

Background for Future World

THE EMPIRE'S WORLDS

There are three sorts of worlds within the Empire.

The *core worlds* are the central, fully settled and civilized, worlds of the Empire. Most of them were settled during the Second Empire, and either formed or were conquered by the Third Empire. They are both residential and industrial. Gates go from these worlds only to other core worlds and to *frontier worlds*.

The *frontier worlds* are those colonized by the Empire and are considered pacified, if not entirely civilized. Here are farmlands, forests, and most of the military bases. These worlds screen the Empire's core worlds from the rest of the universe, as typified by the *outer worlds*.

The *outer worlds* are untamed worlds which may harbor unknown or unconquered menaces. They may be undergoing colonization, may contain alien races which are not a part of the Empire, or may be uninhabitable for reasons of atmosphere and gravity, but have a wealth of resources for plundering by imperial exploiters.

No gate may legally be opened between the outer worlds and a core world. All traffic must go through the frontier worlds, even traffic between two outer worlds. Enforcing this rule is part of the job of the unique service, military, and law enforcement organization known as the Imperial Corps of Engineers (ICE), the first rank of defense for the Empire.

Frontier and outer worlds are exploited by the great corporations of the Empire. If ICE is civilization's first line of defense, the corporations provide the offensive thrust for the civilization. Corporations license gates from the Empire and push out to new worlds, opening new fields of trade and exploitation. It is with these corporations that most adventurers find their adventure. The corporations continually seek experienced personnel as members of trade teams, company guards, exploration forces, and counter-espionage groups. Between potential problems from hostile aliens and active industrial sabotage from rivals, there is always a place for a young adventurer who wants to leave safe old Terra and venture among alien worlds.

HOW GATES WORK

Operating from a central base, ICE technicians develop the coordinates for a focus on a new planet from information provided by astronomers and computer models of the universe. Every attempt is not successful. Often there is nothing where the astronomers and computers think it might be, for their predictions are only about 75% accurate. If there is no planet after all, or the planet varies so much in gravity, size, or rotation that it cannot be brought into line with the world the gate is based on, then the gate will not focus firmly and contact cannot be maintained.

Sometimes gate-forming succeeds in an unexpected way. Sometimes the world seems right, but the sun does not match its expected spectral type, or the star formations are wrong. One world has been proven to have a different (though not very different) set of natural laws, not belonging to this universe. Gates formed for transportation on the same world as the base have been known to go to a parallel world. The other is often exactly like the one it left from, but a ground transport check of the focus confirms that it is not on the same world as the base. Any gate found to go to a parallel world has been shut down immediately, but rumors of their existence are found throughout the Empire.

A gate requires the power of a medium fusion reactor. For safety reasons, the power for operating gates is always self-contained. Minimal power drain for a gate maintains a carrier wave; any gate used for transportation or changing its focus sucks up much power.

All gates to outer worlds have their base on frontier worlds. There is never a gate base on an outer world that focuses on a frontier world, and never a gate base on a frontier world focused on a core world.

GATE BASE

A gate base consists of all the focusing equipment, a medium fusion power plant to power the gate, and living accommodations for personnel. Once the coordinates are established, the gate is created. Barring complications, anyone can travel between the world the base is on and the world the gate is focused on as long as the gate is in operation.

FOCUS

The gate base is the only installation needed for a fully operating gate. The target world needs no equipment on it. The focus of a gate is simply the area on the target world on which the gate locks. Normally, the focus area on the planet will be an area similar in geology and climate to the area of the gate base. Many elaborate theories, and little proof, explain why this similarity exists.

APPROPRIATE WORLD

By Imperial law, no gate may connect an Earth-type world to a world other than Earth-type in atmosphere, gravity, or rotation period. No one has ever successfully established a gate to a world which differed from the gate base world in gravity or rotation by more than 10%. Atmosphere has never interfered with such gates, however. Rare special licenses have been issued to companies wishing to mine the atmospheres of non-oxygen-atmosphere worlds. Chance contact with an intelligent race inhabiting such a world is automatic cause for closing the gate.

Unless propelled by force or by pressure differences, cross-gate atmospheres mix together slowly.

GATE TRANSPONDER

Maintaining a fully-open gate is expensive in time and power, but turning the gate on only at scheduled intervals can be disastrous for people needing a quick gate exit. The solution to this dilemma is the gate transponder.

Once an activated transponder has been taken through a gate, it passes a carrier wave back to the gate. Pushing a button on the transponder alerts the gate technicians at the gate base to open the gate again, saving vital time and yet not wasting power.

If the transponder is shut off while in the focus area, or if it is moved from the focus area, the link to the gate is broken. Transponders are small and easily hidden, and the on-off switch takes a conscious effort to find and alter. Most explorer teams leave a transponder guard when investigating new worlds. Nevertheless, several transponders have wound up in the bellies of large animals, leaving the exploring parties to wait until a gate is reopened to seek the reason for the broken link.

A gate transponder has a taccapack-style generator and weighs one ENC. The generator will put out one point of energy to fuel the transponder. The rest of the mass is taken up by the transponder circuitry.

HISTORY

No one knows if the Second Empire discovered the gates by scientific research or by looting an ancient ruin of a previous race, but those initial explorers obviously worked by hit-or-miss and were still discovering the possibilities. Then the Second Empire was suddenly destroyed as hordes of alien invaders invaded and counter-invaded the Second Empire core worlds through the Empire's own gates.

A basic strength of the Third Empire is ICE's knowledge of gate interference technology. Any world with a gate base can stop any number of gate focuses from being established on it and trace an invading gate to its source. This makes gate invasion impossible unless the gate base on the target world has been subverted or sabotaged. As long as one gate base exists, no unwanted gate can focus on the world, though an enemy gate base on the same world can bring in invaders. To maintain the inviolability of Empire gate bases and to keep illicit and invading bases from being established is the job of ICE.

HOW ICE WORKS

ICE is an elite military, security, and law enforcement arm of the Empire, dedicated to the maintenance, protection, and control of all gate technology. They supervise and guard the established gates, open newly authorized gates, and close down illegal gates. The best of every Empire race is recruited into ICE.

As shown in Chapter II, once joining ICE, a character cannot leave until finishing his normal preliminary career pathing. Once a character has spent four terms in ICE, he may leave voluntarily. Some of those four terms can be spent in other military or scientific careers. Only a dishonorable discharge releases a character from service prematurely.

Future-World



STEVE PERRIN
GORDON MONSON

RICK BECKER — Cover and Interior Illustrations

Playtesters (in no special order)

Steve Henderson, Hal Moe, Rory Root, Ken Kaufer, Yurek Chodak, Mike Skinkle,
Keith DeBisschop, Doug Pharr, Charlie Krank, Karl Maurer, Bill Keyes, Fred
Malmberg, Tadashi Ehara

TABLE OF CONTENTS

Background	1
I. Introduction	2
II. Character Careers & Races	3
III. Game Mechanics	9
IV. Equipment	11
V. Exploring Gorachan III	15

The world has had hundreds of years of cataclysms, great wars, and disasters. Yet, the human race has survived and progressed.

Two intermeshed forces dominate this world. The first element is the Third Terran Empire, a bureaucratic empire, with royal dynasty figureheads at the top of a huge, multi-racial civil service. This bureaucracy is mostly involved with the maintenance of the second element of the world, the gates.

The gates bridge the gaps between the worlds. Reaching any world through a gate is as simple as walking to the next block: there is no bother with warp drives, sunsails, or any of the other multitudinous star travel systems employed by previous empires. Gate travel is instantaneous and cost-effective in time and energy.

Gates are rarely used to travel from one point on a world to another point on the same world because of the relative expense, but every world of the Empire is connected in some way or fashion to the others by gates. The Imperial bureaucracy controls the use of the gates through its elite guards, the Imperial Corps of Engineers (ICE).

Future•World Copyright © 1982 Chaosium Inc., all rights reserved. Published by Chaosium Inc., Box 6302, Albany CA 94706.
Printed in the United States of America

Future•World is a portion of the boxed set of games, Worlds of Wonder: TM applied for.

II. Character Careers & Races

CREATING A CHARACTER

A *Future*World* character is created as a *Basic Role-Playing* character is, with rolls of 3D6 determining STR, CON, SIZ, INT, POW, DEX, and CHA. *Future*World's* higher health standards allow any characteristic roll of 12 or less to be increased by 3, except for CHA.

Players wishing to play aliens or robots should find the dice rolls used to determine the characteristics of those beings under the descriptions of those beings later in this chapter.

DAMAGE BONUS

A character with STR or SIZ of 15 or more may add 1D6 to the damage done with any hand-held weapon including a fist or a kick. If the character has STR or SIZ of 25 or more, the extra damage is 2D6; 35 or more gives extra damage of 3D6, and so on. There is no second bonus if both SIZ and STR are over 15. In all cases use the higher one of the two characteristics to determine extra damage. This damage bonus is not applied to missile or distance weapon results.

PREVIOUS CAREER PATHS

Every beginning character is assumed to have gone through a general education course, bringing the character to his initial career at an age of about 18 Terran years. Six career paths are open to a beginning character; when entering any of the careers on the Careers and Enlistment Table, the beginning character will be considered a civilian.

Careers Available to Beginning Characters

- CIVILIAN** – the character can join the general workforce of the Empire to learn ordinary trades and skills.
- ICE** – the character can become a member of the elite corps of gate guardians.
- SCOUTS** – the character can become one of the world exploration and first-contact specialists.
- ARMY** – the character can enlist in the main military force of the Empire.
- SCIENCE** – the character may continue his education in the sciences as a researcher or developer of new knowledge.
- CRIMINAL** – the character may join the underworld of the Empire and perfect his abilities in illicit activities.

LENGTH OF PRIOR EXPERIENCE

Each character will serve 6 yearly terms of 'career pathing' before starting an initial career. Each term on a career path allows him 15% increases in two or three skills (depending on the career) from those learnable during a term (see the Training and Experience Chart). A term always equals one year.

Non-military characters joining ICE late in their career pathing must start play as ICE men, and will gain in skill only through play.

To enlist in a career path, the character must satisfy the requirement listed for the career on the Careers and Enlistments Table. All beginning characters are considered to be civilians, and their chances to enter other career paths are based upon their status as civilian. A character may attempt to change his career at the end of a term; this is determined by a modified die roll of 18 or more, as noted on the Careers and Enlistments Table. If the character fails the prescribed die roll, he must continue in his previous career for another term.

Price and Wage Table
For Core or Frontier World

Item	Cost in Credits
Clothing	
full set of work clothes/uniform	100 Cr
standard dress/sports clothes	500
fashionable dress clothes	800
court dress clothes	2500
Living Expenses for 1 Year (with clothing)	
subsistence	4000
average	12,000
wealthy	200,000
Lodging Per Day	
Cheap	20
average	60
deluxe	500
Transportation	
standard civilian grav-car, new	10,000
local public transport, daily	2
same-world gate travel	1000
inter-world gate travel	10,000
Tools	
basic hand tool set	300
basic electronics tool set	1000
full laboratory, per science	300,000
30-point tool computer	10,000
standard library computer	20,000

WAGES

Per Year of Following Occupation*	Credits
civilian	1D20 x 3000
army	1D10 x 3000
scouts	1D10 x 4000
ICE	1D10 x 6000
science	1D10 x 10,000
criminal	1D100 x 4000

* These wages are for characters involved in their 6 terms of service. Career professionals may eventually earn as much as ten times the top amount shown above.

EXAMPLE

John Steel, new graduate, is automatically a civilian. His STR is 16, his CON is 17, and his DEX is 14. The Careers and Enlistments table requires that to become a Scout, those three characteristics must be averaged together, 1D4 thrown, and that the total will equal or exceed 18. Fractions are rounded up to the nearest whole number. John's required characteristics average 15.6, and this is rounded up to 16. John's player throws 1D4 and gets a 2. A 2 added to 16 equals 18, just enough for John to join the Scouts.

After his first term in the Scouts, John wants to join ICE. As required on the Careers and Enlistments Table, his DEX (of 14), INT (15) and POW (16) are averaged together, yielding 15. His term as a Scout gives him a bonus 1 point, making 16. John's player rolls 1D4, but gets a 1! The total is 17, not enough to get into ICE. John stays in the Scouts for another term. This time though the average of his pertinent characteristics is still 15, he gets a point for each of his two Scout terms, a score of 17. Now, no matter what John's player rolls on the 1D4, John can join ICE.

John can now serve his remaining 4 terms in ICE and emerge with impressive skills for his new career as an adventurer.

Careers and Enlistments Table

<i>To Go From This Career</i>	<i>And Get To This Career</i>	<i>Requires a Score of 18+, Obtained as Shown Below, Unless Automatic,</i>	<i>Including any Appropriate Modifiers</i>
CIVILIAN	ICE	INT+POW+DEX divided by 3, +1D3	+1 per Scout term, +2 per Science term, and +1 per 2 Army terms
	Scouts	STR+CON+DEX divided by 3, +1D4	+1 per Civilian term, +2 per Army term
	Army	STR+CON+DEX divided by 3, +1D6	+1 per Civilian term, +2 per Scout term, +2 per Army term
	Civilian Criminal Science	automatic continuation by choice automatic life of crime by choice INT+POW divided by 2, +1D3	none necessary none necessary +1 per Civilian term, +1 per ICE term
ICE	ICE	automatic continuation	none necessary
	Scouts	cannot be done	not allowed
	Army	cannot be done	not allowed
	Civilian	automatic with dishonorable discharge	none necessary
	Criminal Science	cannot be done INT+POW divided by 2, +1D3	not allowed +1 per ICE term
SCOUTS	ICE	INT+POW+DEX divided by 3, +1D4	+1 per Scout term
	Scouts	automatic re-enlistment	none necessary
	Army	automatic at choice	none necessary
	Civilian	automatic at choice	none necessary
	Criminal Science	automatic with dishonorable discharge INT+POW divided by 2, +1D3	none necessary no modifier allowed
ARMY	ICE	INT+POW+DEX divided by 3, +1D3	+1 per Scout term, +1 per 2 Army terms
	Scouts	STR+CON+DEX divided by 3, +1D4	+2 per Army term
	Army	automatic continuation by choice	none necessary
	Civilian	automatic at choice	none necessary
	Criminal Science	automatic with dishonorable discharge cannot be done without Civilian term first	none necessary not allowed
SCIENCE	ICE	INT+POW+DEX divided by 3, +1D3	+2 per Science term
	Scouts	STR+CON+DEX divided by 3, +1D3	no modifiers
	Army	STR+CON+DEX divided by 3, +1D3	+1 per Science term
	Civilian	automatic at choice	none necessary
	Criminal Science	automatic at choice automatic continuation by choice	none necessary none necessary
CRIMINAL	ICE	cannot be done	not allowed
	Scouts	cannot be done	not allowed
	Army	STR+CON+DEX divided by 3, +1D6	-1 per Criminal term, +1 per Civilian term
	Civilian	INT+POW divided by 2, +1D6	-1D3 per Criminal term
	Criminal Science	automatic continuation by choice cannot be done without Civilian term first	none necessary none allowed

Training and Experience

<i>CIVILIAN</i> <i>(2 each per term)</i>	<i>ICE</i> <i>(3 each per term)</i>	<i>SCOUTS</i> <i>(2 each per term)</i>	<i>ARMY</i> <i>(2 each per term)</i>	<i>SCIENCE</i> <i>(3 each per term)</i>	<i>CRIMINAL</i> <i>(2 each per term)</i>
Weapons ²	Weapons - all	Weapons - all	Weapons ¹	Weapons ²	Weapons ³
Technical ⁵	Technical ⁴	Technical ⁴	Technical ⁴	Technical ⁴	Technical ⁴
Common	First Aid	First Aid	First Aid	Science ⁵	Common
Trade	Survival ⁶	Survival ⁶	Stealth ⁷		Stealth ⁷
First Aid	INT / CINT Stealth ⁷	INT / CINT Stealth ⁷			

INT = 'Intelligence'; CINT = 'Counter-Intelligence.'

¹ Army teaches all weapons except Hideout.

² Civilians/Scientists do not learn Automatic or Support weapons.

³ Criminal teaches Hideout; other Civilian weapons are possible.

⁴ Each term allows 15% increase in any 1 technical skill.

⁵ Each term allows 15% increase in any 1 science skill.

⁶ Each term allows 15% increase in all survival skills.

⁷ Each term allows 15% increase in all stealth skills.