All that was needed to conquer the stars was an open mind…

Xerospace

Science Fiction Role Playing Adventure Game
By Jeff Moore

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XEROSPACE...

Gemini shivered as she gazed through the view port to the many ships that sprinkled the distance before her. It wasn't the spectacle of tiny white craft intermingling with the stars that had caused the chill. It was the temperature of the cockpit. She reached above her and adjusted the atmospherics; then she looked out again.

Gemini marveled at the small size of the ships. She used to dream that one-day she would find a way to break the size barrier and push an enormous transport through Xerospace. She'd be rich. No more "wagon-train." No more pilot shortage - one Gator could do the work of ten. Then again, maybe she'd put herself out of a job. But, if she were rich, she wouldn't need a job.

Gemini pulled her thoughts back to her; they had a tendency to wander. She tried to relax. She leaned back and gently rested her head against the cold hard surface of the navigation cradle. Hairline cracks were visible along the cradle's edge, the result of too many trips through Xerospace. Gemini closed her eyes to concentrate. She could feel the ship's computer responding to her presence. The engine whined at first, then hummed, as it reluctantly brought itself to life.

Gemini fought to stay calm, the first rushes of adrenaline already threatening to overtake her. She knew well the dangers of entering Xerospace before her

mind was made ready. Navigating Xerospace was like negotiating peace. It required calm, a clear mind, ruthless determination, and a delicate approach. Last convoy, two pilots tried to jump into Xerospace to escape pirates. Of course, they weren't ready. The feedback killed them.

Feedback: It's why computers can't do this job. Only a living mind can survive feedback. And this is only true for those special few. Those like Gemini. To anyone else, a trip through Xerospace seems instantaneous; to a pilot, this was not the case. Gemini had often found herself wondering if her trip might never end, and sometimes not wanting it to.

It's an incredible experience: to interact directly with the stuff of Xerospace. But it's dangerous. There are the mutations. Gemini shuddered at the thought. When did she first discover, she could set things on fire, just by looking at them? Pyrokinesis they called it. Many actually liked the mutations. She'd overheard more than one Gator refer to them as, "powers." Gemini didn't welcome her powers. They frightened her.

Gemini's mind had wandered, again. It was time to focus. She reached out with her thoughts and contacted each of her ship's systems. The ship's computer relinquished its control. Gemini's mind was the computer. It was time… It was time to enter Xerospace…

CHARACTER CREATION

In Xerospace players take the roles of **Gators**: Navigators who control their ships' movements through space with the power of their minds. A Gator's journey through Xerospace can produce unpredictable mutations: augmentations to the mind of the navigator that manifest themselves as psionic powers.

As players play Xerospace, both the skills necessary to survive in a universe of the future and the mutations that make each Gator unique will improve, increase and evolve.

Traits and Skills

Characters are defined through numbers that reflect levels of expertise and natural ability. Traits reflect a character's natural ability. How big, fast or smart am I? Skills reflect a character's training and development. What can I do with my computer? Can I hit that target from here? How much can I lift?

DEXTERITY

Dexterity measures hand/eye coordination. It will tell you how accurately you fire a gun or how gracefully you might land a plane.

MOVEMENT

If your character needs to jump over a pit, walk a tight rope, or swing from a chandelier, Movement helps in measuring their success. It will also determine how fast you can get where you're going and your skill in hand to hand combat.

SIZE

This is literally how big you are. A large character will be naturally stronger and more resistant to injury.
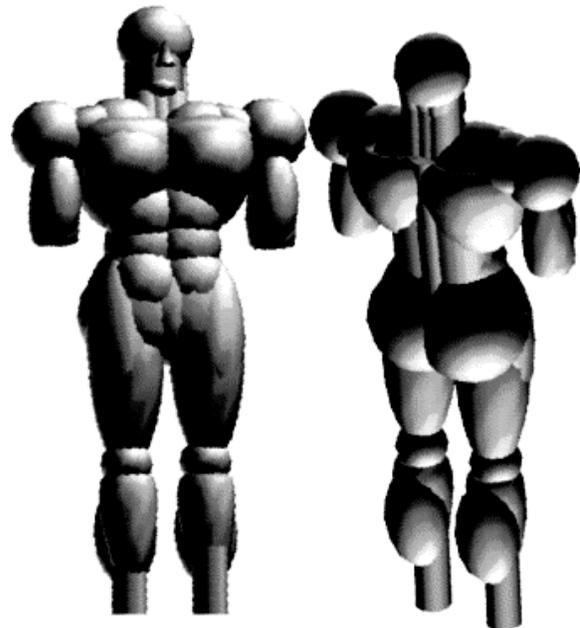
PERCEPTION

Use Perception to notice something that everyone else has over looked or to remember an important clue.

TECH

This measures how adept you are with tools or technology.

PSIONIC

This trait is a measure of mental stability and determines how well your character controls mutations.

DETERMINING TRAITS

How do you know what values each trait will have? Start by determining two traits that are superior to the others.

Roll or Choose **TWO** of the following *(ignor and re-roll duplicate results)* …

1. My character's
   DEXTERITY
   is better than most.

2. My character's
   MOVEMENT
   is better than most.

3. My character's
   SIZE
   is better than most.

4. My character's
   PERCEPTION
   is better than most.

5. My character's
   TECH
   is better than most.

6. My character's
   PSIONIC
   is better than most.

Now you have started to shape your character. You are defining limits that will help determine what your character can do. You have identified some areas where your character excels. Let's look at the flip side. If you had to pick areas that have always proven to be of difficulty for your character, what might they be? Weaknesses help define a character as much as strengths.

Roll or Choose **TWO** of the following *(ignor and re-roll duplicate results as well as any result that has already been determined as "better than most.")* …

1. My character's
   DEXTERITY
   is not as good as most.

2. My character's
   MOVEMENT
   is not as good as most.

3. My character's
   SIZE
   is not as good as most.

4. My character's
   PERCEPTION
   is not as good as most.

5. My character's
   TECH
   is not as good as most.

6. My character's
   PSIONIC
   is not as good as most.

For each trait that you chose:

"My character's ***TRAIT*** is better than most."   *Your* **Trait modifier** *is **+ 7***

For each trait that you chose:

"My character's ***TRAIT*** is not as good as most."   *Your* **Trait modifier** *is **+ 5***

For each of the two remaining traits:

Your **Trait modifier** *is **+ 6***

DETERMINING SKILLS

Every character starts with specific skills that reflect areas of previous experience. **Players start with 5 skills** determined randomly or chosen from the lists below.

Each skill has a starting value of 1.

No skill can be rolled or chosen more than once.

No single Trait can have more than 3 starting skills chosen under it.

A player who wishes to attempt to perform an Action in an area where they are not skilled may do so. They are considered to have a skill value of zero.

1. DEXTERITY SKILLS

1. Drive
2. Gunnery
3. Piloting
4. Pistol
5. Rifle
6. Slight of Hand

2. MOVEMENT SKILLS

1. Ambulate
2. Armed HTH
3. Climbing
4. Kick
5. Punch
6. Stealth

3. SIZE SKILLS

1. Environs
2. Muscle
3. Recover

4. PERCEPTION SKILLS

1. Bluff
2. Charm
3. Communicate
4. Detect
5. Tracking
6. Trivia

5. TECH SKILLS

1. Computer
2. Engineering
3. Medical
4. Robotics
5. Security
6. Shields

6. PSIONIC SKILLS

1. Calm
2. Navigate
3. Recharge

DETERMINING FINAL TRAIT VALUES

Add the total skill values under each Trait *(this will be a number as small as zero and no greater than three)* to the **Trait modifier** determined earlier.

This will result in values from 5 to 10. Traits are calculated on a scale of 1 to 10 with 5 being average. No character starts with any Trait that is below average and most will be above average.

These Trait Values are now set. During game play, players will have opportunities to increase skill values and add new skills. None of this will affect Trait values. Skill values only affect Trait values during character generation and never again.

MUTATIONS

The primary advantage that players have in the Xerospace universe is that of Psionic mutations or powers. A first level character starts out with **TWO** Mutations rolled at random or chosen from the lists below. *Each Mutation has an initial value of 1.*

1. FOCUS MUTATIONS

    1. Boost
    2. Flight
    3. Invisibility
    4. Phase
    5. Teleport
    6. Transform

2. POWER MUTATIONS

    1. Cryokinesis
    2. Psi-Blast
    3. Psi-Bolt
    4. Psi-Wall
    5. Pyrokinesis
    6. Telekinesis

3. TELEPATHY MUTATIONS

    1. Animal Telepathy
    2. Cyber Telepathy
    3. Empathy
    4. Read Objects
    5. Read Thoughts
    6. Send Thoughts

FOCUS, POWER AND TELEPATHY

are Sub-traits based upon the Psionic Trait. They all start with a value equal to the Psionic Trait plus the initial values of the Mutations under them.

Like Traits, the Sub-traits of **FOCUS**, **POWER** and **TELEPATHY** can not have values greater than 10. If this occurs reduce the value to 10.

LIFE AND ENERGY

Life determines how much physical punishment a character can take. *Energy* is a measure of the psionic fuel that is consumed as Mutations are used. *Note: Life and Energy are not on a scale of 1 to 10. Each of these traits will reach values greater than 10.*

LIFE

Life is equal to the **SIZE** Trait and the sum of all **Skill Values** listed under Size, plus character **LEVEL**. Unlike Trait values determined during character creation, if a skill under Size is increased, Life also improves.

ENERGY

Energy is equal to the **PSIONIC** Trait and the sum of all **Skill Values** listed under the Psionic Trait, plus character **LEVEL**. Unlike Trait values determined during character creation, if a skill under Psionic is increased, Energy also improves.

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⚁ ⚁	=2	
⚁ ⚁	=3	
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⚁ ⚁	=19	
⚁ ⚁	=20	
⚁ ⚁	=21	

SKILL CHECKS

Any time your character wishes to do something where the outcome of the task is uncertain the referee may require a Skill Check. A Skill Check requires that a player roll a particular number result or less with dice in order to succeed.

It works like this:

Chance to Succeed
at any Skill Check…

Roll of

Related **SKILL** Value
+ Related **TRAIT** Value

*or **Less***

on the **Roll Results Table**.

ROLL RESULTS TABLE

The Roll Results Table allows you to interpret the roll of 2 six sided dice in a unique way.

Roll two six sided dice but do not find their sum, instead consider each die separately.

Read first the lower of the two dice, then the higher die. Find these dice on the table to the left.

The Result of any Skill Check will produce a number from 1 - 21.

The *Lower* of the two dice rolled is referred to as the **EFFECT** die. The *Higher* of the two dice rolled is referred to as the **CRITICAL** die.

EFFECT VALUES

A character's chance to successfully use a skill to complete a task is equal to the sum of the Skill's Value plus the related Trait's Value or less on the Roll Results Table. In addition, every skill has varying levels of EFFECT. The higher the skill and trait values a character has, the greater the EFFECT they are able to achieve.

IDEAL EFFECT

To determine the **Ideal EFFECT** for your character's skills, find the sum of Skill and Trait values for any skill on the Die Results Table. Look at the value listed for the lesser of the two dice on the table. This die is called the Effect Die.

The value listed on the table for the Effect Die is the known as your **Ideal EFFECT.**

FOR EXAMPLE:

A character with a Tech Trait of 8 and a Medical Skill of 2 adds the two values together and finds that they have a chance of 10 or less on the Die Results Table to successfully use their skill.

Looking the 10 up on the Die Results Table the player finds that their Medical Skill's **Ideal EFFECT** is 2 *(that's the value of the lesser die for the Dice Result of 10)* and that they need to roll a 25 or less to succeed when using this skill.

A player declares what **EFFECT** they desire to achieve at the time they roll the Skill Check.

If the Skill Check is successful, that **EFFECT** is obtained.

If the Skill Check is failed, no level of **EFFECT** is obtained.

REPEATED CHECKS

A Character may perform a skill check up to THREE times, assuming they are attempting to achieve their **Ideal EFFECT**. If the character desires an **EFFECT** that is lesser than their ideal **EFFECT**, they may perform one additional Skill Check for each point lower the desired **EFFECT** is than their **Ideal EFFECT.**

FOR EXAMPLE:

A character with an **Ideal EFFECT** of 3 wants to accomplish something that is only an **EFFECT** level of 2 in the Skill Description. That character can try 3+1 or 4 times to succeed at the task.

If the character fails all attempts to accomplish a task, the character can not succeed at that task until their skill improves (note: **Ideal EFFECT** does not need to improve, only Skill Value).

Further… if a character wishes to achieve an **EFFECT** that is greater than their **Ideal EFFECT** the number of chances they have to succeed is reduced accordingly.

FOR EXAMPLE:

A character with an Ideal EFFECT of 2 wants to accomplish something that is an **EFFECT** level of 4 in the Skill Description. That character can try 3-2 or 1 time to succeed at the task.

COMBAT

In adventure fiction combat is a popular means of resolving conflict and overcoming obstacles. In Xerospace players will have no better opportunity to make frequent dice rolls and thereby improve their characters then during combat.

Each turn in combat is divided into three rounds. Each round is completed in order by both sides in the conflict before a new turn is begun.

It isn't important who goes first. Players might roll their checks first, moving one by one around the table and ending with the referee, everyone might roll at the same time.

The three rounds are:
Preparation, ***Maneuver***, and ***Resolution***.

PREPARATION ROUND

Several Skills allow **PREPARATION ROUND USE** in their descriptions. A skill that allows this kind of use is attempted at this time.

Only 1 Skill Check may be attempted per individual. The rules for Repeated Skill Checks are ignored during combat. EFFECT values in the Preparation Round are always equal to Ideal Effect.

Successful use of a skill during the Preparation Round provides bonuses to skill use in the MANEUVER ROUND.

MANEUVER ROUND

Characters decide which Combat Skill / Mutation Maneuvers to use.

Characters can make up to **THREE** Maneuver Skill Checks at this time.

No maneuver can be repeated in a single round, and no maneuver may be attempted that has an EFFECT value greater than the character's Ideal Effect.

RESOLUTION ROUND

After both sides have completed the MANEUVER ROUND, the results of any successful attacks are resolved.

COMBAT DAMAGE:

The **EFFECT** for the Maneuver used is the base damage for the attack.

To the base damage, add the value of the **EFFECT Die** from the Skill Check that was used to make the attack.

Reduce the victim's current **LIFE** total by this amount.

THE CRITICAL:

A special attack result in combat is called the Critical. The higher of the two dice rolled to make a skill test is called the Critical die.

Criticals occur when the critical die of a successful hit is = 6.

When a critical occurs, the attacker gains a free bonus attack to be rolled immediately. If this attack is also a critical, another free attack is obtained... Keep in mind however, that no maneuver can be repeated. If a character "runs out" of allowable maneuvers, their turn is over.

WEAPONS AND ARMOR

Xerospace is not a game about equipment. All too often characters tend to become nothing more than the sum of their "stuff." In a futuristic world where technologies can make all manner of weapons or armor possible, creating guidelines for handling such equipment and maintaining game balance becomes a nearly impossible task. In the interest of keeping things simple, the Xerospace rules have been designed to ignore the influences of weapons or armor.

This choice is not without precedent in the world of adventure fiction:

"The man in the Panama hat bravely clutches his bull whip as he prepares to meet the onslaught of the armored tank."

Who wins? Panama hat! He's the hero!

Keep this scenario in mind when you imagine the flavor and feel of a Xerospace game.

Panama hat or tank armor?
Bull whip or machine-gun?
It's all just window
dressing!!

That having been said
there is an exception
to the above…

ARTIFACTS

In Xerospace the term artifact refers to some unique alien or lost technology that gives the character a special edge. Artifacts can only be obtained through active game play and can not be duplicated by any means known to science. Artifacts are special items that do make a difference to a character and that would not be replaceable if lost.

FOR EXAMPLE:

The Ray Gun of Varlax -- *an alien pistol that raises the users Pistol Skill by +2 when used.*

In this case, the item would make a difference in combat. Artifacts should be kept rare. They are a special form of character advancement controlled exclusively by the referee.
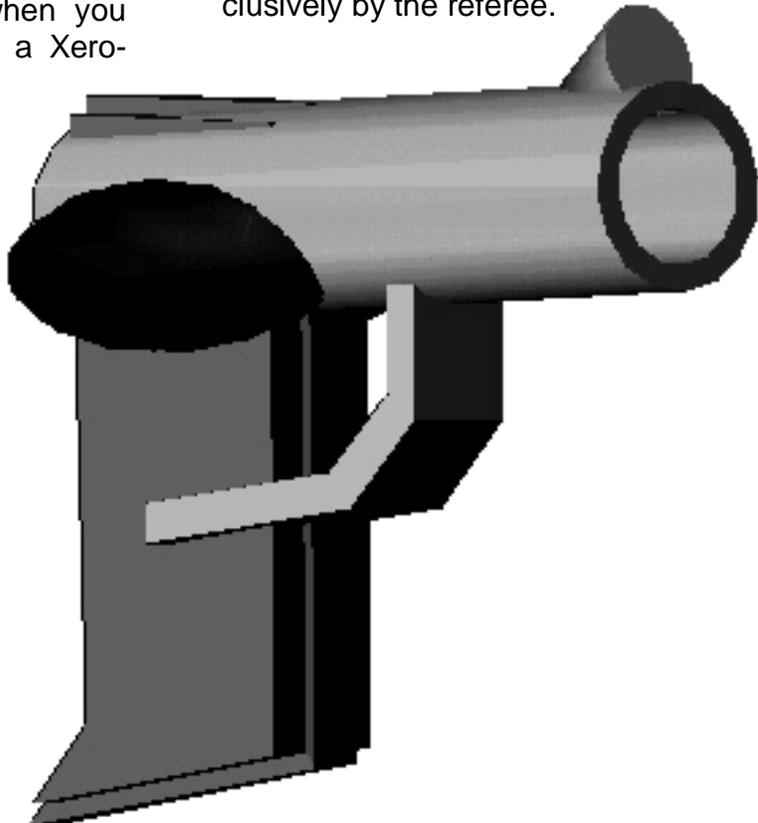
MANEUVERS

The Xerospace combat system replaces confining weapons and armor rules with a variety of combat maneuvers. Every attack based skill offers the player special maneuvers for use in combat. The character chooses three maneuvers each round. The maneuvers chosen must be different but can call upon any combination of combat skills.

MANEUVERS BASED ON:
SKILLS

Ambulate Maneuvers:

Walk / Hop / Roll, Jog / Jump / Tumble, Run / Leap / Swing, Sprint / Spring / Flip, Zoom / Vault / Spiral

Armed HTH Maneuvers:

Stab, Chop, Thrust, Slash, Whirling Attack

Gunnery Maneuvers:

Bomb, Blast, Quick Blast, Running Blast, Concentrated Blast

Kick Maneuvers:

Kick, Boot, Spinning Kick, Sweep, Flying Kick

Pistol Maneuvers:

Shot, Snap Shot, Burst, Double Burst, Called Shot

Punch Maneuvers:

Punch, Jab, Upper Cut, Roundhouse, Tornado Punch

Rifle Maneuvers:

Fire, Bayonet, Rapid Fire, Twin Barrel, Sniper Fire

Shields Maneuvers:

Block, Shield, Barrier, Wall, Field

MANEUVERS BASED ON:
MUTATIONS

Psi-Blast Maneuvers:
Static, Zap, Flash, Shock, Pulse

Psi-Bolt Maneuvers:
Spark, Jolt, Bolt, Electrify, Discharge

Psi-Wall Maneuvers:
Psi-Block, Psi-Shield, Psi-Barrier, Psi-Wall, Psi-Field

Pyrokinesis Maneuvers:
Heat, Char, Burn, Blaze, Combust

LIFE AND ENERGY

LIFE

Life is lost as a result of Damage in combat.

When Life reaches zero the character is unconscious.

Life never goes below zero; negative Life results are ignored.

Outside of combat, full Life is retained automatically.

During combat, lost Life is recovered through use of the Recover Skill.

An unconscious character can not use the Recover Skill *(or any skill).*

An unconscious character must be revived by another character through use of the Medical Skill.

DEATH

Death occurs when all members of a party have been defeated and the referee determines that the players' opponents would be more likely to kill them *(eat them… whatever)* than to allow them to live.

A character might also be killed in a scenario where the player and referee can see no circumstances under which the character might survive.

Death is **NOT** the likely outcome of combat. This is an adventure game and players must feel free to participate and to take dangerous risks!
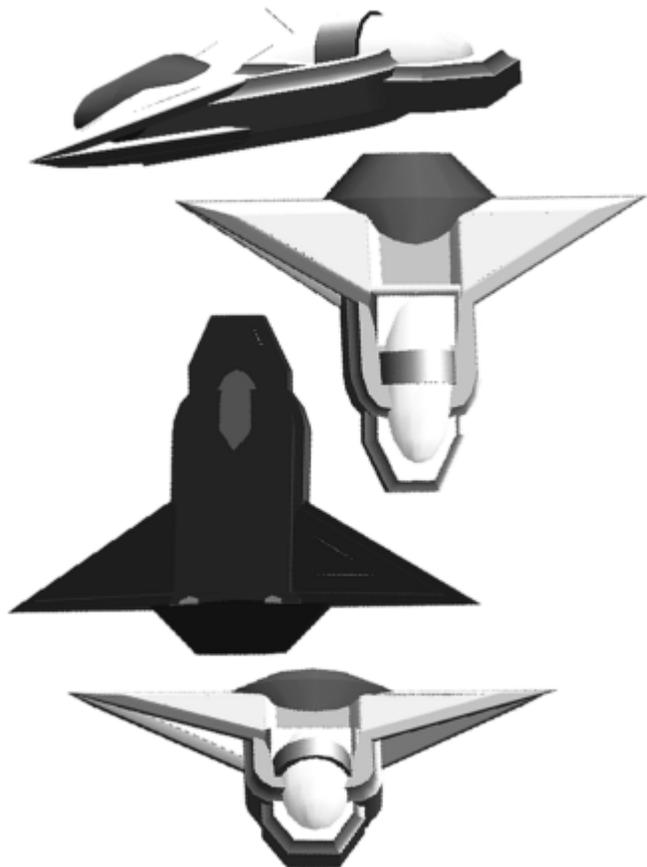
ENERGY

Energy is lost through the use of Mutations.

Any use of a Mutation reduces Energy by the Mutation's EFFECT.

Outside of combat, full Energy is retained automatically.

During combat, lost Energy can be recovered through the use of the Recharge Skill.

A Xerospace Cab

CHARACTER LEVELS

DOUBLES

Every time a Player rolls Doubles while performing a test, the fact that Doubles was rolled is recorded on the character sheet. These are later used to improve Skill and Mutation Values.

Any instance of rolling Doubles is recorded as 1 Double on the character sheet regardless of the values of the dice *(double 6's are **NOT** worth more than double 2's).*

Doubles are spent like money and once used they are gone.

To Improve a Skill or Mutation costs its current value * the character's current level.

Example:

Gemini is a 3rd level character and wants to improve her pistol skill, which has a value of 2.

This will cost her (2 * 3) or 6 Doubles

Each Improvement of a Skill or Mutation increases its value by +1.

A Skill or Mutation with a value of 10 can not be improved.

THE DOUBLES POOL

When the Referee rolls doubles, it is recorded in the Doubles Pool. The Doubles Pool is divided equally among the players at the end of an adventure. If the pool cannot be divided equally, surplus doubles are saved and added to the Doubles Pool in the next adventure.

LEVEL

The Sum Total of Skill and Mutation Values determines a character's Level

Total Skill and Mutation Values …..	*Character Level*
7	1
9	2
14	3
20	4
27	5
35	6
44	7
54	8
65	9
77	10

+12 Total Skill and Mutation Values for each level after 10.

The benefits of Level -

With each new Level, Characters get:

A new Skill.
(This is chosen by the player and is obtained at a Skill Value of 1)

*With each new **ODD** numbered Level, (3, 5, 7…) Characters get:*

A new Mutation.
*(This is determined at **RANDOM** and is obtained at a Value of 1)*

Remember to recalculate your Skill Value Totals after adding new skills.

SKILL DESCRIPTIONS

Ambulate

This represents a character's ability to move their body. It is a measure of both speed and grace.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

Character can declare up to three Ambulate maneuvers at this time. No maneuver can be declared more than once per Maneuver Round.

EFFECT EXAMPLES:

1. **Walk / Hop / Roll**. These special maneuvers, instead of causing damage, are used to move a figure a like number of spaces *(about 5 ft.)*.

2. **Jog / Jump / Tumble**. These special maneuvers, instead of causing damage, are used to move a figure a like number of spaces *(about 5 ft.)*.

3. **Run / Leap / Swing**. These special maneuvers, instead of causing damage, are used to move a figure a like number of spaces *(about 5 ft.)*.

4. **Sprint / Spring / Flip**. These special maneuvers, instead of causing damage, are used to move a figure a like number of spaces *(about 5 ft.)*.

5. **Zoom / Vault / Spiral**. These special maneuvers, instead of causing damage, are used to move a figure a like number of spaces *(about 5 ft.)*.

Armed HTH

Armed Hand to Hand. The character is trained in techniques of close combat with melee weapons.

Note: although EFFECT EXAMPLES imply use of a blade, attack maneuvers can be applied to all variety of HTH weapon. Use your best judgment. A staff can be used to stab or thrust, but a bullwhip can not.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

Character can declare up to three Armed HTH maneuvers at this time. No maneuver can be declared more than once per Maneuver Round.

Armed HTH maneuvers do +1 damage

EFFECT EXAMPLES:

1. **Stab**. A quick thrusting attack.

2. **Chop**. A downward hacking attack.

3. **Thrust**. A more powerful stab.

4. **Slash**. A wide arcing swing used to build attack momentum.

5. **Whirling Attack**. Character spins like a top striking their target multiple times.

Bluff

The character is able to lie, bluff or trick another convincingly.

PREPARATION ROUND USE:

If engaged in close combat with an opponent, a character with the Bluff skill can attempt a Feint maneuver.

A successful Skill Check adds Bluff EFFECT to the value of any close combat skill until the next Preparation Round.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Can portray a role of someone very much like yourself; can tell a lie that stays as close to the truth as possible and is easy to believe.

2. Can portray the role of someone whose experiences and skills you have had only tertiary experience with; can convince someone of minor untruths that are somewhat hard to believe.

3. Can convincingly portray the role of another person outside the realm of your own experiences; any but the most ridiculous of stories will be believed.

4. Can convince a little green man from Truboxillinixyn that you are his long lost twin.

5. Can convince a little green man from Truboxillinixyn that you are actually him and that he is a figment of your imagination.

Calm

The character is able to relax and recover more easily under strenuous conditions. Calm is also an indication of how well a character resists fear.

PREPARATION ROUND USE:

With a successful skill check the character can improve their RECOVERY skill or their RECHARGE skill by Calm EFFECT for the coming Maneuver Round.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character is a bundle of nerves.

2. Character handles stress pretty well and can usually deal with confrontation without loosing control.

3. Character is considered to be a clear thinker and can maintain control in most situations.

4. Character is brave and can undertake dangerous activities without hesitation.

5. Character is unshakable and fearless. Character will never loose their temper and is always in control.

Charm

The character with this skill has developed their ability to interact with others and is perceptive to the way others react to them.

PREPARATION ROUND USE:

One attempt can be made to charm an opponent every round. A charmed enemy in combat will hesitate. The player can increase their Combat Skills by Charm EFFECT for the coming MANEUVER ROUND.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. The character is likable and could catch the interest of another in a bar. Character could convince another to do something for them that wasn't too much trouble.

2. The character is extremely likable and could catch the interest of another on the street. Character could convince another to do something for them that was a bit of a hassle.

3. The character is treated like a celebrity and gets the best of treatment wherever they go. Character could convince another to do something for them that they really didn't want to do.

4. The character has fans and followers. Character could convince another to do something for them that would place them in great danger.

5. Celebrities and Politicians fight to be the character's friend. Character can get another to do almost anything.

Climbing

The character with this skill can climb vertical surfaces under the right conditions; these conditions are dependent upon the Effect level of the skill.

PREPARATION ROUND:

If a is engaged in combat activities during a climb, the character can roll a skill test during the Preparation Round and if successful, add the value of their Climbing EFFECT to all skills for the duration of the coming MANEUVER ROUND.

MANEUVER ROUND:

None.

EFFECT EXAMPLES:

1. Character can climb vertical surfaces with obvious handholds.

2. Character can use rock climbing and repelling equipment proficiently and can climb vertical surfaces with only vague hand holds.

3. Character can climb all but the smoothest of vertical surfaces without the use of special equipment.

4. Character can climb glass like surfaces and can climb upside down across ceilings with nothing more than a set of ninja claws.

5. Character seems to have a magical like adherence to surfaces and could climb upside down across a glass ceiling in a hurricane.

Communicate

The character has made extensive study of language evolution and structure among a wide variety of cultures and is able to learn new languages very quickly.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character can get a message's meaning across, as long as the message is only a few simple words (the kind a 2-year-old would understand).

2. Character can relay more complex messages and sentences.

3. Character can relay fairly complex ideas, and has studied enough about language that they will understand most verbal responses.

4. Character picks up languages easily and can learn a new one in a few days. Anything the character says will be understood.

5. Character has probably learned a similar language before and can learn a new one in a few minutes. Communication no longer requires skill rolls.

Computer

Character has knowledge of the use and maintenance of computer systems.

PREPARATION ROUND USE:

If combating computer based intelligence character can, on a successful skill roll, add Computer EFFECT to their skills for the MANEUVER ROUND.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character knows how to access on-line help documentation and can eventually figure their way around in most standardized applications.

2. Character can work in many applications comfortably and knows how to add, remove, update and maintain said applications.

3. Character can write applications and hack past simple security measures; can diagnose and repair most commercial computer hardware. Character can set-up and maintain an inter-office computer network.

4. Character can hack past complex security and repair or build computer components. Character understands the programming of complex applications and artificial intelligence programs. Character can set-up and maintain a global computer network.

5. Character is a pioneer of computer technologies. Character has developed original computer technologies from scratch.

Detect

The character is trained in the arts of deductive reasoning and observation. Character can find patterns in things, connecting a series of seemingly unimportant clues together to solve crimes and mysteries.

PREPARATION ROUND USE:

In combat an observant character can perceive weaknesses in their opponents. If a successful Detect roll is made during the Preparation Round any attacks made during that MANEUVER ROUND will have an improved chance to succeed by + Detect EFFECT.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character will discover clues that have been hidden and/or overlooked for days.

2. Character will discover clues that have been hidden and/or overlooked for weeks.

3. Character will discover clues that have been hidden and/or overlooked for months.

4. Character will discover clues that have been hidden and/or overlooked for years.

5. Character will discover clues that have been hidden and/or overlooked for centuries.

Drive

A character with this skill can pilot ground vehicles.

PREPARATION ROUND USE:

Characters involved in combat while driving (demolition derby or shooting from windows, whatever) can add their Drive EFFECT to their combat skills for as long as they are driving (and making successful drive rolls during each preparation round).

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character can competently drive under normal conditions.

2. Character is licensed to chauffeur others and can drive competently under adverse weather conditions (rain, snow, etc.).

3. Character can drive competently at very high speeds and could be a professional racer.

4. Character can perform stunts with their vehicle, jumps, rolls, spins, driving on two of four wheels. The character can do all the stunts done in the movies for real.

5. Character can perform stunts at high speeds while in combat and in a blizzard.

Engineering

An engineer is skilled in the construction and maintenance of interstellar vehicles, including the Xerospace engine.

PREPARATION ROUND USE:

In Ship to Ship combat an engineer can help target vulnerable areas of an opponent's vessel. On a successful Engineering Skill roll add Engineering EFFECT to Gunnery Skill for the round.

MANEUVER ROUND USE:

During Ship to Ship combat an engineer may attempt to repair damaged ship's systems. Use Engineering Skill, like the Recovery Skill, to regain lost Life.

EFFECT EXAMPLES:

1. The engineer can fix and maintain rocket/jet style propulsion engines and related systems.

2. The engineer understands extra-dimensional physics and can maintain a XEROSPACE engine.

3. The engineer knows XEROSPACE mechanics well enough to build a XEROSPACE engine from scratch, provided materials are available.

4. The engineer can fix a variety of engineering problems without proper tools or resources.

5. The engineer could build a Xerospace engine from three rocks, a ball of twine, a piece of chewing gum and the toe nail from the little toe off their left foot.

Environs

Characters with this skill have lived in a variety of different climates and planetary environments.

PREPARATION ROUND USE:

When combating in extreme environments where the environs skill might be needed a successful skill test will improve all skills by Environs EFFECT.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character can survive in the comfort of their own home.

2. Character can survive without shelter in a variety of climates on their native planet.

3. Character functions well wearing environmental garb as required by a variety of hostile planetary environments.

4. Character can survive hostile environments using improvised shelters or garb.

5. Character has been exposed to so many different environmental conditions that the character can treat all but the most hostile planetary environments as native.

Gunnery

The character can competently use and maintain mounted artillery and energy weaponry including ship's guns.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

Character can declare up to three Gunnery maneuvers at this time. No maneuver can be declared more than once per Maneuver Round.

EFFECT EXAMPLES:

1. **Bomb**. Gunner spreads fire over a wide area hoping an enemy will run into it.

2. **Blast**. Gunner fires directly on moving targets.

3. **Quick Blast**. Compounded fire, more damaging than a blast.

4. **Running Blast**. A strafing attack.

5. **Concentrated Blast**. A strafe attack that accurately places fire in a small area.

Kick

The character has developed skill using their legs and feet in close combat.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

Character can declare up to three Kick maneuvers at this time. No maneuver can be declared more than once per Maneuver Round.

EFFECT EXAMPLES:

1. **Kick**. Character strikes a target with their foot.

2. **Boot**. A more powerful kick.

3. **Spinning Kick**. Character spins 360 degrees ending in a powerful kick.

4. **Sweep**. A very low spinning kick that knocks its target off their feet.

5. **Flying Kick**. Character launches themselves through the air, feet first, slamming into their target.

Medical

Use of this skill is required to bring an unconscious character awake. If the attempt is failed the character will not recover with out the aid of a hospital environment. The longer a character has been unconscious, the greater the EFFECT required to succeed.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character knows basic first aid and can successfully apply a bandage or set a splint. Character can revive someone who has been unconscious less than a minute.

2. Character is a licensed Paramedic. Character can revive someone who has been unconscious less than 15 minutes.

3. Character is a Doctor. Character can revive someone who has been unconscious less than 30 minutes.

4. Character is a Surgeon. Character can revive someone who has been unconscious for less than an hour.

5. Character is a Miracle Worker. A specialist. The very best in his field. Character can revive someone who has been unconscious for less than a day.

Muscle

This skill shows the development of a character's physical strength through exercise.

PREPARATION ROUND USE:

The character can add Muscle EFFECT to any close combat skill for the coming MANEUVER ROUND with a successful Skill Check.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character is a weakling. Character can lift weight under 75 lbs.

2. Character is of average strength. Character can lift weight under 150 lbs.

3. Character is strong. Character can lift weight under 300 lbs.

4. Character is very strong. Character can lift weight under 600 lbs.

5. Character possesses super human strength. Character can lift 1200 lbs.

Navigate

Navigators push Xerospace vehicles to the ends of the universe. The better the navigator, the greater the size of the vehicle that can be driven through the resistant ether of Xerospace. "Gator" is a slang term for navigator.

PREPARATION ROUND USE:

Although a navigator can't truly enter Xerospace during combat, a trick maneuver called a "hic-up" is favored among many Gators. A navigator will "blink" their ship around in combat surprising an enemy. If successful, add EFFECT to Gunnery Skill during the MANEUVER ROUND.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Xerospace Cab - a navigator barely manages to push a small personal vehicle through Xerospace and can only serve as a messenger, able to carry only the smallest of parcels.

2. Xerospace Twin-Cab - a navigator can carry themselves and a single passenger (or cargo of equivalent mass).

3. Xerospace Quad-Cab - a navigator can carry themselves and up to four passengers (or cargo of equivalent mass).

4. Xerospace Scout - a navigator can carry themselves and up to ten passengers.

5. Xerospace Cruiser - a navigator can carry themselves and up to thirty passengers.

Piloting

The character can pilot flying vehicles both in a planetary atmosphere and out.

PREPARATION ROUND USE:

Characters involved in ship to ship combat can add their Piloting EFFECT to their Gunnery Skill with a successful Piloting Skill Check.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character's only flight experience is flying or landing their Xerospace cab under ideal conditions.

2. Character is licensed to carry passengers and can fly small jet propelled craft other than their Xerospace cab.

3. Character can fly large commercial aircraft and medium sized spacecraft.

4. Character is an aerial daredevil. Character can perform dangerous stunts at high speeds. Character might successfully navigate an asteroid field.

5. The character's flying exploits are legend. Such stories might include the time the character landed a space cruiser in a four man raft that was speeding down the rapids, or the time they flew upside down at mach 10 and reached out and grabbed a penny up off the ground -- it was heads up!

Pistol

Character is skilled at firing handguns.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

Character can declare up to three Pistol maneuvers at this time. No maneuver can be declared more than once per Maneuver Round.

EFFECT EXAMPLES:

1. **Shot**. Basic point and shoot.

2. **Snap Shot**. Character squeezes of two or three quick shots.

3. **Burst**. Character fires several shots at one target.

4. **Double Burst**. Like a Burst but with a pistol in each hand.

5. **Called Shot**. Very accurate shot at a target's vulnerable points.

Punch

The character is skilled at striking a target with their hands or fists.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

Character can declare up to three Punch maneuvers at this time. No maneuver can be declared more than once per Maneuver Round.

EFFECT EXAMPLES:

1. **Punch**. Basically a right cross.

2. **Jab**. A quick accurate punch.

3. **Upper Cut**. A powerful blow to the head.

4. **Roundhouse**. A staggering punch that spins the character 360 degrees.

5. **Tornado Punch**. Character spins like a top, striking an opponent several times with extended fists.

Recharge

Recharge is a Psionic's way of recovering lost Energy.

In non-stressful situations (outside of combat) this process is automatic and a character will never run out of Energy.

In combat, because of the heightened demand for Energy reserves from every part of the body -- recovery of lost Energy becomes a deliberate act on behalf of the character, who must try to relax and refocus to call upon reserves of Energy otherwise unavailable.

PREPARATION ROUND USE:

If a character chooses to Recharge no other actions can be declared except the Preparation Round use of the Calm Skill.

MANEUVER ROUND USE:

Three attempts to Recharge must be made in the MANEUVER ROUND. A successful attempt recovers Recharge EFFECT in Energy.

Recover

Recover is how a character restores lost Life. In non-stressful situations (outside of combat) this process is automatic and a character will always retain full Life. In combat, however, recovery of lost Life becomes a deliberate act on behalf of the character.

PREPARATION ROUND USE:

If a character chooses to Recover no other actions can be declared except the Preparation Round use of the Calm Skill.

MANEUVER ROUND USE:

Three attempts to Recover must be made in the MANEUVER ROUND. A successful attempt restores Recover EFFECT in Life.

Rifle

The character is skilled in the use of rifles.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

Character can declare up to three Rifle maneuvers at this time. No maneuver can be declared more than once per Maneuver Round.

Rifle maneuvers do +1 damage.

EFFECT EXAMPLES:

1. **Fire**. Character shoots at target. Target cannot be within hand to hand range.

2. **Bayonet**. Character uses their rifle like a lance pushing an opponent back so they may fire on them.

3. **Rapid Fire**. Several quick shots at a single target.

4. **Twin Barrel**. Like Rapid Fire but with a rifle in each hand.

5. **Sniper Fire**. Very accurate shot at a target's vulnerable points.

Robotics

The character is skilled in the maintenance and repair of robots.

PREPARATION ROUND USE:

If in combat against a robot, character can add Robotics EFFECT to any skill during the Maneuver Round with a successful skill check.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character can maintain simple service robots.

2. Character can repair and maintain complex multifunction robots.

3. Character can build robots from scratch and has experience working with androids.

4. Character can maintain Androids.

5. Character can build Android Life forms from scratch.

Security

Character is familiar with security systems and can help maintain or, if need be, bypass a variety of security measures.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character could help someone who locked their keys in their Xerospace Cab.

2. Character could bypass a simple home security system.

3. Character could break out of a minimum-security prison.

4. Character could break out of a maximum-security prison.

5. Character could bypass the security surrounding the universe's most valuable artifact.

Shields

The character is skilled in the use of ships defensive shields.

MANEUVER ROUND USE:

Character can declare up to three Shields maneuvers at this time. No maneuver can be declared more than once per Maneuver Round.

EFFECT EXAMPLES:

1. **Block**. a special maneuver. Instead of causing attack damage, it reduces a like amount of damage done to you in the maneuver round.

2. **Shield**. a special maneuver. Instead of causing attack damage, it reduces a like amount of damage done to you in the maneuver round.

3. **Barrier**. a special maneuver. Instead of causing attack damage, it reduces a like amount of damage done to you in the maneuver round.

4. **Wall**. a special maneuver. Instead of causing attack damage, it reduces a like amount of damage done to you in the maneuver round.

5. **Field**. a special maneuver. Instead of causing attack damage, it reduces a like amount of damage done to you in the maneuver round.

Slight Of Hand

Character is a magician.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character can do simple card tricks.

2. Character can pick pockets. Or con people with the shell game.

3. Character can make small objects appear seemingly from thin air.

4. Character can escape from bonds and pick locks.

5. Character can produce large objects in a puff of smoke. People believe the character to be truly magic.

Stealth

Character is sneaky.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character can hide well if provided sufficient cover and so long as they don't move.

2. Character moves quietly and could sneak past a sleepy guard.

3. Character moves quietly and could sneak past an alert guard.

4. Character moves quietly and could sneak past an alert guard dog.

5. Character moves quietly and can sneak past the most advanced electronic surveillance systems.

Tracking

Character is skilled at finding and following a trail left behind by someone's passing.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character can follow recent tracks left in soft earth.

2. Character can locate and follow tracks that are days old.

3. Character can locate and follow tracks that are weeks old.

4. Character can locate and follow tracks that are months old.

5. Character can locate and follow tracks that are years old.

Trivia

Character has collected a variety of obscure facts that they can't seem to forget.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character knows useless information that other people might have known if they had cared enough to remember.

2. Character knows information that most people consider common knowledge.

3. Character can remember dates, places and events pertinent to the current campaign.

4. Character knows things that others would need months of research to uncover. Much of their collected knowledge is useful.

5. Character knows government secrets and passwords. People seek out the character for knowledge that only they possess.

MUTATIONS

Animal Telepathy

The character can communicate with animal level intelligence telepathically.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Can send short simple requests that will be obeyed if in the animal's best interest.

2. Can send more complex information that will be understood and more complex requests can be made. Empathic information is received from the animal.

3. Can send and receive complex thought, communication is similar to conversation.

4. Commands given will be followed even if they don't seem to be in the animal's best interest, however, commands that are obviously against the animal's nature will be resisted.

5. All commands will be obeyed unerringly

Boost

The character can use mental control to increase Character Traits. These are: DEXTERITY, MOVEMENT, SIZE, PERCEPTION, TECH and PSIONIC.

Only 1 Trait can be "boosted" at a time. The Trait is increased by the skill's EFFECT, and all related Skills and their EFFECTS are altered accordingly.

Also, If the PSIONIC Trait is boosted, all related Sub-Traits are similarly boosted.

PREPARATION ROUND USE:

An attempt to Boost a Trait can be made once each round and will alter all related skills and actions until the end of the coming MANEUVER ROUND.

NON-COMBAT:

An attempt to Boost a Trait can be made prior to any Skill Check. Only one attempt can be made and if that is failed the character must perform the Skill Check without the benefit of the Boosted Trait value.

Cryokinesis

The character has the ability to mentally slow the movement of molecules in target objects, causing them to become cold.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character never has to drink a warm Jookie.

2. Character can freeze water at a rate of one gallon every minute or freeze water in the air to make it snow!

3. Character can freeze, make brittle and shatter a 1 inch thick hard wood door in about an hour. Character can quick freeze water in the air producing small objects of ice from seemingly nowhere.

4. Character can freeze, make brittle and shatter a 1 inch think steel door in about an hour. Character can freeze water in the air producing large ice barriers and structures from out of nowhere.

5. Character can slow high-speed particle movement effecting light and energy to create visible illusions. Character can freeze and shatter a force field barrier.

Cyber Telepathy

Character manipulates active electronic computer memory on a telepathic level. The character can't communicate with a computer that is not active (turned on) as such a computer has no "brain" activity.

Characters who send their minds into computer memory find themselves in a mystical cyberspace and computer control is like manipulating elements of a dream.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Can send mental pulses directly into computer memory to cause a system to crash.

2. Can send basic data (a message of few hundred thousand words or an image) into active memory.

3. Can manipulate computer memory and perform most standard type computer operation with their mind, character can bypass most computer security.

4. Can mentally control sentient computer programs.

5. Can transfer all thought into a computer's electronic memory. If the character does this, their body is left comatose until their mind returns from cyberspace.

Empathy

This Mutation makes the character aware of another's emotional state. Unlike other Telepathic Mutations, Empathy doesn't give specific thoughts but instinctual emotional responses - Empathic power is both a sending and receiving power and will work on any level of intelligence that supports emotions.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character will receive base surface emotion from their target.

2. Character can also send basic emotions - these are perceived by the target as coming from the character and will persist for 1d6 hours. The target can make a Calm Skill Check to resist.

3. Character can send emotions that will be perceived by the target as their own. The target may not understand why they are experiencing a given emotion but they will accept it as theirs. The duration of the emotion is 1d6 days. The target can make a Calm Skill Check to resist.

4. As 3 with a duration of 1d6 months. The target can make a Calm Skill Check to resist.

5. As 3 with a duration of 1d6 years. The target can make a Calm Skill Check to resist.

Flight

Character can fly unaided with the power of their mind.

PREPARATION ROUND USE:

With a successful skill roll, Flight EFFECT can be added to the character's combat skills for the duration of the MANEUVER ROUND.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character can fly at speeds of up to 10 mph. Character can only support their own weight.

2. Character can fly at speeds of up to 50 mph. Character can support about half the weight they might be able to carry while walking.

3. Character can fly at speeds of up to 100 mph. Character can support additional weight equal to about what they would normally be able to carry.

4. Character can fly at speeds of up to 200 mph. Character can support twice the weight they would normally be able to carry (this is a form of telekinesis, but the character must be touching the supported object).

5. Character can fly at speeds of up to 500 mph. Character can support 10 times the weight they would normally be able to carry (this a form of telekinesis, but the character must be touching the supported object).

Invisibility

Character can become undetectable by different types of senses. Clothing and normal possessions also become invisible. Regardless of the Mutation's EFFECT quick movement will always produce a visible fringe that could betray the character's presence.

PREPARATION ROUND USE:

With a successful skill roll the character is invisible until the beginning of the next Preparation Round. An attacker trying to hit an invisible opponent must reduce their chance to hit by EFFECT in HTH Combat and EFFECT *2 in Ranged Combat.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character can blend with their environment becoming undetectable by visual senses if not moving.

2. Character can blend with their environment becoming undetectable by visual senses even when moving slowly (a normal walk)

3. Character can blend with their environment becoming undetectable by even olfactory and auditory senses.

4. If pressed against a surface and not moving character is undetectable by touch.

5. Character is not detectable by Telepathic mutation powers. The invisible character can not be damaged by energy based weapons as light and all other forms of energy just pass through.

Phase

Character can shift out of phase. Characters can only phase their entire bodies not portions. Clothing and personal gear phase with them. A phased item can not leave the character's possession.

When phased a character's body appears ghost like. A phased character moves by floating. Movement is never faster than a slow walk but can be any direction horizontal or vertical. A phased character can not interact physically in their environment but can use mutation powers.

PREPARATION ROUND USE:

With a successful skill roll the character is phased until the beginning of the next preparation round.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Takes half damage from physical attacks; takes full damage from mutation based powers and energy weapons.

2. Takes full damage from mutation based powers and energy weapons; no damage from physical attacks.

3. Takes half damage from energy weapons, but takes full damage from mutation based powers.

4. Takes no damage from energy weapons, but takes full damage from mutation based powers.

5. Takes half damage from mutation based powers. Only mutation powers can harm the phased character.

Psi-Blast

This devastating attack involves the summoning of balls of psi-energy in an area around the character.

This attack has the special ability to damage multiple targets. Calculate damage normally than subtract 1 point of damage for each target.

Example:

One target results in damage -1… Three targets result in damage -3.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

Character can declare up to three Psi-Blast maneuvers at this time. No maneuver can be declared more than once per Maneuver Round.

EFFECT EXAMPLES:

1. **Static**. Psi-Energy annoys multiple targets.

2. **Zap**. Powerful Psi-Energy is released harming multiple targets.

3. **Flash**. A more powerful zap.

4. **Shock**. A more powerful flash

5. **Pulse**. A more powerful shock.

Psi-Bolt

This devastating attack involves the releasing of psi-energy from the fingers of the character to the target.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

Character can declare up to three Psi-Bolt maneuvers at this time. No maneuver can be declared more than once per Maneuver Round.

Psi-Bolt maneuvers do +1 damage.

EFFECT EXAMPLES:

1. **Spark**. Psi-Energy annoys a single target.

2. **Jolt**. Powerful Psi-Energy is released harming a single target.

3. **Bolt**. A more powerful Jolt.

4. **Electrify**. A more powerful Bolt.

5. **Discharge**. A more powerful Electrify.

Psi-Wall

The character can create solid barriers of psi-energy.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

Character can declare up to three Psi-Wall maneuvers at this time. No maneuver can be declared more than once per Maneuver Round.

EFFECT EXAMPLES:

1. **Psi-Block**. a special maneuver. Instead of causing attack damage, it reduces a like amount of damage done to you in the maneuver round.

2. **Psi-Shield**. a special maneuver. Instead of causing attack damage, it reduces a like amount of damage done to you in the maneuver round.

3. **Psi-Barrier**. a special maneuver. Instead of causing attack damage, it reduces a like amount of damage done to you in the maneuver round.

4. **Psi-Wall**. a special maneuver. Instead of causing attack damage, it reduces a like amount of damage done to you in the maneuver round.

5. **Psi-Field**. a special maneuver. Instead of causing attack damage, it reduces a like amount of damage done to you in the maneuver round.

Pyrokinesis

A character with Pyrokinesis can speed the vibration of molecules within an object. This has the effect of making an object very hot. Making an object hot enough will cause it to burst into flames.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

Usage of Pyrokinesis is different from any other attack maneuver. The player must declare all three maneuvers in the round as Pyrokinesis maneuvers. Further, these maneuvers will all be identical.

The player must declare the "Heat" maneuver for all three maneuvers in the first round that they declare use of Pyrokinesis. In the second round the player must declare, "Char." In the third, "Burn." This pattern continues until the character reaches their Ideal Effect.

Once obtained, Ideal Effect can be maintained for all subsequent rounds.

EFFECT EXAMPLES:

1. **Heat**. The target's skin and clothing become uncomfortably warm.

2. **Char**. The target will begin to smoke.

3. **Burn**. Even hotter.

4. **Blaze**. Hotter.

5. **Combust**. Target is engulfed by flame.

Read Objects

The Gator with this power can glean psychic impressions left behind on objects. Physical contact with the object is required.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character can see moving images related to the object. The visions do not include sound. Events are within the last day.

2. Character has a mental picture of events surrounding the object over the last week. Some of the images might include sounds, especially if loud or violent.

3. Character can relive the life of the object over the last month. Images are clear and with sound… like a movie.

4. Character can live the life of an object over the past year. Character will receive telepathic information about anyone who has come in contact with the image, knowing their surface thoughts at the time of contact.

5. Character can experience the life of an object over the past century. Character will receive telepathic information about anyone who has come in contact with the image, knowing their complete identity (like Read Thoughts EFFECT 3).

Read Thoughts

This power allows a player to read the thoughts of another. The object of a Read Thoughts Skill usage must be targeted by Line of Sight.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Immediate Surface Thoughts: "Hey, why's that guy staring at me?" or "As soon as he turns his back, I'll blast him!" Target can make a Calm Skill check to resist.

2. Recent memory: a general feel for the day's events. Target can make a Calm Skill check to resist.

3. Complete Identity: A good idea of the philosophies and ideas that make this person who they are and an overall picture of their life history. Target can make a Calm Skill check to resist.

4. Specific Memories: The Telepath can poke around and retrieve a specific piece of information. Target can make a Calm Skill check to resist.

5. Hidden Thoughts: Blocked memories, experiences so traumatic that it is dangerous for the target to remember them. Target can make a Calm Skill check to resist.

Send Thoughts

This power allows a player to send thoughts and ideas to another mentally. To do this the player must have Line of Sight to their target.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Surface Thoughts: a message of any length - like conversation that requires no time.

2. Distant Memory: the person will have a vague recollection that this actually occurred. Target can make a Calm Skill check to resist.

3. Recent Memory: the person will have specific recollection of the event and will be sure it actually happened. Target can make a Calm Skill check to resist.

4. Hallucinations: the Telepath can induce hallucinations in the mind of the target. The target will believe and react accordingly. Target can make a Calm Skill check to resist.

5. The character can exercise complete mental dominance over a target. Target can roll a Calm skill check to resist.

Telekinesis

The character is able to manipulate objects physically without touching them.

PREPARATION ROUND USE:

None.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Can move a small object weighing no more than a few pounds, jerking the object towards them or flinging it away. Contact with the object lasts no more than an instant.

2. Can move about as much weight as they might normally be able to carry. Can support objects suspended in mid air, maintaining them for as long as a minute.

3. Can move up to 10 times as much weight as they might normally be able to carry. Can perform fine manipulation with the skill, like pushing a button or pulling a lever -- one finger typing, maintaining the activity for as long as the character cares to concentrate on it.

4. Can move up to 100 times the weight that they might normally be able to carry. Can do anything with TK they could do normally -- tie their shoes, draw a picture, perform surgery.

5. Can move up to 1000 times the weight that they might normally be able to carry. Can produce a TK hurricane leveling everything within a mile's radius.

Teleport

Character can instantly appear some-where else. If "carrying" something, character must teleport along with it.

PREPARATION ROUND USE:

Character can "hop" before an attack, gaining a surprise bonus on all combat actions during the current MANEUVER ROUND. Increase all Combat Skills by Teleport EFFECT.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Character can "hop" a short distance to anyplace in their line of sight within 100 feet. Character can only teleport their own weight.

2. Character can "jump" to anyplace in their line of sight within a half a mile. Character can teleport with about half the weight they might be able to carry while walking.

3. Character can "blind" teleport to anyplace they have been before within 1 mile. Character can teleport additional weight equal to about what they would normally be able to carry.

4. Character can "blind" teleport to anyplace they have been before within 100 miles. Character can teleport with twice the weight they would normally be able to carry.

5. Character can "blind" teleport any-where they have been before within 10,000 miles. Character can teleport with 10 times the weight they would normally be able to carry.

Transform

Character can change shape.

PREPARATION ROUND USE:

By becoming something larger a char-acter can shift points from Movement to Size up to their transform EFFECT. By becoming something smaller a charac-ter can shift points from Size to Move-ment up to transform EFFECT. Once changed the shape is maintained until the beginning of the next preparation round.

MANEUVER ROUND USE:

None.

EFFECT EXAMPLES:

1. Can make slight alterations in ap-pearance. Does not have enough control to look exactly like another person.

2. Can make drastic changes in ap-pearance. Can not appear as an-other species, but can change gen-der or look exactly like another per-son.

3. Can change to a creature as small as a cocker spaniel or as large as a black bear. If character changes to a bird, they can fly. May imitate cloth-ing over a form if made of natural fi-bers.

4. Can become creatures as large as a blue whale or as small as a flea. Can become plant life.

5. Can become inanimate objects or machines. Could change into a Xe-rospace Cab and fly between star systems without the need of an ac-tual vehicle.

The Xerospace Universe

The universe of Xerospace is one defined by its technology -- the Xerospace Engine. A lot of details have been left intentionally vague. This is hoped to provide the greatest freedom for referees and players to shape their own games.

Some guidelines are required however to help everyone understand their roles within the game's structure.

1. A Gator is a Xerospace Navigator.

2. Xerospace is an extra-dimensional realm that ignores the normal rules of three dimensional space and distance.

3. The Gator's mind is linked directly to a Xerospace Engine to provide navigational instructions.

4. A human on Earth invented the Xerospace Engine.

5. Only a human brain with psychic ability can link to a Xerospace Engine.

6. All Gator's are human.

7. All Player's are Gator's.

8. Navigating through Xerospace mutates a Gator's mind.

9. Mutations give Gators psychic powers.

10. After exploring space, humankind encountered intelligent alien races.

11. Alien races introduced Faster Than Light Travel to humanity.

12. Time and distance limit FTL travel.

13. Transport size and availability of Gators limit Xerospace travel.

14. Able to balance the strengths and weaknesses of both forms of space travel, humankind is now a major power in the Xerospace Universe.

15. Because of the limited number of Gators, work for the players is plentiful and pay is good.

The Dangers of Xerospace

Every trip through Xerospace carries with it some inherent dangers for the players. A Navigator making a trip through Xerospace must make a successful Navigate Skill Check. The player may use more than one roll to achieve this *(see: Repeated Checks on page 7).*

If the Navigate Skill Check is ultimately successful, the player's character arrives at their desired location without incident. If not, the character may have incurred some danger.

The two dangers of Xerospace are: Feedback and Psi-Wolves.

Psi-Wolves

Psi-Wolves are a violent and dangerous form of alien life that somehow live in Xerospace itself. They seem to be attracted by psychic activity. The creatures will attach themselves to a Xerospace Vehicle then attack when the pilot emerges from the cockpit.

The creatures resemble black wolves. They have no tails and stand erect, and they have six long double-jointed arms that end in sharp talons.

The creatures attack using their sharp claws or with a bite and have the following special maneuvers:

Claw Maneuvers

1. Scratch
2. Claw
3. Spur
4. Gouge
5. Talon

Bite Maneuvers

1. Nip
2. Gnaw
3. Chew
4. Bite
5. Chomp

Psi-Wolves vary in size and ability as follows:

Small Psi-Wolf

Life: 10
Energy: 10

Preparation Round

Phase *(Die Roll 16)*

Maneuver Round

Scratch *(Die Roll 22)*
Claw *(Die Roll 22)*
Nip *(Die Roll 16)*

Medium Psi-Wolf

Life: 15
Energy: 15

Preparation Round

Phase *(Die Roll 22)*

Maneuver Round

Claw *(Die Roll 33)*
Spur *(Die Roll 33)*
Gnaw *(Die Roll 22)*

Large Psi-Wolf

Life: 30
Energy: 30

Preparation Round

Phase *(Die Roll 33)*

Maneuver Round

Spur *(Die Roll 44)*
Gouge *(Die Roll 44)*
Chew *(Die Roll 33)*

Feedback!

Feedback is the most dangerous of the results possible from a Xerospace Jump.

If Feedback is determined to be the outcome of a Xerospace jump, the affected character must make a successful Calm skill check *(at EFFECT difficulty 2 - see: Repeated Checks on page 7)*. If the test is failed the character dies.

If a character fails their Navigate Skill check the possibility of danger exists. Roll below to determine the outcome at random:

2 - 5   *Psi-Wolf Attack!*

6 - 11   *No Danger*

12   *Feedback!*

The referee, based on the power and skill of the players, determines the variety of Psi-Wolf encountered, small or large. Small Psi-Wolves are tough, but not too tough for beginners, while the large variety can be quite formidable and should only be encountered by experienced characters.

Ship to Ship Combat

Combat between spacecraft should be run just like combat between individuals.

Piloting, Engineering or Navigate Skill Checks can be made in the PREPARATION ROUND.

Gunnery or Shields Skill Checks can be made in the MANEUVER ROUND.

Use the Players' Character's Life when determining damage and survival in ship to ship combat. Use the Engineering Skill in place of Recovery.

True, larger ships should be able to suffer greater injury than smaller ones, but inevitably it's the hero who wins the day. Remember Panama Hat?

Xerospace is available on the Internet at

www.mindspring.com/~jeffngayla/

PLEASE, visit and leave your comments or questions.

Character Name:

| Height: | Hair: | Age: |
| Weight: | Eyes: | Sex: |

Combat Maneuvers

Level:			Total Skill Values:			Doubles:		

Dex		Die Roll	**Mov**		Die Roll	**Size**		Die Roll
Drive			Ambulate			Environs		
Gunnery			Arm HTH			Muscle		
Piloting			Climbing			Recover		
Pistol			Kick			**Life**		
Rifle			Punch					
Sli./Hand			Stealth					

Per		Die Roll	**Tech**		Die Roll	**Psi**		Die Roll
Bluff			Computer			Calm		
Charm			Engineer			Navigate		
Comm.			Medical			Recharge		
Detect			Robotics			**Energy**		
Tracking			Security					
Trivia			Shields					

Foc		Die Roll	**Pow**		Die Roll	**Tele**		Die Roll
Boost			Cryokines			Animal Te		
Flight			Psi-Blast			Cyber Te		
Invisibility			Psi-Bolt			Empathy		
Phase			Psi-Wall			Read Obj		
Teleport			Pyrokines			Read Tho		
Transform			Telekines			Send Tho		

XEROSPACE

Science Fiction Role Playing Adventure Game