

Locus: A Needle in Infinite Haystacks

Robert Kern (financial planner) and his fiancée, Jessica Flynn (mathematics professor), on a hiking trip through the cloud forests of Costa Rica. One night, they wander into an area in phase with the city, and naturally freak out when they can suddenly see "monsters" and crazy landscapes everywhere.

While they're still trying to figure out what the hell is going on, they find themselves caught in the middle of a firefight between "bottom feeders," beings who scavenge (often unarmed and overwhelmed) newcomers to the city and sell them to meat packing plants as low-grade food products ("Protein Paste"), and armed members of the Newcomers Welcoming Committee. Robert is rescued by the NWC, but Jessica is snatched by a bottom feeder drone.

The NWC, after hearing Robert's story, feel it would be a great PR coup to reunite the two humans, and quickly hire "*Ricky Root's Troubleshooters, Bodyguards, and Odd Jobbers*" to try and find her, for a (rumored) \$50,000 contract.

In actuality, the NWC (led by a Cinruss named Mama Lhi) want to sell the "rare mated pair of humans" to the Locus Zoological Society for a \$500,000 reward (PCs are unlikely to discover this until the end).

INTRO

- LOCUS - Inside of a "Dyson shell" originally built by the Ventari. Radius of 7.2 miles, diameter 14.4 miles, circumference of 45 miles, and surface area of roughly 644 square miles. Composed of 12 pentagons (each with an area of 1.7 square miles) and 240 hexagons (each with an area of 2.6 square miles). New York City has a land surface area of about 305 square miles, and a population just over 8 million. Central Park is 1.3 square miles (i.e., each hexagon is roughly two Central Parks).
- GURPS - 3d6 roll under, with modifiers (range, hit location, etc), active defenses, DR
- CHARACTER PACKETS
 - ✓ Picture
 - ✓ Summary (Primary Goal, Dimensions that affect you, short history, connections to others, overview of traits)
 - ✓ Maneuvers Sheet
 - ✓ Character Sheet (Attributes, DR, Move, Active Defenses, Attacks, Advantages/Disadvantages, Skills)

PLOT

- HUMANS ARRIVE - get separated
 - Jungle dimension, light gravity, wildlife only
- RICKY ROOT'S - hired to recover Jessica
 - Ricky pulls in the six closest, seasoned agents to a meeting with Mama Lhi (Robert is "resting")
 - Given the target and objective
- MIRKA'S BAND - Nissifer bottom feeders that operate in that area
 - HQ is a giant mound, about 50 strong all told, Dimension is Magic -2
 - Jessica was stolen from them by...

- THE DIRTY HANDS - mercenaries
 - Motto: "Keep your hands clean!"
 - Led by a Phume named Aldis Nax, a gambler
 - Headquartered in a low Tech (-4 to all firearms or higher until 2 hours of familiarity), low-G forest dimension, in a castle
 - Turned Jessica over to...
- PRODUCER of the popular "Shoot It In The Face" video series, a Tungen named Gort Engus.
 - Jessica's episode is filming in the Qell home dimension of floating nest-cities, above the lethal glass-shard plains
 - Qell Security Advisor carries a new prototype weapon that can envelop a target in a dimensional "bubble" of whatever parameters the user wants. Can only fire once before requiring a lengthy reload -- it is Tech, Magic, and Psi combined
- JESSICA, if rescued, will try to fight off the PCs... she was told by the bottom feeders that Robert was probably already "sold into slavery" by the NWC (which in their eyes was worse than being eaten)
 - This is actually true, and Mama Lhi's Steksis entourage will try to take her by force
 - The Steksis can "combine" into a single giant Steksis
 - Ricky will absolutely try to stay neutral, but if he ultimately has to choose, he'll choose the long-term integrity of the firm over short-term gain

ENCOUNTERS

- Alzabo Tracker - single tracker, with sensor-laden collar. After Sanriss and anyone who gets in his way (because Sanriss stole a prized drinking goblet, the Cup of Kings, from the Ooshoo).
- Alzabo Hit Squad - four Alzabo
- A salvage and recovery team from McDougal's Family Roundup, tracking Tex to return their "property" (and the ARG).

SCENES

- A terrified newcomer running screaming through the city streets
- A corpse on the street, "eats" the first being to try to steal its shoes
- A lone Typpen, stranded just yards from a body of water
- A crowd betting on two tiny "humans" fighting to the death in a Rock 'Em Sock 'Em Robot ring
- A human-sized cocoon spawning a moth-woman
- Sirini slave barges, looking to shanghai
- A dimension phasing out, everyone rushing to get to the city (and back into the new zone)
- Robot target practice (they scream as they die and beg for their lives)
- Armed pizza delivery
- Rampaging dinosaur

DIMENSIONS

- All become foreign cells in the same being's body, attacked by immune system
- Spawns 'mirror images' of the party who attack
- Traveling cities on behemoth's backs
- All PCs switch minds with the PC to their left
- Underground warrens

- Tiny settlements (beings are about a half-inch tall)
- Swarms of flesh-eating bugs
- Jungle, Ice Plains, Underwater, Toxic Atmosphere (Poison, Acidic), Lava Fields, Low/Heavy Gravity, Snow/Lightning/Meteor Storms, on and on

Appendix: PC Abilities

IFFRI

Must be in physical contact with the subject. Concentrate for one second and make an IQ roll. Roll at -2 if the subject is unconscious.

Heal Injuries: On a success, you can heal any number of HP. This costs you 1 FP per 2 HP healed (round up). Failure costs 1d FP, but you can try again; critical failure also causes the recipient 1d damage. Even 1 HP of healing will stop bleeding. By rolling at -6, you can repair a crippled but whole limb if you completely heal the HP lost to the crippling injury. For instance, to heal a hand crippled by 4 points of damage, make an IQ-6 roll and spend 2 FP. Each healer gets only one attempt per crippled limb. Healing cannot restore lost limbs or bring back the dead.

Cure Disease: This requires an IQ roll at a modifier determined by the GM – from +1 for the common cold to -15 for AIDS. The FP cost is equal to twice the penalty, minimum 1 FP. For instance, it would cost 6 FP to cure a disease that calls for an IQ-3 roll.

If used more than once per day on a given subject, apply a cumulative -3 per successful healing of the same type (injury or disease) on that subject. This penalty accumulates until a full day has passed since the most recent healing.

SANRISS

Triple-Weapon Attack to fire all three pistols at up to three separate targets, each at -4. Foe defends at -1 if he is the target of two attacks, or -2 from all three.

TEX

ARG gives a +2 to all rolls for "making tech work" in a low tech zone.

Fragile(Explosive). When Tex is hit with a critical in combat, his foe needs to roll a second time. If that roll is a 3 or 4, Tex immediately *explodes* for a 4d6 burn incendiary attack to himself.

Those in adjacent hexes have their 4d6 damage divided (round down) by 3; those at range 2, divided by 6; and those at range 3, divided by 9. Only a successful Dodge and Drop (+3 to Dodge, leaves you prone, -4 to melee attack, -3 to active defenses) will avoid this damage altogether. Use torso to determine DR.

Injury Tolerance means you never bleed, and change wounding modifiers for imp and pi++ to x1; pi+ to x1/2; pi to x1/3; and pi- to x1/5

ZEENIN

Corrosion Attack costs 2 FP per attack, reduces DR by 1 for every 4 points of damage in a 2-yard splash area.

MIRKA'S BAND - Nissifers

GRUNTS

ST: 10 **DX:** 10 **IQ:** 10 **HT:** 10 **HP:** 10 **Will:** 10 **Per:** 10 **FP:** 10

Move: 5 **Speed:** 5 **Sw/Thr:** 1d/1d-2

Dodge: 8 **Parry:** 9 **Block:** 6

DR: 2 (Skull)

Guns (Pistol)-12 Dmg 2d pi, Acc 2, Range 100/1000, RoF 1, Shots 6, Bulk -2, Rcl 4

Spear-12 Dmg 1d+1 imp, Reach 1, 2

Punch-12/Kick-10 Dmg 1d-3 cr, Reach C, Parry 0 / Dmg 1d-1 cr, Reach C,1, Parry No

1) 10 2) 10 3) 10 4) 10 5) 10 6) 10
7) 10 8) 10 9) 10 10) 10 11) 10 12) 10

SERGEANTS

ST: 12 **DX:** 12 **IQ:** 10 **HT:** 10 **HP:** 12 **Will:** 10 **Per:** 10 **FP:** 10

Move: 5 **Speed:** 5.5 **Sw/Thr:** 1d+2/1d-1

Dodge: 8 **Parry:** 10 **Block:** 8

DR: 2 (Skull), 4 (Torso)

Guns (Pistol)-14 Dmg 2d+3 pi, Acc 2, Range 100/1000, RoF 1, Shots 6, Bulk -2, Rcl 4

Sword-12 Dmg 1d+3 cut, 1d+1 imp, Reach C,1

Punch-14/Kick-12 Dmg 1d-1 cr, Reach C, Parry 0 / Dmg 1d+1 cr, Reach C,1, Parry No

13) 12 14) 12 15) 12 16) 12

LEADERS

ST: 13 **DX:** 13 **IQ:** 11 **HT:** 11 **HP:** 13 **Will:** 11 **Per:** 11 **FP:** 11

Move: 6 **Speed:** 6 **Sw/Thr:** 2d-1/1d

Dodge: 10 **Parry:** 12 **Block:** 10 Combat Reflexes

DR: 2 (Skull), 6 (Torso, Arms, Legs)

Guns (Pistol)-16 Dmg 3d pi, Acc 2, Range 120/1300, RoF 1, Shots 6, Bulk -2, Rcl 4

Guns (Rifle)-14 Dmg 2d+3 pi+, Acc 3, Range 300/2000, RoF 1, Shots 15+1, Bulk -5, Rcl 2

Sword-14 Dmg 1d+4 cut, 1d+2 imp, Reach C,1

Punch-16/Kick-14 Dmg 1d cr, Reach C, Parry 0 / Dmg 1d+2 cr, Reach C,1, Parry No

17) 13 18) 13

DIRTY HANDS - Mercenaries (mixed races)

GRUNTS

ST: 12 **DX:** 12 **IQ:** 10 **HT:** 10 **HP:** 12 **Will:** 10 **Per:** 10 **FP:** 10

Move: 5 **Speed:** 5.5 **Sw/Thr:** 1d+2/1d-1

Dodge: 8 **Parry:** 10 **Block:** 8

DR: 2 (Skull), 4 (Torso)

Guns (Pistol)-14 Dmg 2d+3 pi, Acc 2, Range 100/1000, RoF 1, Shots 6, Bulk -2, Rcl 4

Sword-12 Dmg 1d+3 cut, 1d+1 imp, Reach C,1

Punch-14/Kick-12 Dmg 1d-1 cr, Reach C, Parry 0 / Dmg 1d+1 cr, Reach C,1, Parry No

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7) 12 **8)** 12 **9)** 12 **10)** 12 **11)** 12 **12)** 12

SERGEANTS

ST: 13 **DX:** 13 **IQ:** 11 **HT:** 11 **HP:** 13 **Will:** 11 **Per:** 11 **FP:** 11

Move: 6 **Speed:** 6 **Sw/Thr:** 2d-1/1d

Dodge: 10 **Parry:** 12 **Block:** 10 Combat Reflexes

DR: 2 (Skull), 6 (Torso, Arms, Legs)

Guns (Pistol)-16 Dmg 3d pi, Acc 2, Range 120/1300, RoF 1, Shots 6, Bulk -2, Rcl 4

Guns (Rifle)-14 Dmg 2d+3 pi+, Acc 3, Range 300/2000, RoF 1, Shots 15+1, Bulk -5, Rcl 2

Sword-14 Dmg 1d+4 cut, 1d+2 imp, Reach C,1

Punch-16/Kick-14 Dmg 1d cr, Reach C, Parry 0 / Dmg 1d+2 cr, Reach C,1, Parry No

13) 13 **14)** 13 **15)** 13 **16)** 13

LEADERS

ST: 14 **DX:** 14 **IQ:** 12 **HT:** 12 **HP:** 14 **Will:** 12 **Per:** 12 **FP:** 12

Move: 6 **Speed:** 6.5 **Sw/Thr:** 2d/1d

Dodge: 10 **Parry:** 12 **Block:** 10 Combat Reflexes, High Pain Threshold

DR: 2 (Skull, Feet), 8 (Torso, Arms, Hands, Legs, Groin)

Guns (Pistol)-18 Dmg 3d pi, Acc 2, Range 120/1300, RoF 1, Shots 6, Bulk -2, Rcl 4

Guns (Rifle)-16 Dmg 3d pi+, Acc 3, Range 300/2000, RoF 1, Shots 15+1, Bulk -5, Rcl 2

Knife-16 Dmg 2d-2 cut/1d imp, Reach C,1/C, Parry -1

Punch-18/Kick-16 Dmg 1d cr, Reach C, Parry 0 / Dmg 1d+2 cr, Reach C,1, Parry No

Spells: Explosive Fireball, Haste, Reverse Missiles

17) 14 **18)** 14

"Shoot It In The Face" Security - Qell

GRUNTS

ST: 13 **DX:** 13 **IQ:** 11 **HT:** 11 **HP:** 13 **Will:** 11 **Per:** 11 **FP:** 11

Move: 6 **Speed:** 6 **Sw/Thr:** 2d-1/1d

Dodge: 10 **Parry:** 12 **Block:** 10 **Combat Reflexes**

DR: 2 (Skull), 6 (Torso, Arms, Legs)

Guns (Pistol)-16 Dmg 3d burn, Acc 2, Range 120/1300, RoF 1, Shots 6, Bulk -2, Rcl 1

Guns (Rifle)-14 Dmg 2d+3 pi+, Acc 3, Range 300/2000, RoF 1, Shots 15+1, Bulk -5, Rcl 2

Sword-14 Dmg 1d+4 cut, 1d+2 imp, Reach C,1

Punch-16/Kick-14 Dmg 1d cr, Reach C, Parry 0 / Dmg 1d+2 cr, Reach C,1, Parry No

1) 13 2) 13 3) 13 4) 13 5) 13 6) 13
7) 13 8) 13 9) 13 10) 13 11) 13 12) 13

SERGEANTS

ST: 14 **DX:** 14 **IQ:** 12 **HT:** 12 **HP:** 14 **Will:** 12 **Per:** 12 **FP:** 12

Move: 6 **Speed:** 6.5 **Sw/Thr:** 2d/1d

Dodge: 10 **Parry:** 12 **Block:** 10 **Combat Reflexes, High Pain Threshold**

DR: 2 (Skull, Feet), 8 (Torso, Arms, Hands, Legs, Groin)

Guns (Pistol)-16 Dmg 3d(2) burn, Acc 2, Range 120/1300, RoF 1, Shots 6, Bulk -2, Rcl 1

Sword-14 Dmg 2d cut, 1d+2 imp, Reach C,1

Punch-16/Kick-14 Dmg 1d cr, Reach C, Parry 0 / Dmg 1d+2 cr, Reach C,1, Parry No

13) 14 14) 14 15) 14 16) 14

LEADERS

ST: 14 **DX:** 16 **IQ:** 12 **HT:** 12 **HP:** 15 **Will:** 12 **Per:** 12 **FP:** 12

Move: 7 **Speed:** 7 **Sw/Thr:** 2d/1d

Dodge: 11 **Parry:** 13 **Block:** 11 **Combat Reflexes, High Pain Threshold**

DR: 2 (Skull, Feet), 10 (Torso, Arms, Hands, Legs, Groin)

Guns (Pistol)-18 Dmg Dmg 3d(2) burn, Acc 2, Range 120/1300, RoF 1, Shots 6, Bulk -2, Rcl 1

Guns (Rifle)-16 Dmg 3d pi+, Acc 3, Range 300/2000, RoF 1, Shots 15+1, Bulk -5, Rcl 2

Sword-16 Dmg 2d+2 cut, 1d+4 imp, Reach C,1

Punch-18/Kick-16 Dmg 1d cr, Reach C, Parry 0 / Dmg 1d+2 cr, Reach C,1, Parry No

Spells: Explosive Fireball, Haste, Reverse Missiles

17) 15 18) 15

STEKISIS

ST: 14 **DX:** 14 **IQ:** 12 **HT:** 12 **HP:** 14 **Will:** 12 **Per:** 12 **FP:** 12

Move: 6 **Speed:** 6.5 **Sw/Thr:** 2d/1d

Dodge: 10 **Parry:** 12 **Block:** 10 **Combat Reflexes, High Pain Threshold**

DR: 6 (Skull, Feet), 8 (Torso, Arms, Hands, Legs, Groin)

Punch-16 Dmg 2d+2(2) cut, Reach C, Parry 0

Kick-14 Dmg 2d+4(2) cut, Reach C,1, Parry No

1) 14

2) 14

3) 14

4) 14

5) 14

6) 14

GIANT STEKISIS or ALZABO

ST: 20 **DX:** 16 **IQ:** 10 **HT:** 12 **HP:** 20 **Will:** 12 **Per:** 12 **FP:** 12

Move: 7 **Speed:** 7 **Sw/Thr:** 3d+2/2d-1

Dodge: 11 **Parry:** 12 **Block:** 10 **Combat Reflexes, High Pain Threshold**

DR: 10 (all)

Punch-16 x2 Dmg 3d+2(2) cut, Reach C, Parry 0

Kick-14 x2 Dmg 4d(2) cut, Reach C,1, Parry No

1) 20

2) 20

3) 20

4) 20

MAMA LHI

ST: 14 **DX:** 14 **IQ:** 15 **HT:** 12 **HP:** 15 **Will:** 15 **Per:** 14 **FP:** 12

Move: 6 **Speed:** 6.5 **Sw/Thr:** 2d/1d

Dodge: 10 **Parry:** 11 **Block:** 10 **Combat Reflexes, High Pain Threshold**

DR: 8 (all)

Punch-16 x2 Dmg 3d+2(2) cut, Reach C, Parry 0

Kick-14 x2 Dmg 4d(2) cut, Reach C,1, Parry No

Dominate-14 vs. Will, MoS is duration in turns

Force Push-14 vs. Will, MoS is hexes moved, 1d6 damage per hex if hitting something solid

1) 15



Ricky Root's
Troubleshooters,
Bodyguards,
& Odd Jobbers



IFFRI
Psionicist, Healer

Iffri, Estalli psionist and healer

Primary Goal, to learn as much as possible while still completing missions for your employer.

Dimensions with no or little Psi will affect all your psionic advantages, either suppressing them entirely or requiring an IQ roll for each attempt to do something psionically (often at a penalty).

You've been in the city of Locus for close to 50 years, finally discovering your way here after a lifetime of research. No other place in the multiverse offers such a unique opportunity for learning from thousands of diverse civilizations. It's *almost* enough to satisfy your **Curious** nature and unending thirst for knowledge.

Your healing abilities make it easy to earn a living, given the dangerous nature of the city. For the past three years you have been a field agent for "*Ricky Root's Troubleshooters, Bodyguards, and Odd Jobs*."

Kaldun is your closest friend here, and the one who got you your current job. The two of you share a love for *Ent Kuda*, a locally popular Chess-like board game played on a 12x12 grid with 24 pieces per player.

You're also on friendly terms with **Vessa** (who shares your love of history and lore) and **Zeenin** (who has not only traveled far and wide, but loves to tell tales of his adventures).

Tex and **Sanriss** have only been with the company for a few months. They pull their weight in the field, though, and you try to have their backs (due to your **Duty** to the team).

- **Area Knowledge** or **Current Affairs** to see what you know about anyone or anything in the city
- **Damage Resistance 8** protects you from damage psionically
- **Detect Lies** on sentient beings
- **Fast-Talk** to influence people
- **Flight** at your normal Move
- **Innate Attack** to hurt people by focusing your psychokinetic cutting attack (and rolling 3d6 against your skill of 15)
- **IQ (14)** to activate your psionic **Healing** and heal people (by 2 HP for every 1 FP you spend. FP refresh at a rate of 1 per 10 minutes of rest)
- **Luck** to reroll a poor roll twice more and take the best of three (or make an NPC take the worst of three), usable once per hour of real time
- **Merchant** to appraise the value of items
- **Research** to discover new information
- **Stealth** to sneak around
- **Telecommunication** to keep the team in constant contact (except for Tex)
- **Telekinesis** to manipulate things within 10 yards, with a ST of 10

Questions about anything else on your character sheet? Just ask!

MANEUVERS

AIM (1): aim a Ranged weapon/attack to get its Accuracy bonus (additional +1 for two turns, +2 for three or more turns)

ALL-OUT ATTACK (3): +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but NO DEFENSE!

ALL-OUT DEFENSE (1): +2 to one active defense, *or* two *different* defenses against a single attack

ATTACK (1): attack unarmed or with a ready weapon/ability

CHANGE POSTURE (0): switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying to standing takes two turns)

CONCENTRATE (1): focus on a mental task

COMMITTED ATTACK (1): +2 to hit, *or* +1 damage (Melee only) – but -2 to usable defenses (no Parry with the hand you attacked with, no Block if you attacked with shield/cloak, no Dodge if you kicked. Cannot Retreat)

DEFENSIVE ATTACK (1): -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), *or* +2 to DX roll to avoid falling

DO NOTHING (0): take no action

EVALUATE (1): study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)

FEINT (1): fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever is highest)

MOVE AND ATTACK (6): move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

MOVE (6): do nothing but move

READY (1): prepare a weapon or other item, reload a weapon, etc.

WAIT (var): hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

ATTACK/DEFENSE OPTIONS

Deceptive Attack: Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

Telegraphic Attack: +4 to hit (Melee only), but also +2 to target's active defenses

Rapid Strike: Make two attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per* attack), OR...

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

Feverish Defense*: Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking)

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry or Block

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

Name: Iffri

Description: Estalli psionistic and healer

ST **8** HP **10**
DX **12** Will **14**
IQ **14** Per **14**
HT **10** FP **10**

Damage Resistance			
Eyes	8	Arms	8
Neck	8	Hands	8
Skull	8	Legs	8
Face	8	Feet	8
Torso	8	Groin	8

Advantages
Damage Resistance 8 (TK Shield)
Flight
Healing (costs 1 FP/2 HP healed)
Innate Attack (cutting)
Luck
Telecommunication
Telekinesis 10
(all psychic in nature)

Disadvantages
Curious
Duty: Ricky Root's TBOJ
No Legs
Weak Arms (ST 2)

Move: 6 Speed: 5.5
Dodge: 9 Parry: 10 Block: 7

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
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Skills

Name	Level	Name	Level
Area Knowledge (Locus)	13		
Current Affairs (Locus)	14		
Detect Lies	13		
Fast-Talk	14		
Innate Attack	15		
Merchant	13		
Research	14		
Stealth	14		
Throwing	13		

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Innate Attack*	15	3d cut	3	10/100	1	-	-	1
Telekinesis:Thrust	14	1d-2 cr	-	20	-	-	-	-
Telekinesis:Swing	14	1d cr	-	20	-	-	-	-

* Can be Dodged

Possessions

Personal Gear



KALDUN
Soldier, Bodyguard

Kaldun, Dirdin soldier and bodyguard

Primary Goal, to complete missions for your employer while maintaining your personal **Code of Honor** and keeping the team intact.

Dimensions with no or little **Magic** will affect your **Arrowless Bow**; those with no or little **Tech** will affect your **Force Shield**.

You've been in the city of Locus for about 8 years now, ever since you and three members of your patrol stumbled here and were stranded. You were soldiers and stuck together at first, but eventually it became clear your home dimension wouldn't be returning anytime soon and you slowly began building a new life in the city.

After a few months as a freelance bodyguard, you soon found work as a field agent for "*Ricky Root's Troubleshooters, Bodyguards, and Odd Jobbers*." The pay is good, adventures constant.

Iffri is probably your closest friend here -- the two of you met playing *Ent Kuda*, a locally popular Chess-like board game played on a 12x12 grid with 24 pieces per player. A few years ago, you were able to get him a job as a fellow Ricky Root agent.

You're also on friendly terms with **Tex** and **Sanriss**, who share your warrior spirit (if not your personal ethics), even though they've only been with the company a few months and you still keep an eye on them to make sure they're working out.

Vessa and **Zeenin** are solid agents -- they pull their weight in the field, and your **Duty** to the team means you always have their backs. So far, they are just decent "work friends."

- **Area Knowledge** to see what you know about anyone or anything in the city
- **Block** incoming attacks with your TL 10 **Force Shield**
- **Bow** to hurt people from afar with your magic longbow
- **Code of Honor** affects how you conduct yourself as a former soldier ("Complete the mission while leaving no teammate behind and keeping non-combatant casualties to the bare minimum").
- **Diplomacy** to influence people
- **Extra Attack** lets you make *two* melee attacks every turn
- **First Aid** to stop someone's bleeding or heal their wounds
- **Karate** or **Saber** to hurt people close up either unarmed or with your saber
- **Luck** to reroll a poor roll twice more and take the best of three (or make an NPC take the worst of three), usable once per hour of real time
- **Stealth** to sneak around

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ATTACK (1): attack unarmed or with a ready weapon/ability

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DO NOTHING (0): take no action

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FEINT (1): fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever is highest)

MOVE AND ATTACK (6): move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

MOVE (6): do nothing but move

READY (1): prepare a weapon or other item, reload a weapon, etc.

WAIT (var): hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

ATTACK/DEFENSE OPTIONS

Deceptive Attack: Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

Telegraphic Attack: +4 to hit (Melee only), but also +2 to target's active defenses

Rapid Strike: Make two attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per* attack), OR...

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

Feverish Defense*: Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking)

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry or Block

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

Name: Kaldun

Description: Dirdin, soldier and bodyguard.

ST **14** HP **14**
 DX **15** Will **11**
 IQ **11** Per **12**
 HT **13** FP **11**

Damage Resistance	
Eyes	0 Arms 8
Neck	0 Hands 0
Skull	2 Legs 8
Face	0 Feet 0
Torso	8 Groin 8

Advantages

Combat Reflexes
 Extra Attack 1 (Melee only)
 Luck
 Striking ST 2

Disadvantages

Code of Honor (Soldier)
 Duty: Ricky Root's TBOJ

Move: 7 Speed: 7
 Dodge: 11 Parry: 12 Block: 11

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Punch	15	1d+1 cr	C	11
Kick	13	1d+2 cr	C,1	-
Bite	15	1d cut	C	-
Saber, Swing	16	2d+3 cut	1	12F
Saber, Thrust	16	1d+4 imp	1	12F
Large Knife, Swing	15	2d cut	C, 1	10
Large Knife, Thrust	15	1d+1 imp	C	10
Force Shield, Bash	11	1d+1 cr	1	-
Force Shield, Rush	11	slam+3 cr	1	-

Skills

Name	Level	Name	Level
Area Knowledge (Locus)	11		
Bow	15		
Climbing	14		
Diplomacy	11		
Fast-Draw (Sword)	16		
First Aid	12		
Karate	15		
Saber	16		
Shield	15		
Stealth	14		
Thrown Weapon (Knife)	12		

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Arrowless Bow	15	2d+1(2)imp	3	336/420	1	1	-5	-
Large Knife	12	1d+1 imp	-	13/24	1	T(1)	-2	

Possessions

Saber (Very Fine, TL 4)
 Large Knife (TL 0)
 Arrowless Bow (Fine, Magic)
 Dirdin Armor (TL 9)
 Force Shield (TL 10)
 Personal Gear



SANRISS
Enforcer for hire

Sanriss, Trit enforcer for hire

Primary Goal, to survive in the city by completing missions for your employer without getting caught taking shortcuts and occasionally skimming in the field.

Dimensions with no or little Tech will affect your Laser Pistols.

You've been in the city of Locus your entire life -- your home dimension has been in phase since you were born. Your six eyes allow you to see (and aim) in all directions at once, and your third arm often gives you an edge against many of the more "crippled" races that only have two.

After working as a freelance enforcer for hire the past five years, three months ago you finally secured a contract as a field agent for "*Ricky Root's Troubleshooters, Bodyguards, and Odd Jobbers.*" The pay is good, and the work is steady.

Zeenin is probably your closest ally in the city. He seems to share your wild side and distaste for rules and red tape.

You're also on friendly terms with both **Vessa** and **Iffri**, who keep you healed and alive once the blood starts flowing.

Kaldun and **Tex** are solid agents -- your **Duty** to the team means you watch their backs to keep getting paid -- but they both seem vaguely more loyal to the job and Ricky Root than the team.

- **360° Vision, Enhanced Tracking, and Extra Arms 1** let you take a *Triple-Weapon Attack* to fire all three pistols at up to three separate targets, each at -4. Foe defends at -1 if he is the target of two attacks, or -2 from all three
- **Area Knowledge** to see what you know about anyone or anything in the city
- **Beam Weapons** to hurt people from afar with your Laser Pistols
- **Callous** means you care little for the pain of others (though you can hide it well)
- **Enemy** means you have a bounty on your head, and are pursued by Alzabo Trackers
- **First Aid** to stop someone's bleeding or heal their wounds
- **Intimidation** to influence people
- **Knife** or **Wrestling** to hurt people close up
- **Luck** to reroll a poor roll twice more and take the best of three (or make an NPC take the worst of three), usable once per hour of real time
- **Scrounging** to find usable items as needed
- **Stealth** to sneak around

Questions about anything else on your character sheet? Just ask!

MANEUVERS

AIM (1): aim a Ranged weapon/attack to get its Accuracy bonus (additional +1 for two turns, +2 for three or more turns)

ALL-OUT ATTACK (3): +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but NO DEFENSE!

ALL-OUT DEFENSE (1): +2 to one active defense, *or* two *different* defenses against a single attack

ATTACK (1): attack unarmed or with a ready weapon/ability

CHANGE POSTURE (0): switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying to standing takes two turns)

CONCENTRATE (1): focus on a mental task

COMMITTED ATTACK (1): +2 to hit, *or* +1 damage (Melee only) – but -2 to usable defenses (no Parry with the hand you attacked with, no Block if you attacked with shield/cloak, no Dodge if you kicked. Cannot Retreat)

DEFENSIVE ATTACK (1): -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), *or* +2 to DX roll to avoid falling

DO NOTHING (0): take no action

EVALUATE (1): study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)

FEINT (1): fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever is highest)

MOVE AND ATTACK (6): move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

MOVE (6): do nothing but move

READY (1): prepare a weapon or other item, reload a weapon, etc.

WAIT (var): hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

ATTACK/DEFENSE OPTIONS

Deceptive Attack: Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

Telegraphic Attack: +4 to hit (Melee only), but also +2 to target's active defenses

Rapid Strike: Make two attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per* attack), OR...

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

Feverish Defense*: Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking)

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry or Block

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

Name: Sanriss

Description: Trit, ex-enforcer for hire.

ST **13** HP **13**
 DX **14** Will **11**
 IQ **11** Per **13**
 HT **12** FP **12**

Damage		Resistance	
Eyes	0	Arms	8
Neck	0	Hands	0
Skull	2	Legs	8
Face	0	Feet	0
Torso	8	Groin	8

Advantages

360° Vision
 Ambidexterity
 Enhanced Tracking 2
 Extra Arms 1
 Luck

Disadvantages

Callous
 Duty: Ricky Root's TBOJ
 Enemy: Alzabo Trackers

Move: 6 Speed: 6.5
 Dodge: 9 Parry: 10 Block: 8*

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Punch	14	1d-1 cr	C	10
Kick	12	1d cr	C,1	-
Bite	14	1d-1 cr	C	-
Large Knife, Swing	15	2d-1 cut	C,1	9
Large Knife, Thrust	15	1d+2 imp	C	9

Skills

Name	Level	Name	Level
Area Knowledge (Locus)	11		
Beam Weapons (Pistol)	16		
Climbing	14		
Fast-Draw (Knife)	14		
Fast-Draw (Pistol)	15		
First Aid	12		
Intimidation	12		
Knife	15		
Scrounging	14		
Stealth	14		
Thrown Weapon	14		
Wrestling	16		

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Laser Pistol	16	3d(2) burn	6	200/600	1	30(3)	-2	1
Large Knife	14	1d+2(2)imp	-	10/20	1	T(1)	-2	-

Possessions

Laser Pistols (x3, TL 10)
 Trit Armor (TL 8)
 Large Knives (x3)
 Personal Gear



TK-472 ("TEX")
Security, Bodyguard

Tex (TX-472), Robot security and bodyguard

Primary Goal, to complete any assigned mission while keeping your employer's interests *first*.

Dimensions with no or little Tech will affect *everything* you do, as well as your Heavy Pistols.

You were built in a dimension in phase with the city of Locus 15 years ago, as entertainment (and security) at an Old West themed restaurant called McDougal's Family Roundup.

About six months ago, your home dimension went out of phase while you were off on a booze run for the boss. To make ends meet, you began working as private security and bodyguard until three months ago when you were hired as a field agent for "*Ricky Root's Troubleshooters, Bodyguards, and Odd Jobbers*." The pay is good, and the adventures constant.

To ensure that you could travel through the city without powering down every time you hit a low-tech dimension, you were built with a small Artificial Reality Generator (ARG) in your core -- though you usually keep that a **Secret** since it is a *very* valuable piece of technology (gives a +2 bonus against Tech penalties, though won't help against dimensions with No Tech).

Unfortunately, the core is not entirely stable -- there is a small chance you will *explode* someday if you ever take a hard enough hit! (If a foe critically hits you, he rolls a second time. If that roll is a 3 or 4, you explode for 4d6 damage to yourself and anyone adjacent).

Vessa is your closest friend here -- you've spent a lot of time together while he maintains and repairs your systems (he is the only other being who knows your **Secret**).

You're also on friendly terms with **Kaldun** (who takes his job seriously) and **Zeenin** (who enjoys a good night out on the town when the mission's over).

Sanriss and **Iffri** both pull their weight in the field, and your **Duty** to the team means you always have their backs. So far, they are just solid "work friends."

- **Area Knowledge** to see what you know about anyone or anything in the city
- **Brawling** (with or without **Claws**) to hurt people close up, use if you'd rather not shoot
- **Computer Hacking** and **Electronics Operation (Security)** for bypassing security
- **First Aid** to stop someone's bleeding or heal their wounds
- **Guns** to hurt people from afar, with your 10mm Heavy Pistols
- **Injury Tolerance** means you never bleed, and change wounding modifiers for imp and pi++ to x1; pi+ to x1/2; pi to x1/3; and pi- to x1/5
- **Intimidation** or **Savoir-Faire** (for entertainers or security types) to influence people
- **Luck** to reroll a poor roll twice more and take the best of three (or make an NPC take the worst of three), usable once per hour of real time
- **Mechanic** to repair vehicles, robots, etc. (including yourself)
- **Stealth** to sneak around

Questions about anything else on your character sheet? Just ask!

MANEUVERS

AIM (1): aim a Ranged weapon/attack to get its Accuracy bonus (additional +1 for two turns, +2 for three or more turns)

ALL-OUT ATTACK (3): +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but NO DEFENSE!

ALL-OUT DEFENSE (1): +2 to one active defense, *or* two *different* defenses against a single attack

ATTACK (1): attack unarmed or with a ready weapon/ability

CHANGE POSTURE (0): switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying to standing takes two turns)

CONCENTRATE (1): focus on a mental task

COMMITTED ATTACK (1): +2 to hit, *or* +1 damage (Melee only) – but -2 to usable defenses (no Parry with the hand you attacked with, no Block if you attacked with shield/cloak, no Dodge if you kicked. Cannot Retreat)

DEFENSIVE ATTACK (1): -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), *or* +2 to DX roll to avoid falling

DO NOTHING (0): take no action

EVALUATE (1): study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)

FEINT (1): fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever is highest)

MOVE AND ATTACK (6): move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

MOVE (6): do nothing but move

READY (1): prepare a weapon or other item, reload a weapon, etc.

WAIT (var): hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

ATTACK/DEFENSE OPTIONS

Deceptive Attack: Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

Telegraphic Attack: +4 to hit (Melee only), but also +2 to target's active defenses

Rapid Strike: Make two attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per* attack), OR...

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

Feverish Defense*: Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking)

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry or Block

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

Name: **Tex (TX-472)**

Description: **Robot, ex-security and bodyguard.**

ST **15** HP **15**
 DX **12** Will **12**
 IQ **12** Per **12**
 HT **12** FP **0**

Damage Resistance			
Eyes	8	Arms	8
Neck	8	Hands	8
Skull	8	Legs	8
Face	8	Feet	8
Torso	8	Groin	8

Advantages	Disadvantages
Ambidexterity	Duty: Ricky Root's TBOJ
Claws (Talons)	Fragile (Explosive)
Combat Reflexes	Secret: Contain an ARG
Damage Resistance 8	
High Pain Threshold	
Immunity to Metabolic Hazards	
Injury Tolerance (No Blood, Unliving)	
Luck	

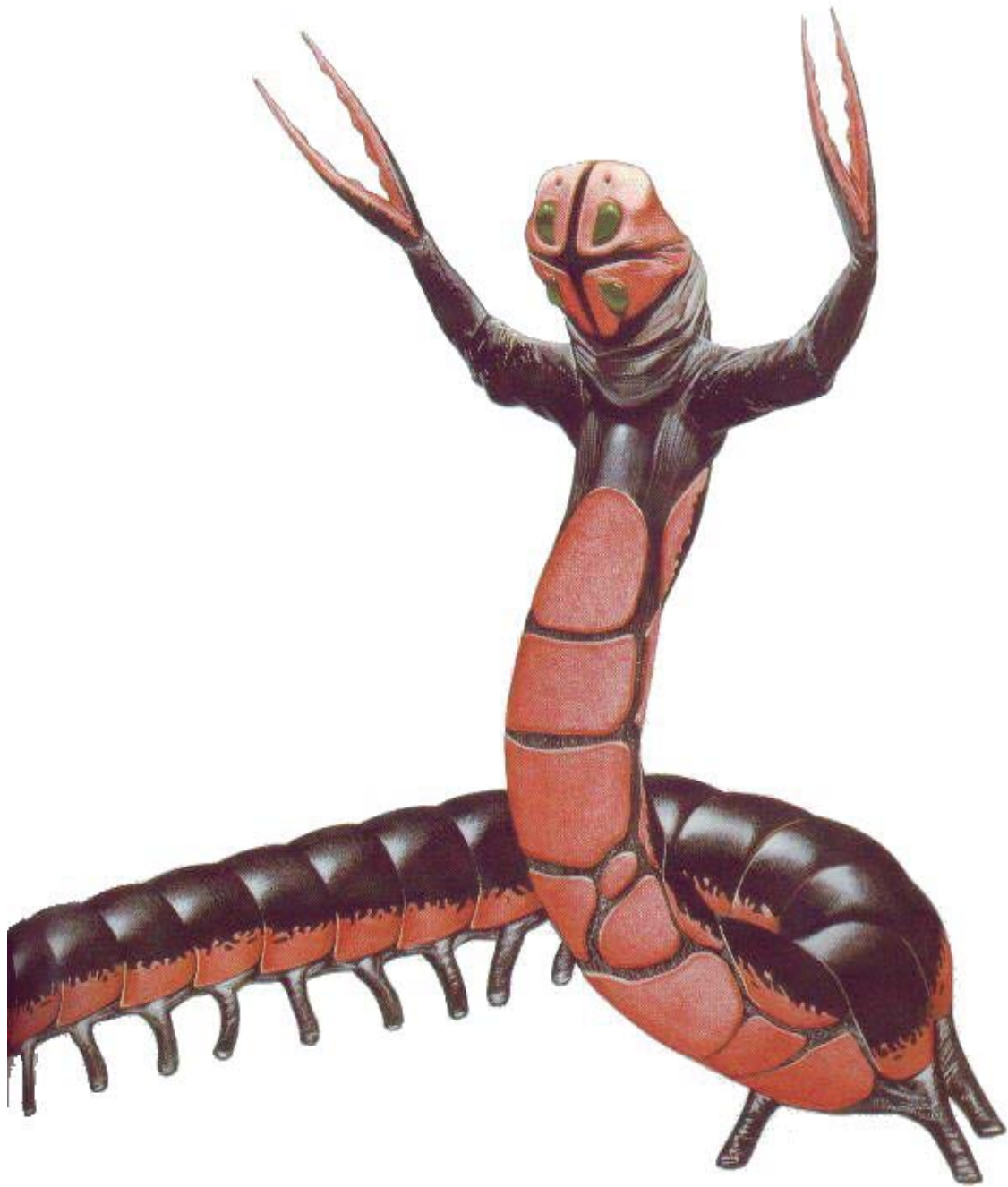
Move: 6 Speed: 6
 Dodge: 10 Parry: 11 Block: 8*

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Punch	14	1d+2 cr, cut, or imp	C	11
Kick	12	1d+3 cr	C,1	-

Skills			
Name	Level	Name	Level
Area Knowledge (Locus)	12		
Brawling	14		
Climbing	12		
Computer Hacking	14		
Computer Programming	14		
Elec. Op. (Security)	13		
Fast-Draw (Pistol)	14		
First Aid	13		
Guns (Pistol)	16		
Intimidation	12		
Law (Locus)	12		
Mechanic	12		
Savoir-Faire (Entertain.)	12		
Savoir-Faire (Security)	12		
Stealth	11		
Throwing	12		

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Heavy Pistol	16	3d pi+	4	180 yds/ 1.1 miles	3	9(3)	-2	3

Possessions
 Heavy Pistols (x2, TL 9)
 54 Rounds of 10mm ammo
 First Aid Kit (Organic, +2 to skill)
 First Aid Kit (Robotic, +2 to skill)
 Personal Gear



VESSA
Mage, Healer

Vessa, Myzaleet mage and healer

Primary Goal, to be always expanding your knowledge of Magic as you search for a way to teleport back home.

Dimensions with no or little **Magic** will affect your ability to cast spells.

You've been in the city of Locus for four years, ever since a magical research mishap teleported and stranded you here. Magic doesn't work everywhere in the city, but luckily you are a Myzaleet -- you have pincers and a poisonous tail stinger to defend yourself when you can't use magic.

Since shortly after arriving, you have been a field agent for "*Ricky Root's Troubleshooters, Bodyguards, and Odd Jobbers.*" The pay is adequate, and the missions take you all over the city, where you can keep an eye out for ways back home.

Tex is the closest thing you have to a friend in Locus -- you've spent a lot of time together while you maintains and repair his systems (you are the only other being who knows his **Secret...** there is a small Artificial Reality Generator embedded in his frame).

You're also on friendly terms with **Iffri** (who shares your passion for knowledge) and **Sanriss** (who pays you well and frequently for all manner of healing even outside of missions).

Kaldun and **Zeenin** both pull their weight in the field, and your **Duty** to the team means you always have their backs. While decent enough "work friends," they both seem more loyal to the job and Ricky Root than the team.

- **Area Knowledge** to see what you know about anyone or anything in the city
- **Brawling** or **Innate Attack** to hurt people close up with your pincers or poisonous tail stinger (HT roll to avoid 1d poison damage for 1d turns)
- **Computer Hacking** to bypass or gain control of computers
- **Diplomacy** to influence people
- **Explosive Fireball, Fireball, or Lightning** to hurt people from afar
- **First Aid** or **Physician** to heal people mundanely
- **Lend Energy, Lend Vitality, Major Healing, or Minor Healing** to heal people magically
- **Lockpicking** to bypass mundane locks
- **Luck** to reroll a poor roll twice more and take the best of three (or make an NPC take the worst of three), usable once per hour of real time
- **Mechanic** to repair vehicles, robots, machinery, etc.
- **Powerstone** gives you 6 extra FP for powering spells (regenerates 1 FP/10 minutes)
- **Stealth** to sneak around
- **Spells** to do a wide variety of tasks in dimensions where Mana is available (*see list*)

Questions about anything else on your character sheet? Just ask!

MANEUVERS

AIM (1): aim a Ranged weapon/attack to get its Accuracy bonus (additional +1 for two turns, +2 for three or more turns)

ALL-OUT ATTACK (3): +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but NO DEFENSE!

ALL-OUT DEFENSE (1): +2 to one active defense, *or* two *different* defenses against a single attack

ATTACK (1): attack unarmed or with a ready weapon/ability

CHANGE POSTURE (0): switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying to standing takes two turns)

CONCENTRATE (1): focus on a mental task

COMMITTED ATTACK (1): +2 to hit, *or* +1 damage (Melee only) – but -2 to usable defenses (no Parry with the hand you attacked with, no Block if you attacked with shield/cloak, no Dodge if you kicked. Cannot Retreat)

DEFENSIVE ATTACK (1): -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), *or* +2 to DX roll to avoid falling

DO NOTHING (0): take no action

EVALUATE (1): study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)

FEINT (1): fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever is highest)

MOVE AND ATTACK (6): move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

MOVE (6): do nothing but move

READY (1): prepare a weapon or other item, reload a weapon, etc.

WAIT (var): hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

ATTACK/DEFENSE OPTIONS

Deceptive Attack: Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

Telegraphic Attack: +4 to hit (Melee only), but also +2 to target's active defenses

Rapid Strike: Make two attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per* attack), OR...

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

Feverish Defense*: Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking)

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry or Block

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

Name: **Vessa**

Description: **Myzaleet, mage and healer.**

ST **10** HP **10**
 DX **13** Will **14**
 IQ **14** Per **12**
 HT **10** FP **12**

Damage		Resistance	
Eyes	0	Arms	8
Neck	0	Hands	0
Skull	2	Legs	8
Face	0	Feet	0
Torso	8	Groin	8

Advantages	Disadvantages
Claws (Long Talons)	Duty: Ricky Root's TBOJ
Innate Attack (Poison Stinger) (HT vs. 1d/turn for 1d turns)	Overconfidence (vs. 12 to resist)
Luck	
Magery 3	

Move: 6 Speed: 5.75
 Dodge: 9 Parry: 10 Block: 7*

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Punch	15	1d cut/ imp	C	10
Innate Attack (Stinger) (HT vs. 1d/turn for 1d turns)	15	1d imp	C,1	10

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Explosive Fireball	15	~1d burn, ex	1	25/50	-	-	-	-
Fireball	15	~1d burn	1	25/50	-	-	-	-
Lightning	15	~1d-1 burn	3	50/100	-	-	-	-

Possessions
Powerstone (6 points, Magic)
First Aid Kit (Organic, TL 9)
First Aid Kit (Robotic, TL 9)
Myzaleet Armor (TL 9)
Personal Gear

Skills			
Name	Level	Name	Level
Area Knowledge (Locus)	13	Analyze Magic	15
Brawling	15	Apportation	15
Climbing	12	Breathe Water	15
Computer Hacking	14	Continual Light	15
Computer Programming	12	Counterspell	15
Diplomacy	14	Create Air	15
First Aid	15	Create Fire	15
Innate Attack (Stinger)	15	Create Water	15
Lockpicking	13	Deflect Missile	15
Mechanic	14	Destroy Water	15
Physician	15	Detect Magic	15
Stealth	13	Dispel Magic	15
Throwing	12	Explosive Fireball	15
		Fireball	15
		Hide Thoughts	15
		Identify Spell	15
		Ignite Fire	15
		Lend Energy	15
		Lend Vitality	15
		Light	15
		Lightning	15
		Locksmith	15
		Machine Control	15
		Major Healing	15
		Minor Healing	15
		Purify Air	15
		Purify Water	15
		Recover Energy	15
		Reveal Function	15
		Seek Machine	15
		Seek Water	15
		Seeker	15
		Sense Emotion	15
		Sense Foes	15
		Shape Fire	15



ZEENIN
Guide, Mount for hire

Zeenin, Plazmite guide and mount for hire

Primary Goal, to keep your belly full and your bills paid while exploring new dimensions and working missions for your boss.

Dimensions with differing environments rarely affect your abilities, as they are all biological in nature.

You've been in the city of Locus your entire life -- twelve years ago, you and a few dozen brothers and sisters hatched in the city sewers from an egg clutch laid by some unknown Plazmite and all flew your separate ways.

You spend most of your days hunting a dizzying array of rodents to eat, and don't have much need for money. The modest amount you do need is easily covered since getting a job four years ago as a field agent for "*Ricky Root's Troubleshooters, Bodyguards, and Odd Jobbers.*" Working missions for them has filled your belly with all sorts of new and tasty critters.

Sanriss is probably your closest ally in the city. He seems to share your wild side and distaste for rules and red tape.

You're also on friendly terms with **Tex** and **Kaldun**, fellow warriors who understand the thrill of battle.

Iffri and **Vessa** are solid agents -- their healing has definitely been helpful in the field -- but they both seem more loyal to one another than the rest of the team (though **Iffri** in particular *loves* listening to your tales of past missions and adventures).

- **Area Knowledge** or **Streetwise** to see what you know about anyone/anything in the city
- **Brawling** to hurt people close up
- **Flight** at your normal Move
- **Increased Consumption** means you eat at least six full meals a day
- **Innate Attack** to hurt people from afar with your Corrosion Attack. This attack costs 2 FP to activate, and affects a 2-hex radius area with 3d cor damage. All affected lose 1 DR for every 4 full points of damage
- **Intimidation** or **Streetwise** to influence people
- **Luck** to reroll a poor roll twice more and take the best of three (or make an NPC take the worst of three), usable once per hour of real time
- **Scrounging** to find usable items as needed
- **Stealth** to sneak around
- **Survival** and **Urban Survival** for living off the environment
- **Tracking** for following others by the trails they leave

Questions about anything else on your character sheet? Just ask!

MANEUVERS

AIM (1): aim a Ranged weapon/attack to get its Accuracy bonus (additional +1 for two turns, +2 for three or more turns)

ALL-OUT ATTACK (3): +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but NO DEFENSE!

ALL-OUT DEFENSE (1): +2 to one active defense, *or* two *different* defenses against a single attack

ATTACK (1): attack unarmed or with a ready weapon/ability

CHANGE POSTURE (0): switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying to standing takes two turns)

CONCENTRATE (1): focus on a mental task

COMMITTED ATTACK (1): +2 to hit, *or* +1 damage (Melee only) – but -2 to usable defenses (no Parry with the hand you attacked with, no Block if you attacked with shield/cloak, no Dodge if you kicked. Cannot Retreat)

DEFENSIVE ATTACK (1): -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), *or* +2 to DX roll to avoid falling

DO NOTHING (0): take no action

EVALUATE (1): study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)

FEINT (1): fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever is highest)

MOVE AND ATTACK (6): move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

MOVE (6): do nothing but move

READY (1): prepare a weapon or other item, reload a weapon, etc.

WAIT (var): hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

ATTACK/DEFENSE OPTIONS

Deceptive Attack: Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

Telegraphic Attack: +4 to hit (Melee only), but also +2 to target's active defenses

Rapid Strike: Make two attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per* attack), OR...

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

Feverish Defense*: Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking)

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry or Block

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

Name: Zeenin

Description: Plazmite, ex-guide and mount for hire.

ST **13** HP **13**
 DX **14** Will **11**
 IQ **11** Per **11**
 HT **12** FP **12**

Damage Resistance

Eyes	0	Arms	8
Neck	0	Hands	0
Skull	2	Legs	8
Face	0	Feet	0
Torso	8	Groin	8

Advantages

Corrosion Attack (Biochemical)*
 Flight
 Impaling Attack (Stinger)
 Luck

Disadvantages

Duty: Ricky Root's TBOJ
 Increased Consumption
 Impulsiveness

* Costs 2 FP per attack. Reduces DR by 1 for every 4 points of damage, affects 2-yard splash.

Move: 6 Speed: 6.5
 Dodge: 9 Parry: 10 Block: 8*

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Punch	13	1d cr	C,1	10
Stinger (Impaling Attack)	15	2d imp	C,1	10

Skills

Name	Level	Name	Level
Area Knowledge (Locus)	14		
Brawling	15		
Innate Attack (Projectile)	16		
Intimidation	12		
Scrounging	13		
Stealth	14		
Streetwise	13		
Survival (various)	14		
Tracking	12		
Urban Survival	14		

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Corrosion Attack	14	3d cor	3	10/100	1			

- * costs 2 FP
- * -1 DR/4 dmg
- * 2-yard splash

Possessions

Plazmite Armor/Barding (TL 9)
 Personal Gear

	Iffri			Kaldun			Sanriss		
Description	Estalli psionicist, healer			Dirdin soldier, bguard			Trit, enforcer		
ST	8	HP	10	14	HP	14	13	HP	13
DX	12	Will	14	15	Will	11	14	Will	11
IQ	14	Per	14	11	Per	12	11	Per	13
HT	10	FP	10	13	FP	11	12	FP	12
Speed	5.5	Dodge	9	7	Dodge	11	6.5	Dodge	9
Move	6	Parry	10	7	Parry	12	6	Parry	10
		Block	7*		Block	11		Block	8*
Advantages	DR 8 (TK Shield) Flight Healing (1FP/2HP) Innate Attack Luck Telecommunication Telekinesis 10			Combat Reflexes Extra Attack 1 (Melee) Luck Striking ST 2			360° Vision Ambidexterity Enhanced Tracking 2 Extra Arms 1 Luck		
Disadvantages	Curious Duty: RR-TBOJ No Legs Weak Arms (ST 2)			Code of Honor (Soldier) Duty: RR-TBOJ			Callous Duty: RR-TBOJ Enemy: Alzabo Trackers		
Skills	Area Knowledge (13) Current Affairs (14) Detect Lies (13) Fast-Talk (14) Innate Attack (15) Merchant (13) Research (14) Stealth (14) Throwing (13)			Area Knowledge (11) Bow (15) Climbing (14) Diplomacy (11) Fast-Draw (Sword) (16) First Aid (12) Karate (15) Saber (16) Shield (15) Stealth (14) Thrown Knife (12)			Area Knowledge (11) Beam Weapons (16) Climbing (14) Fast-Draw (Knife) (14) Fast-Draw (Pistol) (15) First Aid (12) Intimidation (12) Knife (15) Scrounging (14) Stealth (14) Thrown Knife (14) Wrestling (16)		
DR	8 (All)			8 (Torso, Arms, Legs Groin)			8 (Torso, Arms, Legs Groin)		
Attacks	Innate Attack (15) 3d cut, Acc 3, RoF 1 Rcl 1 TK (14) 1d cr sw / 1d-2 cr thr			Arrowless Bow (15) 2d+1(2) imp, Acc 3 RoF 1, Bulk -5 Saber (16) 2d+3 cut sw 1d+4 imp thr			Laser Pistol (16) 3d(2) burn, Acc 6, RoF 1 Shot 30(3), Bulk -2, Rcl 1 Knife, thrown (14) 1d+2(2) imp, Bulk -2 Knife, melee (15) 2d-1 cut sw / 1d+2 imp		

	Tex			Vessa			Zeenin		
Description	Robot, security, bguard			Myzaleet mage, healer			Plazmite, guide, mount		
ST	15	HP	15	10	HP	10	13	HP	13
DX	12	Will	12	13	Will	14	14	Will	11
IQ	12	Per	12	14	Per	12	11	Per	11
HT	12	FP	0	10	FP	12	12	FP	12
Speed	6	Dodge	10	5.8	Dodge	9	6.5	Dodge	9
Move	6	Parry	11	6	Parry	10	6	Parry	10
		Block	8*		Block	7*		Block	8*
Advantages	Ambidexterity Claws (Talons) Combat Reflexes DR 8 (Plating) High Pain Threshold Immun./Injury Tol. Luck			Claws (Long Talons) Innate Attack (Poison Stinger, HT vs. 1d/turn for 1d turns) Luck Magery 3			Corrosion Attack costs 2 FP, reduces DR by 1 per 4 pts. Damage in 2-yard splash Flight Impaling Attack Luck		
Disadvantages	Duty: RR-TBOJ Fragile (Explosive) Secret: Contains ARG			Duty: RR-TBOJ Overconfidence (vs. 12)			Duty: RR-TBOJ Increased Consumption Impulsiveness		
Skills	Area Knowledge (12) Brawling (14) Climbing (12) Computer Hacking (14) Elec. Op. (Security)(13) Fast Draw (Pistol) (14) First Aid (13) Guns (Pistol) (16) Intimidation (12) Law (12) Mechanic (12) Sav. Faire (12) Stealth (11) Throwing (12)			Area Knowledge (13) Brawling (15) Climbing (12) Computer Hacking (14) Diplomacy (14) First Aid (15) Innate Attack (15) Lockpicking (13) Mechanic (14) Physician (15) Stealth (13) Throwing (12)			Area Knowledge (14) Brawling (15) Innate Attack (16) Intimidation (12) Scrounging (13) Stealth (14) Streetwise (13) Survival (var) (14) Tracking (12) Urban Survival (14)		
DR	8 (All)			8 (Torso, Arms, Legs Groin)			8 (Torso, Arms, Legs Groin)		
Attacks	Heavy Pistol (16) 3d pi+, Acc 4, RoF 3 Shot 9(3), Bulk -2, Rcl 3 Punch (14) 1d+2 cr, cut, or imp Kick (12) 1d+3 cr			(Explosive) Fireball (15) ~1d burn, Acc 1 Lightning (15) ~1d-1 burn, Acc 3 Stinger (15) 1d imp, plus HT vs. 1d/turn for 1d turns)			Corrosion Attack costs 2 FP, reduces DR by 1 per 4 pts. Damage in 2-yard splash Stinger (15) 2d imp		