

Medikits are race-specific: a human kit will not work on a Rumahl, for instance, nor will a Rumahl kit work on a Sauriki. All Empire races have their own medikits, with the same general characteristics.

For the purposes of this game, a medikit has an endless series of applications, but referees may wish to limit this for their campaigns. The knowledge of First Aid and improvised materials are enough to heal someone who still clings to life.

RADIOS

Radios and ultraradios are the two forms of electronic communication available to the people of *Future*World*.

Radios resemble the devices of the 20th century. A radio's ability to send a message equals its size. Simple radios capable of transmitting messages up to 10 kilometers away are lightweight, and need not be figured into tacpack weight. A radio capable of signalling greater distances weighs 1 ENC point for every 100 kilometers its beam can travel.

Ultraradios are similar to radios, but are made to send messages through an inter-world gate. Ultraradios generally are built into the mechanism of a gate; exploration teams carry a smaller version. These latter devices tend to be bulky, weighing 3 ENC points. They have a range of 10 kilometers and effectively are extensions of a gate transponder. But, no transponder, no ultraradio.

SCANNER GOGGLES

These goggles allow the wearer to use available radiation to see in darkness. The wearer may choose infrared, light amplification ['starlight'], or natural background radiation as modes for vision. By themselves, these goggles are not proof against a photon grenade.

SCOUT HELMET

The Scouts use this all-purpose helmet, but so do most explorers. It can be non-protective or armored with any of the armors available (see *armor*, this chapter). A Scout helmet has the following qualities:

1. Light amplification goggles letting the wearer see in darkness, so long as some faint light is present.
2. A 2-point sensor which, if plugged into a tacpack generator, will post a continuous detection pattern around the user.
3. An automatic flash defense shield to protect the user from the effects of a photon grenade.
4. Radio comlinks with which to keep in contact with other radio users.
5. Telescopic lenses capable of magnifying the vision of the user up to 10 times normal.

Scanner goggles can be attached to a Scout helmet, and link to its circuitry that defeats photon grenades.

TACPACK (Tactical Combat Pack)

All gate-faring races have developed some form of the tacpack. This gear comes in all sizes. A basic tacpack has 1 ENC point, contains a tiny fusion generator which puts out 2 points of energy, has force screen generators capable of erecting any of the three kinds of force screen, includes a computer, and has sensors and effectors capable of electronic warfare. Each additional ENC point of a tacpack means that its generator puts out 2 additional points of energy, but has in itself no other effect on the capabilities of the tacpack.

Energy from the tacpack can power force screens, jump packs, electronic warfare devices, or any weapons plugged into the tacpack; the amount of energy generated determines how strong such components may be.

WEAPONS

Weapons are organized into six classes: projectile, laser, blaster, missile, grenade, and force sword. All of these classes are discussed in this entry.

The other fighting systems in this game are armor, electronic warfare, and force screens. Electronic warfare is found under computers in this chapter; armor and force screens will be found under their own entries in this chapter. Weapons, combat systems, and equipment are summarized by tables in the front of this chapter.

*All races in Future*World have all weapons and fighting systems available to them.*

The three main weapon types available to the Empire, its allies, and its enemies have passed down from the days of the First Empire, apparently, and simply have been refined over the centuries.

Projectile Guns – A 20th century soldier would be familiar with these weapons in half an hour. Each fires a metal slug propelled by a chemical explosive. Unlike lasers or blaster, projectile weapons do not need to be powered by a tacpack. A character must, however, carry ammunition for projectile weapons.

Lasers – Lasers shoot a beam of coherent light in an absolutely straight line; they are very accurate at long ranges. The very small holes they burn in their victims do not do as much damage as the impact of a projectile or as the burn of a blaster. At the referee's option, bad weather or heavy dust may lower the range of a laser, or lower the damage it does.

Lasers may be powered by a tacpack or be fueled with individual charges. Individual charges are carried and expended in the same manner as projectile ammunition, and their ENC and cost is identical by category to projectile ammunition.

Any laser weapon without individual charges can draw energy from a tacpack for firing. A single point of energy from a tacpack generator produces 6 points of a laser weapon's rated damage output, but the entire output of the weapon must be available from the generator before the weapon will fire. For instance, a heavy laser rifle does 3D6 damage, a maximum of 18 points. The tacpack generator powering it must give it 3 points of energy (3 x 6 = 18) before the rifle can fire.

Blasters – These weapons create masses of plasma, concentrate the plasma in a magnetic force field (called a bottle), and then propel it out to wreak havoc. The magnetic bottle quickly loses coherency, so that the blaster is a deadly but short-ranged weapon. It is fed by a tacpack, or fires individual charges.

Missile, Guided – This missile is guided by the sensors of the user's tacpack. The chance of it hitting its target depends upon the user's percentage skill with the missile. CM defence of the target decreases the missile's chance to hit by decreasing the character's success roll for his skill with the missile: for every point of CM used, lower by 10 the character's success roll on D100.

A launched guided missile can be defended and guided with DCCM (see under *computers*).

At the end of the melee round, the missile drops and explodes if it has not reached a target.

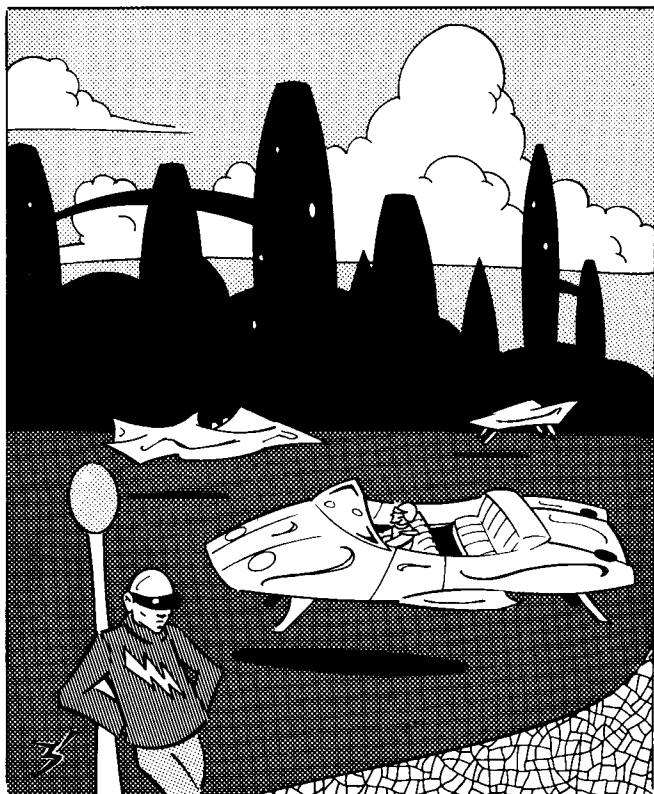
Missile, Seeker — A seeker missile can home in onto a particular figure in the line of sight of the user, using a modified sensor pack to follow force screen emissions, body heat, and radio noise. The missile has a 90% initial chance to hit its assigned target. Movement of the target, protection of or cover of the target, and the target's CM can reduce the chance of hitting. Seeker missiles must find their targets by the end of the melee round in which they are fired, or they will drop to the ground and explode.

Grenades — Hand grenades have not changed much over the years. They can be thrown to a distance of 20 meters, or fired from a heavy projectile rifle. If fired from a rifle, they have a maximum range of 200 meters, and the rifleman has half his normal chance of hitting his target.

Concussion and flechette grenades do impact damage and can be protected against by kinetic force screens and nylar or ceramet armor. A photon grenade is an attack intended to blind, but anyone wearing a diffusion screen or a Scout helmet will take no effect from a photon grenade.

Force Sword — This device was developed as an easily-carried hand-to-hand weapon. It must be powered by a generator and takes 4 energy points per melee round to maintain. It creates a line of force which can pass effortlessly through any armor, though another force sword can parry it. If even 1 point of magnetic screen is up, the force sword is useless against the wearer of that screen. The development of the magnetic screen caused the force sword to be dropped out of most military arsenals, but it is still a great favorite among duelists, and among explorers and exploiters of primitive worlds, whose inhabitants see it as a magnificent magic sword.

Melee Weapons — With need, *Future*World* armies will use whatever they can from the roster of weapons shown in *Basic Role-Playing*.



V. Scenario: Exploring Gorachan III

You have been hired by the Imperial Accomplishment Corporation ("Serving the Emperor for 300 Years") as a member of an exploration team to investigate a newly-opened planet.

You have been provided with all the equipment you know how to use. IAC is cost-conscious; there is little back-up instrumentation or gear. As you step through the gate to the new world, you groan in frustration at what you see.

THE CAMP

The gate has focussed on a dry hummock which is totally surrounded by swamp, stretching as far as you can see. The actual gatesite is firm and dry, but there is barely enough room for the 20 explorers, a combined human/robot/Rumahl party. The expedition commander orders twelve of you, split into two parties of six each, to take two of the three explorer haulers, go in opposite directions, and see what there is to see. If you have five comrades (other rolled-up characters played by friends), the six of you are one of the teams. If there are not enough of you, some of the following five fellow-explorers will join your group.

(1) John Steel is a veteran of a few previous expeditions, one of the few such in the group. He is a veteran ICE man, and may lead the party, though others participating may take that place if better-qualified. John carries two guided missiles with him, and has five more loaded in the hauler. He wanted to bring more, but the expedition leader allowed only the five extras. John complains about the situation, but in a good-hearted way.

(2) Sheldon Shoremaster is a scientist. He is anxious to get out of the swamp, to where more interesting plants and minerals may appear. He specializes in pharmaceutical plants and minerals.

(3 & 4) Rorgagh and Barfal (ROR-gag, BARF-ul) are Rumahl, those large, bear-like citizens of the Empire. They have each served all their terms in the Imperial Army, and are good people to have in a fight. They are good-natured and gentle and like to sing. This last proclivity is discouraged in camp, as a Rumahl song sounds more like a challenge to battle.

(5) Avon 78371 is a robot with ICE experience, and a period of Civilian work which equipped him with excellent trading skills. He spent some of his terms as a trader working among the outer worlds, and is familiar with the principles of trading with other creatures.

JOHN STEEL, human male, age 26; his background terms were Scout/Scout/ICE/ICE/ICE/ICE.

STR 16 CON 17 SIZ 12 INT 15 POW 16 DEX 14 CHA 12

HIT POINTS — 17

ARMOR — chitin (P-5, B-10, L-6)

TACKPACK — ENC 10, Energy 20.

WEAPON	Attack	Damage	Range	ENC	Rounds
Hvy laser rifle	55%	3D6	300	2	30
Guided missile	50%	5D8	LOS	4	2
Hideout blaster	50%	2D8	3	¼	10

SKILLS — First Aid 50%, Int/Cint 25%, Hide 55%, Move Quietly 65%, Jump 75%, Climb 70%, Fist 80%, Spot Hidden 65%, Throw 70%, Gate 45%.

EQUIPMENT (ENC) — chitin armor (3), heavy laser rifle (2), hideout blaster (¼), tackpack (10), clip for blaster (¼), magazine for rifle (½).

SHELDON SHOREMASTER, human male, age 35; his background terms were Civil/Science/Science/Science/Science/Science.

STR 10 CON 15 SIZ 10 INT 18 POW 12 DEX 13 CHA 15

HIT POINTS – 15

ARMOR – none.

TACPACK – ENC 8, Energy 16.

WEAPON	Attack	Damage	Range	ENC	Rounds
Light proj. rifle	35%	2D8	200	1	10

SKILLS – Biosciences 75%, Geosciences 70%, Physical Sciences 35%, Computer 95%.

EQUIPMENT (ENC) – rifle (1), 4 ammunition clips, 10 rounds each (1), tacpack (8).

RORGAGH, Rumahl male, age 26; his background terms were Army/Army/Army/Army/Army.

STR 18 CON 16 SIZ 19 INT 10 POW 13 DEX 10 CHA 12

HIT POINTS – 16

ARMOR – chitin plus skin (P-8, B-11, L-7).

TACPACK – ENC 7, Energy 14.

WEAPON	Attack	Damage	Range	ENC	Rounds
Semi-port. blast.	50%	5D8	100	7	100
Hvy proj. pistol	35%	2D6	20	1	10
Claw	80%	2D6	–	–	–

SKILLS – First Aid 60%, Hide 85%, Move Quietly 55%, Jump 75%, Climb 85%, Fist 80%, Listen 75%, Spot Hidden 55%, Throw 75%, Communications 35%, Maintenance 35%.

EQUIPMENT (ENC) – armor (3), semi-portable blaster (7), pistol (1), tacpack (7).

BARFAL, Rumahl male, age 26; his background terms were Army/Army/Army/Army/Army.

STR 17 CON 18 SIZ 19 INT 11 POW 14 DEX 9 CHA 12

HIT POINTS – 18.

ARMOR – chitin plus skin (P-8, B-11, L-7).

TACPACK – ENC 10, Energy 20.

WEAPONS	Attack	Damage	Range	ENC	Rounds
Hvy assault, proj.	80%	4D6	200	3	30
Hvy laster pistol	65%	1D8+4	60	1	10
Claw	80%	2D6	–	–	–

SKILLS – Jump 75%, Climb 85%, Fist 80%, Listen 75%, Spot Hidden 55%, Throw 75%, Engineering 35%, Maintenance 20%.

EQUIPMENT (ENC) – assault gun (3), chitin armor (3), two 30-round autogun magazines (1), three 10-round clips for pistol (4).

AVON 78371, robot, age 6; his background terms were Civil/Civil/ICE/ICE/ICE/ICE.

STR 9 CON 19 SIZ 12 INT 10 POW 10 DEX 17 CHA 3

HIT POINTS – 17

ARMOR – chitin plus skin (P-8, B-13, L-9).

TACPACK – ENC 5, Energy 10.

WEAPON	Attack	Damage	Range	ENC	Rounds
Lt. laser rifle	40%	2D6	300	1	30

SKILLS – Jump 35%, Climb 35%, Fist 35%, Listen 35%, Spot Hidden 35%, Throw 35%, Communications 50%, Gate 20%, Pilot 50%, Robotics 35%, Trade 75%.

EQUIPMENT (ENC) – armor (3), rifle (1), tacpack (5).

PARTY EQUIPMENT

The equipment provided by the main expedition consists of an explorer hauler and 200 rounds of extra ammunition for each person's weapons (except for John Steel's guided missiles and hideout blaster). The hauler mounts a radio good for communication for up to 200 kilometers and, if Rorgagh is coming along, there is a mount for his semi-portable. The expedition leader will not sign out a semi-portable for the party unless a member of the party knows how to use one.

The party has rations for two weeks, and is instructed to be back in one week if possible.

SWAMP CREATURES

One day out of camp, the exploring party is moving slowly across the water, about 3 meters above the surface. The atmosphere is thick with mist, forcing the driver to be wary of the hardwood trees rising out of the mire.

Suddenly three huge shapes appear out of the fog. Anyone with biological training recognizes them as similar to earthly carnivorous dinosaurs, about allosaurus size. Seeing the hauler, they charge it! Something, perhaps the ultrasonic whine emitted by the grav engines, infuriates the beasts.

These carnosaurus have hides of thickness 15 and 45 hit points. Their Dexterities are rolled on 3D6. If the party chooses to outrun them, the driver must make successful Pilot rolls each melee round or they will run into a tree, doing 4D10 damage to the vehicle and to whomever is driving. Kinetic screens will protect against this damage, as will the kinetic component of any armor worn.

If the car is wrecked, the carnosaurus have a 20% chance of pursuing the individual explorers. If the party engages the carnosaurus in combat, they do 5D6 damage per bite, and have a 75% chance to hit.

THE NATIVES

Emerging from the swamp, hopefully with grav car intact, the party almost immediately encounters a part of natives. They are obviously saurian-evolved, and are warm-blooded. Those in the party with some Sauriki experience will see that, though their evolution is similar, these are not Sauriki. In fact, their characteristics are rolled up exactly like humans.

Using sign language, these curious and friendly beings invite the party to their village, up the river flowing into the swamp, and away from the marsh. Since making friends with the natives is part of the party's mission, the party should go with them.

At the village, the party is offered many things, and the natives look over the party's offerings. While common trade goods are appreciated, they really want one of the far-shooting sticks the party has – the guns. They offer some plants which any bioscientist will recognize as potentially great pharmaceutical items. The plants offered are dried and obviously well-travelled. If asked, the natives, who have never heard of the principle of protecting one's sources, gladly will inform the party that one can get much more of the plants for healing from the equally friendly natives on the far side of the hill, who cultivate the stuff and trade it to the local folk for food-stuffs which the locals grow.

The chief insists that the party stay for what turns out to be a three-day party. Fortunately, the native food and beverages are compatible with Empire digestive systems; that makes the Rumahls very happy.

If for any reason the party chooses to attack the villagers, the warriors wear armor which protects against two points of damage from any type of weapon, and they wield spears and bows like those in *Basic Role-Playing* at abilities ranging from 40% to 80% (roll 1D3+1 and multiply the result by 20%). If more than three of them are killed or badly wounded, the rest will abandon the fight unless they have already killed more of the party than their losses. There are about 25 fighters in the village.

THE PASS

If the party chooses to go after more plants, they must travel over the gentle pass – the only one that the grav-car can negotiate through the surrounding hills. The explorers do not know that there are other visitors to this planet.

Four Sauriki have been operating on the other side of the hill. They also are a trading party, but have lost their vehicle to an accident and are reduced to travelling on foot. They are also part of one of the various warrior societies of the Sauriki who are dedicated to the destruction of the Empire.

SSORIZ, Sauriki male, age 39; his background terms were ICE/ICE/ICE/ICE/ICE/ICE.

STR 13 CON 9 SIZ 9 INT 13 POW 11 DEX 14 CHA 10
HIT POINTS – 09

ARMOR – ceramet plus skin (P-8, B-8, L-8).

TACPACK – ENC 6, Energy 12.

WEAPON	Attack	Damage	Range	ENC	Rounds
Hvy laser rifle	80%	3D6	300	2	30
Force sword	70%	2D10	–	½	–

SKILLS – First Aid 55%, Int/Cint 50%, Hide 40%, Move Quietly 45%, Jump 55%, Climb 60%, Fist 50%, Listen 60%, Spot Hidden 55%, Throw 50%.

EQUIPMENT (ENC) – rifle (2), sword (½), magazine (½), armor (3), tacpack (4), jump pack (2).

SSIKSAR, Sauriki male, age 35, his background terms were Science/Science/Science/Science/Science.

STR 11 CON 10 SIZ 11 INT 16 POW 10 DEX 13 CHA 10
HIT POINTS – 10

ARMOR – ceramet plus skin (P-8, B-8, L-8).

TACPACK – ENC 4, Energy 8.

WEAPON	Attack	Damage	Range	ENC	Rounds
Hvy laser rifle	50%	3D6	300	2	30

SKILLS – Biosciences 75%, Relationsciences 75%, Computer 50%.

EQUIPMENT (ENC) – armor (3), rifle (2), jump pack (2), magazine (½).

SHUSSAN, Sauriki female, age 32; her background terms were Civilian/Civilian/Civilian/Civilian/Civilian.

STR 12 CON 8 SIZ 8 INT 16 POW 14 DEX 20 CHA 15
HIT POINTS – 8

ARMOR – ceramet plus skin (P-8, B-8, L-8)

TACPACK – ENC 5, Energy 10

WEAPON	Attack	Damage	Range	ENC	Rounds
Lt proj. rifle	65%	2D8	200	1	30
Hideout blaster	50%	2D8	3	¼	10

SKILLS – Communications 50%, Pilot 50%, Trade 75%.

EQUIPMENT (ENC) – armor (3), rifle (1), hideout gun (¼), magazine (½), clip (¼), jump pack (2).

SAARSAN, Sauriki male, age 38; his background terms were Scout/Scout/Scout/Scout/Scout.

STR 15 CON 11 SIZ 7 INT 16 POW 9 DEX 15 CHA 8
HIT POINTS – 11

ARMOR – ceramet plus skin (P-8, B-8, L-8)

TACPACK – ENC 4, Energy 8

WEAPON	Attack	Damage	Range	ENC	Rounds
Hvy assault, proj.	65%	4D6	200	3	30
Guided missile	55%	5D8	LOS	2	1

SKILLS – Hide 70%, Move Quietly 75%, Jump 50%, Climb 50%, Fist 55%, Listen 60%, Spot Hidden 55%, Throw 50%, Engineering 20%, Maintenance 35%.

EQUIPMENT (ENC) – armor (3), jump pack (2), assault gun (3), two magazines (1), guided missile (2), tacpack (4).

A traveller from the village on the other side of the hill, who had to miss the party to run a family errand, has told them all about the funny non-scaled creatures in the next val-

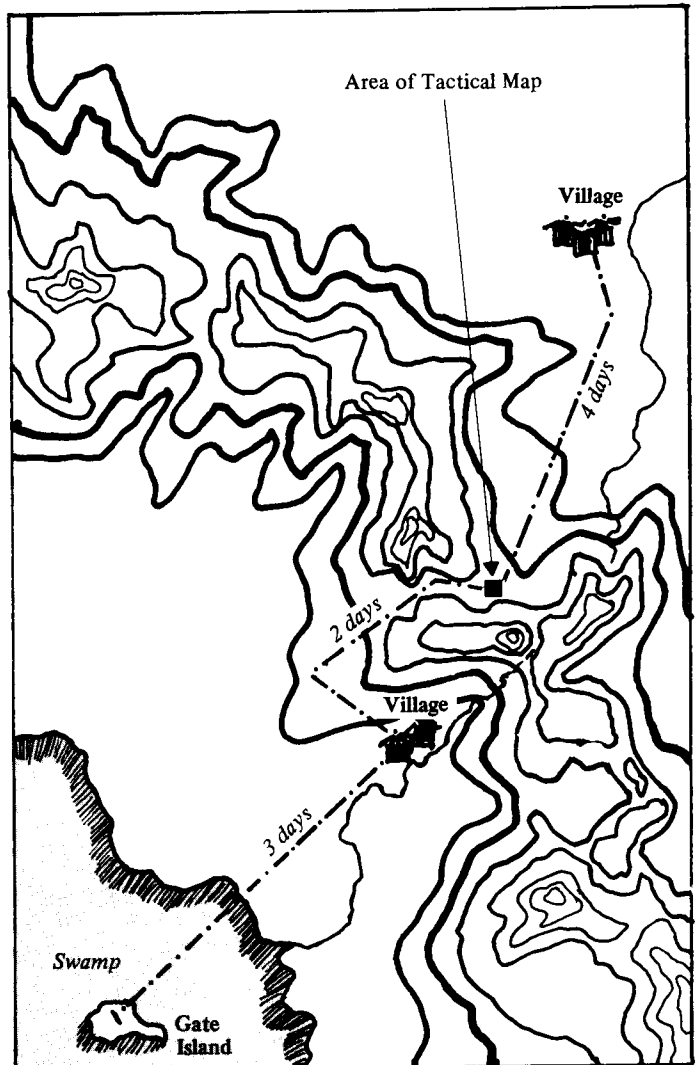
ley, and the Sauriki have decided to incite their friends in the village to attack them.

From their stores in the wrecked vehicle, the Sauriki provide a light laser rifle to each of their allies, who number ten. Each of the natives is 20% with the weapon and has 30 rounds of ammunition. The Sauriki are described above. The natives are otherwise equipped just like their brothers in the other valley, and will switch to their native weapons if the light rifles do not prove useful.

The Sauriki intend to let the natives do most of the work, then use their jump belts to surprise the Empire explorers when they think they have the upper hand. If the humans prove to be too powerful, the Sauriki will depart without bringing themselves to the humans' notice, hoping that they have begun to poison relations between the natives and the Empire, and that the Sauriki can later profit from the conflict.

If the Empire party stops to negotiate, and doesn't start shooting immediately, the attacking natives may stop to listen, and perhaps turn on their Sauriki patrons. But the Sauriki are similarly evolved with the natives, and this will give them a plus in any negotiations with them.

Given a choice, the Sauriki scientist Ssiksar will try to convince his fellows to abandon the venture, but he has little influence with the others.



Continued from p. 1

ICE is known as the enforcer of the Empire. Even a dishonorably discharged ICE man cannot go directly into a criminal career, for criminal elements correctly distrust this sort of ploy as a trap.

ICE does not patrol individual worlds as policemen; that is up to the individual world authority. ICE will, however, often use undercover operations to discover illicit gate use, thus giving the criminal element justification for its paranoia.

Any ICE man who has left ICE normally is considered available for duty in case of emergency. Many ICE men leave ICE to become gate techs for corporations, supervising the corporate liaison with ICE.

Former ICE men are under great demand as corporation security experts and outer world explorers.

EMPIRE OUTLINE

The Empire consists of the core worlds, the frontier worlds, and the outer worlds.

CORE WORLDS

Numbering about 30, they are the center of the civilization and tend to be heavily built-up with enormous buildings for homes, industries, and government. Each world has a population of about one billion, of which about 1% is poverty-level. Most surplus population has been shipped off to various frontier worlds. The remaining citizens of the core worlds look down on emigrants and emigration.

Every core world has a number of gate bases, some focused on other core worlds, and some focused on frontier worlds. Every core world has at least one gate focused on GateHome, the frontier world which acts as central transshipment and exploration terminal for all the outer worlds.

FRONTIER WORLDS

Numbering about 200, these are fully colonized/exploited worlds which contain no known threat to the Empire. Some are industrializing and may be soon considered for membership in the core worlds.

Some frontier worlds are special exile worlds, either by choice of the inhabitants or because they have been established as penal colonies; they have no gate bases, just focus areas for off-world gates. Most frontier worlds have at least one gate that leads to GateHome. Frontier worlds which are the fiefs of individual companies have only a focus point for gates based on the core world corporate headquarters of the company. Many of these frontier worlds act as gate bases for gates going to outer worlds being explored/exploited by their companies.

GateHome is a gate-specialty world which is used both for central inter-company shipping and as the main base for exploration. In this way, all the necessary astrophysical computers and other tools are economically centralized for general use. Once a planet has been found and contacted, however, special gates for it are established by the companies using it, if any.

OUTER WORLDS

They number in the thousands, and more are discovered each year. Many are not suitable for exploitation. Some have indigenous races who would actively resent exploitation; other worlds have shown no special value from initial probes and explorations. The coordinates of each world are kept on file, in case anyone finds a use for them later.

No outer world is allowed to have a gate base. All are reached by focuses from gate bases on frontier worlds. This is a security measure to keep surprises from wiping out anyone but the people on the outer world.

As it costs money for a continually-open gate or even for a transponder to maintain a carrier beam for a gate, many companies just have specific times when the gate will be open, leaving the exploration teams with the job of staying alive until the gate reopens. For the most part, the teams succeed.

EMPIRE GOVERNMENTAL STRUCTURE

The Imperial Family of the Third Terran Empire has little actual power in the Empire. Originally, they were the royal family of Nalbion, the core world from which the Third Empire sprang, and their fortunes rose with the Empire's. They are almost never seen by the citizens of the Empire, and rarely step outside their gate-connected mansions and villas on a dozen of the core worlds. Being presented at court is considered a high honor, and is only done once every two or three months.

Being presented to the Emperor and his court can be a wallet-slashing proposition. Presentation outfits cost hundreds of thousands of credits and are far more ostentatious than even the normally luxurious court dress. Presentation outfits have no use except for being presented to the Emperor. Heroes have been known to beg off their privilege, unless the purse of a grateful public supported them.

There is an extensive black market in used presentation costumes.

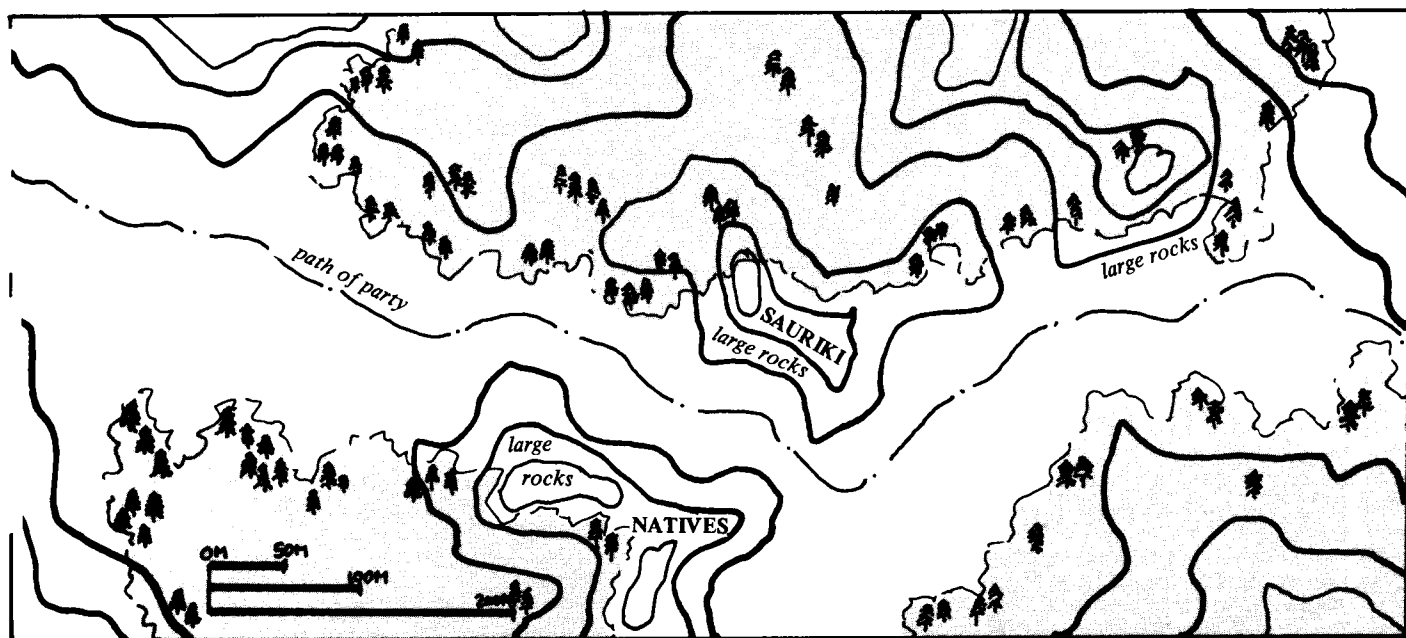
THE ADMINISTRATION

The Administration controls the use of gates through their enforcement arm, ICE. The Administrator (the head of the Administration) is appointed by the Emperor on the advice of his council; the Administrator is actually the appointee of the major corporations of the Empire.

The Administration regulates the use of the gates and maintains service to all Empire worlds. Without the gates, there would be no Empire. The core world of Nalbion is the headquarters world of the Administration; they have major regional outposts on many of the frontier worlds, and a large complex on GateHome.

WORLD GOVERNMENTS

Individual worlds within the Empire each have their own forms of government, although they all have Imperial Governors. Often the Governor has nothing to do but to represent the Empire upon ceremonial occasions, but some frontier world Governors are the sole source of authority on their planets.





Future-World

Character Name _____ Player _____

Sex _____ Age _____ Race _____

Background: (1) _____ (2) _____ (3) _____ (4) _____ (5) _____ (6) _____

STR _____	Damage _____	===== HIT POINTS =====														
CON _____		-14	-13	-12	-11	-10	-09	-08	-07	-06	-05	-04	-03	-02	-01	00
SIZ _____		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15
INT _____	Idea _____	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
POW _____	Luck _____															
DEX _____	Dodge _____	ARMOR _____ vs. Projectile _____ Laser _____ Blaster _____														
CHA _____	Persuasion _____															

===== WEAPONS =====					Attk%	Damage	Range	ENC	Rounds	===== TACPACK FUNCTIONS =====					
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	ENC _____	Energy generated _____				
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	points allotted _____	to _____				
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	Force Screen _____	K_ D_ M_ _____				
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	Electrn. War. _____	S_ CM_ _____				
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____		DCCM _____				
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	Jump Belt _____					

===== CHARACTER SKILLS =====

■ Common Skills	Relationsciences (00%) _____	Spot Hidden (20%) _____
_____	_____	Throw (20%) _____
_____	_____	_____
_____	_____	■ Technical Skills (05%)
First Aid (10%) _____	■ Stealth Skills (10%)	Communications (05%) _____
_____	Hide (10%) _____	Computer (05%) _____
Intell./Counter-Int. (05%) _____	Move Quietly (10%) _____	Engineering (05%) _____
_____	_____	Gate (05%) _____
■ Science Skills (00%)	■ Survival Skills (20%)	Maintenance (05%) _____
Biosciences (00%) _____	Jump (20%) _____	Pilot (05%) _____
Geosciences (00%) _____	Climb (20%) _____	Robotics (05%) _____
Physicalsciences (00%) _____	Fist (20%) _____	_____
_____	Listen (20%) _____	Trade (15%) _____

===== EQUIPMENT =====

===== NOTES =====

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