Game Master Information

On The Alderson Disk

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Intro

In structure, this document is a bit odd, because I've separated out the facts the PCs know from what they don't know. This information is in "An Atlas Of Human Worlds" and "Known Facts About The Disk." After that comes "Unknown Facts about the Universe," which contains all manner of spoilers.

Quick Summary

Here's what the players know after they've landed on the disk. The short form is:

Where: On an Alderson Disk; see "Known Facts about the Disk" for a summary of the physical data. The stars they can see match no known location. (The *Gryphon*'s navigation computer can do a limited amount of 3D geometry to work out known locations but it requires a known star and there aren't any.)

When: Unknown. Theoretically, a jumppoint traversal involves a time component, but it's rarely important since the vector is reversed on the return trip. (Note that this *could* have been made important in "Justice By Their Rules".) Over 200 subjective years have passed; the navigation computer doesn't record how many of those were under acceleration.

How: The ship's jump drive may have been damaged, or the ship may have passed through a previously-unknown jumppoint with exactly the right velocity vector.

Who: Known species encountered so far are all humanoid but have undergone genetic engineering. The three species seen so far have different numbers of chromosomes; there is evidence of many other species.

Troubleshooting

This section outlines solutions to a couple of problems that might come up in running a campaign on the Alderson Disk.

One Hour Flu on the Disk

As written, the *Argos* is riddled with One-Hour Flu, and all of the player characters have a chance to catch it again. If the players include

an *Argos* crewmember, the crewmember will definitely have One-Hour Flu.

If One-Hour Flu is released on the Disk, it will kill billions of humanoids. You have the following options as GM:

- Allow the players to think of this themselves, possibly causing widespread death and destruction.
- Assume the ship's autodoc can handle One-Hour Flu and that the PCs are cured. Plausible, considering they knew the ship was going to a site that would have One-Hour Flu. (A mission specialist might have added it to the autodoc.)
- Assume that the PCs are tested for One-Hour Flu and cured when they arrive back at starbase, as part of the debriefing.

Introducing Players Mid-Story

There are several ways to introduce new players. Obviously, new crewmembers can come aboard while at starbase. Other PCs may be colonists on the *Argos*, awakened for questioning.

Once on the Disk, it's more difficult. You can introduce one or two legitimate humans (simultaneously) by the device of the Dandelion Train. You can also have new players play locals. (A friendly Koroshen would be a useful ally.)

An Atlas Of Human Worlds

This section describes the human worlds; the Earth is already covered in the *Player Information* booklet.

Note: not all are complete.

For each planet, the following information is given:

Gravity: given in G (earth gravities), then the density of the planet in grams/cm^3 (Earth is 5.5, for comparison), and the diameter of the planet, in km.

Year: in Terran years (Y), in Terran days (T), and local days (L)

Day in Terran hours; if two numbers are given, the first is solar days and the second sidereal.

Moons: The number of large (earth-sized), medium (Luna sized), and small

Climate: Axial tilt (affects seasons), a description of the mean temperature, and the % Water.

Star: The star's type, its mass in Solar equivalents, and the range of the biozone in AU.

System: The number of planets and the position of the planet (that is, Earth is 3rd of 9), and, in bold, the facilities of the major starport (described in next paragraph).

Starport: Facilities of the major starport on the planet. 0: none; 1: emergency; 2: shuttle or interplanetary only, no repair facilities; 3: local, common repair facilities (minimum for starships); 4: interstellar, with extensive repair facilities; 5: shipyard quality repair facilities.

Population: As a log of 10—that is, it's the exponent of 10 to get the actual population: A rating of 6 is a million people.

Control: A rating of government intervention in the lives of the citizens, on a scale from 0 (anarchy) to 6 (oppressive)

Government: A description of the major government. (Not attempted for Earth.)

Example for Earth at the time of the campaign:

Gravity	1.0G	5.5	12756
Year	1.0Y	365.25	365.25
Day	24 hrs		
Moons		1	
Climate	23.5	normal	75%
Star	G2V	1.0	0.8-1.2
System	9	3rd	**5**

Starbase Halcyon

Gravity	1.0G	-	9777
Year	2.25Y	822.5T	658
Day	24 hrs	-	-
Moons			
Geo	0	normal	25%
Star	K5V	0.66	0.5-0.6
System	11	2nd	-

Population: 5.0
Control: 4
Government:

The Halcyon station isn't a colony, per se: it's a starbase.

Mars

Transit time from Earth: varies with orbits and ship's drive. Typical acceleration is 0.1g. Being terraformed.

Gravity	0.38G	3.9	6796
Year	1.88Y	687T	669.6
Day	24.6 hr		
Moons			2
Geo	24°	cold	1%
Star	F9V	1.15	1.6-2.4
System	11	3rd	**4**

Population: 5.0
Control: 4
Government:

Babel

Gravity	0.73G	5.2	9777
Year	2.25Y	822.5T	658
Day	30 hrs		
Moons		1	2
Geo	15°	warm	60%
Star	F9V	1.15	1.6-2.4
System	11	3rd	**4**

Population: 6.1
Control: 5
Government: Parliamentary, dominated by the Sunrise party.

Founded in 2092, Babel boasts of an acclaimed university and a significant installation of the Colonial Satrapy. The Sunrise party is considered by many natives to be a tool of the Tower Corporation (founded to handle interstellar finances for the colony).

The Corporation has officially been removed from the financial purse-strings but remains firmly involved in the running of the nation.

Babel exports art objects, secondary starship technology, financial services, and wines and liqueurs.

There are six continents, named for Assyrian gods: Tiamat, Dagan, Enlil,.Kishar, Aruru, and Ishtar. The moons are Lahmu and Lahamu.

The animals are endoskeletal and lay eggs. The big carnivores and herbivores have a tendency towards constant body temperature, most pronounced farther north; towards the equator, homeothermic mechanisms are poorer and the animals tend to be larger (stenothermic).

Nubia

Gravity	1.3G	5.6	
Year	1.17Y	425.7T	380.3
Day	26.9		
Moons		1	1
Geo	25°	cool	65%
Star	G5V	0.98	0.8-1.2
System	8	2nd	**4**

Population: 5.8
Control: 2
Government: Athenian Democracy

Founded by African and black African-American emigres in 2099, the majority of the population is Muslim. The common languages are English, Arabic, and Swahili.

Nubia has a highly-regarded technology of architecture.

Nubia exports industrial technologies, agricultural technologies and plant genomes. There is a small business in tourism, hunting on the third-largest continent.

There are five continents, named for Arabic figures of myth: Bahamut, Anka, Genie, Rukh, and Simurgh.

Nubia has a mean temperature cooler than Earth's; and it is famous for bad storms. The continents are quite active tectonically, and earthquakes (and tsunamis) are common in coastal areas.

Due to the gravity, most personal transport is by car, bicycle, or horse-drawn wagon; Nubians rarely ride horses for sport. Because Terran

animals have a great deal of difficulty adapting to the gravity, native animals are popular as pets; several have been domesticated.

The "top" animals in the native biosphere are endoskeletal and homeothermic; they bear their young live and have feather-like coverings for warmth and protection.

Anansi

Gravity	0.94G	5.1	12931
Year			
Day			
Moons		1	3
Geo		warm	82%
Star	F7V	1.2	1.6-2.4
System			**3**

Population: 5.0
Control:
Government:
Founded in 2116.
Transit time from Earth: four jumps (twenty-one weeks). Slightly less than standard gravity (0.94 g).

Lotus

Gravity	1.0G	5.0	1382
Year	0.617T	225.4	234.1
Day	23.1 hr		
Moons		1	3
Geo	11°	warm	85^
Star	G9V	0.83	0.7-1.1
System	8	2nd	**3**

Population: 5.1
Control:
Government:
Founded in 2120. Surface is largely large island masses, three continents are approximately the size of Australia
Transit time from Earth: five jumps (twenty-two weeks). Essentially standard gravity (1.0 g).

Wolfshead

Gravity	1.2G	5.8	14515
Year			
Day			
Moons			
Geo	20°		
Star	G0V		0.8-1.2
System	11	4th	**3**

Population: 4.4
Control:
Government:
Founded in 2139.
Transit time from Earth: six jumps (twenty-seven weeks). High gravity (1.2 g)

Tara

Gravity	0.97G		
Year			
Day			
Moons			
Geo			
Star	G0V	1.05	0.8-1.2
System			**3**

Population: 4.4
Control:
Government:
Founded in 2155.
Transit time from Earth: six jumps (twenty-eight weeks). G0 star, nearly standard gravity (0.97 g)

Oro

Gravity	0.87G		
Year		T	
Day			
Moons			
Geo	20°		
Star	G4V	0.98	0.8-1.2
System			**3**

Population: 3.9
Control:
Government:
Founded in 2176
Transit time from Earth: seven jumps (thirty weeks). G4 star, low gravity (0.87 g)

Nu Bootes 4

Gravity	1.1G	5.5	
Year	0.97Y	T	
Day	26.9		
Moons			4
Geo		warm	65%
Star	G2V	1.2	0.8-1.2
System			**3**

Population: 3.2
Control:
Government:
Founded in 2193.
Transit time from Earth: eight jumps (thirty-four weeks). G2V star, slightly higher gravity (1.1 g).

Mars is the only terraforming project so far. All of the others are habitable or have habitable regions. All have human-compatible DNA and protein chemistries.

Known Facts About The Disk

Here are the pieces of information that PCs can gather from space:

Geography

Think of a 45-RPM record around a binary star, reaching from the orbit of Venus to about the orbit of Mars. It's not a record, though; it's a disk, about 4.3E8 meters thick. From inside rim to outside is about 120 *million* kilometers (1.2E11 meters). This gives it a volume of about 2.2E31 m^3, and a mass of about 1.2E33 kilograms. It spins. (The spin is necessary to offset both the effects of gravity from the sun(s), and to reduce the strength required for the disks.) The disk is actually a *series* of rings, each spinning at a slightly different speed. There's only a few thousand (atmosphere-filled) kilometers between each ring.

The sun is an F5 with a brown dwarf companion. The period of the two stars is 2.9 Terran days. The disk is at right angles to the plane of the ecliptic; the orbit of the star gives them night and day. The sun never gets more than 6 degrees above the Disk. Rings of the Disk are differentiated by steppes, bordered by mountains. The outer bits of the disk are raked to let the sunlight reach them. Some of the steppes have a hydrogen-methane atmosphere. Soil deposited in the lakes by erosion is moved underground to be dumped on a steppe's bordering mountains.

The surface gravity is about 8.9 m/s^2. The temperature varies with distance from the sun.

The PCs know that 200 ship-years passed as they traveled at a significant fraction of light-speed. Given that and the known time transitions involved in jumpdrive transit, they may be any number of years in the future.

Within the disk, they've discovered a subway system. They know how to make the trains run in one direction, sunward. Some of the tunnels are collapsed or guarded.

Species Met

In the area covered in the *Adventures* booklet, thre are three sapient species: the Waterfolk, the Foresters, and the City People. All three are strikingly human. It's been suggested that they landed in the Human Reserve.

They've also met the Masks, the sapient species inhabiting Tau Ceti 4. The Masks are described under *Adventures*.

The City

The PCs have no idea how big the city is. They know it's dominated by the Obelisks, which seem to be where the City People go to share in the Dream. One of the programmed functions of the city itself is to protect the life in the city.

At least once a month, a citizen takes part in the city dream, going to an obelisk and reaffirming their connection to the city. You deduced that an individual is braintaped there for later resurrection but that the other Powers cannot "read" from the tape.

The oldest known citizen is 700.

Beneath the cover of the city is the Rift, a canyon that extends hundreds of meters down—no one knows how far. The Rift has been there for 5000 years. In the Rift, the eyes and ears of the city are less powerful, less frequent, so that's where the underground organizations meet and plan and hide aliens such as Harold Stanley.

Factions and Powers

Some people are aware that "special" citizens are resurrected to serve on the ancestor senate. These citizens become part of a collective consciousness which provides the "human" counterbalance to the automated part of the city.

The ancestor senate is only one of the powers controlling the city (and most citizens, Rishianwen tells you proudly, don't know about it; she's special). There are others. Harold Stanley estimates 30. Among them:

The Underground Pope's people can discover where you stand with the city. He opposes the Hierophant of the Obelisk.

The Hierophant of the Obelisk, who is in charge of the city dream.

The Library is the association of the Keepers of All Knowledge.

The Nursery teaches people how to raise their children; the fertility rate in the city is under 1%.

The Open Doors party was in favor of exchange with the outside world. They are now a secret underground sect, having lost a battle about a hundred years ago. They are affiliated with the **Lottery**, which is the alliance of the Mint and banking associations.

Tiaben, the Grandfather on the Mountain, provides the doll assassins to those other powers who need them. Tiaben is traditionally unallied, but will not hire to both sides in a fight, since that would be disloyal to his own people. If your power goes to Tiaben and is refused, you know you're in trouble.

The City people know of the Koroshen, but think of them as legendary demons, used to frighten children. They have never seen Ghastlies. Their swear words and phrases deal with bodily secretions. In approximately increasing severity:

"Spit-damp"

"Blood-loss"

"Menstrual flow"

"Hell-piss"

"Toilet-dweller"

PCs will have some difficulty determining a true history of the city; they rewrite their history books every year to bring them in line with "new discoveries."

Gaining Immortality

One of the ghosts in the city (a remnant of an original programmer) controls immortality. To communicate with them, you must learn the ghost tongue.

Unknown Facts About The Universe

The following are some items about the universe that are not known to humanity, but which may be discovered by the players.

Species Of The Hegemony

The Ghastlies

The Ghastlies have a four-stage life-cycle: juveniles, males, 'tweeners, and then adult females. It takes twenty years for a Ghastly to become an adult female. The Ghastlies have not let anyone know that only females run their society.

Juveniles stay in the breeding pool for about two years; the contents of the breeding pool significantly affect the qualities of the adult (the genetic structure is very labile that way), so each breed line defends its breeding pool strongly. It is a punishable offense, equivalent to genocide, to contaminate someone else's pool. When a juvenile reaches first puberty, it becomes male and comes out of the pool.

Males look rather salamander-like, with eight legs and a long tail. The forelegs can be used as hands; males are quite skilled at throwing things. The males are carnivorous and aren't particularly intelligent, although they can be taught language. (They usually aren't, because the attrition rate of males is very high.)

Males mate whenever a female allows them. Usually this indicates that the female thinks the male has potential. To mate, a male creates a sperm package and deposits it in the female's genital opening using his sexual palps. (These are the same palps which will become manipulatory in the adult female.)

After the male survives a certain period of time (generally eight to sixteen years) or has a certain number of breeding encounters, he settles down and becomes a 'tweener. The 'tweeners do all of the heavy lifting and grunt work of the Ghastly society, since the adult females are physically incapable. 'Tweeners can still use their front legs as hands, an ability that's lost in the adult females. A 'tweener is also taught her place in society and learns from her elders.

(Ghastlies can "teach" each other some skills and abilities by exchanging mucous, in a manner which looks like the sex act. They do not exchange "memories" per se; through mucous exchange, a ghastly 'tweener could never learn what an adult felt like on her coronation day, for example. The 'tweener could learn the basics of a language or a skill, however. In game terms, the adult can pass along half of her skill level, but no more.)

During the five years of 'tweener existence, the 'tweener's body thickens, the forelegs become required to support her weight, she spends more time in the pools, and her slime coating changes. She becomes an adult when she first allows a male to present her with a sperm package.

Ghastly females can hold up to a hundred different sperm packages in their bodies, in "suspended animation." An adult female can choose any one of the packages as the father of the next brood. Children tend to be born in groups of twenty or more.

The Ghastly home planet is rather higher in UV than humans would like, and the increased lability of DNA is one of the reasons why Ghastlies developed "natural" genetic engineering abilities.

The Speaks

The Speaks have a variety of external forms because the actual Speak intelligence is a symbiont, a collection of tiny (mycoplasma-sized) cells that function as a brain. The Speak hosts actually breed at a tremendous rate, but only some of the last instar larvae are selected to have intelligence. (The Speak attitude towards children is, um, odd.) A newly infected Speak starts with some memory of its parent but develops away from that. A Speak infected while not molting or in a last instar stage will never develop intelligence (the shell needs to be forced outward to make room for the developing brain.)

The Speak language ability comes from their ability to "grow" new brains and language centers.

In Hero, all Speaks have Universal Translator. In CORPS, they look something like this:

AP	SP	
0	-10	Frailness 1.2
-5	-15	Natural Debility, STR (normally STR 3)
5		Trick: Mimic sounds
0	6	Armor (shell) (No range, self, unconscious, vis, drain HLT, inher., min HLT, aptitude only, immutable (-5)
0	5	Absorb (languages), (No range, self, conscious, invisible, drain HLT, inherent, special effect

		(doesn't drain) (+5) , takes 5 hours or more (-7), min HLT (-2), concentration (-1), each use (-2), aptitude only (-2), immutable (-5)
0	14	Detect (varies with host) (Ranged, self, unconscious, invis, no drain, inherent, min HLT (-2), immutable (-5), concentration (-1). Some individuals may have it as a targeting sense.

The Speaks have the highest technology of the Hegemony: they're TL 18 or so; they build and sell "hyperdrives."

The Dandelions

Because Dandelions are implicitly time travellers as well as space travellers, it is possible that there is only one Dandelion, moving through time and space to give the impression of more. Or there may be a limited number of Dandelions.

Dandelions are given no stats, because their very alien-ness makes them difficult to play. If someone tries to kill a Dandelion, they fail. (If you'd like to run an adventure where the PCs try to kill a Dandelion—why?—you may decide otherwise. That might make genocide a theme of your campaign…)

Species On The Disk

It's up to you as GM whether you want to reveal the secrets of the Disk.

Note: because your players might have read this, feel free to change any or all details.

The Waterfolk

The **Waterfolk** are probably genetically engineered (16 small chromosomes, 8 pairs, no junk DNA), and they live in the freshwater sea where the *Gryphon* came to rest. They speak the Trade Language and have taught some of it to the PCs. They are actual water-breathers, although they breathe air for the first month of their lives. Given their genetic makeup, they are extremely susceptible to mutation; the most frequent viable mutation keeps the child in this early amphibian stage, rather than going on to grow gills. These children are abandoned on an outcropping of rock. (Maroun has adopted one of these children.) Waterfolk look fairly human. Their noses are extremely flattened, ears nearly non-existent, their eyes are slitted, like a cat's, and they have webbed hands and toes. Internally there are significant differences — externally, the most noticeable once is the gill slit at the base of the ribcage. They speak by "burping" air from the pharynx through the larynx. They don't wear much beyond a bit of jewelry and a purse. Weapons are primarily spears. They exchange guiding and piloting duties for goods.

The Waterfolk told the PCs that the City dwellers could fix their ship. Several City people in a hydrofoil chased down the Waterfolk to enslave them; the PCs helped fight them off. Willard and Maroun are honorary Waterfolk.

The average member of the Waterfolk has a CORPS racial package something like this:

AP	SP	Ad/Disad
10	0	Natural Apt, STR
5	0	Phys Ad: Insulated vs. Cold
-15	0	Lethal vuln (3): breathing air

The Foresters

The **Foresters** were the smallest intelligent hominids – they were about a meter tall/long – furry and lemur-like. They could glide with folds of skin from forearms to legs. They lived in nomadic clans of 30-40. They traded with others (knowledge, courier service through the forest, some medicinal plants) for knives and spear tips. Forester wars tend to be non-lethal. Clothing is a pouch; couriers mark themselves with a white blaze on their foreheads.

AP	SP	Advantage
-10	-10	Natural Debility, STR
0	-10	Frail (1.2)
0	10	Reduced Size (2)
0	9	TK (gliding), no range, self, visible, no drain, conscious, inherent (21), limit: restricted to gliding (-4), immutable (-5), cannot use arms or legs during glide (-3)
5	0	Phys Ad: Good climber
5	0	Phys Ad: Excellent spatial sense

A tree on a promontory of land was important to their adulthood rituals (to achieve adulthood, the candidate had to glide from the tree to the forest), but the tree released a chemical into the water that was killing the Waterfolk — so there was a dispute. The PCs resolved the dispute, but at cost of vowing to take a message to the City. (Perhaps the City had stopped fixing things for them.) The Foresters were possibly from the same ancestral stock as the Waterfolk.

The City People

The **City People** have many different factions. Some of them — dressed in white androgynous armor that made them look like china dolls — will try to kill the PCs. Another will help them get away. The city people have low hairlines; their hair is smooth and glossy (colors range from ash-blonde to taffy to jet-black), and their skins are shades ranging from deep purple to black. The young woman who escorts the PCs back is named Rishianwen. The assassins are called the Tiaben.

City people have the same stats as human beings; the average city person, with the following cultural package:

AP	SP	Ad/Disad
-20	0	Natural Deb, AWR
50	0	Immortality
-5	0	Non-combatant

(The assassins are not non-combatants, of course.)

The Koroshen

From a protracted episode watching the "How to use this bathroom" video in the Subway, the PCs know that there were Koroshen on the Disk but saw no other known species. No idea how old the video is.

From a game standpoint, Koroshen have this package:

CORPS		
AP	SP	
-5	0	Increased Size (1)
-10	0	Natural Aptitude STR
0	-10	Toughness 0.8
10	0	Psych (5) Sept loyalty, pride
0	10	Psych (5) Controlled by pheromones
5	0	Phys Lim (2) Clumsy Fingers

The Koroshen are from a colder world; move any exertion one level *down* the chart in *CORPS*. (40-60 degrees F is their comfort zone.)

Any Koroshen raised in the "regular" Koroshen society buys combat skills at (-1). That is, Unarmed Combat is (-1), Martial Arts is the regular cost (square of the skill level), and so on. Most *intellectual* skills are at +1 cost. Most social skills are regular cost.

This is a result of the Koroshen society. It may or may not hold true for Koroshen on the Disk.

The Builders

The Builders are a generic term for the species that actually built the Disk. They exist only by hypothesis.

How Hard Is This Science?

As hard as it can be, given the constraints. That is, not as hard as I would like, but as hard as I'll accept. FTL exists, teleportation (as an extreme case of FTL) exists, and psionics may exist. I try to treat them (and everything else)

with the same kind of rigor as a hard SF writer would.

Since the original purpose of the campaign was to explore an Alderson disk and there are no Alderson disks nearby, FTL became a requirement. (It's worth mentioning that an Alderson disk can't actually be built: its incredible mass would just collapse in on itself into a ball shape. In the campaign, we assume the builders have a superscience counter for this.)

The psionics of the Masks exists only because I've had the idea of a psionic positive feedback loop for years and wanted to use it. Working out the society that could deal with it was the interesting part. (And psionics stay restricted to the Masks; there aren't any on the Disk.)

The aliens races reflect a set of biases. Current thinking is that intelligence may be rare, because the severe climate changes introduced by planetary obliquity would cause catastrophic problems. (Over millennia, planets turn on their sides. This is not something you can predict by assuming planets are spheres and ignoring relativity. Earth seems to have escaped it by chance: it has a huge angular momentum bank in the Moon.) These changes may actually keep life from developing past the unicellular stage, if the climate changes are severe enough.

I think that a tool-using intelligence is rarer still; depending upon the genetic information medium and the mutational mechanism, it may be trivial to mutate to "get" intelligence but it may not be of use in a given environment.

Nanotechnology has been a hot topic for the last few years. I'm actually quite conservative there. (The question of energy sources bothers me tremendously in discussions of free-flying nanites.) For a wilder discussion of the possibilities, see Neal Stephenson's *The Diamond Age* or Eric K. Drexler's *Engines of Creation*.

The weapons are pretty much feasible given not much more than linear improvements in energy storage technology and room-temperature superconductors.

The sociopolitical background is derived from an earlier campaign, set in 2059. (The characters were agents for the Bureau of Extremely Foreign Affairs.)

The real magic is reserved for the aliens. They have FTL, hyperdrive, jump drive, and reactionless thrusters. (The diskworld builders may have all of that and more!) I've minimized the impact on the PCs by saying that humanity doesn't understand its spacedrive. ("Hey, we just bought the thing. We don't understand it!")

The jumpdrive is essentially the Alderson drive, as explained by Jerry Pournelle and Larry Niven in "Building The Mote In God's Eye," in *A Step Farther Out*., and also available in *N-Space* (Incidentally, one of the design considerations for the Alderson drive was that space piracy be possible. GMs might want to take that into account when designing scenarios…)

Character Writeups

The following characters were used in the initial playtest.

Items in *italics* were purchased or upgraded with earned experience.

Midshipman Maroun Abdullayeh el Hajj

Height: 178 cm (5'10")
Weight: 109 kg (240 lbs.)
Age: 28 Sex: M
Nubian, Muslim (Sunni).
Occupation: Midshipman

	Lvl	Apt	Cost
STR	9	2	40
AGL	5	2	36
AWR	6	2	36
WIL	6	2	36
HLT	6	2	36
POW	1	0	1
			185

Ad/Disad	AP	SP
Age 28	24	48
Islamic religion (4)	8	0
Cult. devotion (3)	6	0
Rivalry (3)	2	4
Pain Tolerance	-5	0
G Experience	-5	0
Natural Apt: STR	-10	0
Slow Runner	5	0
Bulky	5	0
Char. & Skills	-185	-152
Base	150	100

Skill	Lvl	Cost
Space Vehicles	3	5
Projectile Weapons	3	5
Pistols	4	1
Launchers	4	1
English	5	21
Stealth (-1)	5	12
Psychology	3	5
KS: Scout Service	5	4
Survival	4	12
Vacuum Suit	5	1
Catfall	6	4
Freefall	5	1
Electronics	4	12
Systems Ops	6	4
Computer Science	6	32
Security Systems	8	4
Hacking	8	4
Martial Arts	4	21
Kick	5	1
Punch	5	1
Dodge	5	1
	152	

Specialist Dr. Janet Morris

Height: 172 cm (5'8")
Weight: 68 kg (150 lbs.)
Age: 28 Sex: F
Short brown hair, brown eyes, lean, athletic.

	Lvl	Apt	Cost
STR	5	1	25
AGL	7	2	49
AWR	7	2	25
WIL	5	1	25
HLT	6	2	36
POW	2	1	4
			155

Ad/Disad	AP	SP
Age 30	28	56
Deaf (5)	10	0
Self-effacing (4)	2	6
Keen senses	-5	0
Natural Apt: AGL	-10	0

Skill	Lvl	Cost
Projectile Weapons	3	5
Space Vehicles	3	5
KS: Scout Service	3	5
AK: First contact (-2)	6	12
English	5	21
First Aid	4	12
Lipreading	5	21
Medicine (+1)	4	21
Emergency	6	4
Psychology	4	12
Interrogation	6	4
Xenopsychology	5	1
Electronics	4	12
Sensor Systems	5	1
System Ops	5	1
Survival	3	5
Catfall (-1)	5	12
Stealth (-1)	5	12
Diskworld Language	*2*	*2*

Captain Akira Smythe

Height: 183 cm (6'0")
Weight: 75 kg (165 lbs.)
Age: 59 Sex: M

	Lvl	Apt	Cost
STR	5	1	25
AGL	5	1	25
AWR	7	2	49
WIL	6	2	36
HLT	5	1	25
POW	1	0	1
	161		

Ad/Disad	AP	SP

Mild Depression	0	4
Age: 54	76	152
Secret: deckerhead	3	1
2X effect, Tasers & Electricity	10	0
Lightning Calculator	-5	0
Eidetic Memory	-5	0
Absolute Time Sense	-5	0
Speed Reading	-3	0
Accel. Tolerance	-5	0
G Experience	-5	0

Skill	**Lvl**	**Cost**
Space vehicles	4	15
Newtonian	6	4
Scoutship	6	4
Survival	4	15
Freefall	6	4
Vac Suit	6	4
Psychology	3	5
Electronics	4	12
System Ops	6	4
Sensors	7	1
Engineering	3	5
Ship	4	1
KS: Scout service	5	21
Astronomy	4	12
Planetology	6	4
Astrogation	6	4
Mathematics	4	12
Jump Math	6	4
Projectile Weapons	3	8
Launchers	4	1
Diskworld Language	*2*	*2*

Various capabilities of cyberware are simply bought as physical advantages or as tricks, depending on whether a roll is needed.

Harold Stanley

Height: 178 cm (5'10")
Weight: 70 kg (150 lbs.)
Age: 28 Sex: M

	Lvl	**Apt**	**Cost**
STR	5	1	25
AGL	4	1	16
AWR	6	2	36
WIL	6	2	36
HLT	6	1	36
POW	1	0	1
			150

Ad/Disad	**AP**	**SP**
Mild Depression (lvl 2)	0	4
Age: 28	24	48
Curious (lvl 3)	0	6
Non-combatant	0	5
Natural Apt: Languages	-10	0
Speed Reading	-3	0
Base	150	100
	161	163

Skill	**Lvl**	**Cost**
Land vehicles	3	8
Survival	3	5
Psychology	4	12
Xenopsychology	2	4
Influence	1	1
History	5	21
Unnamed specialty	2	4
Philosophy	4	12
Theology	2	4
City Religion	3	1
Climbing	2	3
Paramedic	4	12
City Dwellers	5	1
Stealth	3	8
AK: City Politics (-1)	5	12
Investigative Research	5	21
City Language	5	10
Trader Tongue (-1)	4	2
Writing	3	5
		146

By GM indulgence, the Natural Aptitude for languages applies to all languages. (It doesn't make a lot of sense otherwise.)

Voyvod the Bearhound

Height: 107 cm (3'6")
Weight: 46 kg (102 lbs.)
Age: 5 Sex: M

	Lvl	**Apt**	**Cost**
STR	4	1	16
AGL	7	2	49
AWR	7	1	25
WIL	3	1	9
HLT	4	1	16
POW	1	0	1
			116

Ad/Disad	**AP**	**SP**
Dog mentality (10)	9	11
Dog Lifespan	0	5
Age 5	6	12
Dog's body (mute, no hands)	0	0
Tracking Smell	-5	0
Natural Apt: AWR	-10	0
Teeth (below)	0	-5
Ultrasonic hearing	0	-8

Skill	**Lvl**	**Cost**
Unarmed combat	4	12
Bite (DV 1)	6	4
Hold	6	4
Hunting	4	12
Stealth	5	1
Tracking	5	1
Running	4	15
Xenosociology	*3*	*4*
Disk Language	*2*	*2*
Total		49

This writeup starts from the Guard Dog writeup from CORPS 1st edition.

If you want to do it as powers (pending the release of the CORPS *Bestiary*):

- Teeth/claws. Blast, self, no range, drains HLT, visible, conscious control, inherent: 18 pts; requires combat skill roll (-3), only at STR Aptitude (DV 1 or 2) (-3), immutable (-5), school of dog powers (-5): 5 SP
- Detect ultrasonic sounds (self, no range, no drain, invisible, unconscious, inherent: 18 pts); immutable (-5), school of dog powers (-5): 8 SP
- Physical advantage, tracking scent, +2 to smell & tracking rolls: 5 AP
- Natural Aptitude, AWR: 10 AP
- Physical disadvantage, shorter lifespan. Age starts at 2, not 16; checks against aging start at 5: -5 SP

Yeoman Jack Willard

Height: 6'0"
Weight: 165 lbs.
Age: 41 Sex: M

	Lvl	**Apt**	**Cost**
STR	5	1	25
AGL	5	1	25
AWR	7	2	49
WIL	6	2	36
HLT	6	2	36
POW	1	0	1

Ad/Disad	**AP**	**SP**
Age 41	50	100
Paranoid (5) X½	0	5
Cynical (2)	0	4
Pride in ship (4)	0	8
Accel. Tolerance	-5	0
		172

Skill	**Lvl**	**Cost**
Engineering	5	21
Jumpdrive	7	4
Maintenance	8	1
Space Vehicles	3	15
Projectile Weapons	4	12
Longarms	6	4
Suvival	5	21
Free Fall	7	4
Vacuum Suit	6	1
Electronics	6	32
Systems Ops	8	4
Nanotech	5	21
Mathematics	5	21
Programmer	5	21
KS: Scout Service	6	21
Diskworld Language	*2*	*2*

Reference

The Trader Language

The Trader language is a kind of pidgin. Word order isn't important. Suffixes indicate part of speech, prefixes indicate agreement/negation. Compounds are perfectly acceptable (such as "air-holder"). Any verb can be "nouned", any noun can be "verbed" and either can become modifiers. Prepositions and conjunctives are in the "other" category. Sentence subjects distinguish between those present and those not present.

Verb	*Subject*	*Modifier*	*Other*
agree/disagree	air	adult	also
am/is/are	air-holders	bad	and
barter/bargain	current/stream/river	different	if
buy/trade ("I trade")	world/sea	dry	in
come	day	fair	inside
feel	deal/agreement	far	off
fight	emissary	good	on
fly	enemy	greetings	out
get	family	happy	what
go/travel	fish	immodest/modest	
hold	hand	less ("not-more")	
jump	I	lost	
kill	land	many	
make/build	lightning	more	
say	machine	near	
see	night	no	
sell/trade	not-family	not	
sleep	not-tribe	other	
stop	pact	outside	
thank	peace	proper	
think	person/citizen	sad	
understand/know	people/sentients	sick	
value/equals	shit	thanks	
wake	shore	very	
want/need	sickness	wet	
	sky		
	spouse/mate		
	terms		
	they (in sight or involved)		
	they (out of sight or not involved)		
	thou (2nd singular intimate)		
	tree		
	tribe		
	water		
	we		
	year		