presence.Command+2/5 OR +1;
- Repair+1;
- Tactics.Space+2/5 OR +1;
- Zero-G+1;
- (NuHu only) a nano-buddy shell for their μ-nano buddy; also a NuHu Stave;
- the rank of O/1 Ensign or Sub-lieutenant.

NAVY ASSIGNMENT BENEFITS

There is one Naval Assignment Benefits option list, below. Characters receive the benefits for their chosen assignment or as directed by the Significant Event.

NAVY PROMOTIONS

In the interstellar navies of Antares, each faction has its own rank titles, with variations possible within each faction or nation for allegiance, fiefdom and even for segment or shard within the C3 (the Senatex is somewhat more centralised). As a result we have focused on the more traditional titles given to individuals within the various space navies.

Whilst some nations promote based on social position and political pressure, the major factions and majority of other nations promote based on merit. To qualify for promotion, candidates must have a skill core to the everyday functioning of their Navy (see 'Assessed Skills' in the *Naval Promotion Assessed Skills* table) at a high enough level to be classed as competent (shown as 'Skill Required' in the table). When

assessing such skills, always check the requirements for the rank being promoted too.

At higher ranks, promotion also requires Presence.Command and Tactics.Space at the level stated or higher (shown in the table as 'Tactics/Command').

Normally, only one promotion is allowed per episode and ranks cannot be skipped unless stated in the significant event. Even when a significant event gives the possibility of a two-step promotion, the skill requirements still apply.

Some promotions also grant benefits, such as a Mindstate Backup or other augment. Apart from Contacts, these can only be received once, at that point of promotion to that rank; a new Contacts can be acquired *each* episode at that rank.

Promotion is always optional except for NuHu and Algoryn Optimates.

Naval Assignment Benefits	
If no increase was gained in Presence.Command or Tactics. Space this episode, one other skill bonus may be swapped out for Presence.Command+1 or Tactics.Space+1.	
Assignment	**Benefits**
Astrogator:	Astrogation +2/8 OR +1; also Physical Sc.Astrophysics+1; also Characteristic: In+1/7
Combat Centre:	Gunnery+2/8 OR +1; also Tactics.Space+1; also Presence.Command+1
Command:	Present.Command+2/8 OR +1; also Tactics.Space+1
Damage Control:	Repair+1; also Characteristic: Ag+1/7; also Manipulation+2/5 OR Zero-G+2/8;
Dry Dock:	Repair +2/8 OR +1; also Nanospore+1; also Ops+1
Engineering:	Engineering +2/8 OR +1; also Characteristic+1/7; also Repair OR Nanospore[NRS] at +1
Helm:	Pilot.Ships+2/8 OR +1; also Tactics.Space+1
Liaison:	Presence.Diplomacy+2/8 OR +1; also Social Science+1; also Characteristic Em+1/9
Logistics:	Pilot.Shuttle+2/8 OR +1; also Characteristic: Ag+1/7; also Ops.Remotes+1
Medic:	Medic+2/8 OR +1; also Life Science+1; also Characteristic: Em+1/7
Sensors/Comms:	Ops.Comms OR Ops.Sensors at +2/8 OR +1; also Physical Sc.Drone+2/5 OR +1; also Perception OR Nanospore[NRS] at +1
Provost:	Firearm+1; also Presence.Influence+2/5 OR +1; also Melee.Unarmed+1; also Trade(Law Enforcement)+1
Training/Advisor:	Presence.<any>+1; also Perception+1; also Social Sc.Sophontology+1
[NRS] Not Retrograde Spill. Choose Ops.Remotes, instead.	

Naval Promotion

'Tactics' and 'Command' refers to the minimum Tactics.Space and Presence.Command skill level required.

Assessed Skills: Astrogation, Engineering, Gunnery, Medic, Nanospore[NNS], Ops, Physical Science.Astrophysics, Physical Science.Drone, Pilot, Repair

Enlisted Rank	Skill Required	Tactics/ Command	Benefits on promotion
E/1 Deckhand	–	–	–
E/2 Spacehand	+3	–	–
E/3 Senior Spaceh'nd/Sub-Officer	+4	+2	–
E/4 Senior Sub-Officer	+5	+3	Gain: Minimum SP 5;
▶ **Officer Training (2 years)**. Requires In 6+ as well as O/1 skills; takes place before significant event			
O/1 Ensign/Sub-lieutenant	+5	+4	Gain: ADR therapy when required[ADR]
O/2 Lieutenant	+6	+5	Gain: Minimum SP 6
O/3 Sub-Commander/Tactical Officer[AP]	+7	+6	Gain: Contact(<Government grade 4 or O/4 in foreign navy or Freeborn>): each episode at rank
O/4 Commander	+8	+7	Gain: Minimum SP 7; also Contact(<Government grade 5 or O/5 in a foreign navy or Freeborn>) - each episode at rank
O/5 Captain (and later Commodore)[NPC]	+6	+8	Gain: Minimum SP 8; also Contact(<Government grade 6 or O/5 in a foreign navy or Freeborn>): each episode at rank
O/6 Vice-/Rear-/Admiral[NPC]	+8	+9	Gain: Minimum SP 9; also Presence.Diplomacy+2; also Contact(<O/5-6 in a foreign navy or Freeborn or a local governor/Senatexis/Mandarin>): each episode at rank

[ADR] ADR (DNA resequencing) therapy is not available in the more backward navies such as Retrograde Spill. It may be taken any time after reaching this rank (but only once).

[NNS] Not in the non-nanospore navies

[AP] Algoryn Prosperate rank (and frequently Freeborn)

[NPC] Not recommended for PC roles as their responsibilities tend to lie with and within their ships and fleet

Promotion from enlisted ranks to officer ranks requires In 6+ and the attendance of Officer College (see *Naval Officer College*).

ANTAREAN SPACE AND STARSHIPS

Whilst there is plenty of information on the Nexus (search for 'starship combat'), we thought it might be useful to summarise some of the more important aspects here: space warfare in the Antares universe has some particular idiosyncrasies.

The most impactful is that, whilst faster-than-light (FtL) travel is impossible, the drives that power the spaceships of the advanced factions in the Seventh Age are capable of massive acceleration (50-200 gravities, perhaps). This make involuntary interception almost impossible unless the chasing ship has a huge acceleration advantage and a fantastic targeting system.

The next important factor is often overlooked but it shapes the way contact is made: almost all known star systems (over five million) are linked by the vast, dangerous star-machine that is the Antares nexus. Only a very few occupied systems stars can be reached by sublight drives – and journeys of years. Instead, the gates to and from Antares provide incredibly rapid transit between systems separate by vast distances – and time.

This is further complicated by the fact that conflict on the surface of Antares is impossible: the Antares-Obureg engine causes huge and devastating energy surges on the surface of Antares whenever ships exchange fire. This upsets the local gate network and destroys all ships in the vicinity on the surface of Antares.

These three factors focus and guide the way conflicts are fought and where they occur. What is important in Antarean terms are specific objectives within systems or around planets: these points of interest are termed 'strategic nodes'.

The Fight for Strategic Nodes

Given the gates and the immense speeds of Seventh Age travel, most strategic locations are focused around specific points (nodes) in a system. These occur where ships have to be at a slow enough relative velocity slow to be engaged in combat.

The velocity of a ship entering a gate has to be very slow (comparatively – perhaps 0.0001c) or else the gate will not allow a traveller to enter. This velocity is retained and is the same on exit. As a result, the gates on the surface of Antares could also be considered nodes. In practice, however, they are merely used for tracking and scouting purposes to avoid the punishment of the Antares machine.

On the system side, however, nodes include the entrance to the gate itself, critical manufacturing or administrative installations such as orbitals and space stations, the inhabited or industrialised planets and moons, other, useful orbiting objects, and critical sources of metal and cargo – typically focused around installations in asteroid belts. Temporary nodes might be found in the shape of abandoned spaceships or T.O.Rs. Obstructions placed around gates are either destroyed by the Antares machine or swept away into the gate itself.

The defended, system-side nodes are where starship combat typically takes place; conflict elsewhere in the system rarely makes sense unless it is around an invader's marshalling point. Battles are not between arbitrarily located ships at high velocities but are for the control of a node or the carrying out

Space/Star Navy Significant Events table

Naval significant events are selected on the result of a 2D10 dice roll (two D10 and sum the total).

2d10	Significant event
2[Once]	**PoW.** You are on a leading shuttle in an invasion when it crash lands. You wake up in an underground hospital in a PoW mining facility and are eventually rescued by a special ops strike. Whilst you cannot choose any assignment benefit this term, you do gain: Mining.Deep+2; also Manipulation+2; also Trade(Prisoner)+2; also Melee.Unarmed+1 from all the scuffles with the cruel guards. Also gain Contact(<allied officer>) – for example, an Advanced Spill Navy or Freeborn Vardos if in the Algoryn Navy.
3[DE]	**Emergency Repair.** A potentially dangerous collision in the asteroid belts of Rahamil (or elsewhere) is avoided due to your discovery of a short in some control circuitry. You are injured during the emergency repair and eventually recover in sick bay, but gain an injury commendation and Repair+1 in addition to your assignment benefits.
4[DE]	**Interface Convoy.** Interface convoy duty sees an attack on your frigate. A barrage of missiles breaks through the ship's armour fields and area defence batteries and causes massive damage. Unfortunately, you are in the damaged section and end up at the centre of the damage control effort. If not in the IMTel factions, reduce one physical characteristic by one point. After this event you may either receive an assignment benefit as normal OR gain all of: Manipulation+1; also Zero-G+1; also EITHER Repair+2 (if Enlisted) OR Engineering+2 (if an Officer). You also receive a bravery award and an injury citation.
5	**System Space.** In a bid to avoid Provost assignments you volunteer for any off-ship duty going whilst your ship is in for an extensive refit. Gain: Zero-G+1; also Pilot.Shuttle+1; also Ops.Remotes+1; also Characteristic Ag+1/7; also Presence. Influence+1/5 from persuading the duty officers to help. You not gain any assignment benefits and, if an officer, cannot be promoted this episode.
6-7	**Determinate Patrol.** You ship goes out on patrol around the Determinate and inevitably contacts numerous vessels from the Prosperate, IMTel or Freeborn vardos. Gain one of: Language(Algoryn), Language(PanHuman) or Language(Vardarin) in addition to your assignment benefits.
8[OE]	**Recruitment.** With your ship being assigned to a specific system, you are given a recruiting posting around your normal duties. Unfortunately, there is little to do apart from wear your dress uniform, answer questions, try to convince potential candidates of the benefits of signing on. Nonetheless, you are invited to a few functions. In addition to your assignment benefits, you gain: Trade.<Arts or Entertainment>+2; also Presence.Influence+2. Promotion is not on the cards.
9	**Naval Provost.** Every Navy tries to police their own and rotates the duty round their shore personnel. Unfortunately, your ship is in for a refit and your name comes up. Your assignment this episode is *Provost*.
10-11	**Void Exploration.** Your scout ship is sent on an exploration mission into a void region. You may volunteer for shore parties in some recently discovered planets or stay aboard ship. Either receive your assignment benefits or volunteer for shore parties and gain: Firearm+2; also Perception+2; also Drive+1.
12-13	**Routine Cruise.** Service on board a cruiser either means managing the mothballed combat ships or raiders fleeing and surrendering when you appear. Overall, a less-than-exciting time. Still, you can choose from your assignment benefits as normal for this episode.
14	**Roving Frigate.** Regular service in and around the Determinate aboard a roving frigate cover a lot of different work and sometimes fixing local feuds. Rather than take your normal assignment benefits this episode, you may volunteer for native liaison duty, instead – if so gain: Survival(<any clime>)+2; also Presence.Diplomacy+2; also Perception+1.
15	**Inter-service Liaison.** You are assigned to liaison duties but luckily, to a friendly Spill flotilla. You find it fascinating discussing their thoughts on tactics compared with your own fleets doctrine. One of your assignment benefits must be replaced with Tactics.Space, irrespective of your rank.
16[OE]	**Immunity.** After a couple of years into this posting an engineered virus picked up on a new planet (or one thought to have been suppressed) spreads like wildfire around the crew. You are immune but as one of the healthy are thrust into command duties. One of your assignment benefits must be replaced by Presence.Command this episode, irrespective of your rank.
17	**TOR searching.** Frigates and scout vessels are frequently sent after TOR sightings to investigate, and this episode it's the turn of your ship. These are rarely eventful, but require a bit of research. Gain: Social Science.History+1; also your normal assignment benefits this episode.
18	**Hunting Raiders.** You are posted to a frigates fast enough and powerful enough to take down raiders. Assigned to Intelligence, you are tasked with studying their patterns and identifying possible bolt-holes amongst local Spill cultures. On top your normal assignment benefits, gain: Social Science.Sophontology+2/5; also a distinguished service citation.
19[Once]	**Freeborn rescue.** A Freeborn ship is set upon by local raiders and boarded just as your ship arrives on-scene. You may volunteer for the counter-boarding party, and if you do you rescue the bridge crew, losing one point of a physical characteristic but gain: a bravery citation; an injury commendation; also Contact(<Freeborn captain>); also a decorated, ceremonial plasma pistol (that works!). Whether or not you volunteer, you also gain your normal assignment benefits.
20[Once]	**Battle Blow-out:** Your ship is attacked by a squadron of hostiles. You rise to the challenge and delivery exemplary service after a bridge blow-out sees you coordinate repairs and responses. This earns you both respect and honours. Gain: Presence.Command+1; a bravery citation; your normal assignment benefits; and an automatic promotion, irrespective of whether or not you meet the criteria. Further, if not an officer, you may enrol in command training next episode even if you do not otherwise qualify.
DE/OE	This is a dangerous or optional event: it it is rolled for a second time, the event can be rolled for again (player's choice).
Once	This event can only occur once in a character's career in this occupation: reroll if it crops up again.

of a specific activity, whether it is rescuing people or items from a space station, delivering vital supplies, resupplying an ancient hulk or even mounting an invasion against an orbital or planet.

Starship Technology

Ships entering a gate on Antares are debouched sometime later from a gate that is typically located near the edge of a star-system. The exact location of the gate can be calculated by drawing a line from the parent star to Antares (apparently hundreds of light years away) and positioning the gate along that at a distance dependent on the energy output of the star.

This is the gate horizon.

In the Sol system – long since lost – the gate horizon would be approximately 40SAU (standard astronomical units – the historical distance from Old Earth to Sol) from the star (outside the orbit of Pluto).

The drives in the Seventh Age were developed by the technologically advanced Isorians to manage their real-space empire: they have tremendous acceleration. These gravitic annihilation (GA) drives are fitted to almost every ship in the Antarean universe. The fields generated by the GA drives not only provide thrust but also protection from the perils posed by micro-meteorites encountered when travelling at substantial fractions of the speed of light.

Even a ship as 'slow' as a civilian transport ejected from an Antarean gate would take only two to three days to traverse the immense distances to reach an inner planet – given the clutter within a system, there are maximum 'safe' system speeds of around 0.15c. Targeting ships travelling at such incredible velocities is almost impossible, especially when even a fraction of a degree in evasive manoeuvring results in a shot missing by tens of kilometres.

A Summary of Spaceships

The following outlines some of the starships around Antares, their weaponry and drive accelerations from the Antarean gravitic annihilation drive.

Survey vessels typically carry exploration drones who map out new gates and new systems. They are sometimes also used by the military as scout ships to reconnoitre an enemy system. The Isorian and Freeborn survey ships have accelerations of around 220G, the Concord 200G and the other factions considerably slower. Such ships are around 120m-175m in length, depending on faction, and carry at most 12-20 crew and passengers.

To the Freeborn, a relatively fast combat ship (160G) would also double as fast traders, as shown in their many classes of trading frigates – the most common Freeborn vessel. They are most likely to be used as inter-system transports by Boromites who might otherwise only use ancient ships held together by Boromite ingenuity and engineering brilliance (as far as Boromites are concerned, a sizeable asteroid makes for a great place to set up home). Such frigates are around 300-400m, have significant cargo capacity and fabricators, have crew (and family and *vardanari*) of around 150-200 and can carry perhaps 100 passengers. The are well-armed, typically with a spinal launch rails throwing heavy missiles (or even rocks). Secondary armament typically consists of heavy plasma or mag weapons.

The Ghar have no purely mercantile vessels, merely fleet auxiliaries who transport their spoils of war back to Gharon Prime. Furthermore, their 'liners' are actually just troop transports. Their ships all have a warlike slant and are large and *very* tough but are slow. They all carry battlesuited marines and mount multi-purpose ship-scourers alongside what they call 'quantum-gravity' shell launchers and light launch rails that throw disruptor bombs.

Concord vessels tend to be smaller than Freeborn ships and, whilst they have similar active crew numbers to allow for military watch-keeping, they have no family on board. Their survey or scout ships are around 125m long with a GA drive rated at 200G but reliant on drones and light plasma weapons for attack and defence. Their patrol frigates are around 250m long, are tough, have good fire control systems and are armed with a terrifyingly powerful spinal lance. They also have launch rails for drones, nanosphere pods and have a bevy of plasma-armed turrets and anti-missile systems. The more powerful, Concord cruiser is rarely seen but could be up to 450m long, has a huge array of weaponry and can carry significant numbers of C3 troops and vehicles. Such cruisers are often the first to arrive at any sign of trouble (and the Concord IMTel sometimes predicts such trouble and calls in the cruisers before the locals even realise they may mount a rebellion).

Senatex ships are around 10% faster than those of the Concord and also larger, to cater for the size of Tsan Ra. Even so, their scout and survey ships cannot take the bulky Tsan. Whilst comparable in weaponry tot eh Concord ships, the Isorian combat ships have phase emitters for area defence, allowing oncoming missiles to pass straight through them!

Algoryn ships are around 25% slower than Concord but have tougher physical armour and more solid construction. They, too, are larger and give a great deal of space over to armament. Their weapons are spinal launch-rails throwing heavy missiles, implosion slugs or even drones and their secondary weapons are almost almost mag weapons – with projectile manufacturing capabilities on-board. The Algoryn tend to specialise their ships towards a specific role, such as area defence or long-range patrol, but like the Senatex and Concord, they also dispatch heavy cruisers to troublesome areas. These cruisers are perhaps 25-33% larger than their Concord and Senatex counterparts and which also carry copious numbers of AI: such cruisers are built to take on Ghar destroyers (or,a t least, slow them down).

FINISHING YOUR CHARACTER

The final step in creating your character are some basic embellishments and background, as well as basic equipment. These may be set by your GM, or you could follow one or more of the following steps.

STANDARD EQUIPMENT

For an active individual involved with exploration or defence, standard equipment would change dependent on the stability of the system in which they found themselves at the end of their prior experience. IMTel worlds are highly ordered, with strict gun control guidance; in contrast on many other worlds in the Determinate, they may have a small mag weapon or lugger gun – though watch out for the police! A suit of lightweight, physical armour could be justified, or even basic, hidden infiltration and surveillance tools and equipment, providing they had registered themselves as investigators or explorers with the relevant authorities.

The easiest approach is often for the PCs to all come together on being hired by a benefactor, either the captain of a Freeborn trading frigate or someone who has ready access to travel arrangements. Providing the hotel is in a spaceport or orbital, it could be considered largely out of normal jurisdiction, allowing the PCs to have their kit in storage (compactor cases) or for their new benefactor to arrange for kit for them: it's worth remembering that many Antarean societies are almost post-scarcity, the primary constraints being the availability of raw materials, a fabricator and the time to produce something in a fabricator.

This means that on almost any world, general 'tools of the trade' are also easy to come by, especially for Boromites! Otherwise, gathering difficult-to-obtain or slightly illegal equipment may make a good justification for an early campaign scenario, especially if the Boromites or Freeborn providing the kit have an interesting task they need to have completed.

Otherwise, most PCs would have a small apartment or home in their home faction. Freeborn would almost certainly have space on a ship or a home orbital; it makes sense for such Freeborn to be part of the crew of a ship hired by a benefactor.

More difficult-to-obtain – read 'military spec' – equipment would need to be gained through Build Points, trade currency accounts or through favours for the adventurers. Whilst negotiations on a black market or similar are possible, there are no black markets on established IMTel worlds and orbitals! Boromites and Freeborn are always useful Contacts as they can almost certainly arrange for access to equipment.

It's worth noting, however, that some equipment is impossible to obtain, even via black markets, as they rely on a specific host nanosphere to operate. Such equipment would be Concord hyperlight armour or Isorian phase armour; the best that non-C3 or non-Senatex PCs could hope for would be Algoryn or Freeborn reflex or Freeborn resharded armour, plus impact webs or cloaks (which can look very fine).

GETTING AROUND

Before play starts in earnest, it's also worth deciding how the PCs are going to get around the playable universe. It is more helpful if all the PCs are in one ship or part of a specific team, but episodic campaigns can take place that have the PCs or different groups of players and their PCs intermittently meeting up for specific adventures.

If all the PCs are part of a squad or team assigned by a particular faction (even Advanced Spill), then their faction will provide transport on board a suitable ship and assign missions to the team. This provides the PCs with ready-made missions and makes life simple for the GM as they can, in effect, give the PCs ship orders which are passed down to the PCs' team. It also makes assigning equipment and living quarters easy as the PCs are part of an institution that takes care of such machinery, already.

Otherwise, a few hints and tips follow, here:

IMTel individuals can typically take a berth aboard a liner or inter-system transport with a few friends. It's worth assuming they can take up to their SP in number as personal guests aboard such liners – subject to the IMTel incompatibilities, of course! This is best used as a temporary means of transport as the liners will not go to dangerous routes but will stay on established and well-protected runs. Such liners will have superb facilities, however, especially in terms of medical and training facilities.

A **Freeborn** character can take guests on board a Freeborn Trading Frigate up to about half their SP before some form of deal is required, but Freeborn happily take any number on a deal – which may include work for those capable of providing high-quality results. Ferals and Retrograde Spill typically have to serve as bodyguards on awkward planets or on dangerous trade meetings. This can be a great campaign as the characters may be able to join a particularly adventurous trading frigate that is plying the Determinate, looking for new systems, new trade routes and trying to establish new contacts.

Boromites typically travel aboard Freeborn ships as part of a contract. If the PCs are working for Boromites, then the Freeborn will provide transport. However, Boromites will only allow senior diplomats and carefully vetted Boromites (SP 7+) on board the few clan ships they have – everyone else is forbidden.

An **Algoryn** based campaign is a little more problematic unless all the PCs are Algoryn as their society is carefully structured and heavily controlled. An Algoryn can take ship providing they have a good reason and can persuade(!) a port official of their need; a senior Algoryn such as a Commander or an optimate may be able to take guests or bodyguard up to their SP without any issues; anyone else will have to pay or work for passage aboard a

civilian or Freeborn freighter away from the core Algoryn – which could lead to great role-playing opportunities in its own right but which can be awkward to coordinate.

- **Ghar** will be told what to do if working for a Ghar faction, but will otherwise be Outcast. They will almost certainly have to pay their way in some regard, or take up humiliating work, and live in cramped quarters. Mind you, as far as a Ghar is concerned, the treatment they get in panhuman society is far better than that they received as Outcasts in the Ghar Empire.

A team of **Privateers/Salvageers** will be on their own ship and part of that crew. Such an situation is almost as good as a Freeborn-ship-based campaign as it gives many opportunities for getting into trouble and is less subject to trade constraints. The downside is that the salvageer and privateer ships do not have the same fabricators and access to raw materials that a Freeborn vessel would have.

A **Survey team**, or a hired survey team, might be assigned to a Spill or Freeborn survey ship as part of the contract – a small (120-150m) starship with a crew of up to 10 people. It is even possible that an IMTel survey service might hire such a crew for a surplus survey vessel – perhaps the local IMTel citizens have no wish to venture far from the comforting embrace of an IMTel (though IMTel survey ships would have to have minimal IMTel nanospore if crewed by non-IMTel citizens). Survey teams also give plenty of opportunities to explore new systems as the crew have a fair degree of independence and even access to a reasonable spread of lighter support weapons.

Whilst care has to be taken over why the PCs would be given such a ship in the first place (ex-Survey and ex-Naval PCs would help), this is otherwise one of the easiest campaigns to play; it provides a great justification for a mismatched group to explore strange, new worlds or contact a mix of relatively lower technology species (higher-tech species having come through the gate into Antares as soon as they were reconnected).

Both Freeborn and Survey campaigns can also include brushes with claim-staking Boromites or the occasional fracas with Freeborn hoping to dominate a trade concession. Such campaigns could still provide some safety with the PCs able to run back to their parent Concord, Algoryn or Isorian shipyard or Freeborn homeship.

ANTARES RPG CHARACTER SHEET

Opposite is a blank character sheet, both front and back page, on which much of a PCs information can be easily marked. It can be copied for personal use only. The sheet has been deliberately styled to still be usable at A5 size so that both front and back can be seen simultaneously – an A5 version is in the appendices.

Following the blank character sheet is a completed character sheet demonstrating how the Physical Characteristics, Fate and Dying Track should be blocked out.

An interesting point to note is that the sheet has two Age entries: Body Age and Real Age. The Real Age states how old the character is in real terms, that is from birth to adulthood through to experience and perhaps ageing. However, many Concord citizens elect to download themselves into new clone bodies before they grow too old and ADR therapy can resequence an ageing genome such that the individual's body seems decades younger. In both cases, a character's experienced age may far exceed the apparent, physical age of their 'current' body. This leaves Body Age to state how old this version of the PCs body is, in both grown and real age.

The reverse page of the form has been placed in the appendix: it contains additional information that is largely textual. Some players prefer to create their own background and type it up with all their prior experience in a narrative format.

ANTARES D10+ RPG CHARACTER SHEET

Player: _____

PC Name: _____

Body Age: _____ Real Age: _____

Species/Ph'type/Moch: _____

Faction/Origin: _____

Visible Attributes: _____

CHARACTERISTICS, MEASURES & DAMAGE

Ag:		1	2	3	4	5	6	7	8	9	10
Bonus:		-3	-2	-2	-1	0	+1	+2	+2	+3	+3

En:		1	2	3	4	5	6	7	8	9	10
Bonus:		-3	-2	-2	-1	0	+1	+2	+2	+3	+3

St:		1	2	3	4	5	6	7	8	9	10	11	12
Bonus:		-3	-2	-2	-1	0	+1	+2	+2	+3	+3	+3	+4

In: _____ Bonus: _____

Em: _____ Bonus: _____

Armour:
Hide + Shell + Reflex + Hyperl't

Fate: 1 2 3 4 5

Dying track
-1	-2	-3	-4	-5	-6	-7	-8	-9	-10

Languages:

SP: _____ | Title

Traits:

Mv: _____

Augments, Nanospore, other attributes:

WEAPON SKILLS

Melee (S) +.............
Unarmed +...............
Tools +...............
Primitive +...............
Distort Spinner(X) +...............
. . . . +...............

Firearm (S) +.............
Projectile +...............
Energy +...............
Indirect +...............
NuHu Stave (X) +...............
. . . . +...............
. . . . +...............

Support (X) +.............
Projectile +...............
Energy +...............
Indirect +...............

Gunnery (X) +.............
Direct +...............
Launched +...............
AD +...............

GENERAL SKILLS

Astrogation (X) +.............
Athletics (S) +.............
Commerce (X) +.............
Demolitions (X) +.............
Drive (S) +.............
Suspensored +...............
Seacraft +...............
Battle Armour (X) +...............
Primitive (X) +...............

Engineering (X) +.............
Drives +...............
Structural +...............
Power +...............

Handler (X) +.............
Lavan +...............
. . . . +...............
. . . . +...............

Life Science (X) +.............
Biology +...............
Cybernetics +...............
Xenobiology +...............
Manipulation (S) +...............

Medic (SO) +.............
(. . . . .)+...............
(. . . . .)+...............

Mining (X) +.............
Asteroid +...............
. . . . +...............

Nanospore (X) +.............
Nanotech +...............
Control +...............
IMTel (X) +...............
. . . . +...............

Operations (XO) +.............
Comms( )+...............
Sensors( )+...............
Remotes( )+...............

Phys. Science (X)+.............
Astrophysics +...............
Chemistry +...............
Drone +...............
Gatebuilder (X) +...............

Pilot (X) +.............
Shuttles +...............
Ships +...............
Personal +...............

Perception (S) +.............
Presence (S) +.............
Command +...............
Diplomacy +...............
Influence +...............

Repair (SO) +.............
(. . . . .)+...............
(. . . . .)+...............

Soc. Science (X) +.............
Archaeology +...............
History +...............
Sophontology +...............

Stealth (S) +.............
Survival (XO) +.............
(. . . . .)+...............
(. . . . .)+...............

Tactics (X) +.............
Surface +...............
Space +...............

Trade (all X)
. . . . +...............
. . . . +...............

Zero-G (X) +.............

CREATURES

Creatures are normally classed the same as PCs and NPCs – with Characteristics and Traits plus whatever measures (normally only Mv) that are needed. Creatures take damage to physical characteristics just like PCs and NPCs and may have armour like PCs/NPCs.

We'll go over the generic stat line for creatures first before describing each in detail.

CREATURE STATS

Creature stats are given in the following format (refer to the *Creature Stat Block Format*, below)

The first line gives the creature species and breed, if appropriate, followed by some visible details in brackets. Player's sometimes add a name if the creature belongs to their PC and their PC is fond of the creature.

The second line lists the creatures basic stats. Each characteristic, measure and trait values and bonuses are the same as for characters, though seldom vary from creature to creature. Some of the stat values, such as In or Em, may be '–', indicating they are not applicable to creatures of that type. Here, the Hide armour is intrinsic to the creature so always applies.

In the attacks line (or lines), the *<attack>* bonus given shows the creature's overall bonus to attack including its **normal** Ag or St. Most creatures have a base attack skill of +4, this being modified by their normal Ag and St bonuses to give the total bonus value shown.

Rather than give each creature the Gnarly trait, we indicate whatever natural armour they might have in the Armour section.

Below the format block, we give an *Example Creature*: a Lavamite hatchling.

As can be seen, a single Lavan Hatchling does very little damage. However, it has six points of armour in its tough skin and being Tiny brings it some benefits in being hard to hit. It has the Swarm trait, indicating that in numbers it is not considered a group of individual creatures but a single, larger creature.

The Hatchling's ranged attack is Lava Spit, which it has at +2 and at a 2m range: because it can only be used at such short range we give no modifiers, but if a weapon could be used at

point blank and effective, we could state 'Range: 5m/+0, 10m/-3' to indicate the different range modifiers.

Creature Traits

Creatures can use the normal NPC traits (see the *Core System* guide*)*, but also have a few more.

Savage -n

Once roused into fighting and unleashed from their handler's control, the creature will always rush to attack the nearest individual other than their handler or other creatures of what they might think of as their own group, whether pack or herd. Their handler typically has to guide the creatures to attack the correct enemy using their Handler skill – failure means the creatures will attack anything (objects and living creatures) close to them whilst a mishap means they will turn on their handler.

The value stated (-n) is the difficulty they apply to the Handler check, defaulting to +0 if not stated. This is normally Hard (-2) or Tough (-4) but could be positive and Easy (+2) if the creatures are very well trained and are fitted with neural constraints.

Subdue (<attacks known>)

The creature is trained to take down opponents rather than kill them. This is given to a specific attack the creature has, rather than to the creature as a whole.

The handler of such a beast can make a Handler check to have the creature perform one of the special types of attack listed as keywords, all of which can be found in the *Other Types of Attack* section of the *Core System Guide*).

The keywords used are:

Pressure: the creature makes a **Pressure** attack alongside whatever other type of melee action it is making in order to push back its opponent;

Hold: the creature tries to immobilise its opponent as for a **Hold** attack;

Disarm: the creature is well-trained and attempts to remove its' opponents carried weapon, as for a **Disarm** attack.

Swarm (<range>)

The Swarm trait with no value indicates that when several of the creatures come together, they become a larger collection

---

Creature Stat Block Format

Creature Species	**(<visible or notable features, if any>)**						
Ag: n/±n	**En:** n/±n	**St:** n/±n	**In:** n/±n	**Em:** n/±n	**Mv:** n	**Armour:** *<SV & type>*	**Traits:** *<traits>*
H2H: <attack, attacks Att@attack_bonus/SVn> **Ranged:** <attack, attacks Att@+1/SVn ranges range/range_modifiers>							

Example Creature

Lavan Hatchling	**(ruby-studded skin)**					
Ag: 3/-2	**En:** 4/-1	**St:** 1/-3	**In:** –	**Em:** –	**Mv:** 4	**Armour:** Hide 6	**Traits:** Swarm, Tiny

that is treated as a single target in combat: a separate stat line should be present for each swarm possible.

Within the creature's Swarm stat lines, the Swarm indicates how many can be in a swarm of that size. If there are fewer creatures than that stated then the Swarm does not build; if there are more than the range stated, then the excess either form a different swarm or act as individuals.

Typically, a swarm adds 50% of its En and +1 St for each additional member of the swarm. However, its base **En bonus** will normally remain the same, so is placed in brackets. The SV of attacks is also normally increased by 50% - minimum 1 – for each additional creature in the swarm and turned into dice rather than a fixed SV (noting that their SV is often low to being with). The swarms will also have an increased number of attacks, sometimes +1 per four creatures.

> **Design Note:** Swarm calculations are a rough guide only and actual values are based on playtest experience.

Transport n

Shows how many the beast can carry, including the rider – especially useful for mounts. The value is the number of medium sized creatures: count small as ½ a space and tiny as ¼ a space, with large taking up 2 spaces.

LAVANS

The genetically-engineered Lavans are so important to Boromites that they require their own section. More details on these weird creatures can be found in the *Guide to the Universe*.

Hatchlings

When a broodmother accumulate a sufficient mix of minerals in its brood pouches, its spawn hatchlings. When young, such hatchlings crawl across the broodmother's surface, or take refuge in its brood pouches, but will vigorously defend their parent when she is attacked. As they grow, they crawl off into the surrounding rock, making burrows for themselves and – sometimes – growing into the different breeds of hatchling. One of the skills of a good Boromite Lavan Breeder is that they can identify into which adults – if any – a hatchling might develop and bringing such hatchlings on with correct diet and training.

When a number from the same broodmother are in the vicinity of each other, the hatchlings naturally cluster together for defence. This is a swarm, the size of which varies their statistics as shown in the stats box below.

A large hatchling swarm can be fearsome and difficult to control but if it manages to get close and inflict damage on an enemy!

Lavamite 'Rock Dogs'

After hatchlings, these are the most common lavan creatures, able to tunnel through some of the toughest rock – or armour! They are typically bad-natured, so are difficult to control and likely to attack anything they do not identify as being a 'friend', typically only regarding other locomites from the same brood and their handlers as being 'friendly'. They ignore hatchlings, however, unless attacked by the little critters.

Lavamite Rock Brood

Occasionally, a Rock Dog shows promise as a war-beast so is fed the minerals and given the necessary training (or

Lavan Creature Stat Blocks

Lavan Hatchling (ruby-studded skin)
Ag: 3/-2 En: 4/-1 St: 1/-3 In: – Em: – Mv: 4 Armour: Hide 6 Traits: Swarm, Tiny
H2H: Bite, 1 Att@+1/SV2 Ranged: Lava Spit 1 Att @+2/SV1, Range 2m

Small Hatchling Swarm (average 4 hatchlings, 1m radius)
Ag: 3/-2 En: 10/(-1) St: 4/-1 In: – Em: – Mv: 4 Armour: Hide 6 Traits: Swarm (3-5)
H2H: Bite, 2 Att@+3/SV1D8+1 Compound SV Ranged: Lava Spit 2 Att @+2/SV1D6+1 Compound SV, Range 2m

Large Hatchling Swarm (average 8 hatchlings, 2m radius)
Ag: 3/-2 En: 18/(-1) St: 8/+2 In: – Em: – Mv: 4 Armour: Hide 6 Traits: Large, Swarm (6-10), Savage +2
H2H: Bite, 3 Att@+6/SV1D10+2 Compound SV Ranged: Lava Spit 3 Att @+2/SV1D8+2 Compound SV, Range 2m

Lavamite 'Rock Dog'
Ag: 6/+1 En: 7/+2 St: 6/+1 In: – Em: – Mv: 5 Armour: Hide 8 Traits: Savage +0
H2H: Bite, 2 Att@+5 SV3d8 Compound SV Ranged: Lava Spit 2 Att@+5/SV2D8 Compound SV, Range 3m

Lavamite Rock Brood
Ag: 6/+1 En: 9/+3 St: 8/+2 In: – Em: – Mv: 6 Armour: Hide 10 Traits: Savage -4
H2H: Bite, 3 Att@+7 SV4d8 Compound SV Ranged: Lava Spit 2 Att@+5 SV3D8 Compound SV, Range 4m

Locomite
Ag: 6/+1 En: 8/+2 St: 7/+2 In: – Em: – Mv: 6 Armour: Hide 10 Traits: Large, Transport 2
H2H: Bite, 2 Att@+6 SV2d8 Compound SV Ranged: Lava Spit 2 Att@+5 SV2D8 Compound SV, Range 4m

Adolescent Matronite
Ag: 5/+0 En: 9/+2 St: 8/+2 In: – Em: – Mv: 5 Armour: Hide 12 Traits: Large, Transport 1
H2H: Bite, 1 Att@+6 SV3d8 Ranged: Lava Spit 1 Att@+4 SV2D8 Range 3m

Matronite Brood Mother
Ag: 4/-1 En: 20/+5 St: 15/+5 In: 2 Em: – Mv: 4 Armour: Hide 20 Sink 12 Traits: Huge (7m) , Transport 5*
H2H: Bite, 2 Att@+9 SV6d8+10 Ranged: Lava Spit 1 Att@+3 SV6d8+10 Sphere 3, Range 5m
*The Brood Mother normally carries three swarms of hatchlings on her body but can support up to 4 (rather daring) individuals or, more typically, 1 plus four weapon mounts.

How do Boromites transport Lavans?

Whilst highly sophisticated, geneered creatures, perfect for their role as mining support for Boromites, lavans are not particularly bright. All lavans except the matronite have an intelligence that is very different too, and much less than, the average household pet such as the ancient dogs of Old Earth. A lavan's reaction on seeing the inside of a starship's hold is more likely to be delight at being presented with mineral- and metal-rich food rather than seeing it as a shelter and a stable.

Few starship captains enjoy having lavamites tunnelling through the innards of their starship!

That means protection for the starship's hold and stables is vital. Reflex fields can offer enough of a discouragement to lavans for a short while, pushing them away from the object on which their appetite focuses them. But this cannot last for long: sooner or later, the lavans, especially Rock Brood, will overcome their dislike of reflex fields and munch on the underlying armour shell and the object itself.

Luckily, nature – and geneering – provided an answer. The lavan species tunnel for food, in particular heavy metals and exotic minerals that they need to fuel their complex physiology. When such food is scarce or missing, they fall into a state akin to hibernation, tucking in their legs so, at times, they may even resemble rocks or boulders. They wake only when given a strong external stimuli, such as being attacked or their hide being penetrated, or when the dust of suitable food in a substantial quantity lands on their 'lips' – which double as tactile and olfactory organs.

The first thing lavans do on waking is to search for, and eat, those minerals that they 'tasted' or to defend themselves against attack. On waking, however, the lavans are sluggish, acting with a penalty of -2 to Ag checks and -2m to their Mv for at least an hour or until they have had a good meal – which is likely to last half that time, at least.

The Hibernation-stasis Inducer

Luckily for panhumanity and the Boromites, the lavans' hibernation state can be manipulated. Long ago, Boromite engineers developed a neural stimulator/suppressor field adapted specifically to the complex neurological system of the lavans. This device – a lavan hibernation-stasis inducer – triggers the lavan's normal hibernation behaviour, putting them to sleep very shortly after the field is activated.

When the field collapses (the inducer is turned off), the lavans wake, taking around an hour to come round, as normal. If well-fed before going into the inducer field, their natural feeding instinct is also suppressed.

The hibernation stasis inducers are normally fitted to any Freeborn vessel that might transport lavans and is always fitted to the lavan stables in Boromite vessels. The emitters are bulky, the smallest around 30cm×30cm×15cm and around 20kg, serving an area 5m in radius. All have multiple failover technologies built-in to ensure the devices continue to operate. The rare times a device does fail has resulted in sometimes catastrophic damage to the lavan's storage facility – and to much of the surrounding area.

The hibernation inducer does not work well on matronite brood mothers. As a result, brood-mothers must be accompanied by plentiful quantities of minerals 'snacks', or the matronite will eat its way through the starship!

encouragement) to turn it into a Rock Brood. Such creatures are frenzied, nasty, uncontrollable – just some of the adjectives used to describe the nasty Rock Brood. Many run off and become loners, so it takes some handling to keep them under control and for use in battle or in mining.

Locomite

Relatively docile compared with lavamites, locomites are bred and developed as beasts of burden. Their armour is sometimes augmented by their rider's Reflex armour field, which is counted as covering the locomite as well.

Key to ssuch riding beasts is they are trained for combat, so they use their bite and lava spit simultaneously with their rider's attacks.

Adolescent Matronite

Young matronites develop from well-fed lavamites but if they do not receive the right minerals, in the correct quantities and at the right time in their development, they do not grow. Whilst the minerals are know – and include combinations that are relatively rare in nature – the timing and quantities is an inexact science as even too much of some foodstuffs can retard rather encourage development. Matronites are more docile than lavamites, with shorter legs, and have a tendency to bolt for shelter and make nesting tunnels rather than fight predators or enemies. Occasionally, an owner may embed reflex plates into their adolescent matronite in a bid to protect them, but such a move is controversial as some handlers believe it makes maturation even more unlikely.

Matronite Brood Mother

The stats here are for a Brood Mother with a Boromite crew, the handler typically embedded into a brood pouch in its upper hide. Control over the matronite is sometimes sporadic and whilst helped by neuro-transceivers embedded into its brain, a handler has to keep encouraging the matronite to engage in combat as she is more likely to protect her hatchlings through burrowing than attack puny enemy. Matronites in the field normally have reflex plates embedded into their skin to project a reflex field – though this is often turned off when the matronite is tunnelling or nesting as the species, as a whole, dislikes the resonance emitted by an active reflex field..

HUNTING/GUARD CREATURES

More detailed information on the creatures used for hunting or as guard-creatures can be found in the *Guide to the Universe*. We present the stats for a few of the more well-known here.

Angkriz are geneered hunting creatures much favoured by the Hükk. Occasionally, thy are given further, cybernetic uplifts or neural controls.

We provide a single set of stats for war-beasts: Gms should feel free to adapt these as required for their own campaign.

WELL-KNOWN WILD FAUNA

The most well known creatures are those of the jungles of the planet Xilos, and we provide those here as a reference. We recommend GMs create their own to fit their own worlds based on these templates.

Hunting/Guard Creatures

Angkriz
Ag: 6/+1 **En:** 7/+2 **St:** 6/-+1 **In:** – **Em:** – **Mv:** 5 **Armour:** Hide 2 **Traits:** –
H2H: Bite, 2 Att@+5/SV2D8+1, Subdue (Pressure, Hold)

Enhanced Angkriz
Ag: 7/+2 **En:** 8/+2 **St:** 8/-+2 **In:** – **Em:** – **Mv:** 5 **Armour:** Hide 5 **Traits:** Savage +2
H2H: Bite, 2 Att@+8/SV2D10+2 Subdue (Pressure, Hold, Disarm)

Patrol Beast
Ag: 6/+1 **En:** 7/+2 **St:** 7/+2 **In:** – **Em:** – **Mv:** 5 **Armour:** Hide 2 **Traits:** –
H2H: Bite, 3 Att@+6/SV1D10+1 Subdue (Hold)

Mhagris Skark
Ag: 7/+2 **En:** 6/+1 **St:** 6/+1 **In:** – **Em:** – **Mv:** 8 **Armour:** Hide 4 **Traits:** Savage +0
H2H: Bite, 2 Att@+5 SV3d8+1

Kryghal Mount or similar
Ag: 6/+1 **En:** 7/+2 **St:** 6/+1 **In:** – **Em:** – **Mv:** 6 **Armour:** Hide 6 **Traits:** –
H2H: Bite, 1Att@+5 SV2d8

Exotic Fauna

Xilos Snapper   (typically groups of 2-5)
Ag: 9/+3 **En:** 6/+1 **St:** 7/+2 **In:** – **Em:** – **Mv:** 5 **Armour:** Hide 6 **Traits:**
H2H: Bite, 2 Att @ +6 SV3d8

Xilos Drummer   (singletons only)
Ag: 9/+3 **En:** 6/+1 **St:** 7/+2 **In:** – **Em:** – **Mv:** 7 **Armour:** Hide 10 **Traits: Large**
H2H: Bite, 2 Att @ +6 SV4d8   **Ranged:** Drum Stun 1 Att@+7 Drum Stun, Range 3m
Drum Stun: The Drummer make a bizarre drumming with its fore-pincers to stun creatures into submission. If a hit is scored, there is no damage caused but the target becomes off-balance and suffers 1D3 damage to its In.

Xilos Gulper   (singletons only)
Ag: 5/+0 **En:** 20/+5 **St:** 15/+5 **In:** 1 **Em:** – **Mv:** 5 **Armour:** Hide 20 **Traits: Huge (4m×10m), Gulper**
H2H: Bite, 3 Att@+9 SV5d8 Compound SV
Gulper: Most of a gulper is beneath the ground, only coming to the surface to attach. Normally, it dives underground and tunnels through the earth or just under the surface, sometimes leaving a visible trail along the surface. It cannot tunnel through buildings, or through or into terrain that is impassable such as rock, but it can move under such things and pop out the other side. Because the

APPENDIX A: EXAMPLE CHARACTER SHEETS

ANTARES D10+ RPG CHARACTER SHEET

Player: **Ben**

PC Name: **Darap Neyhaar**   Body Age: **39**   Real Age: **39**

Species/Ph'type/Moch: **Vyess**   Faction/Origin: **Concord**

Visible Attributes: _____

CHARACTERISTICS, MEASURES & DAMAGE

Ag: 7

1	2	3	4	5	6	7	8	9	10
Bonus: -3	-2	-2	-1	0	+1	+2	+2	+3	+3

In: 7 Bonus: **+2**

Armour: Hide + Shell + Reflex + Hyperl't

En: 6

1	2	3	4	5	6	7	8	9	10
Bonus: -3	-2	-2	-1	0	+1	+2	+2	+3	+3

Em: 6 Bonus: **+1**

Fate: **3** 1 2 3 4 5

St: 5

1	2	3	4	5	6	7	8	9	10	11	12
Bonus: -3	-2	-2	-1	0	+1	+2	+2	+3	+3	+3	+4

Dying track
-1 -2 -3 -4 -5 -6 -7 -8 -9 -10

Languages: **Concord**   SP: **5** **Team Leader**

Traits: **Analysis (+2)**   Mv: **5**

Augments, Nanospore, other attributes: **MyIMTel, Mindstate Backup, Revival, HAA, RAA, ESA (Arctic) 1**

WEAPON SKILLS

Melee (S) +**0**
- Unarmed +
- Tools +
- Primitive +
- Distort Spinner (X) +
- . . . . +

Firearm (S) +**0**
- Projectile +
- Energy +**3**
- Indirect +
- NuHu Stave (X) +
- . . . . +
- . . . . +

Support (X) +**X**
- Projectile +
- Energy +
- Indirect +

Gunnery (X) +**X**
- Direct +
- Launched +
- AD +

GENERAL SKILLS

- Astrogation (X) +**4**
- Athletics (S) +**0**
- Commerce (X) +**X**
- Demolitions (X) +**X**
- Drive (S) +**0**
  - Suspensored +**2**
  - Seacraft +
  - Battle Armour (X) +
  - Primitive (X) +
- Engineering (X) +**1**
  - Drives +**2**
  - Structural +**(1)**
  - Power +**(1)**
- Handler (X) +**X**
  - Lavan +
  - . . . . +
  - . . . . +
- Life Science (X) +**X**
  - Biology +
  - Cybernetics +
  - Xenobiology +
  - Manipulation (S) +

(third column)

- Medic (SO) +**0**
- (. . . . .)+
- (. . . . .)+
- Mining (X) +**X**
  - Asteroid +
  - . . . . +
- Nanospore (X) +**X**
  - Nanotech +
  - Control +
  - IMTel (X) +
  - . . . . +
- Operations (XO) +**2**
  - Comms (**Conc'd**)+**(2)**
  - Sensors ( )+**(2)**
  - Remotes ( )+**3**
- Phys. Science (X)+**0**
  - Astrophysics +**1**
  - Chemistry +
  - Drone +**1**
  - Gatebuilder (X) +
- Pilot (X) +**0**
  - Shuttles +
  - Ships +**5**
  - Personal +

(fourth column)

- Presence (S) +**0**
  - Command +
  - Diplomacy +
  - Influence +
- Perception (S) +**0**
- Repair (SO) +
  - (. **Conc'd** . .)+**1**
  - (. . . . .)+
- Soc. Science (X) +**X**
  - Archaeology +
  - History +
  - Sophontology +
- Stealth (S) +**0**
- Survival (XO) +
  - (. **Arctic** . . .)+**4**
  - (. . . . .)+
- Tactics (X) +**X**
  - Surface +
  - Space +
- Trade (all X)
  - . . . . +
  - . . . . +
- Zero-G (X) +**2**

Whilst Darap's player has filled in a fair few skills, Gratusch's player has filled in their character somewhat differently, only making a note on the skills they are most likely to use. Jen has also filled in Gratusch's armour stats from the equipment guide: at an armour total of 24, Gratusch is fairly impervious to most light damage – but it's worth noting even Concord hyperlight can be overpowered by plasma carbines!

Antares D10+ RPG Character Sheet

ANTARES D10+ RPG CHARACTER SHEET

Player: **Jen**

PC Name: **Gratusch**

Body Age: _____ Real Age: **42**

Species/Ph'type/Moch: **Krasz**

Faction/Origin: **Concord**

Visible Attributes: **Bite scar over right hand and arm**

CHARACTERISTICS, MEASURES & DAMAGE

Ag: **6** — filled 7,8,9,10
Bonus: -3 -2 -2 -1 0 +1 +2 +2 +3 +3

In: **5** Bonus: **+0**

En: **7** — filled 8,9,10
Bonus: -3 -2 -2 -1 0 +1 +2 +2 +3 +3

Em: **5** Bonus: **+0**

St: **9** — filled 10,11,12
Bonus: -3 -2 -2 -1 0 +1 +2 +2 +3 +3 +3 +4

Armour:
Hide **0** + Shell **8** + Reflex **8** + Hyperl't **8**

Fate: **3** — filled 4,5

Dying track: -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 — filled -9, -10

Languages: **Concord**

SP: **6** Title: **Sergeant**

Traits: **Rough Fighter(+2), Rugged(shock+3)** Mv: **5**

Augments, Nanospore, other attributes: **MyIMTel, Combatant, Revival**

WEAPON SKILLS

Melee (S) +**2**
Unarmed +**4**
Tools +**(2)**
Primitive +**(2)**
Distort Spinner(X) +
.... +

Firearm (S) +**0**
Projectile +
Energy +**1**
Indirect +
NuHu Stave (X) +
.... +
.... +

Support (X) +**1**
Projectile +**(1)**
Energy +**3**
Indirect +**(!)**

Gunnery (X) +**1**
Direct +**(1)**
Launched +**2**
AD +**(!)**

GENERAL SKILLS

Astrogation (X) +**1**
Athletics (S) +
Commerce (X) +**2**
Demolitions (X) +
Drive (S) +
Suspensored +
Seacraft +
Battle Armour (X) +
Primitive (X) +
Engineering (X) +
Drives +
Structural +
Power +
Handler (X) +
Lavan +
.... +
.... +
Life Science (X) +
Biology +
Cybernetics +**1**
Xenobiology +
Manipulation(S) Concord +**1**

Medic (SO) +
(.........)+
(.........)+
Mining (X) +
Asteroid +
+
Nanospore (X) +
Nanotech +
Control +
IMTel (X) +
.... +
Operations (XO) +**0**
Comms(Concord)+**2**
Sensors( )+
Remotes( )+
Phys. Science (X)+
Astrophysics +
Chemistry +
Drone +
Gatebuilder (X) +
Pilot (X) +
Shuttles +
Ships +
Personal +

Presence (S) +**1**
Command +**3**
Diplomacy +**(1)**
Influence +**1**
Perception (S) +**3**
Repair (SO) +
(Concord)+**1**
(.........)+
Soc. Science (X) +
Archaeology +
History +
Sophontology +
Stealth (S) +
Survival (XO) +
(Jungle)+**2**
(.........)+
Tactics (X) +**0**
Surface +**2**
Space +
Trade (all X)
.... +
.... +
Zero-G (X) +**2**

APPENDIX B: CHARACTER SHEETS

The character sheet here has been adapted from that available on the Nexus. It is free to copy for personal use only.

ANTARES D10+ RPG CHARACTER SHEET

Player: _____

PC Name: _____

Body Age: _____ Real Age: _____

Species/Ph'type/Moch: _____

Faction/Origin: _____

Visible Attributes: _____

CHARACTERISTICS, MEASURES & DAMAGE

Ag: [ ]

	1	2	3	4	5	6	7	8	9	10
Bonus:	-3	-2	-2	-1	0	+1	+2	+2	+3	+3

En: [ ]

	1	2	3	4	5	6	7	8	9	10
Bonus:	-3	-2	-2	-1	0	+1	+2	+2	+3	+3

St: [ ]

	1	2	3	4	5	6	7	8	9	10	11	12
Bonus:	-3	-2	-2	-1	0	+1	+2	+2	+3	+3	+3	+4

In: [ ] Bonus: _____

Em: [ ] Bonus: _____

Armour:

Hide	+	Shell	+	Reflex	+	Hyperl't
[ ]		[ ]		[ ]		[ ]

Fate: ....

1	2	3	4	5
[ ]	[ ]	[ ]	[ ]	[ ]

Dying track

-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

Languages:

SP: [ ] _Title_

Traits:

Mv: [ ]

Augments, Nanospore, other attributes:

WEAPON SKILLS

Melee (S)   +.............
  Unarmed   +...............
  Tools   +...............
  Primitive   +...............
  Distort Spinner(X) +...............
  . . . . +...............

Firearm (S)   +.............
  Projectile   +...............
  Energy   +...............
  Indirect   +...............
  NuHu Stave (X)   +...............
  . . . . +...............
  . . . . +...............

Support (X)   +.............
  Projectile   +...............
  Energy   +...............
  Indirect   +...............

Gunnery (X)   +.............
  Direct   +...............
  Launched   +...............
  AD   +...............

GENERAL SKILLS

Astrogation (X)   +.............
Athletics (S)   +.............
Commerce (X)   +.............
Demolitions (X)   +.............
Drive (S)   +.............
  Suspensored   +...............
  Seacraft   +...............
  Battle Armour (X) +...............
  Primitive (X)   +...............
Engineering (X)   +.............
  Drives   +...............
  Structural   +...............
  Power   +...............
Handler (X)   +.............
  Lavan   +...............
  . . . . +...............
  . . . . +...............
Life Science (X)   +.............
  Biology   +...............
  Cybernetics   +...............
  Xenobiology   +...............
  Manipulation (S) +...............

Medic (SO)   +.............
  (. . . . .)+...............
  (. . . . .)+...............
Mining (X)   +.............
  Asteroid   +...............
  . . . . +...............
Nanospore (X)   +.............
  Nanotech   +...............
  Control   +...............
  IMTel (X)   +...............
  . . . . +...............
Operations (XO)   +.............
  Comms(   )+...............
  Sensors(   )+...............
  Remotes(   )+...............
Phys. Science (X)+.............
  Astrophysics   +...............
  Chemistry   +...............
  Drone   +...............
  Gatebuilder (X) +...............
Pilot (X)   +.............
  Shuttles   +...............
  Ships   +...............
  Personal   +...............

Perception (S)   +.............
Presence (S)   +.............
  Command   +...............
  Diplomacy   +...............
  Influence   +...............
Repair (SO)   +.............
  (. . . . .)+...............
  (. . . . .)+...............
Soc. Science (X) +.............
  Archaeology   +...............
  History   +...............
  Sophontology   +...............
Stealth (S)   +.............
Survival (XO)   +.............
  (. . . . .)+...............
  (. . . . .)+...............
Tactics (X)   +.............
  Surface   +...............
  Space   +...............
Trade (all X)
  . . . .   +...............
  . . . .   +...............
Zero-G (X)   +.............

ANTARES D10+ RPG CHARACTER SHEET, PAGE 2

PC Name: _____

Character Keywords/Description:_____

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Weapons	Mode	Skill	Atks	SV	Ag/St	PB	Effv	Long	Extr	Max	Special
_____					/__–__	/	/	/	/		_____
_____					/__–__	/	/	/	/		_____
_____					/__–__	/	/	/	/		_____
_____					/__–__	/	/	/	/		_____
_____					/__–__	/	/	/	/		_____

Equipment

_____

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Contacts

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Summary Profile/Career (Prior experience)

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Notes, Ship, Home, etc

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APPENDIX C: AUGMENT LIST

The following list of augments and their functions has been taken from the *Equipment Guide*, which should be used as the prime point of reference. Note that the Revival Survival augment is also considered a Combat augment.

Augments

COGNITIVE & SENSORY IMPLANTS	TL	Cost	Vulnerability	Benefit
Enhanced Auditory Processing	D3+	1BP	-2	+1 assist to relevant Perception checks
Enhanced Vision	D3+	1BP	–	+1 Perception. Lo-light, UV/IR, ER/VR; range bands-1
Visual Sensors	N0+	2BP	+0	As enhanced vision with 100× vision /microscopic and extended EM bands, recording (not Algoryn or Boromite)
Reference(<Skill/Specialism>)	N0+	1BP	–	+1 In assist in single skill/specialism (see text)
Knowledgebase(<Skill/Skillset>)	N1+	2BP	–	+1 In assist to skillset or +2 to single skill/specialism (see text)
Stemsnap	N2+	1BP	–	On death, spinal chord & brain snapped to nearest stasis pod
Pheromonal Emitters(<species>)	D3+	1BP	–	+2 Presence vs targeted species
Pheromonal Emitters, Enhanced	N2+	3BP	–	As pheromonal emitters but for range of pre-loaded species
COMBAT AUGMENTS	TL	Cost	Vulnerability	Benefit
Combatant	D2+	1BP	–	+1 assist bonus to physical checks for a contiguous 5m, 1/day
Subdermal Armour +1/+3	D3+	1BP/2BP	–	Adds bonus as structural/intrinsic armour
Exoskeletal Armour +2/+4/+7	D3+	1-/2-/4BP	–	Adds bonus as shell armour
Whipcord 6/+1	D3+	2BP	Bodyboost	Min Ag 6 or +1 to Ag
Ripped 6/+1	D2+	2BP	Bodyboost	Min St 6 or +1 to St
Grit 6/+1	D2+	1BP	Bodyboost	Min En 6 or +1 to En
Hypereact 8/11	Spec	3BP	Bodyboost	Min Ag 8 if Ag is 5+ or Ag 11 if Ag is 8+; incompatible with Whipcord. Premature ageing: 2 bands. Restriction: AS, D3RS, Freeborn only – not available in IMTel systems, AP or Boromite
Skelemetal 8/11	Spec	3BP	Bodyboost	Min St 8 if St is 5+ or St 11 if St is 8+; Incompatible with Ripped. Premature ageing: as Hypereact. Restrictions: as Hypereact.
Maxtamina 8/11	Spec	3BP	Bodyboost	Min En 8 if En is 5+ or En 11 if En is 8+; Incompatible with Grit. Premature ageing: as Hypereact. Restrictions: as Hypereact.
ENVIRONMENTAL/SURVIVAL	TL	Cost	Combat?	Benefit
ESA(<clime>) 1	D3+	600/0.5BP	–	Rugged(<clime>+2)
ESA(<climes>) 2	N0+	1000/1BP	–	Rugged(<two compatible climes>+2) or Rugged(<clime>+4)
ESA(<climes>) 3	N1+	1500/2BP	–	Rugged(<one to three compatible climes> @+6 total bonus)
Hazardous Atmosphere (HAA)	D3+	500/1BP	–	Breathe tainted or poisonous atmospheres.
Rarefied Atmosphere (RAA)	D3+	500/1BP	–	Breathe thin atmosphere up to approximately 20% standard.
Revival	N0+	300/1BP	Yes	Rugged(disease+3, shock+3); +2 to Medic checks on char; +1 to daily recovery checks without a Medic; +1 DM to Serious Injury table.

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