

CETRA

FIRST EDITION

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Well met traveller, and welcome to Cetra – the corner of the galaxy where science fiction clashes head on with fantasy. Magic is abound, fantastical monsters roam the plains, science is heavily applied, vehicles break through the heavens into space beyond and a dash of cybernetics is added to the mix. And by pure accident, humanity has been thrown into the mix.

CONTENTS

(To be included when it matters)

INTRODUCTION



THE LAST DAYS ON EARTH

Humanity was in danger. Earth was dying. Its resources expended. Its lands overpopulated. Its sky, sea polluted. Trees have become an endangered species.

For the first time in history, all of mankind united, not to save the planet; but to abandon it. Together, humanity set their sights on the stars to find New Earth.

The great leaders of Earth did not wait for their new celestial home to be found before they constructed the ferry's that would lead them there; there wasn't enough land space left for any more people. Even before the construction of the behemoth space ship was completed, colonist workforces chosen from the poor and needy were moved to their incomplete metal hulks to elevate the crowded lands below, and to add a few more grains of rice in the bowels of those they left behind.

It took only a year to decide on which planet to send the colonists. It took fifty years to complete the first fleet of one hundred vessels, each with ten thousand souls aboard, marred by protests, riots and terrorism. By this time, the great leaders of Earth realised there

wasn't enough material left on earth to save everyone. There was only enough left for two more fleets. They dared not let anyone know that the third fleet would be theirs, and those left behind were to be mourned as those who would sacrifice their lives, so that they could live.

After the last several hundreds of colonists, chosen from the wealthy, educated and socially powerful who agreed to become the greatest pioneers who would initially rule over the newly born nations of New Earth boarded their vessels, the first fleet was sent on its way the moment the last airlock was confirmed sealed, and the very moment the vessels left the dry-docks on their forty-three-year journey, construction of the second fleet began.

It would take only thirty-two years to construct the second fleet, thanks to improved construction efficiency and better co-operation from those against the idea of leaving Earth behind. The plan was to wait for the first fleet to signal back their arrival at New Earth, but they couldn't wait. Too many people were already on the vessels, and the lack of resources to build a fourth fleet was starting to become apparent. Once again, as soon as the last airlock was sealed, the second fleet was sent on its way.

It is agreed by all, that this was done in error. For the colonists of the first and second fleet would come

to realise, that they had not reached their destination. Their flight path, interdicted by a rogue star system they had not seen, nor expected. The bizarre magnetic field from the binary star scrambled the computers of the first and second fleet, sending the ships spiralling out of control. Most of the vessels would perish. Less than thirty would survive. Even less would survive and adapt to the radiation emitted by the binary stars as the colony ship computers, those that still maintained their function to do so, locked its sleeping cargo in cryogenic stasis until the radiation dissipated, or it detected the cargo was no longer being affected by the radiation.

Even fewer would survive the ensuing chaos when they awoke from their sleep. The barely functioning computers, memory banks scrambled, would awaken the colonists, informing them that they had been successfully awakened after three thousand, five hundred and ninety-eight days of cryogenic sleep, remind them in their post-awakening confusing that they have come from the planet Threa (name scrambled in the database) to colonise Wen Aehrt. It would then warn them that they had not arrived, and would show them a diagram of a small circle, titled Threa, with a dotted line heading to Wen Aehrt. The dotted line would break sharp to the right half way to its destination then come to a quick stop. Two words would flash underneath the diagram.

Cetra Course.

AN IMPOSSIBLE SYSTEM

Two yellow giant stars in perfect, harmonious and synchronous orbit with each other. However, it would take some time for the denizens of this new system, Cetra, to understand that they have more than one star.

Twelve planets dance in orbit around the main attraction. Six gas giants, five solid planets.

And one anomaly.

The ninth planet in orbit is actually three planets. Or two planets and a shared moon. The two large planets are considerably small when compared to Earth, no greater than a third of the size. Both planets, dance in synchronous orbit about each other, just like the stars. Both planets have the same breathable atmosphere that the mother-planet Earth had before it was overcome with pollutants. Both have blue oceans, lush green forest and variable Mountain ranges.

Slung between the two planets in a figure eight fashion is a small moon which also has a breathable atmosphere. It also has oceans, forests and mountain ranges.

Any scientist will tell you how unlikely you are of finding such a planet in the galaxy, yet alone three in one system. Yet alone, all three planets orbiting each other.

The electromagnetic field created by the binary stars not only affects the electronics of vessels entering its field, but it also jams all known forms of communications, cutting off communications from the Mother Planet. What became of the third fleet remains a mystery, as it would never appear in Cetra's system. All ships who tried exploring outside of the electromagnetic field were never heard of again.

The periodic table needed to be updated shortly after the colonists emerged from their ships, as two new metal elements were discovered. Potassium Nitrate is surprisingly hard to find in Cetra, but in its place is a seemingly similar and new material, Glorium. The main difference between the two materials is that Glorium is more – this is the term used by scientists, much to their own frustration – random. Scientists continue to debate the existence of Glorium to this day, however most people have come to accept that the unusual radiation from the binary stars is a likely and plausible culprit.

The second new element is a rare and super-valuable ore called Krystalium.

TO BE REVERSED

HOW TO PLAY

This section details how you play the game, through GM integration and dice rolls. Yay! Tutorials!

THE CETRA SYSTEM

Stuff about the Cetra solar system, the three planets
and nations thereof. Will be completed later.

RACES

The first and foremost thing the survivors of the colony ships noticed was the mutations.

THREANS



Singular: Threan (pronounced: Thrayan)

Multiple: Threans (pronounced: Thrayans)

The Threan race is the most dominant in Cetra, and are most like their ancestors from the Mother Planet – looking identical to them in appearance. The radiation from the binary star has slightly mutated the Threan genome, and has made it possible for the race to tap in to their spiritual energy and wield magic. It is because of this very change they have stopped calling themselves Human, and adopted the scrambled name of the Mother Planet – Threa.

Threans also live longer than their Human ancestors, averaging 98 years old, although they mature and age at the same rate. Most Threans living their lives to the fullest, trying to strive to be the best they can be, at whatever they do.

The Threans are a proud, vigilant race, and have a history of being the top of the food chain; which has been known to cause some problems with the other

racess. Most of the colonists who survived the crash became Threans, and most of the nations in Cetra are under Threan govern.

HISTORY & STANCE WITH OTHER RACES

After the colonists awoke from their cryogenic sleep, most Threan survivors attacked the other races, or as they saw them at the time, mutants and monsters in a state of xenophobic fright, even those who were sleeping in the cryogenic stasis tubes who used to be occupied by friends and family.

As the new dark age of communications black out came to be, attacks on non Threan races grew common and frequent, sparking wars with some nations that were dominant of other races. It wouldn't be for two hundred years after the awakening that the final racial war would end, and general cohabitation would be accepted by all after the link between all the races and the Mother Planet was made public, and all the people of Cetra learnt they weren't attacking hostile aliens, but their own brethren.

But bigotry dies hard. There are still several pro-Threan sects and movements that torment society from time to time, however they are almost always condemned. Almost.

Because of the notable domination the Threans have in the population pie-chart, and the way they often live their life, most other races view them as overpowering, tenacious and arrogant, but are often tolerated simply because of their overwhelming numbers.

CHARACTERISTICS

As Threans are the most common race in Cetra, they are often considered to be the norm when it comes to comparing races together. Thus, they neither excel, nor are weak in any attribute.

However, Threans are known to be able to perform outstanding feats when the significantly injured, as if taken by a second wind. However, shortly after such a feat, all Threans who have performed in such a way have become overwhelmed with fatigue, often dangerously so.

ATTRIBUTES

Physical Damage:	STR + 0
Magic Damage:	SPI + 0
Physical Resistance:	END + 0
Magic Resistance:	WIL + 0
Move Speed:	(STR + AGI + END) ÷ 5
Leap:	(STR x AGI x END) ÷ 50
Carry:	STR x END x 1.75
Initiative:	(AGI + PER + INT) ÷ 2
Evade:	AGI + 0

VLLH`XIAN



Singular: Vllh'nyx (pronounced: Vlah-nix)
Multiple: Vllh'xian/s (pronounced: Vlack-sian/s)

Vllh'xians look similar to what we would consider an elf, although their ears are longer and often stretch out away from their heads. They are also born with monochromatic tattoo like birthmarks that cover their entire bodies from head to toe, akin to the stripes of a tiger or zebra. These patterns are genetically inherited, with only slight variations noticeable from generation to generation. On average, they stand as tall as a Threan.

While the longer ears of a Vllh'nyx gives their race a much greater perception of hearing over a Human or Threan, it should be interesting to point out that they cannot feel pain in their ears. It is not uncommon to see a Vllh'nyx pinning his or her ears together behind their heads for both fashionable and practical reasons, and is typically the case for those in combat or military situations, tying back their ears to prevent them from being removed, and allowing standard Threan helmets to be worn.

Vllh'xians live slightly longer than Threans on average, managing 154 years typically. Although their previous lifestyle.

HISTORY & STANCE WITH OTHER RACES

The Vllh'xians were once a prosperous, enlightened and peaceful race. Their capital city was made from one of the few colony ships that came out of the crash undamaged. They flaunted their superior technology, and their rare ability to reproduce it. Up until the Brenn Empire, who had more colony ships that were salvageable but none could reproduce the technology, got tired of the attitude of the Vllh'xians and dropped one of the few remaining Mass Drivers on their only city in a fit of jealous rage as the Vllh'xians constantly refused to share their technological wonders.

The surviving Vllh'xians scattered and hid, and eventually became tribal vagrants who would camp on the outskirts of cities, tiptoeing the thin line of civilised and savage. Most clung onto civilisation, skipping from town to town as they overstayed their welcome. Others abandoned their past all together, and returned to the wilderness where they would hunt and gather, returning to their pre-historic roots and abandoning technology, society and education all together.

The Vllh'xians were mostly shunned by all the races as a parasite on society up until fifty years ago, where most nations decided to allow the more decent of the vagrants to become citizens. Now, the domesticated Vllh'nyx is tolerated and given the same rights as every other citizen. However, a feral Vllh'nyx is given the same respect as a feral dog, and often chased away with maximum prejudice as they are known to be highly violent, and attack without warning.

CHARACTERISTICS

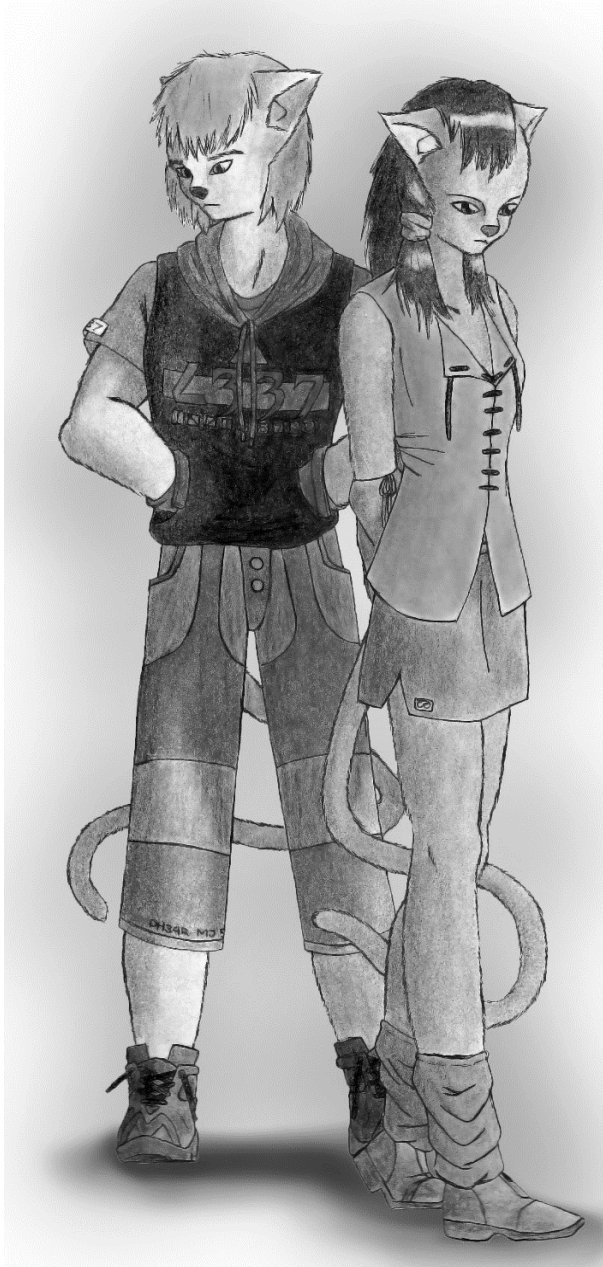
When compared to an average Threan, an average Vllh'xian will be slightly frailer, but significantly more magically attuned, and slightly more agile. Their hearing is twenty percent better, but is ten percent worse when their ears are tied.

The Vllh'nyx past of vagrancy has enabled them to suppress their presence, making it harder to notice them when they're not drawing attention.

ATTRIBUTES

Physical Damage:	STR + 0
Magic Damage:	SPI + 0
Physical Resistance:	END - 2
Magic Resistance:	WIL + 1
Move Speed:	(STR + AGI + END) ÷ 5
Leap:	(STR x AGI x END) ÷ 50
Carry:	STR x END x 1.75
Initiative:	(AGI + PER + INT) ÷ 2
Evade:	AGI + 1

SOJYIAN



Singular: Sojyian (Pronounced: Sow-yahn)

Multiple: Sojyian (Pronounced: Sow-yahn)

The Sojyian are a feline-like race. Their cat-like ears are aligned with the crown of their head, pointing out on a slight angle. Their hairline runs in a V shape from the back of their ears to their forehead. They are fully furred, coloured with every colour and pattern you would find on a furred creature. Their nose and mouth are slightly snouted, and their tail, on average, reaches their mid-calf.

The Sojyian tail is mostly used for balancing, and is not flexible enough to grip items. Their furs can be monotone, but are also all kinds of patterns and colours that you would see on furred creatures. Commonly they are slightly smaller than the average Threan.

They are an overtly curious and energetic race, and are eager to explore the worlds, just to see every wonder for themselves, even if they may have already been discovered. They yearn to experience everything that life can bring.

HISTORY & STANCE WITH OTHER RACES

The Sojyian isolated themselves to the isle of Defca, a large island to the east of Terra's central continent. While they had communication with the outside world, they stated that their deities had advised them that it was far too dangerous for them to interact with the rest of world. So they kept to themselves, and out of the conflicts of Rinda and Lounstamph.

Rind did set up an observation post on Mt Heline, and monitored the city of Defca for nearly a hundred years before deciding that Defca would never be a strategic position, considering Mt Heline had perfect observation of the island and its surrounding waters. If Lounstamph was to take the island, the outpost on Mt Heline would be able to repel any attempt on Rindanian land. The leaders of Defca were aware of the outpost, and while they weren't pleased of the voyeuristic nature of their surveillance, accepted that Rinda was doing it as a precaution only.

It wasn't until the 3rd century that the Sojyian people started to step out from their capital with the blessings of their deities, and they did so joyously, eager to explore the wonders they'd been told about all this time. In a lot of cases, many were forced to leave as Defca had become dangerously over-populated.

Because of their seeming unwillingness to involve themselves with the affairs of their neighbours for so long, some people from the other races doubt a Sojyian motive. And while they are the second most common race in Cetra, they are viewed as being enigmatic, cunning, mystic and sometimes nomadic.

CHARACTERISTICS

The Sojyian forte is magi. They are the most magically attuned race in Cetra, but are also the weakest. Many will argue that they are far too fragile to be effective in combat, but their overwhelming magical power and reflexes can sometimes outweigh this fact.

Almost all Sojyian are religious, worshipping one of the three Juntra deities that oversaw the Sojyian race ever since they left their colony ships.

Those who worship the Burdekin deity tend to be calm and rational, and often become leaders and officials.

Those who worship the Windermere deity tend to be jovial and trusting, and make great workers.

Those who worship the Suoki deity tend to be quiet and cautious, and make great covert agents and tend to be smarter than most other Sojyian.

Those who don't worship a deity are labelled as drifters, and aren't trusted by other Sojyian, who believe their lives aren't guided.

ATTRIBUTES

Physical Damage: $\text{STR} \div 2$

Magic Damage: $\text{SPI} \times 4$

Physical Resistance: $\text{END} \div 2$

Magic Resistance: $\text{WIL} \times 2$

Move Speed: $(\text{STR} + \text{AGI} + \text{END}) \div 4.5$

Leap: $(\text{STR} \times \text{AGI} \times \text{END}) \div 45$

Carry: $\text{STR} \times \text{END} \times 1.25$

Initiative: $(\text{AGI} + \text{PER} + \text{INT}) \div 2$

Evade: $\text{AGI} + 2$

LIVATHI

Singular: Livath

Multiple: Livathi

CHARACTERISTICS

Livathi are all about speed. Their leg structure allows for amazing running speed and jumping height.

The Livathi are a reptilian like race, and are the most removed from their Threan cousins. Their skin shifts to scale on their neck, back, arms and legs. They have a tail as thick as their bicep at its base that stretches to their ankles, and some of the Livathi spines have a slight but noticeable ridge. They have long elven like ears that point directly backwards, but apart from slight scaling on their face, their face looks human. The very elderly Livath grow horns that grow from their high forehead above their eyes directly backwards over their skull.

Their legs are similar to the hind legs of a horse, but with calf muscles. Rather than toes, the Livathi have a three prong talon on each foot which they stand on directly. These talons can be held close together, allowing the use of footwear, but most Livath will forgo them. Their hands and fingers are longer than usual.

However, the most obvious aspect of the Livathi is their height, with the average Livath standing at almost two metres tall.

HISTORY & STANCE WITH OTHER RACES

The Livathi nation of Terimacal came under fire from Rinda at the same time Rinda started its attacks on Lounstamph. The cities of Kostib, Leoford and Colchester were lost during the wars, but Terimacal's capital city, the oasis city of Ravenella, never came under threat, as Rinda forces never managed to penetrate into the Ravenella Desert.

The stalemate lasted until the end of the war, when the Rinda Federation was formed. Unlike with Lounstamph, Rinda was able to patch relations with Terimacal relatively easily, returning the cities of Kostib and Leoford, and an agreement was met that Rinda would keep the city of Colchester, but retain the Rindanian city of El Dono instead.

The Livathi of Terimacal and Threans of Rinda now share a strong and powerful alliance. During the war, Terimacal and Lounstamph did not have an alliance, but they assisted each other where they could.

However, the smooth alliance between Terimacal and Rinda earned the anger of the displaced Lounstamph, but while the Krall aren't as angry with the Livath as they are the Threans, there is a degree of jealousy and mistrust as the Livathi as they got everything that was taken back to them.

All the other races of Cetra are sometimes intimidated by size of the Livathi, but treat them as neighbours.

KRALL

CYLPHAE

MLENKAI

CHARACTER CREATION

Your character is your gateway to the worlds of Cetra. Your character may reflect who you are in real life, or may be a wildly different personality to your own.

When you create your character, think of what you want your character to be; what your strengths and weaknesses will be; how your character will grow up and how your character will react.

After you have decided what type of character you want, may now start the process of creating your character. First, you need to work out your character's Attributes.

STRENGTH (STR)

Strength is for how strong your character will be, and will determine your character's physical damage, how much your character will be able to lift and carry, and can affect how other people act and respond to you.

AGILITY (AGI)

Agility is for how flexible and swift your character is, and will determine how fast your character can run, how well you can dodge an attack and your ability to reach hard to reach places.

ENDURANCE (END)

Endurance is for how tough your character is, and will determine how much punishment your character can withstand and how long your character can continue doing difficult or exhausting tasks.

PERCEPTION (PER)

Perception is for your character's ability with the five senses, and is used for determining your character's hand to eye co-ordination ability or noticing that which is hard to see.

CHARISMA (CHA)

Charisma is for determining how well your character can interact with other, your character's ability to persuade or lead others and how your character can behave in extreme situations.

INTELLIGENCE (INT)

Intelligence is for determining how smart your character is, and will determine how good your character's general and specific knowledge is, as well

as if a character may know something which he or she would normally not.

SPIRIT (SPI)

Spirit is for determining how well adapted your character is to magic, how frequently your character can use magic and how powerful your character is with magic.

WILLPOWER (WIL)

Willpower is for determining how strong your character's fortitude is, and your characters' ability to manipulate and resist magic.

LUCK (LCK)

Luck is for determining how lucky and fortunate your character is.

STATISTICAL GENERATION

To work out your characters 9 stats, you must first roll 3d6 (3 Six-sided dice). Remove the dice with the lowest score. If there is more than one lowest role, remove only one. Tally the result of the two-remaining die and then subtract 2 from the result. Record this result and repeat the process another nine times. If you roll a 1 on all three die in a single roll, roll the dice again.

For example: My 3 dice roll a 2, 4 and 6. As 2 is my lowest roll, I discard it, and add the other dice, giving me 10. I then subtract 2, resulting in a roll of 8. My next roll is a 5, 1 and 1. I can only discard one of the 1's, so my other two rolls result in a 6. Subtracting 2 gives me a result of 4.

Once you have your 10 results, you may distribute them amongst your attributes, Strength, Agility, Endurance, Perception, Charisma, Intelligence, Spirit, Willpower, and Luck. You should be left with one role left over, which you may discard.

Once your attributes are allocated and calculated, you will need to calculate your sub-stats. They are...

PHYSICAL DAMAGE (PD)

Physical Damage determines how much damage you can do physically, or additionally with a melee weapon.

MAGIC DAMAGE (MD)

Magic Damage determines how much magical damage you can do when casting a spell.

PHYSICAL RESISTANCE (PR)

Physical Resistance determines how much physical damage your character can withstand.

MAGIC RESISTANCE (MR)

Magic Resistance determines how much magical damage your character can withstand.

MOVE SPEED (MS)

Move Speed determines how far your character can move in a single action.

LEAP (LP)

Leap determines the maximum distance your character can easily leap.

INITIATIVE (INI)

Initiative determines how quickly your character reacts in combat.

EVADE (EVD)

Evade determines how difficult your character is to hit when in combat.

CRITICAL CHANCE (CC)

Critical Chance determines your character's chance to epically succeed a check or epically fail a check.

However, sub-stats vary depending on the different races, so to calculate your character's sub-stats, you must decide on your character's race. Each race also has a special racial trait or ability that should be noted when choosing a race to play.

THREAN

Physical Damage:	STR + 0
Magic Damage:	SPI + 0
Physical Resistance:	END + 0
Magic Resistance:	WIL + 0
Move Speed:	(STR + AGI + END) ÷ 5
Leap:	(STR x AGI x END) ÷ 50
Carry:	STR x END x 1.75
Initiative:	(AGI + PER + INT) ÷ 2
Evade:	AGI + 0

Racial Constitution Ability:

Impetuous

All checks and roles receive a to succeed bonus of Injury Level x 5. Once the ability duration has ended, the caster takes 100% stamina damage.

Duration: Ability Level turns, or Ability Level minutes

Casting Time: Instant

Fatigue: 100% at end of duration.

Recover: 1 day

VLLH'NYX

Physical Damage:	STR + 0
Magic Damage:	SPI + 0
Physical Resistance:	END - 2
Magic Resistance:	WIL + 1
Move Speed:	(STR + AGI + END) ÷ 5
Leap:	(STR x AGI x END) ÷ 50
Carry:	STR x END x 1.75
Initiative:	(AGI + PER + INT) ÷ 2
Evade:	AGI + 1

Racial Awareness Trait:

Vllh'nyx Senses

- +20 to Awareness for hearing checks.
- If ears are tied behind head, -10 to Awareness for hearing checks.
- If an ear is lost, -20 to Awareness for hearing checks.
- -10 to Awareness for all sight checks.
- -10 to Awareness for all smell checks.

Racial Constitution Ability:

Suppress Presence

Allows the character to use their Constitution skill for hiding as long as the character is not attracting attention at the time of using the skill. The player will be considered under constant cover depending on the level of the skill, and any other real cover will be used as a bonus. Level 1: Difficult cover. Level 2: Moderate cover. Level 3: Easy cover. Level 4: Very Easy cover. Level 5: Simple cover.

Duration: Infinite.

Casting Time: Instant

Fatigue: 5 per turn whilst under duress.

Recover: 1 day

SOJYIAN

Physical Damage: STR ÷ 2

Magic Damage: SPI x 4

Physical END ÷ 2

Resistance:

Magic Resistance: WIL x 2

Move Speed: (STR + AGI + END) ÷ 4.5

Leap: (STR x AGI x END) ÷ 45

Carry: STR x END x 1.25

Initiative: (AGI + PER + INT) ÷ 2

Evade: AGI + 2

Racial Magic Trait:

Mana Well

- +20 to Magic and Fortitude.
- Halves recovery time for all proficient spells.
- Half fatigue for all proficient spells

LIVATH

Physical Damage: STR - 1

Magic Damage: SPI - 2

Physical END + 1

Resistance:

Magic Resistance: WIL - 2

Move Speed: (STR + AGI + END) ÷ 3

Leap: (STR x AGI x END) ÷ 30

Carry: STR x END x 1.1

Initiative: (AGI + PER + INT) ÷ 2

Evade: AGI + 4

Racial Awareness Trait:

Livath Senses

- +20 to Awareness to sight checks.
- -40 to Awareness to smell checks.

Racial Constitution Ability:

Metabolic Regeneration

Allows the user to heal 1d4+Ability Level injury points over as many turns, ignoring Constitution rolls for any health related checks for Ability minutes, and prevents the Bleeding condition for Ability Level minutes. A character can only recover a maximum of 10 Injury Points.

Duration: As Above

Casting Time: Instant

Fatigue: 15 per turn

Recover: 1 week

KRALL

Physical Damage: STR + 5

Magic Damage: SPI - 2

Physical END - 2

Resistance:

Magic Resistance: WIL + 2

Move Speed: (STR + AGI + END) ÷ 6

Leap: (STR x AGI x END) ÷ 65

Carry: STR x END x 2.4

Initiative: (AGI + PER + INT) ÷ 2

Evade: AGI - 2

Racial Constitution Ability:

Krall Trance

Double the character's Strength, Endurance and Move Speed, triple the character's Physical Resistance and halve the character's Magic Resistance. While within the trance, the character may not be able to differentiate between friend or foe. The Krall's horns glow faintly during the trance.

Duration: Level 1: 5 turns. Level 2: 8 turns. Level 3: 10 turns. Level 4: 12 turns. Level 5: 15 turns.

Casting Time: Instant.

Fatigue: 2 per turn.

Recover: 2 days.

CYLPHAE

Physical Damage: STR - 1

Magic Damage: SPI + 2

Physical END - 1

Resistance:

Magic Resistance: WIL - 1

Move Speed: (STR + AGI + END) ÷ 4

Leap: (STR x AGI x END) ÷ 40

Carry: STR x END x 1.25

Initiative: (AGI + PER + INT) ÷ 2

Evade: AGI + 1

Racial Fortitude Ability:

Phase

Allows the character to pass through objects. This may be used as an interrupt. The character may pass through objects of the following density; Level 1, less than WIL x 10DP. Level 2, less than WIL x 30DP. Level 3, less than WIL x 60DP. Level 4, less than WIL x 100DP. Level 5, less than WIL x 150DP.

Duration: 1 turn under duress; or, Interrupt; or Level 1: WIL ÷ 3 seconds. Level 2: WIL ÷ 2 seconds. Level 3: WIL seconds. Level 4: WIL x 1.5 seconds. Level 5: WIL x 2 seconds.

Casting Time: Instant.

Fatigue: 50% Stamina over duration (-5% per level).

Recover: 1 day.

MLENKAI

Physical Damage:	STR - 1
Magic Damage:	SPI + 1
Physical Resistance:	END + 4
Magic Resistance:	WIL - 1
Move Speed:	$(STR + AGI + END) \div 5.5$
Leap:	$(STR \times AGI \times END) \div 55$
Carry:	$STR \times END \times 2.1$
Initiative:	$(AGI + PER + INT) \div 2$
Evade:	AGI + 1

Racial Constitution Trait

Aquatic Being

- When submerged, +25 to Might and Dexterity
- When submerged, PD = STR + 2
- When submerged, 5% chance of recovering 1 Injury Point every minute or 5 turns.
- When submerged, may hold breath for END x 5 minutes.
- Swimming Speed = Move Speed x 2
- When in low humidity environments, if the character fails to moisturize or submerge in water within END hours, the character must make a Moderate Difficulty Constitution check each hour until failure. A failure will give the character 2 permanent Injury Points due to heat stroke. Critical failure will give the character 4 permanent Injury Points. A critical success will allow the character to skip an hour of rolling. To heal an Injury Point lost from heat stroke, the character must rest in a humid environment or be submerged for a day for each lost point.

Once you have chosen your character's race and calculated the sub-stats, the last thing to do is work out your character's Critical Chance. Your Critical Chance (CC) is derived from your character's Luck stat, and is used to determine if your character makes a critical success or a critical fail. No matter how your roll, there is always a 5% chance you will critically succeed or fail, but depending on your Luck, you may be more likely to critically fail, or critically succeed. Use the table below to determine your character's Critical Chance.

Luck = 1	Critical Chance: 5 / 85
Luck = 2	Critical Chance: 5 / 87
Luck = 3	Critical Chance: 5 / 90
Luck = 4	Critical Chance: 5 / 93
Luck = 5	Critical Chance: 5 / 95
Luck = 6	Critical Chance: 8 / 95
Luck = 7	Critical Chance: 11 / 95
Luck = 8	Critical Chance: 14 / 95
Luck = 9	Critical Chance: 17 / 95
Luck = 10	Critical Chance: 20 / 95

Note that the Critical Chance must be written with the two values (i.e. 5 / 95), as they represent Critical Success / Critical Failure. Rolling on or below the lower number results in Critical Success. Rolling on or above the higher number results in a Critical Failure.

GENERATING PERCENTAGES

Next in creating your character, you need to calculate your skills. Skills are percentage representation of your stats, and they are...

Might	(Strength)
Dexterity	(Agility)
Constitution	(Endurance)
Awareness	(Perception)
Appeal	(Charisma)
Intellect	(Intelligence)
Magic	(Spirit)
Fortitude	(Willpower)
Fortune	(Luck)

To calculate your skills, start by multiplying your stats by 10, then multiply it again by 0.75 rounding down... or use the table below.

Attribute 10 = Skill 75	Attribute 5 = Skill 37
Attribute 9 = Skill 67	Attribute 4 = Skill 30
Attribute 8 = Skill 60	Attribute 3 = Skill 22
Attribute 7 = Skill 52	Attribute 2 = Skill 15
Attribute 6 = Skill 45	Attribute 1 = Skill 7

Next you will modify your stats. Depending on how good your stats rolls were will determine how random your skill rolls are.

To work this out, average out all your stats. To do this, add all your stats together and divide the result by 9, rounding down. Next you make 10 rolls.

Roll 2d20-20 for your averaged stats results + 1 times, and record the results.

Roll 1d10+10 for the remainder of your 10 rolls. Record the results.

Once you have the results for all your rolls, you may now distribute the results amongst your skills. If you have rolled a negative number, you must use it to lower a skill of your choice. Once again, you should have one roll remaining which you may discard.

The maximum number any skill can reach is 100. If a skill manages to peak 100 during character creation, all points over 100 are converted to character experience (XP).

There's one last step before you can finalize your character's abilities, and that's to work out your character's...

PHYSICAL DETAILS

Your character's minor details cover your character's physical details. These details don't affect how your character performs within the game, but will flesh out your character's appearance, which may affect how your character reacts to others. These details include...

HEIGHT

To state the obvious, your character's height is how tall your character stands. Each race has an average height, which you can base your character's height around.

You can choose for your character to be either Tiny, Very Small, Small, Average, Tall, Very Tall or Huge. The actual height of your character will be based of your character's race average height...

Race	Average Height
Threan	165cm
Vllh'nyx	160cm
Sojyian	155cm
Livath	195cm
Krall	175cm
Cylphae	165cm
Mlenkai	160cm

If you wish to be specific with your height, each range of size indicates a 10cm range which you can use to pick a size of your liking. Alternatively, you may choose to randomly select your height. Use the tables below to randomly select your character's height.

3d6	Height Range	Actual Height
3-4	Tiny	Race Average -35 +1d10*
5-6	Very Small	Race Average -25 + 1d10*
7-8	Small	Race Average -15 + 1d10*
9-12	Average	Race Average -5 + 1d10*
13-14	Tall	Race Average +5 + 1d10*
15-16	Very Tall	Race Average +15 +1d10*
17-18	Huge	Race Average +25 +1d10*

**A 0 for a d10 roll in this table is 0, not 10.*

If you wish to play a character outside of race's random height range, consult your game master beforehand. Obviously, an impossibly small or tall character will be denied.

WEIGHT

Once again stating the obvious, your character's weight is how heavy your character is. Unlike height, your weight is bound by your character's Strength and Agility stat, and your character's height. First, work out your character's weight range and modifier.

STR* + AGI	Weight Range	Weight Mod
2	Extremely Heavy	Weight x 2
3	Extremely Heavy	Weight x 1.8
4	Very Heavy	Weight x 1.6
5	Very Heavy	Weight x 1.5
6	Heavy	Weight x 1.4
7	Heavy	Weight x 1.3
8	Heavy	Weight x 1.2
9	Average	Weight x 1.1
10	Average	Weight x 1
11	Average	Weight x 0.95
12	Average	Weight x 0.9
13	Light	Weight x 0.85
14	Light	Weight x 0.8
15	Light	Weight x 0.75
16	Very Light	Weight x 0.7
17	Very Light	Weight x 0.6

** For this equation, a Strength of 8 is counted as a 7, a Strength of 9 is counted as a 6, and a Strength of 10 is counted as a 5. This is to account for muscle mass.*

Once you have your character's weight modifier, you can use it to calculate your character's actual weight. This varies depending on your character's race and gender, so use the table below to work out your Character Frame.

Race	Male Weight	Female Weight
Threan	Height* ÷ 2.2	Height* ÷ 2.7
Vllh'nyx	Height* ÷ 2.3	Height* ÷ 2.8
Sojyian	Height* ÷ 2.2	Height* ÷ 2.7
Livath	Height* ÷ 3.5	Height* ÷ 3.9
Krall	Height* ÷ 2	Height* ÷ 2.5
Cylphae	Height* ÷ 2.4	Height* ÷ 2.9
Mlenkai	Height* ÷ 2.3	Height* ÷ 2.8

**For this equation, height is measured in centimetres (cm).*

After you have worked out your character weight, apply your weight modifier from your weight range to work out your character's actual weight.

Actual Weight = Character Frame x Weight Mod

All weight is measured in kilograms (kg).

SKIN

This is used to detail your character's skin (fur) colour and patterns. This is to describe your general skin/fur colour and patterns alone, not to describe any minor details. This also varies per race.

-Threan-----

Threan skin is single toned. The hues vary from pink to brown. Below are some examples.

- White
- Pink
- Tan
- Light Brown
- Dark Brown
- Light Pink
- Light Tan
- Dark Tan
- Brown
- Black

-Vllh'nyx-----

The Vllh'nyx have a single toned skin that is totally covered with a tribal tattoo like birthmark. There is no need to describe this birthmark's pattern, just its colour.

Skin hues vary from pink to brown, like the Threans. The birthmark must be a darker shade and colour than the skin. Below are some examples.

- White, Purple
- Pink, Brown
- Light Pink, Red
- Light Tan, Tan

-Sojyian-----

The Sojyian have fur, ranging from all colours and patterns that you would expect to find on a cat. Furs are listed first by the pattern of the fur, then by its colour. Fur can have up to 3 colours, listed from Primary colour, then Secondary and Tertiary.

Fur hues are Oranges, Yellows, Browns and Dark Blue, and any shade. Below are some examples.

- Calico: White, Orange, Black
- Tiger: Yellow, Dark Brown
- Leopard: Black, Light Grey
- Fox: Dark Orange, Dark Blue, White
- Monotone: Grey

-Livath-----

The Livathi have a mixture of both scale and skin. There is no need to list which parts of the body and what pattern the scales form, just the colours of the skin, then scales.

Skin and scales can be any hue and any shade, but are most commonly green, blue or dark yellow. Below are some examples.

- Green, Yellow
- Blue, White
- Orange, Red
- Black, Grey

-Krall-----

The Krall have both skin and fur. The fur runs from the bridge of their feet to their pelvis, up their backs to their shoulders, down the arms to the wrist and tops of their hands. Men have a fully furred chest and mane, women don't. A Krall's fur isn't patterned. Colours are list the skin tone first, then the fur.

Skin colours are the same hues and tones as a Threan, but are commonly darker than Threans. Fur colours are the same hues and tones as a Sojyian.

- Tan, Brown
- Brown, Black
- White, Red
- Black, Grey

-Cylphae-----

The Cylphae have single toned skins, like the Threans. The hues range from blue to brown, but are always pale in shade, never dark enough to create a full colour. Below are some examples.

- Pale Blue
- White
- Light Brown
- Pale Pink

-Mlenkai-----

The Mlenkai have single toned skin, with darker membranes for their finned and webbed parts. There isn't a need to list the darker colour of the membranes, instead the darker colour is assumed.

Hues are blue, with hints of other colours, and can be any shade. Below are some examples.

- Aqua
- Navy Blue
- Ultramarine
- Midnight

HAIR

This is used to detail your character's hair colour. If you can describe your hair style in a few words, you may do so. Below are some examples.

- Black Long & Straight.
- Green Short Twin-Tails
- Red Crewcut
- Blond Short Spiked
- Dark Blue Mohawk
- Bald

EYES

This is used to detail your eye colour. You can use any colour for your eyes. If your eyes have different colours, list the left eye first, then the right eye.

AGE

How old your character is. Generally, you'll want to play your character as an adult, but you may play your character at an age you desire. Each race ages differently however. Below is a table listing each races aging stages.

Race	Child	Teen	Adult	Mid	Elderly
Threan	5	12	21	43	80
Vllh'nyx	7	16	26	52	110
Sojyian	5	11	20	40	67
Livath	4	12	24	45	75
Krall	4	11	20	38	78
Cylphae	6	14	25	55	100
Mlenkai	5	13	22	42	85

If you are unsure about your character's age, subtract 3 from your Race's Adult age, then roll 3d6.

It is not recommended to play a character who is 18 or younger, as they would not be able to pick a Background Path, which is required for completing your character.

CHARACTER PERSONALITY

This section allows you to plot out your character's personality and quirks or traits. You may be as detailed as you like in this section, but keep in mind that taking actions that comply with your character's personality will often see you rewarded.

THE PROLOGUE

The next step in creating your character is picking your character's skills and abilities, by completing your character's background. See the next section to do so...

BACKGROUND

This section lists out the different Backgrounds and Background Paths that flesh out your characters.

PROFICIENCIES, ABILITIES AND TRAITS

This section lists out all proficiencies, abilities and traits characters can learn.

EQUIPMENT

This section lists out most equipment's characters can earn and use.

WEAPONS

How to read the weapon cards:

Weapon Name					
MAKE	CLASS	CON	H	STR	AGI
DAMAGE	BULLET	CLIP	RoF	RANGE	
TO HIT	WEIGHT	RARITY		PRICE	
ATTACHMENTS:					
SPECIALTY:					
INFORMATION:					

MAKE

The type of weapon. There are many, and range from:

- Blow Pipes (BLW, Ballistic)
- Crossbows (CBW, Ballistic)
- Dirigibles (DRG, Ballistic)
- Hand Crossbows (HCB, Ballistic)
- Heavy Machine Guns (HMG, Ballistic)
- Heavy Ordinances (HVO, Ballistic)
- Light Machine Guns (LMG, Ballistic)
- Micro-Machine Guns (MMG, Ballistic)
- Long Bows (LBW, Ballistic)
- Pistols (PST, Ballistic)
- Rifles (RIF, Ballistic)
- Short Bows (SBW, Ballistic)
- Slingshots (SST, Ballistic)
- Sub Machine Gun (SMG, Ballistic)
- Claws (CLW, Brawling)
- Daggers (DGR, Brawling / Simple Melee)
- Katars (KTR, Brawling)
- Tonfas (TON, Brawling)
- Batons (BTN, Simple Melee)
- Clubs (CLB, Simple Melee)
- Hammers (HMR, Simple Melee)
- Hand Axes (AXE, Simple Melee)
- Maces (MCE, Simple Melee)
- Short Swords (SSW, Simple Melee)

- Sickles (SKL, Simple Melee)
- Small Shields (SSD, Simple Melee)
- Battle Axes (BAX, Martial Melee)
- Great Swords (GSW, Martial Melee)
- Long Swords (LSW, Martial Melee)
- Tower Shields (TSD, Martial Melee)
- War Hammers (WHM, Martial Melee)
- War Swords (WRS, Martial Melee)
- Spears (SPR, Polearms)
- Staves (STF, Polearms)
- Halberds (HAL, Polearms)
- Scythes (SCY, Exotic Melee)
- Tridents (TRI, Polearms)
- Mauls (MLS, Polearms)
- War Axes (WAX, Polearms)
- Twin Blades (TWB, Polearms)
- Chakras (CHK, Exotic Melee)
- Fans (FAN, Exotic Melee)
- Swallows (SWL, Exotic Melee)
- Whips (WHP, Linked Melee)
- Chains (CHN, Linked Melee)
- Flails (FLL, Linked Melee)
- Nun-Chucks (NCK, Linked Melee)
- Belt-Swords (BSW, Linked Melee)

The make of a weapon is important for knowing which skill is required to use it.

CLASS
(C)

The legality class of the weapon, which decides who may carry what weapon (legally) at any time, and if a license is required for said class. The classes are:

- **CIVILIAN (D)**
For civilian use. No license is required, and anyone may carry this weapon.
- **GAME (C)**
For hunting or game use. A license is typically not required for these weapons, but are required to be either within a case, or wrapped up when in public.
- **SECURITY (B)**
For light enforcement use. Body guards or professional security may also use these weapons. A license is required.
- **MILITARY (A)**
For heavy enforcement use. Some law enforcement agencies will also use these weapons. A license is required.
- **UNCLASSIFIED (UC)**

These are generally considered outlawed, contraband or experimental Peacekeeper weaponry. You cannot obtain a licence for these weapons, and will not find them for sale at conventional stores.

HOLD (H)

How many hands are required to hold the weapon. An S in this field means that the weapon is shoulder mounted. An M in this field means that the weapon needs to be mounted on something to use.

CONCEAL (CON)

How easily the weapon can be concealed, listed by the type of clothing that can conceal the weapon.

- **POCKET**
The weapon is small enough to be concealed in your pocket.
- **VEST**
The weapon can be concealed behind a jacket or vest.
- **COAT**
The weapon can be concealed behind a long jacket or coat.
- **TRENCH COAT (TRENCH)**
The weapon can be concealed behind a long coat or trench coat.
- **NONE**
The weapon is too large or too bulky to be concealed.

STRENGTH & AGILITY (STR & AGI)

The minimum Strength and Agility Stat score the character must have to be able to wield the weapon without penalty.

DAMAGE

—
The damage the weapon does, written as a dice with a fixed multiplier. All melee weapons add the characters Physical Damage to the damage done.

RANGE

How far the weapon can reach. For Ballistic weapons, this is the maximum range before the bullet no longer has enough penetration force to do any damage.

BULLET

The type of ammunition the weapon requires.

CLIP

(Ballistic weapons only) How many bullets are held in a standard magazine.

RATE OF FIRE (RoF)

(Ballistic weapons only) How many shots can be fired within a quick action, a short action and a long action (quick/short/long). A 0 means there is no benefit for trying to shoot in this action period.

TO HIT (MELEE)

Determines if the weapon is easier or harder to handle. Add this value to your attack skill when attempting to attack a target.

TO HIT (BALLISTIC)

For ballistic weapons, the To Hit section is written as Handling (H), Fall Off (F) and Spread (S).

-Handling-----

Handling depicts how well the weapon handles generally, and is the overall To Hit modifier. Treat it like a melee to hit modifier. Eg, H+5.

-Fall Of-----

Fall Off depicts how in-accurate the bullet becomes over range, as well as the difficulty for targeting a smaller target. The number listed here is an additional To Hit modifier to be subtracted from your To Hit value. This value is to be rounded down. Eg, F-2.

-Spread-----

Spread depicts the muzzle jump and the To Hit modifiers required for each additional shot after the first shot taken within a turn.

An example: A target is 30m away, and I have a range of 50m of my weapon. Its To Hit is H+0 F-2.5 S-5, Which means the Handling To Hit modifier is 0, for every 5 metres the target is away, I get an additional -2.5 to hit, and to make every succeeding shot past the first shot hit, I have an additional -5 for those succeeding shots. So, to hit that target, my To Hit penalty is -15 if I was to fire once. If I fired four times in my round, one shot will land if I make a -15 To Hit modifier. Two shots will land if I make a -20 To Hit modifier. Three shots will land if I make a -25 To Hit modifier. And all four shots will land if I make a -30 To Hit modifier.

WEIGHT

How heavy the weapon is in kilograms (kg).

RARITY

How common and available the weapon is to find in stores. Rarity is valued as:

- **EVERYWHERE (E)**
There is not a store that does not stock this weapon. Complain to management if they do not have it.
- **VERY COMMON (VC)**
Almost every store will have this weapon. If they don't, they could probably order it in for you.
- **COMMON (C)**
Most stores will stock this weapon, and it's possible it could be ordered in.
- **MODERATE (M)**
There is a 50-50 chance this weapon will be stocked in a store. It may take a shot while for it to be ordered in though.
- **UNCOMMON (UC)**
One in three stores will stock this weapon. If not, it may take a while to order it in for you.
- **RARE (R)**
It's unlikely that a store will stock this weapon. If you manage to get them to order one for you, it will take a while to get to them.
- **VERY RARE (VR)**
You will almost never see this weapon in stores. It is unlikely the store will be able to source one for order.
- **NOT FOR SALE (NFS)**
You will never see this weapon in store, unless it was made by the smith working in the store.

PRICE

The damage the weapon will do to your bank account. This is the Recommended Retail Price, and may vary depending on store and your character's negotiating skills.

ATTACHMENTS

The type of attachment ports or slots that are on the weapon.

SPECIALTY

If there is something special about the weapon, or some effect the weapon has, it will be listed here.

INFORMATION

A description, and a bit of history about the weapon.

WEAPON MANUFACTURERS

ANDREVIE, DONCLIAN AND DRAXANNA

Founded by three legendary blacksmiths from Defca in 322CC, they've combined their abilities and craftsmanship to create the most amazing and profound melee weapons you could possibly find anywhere in Cetra.

AD&D Mercury's Scimitar					
MAKE	CLASS	CON	H	ST	AGI
Scimitar	Security	Trench	1	R 2	4
DAMAGE	BULLET	CLIP	RoF	RANGE	
1d8+14	N/A	N/A	N/A	50-70cm	
TO HIT	WEIGHT	RARITY		PRICE	
+5	4.5	Rare		7,000	
ATTACHMENTS:					
None					
SPECIALTY:					
You may perform an attach action twice during your turn.					
INFORMATION:					
Using never-before seen folding techniques, this aluminium sword is unbelievably light, yet seems to accelerate as you swing it.					

AD&D Dragon Slayer					
MAKE	CLASS	CON	H	STR	AGI
Great Sword	Game	None	2	5	4
DAMAGE	BULLET	CLIP	RoF	RANGE	
1d10+20	N/A	N/A	N/A	125-160cm	
TO HIT	W	RARITY		PRICE	
+0	16	Rare		8,500	
ATTACHMENTS:					
None					
SPECIALTY:					
None					
INFORMATION:					
This sword was mainly created as an ornate display to be used during ceremonies. The design is breathtaking, with the grip shaped as a dragon's head, and the blade seeming to be a gout of fire. But AD&D are a practical sort; it's still cleave a head open.					

AD&D Giant Slayer

MAKE	CLASS	CON	H	STR	AGI
Long Sword	Game	None	1/2	4	3
DAMAGE	BULLET	CLIP	RoF	RANGE	
1d8+18	N/A	N/A	N/A	100-200cm	
TO HIT	W	RARITY		PRICE	
+5	13	Rare		8,250	

ATTACHMENTS:

None

SPECIALTY:

None

INFORMATION:

Another sword designed for ornamental status. While not having a motif as the Dragon Slayer, the Giant Slayer is still a beautiful weapon.

AD&D Life Stealer

MAKE	CLASS	CON	H	STR	AGI
Short Sword	Security	Coat	1	3	3
DAMAGE	BULLET	CLIP	RoF	RANGE	
1d8+15	N/A	N/A	N/A	65-85cm	
TO HIT	WEIGHT	RARITY		PRICE	
+0	10	Very Rare		9,000	

ATTACHMENTS:

None

SPECIALTY:

When you damage a target with this weapon, roll 1d4. On a 4, your character is healed 5 Injury Points.

INFORMATION:

These swords were supposedly enchanted by a friend of Draxanna, and are imbued with the ability to heal the wielder while fighting, leading to speculation of necromancy within Defca.

AD&D Defender

MAKE	CLASS	CON	H	STR	AGI
Great Sword	Game	None	2	6	3
DAMAGE	BULLET	CLIP	RoF	RANGE	
3d6	N/A	N/A	N/A	80-100cm	
TO HIT	WEIGHT	RARITY		PRICE	
-10	25	Very Rare		10,500	

ATTACHMENTS:

None

SPECIALTY:

+5 Physical Resistance when wielding.

INFORMATION:

While short for a Great Sword, the Defender is stupidly wide, wide enough for most people to use it as a shield.

AD&D Disruptor

MAKE	CLASS	CON	H	STR	AGI
Mace	Security	Vest	1	5	2
DAMAGE	BULLET	CLIP	RoF	RANGE	
3d6+5	N/A	N/A	N/A	70-90cm	
TO HIT	WEIGHT	RARITY		PRICE	
+5	10	Rare		3,500	

ATTACHMENTS:

None

SPECIALTY:

Deals double damage to targets in a necrotic state

INFORMATION:

This weapon was created shortly after the Life Stealer debacle with Necromancy. AD&D mockingly stated that you should buy one if you have zombie problems.

AD&D Mjolnir

MAKE	CLASS	CON	H	STR	AGI
Hammer	Security	None	1	10	2
DAMAGE	BULLET	CLIP	RoF	RANGE	
2d8+20	N/A	N/A	N/A	40-60cm	
TO HIT	WEIGHT	RARITY		PRICE	
-15	45	Very Rare		6,500	

ATTACHMENTS:

None

SPECIALTY:

Once an hour, when wielding this weapon, you may summon a bolt of lightning on a target within 50m, provided there is open sky within that range. The lightning bolt does your Spirit value of d6 electrical magic damage.

INFORMATION:

ASKA WEAPONRIES

Founded in Neomer, 154CC, ASKA Weaponries is now one of the largest firearms constructors, best known for its limited sales list, as it only sells its most successful creations, and its highly creative and often experimental designs. An ASKA retailer can be found in every major city in the system.

ASKA WSA Auto

MAKE	CLASS	CON	H	STR	AGI
Pistol	Game	Pocket	1	3	2
DAMAGE	BULLET	CLIP	RoF	RANGE	
2d6+6 (-1)	.45rr	8	1/0/4	50m	
TO HIT	WEIGHT	RARITY		PRICE	
H+0 F-1 S-5	8kg	Common		1,600	

ATTACHMENTS:

Muzzle BRL-U

SPECIALTY:

None

INFORMATION:

The Withler Skren Avelgren Auto, named after its designer, is ASKA's most available and commonly used weapon. Almost every law enforcer in every city holds one of these pistols, and special agents will hold on to modified versions of the weapons.

ASKA PMS Advanced

MAKE	CLASS	CON	H	STR	AGI
Micro-MG	Security	Vest	1	5	3
DAMAGE	BULLET	CLIP	RoF	RANGE	
1d6+2 (+0)	M7	40	1/5/10	75m	
TO HIT	WEIGHT	RARITY		PRICE	
H+0 F-2 S-7	9kg	Rare		2,000	

ATTACHMENTS:

Muzzle

SPECIALTY:

None

INFORMATION:

It was rumoured this weapon was named after a frightful experience the designer had with his wife one day, although that has yet to be proven. It's more likely that the weapon's name is derived from the name of the designer, Peter Murray Saunders. For a gun of its calibre, it's amazingly light and sturdy, but hard to find. That is, unless you're looking at a riot squad.

ASKA Minami 10

MAKE	CLASS	CON	H	STR	AGI
Sub-MG	Security	Vest	2	5	4
DAMAGE	BULLET	CLIP	RoF	RANGE	
1d6+6 (+0)	M10	40	1/5/10	85m	
TO HIT	WEIGHT	RARITY		PRICE	
H-5 F-2.5 S-6	11kg	Very Rare		2,900	

ATTACHMENTS:

Muzzle BRL-L BRL-R SCP-U

SPECIALTY:

None

INFORMATION:

The Minami was the first weapon created by the ASKA founder, Asuka Minami. While not much different from the Minami 9, the Minami 10 allows for more customisation by adding left and right barrel mounts to add laser sights, flashlights or blinder, and removed the Rinda Scope Mount in favour for the more widely used Universal Scope mount. The Minami series is the most successful Sub-Machine gun to have ever been made, and any found in stores are quickly snatched up.

ASKA Bullray Assault

MAKE	CLASS	CON	H	STR	AGI
Rifle	Military	Coat	2	5	3
DAMAGE	BULLET	CLIP	RoF	RANGE	
1d8+2 (+0)	5.56cs	30	1/3/7	200m	
TO HIT	WEIGHT	RARITY		PRICE	
H+0 F-1 S-3	12kg	Common		4,700	

ATTACHMENTS:

Muzzle BRL-L BRL-R BRL-G SCP-U

SPECIALTY:

None

INFORMATION:

Lee Bullray created the first Bullray rifle in 425CC. It was an automatic rifle with a slow rate of fire, but was widely used and very reliable. In 463CC, after Lee Bullray's death, the Bullray rifle was re-designed to the Bullray Assault rifle. Its rate of fire leaves much to be desired, but it was said that if the weapon fired any quicker the recoil would be too great for the user. Never-the-less, many users of this weapon still modify it to increase its rate of fire. The magazine is loaded behind the trigger and grip of the weapon, placing it closer to the shoulder, to make the weapons shorter, without shortening the barrel of the weapon.

Security forces around the system, and many up and coming free-lancers will often choose the Bullray Assault if a sub-machine gun won't pack the punch they need.

ASKA PS400					
MAKE	CLASS	CON	H	STR	AGI
Rifle	Military	None	2	6	3
DAMAGE	BULLET	CLIP	RoF	RANGE	
1d8+7 (+5)	5.56cs	12	1/2/4	700m	
TO HIT	WEIGHT	RARITY		PRICE	
H+5 F-1 S-5	25kg	Uncommon		5,700	
ATTACHMENTS:					
Muzzle	Tripod	SCP-R			

SPECIALTY:

Equipped with a x5 Rinda Scope

INFORMATION:

The Pav Sinclair rifle has a troubled history. Along with the Minami series, the PS series was one of the first weapons designed for ASKA, but the first PS to be retailed was the PS 24, an automatic rifle and a quite unsuccessful one of that. Through the series, the PS was changed to Assault Rifles, Automatic Rifles, even a Sub-Machine Gun at one stage.

Even now, with the 400th PS, it still has its troubles, however its ammunition is cheap and easy to find, it has great muzzle velocity and is surprisingly easy to wield. While veteran snipers hate the weapon, it is widely renowned as a brilliant sniper rifle; for beginners that is.

ASKA Setsuko 44					
MAKE	CLASS	CON	H	STR	AGI
Rifle	Military	Trench	2	6	4
DAMAGE	BULLET	CLIP	RoF	RANGE	
1d6+5 (+1)	M9	75	4/9/20	300m	
TO HIT	WEIGHT	RARITY		PRICE	
H-5 F-2 S-4	15kg	Uncommon		5,900	
ATTACHMENTS:					
BRL-G	SCP-R				

SPECIALTY:

Firing constantly for over 2 turns will overheat the barrels, and further firing will require a Fortune check. A failed Fortune check will damage the weapon. It takes 2 turns for the weapon to cool down (1 with heat sinks)

Takes a Long Action to reload.

INFORMATION:

The Setsuko series were always an odd experiment, and have continued to puzzle veteran soldiers; the Setsuko is an assault rifle designed to

use pistol rounds. Kaoru Setsuko's initial designs were no better than an over-sized pistol. However, they're now almost as effective as a mini-gun.

The key to the 44's design is its twin barrels and special magazine. The barrels fire alternatively, which help prevent the barrels heating too much. But as the barrels are above and below each other, heat will eventually disperse between the barrels, making it hazardous to fire the weapon for too long.

ASKA Yuldron Light Cannon					
MAKE	CLASS	CON	H	STR	AGI
Heavy-MG	Military	None	2	7	4
DAMAGE	BULLET	CLIP	RoF		RANGE
1d6+12 (+2)	M14	30	1/4/10		350m
TO HIT	WEIGHT	RARITY			PRICE
H-10 F-2 S-6	22kg	Rare			10,900
ATTACHMENTS:					
None					

SPECIALTY:

None

INFORMATION:

Berr Yuldron's heavy assault cannon was quickly picked up by many military organisations when it was first released, but much to the Krall's disappointment, it was mostly mounted on vehicles or tripods as it was far too heavy for most non-Krall to carry. A year later, Yuldron designed a "light" version of his cannon, and while still considerably heavy to use, he was pleased to see other races using it without the aid or mounts.

ASKA Rappido Assault 10					
MAKE	CLASS	CON	H	STR	AGI
Rifle	Military	Trench	2	6	5
DAMAGE	BULLET	CLIP	RoF	RANGE	
4d10+1 (+1)	10g	10	1/2/4	50m	
TO HIT	WEIGHT	RARITY		PRICE	
H-10 F-5 S-10	18kg	Moderate		15,900	
ATTACHMENTS:					
BRL-U					

SPECIALTY:

None

INFORMATION:

The Rappido Assault close assault weapons series is ASKA's black sheep in their product line. While it's the only shotgun that ASKA sells, it's also their least popular weapon. Disappointed with his design's popularity, Theodore Rappido resigned from ASKA after its second iteration, the Assault 8. However, ASKA has kept the design on shelves with unknown designers ever so slightly improving on the original designs.

ASKA Slugger 1

MAKE	CLASS	CON	H	STR	AGI
Heavy Ord	Military	None	S	7	5
DAMAGE	BULLET	CLIP	RoF	RANGE	
+0	Mk I	1	0/0/1	400m	
TO HIT	WEIGHT	RARITY		PRICE	
H-10 F-1 S+0	30kg	Very Rare		16,000	
ATTACHMENTS:					
SCP-R					

SPECIALTY:

None

INFORMATION:

The Slugger 1 is ASKA's newest weapon, a design that was initially supposed to be for the Rinda military but was rejected. Believing that there was worth in the design, ASKA released it to the public domain for PMC's to use.

ASKA Redback

MAKE	CLASS	CON	H	STR	AGI
Glove	Military	Pocket	1	3	1
DAMAGE	BULLET	CLIP	RoF	RANGE	
1d6	40g	1	0/1/0	50m	
TO HIT	WEIGHT	RARITY		PRICE	
H-5 F-10 S+0	2kg	Rare		4,500	
ATTACHMENTS:					
None					

SPECIALTY:

This glove can be used to fire a shotgun cartridge when it makes impact

INFORMATION:

The Redback was instantly controversial when it was announced. The glove has a metal pad covering the knuckles that also act as a pressure pad, used to trigger and fire the shotgun shell loaded in the casing on the top of the glove. Many nations instantly banned the weapon, claiming it to be a weapon for easy murder, which the creator agreed was the idea for the weapon all along. You'll most often see this glove on the hands of a military black ops agent.

BAUHAUS INDUSTRIES

Bauhuas is a Larkren based weaponry and armoury for professional and military use. The company has reached out and now has factories on each planet, but outlets are difficult to find because of their primary market.

Bauhaus VP 70S

MAKE	CLASS	CON	H	STR	AGI
Pistol	Security	Pocket	1	3	4
DAMAGE	BULLET	CLIP	RoF	RANGE	
+2	M9	8	1/2/3	50m	
TO HIT	WEIGHT	RARITY		PRICE	
H+0 F-2 S-2	5kg	Rare		1,700	
ATTACHMENTS:					
Muzzle BRL-U					

SPECIALTY:

None

INFORMATION:

Bauhaus VP 44M

MAKE	CLASS	CON	H	STR	AGI
Pistol	Military	Vest	1	5	4
DAMAGE	BULLET	CLIP	RoF	RANGE	
+2	M12	10	1/2/4	40m	
TO HIT	WEIGHT	RARITY		PRICE	
H-5 F-2 S-2	7kg	Very Rare		4,050	
ATTACHMENTS:					
Muzzle	BRL-G	BRL-L	BRL-R	SCP-U	

SPECIALTY:

None

INFORMATION:

Bauhaus PSG-99

MAKE	CLASS	CON	H	STR	AGI
Rifle	Military	Trench	2	5	5
DAMAGE	BULLET	CLIP	RoF	RANGE	
+0	7.60cs	40	1/4/8	250m	
TO HIT	WEIGHT	RARITY		PRICE	
H+0 F-2 S-2	12kg	Uncommon		7,200	
ATTACHMENTS:					
Muzzle	BRL-U	BRL-L	BRL-R	SCP-U	

SPECIALTY:

Comes equipped with a x2 Universal Reflex Sight

INFORMATION:

DAMAGE	BULLET	CLIP	RoF	RANGE
+1	10g	18	0/1/2	50m
TO HIT	WEIGHT	RARITY	PRICE	
H+0 F-10 S-5	20kg	Rare	7,500	
ATTACHMENTS:				
BRL-U				
SPECIALTY:				
None				
INFORMATION:				

Bauhaus HG-14						
MAKE	CLASS	CON	H	STR	AGI	
Rifle	Military	Trench	2	7	4	
DAMAGE	BULLET	CLIP	RoF	RANGE		
+0	12g	30	1/3/6	50m		
TO HIT	WEIGHT	RARITY	PRICE			
H-5 F-10 S-5	20kg	Very Rare	8,900			
ATTACHMENTS:						
BRL-U						
SPECIALTY:						
None						
INFORMATION:						

Bauhaus ARG-17						
MAKE	CLASS	CON	H	STR	AGI	
Rifle	Security	None	2	6	5	
DAMAGE	BULLET	CLIP	RoF	RANGE		
+2	5.55cs	10	0/1/2	500m		
TO HIT	WEIGHT	RARITY	PRICE			
H+5 F-1 S-4	18kg	Very Rare	9,500			
ATTACHMENTS:						
Muzzle	BRL-G	BRL-L	BRL-R	SCP-U		
SPECIALTY:						
None						
INFORMATION:						

Bauhaus CA SB12						
MAKE	CLASS	CON	H	STR	AGI	
Rifle	Security	Trench	2	7	5	
DAMAGE	BULLET	CLIP	RoF	RANGE		
+1	12g	24	1/2/4	50m		
TO HIT	WEIGHT	RARITY	PRICE			
H-10 F-8 S-8	17kg	Uncommon	6,800			
ATTACHMENTS:						
BRL-U						
SPECIALTY:						
None						
INFORMATION:						

Bauhaus CA 2E-SS						
MAKE	CLASS	CON	H	STR	AGI	
Rifle	Security	Trench	2	8	5	

Bauhaus LL-26						
MAKE	CLASS	CON	H	STR	AGI	
Pistol	Military	Vest	1	3	3	
DAMAGE	BULLET	CLIP	RoF	RANGE		
+1	MiniBatt	12	1/2/4	50m		
TO HIT	WEIGHT	RARITY	PRICE			
H+0 F-2 S-2	7kg	Uncommon	7,000			
ATTACHMENTS:						
None						
SPECIALTY:						
None						
INFORMATION:						

Bauhaus LSG-01						
MAKE	CLASS	CON	H	STR	AGI	
Sub-MG	Military	Coat	1	3	5	
DAMAGE	BULLET	CLIP	RoF	RANGE		
+0	MicroBatt	35	2/5/10	75m		
TO HIT	WEIGHT	RARITY	PRICE			
H+0 F-2 S-1	15kg	Rare	8,400			
ATTACHMENTS:						
BRL-U	BRL-G					
SPECIALTY:						
None						
INFORMATION:						

Bauhaus LRF-57						
MAKE	CLASS	CON	H	STR	AGI	
Rifle	Military	None	2	5	4	
DAMAGE	BULLET	CLIP	RoF	RANGE		
+0	MiniBatt	45	1/3/6	150m		
TO HIT	WEIGHT	RARITY	PRICE			
H+0 F-1 S-2	18kg	Very Rare	9,800			
ATTACHMENTS:						
BRL-U	BRL-L	SCP-U				
SPECIALTY:						
None						
INFORMATION:						

Bauhaus LRF-57						
MAKE	CLASS	CON	H	STR	AGI	

Rifle	Military	None	2	5	4
DAMAGE	BULLET	CLIP	RoF	RANGE	
+0	MiniBatt	45	1/3/6	150m	
TO HIT	WEIGHT	RARITY		PRICE	
H+0 F-1 S-2	18kg	Very Rare		9,800	
ATTACHMENTS:					
BRL-U	BRL-L	SCP-U			
SPECIALTY:					
None					
INFORMATION:					

Bauhaus GPM-35					
MAKE	CLASS	CON	H	STR	AGI
Heavy Ord	Military	None	S	7	4
DAMAGE	BULLET	CLIP	RoF	RANGE	
+0	Mk III	4	0/0/1	1,600m	
TO HIT	WEIGHT	RARITY		PRICE	
H-15 F-4 S+0	35kg	Very Rare		25,000	
ATTACHMENTS:					
None					
SPECIALTY:					
Comes equipped with a x8 Thermal Scope					
INFORMATION:					

Bauhaus GPM-35					
MAKE	CLASS	CON	H	STR	AGI
Heavy Ord	Military	None	S	7	4
DAMAGE	BULLET	CLIP	RoF	RANGE	
+0	Mk III	4	0/0/1	1,600m	
TO HIT	WEIGHT	RARITY		PRICE	
H-15 F+0 S+0	35kg	Very Rare		25,000	
ATTACHMENTS:					
SPECIALTY:					
None					
INFORMATION:					

Bauhaus GPM-35					
MAKE	CLASS	CON	H	STR	AGI
Rifle	Military	Trench	2	6	5
DAMAGE	BULLET	CLIP	RoF	RANGE	
+0	7.60cs	40	1/3/6	200m	
TO HIT	WEIGHT	RARITY		PRICE	
H-15 F+0 S+0	35kg	Very Rare		25,000	
ATTACHMENTS:					
SPECIALTY:					
None					
INFORMATION:					

AMMUNITION

METRIC

BULLETS

The Metric bullet is the standard fare of pistol rounds. The bullet head is short and almost dome-like in shape, with the shell being nearly three times longer than the bullet. These bullets are measured in name by the diameter of the shell.

Name	Damage	Class	Weight (kg)*	Price*
M5	1d6	D	0.01	1
M7	1d6+2	D	0.01	1
M9	1d6+4	C	0.01	1
M10	1d6+6	B	0.01	2
M12	1d6+8	A	0.01	3
M14	1d6+10	A	0.02	4
M20	1d6+15	A	0.04	8

REVOLVER ROUNDS

The Revolver round was designed for firearms with revolving barrels that chamber rounds. Similar in appearance to the Metric Bullet, Revolver Rounds tend to be thicker, and have a lip on the end of the shell to catch the barrel, preventing the shell from falling through the chamber.

Name	Damage	Class	Weight (kg)*	Price*
.33rr	2d6+2	C	0.01	2
.37rr	2d6+4	C	0.01	2
.45rr	2d6+7	B	0.01	3
.52rr	2d6+10	A	0.02	4

CETRAN

STANDARD

Cetran Standard rounds are the standard ammunition for rifles. The bullet head is long and tapered to a point, as is the shell that encases it. These rounds are named by the length of the shell.

Name	Damage	Class	Weight (kg)*	Price*
5.55cs	1d8+2	B	0.02	2
7.60cs	1d8+4	B	0.02	2
9.35cs	1d8+7	A	0.03	3
10.75cs	1d8+10	A	0.04	4

CALIBRE RATED

Calibre rated rounds are similar to the Cetran Standard rounds, but are larger when compared to their length to diameter ratio.

Name	Damage	Class	Weight (kg)*	Price*
c50	2d8+4	A	0.04	6

c55	2d8+8	A	0.05	6
c60	2d8+12	A	0.06	7
c70	2d8+16	A	0.07	8
c90	2d8+20	A	0.08	10

GAUGED

CARTRIDGES

Gauged cartridges are the standard ammunition for shotguns. The cartridges are shaped like cylindrical canisters, that shorten as the gauge lowers, but gets exceptionally thicker as the gauge lowers.

Name	Damage	Class	Weight (kg)*	Price*
40g	4d4	C	0.05	2
20g	4d6	B	0.05	2
12g	4d8	B	0.06	3
10g	4d10	A	0.06	3
4g	4d12	A	0.07	5

DRAGON BREATH CARTRIDGES

Dragon Breath cartridges are a special type of shotgun ammunition that when fired, shoot out a cloud of molten sparks and flames.

Name	Damage	Class	Weight (kg)*	Price*
20gDB	4d6+10	A	0.1	20
12gDB	4d8+10	A	0.15	25

These cartridges do Incendiary Physical damage, and can be loaded in weapons that require the same standard rounds.

When firing these rounds, make a fortune check on the same roll as the attack role. Regardless of the attack roll, if the roll fails a Fortune check, the weapon is damaged.

BOLO

CARTRIDGES

Bolo Cartridges are a special type of shotgun ammunition that when fired, shoots out two weighted balls with a thin wire connecting the two.

Name	Damage	Class	Weight (kg)*	Price*
12gBolo	8d8+20	UC	0.2	25
4gBolo	8d12+20	UC	0.3	30

These cartridges do critical damage on a hit, and twice the critical effect on a critical hit.

These can be loaded in weapons that require the same standard round.

BATTERIES

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Batteries are not necessarily an ammunition, but they can be used as ammunition. They are typically used to power devices for life, but can be drained in an instance to charge a laser weapon.

Name	Damage	Class	Weight (kg)*	Price*
MicroBatt	16+d4	D	0.02	4
MiniBatt	24+d6	D	0.03	5
PowerBatt	32+d8	D	0.04	8
SuperBatt	40+d10	C	0.06	10
UberBatt	48+d12	B	0.1	20

Plasma Cartridge

COMBAT

How to take names and lives.

100 Injury points per character

Saving roll for 50IP and above. Progressively harder.

3 Action Points a turn. Actions taken in Quick, Short and Long. Quick = 1 action point, Short = 2, Long = 3.

Everyone goes at the same time, quick actions first. Those acting against each other check initiative to see who acts first. If someone gets hit before their action, make a constitution check to continue action.

To hit = Weapon Skill. Add target's evasion to dice roll to see if the target dodges the attack.

Armour adds attack resistances to dampen damage. Physical & Magic resistance reduces damage, so it's possible a hit does 0 damage.

Kinetic shields add to PR only.

LIFE AND LORE

This section is for detailing information about everyday life in Cetra, the laws, beliefs and what matters to the everyday person.

APPENDIX

WEAPONS

-AD&D---

Name	Make	C	CON	H	STR	AGI	DAM	Bullet	Clip	RoF	Range	To Hit
AD&D Mercury's Scimitar	Scimitar	B	Trench	1	2	4	2d8	-	-	-	70cm	+5
AD&D Dragon Slayer	Great Sword	C	None	2	5	4	2d10+2	-	-	-	160cm	+0
AD&D Giant Slayer	Long Sword	C	None	½	4	3	2d8+2	-	-	-	120cm	+5
AD&D Life Stealer	Short Sword	B	Coat	1	3	3	2d8	-	-	-	85cm	+0
	When you damage a target with this weapon, roll 1d4. On a 4, your character is healed 5 Injury Points.											
AD&D Defender	Great Sword	C	None	2	6	3	2d6+4	-	-	-	100cm	-10
AD&D Disruptor	Mace	B	Vest	1	5	2	2d8	-	-	-	90cm	+5
	Deals double damage to target in a necrotic state.											
AD&D Mjolnir	Hammer	B	None	1	10	2	4d6	-	-	-	60cm	-15
Once an hour, summon a lightning bolt within 50m. Does spirit x d6 electrical magic damage.												

-ASKA Weaponries---

Name	Make	C	CON	H	STR	AGI	DAM	Bullet	Clip	RoF	Range	To Hit
ASKA WSA Auto	Pistol	C	Pocket	1	3	2	-1	.45mag	10	1/0/4	50m	H+0 F-1 S-5
ASKA PMS Advanced	Micro-MG	B	Vest	1	5	3	+0	M7	40	1/5/10	75m	H+0 F-2 S-7
ASKA Minami 10	Sub-MG	B	Vest	2	5	4	+0	M10	40	1/5/10	85m	H-5 F-2.5 S-6
ASKA Bullray Assault	Rifle	A	Coat	2	5	3	+0	5.56cs	30	1/3/7	200m	H+0 F-1 S-3
ASKA PS400	Rifle	A	None	2	6	3	+5	5.56cs	12	1/2/4	700m	H+5 F-1 S-5
	Equipped with a Rinda x5 Scope											
ASKA Setsuko 44	Rifle	A	Trench	2	6	4	+1	M9	75	4/9/20	300m	H-5 F-2 S-4
ASKA Yuldron Light Cannon	Heavy-MG	A	None	2	7	4	+2	M14	30	1/4/10	350m	H-10 F-2 S-6
ASKA Rappido Assault 10	Rifle	A	Trench	2	6	5	+1	10g	10	1/2/4	50m	H-10 F-5 S-5
ASKA Slugger 1	Heavy Ord	A	None	3	7	5	+0	Mk1	1	0/0/1	400m	H-10 F-1 S+0
ASKA Redback	Glove	A	Pocket	1	3	1	1d6	10g	1	0/1/0	50m	H-5 H-10 S-0

-Bauhaus---

[illegible]