

DISHONORABLE DISCHARGES

If a player wants his character to have both military and criminal careers, the player may specify a dishonorable discharge for his character, giving him some color and an interesting past. A dishonorable discharge is strictly at the choice of the player.

Once a character has a dishonorable discharge, he may never again take a term of service in ICE, Scouts, or Army.

SKILL DESCRIPTIONS

Common – Everyday skills like cooking, sewing, metalworking, carpentry, etc. One term of learning any one of these skills increases that skill by 15%.

First Aid – A skill resembling that found in *Basic Role-Playing*, though this skill is less generally used in *Future*World*: the beginning chance is only 10%.

Intelligence/Counter-Intelligence – This grabbag of skills involves interrogation techniques, security systems, and background knowledge of potential enemies and allies. It includes techniques for communicating with those who speak no known language. If two users of the skill are in opposition (one is questioning the other, or one tries to penetrate a security system set up by other, for instance), each must continue to successfully make his percentage roll in this skill until one fails, at which time the other user is the victor in the matter. A referee might break up such a confrontation into a series of individual questions, individual alarms, and so on.

Science – This is a skills family. One term of training increases a character's ability with one of the following skills:

Physical Sciences – The science of working with atomic, molecular, and physical theory. A physicist can be expected to understand strange phenomena and to learn from them. He may be able to work with a technician to make an artifact (such as some form of communicator) work as something else (such as a force field generator).

Biosciences – This science works with biological forms, processes, and systems. Bioscientists can understand strange biological phenomena, and have experience in identifying unfamiliar plants and animals, and in forming workable hypotheses about their natures.

Geosciences – This science studies soils, rocks, and mineral types, and landform, continental, and planetary processes. A geoscientist can help find mineral riches and will notice peculiarities of volcanism or the impact of strange weather upon the land.

Relationosciences – Psychology, sociology, anthropology, archaeology, etc., fall in this category. A relationist studies alien cultures, alive and dead, and can accurately estimate the needs and wants of cultures. He will be trained in languages and in communication skills with aliens who speak no known tongue.

Other Sciences – Other sciences can be introduced into play by the referee who feels a need for further specialization.

Though each of the science skills are greatly over-simplified, referees can fairly assume that only generalists will be attracted by the adventures inherent in exploring future worlds.

Stealth – This is two skills, Move Quietly and Hide, from *Basic Role-Playing*. Unlike most other skills, a term of learning in this category gives a 15% increase in both. But *Future*World*

does not encourage these skills as does the world of *Basic Role-Playing*, and so the base chance for both starts at 10%.

Survival – This includes the *Basic Role-Playing* skills of Jump, Climb, Listen, Spot Hidden, Throw, and Fist, useful for wilderness survival. One term in learning Survival yields a 15% increase in the listed BRP skills. Since the *Future*World* character ordinarily does not learn such skills in childhood, his base chance with each of them is 20%.

Technical – This is a skills family. A term of training increases by 15% the character's ability with one of the following skills. A few skills are learnable only by characters following certain career paths, and these are shown in the descriptions.

Communications – Using the electronic communications gear available in *Future*World*, a communications technician can attempt to find elusive wavebands, cannibalize three sets to make one work, contact distant receivers, etc. Communications techs are familiar with most known emergency codes. If he has had military experience, he knows many military codes.

Computers – Computer techs are operator/programmers. They are responsible for using tool computers to perform any needed function. Military computer techs will be trained to program for ECM/DCCM.

Engineers – Engineers build the equipment that the others manipulate and maintain, as well as things like bridges (needed even with anti-gravity) and buildings.

Gate – A trained gate technician can use the machinery of the gate to find requested coordinates and establish contact if possible. He can close gates or change their focus.

Maintenance – Any technician can maintain and repair his equipment with a skill percentage equal to half of his skill with that equipment (round up any fraction to the nearest whole number). One successful roll with this skill raises the Maintenance skill to that of his percentage skill with the equipment in question, and gives him half that percentage in repairing any equipment even remotely similar. *EXAMPLE: a 45% gate tech has a Maintenance skill of 22.5%, rounded up to 23%. If he makes his Maintenance skill, it will rise to 45%, matching his Gate, and he will be able to repair something like communication equipment with 23% skill.*

Pilot – With the availability of anti-gravity vehicles, the skills of driver and pilot become virtually the same. Pilots can drive any anti-grav vehicle with any training. Hazardous maneuvers, and speed on tricky routes (in and out of trees, around sheer cliffs, etc.) require successful skill rolls. A military pilot knows combat maneuvers. Any pilot is familiar with the principles of navigation.

Robotics – Just as First Aid is the skill of repairing humans and other organic creatures, Robotics gives the trainee the ability to repair robots. Successful use of this skill with robots has the same results as successful use of First Aid with humans.

Trade – With this skill characters learn to recognize worth and bargain for it. A character has a base chance of 15%, and it increases 10% each term as a civilian.

Weapons – This is a skills family. Skills here concern one or more of the types of weapons described in the combat chapter. Each weapon has a type and a category. A character trained in one type and category can use another type and category only at its basic percentage, even if either the type or the category is the same as the one with which he is trained.

TYPES: weapon types are based on the power source. The three types are *projectile* (using chemical explosives to project

bullets, like 20th century firearms), *laser* (using beams of light), and *blaster* (super-hot plasma confined in magnetic bottles).

CATEGORIES: categories define how the weapons are used.

A *hideout gun* is a concealable weapon used for surprise. It is rarely larger than a human hand.

A *handgun* is a holsterable, one-handed weapon, usually used by law-enforcement and military officers. It is about the size of two hands held together.

A *rifle* is held to the shoulder to fire, is about a meter long, and is generally used for long-range fire, as in hunting or in sniping.

An *autogun* is not as accurate as a rifle, being intended to put out a large volume of fire quickly.

A *flechette gun* resembles a 20th century shotgun, firing quantities of small projectiles over a relatively large area.

The *support gun* is a military weapon, usually fired from a tripod, used to support charging troops by keeping enemy heads down and breaking up enemy charges by killing charging enemies.

OTHER WEAPONS: the rules include other weapons like grenade and missile launcher. Each of these categories is also a separate skill.

EXAMPLE

John Steel went through two terms as a Scout and four as an ICE man. Let's see what this career path brought him in experience. For his first term in the Scouts, his player decided that John was instructed in Laser Rifle (he prefers the heavy version, but he can use both), and First Aid. This brought up his Laser Rifle ability to 25% and his First Aid to 25%. In the second term John picked up another 15% at Laser Rifle and 15% in all Survival skills.

Once he joined ICE, John's player had him learn the technical skill of Gate operation (on the reasonable assumption that every beginning ICE man should know at least 15% Gate), and also added 15% more to his First Aid skill, and also decided that ICE had trained him with Guided Missile.

For his fourth term (his second in ICE), John's player decides that ICE is using him on some surreptitious work: John picks up 15% in both Survival and Stealth, as well as the use of a Hideout blaster.

In his fifth term, John's player gives him varied tasks, and John increases in Gate, Guided Missile, and Stealth.

Obviously a good undercover operator, his final term adds 15% in Stealth, Survival, and Intelligence/Counter-Intelligence.

Note that in the Scouts, John gained 15% increases in two skills per term, but the intense workload and demands of ICE work gives him three skills per term.

CONTINUING CAREERS

Nothing forces a character to become a free-lance adventurer. Entire campaigns can be set up with the characters still following extended careers as ICE men, soldiers, or Scouts. As regular adventurers, they effectively continue a civilian career, in any case. ICE men in particular have many opportunities for adventure in espionage and exploration situations.

RETAINING EQUIPMENT

A character does not automatically retain any equipment he is trained to use after leaving his career path. If the Army veteran wants to have a guided missile launcher, he must buy one for the costs shown on the combat charts in the Combat chapter.

Core world authorities do not allow civilians to carry anything bigger than a Hideout gun. Characters cannot expect to walk the streets of their home world packing heavy weapons.

Most frontier worlds allow handguns and rifles, though many police forces object to blasters as war weapons.

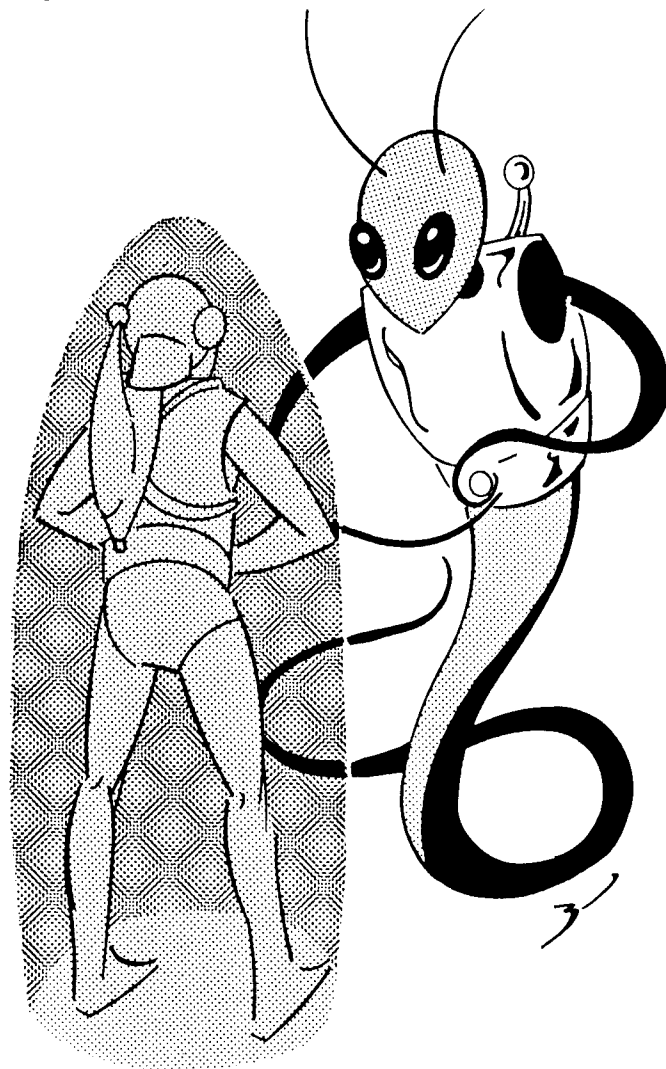
Explorers pack anything they can get on the outer worlds. Character do not need their own heavy weapons, for exploration companies are happy to supply such weapons. If, on leaving the employment of such a company, the character wants to keep a weapon, the company usually will sell it to him at about half normal price.

OTHER RACES

In *Future*World*, the inter-world gates have brought mankind into contact with humanoid and non-humanoid alien races. By the nature of the gates, all alien races share the need for Earth-like gravity and rotation.

The Empire traditionally is called the Terran Empire, even though many races are part of it. Other races are in contact with the Empire and treat it as neutrals or as active competitors. The following descriptions include two competitive races, the Quertzl (KWIRT-zul) and the Sauriki (saw-REE-kee), one member race, the Rumahl (ROO-mall), and one created race, the Robots.

*Future*World* referees are free to create other races to rival or to assist the Empire in its explorations. Science fiction novels and stories supply hundreds of examples of intelligent races which can be adapted to this game by using as guidelines the species statistics provided.



The Quertzl

Unlike most sapient races known, the Quertzl are neither humanoid in shape nor do they have individual minds. Their body shape is vaguely insectoid, and they are equipped with a hive-mind in which every member of their race within a light year's distance participates. If two hives move within a light year of one another, they instantly merge, interrelating their experience, but maintaining their separate hive-mind identities.

Since their gates and ICE's gates started focusing on the same planets, an uneasy general peace has been punctuated by territorial wars on and for specific planets. The last such battle for a planet happened a hundred years ago. A treaty calls for marker satellites which will interface with the other race's gates and warn them of prior occupation. In practice, such satellites have been known to disappear.

Three types of Quertzl are known, and others may exist. The types encountered are the so-called *scouts*, the *tanks* (or *beetles*), and the *drones*.

Scouts have long, whip-like bodies with tentacles as manipulatory organs. They use a jump-belt torso pack to keep themselves airborne at all times, and seem to command all Quertzl fighting squads (they certainly do all the communicating). Scouts are small, fast, and deadly in a firefight because of their great speed and agility.

Beetles are short and squat, far more insect-like than the scouts, and they possess a natural chitin armor. They do not fly, and they are slow, but they are strong and very durable, and handle all weapons with ease.

Drones are much like beetles, but lack the armor and dexterity of beetles.

About 80% of the time, there will be one scout for each two beetles, and two drones for each beetle in a squad, or seven members in all in a squad.

Scout

STR	1D6+2	Move: 40 meters per melee round.
CON	1D6+2	Basic Shape: insect head, whip-like body.
SIZ	1D6+3	Psionic Ability: instant communication with all other Quertzl; no other psi powers.
INT	18*	
POW	3**	Armor: rely on force screen.
DEX	4D6+3	Skills: 18 Army, Scout, or Civilian choices; take from any of the three.
CHA	1D6+3	

Beetle

STR	4D6+6	Move: 18 meters per melee round.
CON	3D6	Basic Shape: like an Earthly beetle.
SIZ	4D6+6	Psionic Ability: instant communication with all other Quertzl; no other psi powers.
INT	18*	
POW	3**	Armor: chitin (projectile -4, laser -5, blaster -9); also use force screen.
DEX	3D6	Skills: 15 Army choices.
CHA	1D6	

Drone

STR	2D6+6	Move: 24 meters per melee round.
CON	3D6	Basic Shape: like an Earthly beetle.
SIZ	2D6+6	Psionic Ability: instant communication with all other Quertzl; no other psi powers.
INT	18*	
POW	3**	Armor: skin (projectile -2, laser -3, blaster -5); may have force screen.
DEX	1D6+6	Skills: 18 Civilian or Science choices.
CHA	1D6	

* This signifies the intellect of the group mind, which knows everything that any Quertzl within 1 light year knows.

** This signifies an additive for the group mind. If one Quertzl is within 1 light year, its POW is 3. If two are within 1 light year, each of their POWs is 6. If there were seven within a light year, each of their POWs would be 21, and so on. However, any attack which affects the POW of a group of Quertzl hive-minds automatically affects every Quertzl within a light year.

The Sauriki

The Sauriki are a warm-blooded reptilian race. Like the Quertzl, the Sauriki are colonizing rivals to the Empire. Unlike the Quertzl, the Sauriki have long-standing enmity with the Empire, and are the closest thing to a racial enemy that the humans and their allies have.

Many centuries before, in the time of the Second Empire, imperials seized a planet and enslaved the native population. The colonizers did not know that the feudalistic natives were a primitive offshoot of the star-hopping Sauriki multi-culture. When the parent culture discovered the outrage, war broke out. Both races had gate technology and lacked the ability to defocus an enemy gate. Invasion followed invasion, and the principal planets of both cultures were devastated. By the end of hostilities, both empires were ravaged and broken.

Centuries later, when contact between the two cultures resumed through a Third Empire gate, the humans had all but forgotten the war which destroyed the Second Empire. But the long-lived Sauriki remembered every defeat and victory.

The Sauriki memories of the devastation and their appreciation of the Third Empire's gate-defocusing techniques keeps them from a second war. Many of the divergent Sauriki cultures wish for nothing but peace with the human Empire, but warrior cultures within the Sauriki still seek revenge, and still plan for the day hostilities will resume. These latter cultures work continually to weaken the Empire and to subvert its allies. They have rarely been known to make an overt attack, but usually work through the natives of the various planets.

Ministers of the Third Empire are happy that an emanation of the Quertzl hive-mind prevents nearly all contact between the Quertzl and the Sauriki. Though Quertzl telepathy is undetectable by humans, the Sauriki have a slight telepathic ability, and a hive-mind acts as an unpleasant constant pressure on Sauriki, so that they cannot live on the same planet as Quertzl even for an hour. This strains even diplomatic relations, and keeps apart these two powerful foes of the Empire.

Sauriki

STR	3D6	Move: 20 meters per melee round.
CON	2D6+2	Basic Shape: humanoid, but tailed.
SIZ	2D6+2	Psionic Ability: sensitive, but with no psychic capability.
INT	3D6+3	
POW	3D6	Armor: skin (projectile -1, laser -1, blaster -1); wears armor identical to the Third Empire's.
DEX	3D6+3	Skills: 12 or 18 (+1D6) choices from any career path, including ICE, on the Empire's skills list. Once set on a career, Sauriki do not shift, so an individual Sauriki will have skills only from ICE, or Scouts, or Army, or Civilian, or Criminal, or Science career tracks.
CHA	3D6	

The Rumahl

These bear-like bipeds are associates of the Third Empire, and individuals of the race are often found in military positions throughout the Empire.

Rumahl are quite friendly, but tend to go berserk in battle. Culturally similar to the Empire, the Rumahls have no gate technology of their own. They have colonized several worlds by means of gates leased from ICE.

Rumahls encountered away from their villages will be male; females stay with their homes and rule the local villages. Every Rumahl planet is lightly populated; except on their home world, no Rumahl town exists with a population larger than 20,000.

Blessed with a keen sense of smell, Rumahls do not use internal combustion engines because of their stinking exhausts. The transport network features animal-drawn or electric vehicles, and dirigible airships.

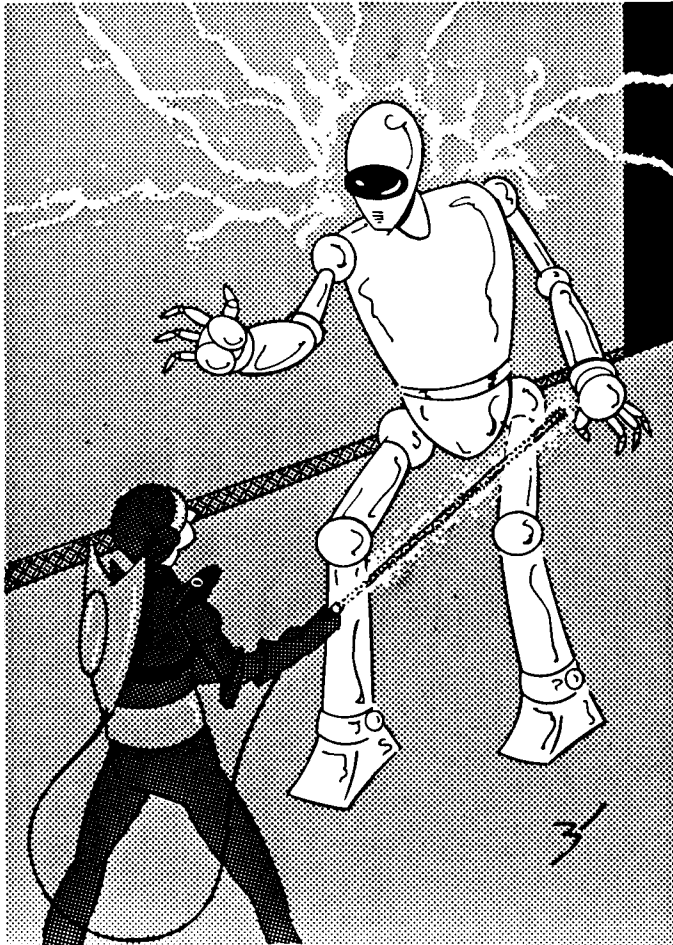
Male Rumahls frequently hire out as mercenaries and guards within the Empire, positions highly regarded within their own culture. Socially and politically they are second-class citizens in the Empire.

Rumahls

STR	4D6+3	Move: 24 meters per melee round.
CON	4D6	Basic Shape: humanoid, bear-faced.
SIZ	4D3+3	Psionic Ability: none.
INT	3D6	Armor: skin (projectile -3, laster -1, blaster -1).
POW	3D6+6	
DEX	1D6+6	Skills: 12 Army or Civilian choices. A Rumahl's Survival and Stealth skills start at the <i>Basic Role-Playing</i> percentages, not the <i>Future World</i> percentages.

The Robots

Artificial intelligence computers (robots) are made by several corporations in the Third Empire, and all have much the same abilities. Robots are metal/force field constructs forced to 'grow up' after initial programming. Since each grows up randomly, each possesses a different personality after growing up. Their limited intelligence varies within a narrow range.



By law a newly-manufactured robot must pay for its manufacture by service, just as a human undergoes terms of service. Robots can follow the ICE, Army, and Civilian career paths. A few robots are accepted into the Scouts, and some are abducted into the Criminal life; none ever enter Science. Once settled into a career path, robots can rarely transfer to another one unless dishonorably discharged from service. Dishonorably discharged robots always go to a Criminal career unless they came from ICE.

Robots serve four terms of service as repayment for creation, and then face the universe on their own. Robots are intended for work on frontier and outer worlds; very few free robots are found on core worlds (where their social status is lower than that of Rumahls).

Every attempt to create stationary robots or robots exclusively specializing in one skill or skill cluster has resulted in insanity for the robot; consequently robots always are manufactured as similar to the humanoid model as possible within the Empire. Limits of technology do not let them be as strong or as intelligent as humans; in compensation they are very durable and very fast.

Any electronics gear plugged into a robot, such as force screens, EW modules, or tool computers, is manipulated with a DEX of 50. Thus in any melee round a robot with a force screen will shift it at DEX 50, before anyone but another robot can do anything. However, in using mechanical devices such as guns, the robot uses it at the DEX listed in his normal characteristics. If its first action was with plugged-in gear, a robot may perform a second action at its normal DEX.

All robots automatically are capable of vocal and local radio communication.

Robots

STR	1D6+6	Move: 24 meters per melee round.
CON	2D6+12	Basic Shape: humanoid.
SIZ	3D6	Psionic Ability: none.
INT	1D6+6	Armor: 3-point ceramet skin; can wear any normal armor.
POW	3D6	
DEX	4D6+3	Skills: 6 terms of skills chosen from ICE, Army, or Civilian; skills may be chosen only from one of these career paths.
CHA	1D6	

OTHER RACES OF THE EMPIRE

Besides humans, robots, and Rumahl, many other races claim imperial citizenship. Most are humanoid, and several may be formerly human colonists from previous Empires who have been altered by long residency on not quite Earth-like worlds.

Others are definitely non-human, yet are close enough to human scale that the same characteristics rolls are made. The catfolk of Rruuwor are an example. Their feline ancestry gives them an unpredictable heritage of kittenish curiosity combined with leonine pride and aloofness. They have full gate technology, using Empire gates and their own techs and ICE men. Rruuworian worlds tend to be lightly-populated, with large game-hunting tracts set aside for the carnivorous catfolk.

Rruuworii are full Empire citizens, often found in ICE, Scout, and Criminal occupations. They value honor, pride, and a clean death.