

Aliensphere Live - *Riftworld* -

Exert, historical document 2239a, author unknown -

"...and so, Humanity began its spread through the cosmos, amid new discoveries and horrors, fresh delights and wars.

During this period of expansion to the stars, the Warp was discovered: that strange dimension of wild chaotic energies wrapped around reality, which Humanity then harnessed to travel further and faster, bending physical laws.

They found they were not the lone sentient race, in the unperceived world as well as the seen. Creatures of a slightly older species, the Eldriss, not totally unhuman themselves but definitely *other*, found Humans wandering amongst worlds they thought were theirs alone.

There were times of tolerance and trade which unfortunately did not last.

The Eldriss took exception to Human use of the Warp, believing Humanity disregarded the dangers it contains and humanity objected to the Eldriss peremptory attitude. There was galaxy-wide outrage amongst Humans, when the Eldriss began confiscating ships and even killing the occupants. War broke out.

From the resulting centuries of conflict grew the Empire, a huge swathe of the Human worlds brought together under a Family reputed to have supernatural powers.

Whilst the two races fought, the dangers of the Warp begin to make their presence felt, perhaps stirred by the massive clash of energies between them.

Crews of ships began to hear claws on their hulls and weird howlings from outside, where there should have been silent space. Planetary systems experienced increasingly bizarre phenomena.

Then worlds of both races began to be lost and not always to physical destruction...

It seemed the Warp and our cosmos were not meant to mix..."

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Contents

- 3 **"Our World" - introduction.**
- 4 **Setting Outline**
- 5 **Event Mechanics**
 - In Game Areas
 - Game Time
 - Players Details
 - Props, Phys Reps and Finds
 - More on Ongoing Actions
- 6 **Physical Representations in Game**
 - Usable Objects and Codes
 - In-Game Theft
 - Equipment Safety
- 7 **Character Injury and Death**
 - Locations
 - Deathcount
 - Roleplaying Combat
- 8 **Damage Calls**
 - Ranged Weapon Fire
 - Close Combat
 - Other Calls
 - Gas/Area effects
- 10 **Creation of a Character**
- 11 **Regions and Character Types**
 - Westlitside
 - Manbas
 - Eastlitside
- 35 **Armour and Weaponry**
 - Armour
 - Close Combat Weapons
 - Ranged Weapons
 - Grenades and Missiles
- 42 **General Gear**
- 43 **Cybernetics**
- 44 **Character Skills**
- 48 **Psionics**
- 53 **Common Term Glossary**

"Our World"

"...Is this on? Oh yeah, the light *is* flashing...umm right..

Volume down a bit....set to text format...umm... 4.

Ok, umm, briefing 2.1 commences, whatever.

My name is Usta, the best-looking Commander in the 5th Skirmishers of Com-Trow and I'm here to fill you in on stuff, since you've insisted on being here. I've been around and I've heard stuff so pay attention.....

Now, some say our world is both bright and dark. We live amongst long shadows of memory, surrounded by reminders of a different age, a different world long gone, under our boots or in the forests, even some of the clothes on our backs.

Lost to our human kin amongst the stars.

Even the landscape itself is filled with memories of the huge changes forced on it centuries past.

F*** it, in the end, we are what we are and not what's gone.

We've had to cling to some sense of ourselves, find the strength to face the darkness across our shining, landlocked sea. The strength to grow into our new abilities. As our Psionic senses grew, an awareness came to us that we weren't alone, that our world was filled with malevolence, often directed at us.

The Twisted mutants who plague us from the Nightlands in the north, are not just remnants of the past. Whatever caused the last great Fall of civilisation and warped the land, is still at work.

Us Westlitsiders have managed to prosper anyway.

Get this: one day, several years ago, a great comet burned across the sky, crossing Gar Bay to land somewhere in the Nightlands. We gathered a group from various towns (well, *the Defenders* did anyway) and this brave, if scared band, made their way into the Nightlands to investigate.

The details of the journey were lost, but I and the Defenders Council have found out a fair bit of what happened thanks to various sources, which I'm not sure I should tell you all about. Everyone who gave a damn was in for a wake up call.

That first journey led to others. Enemies were made, old ones rediscovered, friends gained and lost. More importantly, lands re-contacted, like Eastlitside and Manbas.

So our intrepid bunch found the Manbasians in their tunnels. They aided them as their world was about to be torn apart by the Empire invaders from off-world. They fought alongside those they found in the east, like the forgotten alien Shengui, as the weird creatures and *Gods* from the Warp Rifts swarmed across their land in what became known as ***The Chaos War***.

And during this, the bloody-handed *Eldriss* and the bastard *Empire* fought for the right to claim the world and neither had much care for us already here. Damned offworlders.

Bad times, which I grew up through. Which we Westers were lucky enough to see only the tip of, unlike our eastern cousins.

Anyway, our brave band and their allies sought to keep everyone from the tide of destruction. We know it was them who turned the Warp to their will somehow, creating what we call the Warp Barrier, that swallowed the *Eldriss* and *Empire* ships as they descended on our world.

And friends, the full price of this is yet to be discovered..."

Setting Outline (08/05)

Player Characters exist at a period roughly 7 years after the appearance of something known as the **Warp Barrier**, the defeat of the offworld **Empire** and **Eldriss** invasion and the end of the **Chaos War** - approximately 3000 years after the human '**Fall of Civilisation**'.

The **Warp Barrier** is manifest I.C. as a slight mist in the night sky. Common knowledge of the **Warp** is it is some sort of *other universe* of chaotic energies, coiled round reality and that the **Warp Barrier** is some harnessed section of it, into which certain objects vanish without trace. It is regarded with both awe and fear and it's recent origins remain a mystery to the majority. The means to travel in space are currently lost and knowledge pre-dating the last 3000 years of struggle is sketchy. Advanced technology and the knowledge of such is fragmentary, (typically referred to as **Arcane Knowledge**), though **Psionic** mental abilities bloom.

The **Nightlands** (see map) are a large area in the north of the main continent, that are in darkness due to an enormous fractured rock that somehow seems to be in a very low geo-synchronous orbit, perpetually hanging at the edge of vision and casting a huge shadow. It divides the west and east litlands and has done so for as far back as can be remembered.

The rest of the continent is a mixture of earth-like forests and jungles with large areas of blasted wasteland and the occasional ancient ruined structure. Many of these are reoccupied and adapted by the current inhabitants, often attracted by the remnants of useful pre-Fall material or supplies. Some of the land is riven by chasms or covered by plains of shining black rock where little other than lichen and moss can survive.

Gar Bay, a landlocked sea providing much of the food and travel for **Westlitside**, is a peculiar silver, seemingly due to some of the tiny creatures living in it.

Eastlitside is a lot more blasted and warped due to the conflicts described later and is home to the non-human **Shengui** character type.

In the far north the world becomes increasingly bizarre, where normal physics begin to become meaningless.

Radio communications of meaningful range are unreliable out in the open lands, without extensive special boosting equipment or hard lines.

In the following **Character Creation** and **Types** sections are more details on their specific regions, lands and cultures. These regions are in a minimal contact with each other via an array of technical and **Psionic** means and most recently through renewed trade and travel.

The essential concept of **Riftworld** is this: the world is a prize being fought over by many forces, essentially for consumption in one way or another. Those who actually have to live in it are of little concern to them, other than perhaps as the occasional obstacle or resource.

The **Players** play **Characters** who are there to **MAKE** them concerned, to try and stamp their identity on a harsh world. They are a little braver, a little better known in whatever circles they move and possibly even a bit madder than the majority of **Riftworlders**, who fear to stray too far from their own environs.

The purpose of this game is to let the **Characters** develop their sense of identity then defend it and their homes. How players choose to enjoy doing this is up to them. Just remember that there are lots of people (and *things*) that will not only try to extinguish the players and their homes, but also harness them to their own ends. **Players** are free to direct their characters as they wish, as long as they start them based in the regions background.

Riftworld sees violence, confusion and perhaps even apocalypse along the way, but for every mystery solved and enemy conquered the players will make their world stronger and what they help to create will survive, perhaps...

Event Mechanics

“In-Game” Areas

Everywhere within the site boundaries is usually In-Game except for:
actual sleeping quarters/tents
toilet facilities
First Aid points

Game Time

This will be specified in individual event details. (Most events will be from Fri night to Sun afternoon). 'Time-In' will be called by the Referees, at which point Characters are assumed.

Players Details

Each player will have a profile with the organizers with codes/items, ammo etc. noted as well as any **Ongoing Actions**. Before an event starts, the players will receive current code and ammo slips for what they have.

Anything the players do not think their characters would/could bring they should just keep the tags in an out-of-game area or just leave them with the organizers.

Props/Phys Reps and Finds

For full details see Physical Representations in Game.

Please remember that any objects not possessing a **Code** tag cannot be taken by the players/regarded as useful. E.g. uncoded crew melee weapons can be assumed damaged beyond repair etc. or of infirm quality.

Any Phys Reps and their codes/tags found in-game, must be returned to the organizers at the end of events. Any item codes/ammo tags will be noted in the player character's Profile with all current possessions, stats and any **Ongoing Actions**.

More on Ongoing Actions

Players may wish to have their Characters 'doing something' between events other than just spending Rp, such as research or organizing building structures and so-on. It is essentially up to players to learn as they go, how long things may take them or their community, or what is necessary to achieve certain goals. (See also Rarity and Costs).

Brief discussion with the organizers may yield rough guidelines on possible requirements etc. but a written account of the action is required.

Ongoing Actions must include:

Real name/ character name

Codes of specific special items and Skill names used

Any other player Characters involved

Coordinator name/ contact Character name.

Note that players acting together in Ongoing must all agree (in writing or at event) on a Coordinator for the action, (usually a member of the home region where the action is attempted) and all must provide a written account containing the action and include the chosen Coordinator's name.

Ongoing Actions must be no more than a half-side of A4/350 words.

Ongoing Actions can influence the gameworld as can In-Game action, effecting the turning of events.

Physical Representations in Game

Usable Objects and Codes

In-game useful/more than cosmetic items that may be taken by the players will have a **number-letter code** tag. Items with a code followed by **DAM** is damaged but repairable by an appropriately Skilled Character.

Coded objects may also have a basic description attached if it is a commonly recognizable thing, but often the code will relate to Code Sheets supplied with particular Skills; e.g. **Arcane Engineering, Weapons - Energy** skill will have a sheet with codes for energy weapons, their magazines and parts. So anyone finding an object may see it is potentially useful by the tag, but will not always know what it is. Anything that may fall outside this (like barricading doorways with furniture or debris etc.) must be cleared with a Ref or be employed using common sense.

Armour and Weapons Coding

It is not necessary to have player armour visibly tagged with a code etc. but it should have a naming of type on it somewhere, maybe written on the inside face. This is essentially in the event of In-Game-theft so the thief can confirm the correct use stats.

Weapons must all be tagged/marked with a supplied code.

Ammunition and Magazines/Powerpacks

All these must be marked with a supplied code.

In-game use of mags/packs is facilitated by an appropriate tally slip attached to the weapon or the mag. if it allows. The shots used must be accounted for on the slip as clearly as possible, especially when sharing ammo.

Where appropriate, slips will be replaced between games.

In-Game Theft

Any props stolen In-game, should be returned to the owner via a Ref at the end of games, with the thief gaining any code from the item. Characters who lose any armour, weapons or gear in-game must follow these rules:

Equipment of rarity - **com and uncom** may be replaced between events.

Equipment of rarity - **rare**, must be paid for again.

Equipment of rarity - **v.rare** is **irreplaceable** to that character, either because the homebase has no more or simply cannot trust the character with another.

Equipment Safety

All weapons used in **Close Combat** must be common Lrp safe weapons made from rubberised foam with glassfibre/carbonfibre cores where necessary. No flails are allowed or any weapon that is flexible enough to bend around another on contact; more than a hands' width or so is unacceptable. These will be spot-checked by refs.

Ranged weapons may be solid material but it is preferred that no sharp edges are present, for the users' sake as much as anyone else. The same applies to general equipment, armour and costume.

This is at the players discretion, though blatantly dangerous things like stiff wire poking out of clothing will be disallowed by refs. This is a **contact system** and time is likely to be spent hitting the dirt, falling, running etc. so please bear this in mind when costuming.

On the general issue of equipment, the players are asked to make every effort they can to equip themselves as appropriately to the game setting as possible, following general guidelines on appearance in the **Player Character Types** section. As long as no obvious brand-names are visible or normal-looking trainers worn, the organisers are happy.

Character Injury and Death

For the purposes of tracking Injuries, the body is divided into Left Arm, Right Arm, Left Leg, Right Leg, Body and Head Locations. Each location of a Character has 2Bodypoints, which are deducted by Damage Calls.

Characters are fine until a Location is reduced to 0 or less.

Limbs reduced to 0 bdpts are unusable for 2 minutes and are not fully usable (no lifting or sprinting), until restored to at least +1.

Head or Body on 0 means unconsciousness for 2 minutes and similar incapacity.

Any location on -1 or less is fatally injured :

Limbs are unusable, (this also applies to Nanolord Attributes that are located there, until recovery) and the fatal injury of any 2 or more limbs causes unconsciousness and a Death Countdown, until restored to at least 0.

Head or Body injured fatally also causes unconsciousness then a Death Countdown, until restored to at least 0.

Death Countdown of Characters:

A 5 minute count starts at -1 Bdpts (i.e count down from 300), the end of which is the end of the Character (and see Ref).

If the Location is damaged to -6, this is regarded as Critical and the remaining count halves (so if you were at 120 seconds then you drop to 60).

Therefore a location dropped to -6 with one injury, the count is 2.5 minutes (i.e. count down from 150)

Roleplaying Combat/Injury :

In any combat please attempt some reaction to blows, like slowing charges if blasted by a large gun or stumbling if shot in the leg. (This also gives you a moment to assess damage taken.)

No Close Combat is allowed using ranged weapons (even with bayonets) though parrying with one is allowable.

No grabbing of foam weapons is allowed, though firearms may be pushed aside. Any grabbing of melee weapons is discouraged and if it occurs then the wielder can call fatal damage on the relevant location as punishment.

It is preferred that equipment vaguely adheres to descriptions (when given), having the basic features mentioned.

Please avoid deliberate Head blows in C.C. where possible.

No stabbing, or throwing of weapons (except grenades of course) is allowed in combat, for safety reasons.

Damage Calls

Injury to characters can occur from many sources, most commonly weapons of either **Ranged** (eg firearms), **Close Combat** (melee) and sometimes **Grenades** and **Missiles**.

To strike with a weapon, the user must call it's damage effect. This is the weapon **Type** followed by damage number, weapons usually being either Solid -"S" or Energy -"E", so an energy weapon doing 3 damage is a Call of "E 3!". The number is how many Bdpts are lost from the location. The **Type** of damage is relevant to any **Armour** worn (see **Armour** section).

Ranged Weapons Fire

When firing, the shooter must aim and shout the Damage Call for their weapon.- all hits are considered to be against the **Body** unless the shooter has the **Marksman Skill** or is within **3** metres, when they can choose which location. It is added thus: "Head, E 3!"

Automatic Weapons can hit multiple targets in one **burst** (always the **Body**) and are either "Auto S..." or "Auto E...". All targets in front of the firer, within a **45 degree arc**, take the damage. If the firer wishes to concentrate automatic fire on one target, the call prefix returns to **S** or **E** and **1/3** of the normal damage is added, rounding up: **3=4, 4=6, 5=7, 6=8**. So "Auto S3!" becomes "S 4!".

Weapons with Auto. normally use roughly **1/3** of their (max.) magazine in a **burst**, with single shots an option unless stated otherwise. Some can also fire more bursts or only bursts if there stats. only include **burst** in the ammo.

Targets in Cover

Targets that are approx. **3/4** obscured can only be shot at by those with **Marksman** or those within **3** metres and then only in visible Locations.

Snap firing situations must be down to both aiming and calling speed. Results are largely down to honour (or a ref!) and it is acceptable that if Calls are very close together simultaneous damage can occur to combatants.

Area Effect - inflicted on an area, like explosions from grenades and missiles. When an area effect is used a **TimeFreeze** is usually called. The area size is established and anyone in it is subjected to the relevant effect. The centre of a blast is established by two typical methods: with **Grenades** the user throws a prop one as they call "TimeFreeze" and where it lands is the centre. Firing a **Missile**, the centre is chosen by the firer. Areas are given by diameter.

Sometimes, if the damage area is obvious, for example in a room smaller or the same as the blast area, the Timefreeze can be dispensed with.

Point Blank Fire to a location is automatically **Fatal**, unless the target wears a **Forcefield**. This attack can only applied to unresisting targets, i.e from behind or unconscious.

Close Combat

The use of normal LRP safe foam/rubber melee weapons is required for this.

The representation of powered/Energy versions can be as simple as attaching a (soft) box-shape to a standard weapon or fluorescent cord; anything to distinguish it from normal will do.

It will be expected of people to show a degree of **restraint** and pull blows when possible.

In Close Combat, the damage Location is determined by exactly what you hit.

Technically, if a blow is struck without a damage call it causes no damage.

If a target is unconscious, mindless or otherwise unable to act (not counting Timelock stasis effects), a "**throat-cut Fatal**" can be enacted, instantly causing **Fatal** damage to the **Head**. For safety, it is preferred that the physical action is on the **shoulder** rather than the throat itself.

Other Calls

"**Fatal**" called as an attack, means the struck location is instantly on **-1** irrespective of armour worn there. - This does not apply to **Tec. Armour** unless it is **Point Blank Fire**.

After first blow down to **-1** Bdpts, continued "**Fatal**" calls reduces Bdpts by a further **-1** each blow after on same location.

"**Subdue**" causes unconsciousness for **3** minutes, without the loss of any Bdpts.

"**..Damage..**" is associated with damage which cannot be stopped by armour or protection, such as Psionic Ripper attacks, Toxins etc.

Gas/Area Effects

As with all area effects, a brief **TimeFreeze** if appropriate as previously mentioned. If there are multiple calls at once and it isn't easily agreed whose effect is first, a coin will be flipped or such.

There are two delivery types of **Gas - Inhale** and **Contact**.

"**Inhale...**" is blocked by **Masks**. "**Contact...**" is only blocked by an envirosuit or full power-armour.

Any Damage from **Inhale** is classed as to **Body**.

Contact and other area fx are considered to hit **all** locations.

Any with their **Area** as **n/a** have a negligible blast area and are damage called as normal against **one** target.

"**Tech. Glitch...**" causes most sophisticated electronic or powered equipment to fail, either until repaired, or for a time span if one is mentioned. Typically effected are: **Powered and Exo Armour, Forcefields, Cybernetics, Energy Weapons and Railguns**.

Effect timings are approximations, so as long as all involved try and count/guess as honestly as possible, that will be enough. At any special use that requires precision, refs must be used to call time.

Creation of a Character

Players must create a **Character** from one of the regions in the **Character Types** section, which have the option for one of the region-specific types or a personally customised character. **[Please note that players must be at least 18 years of age.]**

Personalising of background is welcome, such as own settlements, customs etc. as long as it does not contradict the region info. Gatherings are arranged (In-Character) via the main settlements/centres mentioned in each region, whether this be messenger, local 'officials' or even electronic posting. All between-events-resupply is at these kinds of places, as is initial equip. and the player is limited to the Rarity lvls of supply available there.

This doesn't stop Players trying to make deals with other Regions' Players.

Unless it is a part of the event itself, In-Character travel to the meetings is achieved by guides, vehicles etc: there is no I.C. mapping required for travel, (though maps can be arranged for specific reasons for Players) and the basic map of the known world will be available to all. (On this main map the locations of events will often be marked.)

It is for the players themselves to keep track of what happens where.

Armour, Weaponry, General Gear, Cybernetics, Skills and Psionics are 'purchased' with **Rp**. The **Rp** (Resource points) **cost** is a reflection of rarity, quality, complexity of the related item or skill. The system is based on the supplying community's view of the Character, their reputation and so-on, or of any special goods they may be bartering there. Physical currency is localised and not exchangeable for anything more than 'mundane' supplies.

- (Characters are assumed to be able to make at minimum a basic living, whether this is trading on skills, position or living off the land. This is largely separate from Rp costs.) -

In this world the stable, safe time required for special learning is scarce, requiring a lot of effort to supply. Likewise advanced equipment is hard to find or manufacture. Communities will be less than eager to hand over a precious weapon or supply laboratories for the inexperienced or unproven. The experience represented by **Rp** also gives weight to Characters arguments for resources.

Players have 20Rp to create a new Character and can receive up to **4 Rp** after surviving each event to spend adding to their Character. Survival of an event, an excursion to 'the dangerous outside' is impressive to the 'people back home'. Typically, this is divided into:

1 Rp - Fri, 2 Rp - Sat, 1 Rp - Sun.

The Rarity Rating and Ongoing Action

Rarity is expressed as **com**(common) **uncom**(uncommon) **rare** and **vrare**(very rare). It reflects the Character homeland facilities/resources, not especially the capabilities of the Character. So a player who can arrange with another from a different region (or group in the same region) to use their facilities during Ongoing Action (see Event Mechanics), they may gain access to different skills and/or gear of the rarity lvl.

Resources are finite. At the start certainly, the rarer kinds of equipment and skills are scrutinised and if a region has too great a demand made on it to provide too many players at once for the same kind of gear or learning, said resources may become unavailable. A rough guide is to assume resource by rarity: **com** lvl facilities fairly plentiful, but **vrare** resources for example may be easily exhausted by only one or two players having said item. This will only become clear as the game develops and player characters' plans between events (submitted Ongoing Action) may achieve modifications to the region capacity, by anything from new tech manufacture to opening schools of Psionic learning.

Regions and Character Types

This section describes the different lands where player Characters can come from, including Westlitside, Manbas and Eastlitside.

These includes a basic overview, notable settlements/groups and what kind of 'Region-Specific' Character types are found there.

"Westlitside..."

- This region typically consists of some small towns and many rural villages, many of which are around the coast, most in a peculiar mix of medieval and more modern culture. The few larger settlements that bother to have local currency, generally refer to it in pennies. The tenuous wider economy is mainly barter-exchange system. There are few roads, but plenty of trails between most towns, especially along the coasts.

Basic literacy is fairly common, especially in the towns, but players can choose to be illiterate if they feel it is appropriate to their Character. -

"Where to start with home- sweet- home? We are the most widespread people I know about, lucky I reckon. Bital-Bat-Allite used to be the capital but I never visited it as a kid, but I'm told it was damned impressive. All shining towers, weird metal bridges and buttresses and stuff. Huge enough that the central Citadel actually sat astride the strait between Gar Bay and Stripewater to the west.

The Citadel was supposed to have had its own Artificial- Intelligence, as the tech-heads say, which supposedly had control over km after km of the city. It was then blasted into space by some Empire connivance, just before the appearance of the WarpBarrier. The old Defenders often tell us of all the friends they lost that day.

So, WestLitsiders now use the stoney old labyrinth that is Gar-Risone, as capital.

This is where the most well-thought-of (well some are) and senior Defenders, along with others trying to keep us civilised, hold the Westlitside Council. From there they try to keep contact and work with the other parts of Westlitside, which I'll tell you about in a minute.

There isn't a lot of industry or mechanisation in most of Westlitside. Many rely on the fishing from the shores of our beloved silver-watered Gar Bay, a small landlocked sea. Local governance is usually a loose council of Defenders, Skukier clanleaders and others of the local populace who meet at need.

As a people, we're generally close knit with each other, especially in times of crisis. This is probably due to our Psionics - most WestLitsiders will feel the pain of another ones' death for example, especially those close to them, or if their end is particularly horrendous. This doesn't mean we live in total harmony, sh** no, we're still people, but we do tend to commit to stuff once decisions are reached. I think it's this that enabled our relatively few numbers to repel the hordes of Twisted from the Nightlands and the devils of Cog-Sin City from across Gar Bay. That and the 'Porters and 'Paths, being able to get help pretty quick from neighbours.

Some say Psionic strength has also been a bind as well as a boon. Some say Psionics attracted otherworldly creatures. Well, the sheer number of gifted in Westlitside seems to have kept away most aggressors so far."

Places of Interest in Westlitside

"Gar-Risone...

is in the southern portion of Westlitside, on the eastern shore of a great lake. Nice swimming to be had there in summer, by Light, if you can push your way through the Skuks that is.

To the south is a large hill range, lush enough on the north side, but I've heard tell of it getting pretty barren on the southern side. Me, I'll stick to nice, wet Gar-Bay.

Anyway, apart from now being the nominal capital, Gar-Risone is also the main gathering place of the biggest Skukier Clans, sort of their wintering spot- come- party town. I'll tell you about them later. Because of their contributions, the Militia of Risone is one of the most impressive I've seen.

Apart the usual collection of surrounding farms and the sprawl of the stone-built town itself, the centre is a place the locals call The Vaults. It's where the town is actually cut right out of the walls of a gorge and into a hill. Very pretty in a way, if you like stone and rock, with picture carvings on the walls and the occasional gallery to walk through.

At the same time a very effective fortress.

Down in one of the Defender houses here, is where they say the offworld Empire humans first made contact with us, on some gadget that they'd thought had stopped working a millenium ago. Less a sign from god-like cousins, more a laying down the law, I'd say. Expecting us to help them repel the 'Eldriss infidel' or something like that. Right before they invaded Manbas and the east."

"Com-Trow...

is my home town and where I'm one of the Commanders in the Skirmisher barracks. Not that I seem to spend much time there these days.

The place is dominated by the Quayside, as much of Com-Trow is involved with working Gar Bay. It bustles with trade ships and fishers, many from the Isle of Trido across the water and all along the coast west. Out on the Bay, the northern waters are rife with Twisted pirates, scum who will sit on any crap heap that floats, if it gives them a chance to plunder Litsiders.

The common militias look after the town walls and most of the landward business, but the main protection in the country and out at sea falls to us Skirmishers. Most, like my self are Baitmen by leaning and what with the large number of sailors knocking around at any time, the place is kind of, well, *boisterous*. I still say we've got the best beer and the best tavernas.

Over the last couple of years we got used to seeing City ships when a weekly route got set up. We saw a fleet not long ago, when we joined forces to wipe out a covert Twisted pirate town, but there was a dispute over the territory won back which meant they left less than happy. Then, since the tragic bombardment suffered by the Xadacians, the City authorities have clammed up some. We still send the occasional ship their way, but they don't send any ours."

"Ward...

is the most northerly settlement of Westlitsiders, after which we leave it to the Twisted and the wilds.

Frankly, I found it a bloody humourless place, but they do have good farmland to the south of them, almost all the way to where Bital used to stand. Nice apples.

The place itself is mostly a timber town, sitting in the southward lee of a low, wide-sprawling fortress, made from all sorts of stuff. Stone, concrete, sheet metals: it's a surprise what you can find welded into the defences. Beyond the central walled town, there are a series of wider defences; watchtowers and palisading, wide ditches and so-on, all cunningly designed to piss off Twisted raiders."

"Trido...

occupies a fairly infertile, rocky island in Gar Bay, relying mostly on fishing (though their cheese is good too).

The sailors of Trido are hard bastards, but fair. They have to be hard, since they see a lot of Twisted pirates in their waters and have frequent first-hand experience with the freaks from Cog-Sin - a town on the north shore of Gar Bay that seems to breed a particular strain of Twisted.

Their sailors most frequently brave the north waters, in the vicinity of what they traditionally refer to as The Mocking Idol. I haven't seen it, but it is some kind of pre-Fall structure that stands alone above the water. '*Rears above it*', I think is the phrase. Some Twisted have made it their home, covering it in horrible decorations like skulls and all that rubbish they like to do."

"Yard...

is linked closely with both Co-Ardian across Stripewater and Gar-Risone, via the River that flows all the way from the lake there. As well as supplying some of the nicer foods to both, Yard is a place of workshops and dry-docks.

Much of it is pre-Fall, with km after km of pre-fab sheds, warehouses and ancient dockland. Out of the live, used bits of the town, huge areas are filled with rusting scrapheaps and tumbledown structures, It's quite depressing to walk around the old parts they say.

However, the live part is pretty busy, with traders, sailors and tec- types bustling around.

It's here that the only real ship-building goes on, where anything larger than a skiff that needs building or repairing usually ends up. Only recently, the Yarders have proudly unveiled several huge and impressive new ships they have built from scratch, all weird metals and sticking- out things. The workshops rarely stop: even during a persistent blinding illness, (which the Citiers helped to sort out), their engineer types kept to their schedules. That's what I call dedication. Or maybe grease-monkey obsession."

"Co-Ardian...

is a small town out on an crescent island, across the Stripewater. The place is small, sitting in a rocky cove with a huge concrete seawall and quay, forming an artificial bay. It doesn't have much to occupy a body, if you're sick of being on ships or talking about them.

They don't seem to like the westward 'outward' side of their island, which has some very odd flora and fauna and isn't very hospitable, even by this world's standards, so beyond the few farmlands they do not tend to go, even though they're normally a pretty fearless bunch.

That said, some of the freakish stuff I've seen dragged out of the sea round there is enough for me to know the westward seas are no place for the likes of us.

And some of the creepy fish they eat can put you off food for a while."

Westlitside Character Types

The creation of a Westlitside Character requires the player to use one of the following templates. The template applies for the whole life of the Character, except in 'special circumstances' cleared with the organisers, for example gaining Skills from Ongoing action, or the aquisition of Gear items at events (see Event Mech. section).

Skill and Gear references denote the normal range available to the Character Type and the MaxPsi lvl does not apply to PsiResist, unless otherwise stated.

- All Westlitsiders have either Psi lvl1 or Resist lvl1 free (see Psionics section).-

Non-Specific, Personalised

- Skills- com, uncom, rare. Gear- com, uncom. Max Psi lvl 3. -

Defenders are anything from spiritual leaders and protectors to scientists, taking responsibility for many aspects of their people's welfare. This includes anything from research and medical care to social or wartime leadership.

- Gain Psi lvl 1 & 2 free, MUST take at least 2 Psi Abilities per lvl before allowed to take next lvl up. Psi Abilities at lvl 1 cost half and at lvl 2, 1 Rp less. Cannot armour all Body Locations at once (not including Environment Suits) and will not use Cybernetics. Skills - com, uncom, rare, v.rare. Gear- com, uncom, rare (twice cost). MaxPsi lvl 4. -

"Defenders, I've known plenty of, (too many, I sometimes think, depending on who) as it comes with my job.

Most are ok, you can even *like* some of them, but there are those who are little more than powerful Psionicists, who happen to like interfering with everyone else's business. Some are harsh bastards, others are kittens, but what links most of them is their need to protect their fellow litsider. How they choose to go about this can vary quite a lot.

Take Defender Shenk for example. He is a tough old buzzard, a veteran, one the few left from the Westlitside Council when it was at Bital.

Makes his presence felt, if you know what I mean.

His ongoing pet project is the extension of the defences of Ward, which he's had a lot of success with. His cleverly designed works have stopped a huge amount of the Twisted raids there and made it a safer neighbourhood.

Quite different from hard-nosed Shenk, is a Defender I've met a few times, called Neven. Though for some personal reasons he now calls himself Brown. When I first met him, the vibes were all confusion and curiosity, (also not uncommon in Defenders). He has gone on to be one of the most well-travelled people I've ever met, hats off to him.

He has the diplomatic knack too: as well as helping keep us in touch with other parts, he was directly responsible for the regular shipping route to Com-Trow from City being set up. Those were good times down in the docks and it's a shame City has retreated back into it's shell. It made getting east a lot quicker."

Skukiers are particular to Gar-Risone and middle country. They have a tradition of life in the saddle, the saddle being that of a Skuk - a large quadruped reptile/lizard creature, indigenous to the lake area at Gar-Risone. Nomadic, but always returning to Risone during a year, usually for wintering. They also have a strong martial tradition, because any prolonged travel in this world inevitably takes you across something that wants to kill you.

- CloseCombat weapon Skills, C.C. Weapons and Armour are half cost when starting, but full cost after 1st game/scenario. Animal Handler Skill is free. Swim and Arcane skills cost double. Hunter Skill **MUST** be taken. Skills- com, uncom, rare. Gear- com, uncom. MaxPsilvl 2.-

"Skukiers, get around. I've liked most I've met, probably because they tend to be practical sorts like me. There are five major Clans consisting of several Troupes, (smaller ones I don't know much about), each consisting of about a thousand. All have their own favoured routes, worked out with the other Clans way- back- when:

The Leaping Clan favours sky blues and yellow as their Clan Colours, having a liking for standing out. They're an enthusiastic bunch with a sometimes...inexplicably...positive attitude. Like all Skukiers, they have a strong sense of family (and I suspect some odd cooking habits) and prefer a lithe nimble breed of Skuk. Recently they have been persuaded to extend their eastward territory to as far as Com-Trow, which they did by dedicating a new Troupe to, under a Clan leader called Dana. Until they did this, we were finding it hard to protect.

The Russet Clan, who also refer to themselves as Russet Riders, (which I'm sure is some kind of laundry gag), favour the southerly area. They have, somehow, made a life out of the inhospitable south hills and the wastes beyond and are a tough weathered bunch, fond of strong drink and sturdy Skuks. They favour ochres and dusty reds as Clan Colours, which keep them indistinct to the eye in the most barren wastes.

One of their number, the now sadly...absent...Klaus, was who persuaded the Leaping Clan to help out Com-Trow. Always seemed *solid* under pressure to me.

The Brightheart Clan are another enthusiastic group, very fond of any sport that can be done from the back of a Skuk. I get the impression they might once have been linked to the Leaping Clan, not only because they also favour yellow Clan Colours (though white instead of blue), but also that they share some of their food dishes. If you want fast Skuks (and fast men and women frankly), there's none better. Fortunately they are jealous with neither their Skuks nor their people. They travel the northwest area to where Bitall used to be.

The Thunder Clan are quite honestly scary, which has probably helped keep the area west between Yard and Gar-Risone quite safe from Twisted, as it encompasses the river between.

I think they are the oldest Clan. Both they and the Green claim heritage all the way back to the time of the Fall.

The Thunder Clan prefer heavy Skuks, having mastered manoeuvring *en masse* they have a fearsome tactic of crushing foes with a barrage of gunfire followed by a charge. They pride themselves on their martial prowess more than any other Clan and usually with good reason.

Their colours are deep, blood reds and maroons.

The Green Clan, also known as the Green Riders, as well as sharing the Thunder Clan claims of heritage, also share prowess. They are sometimes a bit big-headed with it too. They do know Risone like no-one else though and are essentially it's main 'out-of-town' inhabitants, their territories circling the lake and city. They also breed the greatest variety of Skuks.

Guess what their colours are."

Avatars are picked out for distinction and equipping by Defenders, as dedicated warriors and military leaders. There are generally a maximum of one hundred of them at any given time. Once marked as an Avatar, they spend most of their lives fighting the Twisted and are usually much respected by the people they fight for.

- Gain one location type, of Carapace OR one rare 1hnd weapon free. Will not have Weapon or Armour Cybernetics. Skill- com, uncom, rare. Gear- com, uncom. MaxPsilvl 3.-

"Avatars; sometimes I'm proud to have known them, other times I think, 'you poor bastards', as they are probably the only ones who spend more of their time up to their necks in it than I do. The whole 'brotherhood of one hundred' thing I think is equal parts' mystique' and practicality of finding those truly deserving of the respect. Either that, or the guy who makes their number markings and medalions can only count that far.

One example, he'd been mutated somehow the unlucky sod, corrupted and become a Darker Angel. Marcus I think his name was, but I don't recall his number. He'd been part of the comet chasers group years before, so that shows what dark places they face-off against.

More fortunate (apart from his scarring I suppose), is Avatar Seven or Bob as I prefer to call him. From Trido. He's getting on now, at least fifty, but still smites with the best of us."

Baitmen are a kind of hunter and counter-raider specialising in tracking Twisted and launching sneak attacks on their camps or dens. Often sailors on dangerous shipping routes or in groups going to places that are unusually interesting, as the most common trait of the Baitman is the desire for action and excitement. The origin of their nickname is from the practice of using themselves as bait, to draw out hidden Twisted into ambushes.

- Swim Skill is free, Lockbreaker lvls are half cost. Hunter is half cost and **MUST** be taken. Can start with only one location of armour and any armour at additional locations costs double (not including e.suits or Fields). Skills- com, uncom. Gear- com, uncom. MaxPsilvl 2. -

"Baitmen have long illustrious history around the Bay, well that's what we always like to say after a few bottles. From travel-hard, squint-eyed hunters to the glamorous female coast guards like myself, we are quite a varied bunch. We all share that itch, though. The need to get out there and see what's what and maybe mix it up a little. I'll be honest, most of us are probably a pain in the arse in 'civilised' company, whether it's not mixing with others or (in most cases) mixing a little too much.

I put on the pale blue of the 5th when I was 15 years old as their first Baitman and the log-keeper. Here I am, years later the Commander. Not all my Skirmishers are Baitmen, but I like my troops to be fast moving, rather than getting caught. Not being afraid to get wet helps a lot too. More adventurous groups going off into the back-end of nowhere, tend to have a one or two along as trackers or guides and so they always have someone to get them across unexpected rivers.

A demonstration of our intrepid explorer nature is one Lyria, a fine example of the freelance Baitman ability to put themselves right in it. A good hunter, but a curious dress code. She has managed to travel so much of the world, (much of it on a motor- trike she wangled from City, the jammy cow- I am so jealous), that she has been trusted as an official courier to the other regions. I know the loss of Xadac Central was especially a blow to her, because I think she'd made quite a few friends there."

General Appearance is a mish-mash of medieval/fantasy, through to contemporary, largely the tough and practical clothing of each, often mixed together, e.g. cloak over jeans and flak jacket or chainmail, maybe carrying a sword and pistol.

"Manbas..."

- To the northeast of the Westlitside just inside the shadowscape of the Nightlands, a great canal (known as Charnel to Westers), empties into Gar Bay. Unnaturally straight, it plunges into and eventually through an immense range of mountains, the central of which are called Manbas. Inside, the canal follows an immense tunnel about 3km wide, astride which is an enormous dam surrounded by a network of tunnels.

On this dam is the most densely populated city of the known world. It has many nicknames, but to the inhabitants it is just **City**.

The eastern end of the tunnels is **Bridge**, occupied by the 'metal-head' **Cyberate** tribes and the **North Xadacian** refugees they have taken in. -

"Manbas is the last place I would have expected to find people, essentially being in the Nightlands. I suppose they get round this problem because they are actually *under* them.

The typical Manbasian doesn't seem to know how long they have been down there, but an A.I. in City has informed us that the Dam and it's basic structures came not long after the catastrophe of the Fall. It couldn't inform me when the people formed into the Citiers and the Cyberates.

The range is absolutely riddled with holes, with who-knows-what lurking in them. I can see why a lot of them are paranoid outside their settlements, where there's no light.

In their past, they had little interest in the world beyond their tunnel system, until the Empire attacked them in the year before the Warpbarrier. A lot say that even experiencing sky was a little hard for them to swallow at first. This is why many Manbasians are slightly uncomfortable in open places, sometimes to the point of agrophobia.

In spite of their relatively high level of technology, (well they have a lot of junk lying around), like the rest of the world, they have their own problems.

For one thing they have plenty of power but never enough raw resources.

For another, Psionically gifted people are rare, which has made combating some of the monsters nibbling at their community hard going. Due to some history, (what I guess was a 'bad moment'), the previous generations of Psionically gifted have mostly been either outcast or killed. They supposedly haven't done that for a while now, but it's left them without a strong blood-line as precedent and cultural pressure to conceal it if you are.

I've never found out what caused this, but there are definite signs some regret it.

In the days before the Warp Barrier, there was a lot of rivalry between the Citiers and the Cyberates, which had apparently almost escalated to a war, the match-to-the-fire being the Bridge in the eastern end of the canal tunnel. In spite of this, the Cyberates quickly came the aid of the Citiers when the Empire strike-force attacked them.

Common to both cultures is tec' communication within the tunnels being taken for granted. Sure, this helped keep them organised, but till the war it'd helped make them lazy in making contact with outsiders who didn't use the same technology. It was a harsh lesson to learn when the conflict between the Empire, the Eldriss and Chaos found them."

Places of Interest in Manbas

"City..."

warm, moist, crowded and confusing, at least to an outsider. The place is friendly enough but I kept feeling someone was watching me. The main thing that throws an outsider like me, is the way there is always light. At a time they still regard as 'night' (weirdly), the public lighting is dimmed slightly and it's a custom followed by some clans, but not all. If you need sleep, it's not a problem anyway, since most of the population live in small box-rooms in huge complexes and there aren't many windows. Failing that, they have a lot of access to drugs.

The public spaces can be quite nice in their way and the place is so huge, there is always something new to be found. These can be arcades filled with neon light, canyon-like streets that echo with voices or the bustling Dockside (my favourite place) where pier after pier is filled with eastward Canal traffic. Very interesting to me are the robots.

I've seen a few in my time, (most of 'em hostile as hell) but City has a *lot*. Bizarre giant bug-like things of various shapes and sizes or wheeled things, pottering about on business of their own. Citizens don't really seem to notice them, used to them I suppose. They used to have many warrior machines, but these were amongst the highest casualties in the Empire attack. You usually see these scary things guarding important doors or at the north and south City gates.

It's always busy, which isn't so odd in a city of more hundreds of thousands than I can count. There's always vibrations under foot, not just from all the occupants but from the hordes of machines I was told about. The bowels of the Dam are riddled with levels of service tunnels, machine rooms, generators and so- on. Not a place I ever fancied going, even if I'd been allowed.

There are motor vehicles and roadways, packed almost all the time and a lot of people get around on foot. There are cable-cars and many 'skylifts' across most of City: basically seats with a hook on a moving cable, which I *never* want to go on again.

Most motor traffic is on the north and south tunnel roads, travelling between City and its few scattered outposts, usually miner or hydroponic food towns served by trucks and canal ships. The main Clans also have a few Hovertanks, which are well handy flying machines and are the only practical way from the west side to the east because there's no way through the massive Dam outflow. They say there was a tunnel around it, but that its entrance has collapsed.

They don't have tavernas like us, but cafeterias, bars, street vendors (people and machines) and these things called 'nightclubs' for some reason. Booze is ok, if a bit flat tasting, brewed more for kick than taste in my opinion and they do like a good dance. However, it's hard to get accommodation unless you've been invited there by someone in a clan, especially now they have tightened their security against the outside again. Now they have stopped sending ships to Com-Trow again, invites are fewer and fewer. I don't recommend trying to sleep in a corner somewhere, as their 'police' seem to have their eyes everywhere, or at least the A.I. in charge of it does and you'll get kicked out.

There is also the fact that, even though bartering does go on there, stuff like accommodation and food really requires 'credits'. To have 'em you need to be in their 'System' with a cred-account, either a temporary one set up by your host or get these electronic 'chit' things that have credits in them.

The place is run by the heads of the three main Clans, Kharnan, Doosh and Sceptre plus a vague collection of A.I. like the one who organises the multi-clan police draft and the one who runs their information/communication network.

The Clans have districts of their own and many minor clans who are affiliated with one or the other. There is a kind of friendly rivalry between them, which I got the impression had been friendly for a long time and rarely amounted to more than slugging each off in bars."

"Bridge..."

is the other piece of epic engineering in the Manbas canal tunnel, a few km inside the east end. By Light, I've travelled under it in ships a few times on my way east and to see the arc of twinkling lights is still a special experience.

Another ancient build, it has no visible means of support other than scarily slender-looking structure of the double road levels, made from 'something silverish' and in some places 'blackish' - and that's from engineers...

At the sides of these are a mixture of original building and some more recent 'Tinsheds' as the Cyberates call them, some of which form Cyberate villages, often turning the roadway into several narrow lanes. The Cyberates don't have quite the need for lights that the Citiers display, what with their obsessive use of Cybertec, so where City is this dazzling ridge of lights in the distance, Bridge is like a necklace of glittering diamonds in the dark, beautiful in spite of the metal junkyard on top of it.

As well as being a useful way to cross the canal, it is also where the current Cyberates Chief tends to hang out, since the best living quarters can be found there, the scrap-markets and importantly the entertainment. This includes some of the less safe 'sports' that are technically banned in City, like the gladiator arenas where they fight not only to the death, but also to claim bodyparts.

I'm not sure, but I think some of them use it as part of their dispute settling machinery.

Hand-in-hand with the scrap-markets are the best regarded workshop surgeries for fitting, repairing and customising Cybertec.

In the tunnels immediately around either end are more Tinshed settlements, hydroponics (though these are few, as the Cyberates trade for a lot of food with the Citiers) and armoured mobile workshops, sometimes alone or in family groups.

Cyberates often joke about occasional explosions where whatever obscure power source a careless outlyer is using catapults their workshop into the canal. Funny, right.

On Bridge itself however, the Chief and his people keep the tradition of good tec' standards enforced since a major explosion from even a small 'fusion reactor' or one of the dozen other obscure power sources in use on this world, is frowned on.

Not that I've ever heard concern about the Bridge structure, just the stuff attached to it.

It's in these outer Bridge districts the decision (eventually backed by the Chief) was made to actively assist and invite in the refugee warriors of the Xadacian territories.

The few northwestern settlements left to the Xadacians are now closely tied with the Cyberates. As more than one Cyberate has told me, 'there's more tunnel here than we know what to do with'. The Chief has also been happy to have their co-operation in policing the scarier tunnels - who wouldn't want a friendly, disciplined force keeping the darker neighbourhoods watched?"

Manbasian Character Types

The creation of a Manbasian Character requires the player to use one of the following templates. The template applies for the whole life of the Character, except in 'special circumstances' cleared with the organisers, for example gaining Skills from Ongoing action, or the acquisition of Gear items at events (see Event Mech. section).

Skill and Gear references denote the normal range available to the Character Type and the MaxPsi lvl does not apply to PsiResist, unless otherwise stated.

- **Character note:** Manbasians often have built in communicators but these don't tend to work outside of their own tunnel system (communication equipment can behave strangely in various parts of Riftworld).-

Non-Specific, Personalised

-1st Energy weapons/Skills cost half. Psionic Abilities and Resist cost double. MaxPsi lvl 2.-

Citiers occupy bustling City, trading with outpost hydroponics settlements and up-canal, even to outflung representatives of the Nanolords of Xephi and the Xadacians at the tunnel entrance to the east. This has recently become a difficult issue as the AI and Council authorities have placed restrictions on outside contact, because of the destruction of the Xadacian territories.

The City is run by a council of the heads of the three most powerful clans : Kharnan, Doosh and Sceptre, semi-regulated by generally unseen A.I.s of an indeterminate number, who organize the city's varied power supplies, credit system, defences and police (these being drafted from all the various clans and the non-clan Mercenary Guild). A Citier **must** choose which one of these Clans they are either in or are affiliated with. The Clans have their own districts, schools, hospitals and headquarters.

- Any Psionic related buys cost double (except Psi.pts.). Any Cybernetic related buys cost half (except Weapon and armour cybernetics). Energy weapons and Skills cost 2 Rp less. **MUST** take at least one non-weapon cybernetic. Hunt costs double. Skills- com, uncom, rare, v.rare. Gear- com, uncom, rare. MaxPsi lvl 2. -

"Citiers always strike me as a bit pale. Maybe there's something in their water to help them go without sunlight and sky, but I wouldn't swap. Of course only a few of their *really* adventurous types can stick it in the open air under sky for long. Agrophobia I think they call it. I have a lot of respect for their sailors who spent the last couple of years coming to Com-Trow each week.

Finding one who can dress appropriately for wilderness is also sometimes tricky, though they do have some great boot-makers there.

They do like their technology as well, though it's also a point of pride with most Citiers that their Cybernetics are as small or as stylish as possible, unlike the Cyberates. The more hidden the better. I think they all reckon they are too pretty or something to mess it up with chunks of metal sticking out.

Light, it must irritate them outside when they can't use those head-communicators a lot of 'em have. Personally I can't see how they can stand using them; how do they stop themselves accidentally saying the wrong thing? I need my mouth between people and my thoughts.

Anyway, they have three top- dog Clans that help run the show for everyone as well as all those computers and A.I.s around. There's also the Mercenary Guild."

"*Clan Kharnan*, headed by Lord Kharnan are what could be described as 'the daring sorts', very much into exploring, once mainly the tunnels but now outside too. The Lord Kharnan is quite old now and I hear he's running out of steam, but he has several offspring all seemingly as enthusiastic as him. The now eldest is his son Frayus Kharnan, a father himself and as I remember quite a vehicle enthusiast. He's the most likely to take over.

The Clan has a district and headquarters in the north part of City, where their extensive vehicle garages and workshops have good access to the north tunnel routes and the Dockside.

A lot of the ships that went to and from Com-Trow were either theirs or Clan Doosh with Kharnan sailors making up most of the numbers and the Kharnan Citizens are the ones who first met our comet chasers, reopening contact with us westers.

I've actually met one of Frayus' sons, Lucius Kharnan, a decent enough sort even if he can be a bit big-headed sometimes. Last I heard he was making waves amongst the security forces with some swanky new pistol or something, that one of his personal technicians had come up with.

Never ask him about the 'size joke'.

Clan Doosh is headed by Lady Doosh (and *quite* the lady too, I remember), who dominates much of the canal trade in City.

They have a lot of vehicles, like Kharnan, but mostly shipping barges and trucks for merchanting and they hire Mercenary Guild staff and equipment more than any other Clan.

They have a reputation for lavishness in the senior quarters of their district, which is sprawled around a good portion of the east City along the Dockside.

Lady Doosh herself is a regarded well and keen socialiser, though it's said she throws more parties than she actually attends.

Clan Sceptre is the Clan most involved with the day-to-day running of City, with their districts being around the centre.

They provide a major part of the administration of the City as a whole, run large parts of powerstations, utilities and so-on.

The other Clans often joke about them just being extensions of the computers and A.I.s, often during arguments with one element of a bureaucracy or another.

Whilst I've met a few obsessive sticklers for paperwork amongst them, most have seemed quite helpful and friendly. But then maybe that's just my 'winning personality'.

Lord Sceptre himself is well known as an accomplished diplomat and clever settler of inter-Clan disputes.

The Mercenary Guild is run by Director Calatusa. Though not a Clan itself and with no direct involvement in the running of City, it does have its own small district and headquarters next to the Dockside.

The Guild doesn't only provide fighters and warmachines, but also various other bits and pieces, like a big labour and gear market. Any Clans falling short of an engineer, boat or bodyguard can usually find one for hire at the Guild.

Its members are usually non-City outlyers and even some freelancing Cyberates. They provide them with quarters for the time they are in City and sort out the admin' stuff for them."

General Appearance tends to be comparable with contemporary/cyberpunk, leaning towards the 'slick' rather than the casual, with *subtle* cybernetics: no huge chrome headplates and so on. PVC, leathers and sharp (often two-tone) suits, maybe carrying a laspistol, is a common look. Black is always in.

Cyberates: initially troublesome rebels then, when the Empire invaded, valuable allies. The Cyberate tribes essentially differ in their embrace of Cybernetics. The Citiers see the use of refined and subtle implanting as the norm, but frown on huge and extensive cyberware, regarding it as rather crass. The Cyberates have exactly the opposite view and revel in flashy extensive cyberware and showing it off.

Outside their families, Cyberates are not highly organised, but do have **Chiefs** from time to time, who are essentially there to co-ordinate military actions and settle major disputes. Who the Chief is, seems to be down to who is the most popular and outrageous character at the time.

Sometimes they seek employment in City, in the **Mercenary Guild**. Others live in outlying tunnels around Bridge east of City, in small or temporary settlements, mostly trading for machine salvage or running small workshops.

- Cybernetics and Cybertech Skill cost half. **MUST** take Cybertech Skill and at least 2 cybernetics. All Psionics cost double. Swim costs double. Cyberates have the option to self-destruct when dying (this is Immune to Tech Glitch). A minimum of 30 sec. must pass after a fatal blow, then they explode instead of waiting for medical care. This causes S5 damage to nearest target within 2 metres. This must be decided before actual Character Death and results in the Character's loss. Skills- com, uncom, rare, v.rare. Gear- com, uncom, rare. Max.Psivl 2. -

"Cyberates, *crikey* they can be freaks. Some of them are almost passable as Citiers (though they wouldn't necessarily thank me for that), but others have more metal and plastic bits in them than flesh.

It can sometimes be impressive to see more metal attached to person than I can reasonably lift and to be fair some of them are works of art, (especially the shiny ones, I like those), but it must be said that some of them just don't know when enough is enough.

Of course there is no such phrase in the Cyberate handbook.

Even when they cannot feasibly fit more stuff on, they seem to spend a lot of time engraving or polishing or sticking decoration on, or looking for a new way to customise what they do have. I think their self-destruct thingy is a clear demonstration of either vanity or spite.

A good few make a living foraging in the tunnels for ancient junk to sell to workshops.

Sam Red is their Chief at the moment and most seem to be backing his bringing the Cyberates and the North Xadacian refugees together.

He's an example of both art and excess, in just the blend the Cyberates appreciate: unreasonably large, iron studded, chrome-plated almost from head to toe and ...assertive."

General Appearance can share many characteristics of Citiers, but Cyberates will always look to show off any Cyberware they have and often dress more outlandishly than Citiers to accomodate this.

North Xadacians are one half of the sundered Xadacian people, the other Xadacians are now known as **South Xadacians** (see Eastlitside).

Once a military-based society of mutually supportive garrisons and outposts, with the focus of their defence being Xadac Central, they have now been split into the two peoples.

Almost all are soldiers of one kind or another, man, woman or cadet child. It is said that they are descended from a mighty army of the distant past and have been forced to retain the military lifestyle by their proximity to the conflicts of the north. Sometimes referred to as Battalions, different communities can have subtly different cultures, linked only by the common thread of military-based lifestyle.

Xadac was the centre of food and medical co-ordination (though most settlements, often known as Battalions, were largely self sufficient) and also the place general decisions occurred between family leaders and senior officers.

Now it and much of the surrounding settlements are destroyed by a mystery bombardment and the ruins are mostly overrun and occupied by Twisted and Darker Angels (see "**Eastlitside**" for more).

The **North Xadacians** include what survives of their north and western outposts closest to the east tunnel entrance and refugees from the the rest who fled that way. They are now closely tied to the Cyberates.

- Gain PsiResist lv1 & 2 free. Resist lvls can be taken higher at double cost. No other Psionics can be taken. Ranged Weapon Skills always cost half. One Cybernetic item may be taken at half cost, other Cybernetics cost 2 Rp less. A Cyberate self-destruct system may be fitted for 2 Rp. Skills - com, uncom, rare, v.rare. Gear - com, uncom, rare. -

"North Xadacians can count what blessings they have left. To get a pummelling like they have, it's amazing they are still around. All I can say is thank Light they and those of 'em in the south had the sense to know when to leg it. By and large a people of few words, they seem to have even less to say these days, well, that isn't swearing blue murder to whoever was responsible.

It looks like they won't be leaving off the military lifestyle anytime soon.

Most of us couldn't really believe it when we heard about their north, east and central territories being wiped out by a mystery aerial bombardment, but I've seen the rubble and Twisted for myself. F*** it, I bet those bastard Darker Angels couldn't believe their luck. Not that many of the Xadacians really believe it was them, as scouts reported at the time, that they seemed as unprepared and surprised as any of us. Didn't take them long to take advantage though.

What's left of the Xadacian western holdings are surviving mainly due to the support of the Cyberates who have not only given them a hand into the tunnel-life around Bridge, but have also gone out into Eastlitside themselves. I reckon Sam Red decided enough was enough and let's face it, nobody wants the Darker Angels as neighbours.

The tunnel dwelling Xadacians have managed to keep themselves fairly welcome, by their willingness to fearlessly patrol the underground districts."

General Appearance is mainly any military style, with a preference to the more modern (such as camouflage, fatigues, bodyarmour etc.), though subtle uses of more antiquated styles are welcome.

"Eastlitside..."

-To the east of the Manbas mountains the land comes back out from under the shadow of the great rock that shades the Nightlands.

In the far north, the land buckles and shifts in restless proximity to the great Warp Rifts from which chaos oozes, altering the world it touches and spawning alien forms. Not far from here live the feared **Darker Angels**, a cult of unnatural creatures (some of which may once have been human), who champion the cause of Chaos and Warp entities through the land. Directly opposed to them are the **Templars** of Knitrus, an almost equally fanatical group of undetermined species, who in spite of their poor diplomatic skills, had managed to gain the Xadacians as allies.

In the lower lands of the Eastlitside lie the remains of the Xadacian territories, (now largely occupied by Twisted), the shapeshifting **Nanolords** of Xephi, the non-human **Shengui** and the **South Xadacians**.-

"Eastlitside has seen a lot in last decade. We thought they were making headway towards a bit of security, after the Xadacians and the Templar started working together; even though the Xadacians had been giving sanctuary to an indeterminate group of stranded Empire people, 'Tsunamians' I think they called 'emselves, which put the cat amongst the pigeons.

During the Chaos War, the Darker Angels rampaged through the east almost unstopably, backed by the energies of a powerful Warp Entity itself apparently a vassal of something called The Screaming God. They marshalled Twisted and worse to their cause. Between them and the Templar, they had done a good job of laying waste almost to the sea.

However, not only did they tangle with our brave Wester comet-chasers, but in the south (the Lat-la-Wah) they also encountered the Shengui tribes who are, despite their low-tech lifestyle, quite the handful. As the Chaos War reached it's height and the Empire invaded, the cultists were pushed back into the shadows...until now.

Now many of the bunkers, outposts and towns of the Xadacians are either ruins, (some occupied by Twisted), devastated by the mystery bombardment or are overrun by Darker Angel forces. The survivors who aren't up near Manbas or with the Cyberates, are being supported by the Ruunar Shengui from the Lat-la-Wah with a little aid from the Nanolords.

Nobody seems to know what has happened to the Templar. Or to the Empire personnel, though since *they* were based in Xadac Central which is now a smokey crater, I don't fancy their chances.

The Shapeshifters from Xephi are doing their best to stay in touch, but it's getting tougher for them, even though it seems they have made some breakthrough improvements to their nano-thingies."

Places of Interest in Eastlitside

"Xadac...

was never pretty, the land around it scarred by conflict and disaster. Lots of gravel and sand pits and hardly any green. A weird sense of oppression gripped me everytime I was there. It's just too far north to be *right*.

The Xadacians had burrows all round the place, largely out of sight until you were in the cross-hairs of a sentry or twelve. They made an art out of living in trenches and underground bunker-complexes, with only the occasional watchtower or shed breaking the skyline.

Xadac's heart was Central, where I remember a massive dome, half dug into a hillside, where I once met some of their leaders. Around it were rough greenhouses, workshops, barracks, a couple of hangers and rec- rooms all in a shallow basin amongst the hills; a large template for many Xadacian settlements.

I had to see it for myself when they told me. The place was a real hardpoint, about as tough a place as you could imagine, but now it's a crater over a km across and the ground is shattered for many more around. It's pretty much a similar story for the rest of their territory, though the southerly and most westerly Battalions were not struck from above.

All we've heard are rumours, people who think they saw lights in the sky, blaming the Darker Angels, some even claiming the Rock above the Nightlands to be the source, but nobody's stepping up to claim it.

The Twisted have started to move in with a vengeance, driven by the Darker Angels in many places, though last time I was there they seemed less than eager to move into the Central territories. That makes me think *they* don't know for sure that it's safe, but then it hasn't stopped them coming anyway.

Most of the southern settlements haven't stood against the marauders, with the exception of a few that have received aid from both the Nanolords and the Ruunar Shengui. There are new settlements where Shengui and Xadacians live side by side. The Nanolords have however, been more bothered about guarding their own projects and many of the Xadacian retreats have been pushed further south, almost to the Lat-la-Wah.

I think they are mostly rearguarding there now.

Personally I don't blame the Shapeshifters, as they don't have seem to have the resources to help and have a lot of outposts to protect. They've also got a lot of effort wrapped up in their 'new thing' whatever it actually is.

I'm not sure if some of the Xadacians would agree with me though."

"Knitrus...

isn't a place I've been and now doubt I ever will. Home to the be-fanged Templar, it has a long history as home to their cult of Order.

Nobody seems to know how long they have been around, but they and the Darker Angels have been at it hammer and tongs for centuries.

During the Chaos War, the Darker Angels and their allies got the upperhand so until recently Knitrus was a ruinous state. In the last couple of years the fortress was restored to some of it's former strength with the assistance of the Xadacians and their Imperials, who helped rebuild the fallen walls and huge stabling for the unique breed of Skuks that they have there.

Rumour was, that normal Skuks can't stand Templar.

Anyway, whether or not their black chevroned flag still flies over the place, I don't know."

"The Dark Citadel...

of the Darker Angels lies further north than I or anyone I have heard of has ever been.

There are places that just aren't viable for the likes of you and me, but there are accounts here and there, from the dim and distant

Up in the far northeast, near to the broken shore of the western ocean is what is often referred to as their 'Great Dark Citadel', which I personally think is a bit 'drama-queen'.

Then again, I haven't seen it.

Supposedly raised in 'unnatural and impossible forms' and towering haphazardly into the sky, the Citadel and the crazy architecture it sprouts from house the actual 'community' of the Darker Angels. It's said they are made up of various Houses, with their own lords and such, a bit like clans I suppose, each of whom make it their business to connive against us litsiders with whoever else wishes us ill in the world.

It is also said that they actually *maintain* Warp Rifts somehow, to gain freakish powers and allies from the energies and beings in the Warp.

No wonder they're bloody bonkers."

"Xephi...

is the governing city of the Nanolord shapeshifters. Staggered up the steep slopes of a valley, Xephi is a sprawling place of delicate glasshouses, tiered gardens and great cubic stone buildings. Their elected Champion and the elder Ancestor Circle live there along with most of the giant Tegular broods.

The Tegular have their own special district, where they conduct the mysterious business of breeding more of their kind with the other 'normal' Nanolords.

The place is largely unremarkable in architecture, though everything that isn't a shabby pre-fab is built with a certain elegance. What makes it quite a breathtaking place to visit is the view.

The Xephites have spent untold centuries using their biological know-how to renew the wastes around them. Nowhere more-so than within the protective ring of mountains around their great Xephi lake. This means that looking downhill from anywhere in the city an amazing richness of life can be seen carpeting the land all the way to the lakeshore.

By Light, I've never seen lusher fruit, or tasted better rabbit for that matter, than here. Sure, Westlitside's got forests and game aplenty, but going in them unprotected or alone is generally suicide.

Out on the lake is a large island: it and the one town are called Emerald. The whole place is supposed to be the first place they perfected a lot of their 'special methods' and is covered with different plots devoted to varied stuff like, farmland crop here, woodland there, bizarre animal areas and that kind of thing."

Eastlitside Character Types

The creation of an Eastlitside Character requires the player to use one of the following templates. The template applies for the whole life of the Character, except in 'special circumstances' cleared with the organisers, for example gaining Skills from Ongoing action, or the acquisition of Gear items at events (see Event Mech. section).

Skill and Gear references denote the normal range available to the Character Type and the MaxPsi lvl does not apply to PsiResist, unless otherwise stated.

Non-Specific, Personalised - Skills- com, uncom, rare, v.rare. Gear- com, uncom, rare. MaxPsi lvl 4

Nanolords mostly live in Xephi and inside the mountain ring about Xephi Lake, a precious oasis in what was a surrounding warzone.

Not so much warlike as passionate, they are devoted naturalists and many are bio-scientists who, when they are not in the Xephi lands, are in outposts usually devoted to research and restoration of the surrounding environments. Some of these have developed into small towns with families and customs of their own.

The maintenance and growth of their oasis and seeking to claim back more of the barrens around them, is one of the key driving forces of their society.

The Champion is elected every 10 years, from amongst the most nano-skilled citizens who have shown fervour in the struggle to restore life to the warped and scarred lands.

The advising Ancestor Circle is a collection of elders, some A.I. beings and certain Tegular.

The Tegular are a small group of creatures who act as guardians to the general welfare, from problem solving to soldiery. It is rare for their whole form to leave Xephi.

They are unique in that they are Nano-systemed in the womb - a process seen over by other Tegular, whereas normal Nanolords are nano-systemed shortly after birth. Their nano-abilities are as unmatchable as is their devotion to Xephi. (No Players can be Tegular).

Recent developments have seen a modification to the Nanosystem the Xephites use.

Existing Nanolord Characters may choose to keep their current system, or be modified. They may retain the closest analogy to their existing form traits at no additional cost, to a maximum of 10Rp.

- Special Skill: Shapeshift Nano-system allows a Character to assume forms with particular talents separate from or additional to their natural shape. Nanolords gain 7Rp of **Attributes** free when starting (see Shapeshifting Rules below).

Nanolords are Immune to most Toxin, Virus and Hallucinogens. Skills - com, uncom, rare. Gear - com, uncom. MaxPsi lvl 2. -

The Law of Bio-Conduct

It is key to remember that Nanolords are in many ways 'eco-warriors'. They value life, bio-diversity and the sustainable environment. A player may decide how fanatically they pursue this element of the Nanolord character, (e.g. to the extent of beating litterers), but as a minimum :

Nanolords do not encourage killing of anything if they believe there is no justification, even Twisted, whom rather than 'enemies' are mostly regarded as 'pests'.

They will not advocate biologically dangerous actions, for example releasing dubious substances like virus' or chemicals from containment, that may harm other Characters or creatures, or get into the water table.

Shapeshifting Rules

Nanolord Players may now spend Rp on a new list of Nano-system Upgrades called Attributes. (We have the success of the last PCs to thank for this). Table 1 below and continued on the next page, gives the description and effect of an Attribute, any minimum time it takes to make available (Shift Time), any Phys.Reps. and Rp cost. Table 2 denotes any restrictions or interactions the Attributes have with the locations they effect.

-Table 1 -

<i>Attribute</i>	<i>Shift Time (seconds)</i>	<i>Minimum Physical Representation</i>	<i>Rp Cost</i>
Whip-Barbs - Disarm Skill and S2 unarmed.	30per arm.	Distinctly textured glove.	2 per arm.
Accelerator - Gain Dodge Skill.	10		3
Extreme Accelerator- Gain Dodge Skill and +1 CC.	20		4
Beast Claw - Gain S3 unarmed.	30per arm.	Clawed glove, (max. 14 cm digits).	2 per arm.
*Maleable Limbs - Gain Escape Bonds Skill.	50	Featureless fleshy gloves	2
Monstrous Claws - S4 unarmed.	60	Clawed gloves (pairs only), preferably some arm padding.	4
Predator - Gain Hunter Skill.	60	Appropriate beastmask/headgear.	3
Aggression Growth - Gain Knockdown Skill.	60	Some body-bulk costuming.	2
≈ Extreme Aggressor - Knockdown Skill, 1hd=2hd grip.	60	Additonal body-bulk costuming.	4
Toughened Hide - Gain Pm.1/1 armour.	30	Some make-up or costuming.	1 per loc.
Armour Hide - Gain Pm, 2/2 armour.	60per loc.	Scale or plated armour costuming.	3 per loc.
Thermal Resistance - Gain Pm.0/2 armour, all loc.	60	Some make-up, preferably silver.	3
^ Stun Hypo-digit - Gain K.O.	10		3
† Stim-Hypo-digit - Gain Stim.	30		3
Δ Venom Glands - Gain Venom.	30		4
√ Gas Jets - Gain Gas Damage	30		3
f Weapon Arm - Gain S3, CC.	60	Lrp-safe weapon tied to remove use of hand.	3

<i>Attribute</i>	<i>Shift Time</i>	<i>Minimum Physical Representation</i>	<i>Rp Cost</i>
# Infiltrators - Gain Lockbreaker lvl Skills.	As lock info.		3.5per lvl.
€Flame Glands - Gain Flamespit.	30		4
Filter Membrane - As Mask/Air Filters.	20		2
Gills - Unrestricted Swim Skill.	30	Some make-up.	2
∞Opticals - Gain Marksman Skill.	20		2
Flashguards - As Photovisor.	10		2
Thermoptics - As Infra-red Visor.	20		2

-Table 1 cont.-

* Players may come up with other ingenious ways to use what are essentially stretchy and prehensile limbs. A rough guide for example, is to assume no more than 1 metre of useable extension. If necessary check with a Ref.

≈ Knockdown is used within CC damage call, e.g." S3, Knockdown!" and 2-handed weapons may be used 1-handed.

^ Micro-hypodermics in the fingers, may deliver "Toxin, Knockout 3min." against a location with no 'physical' external armour (including cyberarmour if it is hidden/subdermal) and through basic clothes, - Target is unconscious for 3min. By touch.

† As above, except "Toxin, Stimulant. Gain 2 Bdpt to that loc. for 5 min. only." which can be administered just once a day to that individual. By touch.

Δ Vapour spray glands (loc. of pre-choosing) can deliver against one target: "Contact Toxin, Damage 2, all locations" up to 3 metres. Maximum of 4 times per Shapeshift period. May not be used once engaged in CC.

√ Gas reservoirs in the forearms and hands can deliver against one target: "Inhale Toxin Damage 2" up to 2 metres. Maximum of 4 times per Shapeshift period. This may not be used once the user is engaged in CC.

f As 2-handed CC weapon stats. with length taken from the elbow. Only one arm may be modified in this way. Note these Attr. don't require Use Weapon Skill.

By touch. A large swarm of nanites temporarily exits the users skin, invading the lock, unlocking it in accordance with the Lockbreaker Codesheets provided. Interruptions resulting in disconnection with the lock, causes three things:

the unlocking ceases

the Nano-system immediately needs to apply the 10 min reset and

until this specific re-calibration is complete, Immunities do not function.

€ Glands in the throat project liquid which bursts into flame on contact with air. "E3" may be used any time, up to a range of 2 metres. Maximum of 4 times per Shapeshift period.

∞ May also be regarded, for roleplay, as adjustable for macro and micro use.

-Table 2 -

<i>Attribute</i>	
Whip-Barbs	Incompatible with arm-based Cybernetics, simultaneous use of Escape Bonds or Medic skills.
Accelerator	
Extreme Accelerator	No Marksman Skill/Targeter or Psi Abilities may be used simultaneously.
Beast Claw	Objects may not be gripped in that hand, incompatible with arm-based Cybernetics.
Maleable Limbs	
Monstrous Claws	Objects may not be gripped, incompatible with arm-based Cybernetics.
Predator	Existing head armour subject to feasibility. No simultaneous Mask use.
Aggression Growth	
Extreme Aggressor	Incompatible with worn armour, (excludes Psi Protection).
Toughened Hide	Compatible with worn armour (+1/+1 bonus), but not Cybernetic at that loc.
Armour Hide	Incompatible with worn or Cybernetic armour at that loc.
Thermal Resistance	May be used with worn armour as +0/+1 bonus, to a minimum of -/2
Stun Hypo-digit	May not be used on self or other Nanolords.
Stim-Hypo-digit	May not be used on self or other Nanolords.
Venom Glands	Require user loc. to be open.
Gas Jets	
Weapon Arm	Objects may not be gripped, incompatible with arm-based Cybernetics.
Infiltrators	
Flame Glands	Not compatible with Air Filters, or simultaneous Mask use.
Filter Membrane	Not compatible with Air Filter implants
Gills	Not compatible with scarves....
Opticals	Not compatible with eye-based Cybernetics.
Flashguards	Not compatible with eye-based Cybernetics.
Thermoptics	Not compatible with eye-based Cybernetics.

The Shapeshifting Safety-System

Shift Times are **accumulative**.

Shapeshifts last up to **1 hour** minus 5min per Attribute activated, timed from the start of any Attribute activation and **ALL** currently active Attributes cease at the end of this period. E.g. 6 active Attributes can last up to 30min.

The System rests approx. 10min for any/all Attribute use, therefore it pays to activate many Attributes, each for as long as possible. This is so the System can re-calibrate itself and ensure there is never too much strain on the user's body.

During Shapeshifts, a Nanolord cannot sprint or fight. If they are forced to, or are struck by attack, the Shifts cease and the 10 min. wait applies.

If struck by any **Tech Glitch** effect, the System is not permanently damaged but the user immediately (and painfully) reverts to their natural form and again the 10min wait applies.

As in many Lrp systems, the honour-system applies to users in the application of their Attributes, especially the non-visible. To aid both the Player and others it is suggested that if appropriate, the user should make a verbal declaration of activating Attributes.

Common sense applies at all times - for example hand mods are not compatible with sealed armour gloves or Environment Suits and Combat Phys Reps must be Lrp-safe.

"Nanolords...somebody once commented 'they're mostly harmless'. To be fair, the ones I've met have been ok. However there's something a little unnerving about somebody supposedly human, maybe not looking the same the next time you see them. Also, Tegulars: much as I liked the one I've met, well the *piece* of one I've met, they aren't aren't human enough for a straightforward Skirmisher like me to relate to. I mean, being able to break yourself into several different critters, some of which can chat with you; now *that* is weird.

Sure Nanolords do interesting work, but some of them look at you like a specimen sometimes, especially the scientist types. Brave though, considering they aren't a naturally aggressive bunch.

Take their current Champion, Tassarad Chiton. Sacrificed his comfortable life in Xephi to spend years in one of their most inhospitable outposts, (meaning near the Nightlands).

Worked out a way to farm Wrapthorn of all things and a load of other stuff, then almost single-handedly killed a group of Twisted marauders. They'd not only killed most of his colleagues, but had the cheek to burn his Wrapthorn too. Growing your own body-armour is obviously handier than I'd thought.

Still, they aren't all quite so obsessive about their work with you. Some seem to be a little more laid-back, like Belraine and Brandreth.

Well Brandreth was laid-back *some* of the time, considering she spent a lot of it as a scary big cat when I was around. Make a good Skirmisher though.

Belraine was both far too smart and far too civilised for me to really get to grips with, if you know what I mean, but you've got to respect both his bravery and healthy regard for vineyards. Handy shot though and one day I'll see what the fuss is, about his household's hospitality."

General Appearance: Older or intensive users of their nano-system can leave residual traces of their nano-shape on their human forms, like cat's eyes or fur, but are otherwise normal humans in appearance. They tend to dress simply, because it is easy for them to ruin difficult to remove clothing whilst Shifting at speed. Popular clothing is loose, like cloaks, robes etc and when practical, scanty.

The Shengui live along the south and east of Eastlitside in the area known as the Lat-la-Wah. Notable as the non-human Character Type available to Players.

They have webbed hands and feet. They have a shark-like face and a mohican of frond-like hair. Whilst they have villages and family groups, most commonly enjoy travelling around. Many but not all are literate, there being a strong oral tradition. Amongst the many groups of Shengui, there two tribal regions with subtly distinct Shengui that Players may come from: the **Tessra** typify the eastern Shengui and the **Ruunar** are the dominant central-plains Shengui, currently giving refuge to the **South Xadacians**.

Tessra/ Eastern Shengui

- Immune to normal Psionic Abilities when wished. When fighting a Warp Entity, Shengui will do triple damage in Close Combat (the Entity actor will take relevant account of this - the Shengui Player does not need to triple their damage call). May take Psi lvls at half cost but can only take one Ability per lvl. Swim costs 1Rp less. Any Arcane/technology Skills cost double. Skills- com, uncom. Gear- com, uncom (weapons only). MaxPsilvl n/a. -

Ruunar/ Central Plains Shengui

- Immune to normal Psionic Abilities when wished. Triple damage to Warp Entities as described above. May take Psi lvls at half cost, but can only take one Ability per lvl. Lvl3 and 4 Psi Abilities cost double. Swim costs 1 Rp less. Any Arcane /technology Skills cost double. Ruunar only, have **Ruunar Axe** - a combination of a free addition to the Use [CC Solid] Weapon Skill and ethnic weapon design - the axe costs the same as a 1-handed Solid CC. weapon and can be used 1-handed whilst having 2-handed stats. Skills - com, uncom. Gear- com, uncom (weapons only). MaxPsilvl n/a. -

- Please note "Timelock" in Psionics, as the rule therein must be applied even to Shengui. -

"The Shengui live in dozens of semi-permanent villages in vague tribal zones, with a habit of swapping random numbers of occupants during certain times of the year. My exploration of this custom isn't satisfied, since most Shengui will give different reasons for this. For some this almost seems part of the point, that different Shengui gain something different from the custom.

Somewhat savage in appearance, outsiders gain the impression that the Shengui are not technically advanced. Whilst they happily use technology and are certainly sophisticated enough to comprehend its workings, they don't often pursue it. There isn't a law or religious issue stopping them, they just seem to have a different perspective of life than humans generally and spend much of their time being gently baffled by them.

They have a powerful streak of self-sufficiency, but their major strength, causing both the Templar and more so the Darker Angels to stay away from them, is their peculiar degree of Psionic resistance. They seem to have great command of their interaction with the Warp, essentially making them both immune to Psionics and very, very dangerous to Warp entities. As such most Darker Angels are terrified of them in close combat, as many of their number are infested in some way with Warp entities and much of their arsenal Psionics.

They have a strong base of Psi users. Many use their Psionic Abilities as an aid to 'enlightenment' and their need to commune with the forces of the universe. Some to help guide their families or tribes, (often referred to as Shamans). Others use Psi skills as blithely as breathing.

The only real distinctive tribes of Shengui I know of (who I'll describe a bit more in a minute) are the *Tessra*, who are both typical and influential in the east coastal areas and the *Ruunar*, who are an increasingly dominant type in the central plains of the place they call the Lat-la-Wah. I think it's from their ancient language, before they became predominantly Human-tongued when our ancestors arrived way back."

" *The Tessra Tribe* itself, occupy the area along the coast near to the eastern islands, where they have close links with the Shengui who occupy them.

Tessra is actually the name of their current 'leader', a female Shaman or Psionic as we call them. Her and her *mate* Rakshaa run a lot of things around there, as I found out when I did a salvage job with them.

They sometimes find odd stuff in the sea, ancient bits and pieces washing up or floating in from out of the eastern sea. The Council last sent me there with a load of Telekinetics and engineers to help them shift this pre-Fall ship blocking one of their fishing routes.

They've got fearsome warriors and the tribes round there don't have much trouble keeping the sea free of Twisted, often incorporating this into teenage 'rites of passage', but they seemed inclined to let the Shamans have the greatest say in stuff when I was there.

There's two good examples of the Shengui wanderlust I know.

Ketta I've met a few times now and his Shamanic lineage shows through; he's a son of Tessra for a start. He's a bit like some Defenders I know, insatiably curious, in someways a bit of a dreamer, but as with all Shengui, a sense of alienness. This whole issue of 'enlightenment' sometimes seems to be a millstone round his neck to me, then again he is a teenager which seems universally tricky, human or not. He doesn't half get about though and he was somewhere in City last I knew.

Aela is a contrast. She struck me as a lot more practical-minded than her friend Ketta, who I think she's known most of her life. She was a fresh young warrioress when I first met her, plain speaking and someone I could relate to. Sharp as a pin too. Last time I saw her she seemed to have gained a hardness from her last year's experiences. It left me with a heightened sense of her alien fierceness.

The Ruunar are more warlike and less interested in the subtleties of Psi than the *Tessra*. This was shown pretty clearly to me, because all the leaders I've met have been warriors first and foremost. Their warriors, called Braves once they killed enough Twisted, favour fierce leather face masks and dyed crests. They often have 'totem' animals or plants, which they carry decorations of. Their main settlements are south of the great river that flows through the central plains of the Wah. Even so, they are making the hills west and even the north their business, especially now the South Xadacians are feeling the pressure.

They've reached some amicable agreements with the Nanolords and are setting up new settlements in the west parts of their territories, with the main intent being to shield the Wah from the Twisted. These are also where they interact most with the Xadacians and these new settlements reflect this. They are a lot more permanent-looking than your typical Shengui settlement some of which are almost camps to look at, but in these new places you can see the influence of the Xadacian way of doing things, in the low stone roundhouses and strong points.

As far as many Ruunar are concerned, they're at the start of another Chaos War and don't intend to let the Darker Angels have their way with Eastlitside this time.

This is the attitude prevalent in Shengui like Jargar, a veteran warrior and of quite some standing. He's fought Twisted from the Chasm in the south amongst strange ruins, to deep in the Nightlands in the north. He has a personal vendetta against the Screaming God cult and the Spined Wolf cult, both of whom have taken their toll on his people to the west and indeed his family.

He's not the kind to take s*** lying down."

General Appearance - Furs, leather, few synthetics and usually handmade. Geometric (especially triangles) tattoos and body ornament is common. Shengui skin can vary, suggestions being pale blues, greys and even stripes.

South Xadacians are one half of the sundered Xadacian people, the other Xadacians are now known as **North Xadacians** (see Manbas). Once a military-based society of mutually supportive garrisons and outposts, with the focus of their defence being Xadac Central, they have now been split into the two peoples.

Almost all are soldiers of one kind or another, man, woman or cadet child. It is said that they are descended from a mighty army of the distant past and have been forced to retain the military lifestyle by their proximity to the conflicts of the north. Sometimes referred to as Battalions, different communities can have subtly different cultures, linked only by the common thread of military-based lifestyle.

Xadac was the centre of food and medical co-ordination (though most settlements, often known as Battalions, were largely self sufficient) and also the place general decisions occurred between family leaders and senior officers.

Now it and much of the surrounding settlements are destroyed by a mystery bombardment and the ruins are mostly overrun and occupied by Twisted and Darker Angels.

The **South Xadacians** include what survives of their southern outposts bordering the Xephite territories and refugees from the the rest who fled that way. They are now closely tied to the **Ruunar** (see above), with whom they have established several new settlements.

- Gain PsiResist lv11 & 2 free. Resist lvls can be taken higher at 2Rp extra cost. No other Psionics can be taken. Ranged Weapon Skills always cost half. Swim costs 1Rp less and Hunter costs half. They also have access to the **Ruunar Axe** for 1 Rp - an addition to the Use [CC Solid] Weapon Skill and Ruunar weapon design - the axe costs the same as a 1-handed Solid CC. weapon and can be used 1-handed whilst having 2-handed stats. Skills - com, uncom, rare. Gear - com, uncom, rare. -

"Like the North Xadacians, the Southers should count what blessings they have left. It is amazing that they're still around and they had the sense to leg it whan they did. From a people of few words, they seem to have adopted a certain capacity for 'showing their anger' which I think has rubbed off from the Ruunar they are now cohabiting with.

You know, stuff like taking heads from the vanquished Twisted, battle cries, that kind of thing. These Xadacians are often from the worst hit and overrun Battalions and many of them definitely have a manic gleam in the eye now, (well more so).

Likewise I think some of them have been trying to instil a bit of discipline into the Ruunar fighting style and pushing them towards the concept of fortifications.

This has met with a limited response, after all the Ruunar only have to look northward to the craters to ask if it's really worth it. However, relatively small and simple fortifications have found their way into the mixed settlements anyway.

They definitely won't be leaving off the fighting lifestyle soon either.

I knew this Xadacian once, called Crow. Had a bit of a rep' before he got mixed up in all the latest problems, stubborn-like. Last few times I'd seen him though, it looked like things were getting to him. The cool Xadacian discipline was right out the window for a start and I hear he's disappeared. If that's not a lesson about going too feral, I don't know what is."

General Appearance is mainly any military style, with a preference to the more modern (such as camouflage, fatigues, body armour etc.), with certain Shengui influences including natural ornaments such as feathers or decorated leather.

Armour and Weaponry

Armour comes with two protection ratings, relating to how damage of what type it stops : *vs Solid* and *vs Energy*. The relevant protection number is **deducted** from the damage call, so "S 3" called against armour having a *vs Solid* of 2 causes the loss of 1 Bodypt.

Cost is 'per Location' as follows: Head, Body, both Arms in the one cost and Legs likewise bought as a pair. **Forcefields** cover all locations, ignoring any special Character armour restrictions. (see Table 3)

Armour is **not reduced** by damage, unless the Damage Call is **twice** the protection number. This is the '**Break Point**', except in Forcefields which do not have a normal Break Point. (Any **Psi Protection** adds one to this 'BP'.) When this occurs, that location of armour no longer protects at all (Damaged), until it is repaired by the appropriately skilled. So Flak will break at S4, or S5 with Psionic Protections. Psionic Protections themselves **do not** break. A Shield 'Break Point' is always **twice +1**, so Phys Shield breaks at 5/3.

Armour may be removed from the unconscious or otherwise unresisting - this takes 10 seconds per location, 10sec for a whole Forcefield or 20sec for Powered and Exo locations.

Pm. ('permanent') denotes armour with no Break Point, typically a Character's own hide which is also not removable without surgical precision and the death of said.

-Table 3 -

<i>Armour Type</i>	<i>vs Solid</i>	<i>vs Energy</i>	<i>Rarity</i>	<i>Cost</i>
<i>Primitive</i> - such as ring mail or leathers.	1	0	com	2
<i>Physical</i> - system contemporaries:				
Flak- Bullet-proof vest style, plates and fabric.	2	1	uncom	4
Mesh- Flexible, scaly-looking.	2	2	rare	5
Carapace- Ceramic-looking plate- armour	3	2	rare	6
<i>Tec.</i> - using power systems:				
Powered- Environment Suit(completed) armour, allows running with Heavy Ranged Weapons.	4	3	vrare	9
Exo-armour- Huge version of Powered. Allows 1-Handed use of 2-Handed weapons.	5	4	vrare	12
Forcefields- typically a box at the belt:				
Refractorfield- Represented by red sash from box.	2	2	rare	16
Displacerfield- Yellow sash. Struck by a matching or penetrating attack, the wearer leaves play, moves 20m in any direction and re-enters play.	3	2	vrare	18
<i>Shields</i> - no simultaneous use with 2-Handeds. Against Ranged attack, classed as Body protection only, for ease, adding their number to other armour there. Parry in CC.				
Primitive - basic wood, studded, metal etc.	1	1	com	3
Physical - system contemporary synthetic.	2	1	rare	4

Close Combat Weaponry (see Table 4)

To use any weapons, the relevant Use Weapon Skill (see Character Skills) is required, or their Damage Call is halved down. (Maximum lengths are in cm)

-Table 4 -

<i>Weapon</i>	<i>Max. Length</i>	<i>Damage</i>	<i>Rarity</i>	<i>Cost</i>
<i>Normal (Solid):</i>				
Short 1-Handed	46	S1	com	1
1-Handed	92	S2	com	2
2-Handed	138	S3	com	3
Polearm/LongSpear (2-Handed)	227	S3	com	4
Great Weapon (2-Handed)	183	S4	uncom	4
<i>Powered (Energy):</i>				
Short 1-Handed	46	E2	uncom	3
1-Handed	92	E3	uncom	4
2-Handed	138	E4	rare	5
Polearm/LongSpear (2-Handed)	227	E4	rare	6
Great Weapon (2-Handed)	183	E5	vrare	8
* Powerclaw	50	S7/ E5	vrare	10
† Chainfist	60	Fatal/ S8	vrare	10

***Powerclaws** - usually only allowed on powered armour / suits, on powered arms or under special circumstances. They are an oversized mechanical hand or claw at least 30cm long from the wrist and not more than 50cm. To be used in combat they must be LRP safe i.e. soft/cushioned.

The main advantage of them is they are still usable as a hand, (so if the user can make one that allows continued use of their own hand, this would be ideal) and can parry.

For Use Weapon Skill they are regarded as Energy. They also have a choice of attacks:

Crush - which is on the opponent's Body Location (not their gear) and the damage call is **S7**. The user must momentarily have a physical hold on their target and does the damage to that location.

Hit - where the damage call is **E5**, is a punch or swipe landed in CC.

† Chainfists - follow the same fitting rules as Powerclaws and are a massive armoured vambrace and gauntlet containing a power-system. This both charges and drives a chainsaw blade (max 60cm long), which cuts easily through armour, causing **Fatal** damage in combat, **S8** in other situations, such as attacking machines or obstacles.

Ranged Weaponry (see Table5)

The relevant Use Weapon Skill is required to utilise these, otherwise the damage is halved (rounding down) and no magazines may be changed.

Each weapon comes with **one full magazine**, refilled between events at the Character's homeland. Any Solid ammunition not used at an event, can be hoarded by a Character to add to their supply at future events.

Any further mags must be either found, or bought at the weapons' full cost. This may seem expensive but it reflects the preciousness of resources even classed as (relatively) common. Any others that the players may acquire/find, (assuming their home caters to the gear rarity level), can also be replenished to maximum between events, at the Ref's discretion.

Heavy Weapons are considered too heavy or cumbersome to run with.

Super Heavy are generally vehicle or emplacement mounted; not typical In-Game.

- Table 5 -

<i>Weapon</i>	<i>Damage</i>	<i>Rate of Fire</i>	<i>Typical max. ammo.</i>	<i>Range (Metres)</i>	<i>Rarity</i>	<i>Cost</i>
<i>1-Handed:</i>						
Flintlock Pistol	S2	1 per 30 sec.	Pouch - 20	6	com	2
Laser Pistol	E2	Call Speed	42	10	uncom	4
Needlegun	*	Call Speed	5	10	rare	7
Neurodisruptor						
Plasma Pistol	E4	1 per 5 sec.	10	8	rare	6
Rocket Pistol	S4	Call Speed	15	15	rare	7
Stub Pistol	S2	Call Speed	15	10	uncom	3
<i>2-Handed:</i>						
Autogun	Auto. S3	Call Speed	24	20	uncom	6
Autolaser	Auto. E3	Call Speed	42	15	vrare	7
Flintlock Musket	S2	1 per 30 sec.	Pouch - 20	20	com	2
Flamer	Auto. E3	Call Speed	5 bursts	8	rare	4
Lasergun	E2	Call Speed	42	20	uncom	4
Plasmagun	E4	1 per 5 sec.	10	15	rare	6
Railgun	S5	Call Speed	15	20	vrare	9
Rocketgun	S4	Call Speed	15	20	rare	7
Shotgun	†	Call Speed	9	15	uncom	3
Stub Rifle	S3	Call Speed	24	20	uncom	4
Wavegun	E5	1 per 5 sec.	6	10	vrare	8

-(cont. over)-

-Table 5 (cont) -

<i>Weapon</i>	<i>Damage</i>	<i>Rate of Fire</i>	<i>Typical max. ammo.</i>	<i>Range (Metres)</i>	<i>Rarity</i>	<i>Cost</i>
<i>Heavy (2-Handed):</i>						
Assault Cannon	Auto. S5	Call Speed	3 or ^8 bursts	20	vrare	11
Flame Cannon	Auto. E3	Call Speed	8 bursts	12	uncom	8
Laser Cannon	E6	Call Speed	10	20	rare	10
Missile Launcher	As Missile.	1 per 5 sec.	6	20	vrare	7
Plasma Cannon	Auto. E5	1 per 5 sec.	21	15	rare	12
Rail Cannon	S7	Call Speed	10	20	vrare	11
Rocket Cannon	Auto. S4	Call Speed	20 singles or 4 bursts	20	rare	10
Stub Cannon	S6	Call Speed	12	20	uncom	10
Wave Cannon	Auto. E5	1 per 10 sec	30	15	rare	12
<i>Super Heavy:</i>						
Quake Cannon	Area S9+	1 per 5 sec			rare	
Ship Laser	E10+	1 per 5 sec.			rare	
Super Plasma	Auto. E8+	1 per 15 sec.			vrare	
System Missile	As Missile				vrae	

* Needleguns fire a dart of crystalized Toxin of either Damage 5 or Subdue. e.g."Head, Toxin Subdue!" They can only penetrate blatantly non-armoured areas.

† Shotguns can fire 3 types of cartridge:

Standard- S2, com.

Heavyshot- S3, com, Cost= 1 Rp per 9

GasCart: TimeFreeze 3m area InhaleDamage2 or ContactSubdue, rare, Cost 1 Rp per 3.

GasCart.s and **Heavyshot** need to be bought **singly** and do not come as starting or 'between-scenario-restock' ammo.

^Beltfeed backpack . One-off-Cost of 3 Rp.

As Missile. Missile Launchers do not come with a free batch of ammunition. (See Grenades and Missiles.)

- Note that unless otherwise stated in the Ranged Weapon Descriptions section next, Energy weapons are susceptible to TechGlitch effects. Railgun Weapons are also effected by this-

Ranged Weapon Descriptions

1-Handed - pistol sized allowing the other hand to be used for something else, like carrying a second pistol or a melee weapon, (to use two pistols at once requires the **Twinshoot Skill**).

Flintlock Pistol: Muzzle-loaded blackpowder gun about 30 cm long, firing metal or stone shot.

LaserPistol: Slender, lightweight laser pistol not longer than 30 cm.

Needlegun: Small, with pressure canisters on either side, no longer than 20cm.

Neurodisruptor: Crystalline and faceted. No longer than 30 cm. Immune to Tech Glitch.

PlasmaPistol: Brick sized, ribbed body, domed and vented muzzle approx. 10 cm wide.

RocketPistol: Bulky with magazine forward of trigger. About 34 cm long, muzzle vented.

StubPistol: Comparable to 20thC. 9mm pistol, no longer than 25 cm.

2-Handed - when fired requires both hands.

Autogun: Comparable to 20thC. automatic rifle, like the AK47.

Autolaser: Rotary mutibarrel version of the Lasergun, still quite sleek, around 85 cm.

FlintlockMusket: As pistol, but usually 150 cm or more.

Flamer: Flamethrower with conspicuous underslung cannister. About 70cm long. No single shot option. Immune to Tech Glitch.

Lasergun: Longer version of laserpistol. About 70-100 cm long.

Plasmagun: As pistol but larger, about 70 cm long.

Railgun: Long, fairly chunky, with fins or pods either side the length of the barrel. About 90cm long. **Susceptable to Tech Glitch.**

Rocketgun: Looks like chunkier version of an automatic rifle, about 70 cm long with wide vented muzzle.

Shotgun: As typical 20thC. pump-action or magazine (not double barrelled) around 80cm. Three cartridge types.

Stubrifle: Older style rifle, semi-automatic about 100 cm long.

Wavegun: Fairly bulky with large vented cylinder over muzzle. About 80 cm long.

Heavy - require both hands and users cannot run whilst carrying Heavy weapons.

AssaultCannon: Bulky minigun style, 6 barrels. Option of Belt feed (allows 8 Auto bursts), which requires a backpack. No single shot capacity. Immune to Tech Glitch.

FlameCannon: Large flamethrower with backpack canister. About 90cm long. No single shot option. Immune to Tech Glitch.

LaserCannon: Fired from shoulder, bulky body with slender barrel. About 130 cm long.

MissileLauncher: Fired from shoulder, magazine fed cylinder. Mag. takes 20 cm long missiles.

PlasmaCannon: Large, ribbed, boxlike with domed and vented muzzle. About 120 cm long.

RailCannon: As Railgun just larger. About 130 cm. **Susceptable to Tech Glitch.**

RocketCannon: As Rocketgun but shoulder slung and larger. About 110 cm long.

StubCannon: Like a small tankgun with a magazine on top. About 160 cm long.

WaveCannon: As gun but with two barrels. About 130 cm long.

Super Heavy - cannot be carried by hand. Usually found in emplacements or on vehicles.

Quake Cannon: Massive artillery piece. About 500cm long.

Ship Laser: Lasercannon usually for battleships or ground to space warfare. Min. 600cm.

Super Plasma: As other Plasma weapons but 400cm

System Missile: Tend to be silo based, once known to be space capable.

Grenades and Missiles

Missiles require a **Missile Launcher** (also **Ranged Solid**).

Missile Launcher magazines carry one type of ammo when first bought.

Missile cost is for a mag. of 6, which is then restockable. In-game individually acquired missiles (not automatically restocked) can be loaded individually.

Grenades are bought singly and do not restock without paying again.

Damage is to **all** Locations, except for Inhale, which is classed as **Body**.

Area is diameter. See Table 6.

- Table 6 -

<i>Grenade/ Missile</i>	<i>Damage</i>	<i>Area(m)</i>	<i>Rarity</i>	<i>Cost</i>
<i>Shear Grenade</i> - Shaped charge designed as anti-vehicle weapon.	S6	2	uncom	2
<i>Shear Missile</i> - Anti-tank version.	S8	N/A	rare	5
<i>Blast Grenade</i> - Anti-personnel.	S3	3	uncom	1
<i>Blast Missile</i> - Anti-Heavy Infantry.	S4	4	rare	3
<i>Choke Grenade</i> - Particulate, irritants.	Inhale Damage 1, 20 sec.	4	uncom	1
<i>Choke Missile</i> - As above.	Inhale Damage 1, 20 sec.	4	rare	2
<i>Flash Grenade</i> - Temporary blinding flash.	Blind 10 sec.	4	uncom	2
<i>Flash Missile</i> - As above.	Blind 10 sec.	4	rare	3
<i>Hallucinogen Grenade</i> - Causes temporary insanity.	Contact Toxin Madness 15 sec.	3	vrare	2
<i>Hallucinogen Missile</i> - As above.	Contact Toxin Madness 15 sec.	4	vrare	6
<i>K.O. Grenade</i> - Knockout gas.	Inhale Toxin Knockout, 60 sec.	3	rare	2
<i>K.O. Missile</i> - As above.	As above.	4	vrare	4
<i>Plasma Grenade</i> - Sun-hot explosive.	E5	3	rare	2
<i>Plasma Missile</i> - As above.	E5	4	vrare	5
<i>Pulse Grenade</i> - Disrupts tec. gear.	Tech.Glitch 10 sec.	3	rare	2
<i>Pulse Missile</i> - As above.	Tech.Glitch 20 sec.	4	vrare	3
<i>Smoke Grenade</i> - Obscures view. Reffed.^	Smoke Blind 20 sec.	4	uncom	1
<i>Smoke Missile</i> - As above.	Smoke Blind 20 sec.	6	rare	3

-(cont.over)-

-Table 6 (cont.)-

<i>Grenade/ Missile</i>	<i>Damage</i>	<i>Area(m</i>	<i>Rarity</i>	<i>Cost</i>
<i>Stasis Grenade</i> - Timefreeze effect.	Tmefreeze 30 sec.	3	vrare	4
<i>Stasis Missile</i> - As above.	Timefreeze 30 sec.	4	vrare	7
<i>Sting Grenade</i> - Acidic vapour designed to disrupt and burn infantry.	Contact Damage 1	2	rare	1
<i>Sting Missile</i> - As above.	Contact Damage 2	3	vrare	4
<i>Toxin Grenades</i> - Bio-poisonous. Contact.	Contact Toxin Damage 3	3	vrare	3
- Inhale.	Inhale Toxin Damage 3	3	vrare	2
<i>Toxin Missiles</i> - As above.	As above.	"	rare	7 5
<i>Virus Grenades and Missiles</i> - Are not generally available to Characters, but are rumoured and feared legends of disease, even though many of the pre-Fall stocks are either dead or ineffective in the existing climate.				

^ Within the area nothing is visible (unless Infra-red or other specials are declared used). People caught in it cannot target others or engage in combat, without mentioned facilities. Movement is restricted to staggering slowly. Eyes must be closed until Ref gives permission otherwise.

General Gear

Table 7 shows a variety of typical equipment available to the players. Items that are susceptible to Tech. Glitch effects are marked so.

- Table 7 -

<i>Item</i>	<i>Rarity</i>	<i>Cost</i>
<i>Auto-med.</i> - Small case-like device with screen and various openings. When attached to a patient, works as Medic lvl 4. Heals up to 18 bdpt per event. Susceptible to Tech. Glitch.	rare	10
<i>Charger</i> - Can re-energise one ranged Energy Weapon mag. per event.	rare	3
<i>Enviro-suit</i> - Sealed suit and air supply, which protects against Contact and Inhale damage. The suit is rendered useless if punctured, which occurs if it is struck by any damage of 3 or more. Appropriate engineer may repair this.	uncom	3
<i>Floatpod</i> - Self-contained, blobbish device containing a mild anti-gravity effect. May be attached to weaponry, allowing 2-Handed Weapons to be used 1-Handed and Heavy Weapons to be run with.	rare	3
<i>Infra-red Visor</i> - Thermal imaging system bult into goggles/visor. Allows vision through Smoke and can scan darkness. Out of Character, the user can make hidden people declare themselves, if appropriate. Susceptible to Tec. Glitch.	rare	3
<i>Mask</i> - Filter Mask covering nose and mouth. Protects against Inhale damage. Unless restrained, unconscious or are not carrying it, the player is considered able to pull	com	2
<i>Photovisor</i> - Goggles/visor (sunglasses only acceptable if flashy or mirrored), which protect against Flash blinding effects.	com	2
<i>Targetscope</i> - Targeting system that can be fitted to a specific weapon in the Character's possession, which confers Marksman whilst using that weapon.	rare	3
<i>Questionrig</i> - Complex device of wires, tubes etc. Using a variety of methods, the machine encourages living creatures to answer questions truthfully, as they see it. This may be used once an event on one restrained subject, for a maximum of 5 min. after which they must be freed from it or die. Susceptible to Tech. Glitch.	rare	7

Cybernetics

Cybernetics require Cybertech. for fitting or intact removal surgery. Table 8 shows Cybernetic items typically available.

Items that are susceptible to Tech. Glitch effects are marked so.

- Table 8 -

<i>Item</i>	<i>Rarity</i>	<i>Cost</i>
<i>Armour</i> - Cost is per Loc. as Armour section. Protects as Flak. Other armour may be worn over it, the better rated gains +1.	rare	6
<i>Air Filters</i> - Implanted into throat. Acts as Mask.	rare	4
<i>Infra-red</i> - Eye implant, but if Tech. Glitched, only the Infra-red is disabled.	rare	5
<i>Medfit</i> - Implanted into abdomen. As Auto-med, but max. 12 Bdpts per event. Breaks at - 6 Body damage. Susceptable to Tech. Glitch.	rare	12
<i>Photovisor</i> - Eye treatment, may be added over Infra-red and Targeting.	rare	4
<i>Powered Arm</i> - Cost is per arm. Enhancement allows 1-Handed use of 2-Handed Weapons. May also be the basis for Powerclaws and Chainfists. Susceptable to Tech. Glitch.	rare	4
<i>Targeting</i> - Elaborate eye mod. Confers Marksman Skill. However, if Tech. Glitched, the user is blinded in one eye, which must be acted on.	rare	3
<i>Weapon Link</i> - Cost per arm. Allows the mounting and use of any 1-Handed Weapon on the forearm. For multiple weapon use, Ambidex/Twinshoot are still required, as is the relevant Use Skill. Ranged weapons accumulate the +1 bonus as Twinshoot.	rare	3

Character Skills

The following section has tables showing the Skills a Player may purchase with Rp for their Character. The first, Table 9 shows the Rarity and Costs and a full description follows in Table 10.

- Table 9 -

<i>Skill</i>	<i>Rarity</i>	<i>Rp Cost</i>	<i>Skill</i>	<i>Rarity</i>	<i>RpCost</i>
Ambidextrous	com	4	Lockbreaker - Level 1	com	3
Animal Handler	uncom	4	Lvl 2	com	+5(8)
Arcane Engineering -			Lvl 3	uncom	+6(14)
Solid Weapons	uncom	8	Lvl 4	rare	+7(21)
Energy Weapons	vrare	10	Marksman	com	3
Prim/Phys Armour	uncom	8	Medic - Level 1	com	3
Tec. Armour	vrare	9	Lvl 2	uncom	+7(10)
Forcefields	vrare	12	Lvl 3	rare	+8(18)
General Engineering	rare	8	Lvl 4	vrare	+9(27)
Computer Systems	vrare	8	Psionics - See Psionics section		
Cybertech.	vrare	9	Spot Hidden	uncom	3
Disarm	uncom	4	Subdue	uncom	3
Dodge	com	5	Swim	com	3
Escape Bonds	uncom	3	Twinshoot	uncom	5
Fatal Blow	uncom	8	Use Weapon -		
Flora and Fauna	uncom	7	Close Combat, Solid	com	3
Hunter	com	4	Close Combat, Energy	uncom	5
Knockdown	com	3	Ranged, Solid	uncom	4
			Ranged, Energy	rare	7

-Table 10 -

<i>Skill</i>	<i>Description</i>
Ambidextrous	A Close Combat Skill, enabling the use of a weapon in each hand, (no larger than 1-Handed, without mods.).
Animal Handler	Some creatures encountered can be receptive to influencing bodylanguage and so-on. This must be verbally declared to the target or Ref when in use.
Arcane Engineering -	All these have codesheets supplied, though Ref-calls may still be required.
Solid Weapons	This Skill allows the identification, maintenance, repair and possible manufacture of Solid type weapons.
Energy Weapons	As above, for Energy type weapons.
Prim/Phy's Armour	As above, for Primitive and Physical Armour.
Tec. Armour	As above, for Tec. type Armour.
Forcefields	As above, for Forcefields.
General Engineering	This covers a general knowledge of engineering, such as robotics, simple gear, vehicles and basics of other disciplines.
Computer Systems	This covers ancient computer and technical systems, mostly their control functions and recognition.
Cybertech	This confers knowledge of cybernetics technology, which includes a slight overlap with robotics. Users can identify, repair and fit cybernetics to other people. To do this requires a ref to check the difficulty of the piece being implanted. Typically this takes 30min of uninterrupted work. If there is a physical interruption, like an attack, the job must be started again.
Disarm	To use this, you must strike the opponent's weapon with yours and call "Disarm" instead of damage. The target must then drop whatever the weapon may be. In the case of 2-handed weapons, one grip is lost per strike.
Dodge	The user may avoid Close Combat hits (including Subdue from front or side), unless restrained. The user must call "Dodge!" immediately upon being struck and step away from the attacker before retaliating. It cannot be called more than once a second.
Escape Bonds	A character with this can escape from any non-energy or special bindings, chains, shackles etc.
Fatal Blow	CloseCombat attack. May not be purchased with starting character Rp. Instead of calling usual damage in melee the player can call "Fatal", reducing the location to -1 instantly. This bypassescan call "Fatal", reducing the location to -1 instantly. This bypasses any non-Tec. armour, but may not work on all targets.

- (cont.over) -

-Table 10 (cont.)-

<i>Skill</i>	<i>Description</i>
Flora and Fauna	Allows the identification of a variety of animals and plants peculiar to Riftworld, usually name and basic characteristics, which may be added to by players. When actively verifying a code where it may be difficult to read on the subject spotted, users may do so "out-of-game"/avoid any effects until identity is established. Fair application of this is on the honour of the player.
Hunter	This combines tracking skills, spore recognition etc. and setting traps, all of which require a ref/appropriate Npc.
Knockdown	CloseCombat skill. Instead of calling damage on an opponent, the user may call "Knockdown" when landing a blow (on any location or parrying weapon), which causes the target to fall down.
Lockbreaker	This comes in 4 levels of ability and knowledge, each allowing a variety of locks to be opened. Includes some knowledge of Security Systems. Locks that can be opened with this skill will have an id. code, which will be identifiable on the sheet provided, plus the time it takes to crack.
Marksman	Ranged attack skill. Allows the user to pick the location they hit on a target e.g. "Head S4". Also allows them to shoot at targets in cover, at any visible locations.
Medic -	Includes the ability to 'Discern injury location' and 'Stabilise Patient'- attending to a patient dying on minus Bdypts, they can halt the approach of death, without restoring pts back to 0 or better. Please provide personal phys rep of medkit-drugs, bandages etc. A tear tally sheet will also be provided.
Lvl 1	Restores 1 Bdypt to a loc. per min. Max. 20 Bdypts per event. May Stabilise Patient with constant attention.
Lvl 2	Restores up to 2 Bdypts to a loc. per min. Max. 40 Bdypts per event. May Stabilise Patient with constant attention.
Lvl 3	Restores up to 3 Bdypts to a loc. per min and ceases Subdue. Max. 60 per event. May Stabilise Patient after 1min attention.
Lvl 4	Restores up to 4 Bdypts to loc. per min, ceases Subdue and cures some Virus. Max. 80 Bdypts per event. May Stabilise Patient after 1min attention.
Psionics -	See Psionics section
Spot Hidden	Requires ref/appropriate Npc. Allows user to observe an area and find things of interest quickly. More concealed things may take longer to spot, but this skill can reveal things not always visible to other players, such as pieces of a pattern or 1/2 buried items.

- (cont.over)-

-Table 10 (cont.)-

<i>Skill</i>	<i>Description</i>
Subdue	Requires any CC weapon. A (gentle) Head/neck blow must be struck by surprise: from behind or if the target is similarly unaware e.g. is not alert with weapon drawn against user. "Subdue 3 minutes" is called, target is unconscious, but otherwise unharmed.
Swim	Apart from use in any Ongoing actions(see Event Mec.), there are sometimes areas of water In-Game, from pools to flooded cellars. Only Swimmers may exploit these areas. (It covers underwater swimming and affords more flexibility than simply wearing an enviro. suit.) May require a Ref.
Twinshoot	Ranged weapon version of Ambidex. allowing the use of two1-handed guns simultaneously. If a user wishes to fire both at the time, the Damage Call is that of the most powerful, +1. E.g. S4 and S2 fired together become S5.
Use Weapon -	Allows the use, maintenance and identification of type, but not repair or manufacture.
Close Combat, Solid	"
Close Combat, Energy	"
Ranged, Solid	"
Ranged, Energy	"

Psionics

Some Characters of Riftworld have an innate mental power called Psionics. It is believed to be a perception of and connection to certain underlying forces of the universe. A born talent, it must be taken at the **start of Character generation**, either in the form of a Psionic lvl or PsiResist lvl otherwise none can be taken thereafter.

Psionic Level - Each lvl of Psionics allows the purchase of Abilities of equal lvl or lower, (purchased individually see Table 11 +) covering the breadth of their acuity. Characters may go up as many levels as their **Character Type** maximum. Anyone with Psi lvls can also use PsiSense to scan any Psi 'Aura' being given off by people or objects. This is by touch or very close proximity.

This requires a ref, except where it is possible to 'out-of-character' ask the target.

Be warned that some creatures can detect a player scanning them, - certain ones can use an 'out-of-character' request for info as 'in-game' awareness.

PsiResist - Some people are naturally resistant to Psionics, nullifying abilities used against them when they want to. They can stop any ability of equal or lower Psi lvl effecting them, by calling "Resist!" when subjected to such an effect.

	<i>Rarity</i>	<i>Cost</i>
Psionics Lvl 1	com	3
Psionics Lvl 2	com	+3 (6)
Psionics Lvl 3	uncom	+4 (10)
Psionics Lvl 4	uncom	+5 (15)
PsiResist Lvl1	com	4
PsiResist Lvl2	com	+4 (8)
PsiResist Lvl3	uncom	+5 (13)
PsiResist Lvl4	uncom	+7(20)

Psionic Abilities - When using an ability, the usual practice is to call the Psi lvl, then the ability effect as stated in the text.

If the call is interrupted by a blow, the Psionic only fails if the opening "Psi lvl" is stopped. Once the effect is being said it is too late (unless Resisting).

Players that are gagged as well as bound may not focus enough to use Psionics.

PsiPoints - Psi points must be expended each time the Ability is used, even if it is Resisted or interrupted. These also cost Rp for the Character to spend the necessary time improving their mental stamina : **1Rp = 4 Psipoints**

the character's total of which, are regained every morning/ after approx. **8 hrs** sleep.

Note that should I.C. circumstances arise where the Character is stopped from getting rest, this recovery of Psi points is likely to be penalised.

- Table 11.1 -

<i>Psionic Abilities - Level 1</i>	<i>Psi pts</i>	<i>Range (m)</i>	<i>Cost</i>
<i>Mindstrike</i> - One subject is struck with confusion and indecision. "Psi 1, Confused, 10 seconds."	1	8	1
<i>Protection</i> - Adds +1/+1 Armour point to all Locations, for 12 hrs. Only one may be applied at a time.	3	Touch.	1
<i>Psi Pulse</i> - Causes Tech. Glitch on one subject for 10 sec. "Psi 1, Tech. Glitch, 10 sec."	2	8	2
<i>Restore</i> - Restores 1 Bdpt to 1 Loc. per application. Includes Discern Injury as Medic Skill.	2	T	1
<i>Ripper</i> - Does "Psi 1, Damage 1, all Locations", bypassing armour.	2	8	1
<i>Telekinetics</i> - Allows user to manipulate inanimate objects, up to approx. the mass/weight of a brick for a few seconds. Basic Ability cannot be used for delicate manipulation, including firing weapons. Requires a Ref. Note, if this is used as a weapon, suitably loose objects must be clearly available to hurl. The damage in this case can possibly be done without a Ref, typically being Solid damage of twice the Tk.Lvl. in this case, S2.	3	10	1
<i>Telepathy</i> - User goes 'out of game' and may go to one target and whisper a sentence of not more than 10 words, or so.	2	20	2
<i>Teleport</i> - Target/ user goes 'out of game' and may move up to 10m in any pre-determined direction before rejoining the game. Target must be unresisting/willing to be Teleported.	3	T	2

- Table 11.2 -

<i>Psionic Abilities - Level 2</i>	<i>Psi pts</i>	<i>Range (m)</i>	<i>Cost</i>
<i>Influence</i> - One subject must follow the user's instructions for 1 min. No attacking/ violence may be commanded. "Psi 2, Mind control, 1 min."	4	2	2
<i>Mindstrike lvl2</i> - "Psi 2, Mindless 15 sec." on one subject.	3	8	2
<i>Protection lvl2</i> - As lvl 1, except +2/+2 armour.	4	T	2
<i>Psi Pulse lvl 2</i> - "Psi 2, Tech. Glitched."	4	6	2
<i>Restore lvl 2</i> - As lvl 1, but 2 Bdpts and cures Toxins, virus etc	2	T	2
<i>Ripper lvl 2</i> - As lvl 1, but Damage 2.	3	8	2
<i>Strengthen Body</i> - Adds 1 Bdpt to any Loc. per application. Can be stacked on Loc.s as many times as the Psi Lvl of the user. Includes Discern Injury as Medic. Bdpts above normal last up to 12 hrs.	3	T	2
<i>Tech. Probe</i> - Allows the user brief understanding and access to the workings of technical equipment/machines. It allows damage, repair, manipulation, but no lasting knowledge. Cannot be used against mobile targets or attackers.	2	2	2
<i>Telekenetics lvl 2</i> - As lvl 1, objects up to person size.	5	10	1
<i>Telepathy lvl 2</i> - As lvl 1, but the target may reply.	3	20	2
<i>Teleport lvl 2</i> - As lvl 1, but to anywhere seen on site.	5	T	2
<i>Warp Test</i> - Requires Ref. Personal effect.	2	T	2

- Table 11.3 -

<i>Psionic Abilities - Level 3</i>	<i>Psi pts</i>	<i>Range (m)</i>	<i>Cost</i>
<i>Mindstrike Lvl 3</i> - One target: "Psi 3, Mindless, 5min."	4	6	2
<i>Parasite</i> - Brings forth a warp parasite to infest the brain of one target. "Psi 3 Possessed, Find Ref." However, if it Resisted the user is infested instead.	4	2	3
<i>Protection Lvl 3</i> - As Lvl 2, also protects target from Inhale and Contact Damage.	4	T	2
<i>Ripper Lvl 3</i> - As Lvl 2, but Damage 3.	5	8	2
<i>Strengthen Mind</i> - Subject can: cease a current Mindstrike effect, OR destroy Parasite, OR cease Influence effect, OR widen one of their Abilities or Resist to one Lvl up lasting 12 hrs.	4	2	2
<i>Telekinetics Lvl 3</i> - As others; up to small vehicle size.	7	10	1
<i>Timelock</i> - Allows the user to call a Timefreeze covering the area visible in to them and within audible range. They cannot enter it themselves. "Psi 3, Timefreeze, 30 sec." unless Resisting. Even then, they may not interact in any way with others within.	9	20	3
<i>Warp Test</i> - Requires Ref. Personal effect.	2	T	2

- Table11.4 -

<i>Psionic Abilities - Level 4</i>	<i>Psi pts</i>	<i>Range (m)</i>	<i>Cost</i>
<i>Influence</i> - One subject must follow the user's instructions. No suicide or obvious self-harm may be ordered, but they can be directed to attack others. "Psi 4, Mind control 5min."	9	2	2
<i>Mindstrike Lvl 4</i> - Target is 'mindless' until healed by Strengthen Mind. "Psi 4, Mindless."	7	4	2
<i>Restore Lvl 4</i> - As Lvl2, but restores 3 Bdpts.	2	T	2
<i>Ripper 4</i> - As others, except Damage 4.	6	8	2
<i>Timelock</i> - As Lvl 3, but the user may enter the area. With great effort, they may interact with the interior to move or take something/one, but may not directly injure or use other Psi on them.	11	20	4
<i>Warp Test</i> - Requires Ref. Personal effect.	2	T	2

Common Term Glossary

"Auto...."	Automatic gunfire at multiple targets within a 45 degree arc from the firer
CC	Close Combat/melee.
Codes	Certain items have id codes, usually a number and three letters. DAM denotes something in need of repair.
"Contact..."	Effect/Damage, only blocked by certain Protection or sealed suits.
"Confused..."	People subjected to this can do nothing except defend themselves.
"Disarm..."	CC blow to a weapon or arm causing a loss of grip.
"Dodge..."	In-Character blows may be avoided by using this Skill and retreating a step.
"E..."	Energy weapon Damage.
"Fatal..."	Armour bypassing Damage Call. Reduces Bdpts to -1 at struck Loc.
"Inhale..."	Breathed-in Damage to the Body, unless otherwise stated, blocked by Mask.
"Knockdown..."	Usually a CC blow. The user may call "Knockdown" when landing a blow (on any location or parrying weapon), which causes the target to fall down.
"Man Down!"	This should be an emergency halt to the game, in case of real injury to a player or crewmember.
"Mindless..."	A victim of this Call loses normal cognition and mental process, which can be manifest as any debilitating form, from a zombie-like state to dribbling.
Out-of-game	Also applicable to Ooc(out of Character) and Ref Calls, referring to anything that is described or occurs outside of normal game time (Time-In). People OoC/OoG commonly represent this by a raised hand or luminous armband.
Phys Reps	Physical Representations, props, costume etc.
Psi	Psionics - Psi Level, Resist etc.
Ranged...	Firearms and projectile weaponry effects, not usable in CC.
Rarity	Reflecting regional/character type availability. Expressed as common, uncommon, rare and very rare.
Rp	Resource Points, reflecting reputation and perceived value of a Character or any items of barter. Rp Costs relate to scarcity and effort of production.
"S..."	Solid weapon Damage.
"Subdue..."	Causes unconsciousness for 3 min.
"Timefreeze..."	When this is called, all game action ceases, players must ignore everything, preferably closing their eyes unless it is a Psi effect they have Resisted, until Time-In is called again or a stated timespan has run out.
Tech. Glitch.	Effect call disabling technical and Energy- based equipment like Forcefields and Energy weapons.