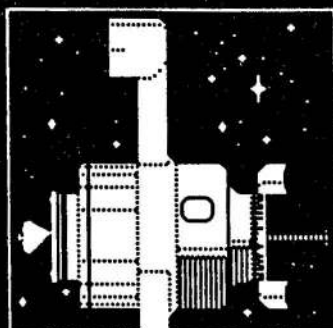
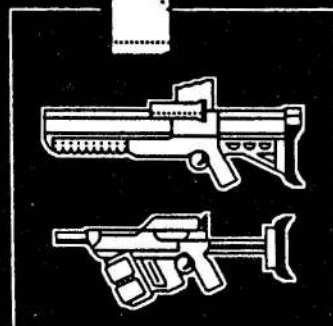


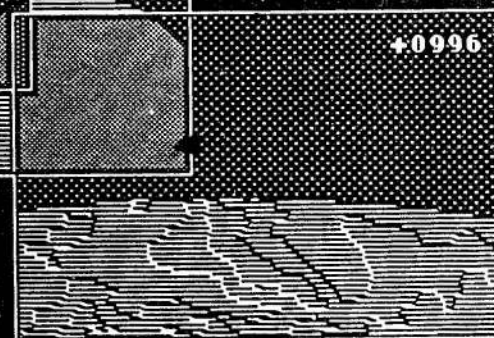
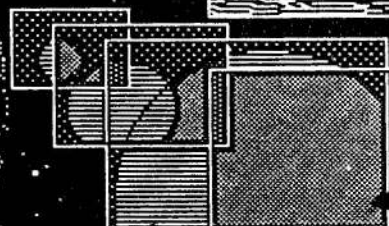
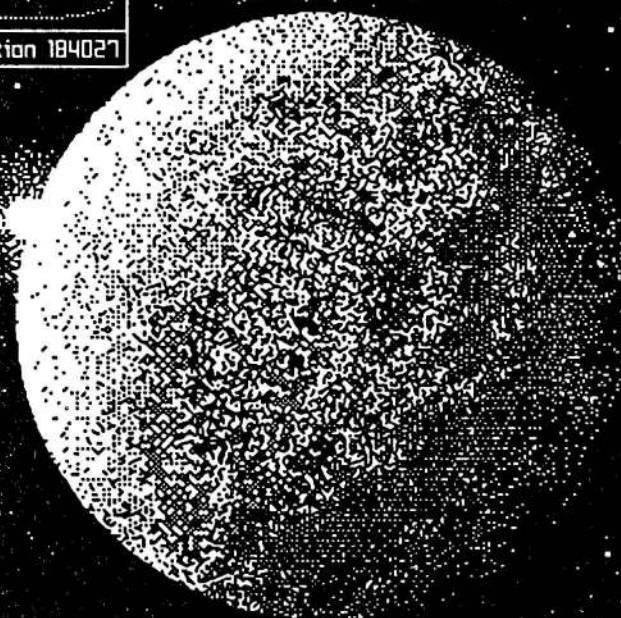


A  
Science  
Fiction  
Role-Playing  
Game



# FORESIGHT

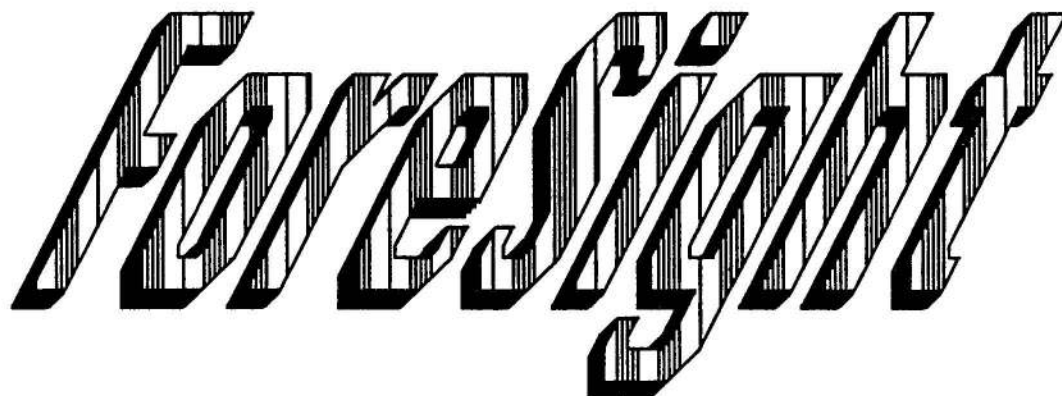
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*Tonio*



## **CORE RULES SYSTEM**

©1986 Tonio Loewald

**Science Fiction Game System**

**ISBN 0 9587894 010 1**

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**Brett Evill**

For further tracts of self-congratulation, see [1.4] Credits.

## How To Use This Book

This is a Science-Fiction role-playing game system. If you don't know what this means, then read the beginning of the **Designer's Commentary**, at the back of this book.

This game was not designed for beginners, but if you consider yourself one, then I recommend that you consult the Designer's Commentary while you read the rules. Rather than memorising the rules, you should try to get the *gist* of them; in particular, sections [1.0] **Introductory Material**, [2.0] **Characters**, and [3.0] **Resolution**.

A person wishing to master (mistress?) the *ForeSight* game-system should become thoroughly familiar with these rules sections, and passingly familiar with the balance of the text. *ForeSight* is not a game for rules-lawyers (although, with them in mind, I have attempted to minimise ambiguities, and poor wording), but a role-playing game best played with "all the rules you can remember".

## Policy on Errata

Every attempt will be made by me to keep abreast of, and correct, mistakes and *bad* typos (ie. those likely to cause misunderstandings) brought to my notice by readers. Questions and comments accompanied by SASE will receive the following treatment:

- Really dumb questions will not be replied to; you *will* get an up-to-date list of known errors together with corresponding corrections.
- Reasonable questions will receive replies, and an up-to-date list of known errors together with corresponding corrections.
- Good questions, and those raising significant undiscovered errors, will result in mentions in the credits (maybe), as well as a reply and an up-to-date list of known errors together with corresponding corrections.
- People who debate, attack, question, or abuse my motives, politics, ethics, taste, and so forth, will either convince me (and receive nasty replies), or [just] receive nasty replies.

**Note:** overseas correspondence should be accompanied by *international* postage coupons, or no reply may be forthcoming. Telephone calls at strange hours may yield unpleasant responses.

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## [1.0] ForeWord

*Designer's Notes:* ForeSight (abbreviated FS) was originally intended as a science-fiction based role-playing game, but has been extended to a generic format. However, it is presented in these core rules as a science fiction game-system, rather than as a skeletal system.

In general, the rules are formatted as follows: *Designer's Notes:* are comments by the designer of a general nature, regarding rationale, explanation, and so forth; *Definitions:* are of (commonly used) game terms and objects; *Procedures:* are explanations of game mechanics in terms of quantities and objects defined in the game rules.

ForeSight was designed with certain parameters in mind. These were the minimisation of problems common to many currently available role-playing games, namely:

- (a) Perceivable differences between "observed reality" and the ramifications of the game system, i.e. falsehoods implied by the game-system, and truths denied by it. (Equally, I felt that between these extremes, likelihoods of given events should be plausible.)
- (b) Internal inconsistency in fact, and of style and tone, within the rules themselves, combined with numerous situational special cases, eg. games with a different rule to govern each skill.
- (c) Poor rules grounding of non-combat actions by characters. In many games the only set of rules that a player can "depend" on are the combat rules, which means that in a tight situation, these are the rules to which players often turn.
- (d) Increasing complexity of games attempting to avoid the above.

The design approach was straightforward: I took a very nice resolution system (the ease-factor - quality rating system from *James Bond 007*) and made it capable of dealing with more diverse circumstances than it had been able to, and in some cases more "realistic"; I used this system for, more or less, everything (i.e. combat or non-combat). In one step problems (a), (b), and (c) were minimized. In order to attack (d) I threw out and generalised as many rules as I could, and attempted to put every possible piece of information on the character sheet that I could, in as convenient a form as I could manage. Since then, the rules have been ironed out by fairly rigorous play-testing.

Finally, I have attempted to make the rules as terse as possible: I seldom elaborate on special cases, although I am willing to reply to questions so long as no expense, or great trouble, on my part is involved; "Designer's Notes" were kept to a minimum, and the descriptions of many game objects were minimized if analogues are familiar to most people, or information on them is available in other places (eg. a good encyclopædia).

Tonio Loewald (Canberra, 1987)

## [1.1] Definitions

*Definitions:* The following are commonly used game terms and concepts, and are for convenience defined here in alphabetical order.

**Ability:** an ability in ForeSight is usually a skill or an attribute (if you think of knowledge as a sort of possession), and reflects some sort of capability (as one would expect).

**Attributes:** a character or creature in ForeSight (FS) has values for various things called attributes. These are quantifications of native, untrained abilities he/she/it possesses. References to a specific attribute possessed by a character are to his/her value for that attribute; to be specific, to his/her *trained* value in the attribute (which by default is set at the inherent value until improved or perhaps worsened). This value is a number, for humans it varies between five and sixteen.

The Attributes in ForeSight are:

**ST (Strength):** a character's ability to apply force with his/her body.

**EN (Endurance):** a character's ability to continue expending energy without rest.

**DX (Dexterity):** a character's manual dexterity.

**AG (Agility):** a character's balance, and bodily coordination.

**IN (Intelligence):** a character's ability to reason.

**PC (Perception):** the ability of a character to note changes and incongruities in his/her environment.

**WP (Willpower):** a character's strength of will, resistance to despair, ability to resist temptation, determination, etc..

**EM (Empathy):** a character's ability to relate to and understand others of his/her (and possibly another) species.

**AP (Appearance):** a measure of the character's (sexual) attractiveness to others of his/her species.

**Character Sheet:** a player character's physical, mental, and emotional makeup, and his or her knowledge and capabilities, are recorded in game-terms on the Character Sheet, which is recognisable by having "Character Name" written in its top left corner.

**Character Worksheet:** the more transient aspects of a character's existence are recorded on the Character Worksheet. A character's credit, possessions, fatigue, transit status, experience points, fields he/she is currently studying, weapons, armour, and so on, and so forth, should be recorded on this sheet. This sheet is separate since it will require more frequent replacement than the Character Sheet proper. This sheet is labelled "Character Worksheet for..."

**D10, D100, D6, D5:** represent dice. A **D10** involves a ten-sided die, usually numbered 0,1,...,9; in FS read 0 as 10, so rolling a D10 yields a number from 1 to 10. A **D100** involves two ten-sided dice, differently coloured, which are called the tens and units die; one rolls them and reads them tens die first, but reading 00 as 100, so rolling a D100 yields a number from 1 to 100. A **D6** is a standard cube-shaped die, usually decorated with dots, and is used normally. A **D5**, used mostly in Star System Generation [7.0], is obtained by rolling D10, halving the result, and rounding up any fractions.

**Fields of Familiarity:** these are more implicit than explicit in the game system, and are a quantification of a character's general familiarity with some subset of the situations a skill might be applied in: eg. A character with Ground Vehicles skill is assumed to be familiar with any vehicles in his/her possession at the start of an "adventure", but may not be familiar with some strange vehicle that he/she comes across in the course of his/her exploits. Most fields of familiarity are set at zero, and have no game effect; if negative, they reflect unfamiliarity, and have a detrimental effect; if positive (rare) they reflect long experience with the situation, and even a preference for it. Rules section [2.4] deals with Fields of Familiarity.

**Fields of Knowledge:** in FS [character] capabilities are divided, roughly, into two sorts: skills and knowledge. Knowledge is something one has, or has not, whereas a skill is a continuously honed ability. Acquiring a Field of Knowledge requires a certain amount of time, which may be modified by previous attempts, and/or the character's inherent abilities (eg. an exceptional memory). In some sense knowledge in FS is not only possessed, but must to some extent be understood, by the character. When a character has completed his/her studies of a field, he/she rolls against a multiple of his/her **IN** (intelligence) attribute. In character generation this will either give or not give the character the field; in *experience* the character will gain the field of knowledge at some degree of familiarity, ie. the character will have the knowledge, but will not have it entirely clear in his/her mind how it all hangs together. See sections [2.3] Fields of Knowledge, and [2.5] Experience.

A Field of Knowledge represents a broad grounding in the field named; some familiarity with all major concepts, and sufficient knowledge to know what detailed information to look up, and where to find it.

**GameMaster (GM):** the gamemaster in FS is responsible for designing the imaginary setting for the game to take place in: the Game World (or Universe, in this case) as it were. He/she is also responsible for determining how the player characters and the setting interact (by setting I refer not only to geographical locale, but also to inhabitants, and whatever). In FS it is necessary for the GM to have a reasonable grasp of the rules, while the players need no such knowledge; she/he must also do a fair amount of work, or spend a fair amount of money, or both. On the other hand, GMs have more fun.

**Gravity, Temperature, Environment Familiarity:** FS, as a Science Fiction based Role-playing Game, deals not only with characters in a nice environment in which they have always lived, and which they intend to continue living in, but with a widely varying set of environments, most of them at least potentially hostile.

The gravity modifier **G** appears in the BEFs (base ease factors) of skills (or attributes, like Speed) dependent upon agility, an attribute representing balance, and accuracy of movement. In any given circumstance where a value for **G** is needed, the ambient gravity determines which modifier is used: in **LT** (light) gravity one uses the value under **LT**, eg. 2, so a BEF might equal **G+2**, or 4. The gravity slots are **NW** (Near Weightless: 0 to 0.40 earth gravities), **LT** (Light: 0.41 to 1.00), **HY** (Heavy: 1.01 to 1.60), and **EX** (Extreme: 1.61 to 2.50). Beyond that, no-one is really in any shape to argue (for E. E. "Doc" Smith based campaigns, multiply gravity values by ten).

The temperature modifier **T** appears in BEFs of skills dependent on willpower, since a person who is enduring a climate twenty degrees hotter than he/she is used to is hardly likely to be fit to resist physical pain on top of it, concentrate on a game of cards, or appear suave and charming. Whenever a value of **T** is required, use that appropriate to the character's ambient temperature. These modifiers assume adequate apparel, but not air conditioned space suits. The temperature slots are **VC** (Very Cold: -90 to -51 degrees Celsius), **CD** (Cold: -50 to -11 degrees Celsius), **NL** (Normal: -10 to 39 degrees Celsius), **HO** (Hot: 40 to 69 degrees Celsius), and **VH** (Very Hot: 70 to 89 degrees Celsius). In each slot is also a small number, this is the number of hours between a character's mandatory **Fatigue** checks.

The Environment modifier **E** appears in BEFs of skills dependent on perception, since a good idea of what to expect in a place allows a person to concentrate on worthwhile subjects for his/her attention. Environment familiarities are expressed on a table to allow the great variety of possible environments to be compactly expressed. In general the environment is expressed as a contour (**BR**: broken, **UN**: uneven, **FL**: flat) and a surface feature (**BN**: barren, **LV**: light vegetation, **MV**: medium vegetation, **HV**: heavy vegetation, **MA**: marsh, **IC**: ice); there are also miscellaneous environments tacked onto the (in my opinion on the day) most appropriate places (**SF**: surface of water, **SB**: submerged in water, **SU**: suburban, ie. scattered buildings, **UR**: urban, ie. built up). Wherever a value for **E** is called for, the most appropriate is chosen.

**Final Note:** the GM determines which slots are most appropriate in all cases (the players, of course, can argue); If none seems appropriate, **G**, **E**, and/or **T**, have a **default value of 2** (this fact is noted on the Character Sheet).

**Inclination:** while what a character *can* do is determined by his/her abilities, what he/she *chooses* to do is governed by his/her inclinations. A player character's inclinations are described under *Personality Traits*, on the bottom right of the character sheet.

**NPC:** a Non-Player Character is a game persona not controlled by any player, and hence usually controlled by the GM.

**Permanent:** some characters will have "permanent" backgrounds, meaning that their parents' occupations did not call for frequent changes of address. Examples of such occupations include teachers, GPs, and shopkeepers.

**PC:** a Player Character is a character whose actions are governed by one of the players in a game of ForeSight. While the player determines what the character *wants* to do, the GM often determines whether or not he/she successfully does it.

**Role-Playing Game:** a role-playing game involves players and a gamemaster. In a role-playing game the gamemaster (GM) creates an imaginary setting, and the players create (player) characters (PCs) who live in it. Play is generally fairly unstructured with the basic idea being that the GameMaster describes the current situation, and the players describe their character's actions within it; these are resolved, and then the GameMaster describes the new situation, and so forth. The role-playing comes into it when players try to have their characters perform actions which agree with their character's imaginary psyche, rather than with their own. A great deal more is said on the nature of role-playing in the Designer's Commentary (at the back of the book).

**Roll, Task, Resolve:** When some character in ForeSight attempts to do something, this thing is referred to as a task, often associated with some capability: eg. climbing a mountain is a Climbing (skill) task, while figuring out what's wrong with a computer is a Diagnose (skill) / Computer/Robot Tech (Field of Knowledge) task. A Roll in ForeSight is the procedure by which the success of a task is evaluated, or, in other words, the method by which the GM may Resolve a task. Most rolls are performed at some modifier (eg. a lightly wounded character makes Pain Resistance rolls at -1). This modifier affects the Ease Factor (EF) of the roll. Positive modifiers make rolls more likely to succeed, while negative modifiers have the reverse effect. All of this is more fully explained in the Resolution rules (section [3.0]).

**Skill:** as opposed to a Field of Knowledge, a skill is a procedure with which a character has some degree of familiarity. A character in FS can learn the basics of a skill, reflected by gaining that skill at level one, and then proceed to hone it, with use or training, so that he/she gradually improves it. Some skills in FS function independently of any other capabilities possessed by the character, while others work in concert. Quite a lot of skills in FS involve the use of Fields of Knowledge in some way, and perhaps can handle seemingly incompatible Fields. The rules governing skills are covered in the skill rules ([2.2] Skills), and also sections [2.3] Fields of Knowledge; [2.4] Fields of Familiarity, and [3.0] Resolution (which covers the resolution of tasks in FS).

**SVU:** the Standard Value Unit, abbreviated "svu" and pronounced "svoo", represents a measure of value and not currency, approximately equivalent to US\$2.50 as of 1985 (about enough to buy a reasonable meal at McDonalds, if such a thing is possible). The svu is divided into one hundred centisvu (or "cents").

**Transient:** some characters will have "transient" backgrounds, meaning that their parents' occupations (or, perhaps, inclinations) called for frequent changes of address. Examples of such occupations include: fruitpickers, circuit court judges, and engineers.

**Transit Status:** I'll bet you're cussing me for not listing this under Current ~. Tough. Transit status has no place in the Core Rules, since it is an aspect of my Science Fiction campaign, rather than a part of the essential rules, but it does illustrate how crime can be considerably reduced by simple mechanisms. Simply put: a character's transit status represents the Electronic Funds Transfer system to which his/her ID/credit account is attached, generally expressed as a planet, or nation. A character who is discovered outside the bounds of the system to which his/her account is attached is obviously there illegally (and he/she should expect at least some inconvenience - how much depending on how well he/she can convince the authorities). A character leaving one system for another has his/her account placed in transit, annotated with the prospective destination upon departure. If he/she reaches his/her stated destination, then his/her account is attached to the destination system. The master of a starship which habitually plies a route between two systems may apply for a dual attachment, allowing transaction in both systems. Finally, note that I am referring to EFT systems, not star systems here.

## [1.2] Conventions

**Designer's Notes:** There are a few important conventions in ForeSight which will be stated below, as ever, for your convenience.

**Rounding:** unless otherwise stated, any decimal or fractional value which has to be converted into an integer for some game purpose (eg. PCSs can be fractional *as calculated*) is **rounded off**, ie.: to the *nearest* integer. **Rounding up** means treating any number between  $n-1$  and  $n$  ( $n$  an integer) as  $n$ . **Rounding down** means treating any number between  $n-1$  and  $n$  ( $n$  an integer) as  $n-1$ .

**Page Numbering:** the  $n$ th page of rules section  $m$  is numbered  $m$  hundred and  $n$  (so, for example, this is the third page of section 1.0 and is thus page 103).

**Lack of Explanation:** if I have decided (by some arbitrary and probably inaccurate process) that something is too obvious to warrant special explanation, or is something about which better information is available elsewhere, then there may be no explanation of it anywhere, and you'll have to use your common sense.

For example: Many **skills** are not explained, since explaining them would simply involve copying tracts from a dictionary or encyclopaedia.



## ForeSight [1.0] ForeWord

Most **fields** are unexplained. Unlike FASA, I do not pretend to be able to define an entire field of human knowledge in a few lines, and do not want to leave myself open to criticism by specialists.

Some procedures call for a **random QR** (quality rating) to be used to determine some effect; in such a case roll D10 and consult the table below:

| Random QR Table |    |
|-----------------|----|
| D10 Roll        | QR |
| 1               | 1  |
| 2               | 2  |
| 3-5             | 3  |
| 6-10            | 4  |

Some procedures can result in a **tie**, and do not explain how such an eventuality is dealt with: each of the tied results has an equal chance of prevailing. Eg. if in a three sided combat all three leaders obtained equal QRs and furthermore had equal Initiative PCs (ie. they were tied), each would have an equal chance of obtaining the best initiative, and each of the two remaining would have an equal chance of coming second. Such events are rare.

In general if people have found some concept difficult, or some rule poorly phrased, I have endeavoured to explain it in depth, or rephrase it, respectively.

### [1.3] Technological Levels

Each technological level (TL) represents a level of technological (and, to a lesser extent, social) achievement. (Later on, you will find a distinction between "soft" and "hard" technology. The human race is assumed to, in general, have progressed evenly in these areas, the former representing the biological and medical sciences, the latter representing the physical and metallurgical sciences.)

TL0: Stone Age; hunter-gatherers, family/tribal groups, some speech

TL1: Agriculture; decent huts, organised religion, boats, government; Sumeria

TL2: Metals; cities, armies, philosophy; Greece or Rome

TL3: Gunpowder; experimental science, art for art's sake; Renaissance

TL4: Industrial Revolution; steam engine, assembly line, machineguns, electricity, telephones; Victorian England

TL5: Nuclear energy, computers, satellite communications; 1985 U.S.A.

TL6: Fusion energy, fibre-optic circuitry, interplanetary travel, STL interstellar travel, AI computers, robots; 2050

TL7: FTL travel via Mass Shunt/Anomaly Pump (requiring cooperation at the destination point), miniature laser weapons, computerised tridi, first psionic shields (coincides with emergence of real psionic talents), android design starts; 2250

TL8: Vast improvements in capacitor design, physicists [properly] explain the Mass Shunt/Anomaly Pump, genetic engineers reveal first successful scratch-built AI projects (to great public distaste), biomechanical modifications of humans become common, workable anti-matter power storage; 2400

TL9: Vast improvements in reactor design, and further development of the Intersplit (improved Mass Shunt/Anomaly Pump), which does not need a prepared destination point, lead to possibility of space warfare. The Federation forms navy, android 'superhumans' (Nexus 6, complete with errata) appear; 2600

TL10: This, and higher TLs, really do not have a place in ForeSight as it currently stands. Simply treat these TLs as labels representing TLs higher than 9. (If there is sufficient demand, information on these TLs shall be published also.)

### [1.4] Design Credits

The following people were involved in the production of this set of rules (whether they knew it, or not), in the roles stipulated, and probably others. I hope I have not left anyone out.

Research, Design, Layout, and Artwork: **Tonio Loewald**

Factual Input (esp. Star Systems & Spacecraft):

**Nick Douglis, Ralph Sutherland** (and others)

Additional Typing: **Sean Case**

Proofreading and Play-testing: those mentioned above, and **Kenneth Beaton, Brett Evill, Michael "Pappy" Padreny, David Baldwin, Julie Gibbs, Richard Moore, Peter Johnston, Chris Gentle, David Bofinger, Mark Bofinger, Mark Birnie, Nisi Sutherland, Phil Warner, Pamina Loewald, Tony Purcell, Ian Burrows, Stewart Bray, Michael Case, Frank Hampshire**, the people who attended the Science Fiction section of the Fourth Armidale Role-playing Tournament (acronym undisclosed), and others too numerous to remember...

Advice on Format: **Greg Preston**

(his advice largely determined the text format throughout)

Tolerance: The A.N.U. Mathematics Department, in particular:

**Neville Smythe, and Martin Ward**

And finally, for *La Machine*

The people who designed the **Macintosh**

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[2.0] CHARACTERS

Character Name..... Age..... Sex ☐ M ☐ F Species.....

### Attributes

|           |              |
|-----------|--------------|
| <b>ST</b> | Strength     |
| <b>EN</b> | Endurance    |
| <b>DX</b> | Dexterity    |
| <b>AG</b> | Agility      |
| <b>IN</b> | Intelligence |
| <b>PC</b> | Perception   |
| <b>WP</b> | Willpower    |
| <b>EM</b> | Empathy      |
| <b>AP</b> | Appearance   |

Iph Trp

## General Notes

Ethnic Background.....  
Social Background.....  
Eye Colour..... Hair Colour.....  
Complexion..... Hair Texture.....  
Height..... Frame.....  
Threshold **Fatigue**  $(EN+WP)/6 =$   **Speed**  +G  
Carrying Capacity unladen.....kg burdened.....kg  
Handedness  Left  Ambi  Right  
Unarmed Combat **Damage Class**   
Abilities and Limitations.....

Familiarity Modifiers  
Default Value = 2

|             |   |
|-------------|---|
| Gravity     | G |
| Familiarity |   |

|    |    |    |    |
|----|----|----|----|
| NW | LT | HY | EX |
|----|----|----|----|

|             |   |
|-------------|---|
| Temperature | T |
| Familiarity | T |

|    |    |    |    |    |
|----|----|----|----|----|
| VC | CD | NL | HO | VH |
|----|----|----|----|----|

|   |   |    |   |   |
|---|---|----|---|---|
| 2 | 6 | 24 | 6 | 2 |
|---|---|----|---|---|

|             |   |
|-------------|---|
| Environment | E |
| Familiarity | E |

|    |    |    |    |    |
|----|----|----|----|----|
| BN | LV | MV | HV | IC |
|----|----|----|----|----|

BR 

|  |  |  |  |
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 MA 

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|----|--|--|--|--|--|
| UN |  |  |  |  |  |
|----|--|--|--|--|--|

Abbreviations:  
Inh(erent): Tr(aj)n(ed)

## Skills

| Level | Formula | Exp | PCS | BEF |
|-------|---------|-----|-----|-----|
|-------|---------|-----|-----|-----|

|                 |                       |   |     |
|-----------------|-----------------------|---|-----|
| Fatigue         | $\frac{1}{2}$ [EN•WP] | 2 | T+2 |
| Pain Resistance | $\frac{1}{2}$ [EN•WP] | 2 | T+2 |
| Initiative      | $\frac{1}{2}$ [IN•PC] | 2 | E+3 |
| Search          | $\frac{1}{2}$ [IN•PC] | 1 | E+3 |
| Scan            | PC                    | 2 | E+3 |
| Empathy         | EM                    | 2 | 5   |

## Skills

| Level | Formula | Exp | PCS | BEF |
|-------|---------|-----|-----|-----|
|-------|---------|-----|-----|-----|

PCS=(Level+Formula) SC=EF×PCS If D100 roll ≤SC/10▷QR1  
≤SC/5▷QR2 ≤SC/2▷QR3 ≤SC▷QR4 >SC▷QR7 exc. 10|roll▷QR10

### Fields of Knowledge

## Fields of Familiarity

## Personality Traits

Aggressive\_\_\_Passive  
Assertive\_\_\_Receptive  
Brave\_\_\_Cowardly  
Carefree\_\_\_Nervous  
Cheerful\_\_\_Melancholy  
Extrovert\_\_\_Introvert  
Honourable\_\_\_Dis-  
Interests            Loyalties  
Likes                Dislikes

Ambitions      Quirks      Other Notes.....

## [2.0] Characters

*Designer's Notes:* the character is the most important object in a role-playing setting; like a television program or a motion picture, a role-playing adventure generally deals with the interactions of central characters (the protagonists - in this case the player characters) and their environment, including not only natural hazards and dire beasts, but other (perhaps non-human) characters (the supporting caste of allies, antagonists, and bystanders - the non-player characters). The rules in this section deal with the creation of both player and non-player characters.

### [2.1] Character Generation

*Designer's Notes:* The Player Character (or PC) is the most important product of a role-playing system. The following rules enable you to generate a (human) character for the FS system cold, ie. without any knowledge of the other rules. Of course knowledge of the other rules helps.

*Procedure:* A PC in FS is generated using the following procedure. A copy of the FS character sheet is necessary.

#### General Notes

Ethnic Background \_\_\_\_\_

Social Background \_\_\_\_\_

**Step 1:** Determine the character's social and ethnic background (this may be done by rolling D100 and consulting the tables provided, or choosing from among the items on the tables), and record these in the appropriate slots on the character sheet; eye colour, hair colour, complexion (by this I mean skin colour), hair texture, height, and frame (build), should be chosen by the player in accordance with his/her general intent for that character's makeup.

Handedness should be determined randomly as follows: roll D10 - a result of 1 indicates an ambidextrous character (such a character has no "off" hand); a 2 or 3 indicates a left-handed character (the character's right hand is considered "off"); a 4-10 indicates right handedness.

The character's sex should be decided by the player some time during this step.

The character's inherent abilities and limitations should now be determined by rolling D100 (perhaps, if so indicated, more than once) and consulting the appropriate table. The results of this should be recorded in the appropriate slot on the character sheet.

### Social Background

Roll D100 for Social Background

| Roll  | Background                  | YFE | GP's | SVU   |
|-------|-----------------------------|-----|------|-------|
| 01-10 | Unemployed Transient        | 1   | 100  | 1     |
| 11-18 | Semi-employed Transient     | 2   | 80   | 10    |
| 19-22 | Professional Transient      | 4   | 40   | 100   |
| 23-24 | Wealthy Transient           | 6   | 20   | 1000  |
| 25-29 | Government Institution      | 1   | 70   | 10    |
| 30-44 | Foster Parents              | 4   | 60   | 20    |
| 45-52 | Cheap Private Institution   | 2   | 60   | 40    |
| 53-57 | Average Private Institution | 4   | 40   | 200   |
| 58-59 | Plush Private Institution   | 6   | 20   | 1000  |
| 60    | Abandoned & Self Sufficient | 0   | 150  | 2     |
| 61-62 | Unemployed Permanent        | 2   | 90   | 4     |
| 63-66 | Semi-employed Permanent     | 3   | 70   | 40    |
| 67-83 | Employed Permanent          | 5   | 50   | 100   |
| 84-92 | Professional Permanent      | 7   | 30   | 400   |
| 93-94 | Wealthy Permanent           | 8   | 10   | 4000  |
| 95-96 | Rich Permanent              | 8   | 5    | 10000 |
| 97    | Rich Transient              | 7   | 10   | 4000  |
| 98    | Successful Politician       | 8   | 0    | 1000  |
| 99    | Corporate Dynasty           | 8   | 0    | 40000 |
| 100   | Political Dynasty           | 8   | 0    | 20000 |

YFE is Years of Free Education.

**Initial funds** are determined by multiplying the figure under SVU by the years of education the character passed, and then by his/her (Age - 14). The result is his/her initial funds in SVU.

### Some comments on this stage

Remember that a character should be rationalised in terms of his/her sex, ethnic background, social background, and so forth. How is it that a character of wealthy permanent background has familiarity with a great many gravities, temperatures, and environments? Perhaps he/she came from a planet beyond the Federation, with a monarchy, and worked with explorers from the Royal Planetological Society. If so, then what other skills did the character need to engage in such work?

If you feel unable to cope with a character's background, then by all means roll or choose a different one. The GM may object to a surfeit of Abandoned waifs, and members of Corporate Dynasties however.

Of course this all applies at an even more basic level: a character with West African background shouldn't have blue eyes and blonde hair (unless the GM has stated that in 2073 West Africa was flooded with European refugees after the Soviet invasion...).

## ForeSight [2.0] Characters

### Ethnic Background

Roll D100 for Ethnic Background

#### Roll Ethnic Background

|       |                                           |
|-------|-------------------------------------------|
| 01-46 | Indeterminate                             |
| 47-49 | Western European                          |
| 50    | Scandinavian                              |
| 51-52 | North African                             |
| 53-54 | Middle Eastern                            |
| 55-57 | Central European                          |
| 58-63 | Eastern European                          |
| 64-67 | North American                            |
| 68-70 | South American                            |
| 71-80 | Chinese (or Mongolian, or Tibetan,...)    |
| 81-89 | Indian (or Bangladeshi, or Pakistani,...) |
| 90-92 | South-east Asian                          |
| 93    | Australasian                              |
| 94-97 | Southern or Central African               |
| 98-99 | West African                              |
| 100   | Other (eg. Cuban)                         |

| Attributes   |     |     |
|--------------|-----|-----|
|              | Inh | Trn |
| ST Strength  |     |     |
| EN Endurance |     |     |
| DX Dexterity |     |     |

**Step 2:** The character's inherent attributes are now determined. This may be done in one of two ways:

- Set each of the attributes to five (5) and distribute thirty-two (32) additional points among them so that they fall within the range of five to twelve (5-12) inclusive. The resultant values are the inherent attributes possessed by the character.
- Roll D6+4 for, and set that value beside, each attribute, then distribute a further fifteen (15) points among them so that they fall within the range five to twelve (5-12) inclusive - without lowering the value of any attribute. As above, these are the inherent values.

**Step 3:** determine the character's initial age. As this will determine the extent of the character's abilities to a considerable degree, the GameMaster (GM) has considerable discretion here. For a character of relative inexperience, the starting age should be D6+14 years; a character of moderate ability and experience should be D10+19 years old; a character of greater experience should be D10+29 years old (or older still, especially in a *Known Space* based setting, for example). *Designer's Note:* there is no reason for a GM not to have characters of widely varying capability in his/her campaign (perhaps to counteract relative experience of players if desired).

**Step 4:** The number of generation points (henceforth GPs) available to further develop that character should be determined and noted (on scrap paper). A character has two sources of GPs: social background (the number of GPs received therefrom is indicated on the same table used to determine a character's social background), and age (see table below).

| Age | GPs | Age | GPs | Age | GPs |
|-----|-----|-----|-----|-----|-----|
| 13  | 50  | 28  | 340 | 43  | 460 |
| 14  | 100 | 29  | 350 | 44  | 465 |
| 15  | 140 | 30  | 360 | 45  | 470 |
| 16  | 170 | 31  | 370 | 46  | 475 |
| 17  | 200 | 32  | 380 | 47  | 480 |
| 18  | 220 | 33  | 390 | 48  | 485 |
| 19  | 240 | 34  | 400 | 49  | 490 |
| 20  | 260 | 35  | 410 | 50  | 495 |
| 21  | 270 | 36  | 420 | 51  | 500 |
| 22  | 280 | 37  | 430 | 52  | 505 |
| 23  | 290 | 38  | 435 | 53  | 510 |
| 24  | 300 | 39  | 440 | 54  | 515 |
| 25  | 310 | 40  | 445 | 55  | 520 |
| 26  | 320 | 41  | 450 | 56  | 525 |
| 27  | 330 | 42  | 455 | 57  | 530 |

For characters older than 57, +2 per year beyond 57

Note that a character's abilities may deteriorate owing to aging effects (no rules for these are provided).

| Gravity     |    |    |    |    |  |
|-------------|----|----|----|----|--|
| Familiarity |    |    |    |    |  |
| NW          | LT | HY | EX |    |  |
|             |    |    |    |    |  |
| Temperature |    |    |    |    |  |
| Familiarity |    |    |    |    |  |
| IVC         | CD | NI | HN | VH |  |

**Step 5:** The initial values for Gravity, Temperature, and Environment, familiarity are decided by the player. One slot under each heading is chosen to be three (3). This may not be EX(treme) gravity, V(ery) C(old) or V(ery) H(ot) temperature, or S(u)B(merged) environment. The values directly above, below, to the left, and to the right, of these threes (where they exist) are made one (1); all others are made zero. Note that for these purposes the B(arre)N column of the environmental familiarity display is considered to be to the right of the IC(e) column, and likewise IC is left of BN. A player choosing to place his/her character's environment 3 in BR(oken) BN would put ones in UN BN, BR LV, and BR IC.

A character may also be allocated two of the following skills at level one for no cost: Running, Swimming, Dancing, Climbing, Charisma, Gambling, Groundcraft, Watercraft, Aircraft, Personal Flyer, Riding, Jumping, any sporting skill, and Throwing.

**Step 6:** The player may now spend his/her character's generation points in order to improve the character's abilities. This may be done as follows:

- An ability or limitation may be removed by expending 20 GPs



## Abilities and Limitations Table

| Roll  | Ability or Limitation                                                                                      | Roll   | Ability or Limitation                                                                                                        |
|-------|------------------------------------------------------------------------------------------------------------|--------|------------------------------------------------------------------------------------------------------------------------------|
| 01-03 | Character possesses a random psionic ability (GM's discretion)                                             | 69     | Fear of electrical storms                                                                                                    |
| 04-05 | Character possesses two random psionic abilities (GM's discretion)                                         | 70     | Fear of (high voltage) electricity                                                                                           |
| 06-07 | Superb hearing (add 1 to BEF of Search and Scan)                                                           | 71     | Fear of snake-like creatures                                                                                                 |
| 08    | Inferior hearing (subtract 1 from BEF of Search and Scan)                                                  | 72     | Fear of insect-like creatures                                                                                                |
| 09-10 | Superb eyesight (add 1 to BEF of Search and Scan)                                                          | 73     | Fear for one's health                                                                                                        |
| 11    | Inferior eyesight (subtract 1 from BEF of Search, Scan, Handguns, Longarms, and Mechanical Ranged Weapons) | 74     | Fear of animals                                                                                                              |
| 12-13 | Eidetic memory (reduce study times by 50%)                                                                 | 75     | Fear of open spaces                                                                                                          |
| 14-15 | Photographic memory (reduce study times by 25%)                                                            | 76     | Fear of plants                                                                                                               |
| 16-17 | Good sense of direction (add 1 to BEF of Navigation)                                                       | 77     | Fear of enclosure/imprisonment                                                                                               |
| 18-19 | Good sense of time                                                                                         | 78     | Fear of death                                                                                                                |
| 20-21 | Good sense of distance (add 1 to BEF of Navigation)                                                        | 79     | Fear of being alone                                                                                                          |
| 22-23 | Talented artist (add 1 to BEF of Artistic Composition and Depiction)                                       | 80     | Fear of crowds                                                                                                               |
| 24-25 | Talented musician (add 1 to BEF of Musical Composition and Performance)                                    | 81     | Fear of traffic                                                                                                              |
| 26    | Good singing voice (Musical Performances involving singing are performed by this character at +1)          | 82     | Fear of poisoning                                                                                                            |
| 27    | Talented speaker (persuasion attempts are at +1)                                                           | 83     | Fear of pain (all pain resistance made as though heavily wounded)                                                            |
| 28-29 | Weakness for members of the opposite sex                                                                   | 84     | Fear of old age                                                                                                              |
| 30    | Good sense of arithmetic (natural number cruncher)                                                         | 85     | Fear of sleep                                                                                                                |
| 31-32 | Gift for Languages (learns languages in 25% of usual time)                                                 | 86     | Fear of blood                                                                                                                |
| 33-34 | High disease resistance (+1)                                                                               | 87     | Fear of space (especially space travel)                                                                                      |
| 35-36 | High poison/drug resistance (+1)                                                                           | 88     | Fear of eating (unprocessed foods)                                                                                           |
| 37-38 | High alcohol tolerance                                                                                     | 89     | Fear of opposite (or same) sex                                                                                               |
| 39    | Low alcohol tolerance                                                                                      | 90     | Fear of sex                                                                                                                  |
| 40-41 | High metabolic rate                                                                                        | 91     | Prone to extended periods of (extreme) elation/depression                                                                    |
| 42-43 | Low metabolic rate                                                                                         | 92     | Paranoid (mild to extreme)                                                                                                   |
| 44    | Tone deaf (subtract 2 from Musical Composition and Performance BEFs)                                       | 93     | Schizophrenic (ie. weird), or Megalomaniacal                                                                                 |
| 45-47 | Natural aptitude for any one skill (player's choice, add 1 to BEF of that skill)                           | 94     | Obsession with some thing (worked out between GM and player)                                                                 |
| 48    | Can mimic voices and accents (add 1 to Disguise BEF)                                                       | 95     | Psychopathic (ie. weird and dangerous)                                                                                       |
| 49    | Natural ventriloquist (add 1 to Disguise and Stealth BEF)                                                  | 96     | Fear of sharp objects                                                                                                        |
| 50    | Has trained intelligent pet                                                                                | 97     | Rare blood type (if low-tech background, treat as epilepsy)                                                                  |
| 51    | Compulsive gambler: will bet on anything                                                                   | 98-100 | Roll twice more subtracting one from subsequent die rolls (rolls of less than one count as one; this modifier is cumulative) |
| 52-53 | High tolerance for pain (add 1 to BEF of Pain Resistance)                                                  |        |                                                                                                                              |
| 54    | Low tolerance for pain (subtract 1 from BEF of Pain Resistance)                                            |        |                                                                                                                              |
| 55    | Huge tolerance for pain (add 2 to BEF of Pain Resistance)                                                  |        |                                                                                                                              |
| 56    | Rejects organ and limb transplants, and hence must use inorganic prosthetics                               |        |                                                                                                                              |
| 57-59 | Good memory (reduce study times by 10%)                                                                    |        |                                                                                                                              |
| 60    | Intolerance for bright light                                                                               |        |                                                                                                                              |
| 61    | Sensitive to dryness                                                                                       |        |                                                                                                                              |
| 62    | Natural grasp of tactics (add 1 to BEFs of Space Tactics and Initiative)                                   |        |                                                                                                                              |
| 63    | Fear of heights                                                                                            |        |                                                                                                                              |
| 64    | Fear of strangers                                                                                          |        |                                                                                                                              |
| 65    | Fear of darkness/night-time                                                                                |        |                                                                                                                              |
| 66    | Fear of untried or unproven things                                                                         |        |                                                                                                                              |
| 67    | Fear of contamination                                                                                      |        |                                                                                                                              |
| 68    | Fear of water                                                                                              |        |                                                                                                                              |

**Phobias:** (fears of things) these require a (EF 7) WP roll to resist in the face of appropriate stimuli. If a phobia is recieved more than once, then the EF of this WP roll is reduced by two for each extra time the phobia was recieved.

# Character Worksheet for .....

Profession.....

Member of (Organisations).....

## Armour Protection

Note Search/Scan/Initiative Modifier

Chest (5,6,7) Head (10)

Note armour on each location

Total Speed Mods

Left Arm (8)

Left Leg (1)

Right Arm (9)

Hit Location Die Roll

Abdomen (3,4)

Right Leg (2)

Note Speed Modifiers

## Wound Status Damage Track ☐

Status Level Damage Taken

Okay [0] .....

LW 24h [1] .....

MW 5d [2] .....

HW 30d [3] .....

INC 4 [4] .....

INC 5 [5] .....

Dead [6] .....

Notes on hit location:

Head add 1 to any positive damage

Arm if PR roll failed, drop held item

Chest normal

Abdomen PR at -1 until fully recovered

Leg if PR roll failed, fall prone

## Current Funds

Cash.....

Credit.....

## Current Fatigue

Threshold Reserve Normal

Encumbrance  kg

unladen 0 laden -1 burdened -2

## Mass of Armour

Add to Enc.  kg

## Speed

## Armour Speed Modifier

(EVA SL difference)/4 if using exoskeleton

+ Total  + (EVA SL)/8 =

Encumbrance

## Speed Modifier

+  =

## Net Speed

## Fire Combat Weapons

Weapon PM Ammo ROF DC Close Long Range Con Dr RL Jam Mass Use

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.....

.....

## Melee Combat Weapons

Weapon Con Dr PM DC PM DC PM DC Mass Use

.....

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## Current Transit Status

In transit? ☐

(if so credit is frozen)

Location

Terminus

(only if Ship Master)

## Other Possessions [Mass in kg]

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## Profession

## Merit Points

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## Notoriety

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## Unused Experience Points

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## Current Studies

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## ForeSight [2.0] Characters

| Attributes |           | Inh | Trn |   |
|------------|-----------|-----|-----|---|
| ST         | Strength  |     |     | G |
| EN         | Endurance |     |     | E |
| DX         | Dexterity |     |     | S |
|            |           |     |     | F |

[ii] The value of a trained attribute (initially equal to its inherent value) may be improved by one point by expending 10 GPs. The value of a trained attribute may *never* exceed its original (ie. inherent) value by more than four (4).

[iii] A skill which the character does not have may be acquired at level one by expending 5 x Exp (of Skill) GPs. Note that a skill requiring an attribute not possessed by a character may not itself be acquired by that character. Eg. a dolphin, having no DX attribute, may not acquire the handgun skill, nor any other DX reliant skill. Also, a human (or, unless otherwise stated, nonhuman) character acquires, for nothing, the skills printed onto the character sheet (ie. fatigue, pain resistance, etc.) at level one.

| Skills          | Level | Formula              | Exp | PCS | BEF |
|-----------------|-------|----------------------|-----|-----|-----|
| Fatigue         |       | $\frac{1}{2}[EN+WP]$ | 2   |     | T+2 |
| Pain Resistance |       | $\frac{1}{2}[EN+WP]$ | 2   |     | T+2 |

[iv] The level at which a character possesses a skill may be increased by one by spending Exp (of skill) GPs. Note that a skill may *never* be possessed by a character at a level greater than the greatest value (possessed by the character) of an attribute in that skill's formula, multiplied by that skill's limit, plus two (2). Eg. the formula for handgun skill is  $(DX+PC)/2$ , and its limit is 1, so that the highest level at which a character may possess the handgun skill equals the higher of his/her (trained) DX and PC values times 1, plus 2.

[v] The value of a gravity or temperature familiarity may be increased by one by expending 5 GPs. These values may *never* exceed three (3).

|                         |   |
|-------------------------|---|
| Gravity Familiarity     | G |
| NW LT HY EX             |   |
| Temperature Familiarity | T |
| VC CN NI HN VH          |   |

[vi] The value of an environment familiarity may be increased by one by expending 2 GPs. These values may *never* exceed three (3).

[vii] An additional year of education may be purchased for 20 GPs. No more than (Age-12) extra years of education may be purchased by this method.

**Step 7:** The number of years of (part-time) education the character may have had is determined. This is

equal to the character's age (in years) minus eighteen, plus the character's years of free education (indicated on the Social Background table), plus any extra purchased via [vii] above (or zero, if this is higher).

The character then receives his/her education as follows: choose a field (of knowledge) which will not take longer to (attempt to) acquire than the character's (remaining) years of part-time education (NB: a field may have other prerequisites which must be met to acquire it), subtract the number of years required to learn the field from the character's (remaining) years of part-time education, and roll D100. If the result is less than or equal to the character's IN x the field's EF the character acquires it (record the name of the field under Fields of Experience). Failure means that the field was not acquired (record it under Fields of Knowledge with an "F" beside it), but subsequent attempts to learn it will take half as long as normal. Repeat the process until no more fields are desired, or the character has "spent" all his/her years of education.

| Personality Traits |       |
|--------------------|-------|
| Idealistic         | _____ |
| Aggressive         | _____ |
| Passive            | _____ |
| Involved           | _____ |
| Assertive          | _____ |
| Receptive          | _____ |
| Philanthropic      | _____ |
| Brave              | _____ |
| Cowardly           | _____ |
| Pious              | _____ |
| Imprudent          | _____ |

**Step 8:** The character's Inclinations should be determined (preferably in a non-random manner) by the player. Traits should be accorded values from five (not at all the thing on the left, which is to say *probably* very much the thing on the right) to sixteen (very much the thing on the left). Eg. Aggressive 13 Passive indicates a relatively aggressive character, ie. a character who is inclined to (physical, intellectual, or whatever) aggression. Interests is a list of the character's hobbies, eg. a character might have an interest in philately. Loyalties is a list of a character's loyalties (if any) in descending order of precedence, eg. a character who was loyal to her consort before herself might well be inclined to die that she might save him (or possibly her). Ambitions, Likes, Dislikes, and Quirks, are filled in likewise.

Height \_\_\_\_\_ Frame \_\_\_\_\_  
 Threshold Fatigue  $(EN+WP)/6 =$   Speed  +G  
 Carrying Capacity unladen \_\_\_\_\_ kg burdened \_\_\_\_\_ kg  
 Handedness  Left  Ambi  Right  
 Unarmed Combat Damage Class   
 Abilities and Limitations \_\_\_\_\_



## ForeSight [2.0] Characters

| Skills                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Formulae     | Exp | BEF   | Limit |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|-----|-------|-------|
| Repair                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | $(IN+DX)/2$  | 2   | 6     | 1     |
| <i>This represents a character's ability to dissect, assemble, and shape objects.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |              |     |       |       |
| Riding                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | $(AG+WP)/2$  | 1   | E+3   | 1     |
| Running                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | $(ST+EN)/2$  | 1   | E+G+1 | 1     |
| Scan*                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | PC           | 2   | E+3   | 1     |
| <i>A character's ability to notice significant irregularities in his/her environment. Scan generally fails on a QR 4. Humans incur a -1 to -4 modifier (-2 is typical) to Scan tasks performed in poor light or darkness.</i>                                                                                                                                                                                                                                                                                                                                                                 |              |     |       |       |
| Search*                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | $(IN+PC)/2$  | 1   | E+3   | 1     |
| <i>A character's ability to find something for which he/she is deliberately looking. Humans incur a -1 to -4 modifier (-2 is typical) to Search tasks performed in poor light or darkness.</i>                                                                                                                                                                                                                                                                                                                                                                                                |              |     |       |       |
| Seduction                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | $(Cha+WP)/2$ | 1   | T+1   | 1     |
| Sporting Skills                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | $(AG+PC)/2$  | 1   | G+2   | 1     |
| Starship Functions                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | IN           | 2   | 5     | 1     |
| <i>This represents a character's skill with starship control systems and computers.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |              |     |       |       |
| Starship Tactics                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | IN/2         | 3   | 5     | 1.5   |
| Stealth                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | $(AG+PC)/2$  | 2   | E+3   | 1     |
| <i>A character's ability to avoid attention. A character who tries to sneak past, or hide from, someone is detected if that person makes an EF = QR (of Stealth roll) Scan roll (Search if the person was actively searching for the character).</i>                                                                                                                                                                                                                                                                                                                                          |              |     |       |       |
| Survival                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | $(IN+WP)/4$  | 1   | E+3   | 1.5   |
| <i>A character's ability to find food, water, and shelter in which to sleep, in the wilderness. A character in the wilderness regains no fatigue from sleep unless he/she makes a successful Survival roll after sleeping, or has a companion do so for him/her.</i>                                                                                                                                                                                                                                                                                                                          |              |     |       |       |
| Swimming                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | $(ST+EN)/2$  | 1   | 5     | 1     |
| Teaching                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | $(EM+WP)/2$  | 1   | T+2   | 1     |
| <i>A character's ability to impart other's with his/her knowledge/experience. If the character from whom one is learning some knowledge or skill fails his/her teaching roll, then the attempt may do no better than the equivalent of a QR7, in the former case, and the time, but not any experience points, is wasted, in the latter. A character may alter the teaching time, as per Resolution [3.0], as the teacher, but not as the student. A character may only teach others skills and knowledge he/she possesses (at greater proficiency than his/her students, if applicable).</i> |              |     |       |       |
| Throwing                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | $(DX+PC)/2$  | 1   | G+2   | 1     |
| Unarmed Combat                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | $(AG+PC)/4$  | 2   | G+1   | 1.5   |
| Watercraft                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | $(IN+PC)/2$  | 1   | E+4   | 1     |

**Designer's Notes:** The abbreviations used in this chart are game-terms which have explicit meanings in the game, their intuitive meanings are less obvious, and hence are explained here. Terms like "roll", "QR", "EF", and "±N modifier" are explained in the Resolution rules [3.0].

**Formula:** a character's base competence in a skill in terms of his/her attributes.

**Exp:** this is a skill's experience value, reflecting how difficult the skill is to hone. There is some bias here against violent skills.

**BEF:** the base ease factor of a skill determines how difficult a task involving the skill is to complete. Note that natural aptitudes and talents do not simply alter the BEF of a skill for that character, but the EF of all tasks attempted with that skill. A character who does not possess a skill is considered to have his/her BEF in it reduced by two, should he/she attempt a task requiring it.

**Limit:** 1 indicates a skill where talent is as important as experience; 1.5 indicates a skill where experience outweighs talent. A character may not possess a skill at a level higher than the highest of the attributes he/she has which appear in the skill's formula, multiplied by its limit, plus two (rounded off).

\* denotes a skill which should, in general, have any tasks involving it resolved secretly by the GM. Some skills in the game allow characters to obtain these results from the GM, and, naturally, any observable effects of these skills should be described by the GM.

† Cha (in a formula) denotes the character's Charisma skill level (0 if Charisma not possessed by the character); this skill level is treated as an attribute for purposes of level limits.

**PCS:** a character's primary chance of success in a skill represents his/her competence in that skill. It is equal to the sum of the skill's formula (as a function of the character's attributes) and the level the character possesses in it. A character who does not possess a skill calculates his/her PCS as though his/her level in the skill is zero.

(Optional) Tasks involving AG (Agility), eg. those requiring the use of a skill with AG in its formula, incur the same modifiers (to their ease factors) as does the performing character's speed (ie. the Encumbrance and Armour related speed penalties). Eg. a character whose speed was reduced by two for being laden, and wearing kevlar on all limbs (while not having any EVA skill), would incur a -2 modifier to Running, Jumping, Acrobatics, Dancing, Unarmed Combat, and so forth, as well as to his/her speed.

## [2.3] Fields of Knowledge

**Designers Notes:** A field of knowledge represents a thorough grounding in the practical and theoretical principles of a subject, including sufficient knowledge to determine the need for, and make use of, specific higher order information in that field. Eg. a character with biology will not know the characteristics of every animal he/she encounters, but will know how to classify one he/she has seen, look it up, and understand and utilize the information retrieved.

The following fields of knowledge are available in FS, and are listed below with relevant game information. **Time** is the time normal time required (in years) to study and have a chance to acquire a field of knowledge. A character is said to have a number of years of education equal to the sum of the time values associated with the fields he/she possesses, no matter how long it actually took him/her to acquire

## ForeSight [2.0] Characters

them. A field of knowledge is not necessarily accompanied by credentials. **EF** is the ease factor of the IN roll required to resolve the (attempted) acquisition of the field. **Sz** is a quantification of the relative size of any equipment usually used in conjunction with the field.

### Fields of Knowledge

| Field                    | Time | EF | Size |
|--------------------------|------|----|------|
| <b>Sciences NFM = -3</b> |      |    |      |
| Astrophysics*            | 2    | 7  | 2    |
| Biology                  | 3    | 8  | 1    |
| Chemistry                | 3    | 8  | 1    |
| Geology                  | 3    | 8  | 2    |
| Mathematics              | 3    | 7  | -    |
| Physics                  | 3    | 8  | 2    |
| Planetology              | 3    | 8  | -    |
| Programming              | 3    | 8  | -    |
| Psychology               | 3    | 8  | -    |
| Statistics               | 2    | 8  | -    |

#### Humanities NFM = -3

| Field            | Time | EF | Size |
|------------------|------|----|------|
| Anthropology     | 3    | 8  | -    |
| Archeology       | 3    | 8  | -    |
| Economics        | 3    | 7  | -    |
| History          | 3    | 8  | -    |
| Law              | 3    | 7  | -    |
| Linguistics      | 3    | 7  | -    |
| Typical Language | 2    | 8  | -    |
| Literature       | 3    | 8  | -    |
| Military Science | 3    | 8  | -    |
| Philosophy       | 3    | 8  | -    |

#### Technical Fields NFM = -3

| Field                   | Time | EF | Size |
|-------------------------|------|----|------|
| Agriculture             | 3    | 8  | 1    |
| Biotechnology           | 4    | 7  | 4    |
| (Building) Construction | 3    | 8  | -    |
| Carpentry               | 3    | 8  | .5   |
| Computer/Robot Tech**   | 5    | 7  | 1    |
| (Star) Drive Mechanics  | 6    | 7  | 4    |
| Electronics             | 3    | 8  | .5   |
| Engraving               | 4    | 8  | .5   |
| Explosives              | 2    | 8  | .5   |
| Forensics               | 4    | 8  | 1    |
| Interrogation           | 2    | 8  | .25  |
| Jewellery               | 4    | 8  | .5   |
| Locksmithing            | 3    | 8  | .25  |
| Mechanical Engineering  | 4    | 8  | 1    |
| Emergency Medical       | 3    | 8  | .5   |
| Standard Medical        | 3    | 8  | 1    |
| Metals Forming          | 3    | 8  | 1    |
| Mining/Prospecting      | 3    | 8  | 1    |
| Photography             | 2    | 8  | .5   |
| Plastics Forming        | 3    | 8  | .5   |
| Power Systems           | 4    | 8  | .5   |
| Security Systems**      | 2    | 8  | .5   |
| Starship Construction   | 6    | 8  | 8    |
| Weapon Systems          | 3    | 8  | 1    |

#### Unarmed Combat Techniques NFM = -2

| Field     | Time | EF | Size |
|-----------|------|----|------|
| Capture   | 1    | 8  | -    |
| Defensive | 1    | 8  | -    |
| Exotic    | 1    | 8  | -    |
| Lethal    | 1    | 8  | -    |

Note: all characters having the unarmed combat skill are assumed to be able to perform normal unarmed attacks (kick, slap, punch, etc.); defensive allows the unarmed combatant to parry; lethal enables an unarmed character to perform a PM -1, DC +2 attack (normal or kick); see the combat rules, 4.0, for exotic and capture.

#### Dancing NFM = -2

| Field    | Time | EF | Size |
|----------|------|----|------|
| Ballet   | 3    | 8  | -    |
| Ballroom | 1    | 9  | -    |
| Folk     | 1    | 8  | -    |

Note: all possessors of the dancing skill are assumed to be able to perform the current night-club/disco or whatever dances.

#### Search/Scan NFM = -2

| Field        | Time | EF | Size |
|--------------|------|----|------|
| Surveillance | 2    | 8  | -    |
| Tracking     | 2    | 8  | -    |

#### Musical Composition NFM = -3

| Field              | Time | EF | Size |
|--------------------|------|----|------|
| Western Tradition  | 3    | 8  | -    |
| African Tradition  | 3    | 8  | -    |
| Indian Tradition   | 3    | 8  | -    |
| Chinese Tradition  | 3    | 8  | -    |
| Japanese Tradition | 3    | 8  | -    |
| Generic Tradition  | 3    | 8  | -    |

#### Field Musical Performance NFM = -3

| Field              | Time | EF | Size |
|--------------------|------|----|------|
| Piano              | 2    | 8  | #    |
| Guitar             | 2    | 8  | #    |
| Synthesiser        | 2    | 8  | #    |
| Trumpet            | 2    | 8  | #    |
| Violin             | 2    | 8  | #    |
| Generic Instrument | 2    | 8  | #    |

#### Literary Genres NFM = -3

| Field           | Time | EF | Size |
|-----------------|------|----|------|
| Haiku           | 2    | 8  | -    |
| Journalese      | 2    | 8  | -    |
| Western Novel   | 2    | 8  | -    |
| Science Fiction | 2    | 8  | -    |
| Short Story     | 2    | 8  | -    |
| Generic Genre   | 2    | 8  | -    |

#### Artistic Composition NFM = -3

| Field          | Time | EF | Size |
|----------------|------|----|------|
| Realist        | 3    | 8  | -    |
| Impressionist  | 3    | 8  | -    |
| Cubist         | 3    | 8  | -    |
| Ultra-Realist  | 3    | 8  | -    |
| Surrealist     | 3    | 8  | -    |
| Generic School | 3    | 8  | -    |

#### Artistic Depiction NFM = -3

| Field              | Time | EF | Size |
|--------------------|------|----|------|
| Pencil             | 2    | 8  | #    |
| Ink                | 2    | 8  | #    |
| Ceramics           | 2    | 8  | #    |
| Oils (all paints?) | 2    | 8  | #    |
| Cast Sculpture     | 2    | 8  | #    |
| Generic Medium     | 2    | 8  | #    |

Notes: \* requires physics as prerequisite; \*\* requires electronics as prerequisite; # requires appropriate instrument/equipment

## [2.4] Fields of Familiarity

**Procedure:** a Field of Familiarity is a number (usually negative) reflecting the degree of familiarity a character has with a particular situation or item. A character is assumed to be familiar with any thing he/she possesses at the beginning of an "Adventure", and with any situation he/she has previously dealt with. When faced with a new situation or item to which a character wishes to apply a skill, the GM decides how foreign the situation or item is to the character and assigns an **NFM** (non-familiarity modifier, also referred to as familiarity) to it: -3 for very strange, to -1 for somewhat similar to something the character is familiar (ie. has familiarity zero or better) with. When in doubt, make the NFM -2.

There are three ways of improving an NFM: during play, a character may grow more familiar with a situation or item, and this is reflected by improving it by one (but never above zero), every time the character achieves a QR 1 or 2 in a task involving the situation or item; after a session where a character has been assigned an NFM, that NFM is removed, assuming the character is able to continue contact with the situation or item; experience may provide positive familiarity with a situation or item with which the character has been familiar with for over a year (see Experience, directly below).

**Note** that these last rules apply to familiarity with situations and items, not fields of knowledge. NFMs for fields of knowledge are handled differently in that they cannot be improved by die rolls, but only by expending experience points, see [2.5], [3.0].

Players may wish to record their familiarity with things in the space provided. Recording familiarity with possessions and the like is unnecessary, as it is assumed; but situations are less obvious.

Examples of situations and items requiring application of NFMs: a character must use a strange Aircar to make an escape, since the controls are unusual, but not entirely unfamiliar, an NFM -1 is assigned, which is nullified once the character achieves his/her first QR 1 or 2, or finishes the adventure and can study the machine at leisure; a character brought up in modern society lands on *Darkover* and is unused to strange and implicitly different social conventions, which can easily result in his/her causing considerable offense, the GM assigns an NFM -3 to the society, applying to all interactions (seduction, confidence, charisma, especially) and perhaps social studies, and so forth - again this can be ameliorated by good QRs, or out of game-time experimentation - but note that familiarity with Darkovan society in this case reflects figuring out how to avoid offending people, not an understanding of the society, which would be a field of knowledge on its own.

## [2.5] Experience

**Procedure:** in most role-playing games there is some method by which a character's abilities may improve as a result of the training and experience obtained by that character. In ForeSight a character may be improved by expending experience points (as distinct from generation points). A character gains experience points by being played, the number thus gained depending on the duration and quality of play of the owning player.

The basic award of experience in FS is 75 experience points (or **EPs**) per four or five hour session of play per character. This amount may be modified at the GM's discretion along the following lines: competent, productive play should receive higher awards, but not more than an extra 25 bar in exceptional circumstances, while a similar amount should be deducted for incompetent, unproductive play. Similarly adjustments for superior and inferior role-play should be made, on the basis of whether the character's actions befitted his/her stated persona. The upshot of this is that a character will receive 25 to 125 experience points per five or so hours of play.

|                                       |
|---------------------------------------|
| <b>Unused Experience Points</b> _____ |
| _____                                 |
| _____                                 |
| _____                                 |
| <b>Current Studies</b> _____          |

A character receives any experience points due him/her only when the GM feels that the "adventure" the character is currently involved in has drawn to a close, or at least a sufficient respite from the action is available to him/her. There are certain limitations placed upon the expenditure of EPs based on this delineation of adventures; a continuous, and less arbitrary system is in the works for ForeScene.

Experience points may not be transferred between characters, of course.

Also see Teaching skill under Skills [2.2].

### Expendng Experience Points

The following are methods of expending experience points to improve abilities. If a time requirement in days is stated, then four hours out of each (sidereal) day are required; any monetary requirement is subject to negotiation with the GM (and his/her NPCs) and other PCs if necessary.

**Acquire Skill** at level 1: Exp (of skill) x 5 EPs, 14 days, instructor required (probably Exp (of skill) x 500 SVU cost); Exp (of skill) x 7 EPs, 28 days, appropriate references (Exp (of skill) x 100 SVU); Exp (of skill) x 10 EPs, 56 days.







## ForeSight [2.0] Characters

the adjusted BEF, using the Fatigue PCS) every  $t$  hours. The character loses QR (of Fatigue roll) fatigue points, and if this exceeds the character's remaining fatigue, he/she also increases his/her wound level by one.

**Combat is tiring: every Move, Evade, Melee Attack, Opportunity Attack, Parry, or Dodge action costs half of one fatigue point to perform.**

There are ways of regaining fatigue. A character who rests for five minutes or so has his/her fatigue restored to its threshold value. A character who eats a solid meal or naps for one hour has his/her fatigue restored to its reserve value.

And finally, a character who gets eight or more hours of sleep has his/her fatigue restored to its normal value (ie. his/her Fatigue PCS). To regain fatigue in the wilderness, a character must either make a Survival roll, or have a companion do so for him/her instead (this reflects finding shelter from the elements, and so forth).

A character's fatigue cannot drop below zero, and if one of the procedures above calls for such a drop, then fatigue is reduced to zero instead.

A character on zero fatigue suffers a -2 modifier to all task resolution attempts, UCDC, and to his/her speed. A character who has been reduced to zero fatigue since he/she last slept, but is not at zero fatigue, still incurs a -1 modifier to all task resolution attempts, UCDC, and to speed. The fact that this is the case should be noted in the character's fatigue box on the character sheet by writing a large -1 somewhere in it (erase/cross out this "-1" when the character next gets some sleep).

### Fatigue Loss From Exercise

|             | Rate of Exercise |                  |              |                  |                   |
|-------------|------------------|------------------|--------------|------------------|-------------------|
|             | Light<br>Amble   | Medium<br>Stroll | Heavy<br>Jog | Strenuous<br>Run | Extreme<br>Sprint |
|             | 5                | 7.5              | 10           | 15               | 25 (km/h)         |
| Encumbrance |                  |                  |              |                  |                   |
| Unladen     | 2                | 4                | 8            | 16*              | 32*               |
| Laden       | 3                | 6                | 12           | 24*              | 48*               |
| Burdened    | 6                | 12               | 24*          | 48*              | 96*               |

Note: \* these rates of fatigue loss are severe enough to warrant evaluation every few minutes.

Eg. A character with 16 fatigue points could stroll unladen for four hours without resting, but only run for thirty minutes (ignoring climate).

Final suggestions: a character who has not eaten in  $2t$  hours, slept in  $WP+t$  hours, or drunk in  $t$  hours should incur penalties. If one of these things is true, then fatigue loss is increased by 50%; if two are true, then it is doubled; and if all are true, then it is tripled.

Any modifier a character is incurring to all activity as a result of wounds he/she has taken (eg. -2 for a medium wound) should affect the character's effective level of exercise; a -1 modifier would shift the effects of any activity one column to the left. Eg. strenuous activity by a character with a medium wound would achieve the same results as medium activity by the same person when healthy (strenuous gets shifted twice to the left).

## [2.7] Psionics

Psionics in FS are presented for those who wish to use them, not as an integral part of the implied Game-World, but as a module which can be added to it painlessly. If you want to make psionics integral to the Game-World, either give them to everybody in some degree (eg. make them available to everybody, exactly like normal skills), or tie them to communications, faster than light travel, or some other all-pervasive aspect of the environment.

Normally, a player character has a psionic skill if and only if it is so indicated under abilities and limitations. The GM may discuss with the player which ones he/she can have, or send word down from the mountain. The Exp value of skills reflects the cost to improve them, not to acquire them. In some places psionic characters are persecuted by society (especially if it can detect them), so players may eliminate them by paying the cost for removing any other ability or limitation.

A psionic task succeeds or fails normally, but using a psionic skill always costs the psionic character fatigue equal to the QR of the attempt, and if a QR 10 was achieved, increases his/her wound level by one. If this cost exceeds the character's remaining fatigue, then the character automatically fails, and has his/her fatigue reduced to zero, or may take the excess fatigue loss as an increase in wound status, and die after the task is completed; a character can (deliberately) die this way.

Usually, the results of psionic tasks have a base duration, which determines how long the effects of the skill's application last. This duration may be doubled by expending additional fatigue equal to that lost in the attempt, tripled by spending twice that much, and so forth; but may not increase the duration to more than thirty times normal (this is a limitation on characters killing themselves, really).

Where applicable, tasks with targets more than 10km away suffer a -1 penalty, more than 100km away a further -1, etc., so that a task which affects a target 15000km away, suffers a net -4 penalty.

## ForeSight [2.0] Characters

Psionic Skill Formula Exp BEF Limit Duration

### Remote Perception

(PC+WP)/2 2 4 1 1 minute

The character may attempt to alter the spacial point of view of one, or more, of his/her senses. If he/she is well familiar with some reasonable route from his/her current location to the desired one, then he/she receives a +1 modifier (it is okay if he/she would have to go through locked doors, or something, but not through mountains, etc.)

### Mind Merge (EM+WP)/2 2 4 1 30 minutes

The character may engage in mind-to-mind dialogue with a willing subject, whom he/she must be touching. The GM should decide whether or not one can knowingly lie in such a situation (I think not, if you disagree, note it here!). Difficult concepts can quickly be transmitted, and characters mind-merged to one-another can use one another's knowledge. The merge can be broken by any participant at any time. Esoterically handy.

### Project Mind

(EM+WP)/2 3 4 1 5 words

The character may project a five (reasonable, eg. not German) word message to 5-QR other characters, who will notice the message if they make an IN roll. The sender may elect to send it to the same recipient 5-QR times, or whatever, as long as no more than 5-QR "transmissions" occur. If the "duration" is extended, the sender may increase the length, or the number, of transmissions.

### Telekinesis (ST+WP)/2 3 3 1 10 seconds

The character may manipulate an object he/she can clearly see or feel (by Remote Perception, perhaps) as though he/she were holding it (ie. with his/her normal ST, DX, etc.).

### Sense Emotion EM 3 4 1 5 minutes

The character may discern the subject's current mood (demeanor) and also detect concealed hostility, false friendliness, etc.. The duration is sufficient to cover most casual interaction resolutions. The skill may be used in place of Empathy throughout, and succeeds on a QR 4 where Empathy succeeds on a QR 3. This is not mind-reading.

### Control Bodily Function

(IN+WP)/2 4 3 1 10 minutes

The character may heal mammals, using this skill in place of diagnose and repair and the appropriate medical field, using either cursory or diagnostic repair, and receives a +1 modifier when healing other people, and +2 when healing him/her self.

Psionic Skill Formula Exp BEF Limit Duration

### Dream Precognition\*

EM 2 3 1 Varies

A character must roll against this skill during any period of sleep, and wakes up minus the appropriate quantity of fatigue. If he/she achieves a QR 1 or 2, then he/she has had an important dream, and the GM should give him/her some useful information; a QR 3 indicates the information received is useful, but cryptic; a QR 4 to 10 indicates that there is no useful information (QR 7, and 10 indicate nightmares: QR 10 dreams may be precognitive of potential disasters which must be averted).

### Sixth Sense\*

(EM+PC)/2 3 3 1 na

This skill may work involuntarily, and cost nothing to use; in which case it gives a tingling sensation when a character has overlooked something potentially dangerous, or important (assuming it works, ie. is successful). The GM may decide it is an active skill (the character deliberately appeals to his/her higher faculties, ie. the player chooses to apply it, and performs the roll), instead. The latter gives more information, but not when you most need it. The GM makes the rolls in the former case.

### Command Voice

WP 4 3 1 1 minute

The subject (who must be able to hear the character) must make an EF = QR WP roll or succumb do anything not directly suicidal that the character tells him/her to do. Using this skill in combat is a (one) pulse action.

**Note:** the same notes apply to psionic skills as apply to skills, see [2.2].

## [2.8] Non-Player Characters

A non-player character (NPC) is a character not controlled by a player, ie., in most cases, a character controlled by the GM. Such characters, by nature, will be far more numerous than player characters, while the GM is far less numerous than the players. This means more work for the GM, who already has to figure out how the entire Universe works! The solution is simple:

- [i] Do not generate important NPCs the way PCs are generated. If this wasn't already obvious, the best way to generate an NPC is decide what attributes, skills, etc. such a character would possess, and give them to him/her. Finished. Don't bother about experience points for NPCs either. If they survive, and the PCs bump into them again, maybe they've gotten better at something, maybe they've been too busy.

## ForeSight [2.0] Characters

[ii] Wing it. If the situation calls for a plumber, then he/she's probably pretty reasonable at plumbing (Diagnose PCS=15; Repair PCS=20; knows Construction). If he/she has to do anything else, then he/she's probably poor to fair at it (no skill, to PCS=10, say). Just remember the following: a PCS of 10 is not particularly good; PCS=15 is okay; PCS=20 is pretty good; and PCS=25 or better represents expertise. Most NPCs will not engage in physical labour (a lot of plumbing will be done by robots, I expect, these are covered in ForeScene), and will have low Pain Resistance and Fatigue (say 10), similarly they will avoid combat (again say 10), while they will have average capacities for other common skills (Empathy, Search, Scan, and perhaps some vehicle at 15). If an NPC does something for a living, give him/her 20, or perhaps 25, in it. Simple. Do not use these guidelines for all NPCs, just the vast majority.

Also: the stats of most NPCs, especially minor ones, are generally irrelevant, and generic values can be assumed. A number of generic NPCs are supplied for your convenience, each simply requires appropriate fields of knowledge.

[iii] NPCs are not as good as PCs, at least in general. Certainly powerful villains whom the PCs have sought long and hard, should be more than a match for a solitary PC, or at least possessed of wicked henchpersons, but by and large, NPCs, having less initiative, and drive, than PCs, will possess lesser capabilities. Bear this in mind.

If an NPC is to be generated, the way a PC is, then give him/her base values of 3 in all attributes except AP (which remains 5). Otherwise generate the character as per normal (roll D6+2 rather than D6+4 if the semi-random method is desired). This system may be used by players who wish to generate their characters' spouses, siblings, etc. (subject to GM intervention: "Why does your husband have such a high Handguns skill, while you claim he works as a pharmacist?").

Apart from that, less space should be required to list an NPC's capabilities than a PC's, so a (more compact) NPC record is provided.

### [2.9] Merits, Demerits, and Notoriety (Optional)

If a character works for somebody, or is involved in some form of pecking order, then it is a good idea for the GM to keep some numerical record of his/her situation. In ForeSight a character's status in a hierarchy can be kept track of via merit points (MPs, if you like abbreviations). When a character is seen to perform some (contextually) meritorious act, he/she will gain merit points, and if he/she is seen to perform some unmeritorious act, he or she will lose merit points (or gain demerits). Note that inaction may, in some cases, constitute either a meritorious or (more probably) an unmeritorious one.

**Example:** a character who is a law enforcement officer might gain MPs for preventing an armed hold-up, successfully resolving a hostage situation, or rescuing a drowning person from a river; he/she might lose MPs for *not attempting* to do any of the above in appropriate circumstances, or *displaying incompetence or poor judgement* in an attempt to do one of the above, or *using unconventional and unsanctioned methods* to do any of the above (especially if he/she fails).

Merit points are in general non-transferable: one's MPs gained as a policeman count for nothing if one becomes a spaceship pilot, but some proportion of one's merit points might be convertible to a related field: a paramedic might retain half of his/her merit points if he/she became a fire-fighter (and if he/she returned to being a paramedic, he/she could have the higher of his/her previous merit as a paramedic, and half his/her merit as a fire-fighter).

Merit points may accord a character benefits in terms of position and promotion, salary, choice of assignment, privileges, respect, medals, and/or trust (placed in him/her by his/her employer, and/or colleagues).

As a guideline, merit point totals accord the following ranks:

| MP Total | Rank |
|----------|------|
| 0        | 0    |
| 1-10     | 1    |
| 11-20    | 2    |
| 21-30    | 3    |
| 31-50    | 4    |
| 51-75    | 5    |
| 76-100   | 6    |
| 101-150  | 7    |
| 151-200  | 8    |
| 201-300  | 9    |
| 301-500  | 10   |

### Guidelines for Merit Point Awards

A character should be accorded merit points only for successful and constructive performance. An act within the line of duty, but beyond normal expectations, should be accorded 1 to 5 merit points. Eg. a policeman is expected to deal with a small scale hostage situation, but to resolve it without casualties or major mobilisation would be worth merit points.

An act within the line of duty, but beyond any expectation, should be accorded 6 to 20 merit points. Situations of this sort would occur most often when unforeseen events cause a character's superiors to knowingly allocate insufficient resources to a task, and the task is successfully performed anyway; and when there is more to an assignment than first appeared. Eg. a squad is assigned to seize an "undefended" village which turns out to be defended by a platoon of veteran troops, and nevertheless prevails; or a mathematics student sits a first year exam in which his/her lecturers have placed a "Great Unsolved Problem" as a joke, and he/she solves it without realising the joke.



## ForeSight [2.0] Characters

Some actions will be more impressive than these, and should accord even greater totals. Remember, however, that the important part in determining awards is how difficult or clever the task was perceived by a character's peers/superiors to be, rather than how difficult or clever the task actually was; if the task seemed impossible to a character's superiors, and the character performed it easily, his/her superiors may still accord vast MPs to him/her (if he/she reports how easy the task was, and this is not taken as false modesty, then that's his/her problem, but then so is being found out).

|                     |
|---------------------|
| <b>Profession</b>   |
| <b>Merit Points</b> |
|                     |
|                     |
|                     |
|                     |
| <b>Notoriety</b>    |

### Notoriety

Notoriety is a special case of MPs. A character gains notoriety for being believed (by law-enforcement agencies, the mass media, and/or the public) to have performed criminal acts. A character loses notoriety points for serving the prison sentences, or whatever, accorded to people who commit the crimes the character is seen to have perpetrated. Each point of notoriety is roughly equal to a year's imprisonment in today's terms, although how this works out will vary from place to place (eg. some places today put people in prison longer for harmless sexual eccentricity than for violent rape).

A given crime will accord notoriety points (NPs if you prefer) to the character suspected of having performed it roughly equal in number to the number of years of imprisonment a person today would expect to serve if tried for a similar offence in some contemporary western nation. Eg. 20 NPs for second degree murder, 5-10 NPs for armed robbery, 0.1 NPs for parking/traffic violations. A crime whose NP total is less than one twentieth of a character's existing notoriety will not contribute to his/her notoriety (eg. a character with notoriety  $\geq 2$  no longer acquires notoriety for parking violations).

A character's notoriety rank (see above) determines who is after him/her, and how badly they want him/her, and also, perhaps, the size of the reward for information leading to his/her arrest. Role-playing a character in a prison is likely to be pretty dull (unless, for some reason, the authorities allow him/her to roam free on some "prison planet").

**Rank 0:** A law abiding citizen!

**Rank 1:** Wanted in one place (ie. by one law enforcement body).

**Rank 2:** Wanted by one planetary law-enforcement body. Reward = 1000 SVU.

**Rank 3:** Wanted in one stellar system, and pursued by one government while within that system. Reward = 20 000 SVU.

**Rank 4:** Wanted by the Federation, pursued by agents of one system seeking extradition. Reward = 50 000 SVU.

**Rank 5:** Wanted and pursued by Federation (within the Federation). Reward = 100 000 SVU.

**Rank 6:** Wanted and pursued by Federation (within and without the Federation). Reward = 250 000 SVU.

**Rank 7:** IPAC (Interplanet Police Assistance Company) has been contracted to terminate the character. Reward = 500 000 SVU.

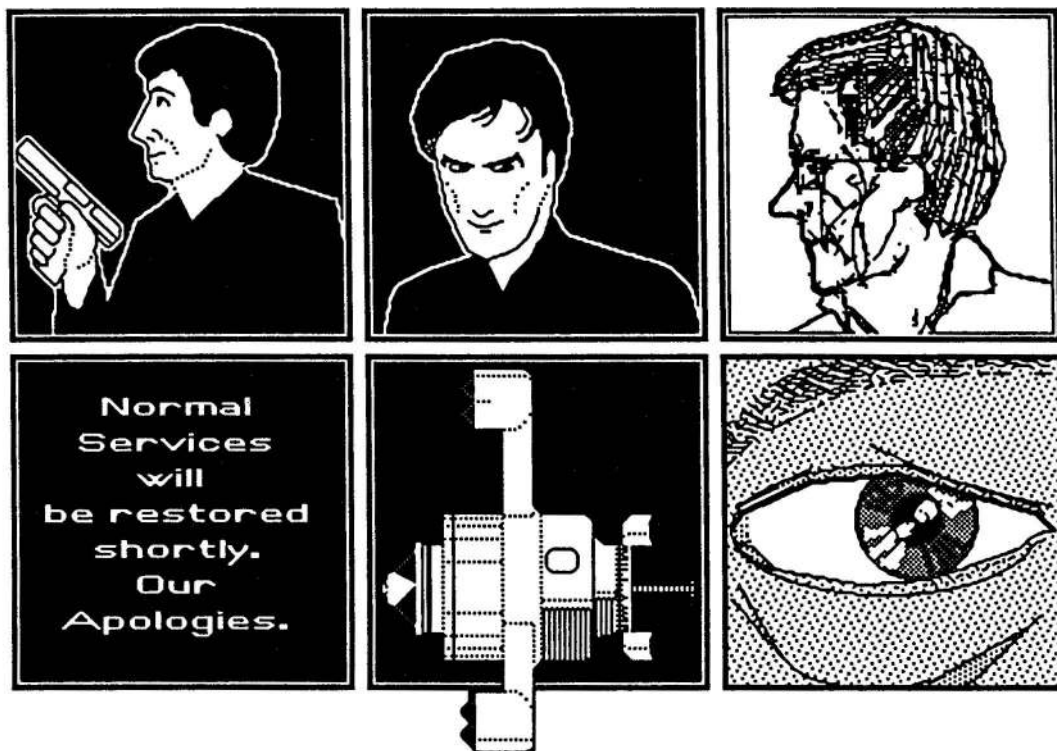
**Rank 8:** The Department of Justice Executive Agency (Covert, Wet Operations) has assigned a top operative to the character's case. Reward = 1000 000 SVU.

**Rank 9:** Mass media coverage of the character's exploits have made his/her face widely recognised. Maniac amateur bounty hunters dream of taking the character out. Reward = 2000 000 SVU.

**Rank 10:** A legend in his/her own slime, the character is hunted under his/her aliases as well (who are individually accorded the status of badly disliked skeet), and will probably continue to be after his/her own (actual) death.

The above are examples, of course, and may not apply in specific instances, but I expect you get the idea.





## [3.0] RESOLUTION SYSTEM

## Summary of Resolution System

[1] Determine the **Skill, Attribute, or Skill/Field** combination, in use.

[2] Determine Base Ease Factor (**BEF**); substituting relevant Familiarities (G, E, T) if necessary. For attribute rolls the BEF is generally seven (7); for skills a value of five (5) is typical.

[3] Determine difficulty of task, and hence **EF** modifier. A modifier of -4 reflecting extreme difficulty; -2 – moderate difficulty; -1 – slight difficulty; etc..

[4] Multiply the net **EF** by the skill **PCS** or *trained* attribute value to get the Success Chance (**SC**). (A multiplication table is provided, if required.)

[5] Roll **D100**. Compare this to the **SC**. (See below.)

|                            | Result | Description          | Yield | Time |
|----------------------------|--------|----------------------|-------|------|
| If Roll $\leq$ SC/10       | QR1    | Excellent            | 100%  | 50%  |
| If Roll $\leq$ SC/5        | QR2    | Good                 | 90%   | 75%  |
| If Roll $\leq$ SC/2        | QR3    | Competent            | 75%   | 100% |
| If Roll $\leq$ SC          | QR4    | Bare Success/Failure | 50%   | 200% |
| If Roll > SC               | QR7    | Failure              | 20%   | 200% |
| If Roll > SC and $\geq$ 10 | QR10   | Fumble               | 0%    | 200% |

**Yield** is the proportion (of what might conceivably have been obtained) of information or material yielded, assuming such was the objective. **Time** is time taken (as a proportion of how long a competent effort would require), assuming this is significant.

| SC  | QRs | 1  | 2 | 3   | 4   |
|-----|-----|----|---|-----|-----|
| 001 | -   | -  | - | -   | 1   |
| 002 | -   | -  | - | 1   | 2   |
| 003 | -   | -  | - | 1   | 3   |
| 004 | -   | -  | - | 2   | 4   |
| 005 | -   | 1  | - | 2   | 5   |
| 006 | -   | 1  | - | 3   | 6   |
| 007 | -   | 1  | - | 3   | 7   |
| 008 | -   | 1  | - | 4   | 8   |
| 009 | -   | 1  | - | 4   | 9   |
| 010 | 1   | 2  | - | 5   | 10  |
| 020 | 2   | 4  | - | 10  | 20  |
| 030 | 3   | 6  | - | 15  | 20  |
| 040 | 4   | 8  | - | 20  | 40  |
| 050 | 5   | 10 | - | 25  | 50  |
| 060 | 6   | 12 | - | 30  | 60  |
| 070 | 7   | 14 | - | 35  | 70  |
| 080 | 8   | 16 | - | 40  | 80  |
| 090 | 9   | 18 | - | 45  | 90  |
| 100 | 10  | 20 | - | 50  | 100 |
| 200 | 20  | 40 | - | 100 | 200 |
| 300 | 30  | 60 | - | 150 | 300 |
| 400 | 40  | 80 | - | 200 | 400 |

### How to Use This Table

If you have trouble multiplying (but not adding) then you may find this table handy. To determine the upper bound for die rolls to achieve a given QR at a given SC, divide the SC into hundreds, tens, and units, and add the entries for those values corresponding to the QR. For example, an SC of 125 = 100 + 20 + 5. The maximum roll for a QR3 = 50 + 10 + 2 = 62. So a roll under 62 would at worst be a QR3.

### [3.0] Resolution of Character Actions

**Designer's Notes:** Various procedures and game situations will call for tasks to be resolved, "rolls" to be made, and so on. The Resolution system in ForeSight is central to the game system, and should be clearly understood by the GM, and preferably the players as well.

**Definition:** In ForeSight a given task will have two associated numbers. One of these is the relevant PCS, or Primary Chance of Success, which is the PCS of the skill, or the value of the attribute, the GM feels is most applicable to the task; the other is the net EF, or Ease Factor, which is that of the skill chosen by the GM. The Ease Factor may be modified by circumstances, ie. the sum of any relevant, and any GM decreed, modifiers.

If the task involves a skill, then the EF = the skill's BEF plus these modifiers. (Note: a character's BEF for some skill may be higher (or lower) than that listed owing to some talent or aptitude he/she possesses.)

If the task involves an attribute (eg. ST to shift some massive object), then the value of that attribute is used as the PCS, and the BEF is treated as 7, but the system otherwise functions as for skills.

#### Notes on Ease Factors

[i] An Ease Factor adjusted above ten (10) is treated as ten. This is done after adding all relevant modifiers (eg. a task with BEF 6, and a +5 and a -2 modifier would end up as EF 9, not EF 8).

[ii] An Ease Factor adjusted to 0 is treated as one half (0.5); -1 is treated as one quarter (0.25); and an Ease Factor lower than this is treated as zero (0). So the possible Ease Factors are:

0 0.25 0.5 1 2 3 4 5 6 7 8 9 10

Adding one to an ease factor effectively involves going one to the right; subtracting one involves going one to the left; and you may not go off the edge.

#### Determining the Result of a Task

**Procedure:** A task involving a skill (or attribute) is resolved as follows: determine the net EF and multiply it by the PCS, and call the result the SC (success chance). Roll D100, and call the result D, and compare it to the SC: if  $D \leq SC$  then the result depends upon the ratio  $D/SC$ : if  $D/SC \leq 0.1$ , then the result is called a Quality Rating One (abbreviated QR 1); if  $0.1 < D/SC \leq 0.2$ , then the result is a QR 2; if  $0.2 < D/SC \leq 0.5$ , then the result is a QR 3; and if  $0.5 < D/SC \leq 1$ , then the result is a QR 4. Exception: a 99 is never better (lower) than a QR 4, and a 100 is never better than a QR 7. If  $D > SC$  then the result is a QR 7 unless D is a multiple of ten, in which case the result is a QR 10. A summary of results is given below.

**QR 1:** rolled less than one tenth of success chance, a **brilliant success**: 100% of information or substance is yielded, if that was objective of task; the task took 50% of the expected time to complete, if speed was desired, and so forth.

**QR 2:** rolled less than one fifth of success chance, a **very good success**: 90% of information or substance is yielded, if that was objective of task; the task took 75% of the expected time to complete, if speed was desired, and so forth.

**QR 3:** rolled less than half of success chance, a **good success**: 75% of information or substance is yielded, if that was objective of task; the task took the expected time to complete, and so forth.

**QR 4:** rolled less than success chance, a **bare success**: 50% of information or substance is yielded, if that was objective of task; the task took twice as long to complete as expected, and so forth.

**QR 7:** rolled over success chance, a **failure**: perhaps 25% of information or substance is yielded, and some false or extraneous matter also, if that was objective of task; the task took twice as long to complete as expected, and so forth.

**QR 10:** rolled over success chance, a **botch-up**: no useful information or substance is yielded, although extraneous material might be mistaken for that desired, if that was the objective of the task; the task also took twice as long to complete as expected.

**Example:** a character attempts a task with a skill of PCS = 15, with a BEF of 3 + G. The planet the task is being performed on has heavy (HY) gravity, and therefore the character substitutes his/her HY familiarity of 3 into the BEF formula. The GM rules that the task is not routine, and assigns a modifier of -1 to it. The EF of the task is therefore 5 (ie.  $3 + G - 1$ ). The SC is therefore 75 ( $5 \times 15$ ). If the player rolls 1 to 7, his/her character will achieve a QR 1; 8 to 15 will achieve a QR 2; 16 to 37 will achieve a QR 3; 38 to 75 will achieve a QR 4; a roll above 75, but not a multiple of ten, will result in a QR 7 (a failure); and a QR 10 will result on a roll of 80, 90, or 100 (a botch-up).

**Designer's Notes:** You will notice that some tasks are explicitly or implicitly stated to fail on a QR 4 (eg. parries and dodges), this reflects their greater difficulty. Some tasks have their EFs set at the QR of some previously resolved task (eg. parries and dodges), to reflect the fact that they are in some sense countering the effects of that task (in this case the EF = #, where the result of the previous task was QR #). Finally, some tasks have their EF set at # - QR of some previously resolved task (eg. repair), which reflects the task depending upon the previous success of the previously resolved task.

## ForeSight [3.0] Resolution Procedures

If a task requires a skill which exists, but which the character lacks, then the BEF used is that of said skill - 2, and the PCS is equal to the unmodified value of its formula (inserting the character's trained attributes appropriately; treat **Cha** as equal to zero for a character without the Charisma skill).

### Using A Skill with a Field

Some skills are simply methods of handling knowledge (especially Implement, Recall, Diagnose, and Repair), and can only be used in conjunction with a relevant field. Implementation and recall are used with theoretical fields and humanities, while diagnosis and repair are used with technical fields. Other rules allow fields for Dancing, Unarmed Combat, Search, Scan, and so forth.

Sometimes a skill will only be applicable to a task if the character possessing the skill also possesses a field, eg. a character with Scan or Search would also need Biology to determine the characteristics of some organism, and to patch up a wounded friend not only diagnose and repair skills, but the fields emergency and/or standard medical techniques, would be necessary. Such a task is designated a **skill/field** task. If the character has the requisite knowledge, then the task is resolved with one of the modifications to EF being the familiarity modifier the character has associated with the field he/she is using. Eg. a character who has just learnt emergency medical techniques might have associated with it a familiarity modifier of -2, and therefore both his/her diagnosis and repair tasks incur a -2 modifier.

### [3.1] General Notes

The following modifiers to resolution attempts are general in nature, and are given as a guide to the GM.

#### Modifiers for Difficulty

|                     |    |
|---------------------|----|
| Simple/Easy/Routine | +1 |
| Difficult           | -1 |
| Very Difficult      | -3 |
| Extremely Difficult | -5 |
| Near Impossible     | -6 |

#### Modifiers for Play

|                          |    |
|--------------------------|----|
| Pathetic Player Input    | -3 |
| Inadequate Player Input  | -1 |
| Fair Player Input        | 0  |
| Good/Clever Player Input | +1 |
| Brilliant Player Input   | +3 |

Note also that if equipment is involved in the task being resolved, then the PM of the equipment is also used as an EF modifier (assuming that it is being correctly used).

The references to **Player Input** reflect occasions when a player should not only tell the GM what his/her character is doing, but how he/she will go about it. This doesn't mean that either the GM or the player should know all about the task at hand, but whether or not the course of action the player suggests is

reasonable, or whatever. Least of all should these modifiers apply to Repair and Research tasks which a player or GM cannot be expected to know anything about.

### Applications

While the most extensive set of rules incorporating the FS resolution system is the Combat system [4.0], there are several other important examples of the resolution system in action.

### [3.2] Character Interaction

#### Player Character - Non-Player Character Interaction

| NPC Demeanour | QR of Charisma Roll by PC |    |    |    |    |    |
|---------------|---------------------------|----|----|----|----|----|
|               | 1                         | 2  | 3  | 4  | 7  | 10 |
| Hostile       | 0                         | -1 | -2 | H  | H  | H  |
| Unfriendly    | +1                        | 0  | -1 | -2 | H  | H  |
| Neutral       | +2                        | +1 | 0  | -1 | -2 | H  |
| Friendly      | S                         | +2 | +1 | 0  | -1 | -3 |
| Attracted     | S                         | S  | +2 | +1 | 0  | -2 |

**Explanation:** # modifier to any attempt to persuade via confidence.

S indicates NPC is suggestable, and will do at least one reasonable thing for PC.

H indicates the NPC is hostile and will do nothing, if possible, for the PC.

**Designer's Notes:** In FS the GM will often want to have some method of determining the initial reactions of NPCs to the player-characters. I have chosen to make this dependent upon the Charisma (native or cultivated charm) and physical attractiveness of the interacting character (henceforth the spokesperson). (Use these modifiers if indicated on the tables).

**Procedure:** the general **demeanor** of the NPC(s) should be determined in advance by the GM. In most cases this should be **neutral**, since in all likelihood the NPCs know nothing of, and have never met, the PCs. Other possibilities include **hostile** (the PCs may be hated foreigners, members of some ill-favoured ethnic group, or something); **unfriendly** (the PCs are for some reason mistrusted, or disliked, perhaps for unconscious prejudices on the part of the NPC(s)); **friendly** (the NPC(s) may identify with the PCs, for example tourists recognising someone who looks familiar amid unaccustomed surroundings); or **attracted** (the NPC(s) find the spokesperson, or one of his/her friends, attractive, and want to impress or befriend this person).

The GM then allows the spokesperson to use his/her **Empathy** skill to determine the demeanor of the NPC(s) before interaction. The normal EF is used in most cases, although it is difficult to empathise with someone in a spacesuit or wearing reflective sunglasses, and the GM may apply negative modifiers. If success is achieved the GM reveals the NPC's demeanor.



The GM then performs a Charisma roll for the spokesperson, yielding a QR (which he/she conceals). The EF of this roll may be modified by an AP related interaction modifier if applicable (see the Interaction Modifiers for Appearance table). The QR of the Charisma roll is cross-indexed (on the PC-NPC Interaction table) with the demeanor of the NPC(s) to yield a result.

**S:** the NPC(s) are suggestable, and willing to do the spokesperson a favour. Note that the spokesperson will not necessarily know this.

**#:** the NPC(s) have reacted to the spokesperson favourably (if #>0), indifferently (if #=0), or unfavourably (if #<0), and if the spokesperson want anything from them, then they will have to attempt to persuade them, using # as a modifier to a **Confidence** attempt.

**H:** the NPC(s) are hostile, and will either ignore, or abuse the spokesperson, or, if devious, pretend to like them and then betray them (to the authorities, enemies, or whatever). In uncivilized parts, they may even initiate combat against the him/her.

The spokesperson may then make another **Empathy** roll. A QR 4 yields whether the result was S, H, or a number (but not which number); QR 3 or better also reveals which number resulted (if applicable). Otherwise the only information the spokesperson gets is the GM's description of what the NPC(s) are doing.

Depending on the nature of society in the GM's campaign, he/she may choose to either apply, not apply, or apply the negative of the number (#) resulting in any interaction to a subsequent Seduction attempt.

**Persuasion.** If the Interaction table result was a modifier, then to get the NPC to do a (reasonable) favour for him/her, the spokesperson must perform a [modified] **Confidence** roll. The NPC will do this favour unless he/she successfully makes an **Empathy** roll at EF = QR (of Confidence roll).

In general I do not recommend that this system be used against/on PCs, since it is usually more fun to act out the part (and convince the players) instead.

| Interaction Modifiers For Appearance |                          |           |
|--------------------------------------|--------------------------|-----------|
| AP Appearance                        | Modifiers to Confidence* | Seduction |
| 1                                    | -3                       | -6        |
| 2                                    | -2                       | -5        |
| 3,4                                  | -2                       | -4        |
| 5                                    | -1                       | -3        |
| 6,7                                  | -1                       | -2        |
| 8                                    | 0                        | -1        |
| 9,10,11                              | 0                        | 0         |
| 12,13                                | 0                        | +1        |
| 14                                   | +1                       | +2        |
| 15                                   | +1                       | +3        |
| 16                                   | +2                       | +4        |

\* Note: this modifier also applies to Charisma if used on a subject who is sexually compatible with the character.

### [3.3] Seduction

Seduction is performed in four stages. It may only be attempted against an NPC who is sexually compatible with the attempting PC, or it will almost automatically fail (-4, or worse, at all stages). If the PC is not actually compatible with his/her target the she/he must make a **WP** roll before each stage to go through with it. If an **S** result has already been achieved against the NPC during interaction by that PC (as spokesperson) the attempt may begin at stage [iii], if the **S** was achieved by someone else in the group, then the attempt may begin at stage [ii].

Note that there are considerable modifiers for seduction based upon the seducing character's **AP**.

[i] The seduction attempt begins with an opening: a witty line, a glance, whatever, and is performed at +2 (using **Seduction** skill, of course).

The NPC then makes an **Empathy** roll at EF = QR (of Seduction roll), and figures out what is going on if he/she achieves QR 3 or better. Once an NPC has worked out the he/she is being seduced then he/she may allow it to continue, or stop the process any time thereafter.

[ii] Next the PC attempts to briefly impress him/her self upon his/her subject, by demonstrating his/her wit, charm, knowledge, and taste. This is resolved using **Seduction** (no modifier).

Again the NPC receives an EF = QR (of Seduction roll) **Empathy** roll to figure out what is going on, and succeeds on a QR 3 or better.

[iii] Next the PC attempts publicly acceptable intimacies (eg. kissing, and so forth, in 20th century Western Society) upon his/her subject; this is resolved by a normal **Seduction** roll.

## ForeSight [3.0] Resolution Procedures

Again the NPC receives an EF = QR (of Seduction roll) **Empathy** roll to figure out what is going on, and succeeds on a QR 3 or better.

[iv] Finally the PC attempts his/her unspeakable act (referred to as the "when and where" step in *James Bond*); resolved by a **Seduction** roll at -2. If contraceptives are not used then, if applicable, there may be issue (likelihood of perhaps 5%) from the affair.

Again the NPC receives an EF = QR (of Seduction roll) **Empathy** roll to figure out what is going on, and succeeds on a QR 3 or better, in which case the subject may escape the act.

### [3.4] Repair

There are two repair procedures in ForeSight, these are termed **cursory** and **diagnostic**, and refer to the methods used to determine the nature of the problem. Note that medical techniques (especially removing combat derived damage) are simply special cases of these.

#### Cursory Repair

**Procedure:** the repairing character must have the appropriate field of knowledge, and tools. The character makes a **Search** roll in order to determine the location of the problem. This takes a base time equal to the base time (for the object's size) multiplied by the coefficients for complexity and condition of the object, in five minute periods. A QR 3 or better is treated as a success, and if achieved, the required replacement parts must be procured for repair to proceed.

The object is repaired by attempting a **Repair** roll at - (QR (of Search roll) + 1); eg. at -3 if the Search was resolved to be QR 2. The EF of the roll may be further modified by the condition of the object. The repair time is calculated as for diagnosis, but in hour increments. A QR 7 indicates that no repair was achieved (but the PC still knows what's wrong), while QR 10 indicates that the PC has caused more damage.

**Designer's Notes:** sometimes the problem is obvious, and no diagnosis is necessary, in which case repair may immediately be performed at -2; eg. a person suffering a gunshot wound, or a car with a flat tyre. Note also that Emergency Medical Techniques may only be used this way.

#### Diagnostic Repair

**Procedure:** the character must have the appropriate knowledge, and tools. The character attempts to diagnose the nature of the fault, that is makes a **Diagnose** roll at the appropriate modifier for object condition. The base time for the task is that given by the object's size, multiplied by coefficients for the complexity and condition of the object, in increments of fifteen minutes. If successful, then the replacement parts necessary must be procured for the repair to be completed. Note that the normal condition for

success in this case holds (ie. a QR 4 or better indicates success).

The object is repaired by making a **Repair** roll at -QR (of Diagnose roll). The EF of the roll may be further modified by the condition of the object being repaired.

**Designer's Note:** Standard Medical techniques may only be used diagnostically.

| Object Size              | Base Time |
|--------------------------|-----------|
| Microscopic (eg. IC)     | 10        |
| Miniature (eg. watch)    | 4         |
| Small (eg. radio)        | 2         |
| Average (eg. typewriter) | 4         |
| Large (eg. car)          | 8         |
| Huge (eg. ship)          | 24        |

| Object Complexity        | Coefficient |
|--------------------------|-------------|
| Trivial (eg. shovel)     | 0.25        |
| Simple (eg. egg beater)  | 0.5         |
| Average (eg. typewriter) | 1           |
| Complex (eg. aeroplane)  | 3           |
| Intricate (eg. computer) | 10          |

Note: a person is counted as being of average size and intricate complexity.

| Object Condition           | Time Coefficient | Repair Modifier |
|----------------------------|------------------|-----------------|
| Incapacitated (5)          | 50               | -5              |
| Incapacitated (4)          | 10               | -3              |
| Heavy Damage/Wound         | 3                | -1              |
| Medium Damage/Wound        | 1                | 0               |
| Light Damage/Wound         | 0.5              | +1              |
| Insufficient Spares        | 2                | -2              |
| Insufficient Documentation | 2                | -2              |

#### Repair & Recovery Rates

The procedures outlined tell you how long it takes to *completely* repair an object. If D levels of damage were suffered, then (if we let  $S = 1+2+...+D = D(D+1)/2$ ) the first level is repaired after  $D/S \times$  the total time, the second after  $(D-1)/S$ , etc. (the last being repaired in the final  $1/S \times$  total time).

For humans, the proportions are reversed: the first level being recovered in  $1/S \times$  total time, the last in  $D/S \times$  the total time. The character may elect to switch to natural recovery at any time, and the process is, of course halted by any further injury.

### [3.5] Design & Construction

**Designer's Note:** many people complain that in Fantasy Role-Playing Games it is often impossible to construct or modify the magic items listed in the system, or the modules provided for it. Let it be noted that to my knowledge this is the only *Science Fiction* Role-Playing system to make a serious attempt to make the construction and modification of items on its equipment list possible. (There is, of course, *Aftermath*.)

Technical fields may not only be used in conjunction with diagnose/repair to repair, but also to construct some related object. Eg. a person may use Electronics to construct a radio.

If a design for the desired object is unavailable, or available designs are undesirable, then the character must design, or have someone else design, the object. If such an object has never before been made, then the GM may rule that some form of Scientific research will be required to form a theoretical basis for the object first. See **Research**.

## Design

**Procedure:** a device is designed using the appropriate technical field and the **diagnose** skill. This is performed normally, with the GM modifying the EF for particularly complex or innovative devices.

| QR of Design | PM If Normal                         | PM If Ambitious | Size | Sale Price |
|--------------|--------------------------------------|-----------------|------|------------|
| 10           | May be dangerous to build or operate |                 |      |            |
| 7            | If built, will not function properly |                 |      |            |
| 4            | -1                                   | -2              | 150% | 50%        |
| 3            | 0                                    | -1              | 100% | 85%        |
| 2            | +1                                   | 0               | 90%  | 100%       |
| 1            | +2                                   | +1              | 75%  | 150%       |

**Notes:** a design of given QR will have one characteristic other than sale price (chosen in advance by the designer) determined as though the design were one QR better (impossible if design is QR1 already). **Normal** applies to device intended to emulate already extant designs; **Ambitious** applies to devices which are to some degree innovative. A design emphasising **size** implies an attempt to *miniaturize*. **Sale price** is the percentage of the standard market price that such a design would fetch if marketed.

## Construction

**Procedure:** a finished design may be converted into a finished product with the correct tools and materials by a character with the appropriate knowledge, and the **Repair** skill. The task is performed at -1, and the base time is equal to that necessary to repair a similar device which had been incapacitated (4) (yes, it can take longer to repair something than to build a new one from scratch). If success is achieved, then the device has been constructed (in the adjusted time). If QR 7 is achieved, then the device is faulty, and must be repaired as though heavily damaged to be made operable. If QR 10 is achieved the device is either a total write-off, or (GM's option) has some fatal and dangerous flaw which will make itself known in embarrassing circumstances.

**Designer's Notes:** Most scratch-built contraptions, and indeed early models of mass-produced designs, will have bugs and defects of a minor nature, which will have to be ironed out over a period of trial and testing. QR1 constructions can be assumed to have no bugs of consequence, while QR4 constructions may have several bizarre and unamusing defects (I recommend good-humoured malice).

**Cost:** while this is up to the GM, the parts necessary to build an object should perhaps cost twice that object's market value (remember, manufacturers use tried and trusted designs, robot assembly lines, and buy parts in bulk).

**Example of Construction:** a new settler arrives on the colony planet Paradise III and wants to set up a farm on the 1000 hectare plot allocated to him by the Colonial Office. His wife is a qualified soil scientist (knows agriculture, and geology, as well as the diagnose, implement, and recall skills) and decides to design an cultivation plan for the spread, and achieves a QR 2. Her set-up is certainly sound, and he decides to implement it by hopping on his tractor, and trying it out. Unfortunately while he has been reading up on these things, and does know how to drive, he has a rather poor repair skill (he was previously a computer repairman) and gets a QR 7. During the rainy season they get to watch their top-soil en-route to the Persimmon Sea. Oh well, maybe next year.

## [3.6] Research

In Foresight I divide Research into two types: that which attempts to adapt existing knowledge or theory to some use the researcher has in mind for it, and that which involves attempting to extend a field of knowledge so that it encompasses some new observation. These are termed Applied Research and Theoretical Research, respectively. An example of Applied Research would be our current attempts to design Fusion Power Plants using the models we have of the atom, and the strong and weak nuclear forces - we have the theory (we hope) we just haven't been able to implement it yet; an example of Theoretical Research would be the attempt to figure out how White Dwarfs can be fitted into the formulae which seem to explain other stars (which seems to have been done).

### Applied Research

**Designer's Notes:** this is where I start tossing around the term GM's discretion, I guess. The character wants to adapt some current theory to implementation with current "technology": the GM must decide what the appropriate fields of knowledge are, and whether the task is possible, marginal (the theory may or may not be sound), or impossible. The character must first do some Research (using the **Recall** skill); success will inform the character whether the desired implementation is possible, marginal, or impossible, with current technology. If it is possible (or marginal, if the character wishes to continue), that the implementation will work, then the character attempts to so **Implement** the theory, at -QR (of research). If this yields QR 3 or better, then the program has been successful, and the same, or another, character may proceed with a design, with an additional adjustment of -QR (of implementation) to the diagnose roll. How much time all this takes is up to the GM, but could be several years, for a complex or innovative device.



## Theoretical Research

*Designer's Notes:* there are two sorts of ways this is likely to crop up in play. The character may be a researcher of some sort attempting, for whatever reason, to further and expand his/her field, gain a Nobel Prize, or have a famous Paradigm named after him/her, or the character may be in the considerably more likely position of wanting to explain some observation in terms of the theory he/she knows (on the spot, with minimal references). To do this the character will require the relevant fields. If the observation has to be made (ie. data must be gathered), then the character makes a **Search** roll. Once the data is gathered, the character must **Recall** the relevant knowledge (from memory and convenient references, lack of these makes this task difficult), at -QR (of Search; if data gathered by third party, then add one to the Search QR they achieved). Finally the analysis of the observation is made by making an **Implement** roll at -QR (of Recall), the QR of which determines the quality of the analysis. A QR 1 result may, at the GM's option, be of some interest, and worthy of a write-up in *Nature*, or some such journal.

## [3.7] Animal Training

Animal training, using the skill of the same name, is performed in stages, each stage normally taking about two weeks\*. After each stage is attempted, the animal gains an EF = QR (of Animal Training) Initiative roll to ignore (resist) the training, succeeding on a QR 3 or better. Some animals (eg. dolphins) may cooperate with their trainers; they should make an EF=5-QR (of Animal Training) Initiative roll to assimilate (take in) the training. The stages are:

- [i]: Training the animal to be comfortable around the trainer: eat off his/her hand, perch on his/her wrist, or whatever; the roll is at +2.
- [ii]: Training the animal to be comfortable around members of the trainer's species in general; normal roll.
- [iii]: Training the animal to conduct itself in a useful manner when given instructions in the appropriate form (eg. a dog to come when its owner whistles, or a horse to canter when nickered to); normal roll.
- [iv]: Training the animal to perform a trick (things of which it is capable, but does not do instinctively); the roll is made at -2. This procedure may also (instead) be used to increase one of its ability PCSs by 4-QR points (maximum of 150% of original score).

If an animal successfully resists a stage of training, or a trainer wishes to repeat a stage to a different end, then the stage may be repeated, but a QR 10 training roll always fails, and the animal will learn nothing more from that particular trainer.

A field of familiarity with the species trained is applicable to these tasks.

- \* One and a half weeks for training with cruelty, and modify all rolls by an additional +1, but the animal will do nothing for its owner willingly, and flee or turn on him/her if it can.

## [3.8] Penetrating Computer Systems

A computer system in FS should be assigned a Security rating, and a TL. The Security Rating should vary from 5 (minimal) to 35 (designed for security, eg. Defence, Treasury, or Intelligence networks, sometimes). After each task the system makes an EF = QR (of stage) roll against its Security rating, if it succeeds, then the system has detected the intrusion. Most will simply eject the perpetrator, others will pretend to cooperate, while providing false data, or giving police or thugs time to track him/her down. Modify all tasks by TL of penetrator's equipment - TL of system. The base time for each stage is two hours, or more. The stages are:

- [i]: Establish link to correct system (this can also be achieved by interrogating someone with access to it); Recall/Programming roll at +2.
- [ii]: Gain access to Operating System, ie. Create an Account (this can also be achieved by interrogating someone with access to it); normal Implement/Programming roll.
- [iii]: Develop working knowledge of Operating System, ie. fool around with it (this can also be achieved by interrogating someone with access to it); normal Recall/Programming roll.
- [iv]: Create highly privileged account (this might also be achieved by interrogating someone with access to one, it depends on the system); Implement/Programming roll at -2.

Any stage, which was not detected, may be repeated so long as all previous stages have been completed.

## [3.9] Penetrating Electronic Security Systems

Like a computer, a security system will have a Security Rating (from 5 (very insecure) to 35 (extremely secure), though usually below 15), and a TL. After each stage of a penetration attempt, the system will make an EF = QR (of stage) roll against its Security Rating. Success, of course, indicates that the penetrator has been caught, and alarms may go off (though the intruder will not necessarily hear them, or know that he/she has been detected until the police/thugs/whatever show up). The EF of each stage should be modified by TL of penetrator's equipment - TL of security system. The base time per stage is five minutes.

- [i]: Detecting and identifying the sort of system in use (once the devices, if hidden, have been located using Search or Scan; this can also be achieved by interrogating someone with access to this information); Repair/Security Systems roll at +2.



[ii]: Determining the way this particular system works (this can also be achieved by interrogating someone with access to this information); normal Diagnose/Security Systems roll.

[iii]: Persuading the system to do one thing it shouldn't (within reason, eg. opening a security door for the benefit of the intruder); normal Repair/Security Systems roll.

[iv]: Reconfiguring the system's directives to the personal taste of the intruder (eg. treat him/her and all his/her friends as top-level authorised personnel indefinitely); Repair/Security Systems roll at -2.

Any stage, which was not detected, may be repeated so long as all previous stages have been completed.

### [3.10] Resolving Wilderness Encounters

**Procedure:** Both the sides involved make a Scan roll (using the best SC = EFXPCS in the group) and a Stealth roll (using the worst) and add the QRs together (this sum is reduced by four if the party was attempting an ambush, by two if the characters were proceeding cautiously, ie. at half speed, and is unadjusted otherwise). If one side's sum is four or more lower than any other side's then the former is said to have *surprised* the latter (if an ambush was attempted, then the latter walked right into it); if one side's total was three lower than the other's, that side may *surprise* the other at observation range, or start with the initiative at contact range; if one side's total was two lower, it may start combat at either contact or observation range (its choice) and determine initiative normally, or it may have the initiative and leave the choice of range to the other side; otherwise, the initial range is determined randomly (25% chance of contact range, 75% chance of observation range). See Combat Set-Up [4.1].

| Terrain Value<br>(see [5.1]) | Contact<br>Range | Observation<br>Range |
|------------------------------|------------------|----------------------|
| 0                            | 50m              | 2km                  |
| 1                            | 40m              | 1km                  |
| 2                            | 30m              | 500m                 |
| 3                            | 25m              | 250m                 |
| 4                            | 20m              | 125m                 |
| 5                            | 15m              | 60m                  |
| 6+                           | 10m              | 30m                  |

Of course the various parties involved may not be hostile to one another, in which case proceed to the interaction system [3.2], and read "startled" instead of "surprised", as in, "Oh, you startled me!"

### [3.11] Teamwork

Rather than provide hard and fast rules for teamwork in ForeSight, I'd like to give some common-sense approaches to the topic, each reflecting the different ways in which teamwork can improve the likelihood of tasks being performed quickly, and/or successfully.

So, at this point I will simply state that common sense is probably the best approach to such situations.

### Division of Labour

Perhaps the easiest form of teamwork to use involves splitting up tasks into small parts, and then resolving each task separately. Eg. if a bunch of characters want to design a new sort of laser pistol (smaller, nastier, and all that), then one team might work on a superior lasing "tube", another might work on phase-conjugate mirror design, another on a more efficient capacitor, and another on the targeting mechanism. Each team might consist of four people (and a bunch of computers, and stuff). Two are engineers who perform "design" tasks, and come up with alternative designs; two are technicians who assemble ("construct") and test prototypes. Finally, a project coordinator performs "diagnose" actions on the prototypes, and makes final decisions on which will be accepted, rejected, and returned for further improvement.

### Many Hands Make Light Work

All else being equal, two people are better at, say, lifting a "thing" than is one. The ForeSight GM will have to make spot decisions on this one. Eg. if two people try to lift something, then simply adding their strengths is not going to work (Strength is not linear in ForeSight, but polynomial; sorry about that...). In this case, add their carrying capacities.

### A Second Opinion

If two people diagnose a patient, or ailing device, then they should be more likely to make a sound diagnosis. A character should only have to make an (EF7) IN roll to realise that a superior diagnosis is, in fact, superior.

Similarly, characters using Implement to form hypotheses should be given (unmodified) Implement rolls to realise that a superior, rival hypothesis is in fact superior. (they may, of course, refuse to admit it.)

Characters who fail the above rolls will tend to believe in their own opinions if they are assertive, and rival opinions if they are receptive (intellectually). You might like to make EF5 *Assertive* rolls for the characters involved (success implying belief in one's own ideas), but I wouldn't advise it.

### [3.12] Skill Guidelines

The following comprise guidelines for using FS skills for a variety of tasks. These should not be seen as *the* way to use the skills covered, but as no more than what they are. Examples.

There are three primary sorts of example given in the rules which follow. **Simple** resolution procedures merely require a single skill roll to be performed for a task to be completed. **Opposed** resolution procedures involve the execution of a task which is liable, later, to become subject to countermeasures.

**Tiered** resolution procedures involve the execution of a task which builds upon the results of a previous task. Opposed and tiered resolutions will generally involve more than one roll.

## Designing a Task

When a character decides to do something not explicitly covered by the rules, it is the GM's lot to determine the task's parameters. First, the GM must decide which skill or attribute is being used (adventurous GMs may wish to use combinations, or averages, of a number of PCs/attributes); second, the difficulty, and consequent EF modifier, of the task must be decided; finally, the GM may determine the task to be opposed or tiered, as per some of the following examples, rather than simple.

## Examples

**Acrobatics. Simple:** a character who wishes to perform an unusually difficult physical feat may be required by the GM to make an Acrobatics roll at some modifier. Acrobatics is an inherently difficult skill, designed for inherently difficult tasks. As such, a task should have to be very difficult in order to incur a large negative modifier.

**Artistic Composition. Simple:** this skill can be used to lay out and conceive artwork, and to reach sensible conclusions about the quality and intentions of existing artwork.

**Artistic Depiction. Simple:** this skill can be used to draft or otherwise create images which will look like what the artist has in mind. In general, it can be used to create uninspiring works in an established format (eg. charcoal drawings of tourists).

**Tiered:** this skill can be used to turn an idea the artist has (ie. a previously performed Composition) into a finished work. The QR of the artwork is the higher [worse] of its composition and depiction rolls. An artist may make many attempts to depict the same composition. The GM may apply negative modifiers based on a composition's complexity.

**Climbing. Simple:** a character can use Climbing to scale a steep incline, or remain in place without falling on an inclined surface. The GM should modify Climbing tasks on the basis of equipment used, lighting conditions, and the surface climbed on. The results can be interpreted, as always, in terms of what the PC is attempting to achieve: speed, safety, stealth, or whatever. A character attempting to climb stealthily would use the worse of his/her Stealth and Climbing PCs and BEFs in concert. Rugged, huh?

**Confidence. Opposed:** this skill is used to convince people of things, often using a mixture of half-truths, emotional manipulation, and innuendo. The GM should modify the roll depending on the subject's attitude towards the character using Confidence. Finally, the subject should make an EF=QR Empathy roll, and if successful (Empathy fails on a QR4), will realise that he/she is being manipulated.

**Dancing. Simple:** this skill is used when a character wishes to dance. If the dance involves a group, then the average QR determines how impressive the group is overall. (A trained eye will spot who is screwing up.)

**Disguise. Opposed:** this skill is used when a character is attempting to look like some other person (or whatever). Eg. an actor taking a role, or a spy taking on a cover identity. Those encountering the Disguised character, who are familiar with the character being represented, receive an EF=QR (of Disguise) Empathy roll, and if successful (Empathy fails on QR4) realise that the person may be an imposter. Those not familiar with the character being represented receive a similar roll, but only detect the Disguise on a QR1 or 2. If another skilled character does a Disguised character's makeup, then the average of their QRs determines the QR of the Disguise. If the Disguised character asks the assistance of other characters, and these characters are able to penetrate the Disguise and give advice (note that this will be easier for these characters if they are familiar with the subject of the Disguise), then the QR of the Disguise is reduced [improved] by one.

**Empathy. Simple:** this skill can be used to determine the demeanors of people in a character's vicinity. One roll should be made per "group". Note that Empathy fails on a QR4.

**EVA.** Whenever a character performs an AG related task while wearing protective attire, he/she should use the lower of his/her appropriate and EVA PCs. (Eg. a character performing a Climbing task in protective attire uses the lower of his/her Climbing and EVA PCs, together with his/her Climbing BEF.)

**Gambling. Opposed:** In a multi-player gambling game of skill, each player should place a stake and make a Gambling roll, the best QR winning (tied players re-rolling). Where each player plays against the dealer, the dealer should receive a +1 modifier. A character who cheats receives a +N modifier, and each player receives an EF=N Scan (or Search if deliberately looking for signs of cheating) roll to detect it. If the house is cheating, the EF of the roll is reduced by two.

**Literary Composition. Simple:** this skill can be used to outline/plan out a literary work, or to assess the quality and intention of an existing work.

**Literary Execution. Simple:** this skill can be used to create a prose work in an established format (eg. a lab report, log/diary entry, or tract of doggerel).

**Tiered:** this skill is used to turn an outline and disorganised material, assembled via Literary Composition, into a finished work. The QR of the finished work is equal to the average of the composition and execution rolls. The GM may wish to modify the EF of the Execution based on the complexity of the composition.

**Musical Composition.** *Simple:* this skill can be used to compose a piece of music, or to assess the quality and intention of an existing piece. A piece can only really be finished when the composer has arranged it (see below).

**Musical Performance.** *Simple:* this skill can be used by a character to play a piece of music on an instrument whose corresponding field the character has learnt. The GM may modify the task's EF in the case of a difficult piece. The QR of the performance can never be better than the QR of the piece.

*Tiered:* this skill can be used to arrange a piece of music (for an orchestra or band). The QR of the piece is equal to the average of those of its composition and arrangement. Of course, a complex piece will be more difficult to arrange. Together with Composition, Performance can be used to perform *improvised* pieces, the QR of the improvisation being the poorest of the Performance and Composition rolls.

**Navigation.** *Simple:* this skill is used to determine the path a character will take to his/her desired destination. The yield QR can be assumed to represent how efficient the path will be (so a QR1, giving 100%, would be a direct path; while a QR3, giving 75%, would be an inefficient path, requiring a third again the distance).

**Pickpocket.** *Opposed:* this skill is used to remove other people's possessions from their pockets, belts, holsters, etc.. If successful, then some item or other is removed from the subject's person, but the subject receives an EF=QR (of Pickpocket) Scan (Search if actively looking for pickpockets) roll, and if successful notices the thief.

**Scan.** *Simple:* if a character is wandering about aimlessly, and approaches something which he/she would probably want to know about, but isn't actively searching for, then he/she should make a Scan roll (possibly modified for the inherent difficulty of seeing whatever it is, which can be represented by the size and cover modifiers for fire combat in [4.0]). Note that Scan fails on a QR4.

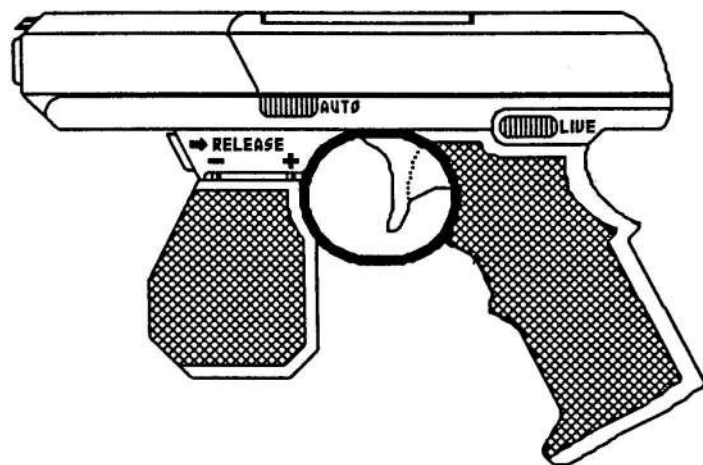
**Search.** *Simple:* this skill is used when a character is searching for something. The GM should modify any roll for the time spent looking, and the difficulty of finding the object. Search can also be used to hide an object, to choose a good hiding place, or to spot a vantage point overlooking a searching character's current location.

**Stealth.** *Opposed:* this skill is used by a character wishing to avoid attention. There is another way of handling this (apart from that given in [2.2]), which you may prefer. A sneaking or hiding character makes a Stealth roll. Anyone who might otherwise spot the character must get a superior QR with Scan (or an equal/superior QR with Search if actively searching) to notice him/her. The EF of a Stealth attempt should be modified for the suitability of the terrain, and availability of cover.

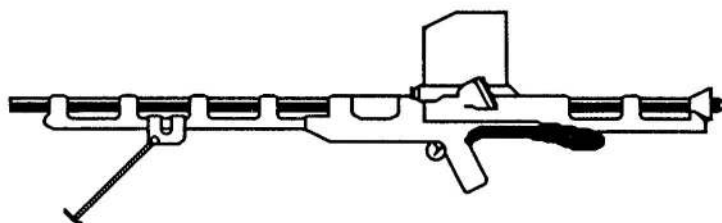
# Multiplication Table

| PCS | Ease Factor    |      |           |    |     |         |     |      |     |         |     |     |
|-----|----------------|------|-----------|----|-----|---------|-----|------|-----|---------|-----|-----|
|     | Very Difficult |      | Difficult |    |     | Average |     | Easy |     | Trivial |     |     |
|     | 0.25           | 0.50 | 1         | 2  | 3   | 4       | 5   | 6    | 7   | 8       | 9   | 10  |
| 1   | 0              | 1    | 1         | 2  | 3   | 4       | 5   | 6    | 7   | 8       | 9   | 10  |
| 2   | 1              | 1    | 2         | 4  | 6   | 8       | 10  | 12   | 14  | 16      | 18  | 20  |
| 3   | 1              | 2    | 3         | 6  | 9   | 12      | 15  | 18   | 21  | 24      | 27  | 30  |
| 4   | 1              | 2    | 4         | 8  | 12  | 16      | 20  | 24   | 28  | 32      | 36  | 40  |
| 5   | 1              | 3    | 5         | 10 | 15  | 20      | 25  | 30   | 35  | 40      | 45  | 50  |
| 6   | 2              | 3    | 6         | 12 | 18  | 24      | 30  | 36   | 42  | 48      | 54  | 60  |
| 7   | 2              | 4    | 7         | 14 | 21  | 28      | 35  | 42   | 49  | 56      | 63  | 70  |
| 8   | 2              | 4    | 8         | 16 | 24  | 32      | 40  | 48   | 56  | 64      | 72  | 80  |
| 9   | 2              | 5    | 9         | 18 | 27  | 36      | 45  | 54   | 63  | 72      | 81  | 90  |
| 10  | 3              | 5    | 10        | 20 | 30  | 40      | 50  | 60   | 70  | 80      | 90  | 100 |
| 11  | 3              | 6    | 11        | 22 | 33  | 44      | 55  | 66   | 77  | 88      | 99  | 110 |
| 12  | 3              | 6    | 12        | 24 | 36  | 48      | 60  | 72   | 84  | 96      | 108 | 120 |
| 13  | 3              | 7    | 13        | 26 | 39  | 52      | 65  | 78   | 91  | 104     | 117 | 130 |
| 14  | 4              | 7    | 14        | 28 | 42  | 56      | 70  | 84   | 98  | 112     | 126 | 140 |
| 15  | 4              | 8    | 15        | 30 | 45  | 60      | 75  | 90   | 105 | 120     | 135 | 150 |
| 16  | 4              | 8    | 16        | 32 | 48  | 64      | 80  | 96   | 112 | 128     | 144 | 160 |
| 17  | 4              | 9    | 17        | 34 | 51  | 68      | 85  | 102  | 119 | 136     | 153 | 170 |
| 18  | 5              | 9    | 18        | 36 | 54  | 72      | 90  | 108  | 126 | 144     | 162 | 180 |
| 19  | 5              | 10   | 19        | 38 | 57  | 76      | 95  | 114  | 133 | 152     | 171 | 190 |
| 20  | 5              | 10   | 20        | 40 | 60  | 80      | 100 | 120  | 140 | 160     | 180 | 200 |
| 21  | 5              | 11   | 21        | 42 | 63  | 84      | 105 | 126  | 147 | 168     | 189 | 210 |
| 22  | 6              | 11   | 22        | 44 | 66  | 88      | 110 | 132  | 154 | 176     | 198 | 220 |
| 23  | 6              | 12   | 23        | 46 | 69  | 92      | 115 | 138  | 161 | 184     | 207 | 230 |
| 24  | 6              | 12   | 24        | 48 | 72  | 96      | 120 | 144  | 168 | 192     | 216 | 240 |
| 25  | 6              | 13   | 25        | 50 | 75  | 100     | 125 | 150  | 175 | 200     | 225 | 250 |
| 26  | 7              | 13   | 26        | 52 | 78  | 104     | 130 | 156  | 182 | 208     | 234 | 260 |
| 27  | 7              | 14   | 27        | 54 | 81  | 108     | 135 | 162  | 189 | 216     | 243 | 270 |
| 28  | 7              | 14   | 28        | 56 | 84  | 112     | 140 | 168  | 196 | 224     | 252 | 280 |
| 29  | 7              | 15   | 29        | 58 | 87  | 116     | 145 | 174  | 203 | 232     | 261 | 290 |
| 30  | 8              | 15   | 30        | 60 | 90  | 120     | 150 | 180  | 210 | 240     | 270 | 300 |
| 31  | 8              | 16   | 31        | 62 | 93  | 124     | 155 | 186  | 217 | 248     | 279 | 310 |
| 32  | 8              | 16   | 32        | 64 | 96  | 128     | 160 | 192  | 224 | 256     | 288 | 320 |
| 33  | 8              | 17   | 33        | 66 | 99  | 132     | 165 | 198  | 231 | 264     | 297 | 330 |
| 34  | 9              | 17   | 34        | 68 | 102 | 136     | 170 | 204  | 238 | 272     | 306 | 340 |
| 35  | 9              | 18   | 35        | 70 | 105 | 140     | 175 | 210  | 245 | 280     | 315 | 350 |
| 36  | 9              | 18   | 36        | 72 | 108 | 144     | 180 | 216  | 252 | 288     | 324 | 360 |
| 37  | 9              | 19   | 37        | 74 | 111 | 148     | 185 | 222  | 259 | 296     | 333 | 370 |
| 38  | 10             | 19   | 38        | 76 | 114 | 152     | 190 | 228  | 266 | 304     | 342 | 380 |
| 39  | 10             | 20   | 39        | 78 | 117 | 156     | 195 | 234  | 273 | 312     | 351 | 390 |
| 40  | 10             | 20   | 40        | 80 | 120 | 160     | 200 | 240  | 280 | 320     | 360 | 400 |





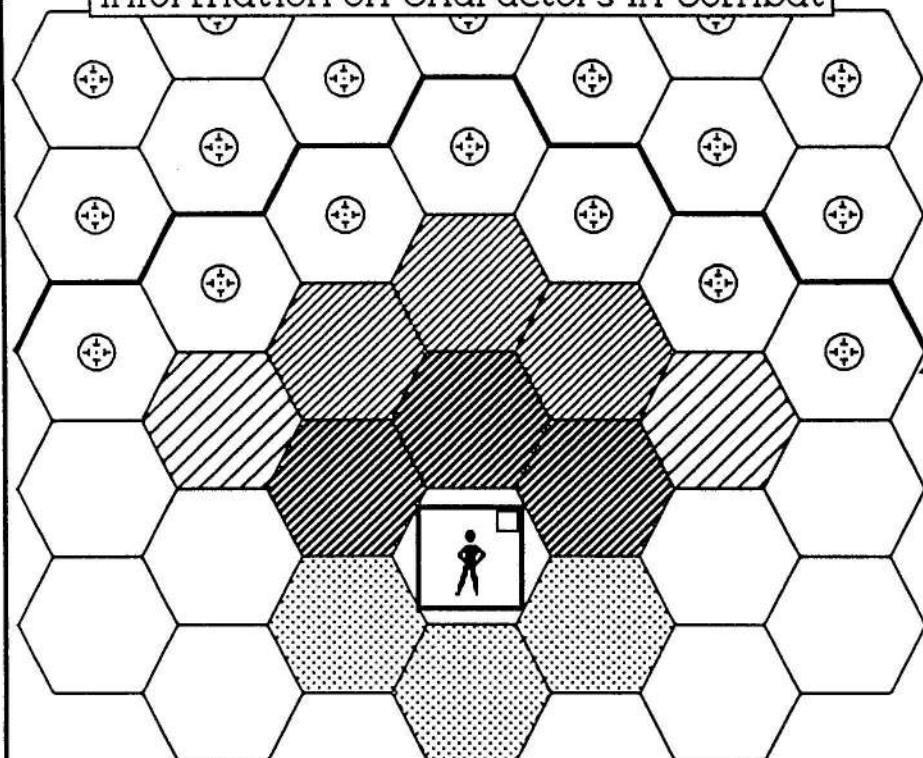
The Dexax Needler



The Self-Designating Heavy Cone Rifle

## [4.0] COMBAT

## Information on Characters in Combat



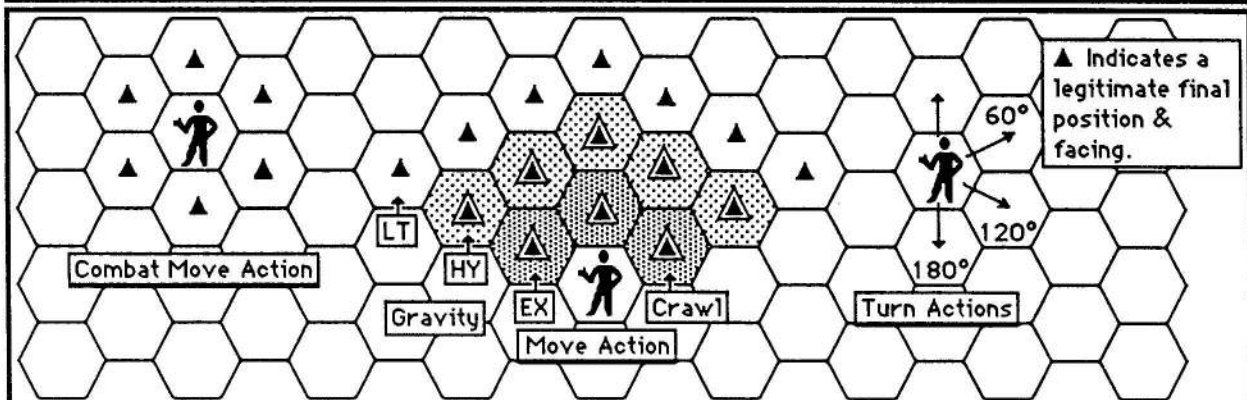
## Legitimate Target Hexes

- This is simply a legitimate target hex; it has no other properties.
- Parry using NORMAL values
- Attack using REACH values  
Parry using NORMAL values
- Attack and Parry using NORMAL values
- Attack and Parry using CLOSE values

Limit of Point  
Blank Range

## Other Hexes

- Dodge at -2; No Attacks, Parries, or Fire allowed
- Front hexes
- Rear Hexes



## FORESIGHT COMBAT ACTIONS

### Action Point Actions

Move (1AP, 0.5Fat)  
Turn (1AP)  
[Op] Combat Move (1AP)  
[Op] Combat Turn (1AP)  
Aim (1AP)  
Op Aim (2APs)  
[Op] Fire (1AP)  
[Op] Fire Burst (2APs)  
Drop [prone/kneeling] (1AP)  
Discard [object] (1AP)  
Recover [from recoil...] (1AP)  
Attack (1AP, 0.5Fat)

Op Attack (1AP, 0.5Fat)  
(Op) Parry (1AP, 0.5Fat)  
(Op) Dodge (1AP, 0.5Fat)

### Pulse Actions

Bead (1P)  
Evade (1P, 0.5Fat)  
[Un]Emplace (1P)  
Rise (1P)  
Recover from Stun (1P)

### Special Actions

Draw (as per Draw value)  
Cache (as per Draw value)  
Reload (as per RL value)

## [4.0] Combat

**Designer's Notes:** the FS combat system is designed, as are many wargames, to use a hex-grid to regulate movement, and determine ranges. Players may use miniatures, counters, dice, or whatever, to indicate their characters' positions and facings on the hex-grid, assuming you use a full-sized hex-grid. The problem of course is that most people aren't going to bother with the hex-grid, and will resolve combat by having the GM keep a rough record of what is going on, and essentially "wing it". This is okay, since the hex-grid is provided more as a method of giving a person reading these rules an idea of how the system works, rather than to force users of the system to lay out a hex-grid for every combat.

There is an intermediate possibility: the GM can record the terrain, and the positions and facings of the combatants on a grid of very small hexes (or squares, if preferred), and alter them as combat proceeds.

### [4.1] Set-up

**Procedure:** Combat in ForeSight is generally the result of previous actions which have placed the involved parties in a combat situation. A combat will have some sort of setting: a building, cave complex, forest, or whatever. The GM must decide how this is to be represented on a map which is tiled with hexagons (to regulate movement, and assist range-determination), each representing an area approximately equal to one square metre (ie. they are one metre across). In FS the setting is expressed in terms of blocking, half cover, three quarter cover, and open hexes; if the GM wishes to incorporate elevation and so forth into the system, she/he may do so in the obvious way.

A **half cover hex** has some sort of cover, eg. a bush, cactus plant, or table, in it. A character may enter it normally, and is treated as having half cover when kneeling, or prone in that hex.

A **three-quarter cover hex** has some fairly prominent sort of cover, eg. part of a tree, a pillar, or doorway, in it. A character must spend an entire move action (see below) to enter such a hex, but is treated as having half cover when standing, and three-quarter cover when kneeling, or prone in that hex. A line of sight may not be traced through such a hex; nor may a prone character in such a hex trace a line of sight out of it.

A **blocked hex** contains some impenetrable obstacle, eg. a brick wall, tree trunk, or boulder, and may not be entered, nor may a line of sight pass through it.

A character has a **line of sight** from point A to point B if he/she could see point B from point A. Often the presence or lack of a line of sight will be a matter for the GM to decide, so specific rules are not provided (eg. a thick glass wall would form blocking hexes for purposes of movement and missile fire, but not for line of sight (it would stop [most] lasers since the vapourised glass would absorb and refract the beam).

The GM should also decide where the characters (player and non-player) are located, and which direction they are facing, using events leading up to the combat as a guide. Sometimes it will be stated that one side or the other has been surprised, in which case that side automatically has worse initiative in the first turn than any unsurprised side (but determines initiative with regard to other surprised sides normally), and none of its members may attempt to find cover before combat.

**Finding Cover Before Combat Procedure:** a character who finds him/herself about to become involved in a combat will probably try to get behind some sort of cover. Any character in an unsurprised side at the beginning of a combat may attempt to find cover: he/she makes a **Scan** roll and then consults the following table:

| Terrain Value | Quality Rating of Scan Roll |            |            |            |
|---------------|-----------------------------|------------|------------|------------|
|               | 1                           | 2          | 3          | 4          |
| 0,1           | 1/2 cover                   | *1/2 cover |            |            |
| 2,3           | *3/4 cover                  | 1/2 cover  | *1/2 cover |            |
| 4,5, SU**     | 3/4 cover                   | 1/2 cover  | *3/4 cover | *1/2 cover |
| 6+, UR        | *blocked                    | 3/4 cover  | 1/2 cover  | *3/4 cover |

Note: \*the character is adjacent to, but not in, such a hex. \*\*Suburban (SU) and Urban (UR) areas have a low value reflecting the ease of movement through them; they are given higher places here owing to the ready availability of cover in them. See the **Vehicle** rules for more information on Terrain values.

A character may choose any result under a higher (ie. worse) quality rating than the one he/she achieved.

### [4.2] Combat Resolution

**Procedure:** Combat in FS is divided into turns, each representing three seconds of time in the Game-World, and ceases when all sides have agreed to cease hostilities, or only one side remains functional. Each turn is divided as follows into segments, which are resolved in the order described:

[i] **Initiative Determination Segment:** each side determines its initiative. A representative of each side makes an Initiative roll (modified for armour visibility and wound status, etc.). A character with raised hands, or some such impediment, is assumed to automatically have QR 10 initiative.

[ii] **Declaration Segment:** The sides declare the actions of their constituents in order of descending QR of their representatives' initiative rolls (in the case of ties, in the order of ascending Initiative PCS).

[iii] **Action Segment:** players resolve the actions of their characters, which must either correspond to those declared by them in [ii], or be pass (or in-) actions, in descending order of their adjusted speeds (or in order of agility if equal). Note that the point in this segment during which a given character performs his/her actions is referred to as that character's action pulse.

**Definition: Action Points:** a character (who is not performing all or part of a pulse action) has a number of action points to spend in his/her action pulse equal to his/her net speed, if it is greater than 2, and 2 otherwise.

If a character has fractional adjusted speed, then ignore fractions of less than one half, and allow fractions greater than one half to be treated as whole for determining when the character acts, and discount it for purposes of action points, or vice versa (player's choice) eg. a character with adjusted speed 2.5 could act at the same time as characters with speed 3, and spend 2 action points, or wait until speed 2 and spend 3 action points - effectively fractional speeds lower than 2 are rounded off). Characters performing a pulse actions round off their speeds for purposes of deciding when they act.

**Net Speed:** Total the armour Spd rating for all limbs (also see rules for exoskeletons, below) and fill it in the appropriate box. Add one eighth of the character's EVA skill level, and fill this in under Armour Speed Modifier (unless it is greater than zero, in which case replace this value with zero). Determine the effect of the weight (mass times gravity) the character is carrying on his/her speed (see [2.1], but it should be recorded on the character sheet), note this modifier in the box labelled **Speed** under encumbrance on the character worksheet. Add this to the Armour Speed Modifier to yield the character's net speed modifier. The character's **net speed** equals his/her speed plus this modifier (the "+ G" has been written in for your convenience).

**Procedures:** The actions a character can perform in combat are procedures which alter his/her position, condition, or whatever. There are two sorts of actions in FS, categorised by the time it takes to perform them. **Action Point Actions** cost the character a number of action points to perform. **Pulse Actions** take a character a number of action pulses to perform. In one of his/her action pulses a character may either [1] perform action point actions costing action points ≤ his/her available APs; [2] perform any one action point action (ie. as a 1-pulse action); or [3] perform one pulse worth of pulse actions (eg. complete a 1-pulse action, or a third of a 3-pulse action).

## Action Point Actions

**Move** (Costs 1 Action Point): a character (who is standing) may be moved into one of his/her front hexes (without altering his/her facing) one, two, or three times (at most two in HY gravity, at most one in EX). A Move action costs the character performing it 0.5 Fatigue points. A *prone character* may Move into a front hex without altering his/her facing. *Optionally:* a character reduces his/her speed for purposes of determining when his/her pulse occurs (only) by the number of Move actions he/she took that pulse.

A character may attempt to jump (using the Jump skill at + the character's current speed modifier) the hexes between his/her initial and destination hexes (the

latter of which must be a hex he/she could have moved to with *that action* normally), and succeeds on a QR 3 (4 if the previous action the character took was also a Move action).

**Turn** (Costs 1 Action Point): a character (who is standing) may alter his/her facing by 60°, and then be placed in a front hex; be placed in a front hex, and then alter his/her facing by 60°; or have his/her facing altered by up to 180° (120° in HY gravity). In EX gravity a turn action only allows a 60° change of facing by the character. A *prone character* may alter his/her facing by 60°.

Any **Parry** or **Dodge** action performed immediately after a **Move** or **Turn** action incurs a -2 modifier.

**Combat Move** (Costs 1 Action Point): a standing character may be moved one hex in any direction without altering his/her facing (only into front hexes in HY/EX gravity). This may be taken as an opportunity action.

**Combat Turn** (Costs 1 Action Point): a standing character's facing may be altered by 60°, or 120° (60° only in HY/EX gravity). This may be taken as an opportunity action.

**Alm** (Costs 1 Action Point): a character may negate the unaimed shot penalty for an immediately subsequent shot at a target in a legitimate target hex. This may be taken as an opportunity action, but then costs 2 action points.

**Fire** (Costs 1 Action Point): a character may fire one shot (unbracketed under ROF) at a target in a legitimate target hex. Unless fired at a target aimed at, or successfully struck by an immediately prior fire action (ie. his/her previous action, which was a fire action, with that same weapon), or immediately previously fired at without the unaimed penalty, the fire action accrues the unaimed penalty. This may be taken as an opportunity action.

**Fire Burst** (Costs 2 Action Points): as for fire action but fires weapon with bracketed ROF. The target in this case may be a group of objects. This may be taken as an opportunity action.

A character (with an appropriate weapon) may also fire a burst at an *area* which must comprise a number of contiguous hexes not exceeding the number of shots fired; the QR of the burst determines the number of shots which hit someone or thing (eg. QR 4 indicates half the shots hit something), each takes damage determined by a random QR and the weapon's DC (when not firing bursts; or the normal DC-2 if no "single shot" DC is given). Area fire is performed at + 1 - (the number of hexes in the area), and uses the worst size and profile modifier of any of the targets the firer desires to hit; area fire never incurs the unaimed penalty.

If a percentage of a shot is given as hitting a target, then that is the percentage chance of one [additional] complete shot hitting: eg. a QR4 five-shot burst would



result in two bullets hitting a target, and a 50% chance of a third hitting one as well.

**Drop** (Costs 1 Action Point): If a character is standing he/she may adopt a kneeling or prone posture. A kneeling character may become prone. A character struck by fire may immediately take this action (which may, or may not, affect subsequent actions). This may be taken as an opportunity action.

**Discard** (Costs 1 Action Point): A character may release the contents of one or both of his/her hands into the hex he/she currently occupies, or an adjacent one.

**Recover** (Costs 1 Action Point): A character may nullify previously incurred penalties for recoil and/or movement.

**Attack** (Costs 1 Action Point): A character may attack a target in a legitimate melee target hex. An Attack action costs the character performing it 0.5 Fatigue points.

**Opportunity Attack** (Costs 1 Action Point): A character may attack a target in a legitimate melee target hex immediately after that target has performed some part (or the whole of) his/her/its pulse. This is solely an opportunity action. An Opportunity Attack actions costs the character performing it 0.5 Fatigue points.

**Parry** (Costs 1 Action Point): A standing or kneeling character may elect to attempt to parry any one attack against him/her originating from a legitimate target hex, using the modifier for close attacks if the attacker is close, and for normal attacks if the attacker is at normal or reach range. This is solely an opportunity action. A Parry action costs the character performing it 0.5 Fatigue points.

**Note:** a given prepared weapon may be used for (at most) one Attack, one Parry, and one Opportunity Attack action in a single pulse. A person's body counts as two weapons for these purposes (but note that a person may not parry unarmed without the Defensive field of knowledge).

**Dodge** (Costs 1 Action Point): A standing character may elect to attempt to dodge any one attack originating from one of his/her legitimate target hexes, before that attack is resolved. This is strictly an opportunity action, and it may not be taken more than twice per pulse by any (human) character; it costs the character performing it 0.5 Fatigue points.

**Draw Weapon** (not applicable): this is a rather strange action, rules-wise: a weapon whose Dr (draw) value is of the form #S may be drawn at a cost of # action points (or as a turn action). A character wishing to perform a draw action reduces his/her speed (and action points) for that action segment by #. So, eg., a weapon with a Dr value of 2S, is drawn by a characters with adjusted speed 4, who (for that segment only) acts at speed 2 with 2 action points. The weapon is thereafter considered prepared. A

weapon requires a certain number of hands to have prepared, and a character may not have prepared more weapons than she/he has hands to hold.

**Cache Weapon** (Costs # Actions Points where weapon has Dr = #S): a character may cache a weapon in some appropriate sheath, or pocket, on his/her person. The weapon is no longer prepared.

**Reload Weapon** (Costs # Action Points where weapon has RL = #S): a character may reload a weapon which has expended all of its ammunition. This comprises attaching a fresh power source to a weapon with Ammo = #P, and feeding a new clip, or more bullets, into a weapon with Ammo = #.

**Opportunity Actions:** an opportunity action is taken during a character's pulse, but its effect is delayed as follows: at any time immediately after some other character has completed an action, and any other preconditions of the delayed action have been met, the opportunity action may be resolved normally. Eg. a character takes an opportunity fire action, and waits for someone to move into line of sight before firing. Any number of actions may be performed thus (in order of descending speed, if necessary), but an opportunity action must be expended before the opportunity acting character's next action pulse, or it is lost. Furthermore, any opportunity actions taken in "response" to a given action are resolved before any further actions are resolved.

## Pulse Actions

**Bead** (Takes 1 Pulse): a character may take a bead on a character he/she could fire at without unaimed penalty. The first fire action at that target taken as the first action in the character's next pulse will receive the bead bonus if that target is still in some legitimate target hex, and has been in the intervening time.

**Evade** (Takes 1 Pulse): a character taking an evade action may alter his/her position and facing as if by expending half his/her action points (round down) on move and turn actions, and is considered to be **evading** until his/her next action pulse, or until he/she elects to, or is forced to cease, evading. An Evade action costs the character performing it 0.5 Fatigue points.

**Draw Weapon** (Takes # Pulses where weapon has Dr = #T): allows the character to prepare the weapon for use.

**Cache Weapon** (Takes # Pulses where weapon has Dr = #T): a character may cache a weapon in some appropriate sheath, or pocket, on his/her person. The weapon is no longer prepared.

**Reload Weapon** (Takes # Pulses where weapon has RL = #T): a character may reload a weapon which has expended all of its ammunition. This comprises attaching a fresh power source to a weapon with Ammo = #P, and feeding a new clip, or more bullets, into a weapon with Ammo = #.

## ForeSight [4.0] Combat

**Emplace** (Takes 1 Pulse): a character may emplace for use a prepared weapon, in his/her hex, which has Use = E.

**Unemplace** (Takes 1 Pulse): a character may pick up, unemplace, or demount (as applicable) an emplaced weapon in his/her hex.

**Rise** (Takes 1 Pulse): the character may rise to kneeling or standing.

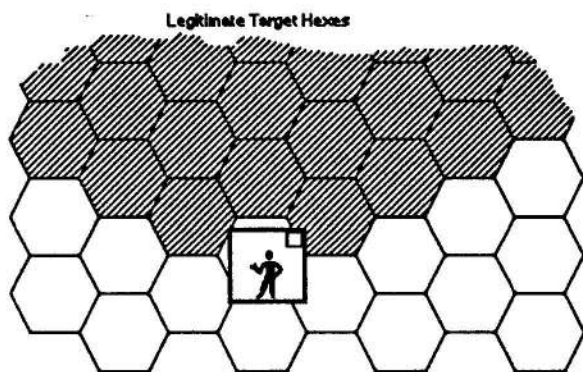
**Recover From Stun** (Takes 1 Pulse): a character may be stunned as a result of damage taken, and may only take these actions thereafter, until unstunned. This action allows one attempt to become unstunned. A Pain Resistance roll is made (adjusted for Wound Status) and if QR 4 or better is achieved, the character is unstunned.

Any Action Point Action may be performed in a pulse, as a (one) pulse action.

## [4.3] Combat Procedures

### Fire [Fire Combat] Resolution

The shaded hexes in the following diagram are legitimate target hexes for the character, provided he/she can see into them. The effect of this is to say that a character cannot shoot backwards (at least with an accuracy) bar in exceptional circumstances (to be determined by the GM).

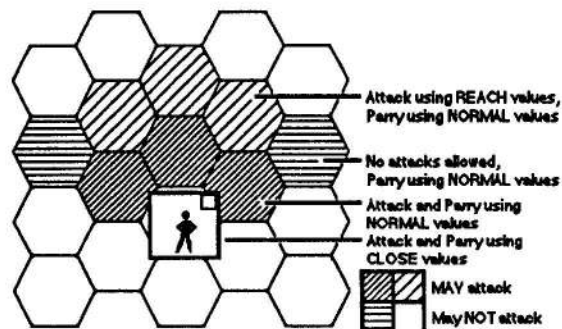


A weapon is fired as follows: applicable modifiers are added to the character's appropriate BEF. The BEF used is that indicated by the weapon's use. Weapons with use **H** require Handguns; **L** require Longarms; **R** require Mechanical Ranged Weapons; **M** require Melee Weapons; **E** require Heavy Weapons. Fire is resolved normally. A hit occurs on a QR 1 to 4, a miss on a QR 7 or 10.

If a fire action's die roll falls in the range Jam # to 99, then the weapon is jammed, and must be unjammed before being used again. This is the equivalent of a Reload action, and requires a QR 3 or better (unadjusted) roll against the appropriate weapon skill (or repair, if weapon systems is possessed by the character).

A fire action resulting in a QR 10 indicates the character has shot entirely the wrong thing, or ruined his/her weapon.

### Attack [Melee Combat] Resolution



The above diagram explains which hexes constitute legitimate melee target hexes, which performance and damage class modifiers are used at each range for attacks and parries. A character in an unlabelled hex may not be attacked, and if he/she attacks the character, the character may not parry the blows, and dodges at -2.

An attack is resolved as follows: applicable modifiers are added to the character's appropriate BEF, including the PM modifier for the hex the target occupies. The BEF used is that indicated by the weapon's use. Weapons with use **H,L,R,M**, or **E** require Melee Weapons; **UC** requires Unarmed Combat.

An attack may be **parried**, in which case the target, if eligible to parry, declares before the attack is resolved that he/she will parry. The attack is then resolved. The parry is conducted at EF = QR (of attack) modified by the PM appropriate to the hex occupied by the attacker using Melee Weapon skill. A QR1 to 3 parry negates the attack parried (ie. it becomes a miss). A QR10 parry allows the attacker either to *choose* the location he/she strikes (rather than roll for it), or increase the DC of his/her attack by one.

An attack may be **dodged**, in which case the target, if eligible to dodge, declares before the attack is resolved that he/she will dodge. The attack is then resolved. The dodge is resolved at EF = QR (of attack) using Unarmed Combat Skill or Agility (defender's choice). If QR 3 or better is achieved, then the defender is automatically missed, and is placed in a rear hex without altering his/her facing. If a QR 10 is achieved, then the defender falls down, otherwise the attack is unaffected.

An attack which achieves QR 10 causes the attacker to have to make a (unadjusted) roll against the appropriate weapon skill or drop or break his/her weapon (defender's choice) on a QR 7, or do both, on a QR 10\*. If he/she achieves QR 4, then he/she must either drop or break his/her weapon (his/her own choice). If he/she achieves QR 3 or better, then the

weapon is neither dropped, nor broken. (\*Optionally the GM may rule that he/she hits him/her self at random QR.)

Finally, an attack achieving QR 4 or better is described as having **hit**, while an attack of QR 7 or worse is described as having **missed**.

**Thrown Weapons:** weapons with use M, which have ratings for use as fire weapons, use the lower of Throwing and Melee Weapon skill PCSs when being "fired", and do not run out of ammunition but are themselves expended (although they can usually be recovered later); to "reload" another must be drawn.

## Damage Resolution and Effects

If a fire action or attack action has hit some one or thing, then he, she, or it may be damaged. The most important thing about the attack in this step is the damage class (DC) of the weapon, a number followed by a letter (the number adjusted for range), or a modifier, which is added to the attacker's Unarmed Combat Damage Class, both of which may be modified (see relevant tables), and the QR of the shot or attack.

| Armour Protection                      |                     | Wound Status |                    |
|----------------------------------------|---------------------|--------------|--------------------|
| Note Search/Scan Modifier              |                     | Status       | Level Damage Taken |
| Chest (5,6,7)                          | Head (10)           | Okay         | [0]                |
| Note armour on each location           |                     | LW           | [1]                |
| Total                                  | Right Arm (9)       | MW           | [2]                |
| Left Arm (8)                           | Abdomen (3,4)       | HW           | [3]                |
| Left Leg (1)                           | Right Leg (2)       | INC 4        | [4]                |
|                                        | Note Speed Modifier | INC 5        | [5]                |
|                                        |                     | Dead         | [6]                |
| Notes on hit location:                 |                     |              |                    |
| Head add 1 to any positive damage      |                     |              |                    |
| Arm if PR roll failed, drop held item  |                     |              |                    |
| Chest normal                           |                     |              |                    |
| Abdomen PR at -1 until fully recovered |                     |              |                    |
| Leg if PR roll failed, fall prone      |                     |              |                    |

The damage is first allocated to one of the target's locations. Human characters, for example, may be hit in one of seven different locations (see the character worksheet). Roll D10 to determine the location (the parentheses contain the D10 roll resulting in a hit to that location); this roll may be altered if, for example, a specific shot was taken. In the case of a shot, if the location was protected by some other object, then that object, instead, is damaged (unless flimsy enough to be ignored). Eg. a character crouching behind a empty barrel is harder to hit, but is not protected by the barrel from damage, whereas a character behind a boulder could ignore "hits" to his/her legs and abdomen.

The damage inflicted by the attack is determined by finding the result listed under the attack's net DC (ie. adjusted for any appropriate armour protection, range, etc.) for the QR of the attack. This damage is then reduced by the number of "A"s in the appropriate armour protection rating (zero becomes an "S" result, anything less equals no effect). See [4.4] for details of weapons, including their DCs, and armour types, including their protection ratings versus various types of attack.

The resultant damage (again, "S" counts as zero) is added to the Wound Level of the target (ie. damage to individual locations is important only with regard to special effects and armour protection; the actual damage counts, regardless of location).

**Note** that depending on the location damaged, special effects, as cited on the character worksheet, including increased damage, may accrue. These special effects apply only if some damage actually got through, of course.

If the character suffered an "S" result, or an increase in Wound Level, then he/she must then immediately make a **Pain Resistance** (or PR) roll (ie. achieve QR4 or better) or become **stunned**. A QR10 PR roll indicates that the character faints from pain (ie. falls prone, and can only perform **Recover from Stun** actions which are successful only on a QR2 or better).

A **stunned** character may perform only **Recover from Stun** actions.

**Note** that the modifiers for being wounded apply to the EF of PR rolls too (and a character with abdomen wounds suffers an additional negative modifier).

**Note** also that **stun weapon** (with damage class suffixed by an "S") hits are affected by impact protection, and any resultant damage stuns the target, rather than increasing his/her wound level. Stun weapons will stun a human for the "damage" inflicted in hours; mammals will be stunned for a greater or lesser period, inversely dependent upon mass (as a guide, divide period for humans by animal's DT value).

A **living** human being may be in one of six wound levels, corresponding to one of six wound status brackets as follows:

[0]: **Okay**; the person is not currently injured, except, perhaps, superficially.

[1]: **Light Wound**; the character is injured, and receives a -1 modifier to *all* resolution attempts, and Speed. *Base Recovery Time: 24 hours.*

[2]: **Medium Wound**; the character is injured, and receives a -2 modifier to *all* resolution attempts, and Speed, and a -1 modifier to UCDC. *Base Recovery Time: 5 days.*

[3]: **Heavy Wound**; the character is injured, and receives a -3 modifier to *all* resolution attempts, and Speed, and a -2 modifier to UCDC. *Base Recovery Time: 30 days.*

**Definition: Base Recovery Time** functions as follows. After a character with a given wound status spends the *base recovery time* resting (if outdoors, he/she must also make a survival roll) he/she should make an EF3 (no modifiers) EN roll. QR1-4 indicates his/her wound status is reduced by one. QR10 indicates it is *increased* by one.



[4]: **Incapacitated 4**; the character is injured and in shock, and is incapable of action for a number of hours equal to the QR of a Pain Resistance roll (normal EF), after which time Wound Level drops by one (to 3). If a QR 10 is achieved, then the character's Wound Level increases by one in ten hours. Any other actions the character may be forced to take are at -4.

[5]: **Incapacitated 5**; the character is injured and dying, and must make a (normal EF) pain resistance roll once per hour, or die. If a QR 1 is achieved, then the character's Wound Level drops by one (to 4).

[6]: **Dead**; a character with damage level six or more is dead, and, unless ghosts or whatever function in your campaign, may take no further action.

**Note** that a character's wound level/status may be the result of smaller wounds taken in different locations (eg. one point of damage in the arm, and another in the leg, would give the character wound level 2, or medium wound status).

Various **non-human game objects/creatures** have different damage tracks (DTs) to those of humans. These are of a form giving the Wound Level (number of damage points so far received) which brings on a given Wound Status (the effect of that damage). A piece of equipment may have a damage track, in which case it is spoken of as having a **Damage Status**, rather than, but corresponding to, a Wound Status, and any modifier to 'all actions taken...' applies to anyone using the item. **Inc 4** for equipment and vehicles is treated as Partially Destroyed, and **Inc 5** for equipment and vehicles is treated as Destroyed; some devices, especially delicate ones, will cease to function at all once damaged, in which case the degree of damage is important only with regard to the difficulty of repair. See the **Appendix** for a comprehensive listing of damage tracks.

### Fire Combat Modifiers

- 2 Firer has not performed Recover action since last executing a Move, Turn, Drop, Attack, Parry, Dodge, or Evade, action.
- 2 Unaimed shot
- +1 Weapon braced or Firer prone
- 2 Firer is using L weapon one handed [may not be Beaded]
- +3 Firer has taken Bead on target
- R Firer fired a weapon with R **recoil** boxes during his/her immediately prior action
- 2 Firer making specific shot (may alter location roll by up to four)
- 2 Firer using weapon one-handed in 'off' hand

(...continued in next column...)

### Target Motion

(in and since his/her/its previous action pulse; use the worst applicable)

- 1 Target moved
- 2 Target moved  $\geq 5$  metres/hexes
- 3 Target moved  $\geq 10$  metres/hexes
- 4 Target moved  $\geq 20$  metres
- 4 Target is evading
- +2 Target is stunned or immobile

**Note:** strictly speaking, the motion referred to should only apply if it was *across* the firer's field of vision.

### Target Size

- 6 Target is tiny (eg. coin, or insect)
- 4 Target is very small (eg. bird, or gun)
- 2 Target is small (eg. child, or dog)
- (+0) Target is size of human adult
- +1 Target is large (eg. horse)
- +2 Target is very large (eg. car)

### Target Profile

(modifiers are cumulative)

- 3 Target is prone
- 1 Target is kneeling
- 4 Target has 3/4 cover
- 2 Target has 1/2 cover

### Target Range

(modifiers are cumulative)

- +1 Target is in weapon's short range
- 1 Target is in weapon's long range
- +1 Target within 3 metres (handgun)
- 1 Target within 3 metres (longarm)
- 1 Target is 50-100m away\*
- 2 Target is 101-200m away\*
- 3 Target is 200-500m away\*
- 4 Target is 501-1000m away\* (etc.)
- +1 Firer not in one of target's legitimate target hexes, or target cannot see firer

**Note:** \* the range increments for handguns, and firearms used one-handed in general, are halved (eg. handguns suffer a -1 modifier at 25-50m).

### Melee Combat Modifiers

- 2 Attacker attempting specific blow (may alter location die roll by up to four)
- 2 Attacker attempting powerful blow (costs one extra fatigue point)
- 1 Attacker using two weapons this pulse
- 2 Attacker using three weapons this pulse
- 1 Defender using technique unknown to attacker
- +2 Attacker behind target (not in legitimate target hex), or target cannot see attacker for some other reason, or target defenceless or unconscious.
- 2 Attacker's weapon in 'off' hand (only)
- 2 Attacker's previous action was to Move or Turn
- 2 Attacker is kneeling
- 4 Attacker is prone
- +1 Defender is kneeling
- +2 Defender is prone

### Target Size

- 4 Target is tiny
- 1 Target is small
- 2 Target is very small
- +1 Target is very large



**Damage Table**

(Quality Rating &amp; Damage Class determine Damage)

**QR Damage Class**

|   | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
|---|---|---|---|---|---|---|---|---|---|---|----|----|----|----|
| 4 | - | S | S | S | 1 | 1 | 1 | 1 | 2 | 2 | 2  | 2  | 3  | 3  |
| 3 | S | S | S | 1 | 1 | 1 | 2 | 2 | 3 | 3 | 3  | 4  | 4  | 4  |
| 2 | S | S | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5  | 5  | 5  | 6  |
| 1 | S | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5  | 6  | 6  | 7  |

$$\text{DAMAGE} = \text{DC} \times (\text{YIELD\% [FOR QR]})/2$$

Round OFF on QR1-2; Round DOWN on QR3-4

(Result of ZERO becomes "S".

Exception: QR4 at DC0 = NO EFFECT)

**Key to Damage Table & Formula**(An entry is referred to as the *Damage Result*, or simply as the *Damage*)

#: increase in wound level of target; target must make PR roll or be stunned

S: target must make PR roll or be stunned

• A **stunned** character may only perform **Recover from Stun** actions.• A character achieving a **QR10 Pain Resistance** roll faints from the pain, and **recovers from stun** only on a QR2 or better.**Fire Combat Damage Class Modifiers**

(These alter the DC column used)

+1 Short Range

-(Armour Protection Number)

-1 Long Range

**Melee Combat Damage Class Modifiers**

(These alter the DC of the attack)

+1 'One and a half' handed weapon used two handed

+2 Powerful blow

+1 Attacking weapon is a pole-arm, and target's immediately previous action was a Move action

+1 Attacking weapon is pole-arm, and attacker has Moved this pulse

**Damage Modifiers**

(These modify the actual damage suffered)

-1 Armour with 'A' suffix

-2 Armour with 'AA' suffix

Important Note: for purposes of damage arithmetic:

1 - 1 = S; S - 1 = no effect.

**Hit Location Special Effects**

(These are also noted on the Character Worksheet.)

**Head:** hits doing positive damage (ie.  $\geq 1$ ) do one point of extra damage\***Arm:** if a pain resistance roll caused by an arm wound is failed, the character drops (discards) anything held in that arm or attached hand**Chest:** no special effects\***Abdomen:** a character incurs a -1 modifier to all pain resistance rolls for each wound he/she is suffering to the abdomen\***Leg:** if a pain resistance roll caused by a leg wound is failed, the character falls prone

Optional "Critical" Damage

\* hits doing positive damage (ie.  $\geq 1$ ) do one point of extra damage on a D10 roll  $\leq 2$ .**[4.4] Combat Equipment**

**Designer's Notes:** the ForeSight Master Weapons Chart completely describes each of a number of weapons in terms of the combat system; eg. firearms are also rated as melee weapons (ie. for use as clubs). No detailed descriptions of the weapons are given in ForeSight, but a brief description of non-obvious weapons from the chart is given below:

**SDH Cone Rifle:** the Self-Designating Heavy Cone Rifle fires small rocket propelled grenades at whatever target is designated by its inbuilt laser target designator, and incorporates a telescopic sight.

**Protein Disruptor:** a high powered maser (a sort of pointable microwave oven); this weapon is highly illegal.

**TD ~ :** target designating laser weapons fire low-intensity UV beams when the trigger is slightly depressed, and fire a higher intensity, damaging beam when the trigger is fully depressed. Each such weapon includes a telescopic, light-intensifying, UV sight.

**Projac:** is the name of the company which first produced multi-wavelength coherent light weapons. Projac lasers have less difficulty burning through wavelength-specific reflective and ablative surfaces. Projacs have all the features of TD weapons.

**SL ~ :** a Self-Loading ("Automatic" or "Semi-automatic") weapon. Each pull of the trigger fires one shot (although the weapon may require cocking for a first shot). Weapons equivalent to these, but weighing 50% more, and with half the ammunition capacity, are available at TL 4 with a rate of fire of [1] and a jam rating three lower, and at TL4.5 with a rate of fire of 1 and a jam rating one lower.

**Needle Pistol:** fires a dose of some drug into any target suffering S or higher damage from it.

**DEXAX Needle Pistol; DEXAX Needle Rifle:** DEXAX weapons fire slivers of DEXAX at their targets (via an efficient electromagnetic railgun system). These weapons can also fire non-explosive ammunition, in which case their DCs drop to 51 for the pistol, and 101 for the rifle. With non-explosive ammunition, the pistol is almost silent; only rifles with a select-fire mode, allowing subsonic projectile fire, and reducing DC to 81, can be fired silently (such weapons are usually illegal).

**Stun ~ :** stun weapons knock out their targets with tightly focussed sonic shock-waves. The stun-rifle is designed as a riot control weapon, and to be used as a melee weapon. Of course neither will function at all in trace atmospheres and vacuums. *Optional:* TL8 stun weapons are somewhat superior to their TL7 brethren, and have [fire; not melee] PM, DC, Draw, and Con values one better; they cost 50% more.

**SL/Auto ~ :** the SL carbine/Auto carbine stats are statistics for the same weapon set for single shot and automatic fire. Similarly for the SL/Auto rifle. Often these weapons will not be available in a configuration

## ForeSight [4.0] Combat

allowing automatic fire, but such weapons will cost as much as those which are. Weapons equivalent to these, but incapable of automatic fire, weighing 50% more, and with half the ammunition capacity, are available at TL4 with a rate of fire of [1], and at TL4.5 with a rate of fire of 1.

**ML pistol:** this is the abbreviation of Muzzle-Loading Pistol, chosen for lack of space.

**Bare Hand/Fist, Knee/Kick, Slap:** these are unarmed attacks, which may be made by any character using unarmed combat skill (and with an appropriate limb no more than lightly wounded).

**Sandblasters:** these are sample alien weapons. The sandblaster charges small particles of detritus with electricity, and then accelerates them electromagnetically; the weapon is a utility device, used much the same role as a shotgun. There is no reason why humans couldn't build them at the stated TL.

### Weapons Chart Headings & Abbreviations

**Recoil Boxes:** the small black boxes accompanying the names of some weapons are their recoil boxes.

**PM:** Performance Modifier: used as a modifier whenever the weapon is used (properly) in a Fire action.

**Ammo:** Ammunition. If this is a number, then that is the number of shots the weapon may fire before it must be reloaded (to be fired again). Roughly speaking, a clip of ammunition for such a weapon is assumed to weigh one tenth as much as the weapon it is for, and cost  $(DC+TL) \times \text{Ammo}/100$  svu; better yet, assume that barring special circumstances, characters will have three to five reloads available. If the weapon's ammunition is expressed in the form 'mP' then the weapon is electrically powered, and requires a "standard" (ie. TL8) battery of mass  $(n+1)m$  grams to power it for  $n$  shots. (See [6.0] for the costs and masses of various batteries & generators.)

**ROF:** The number of shots the weapon may fire at a time. If square bracketed, then the weapon fires bursts of that many shots.

**DC:** Damage Class. A quantification of the damage the weapon does when it hits (this can be modified). If suffixed by a 'B' then the target is protected by the Beam ratings of any armour he/she may be wearing; if the suffix is an 'I', or an 'S' use the Impact ratings; and if there is no suffix, use the Melee ratings. A modifier (of the form  $\pm n$ ) is added to the user's Unarmed Combat Damage Class to give its DC.

A weapon which is rated at DC 2xN (whatever N is), inflicts DCN at whatever QR was achieved (this may be random), and an additional DCN at a randomly determined QR.

**Close:** the weapon's close range for fire combat, a target inside this range is said to be at close range.

**Long:** the weapon's long range for fire combat. Targets beyond this cannot be fired at successfully.

**Con:** the weapon's concealment rating determines how easy the weapon is to conceal on one's person against cursory inspection. Anyone looking at a character with a concealed weapon receives a Scan roll (modified by the Con rating of the weapon - if several weapons are possessed, then use the highest modifier for those carried), and if QR 3 or better is achieved, a weapon is detected by the character, QR 1 reveals how many and what kind; weapons with an adjusted Con rating of +6 or more will only be overlooked on a QR10. This modifier assumes that the character uses wears sufficient apparel to cover the weapon (eg. characters wearing bathing suits may have problems).

**Dr:** the Draw rating of the weapon quantifies the ease and rapidity with which it may be prepared. See the Draw action.

**RL:** the Reload rating of the weapon reflects how quickly the weapon may be reloaded. See the Reload action.

**Jam:** the lower this number, the more frequently the weapon jams, so this reflects the weapon's reliability.

**Close/Reach:** the weapon's facility for melee combat, and explained fully thereunder.

**Wgt:** the weapon's mass in kilograms.

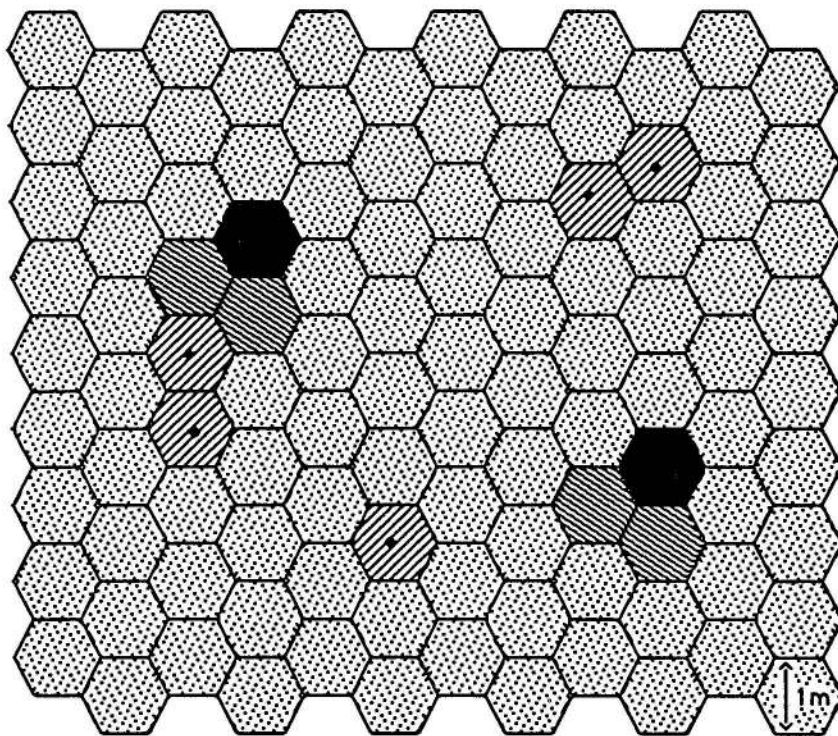
**Use:** the skill appropriate to the weapon (any number indicates the number of hands required to use the weapon, one and a half indicates that the weapon may be used one or two handed, but that it does more damage two-handed).

**TL:** the (Hard) Technological Level required to construct such a weapon.

**Cost:** the cost of the weapon in SVU (c: multiply by 100, k: multiply by 1000).

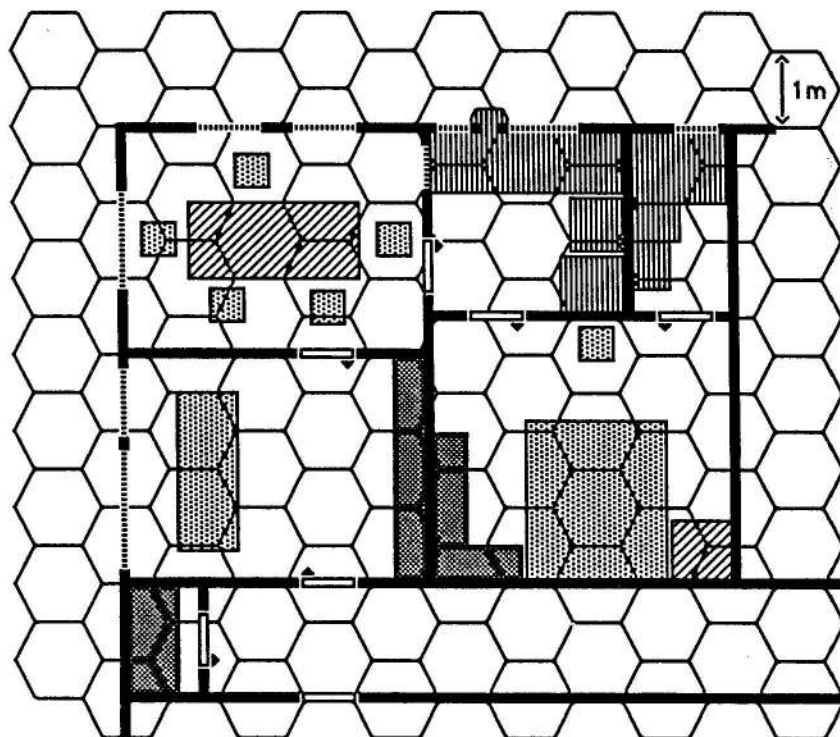
# ForeSight Master Weapon Chart

| ForeSight Master Weapon Chart |    |      |           |       |         |          |           |                       |    |     | CLOSE |    | REACH |    | Wgt | Use | TL  | Cost |        |     |
|-------------------------------|----|------|-----------|-------|---------|----------|-----------|-----------------------|----|-----|-------|----|-------|----|-----|-----|-----|------|--------|-----|
| Weapon Name                   | PM | Ammo | ROF       | DC    | Cls     | Long     | Con       | Dr                    | RL | Jam | PM    | DC | PM    | DC |     |     |     |      | PM     | DC  |
| Autolascannon                 | +2 | 100P | 2         | 2x14B | 8c      | 1.2-1.5k | +9        | 2T                    | T  | 99  | na    | na | na    | na | na  | na  | 10  | E    | 8      | 4k  |
| SDH Cone Rifle                | +2 | 20   | 2         | 14I   | 80      | 200-400  | +8        | 2T                    | T  | 99  | na    | na | na    | na | na  | na  | 12  | E    | 6      | 3k  |
| Protein Disruptor             | +1 | 20P  | 1         | 2x5B  | 30      | 100-200  | -1        | 1S                    | 2S | 99  | -2    | +1 | -2    | +1 | na  | na  | .6  | H    | 8      | 5c  |
| TD Lasrifle                   | +1 | 40P  | 1         | 11B   | 80      | 250-500  | +5        | 1T                    | T  | 99  | -2    | +1 | -1    | +1 | -3  | 0   | 2   | L    | 8      | 2k  |
| TD Laspistol                  | +1 | 20P  | 1         | 8B    | 30      | 100-200  | -1        | 1S                    | 2S | 99  | -2    | +1 | -2    | +1 | na  | na  | .6  | H    | 8      | 1k  |
| Laspistol                     | 0  | 25P  | 1         | 8B    | 20      | 70-120   | -2        | 1S                    | 2S | 99  | -2    | +1 | -2    | +1 | na  | na  | .5  | H    | 7      | 1k  |
| Lasrifle                      | 0  | 50P  | 1         | 10B   | 80      | 250-500  | +6        | 1T                    | T  | 99  | -2    | +1 | -1    | +1 | -3  | 0   | 3   | L    | 7      | 2k  |
| Projac Laspistol              | +1 | 20P  | 1         | 10B   | 30      | 100-200  | -1        | 1S                    | 2S | 99  | -2    | +1 | -1    | +1 | na  | na  | 1   | H    | 9      | 1k  |
| Projac Lasrifle               | +1 | 40P  | 1         | 13B   | 80      | 250-500  | +5        | 1T                    | T  | 99  | -2    | +1 | -1    | +1 | -3  | 0   | 3   | L    | 9      | 2k  |
| Revolver ■■                   | 0  | 6    | [1]       | 8I    | 9       | 39-58    | +2        | 2S                    | 3T | 99  | -1    | +2 | -1    | +1 | na  | na  | 1.5 | H    | 4      | 1c  |
| SL Pistol ■                   | +1 | 18   | 1         | 6I    | 12      | 36-61    | -1        | 1S                    | T  | 99  | -1    | +1 | -1    | +1 | na  | na  | 1   | H    | 5      | 2c  |
| Needle Pistol ■               | 0  | 6    | 1         | 2I    | 6       | 15-30    | 0         | 2S                    | 3T | 98  | -2    | +1 | -2    | +1 | na  | na  | .75 | H    | 6      | 2c  |
| DEXAX Needler ■               | +1 | 8    | 1         | 10I   | 10      | 45-70    | -1        | 1S                    | T  | 99  | -2    | +1 | -2    | +1 | na  | na  | .75 | H    | 8      | 8c  |
| DEXAX Needle Rifle ■          | +2 | 10   | 1         | 12I   | 55      | 140-250  | +6        | 1T                    | 2T | 99  | -2    | +1 | -1    | +1 | -3  | 0   | 3   | L    | 8      | 12c |
| Stun Cannon                   | +2 | 50P  | 2         | 15S   | 50      | 120-200  | na        | 2T                    | T  | 99  | -2    | +2 | -2    | +3 | -1  | +2  | 12  | E    | 7      | 6k  |
| Stun Rifle                    | +1 | 25P  | 1         | 9S    | 20      | 50-80    | +7        | 1T                    | T  | 99  | -1    | +2 | 0     | +2 | -1  | +1  | 4   | L    | 7      | 2k  |
| Stun Pistol                   | +1 | 15P  | 1         | 6S    | 8       | 16-20    | 0         | 2S                    | T  | 99  | -2    | +1 | -2    | +1 | na  | na  | 1   | H    | 7      | 7c  |
| Submachinegun ■■■             | 0  | 30   | [6]       | 9I    | 37      | 137-213  | +4        | 2S                    | T  | 99  | -1    | +2 | -1    | +1 | na  | na  | 3   | L    | 4      | 3c  |
| GP Machinegun ■               | +1 | 100  | [20]      | 12I   | 304     | 762-12c  | +9        | 1T                    | 2T | 98  | -2    | +1 | -2    | +3 | -1  | +2  | 10  | E    | 5      | 3k  |
| SL Carbine ■                  | 0  | 30   | 1         | 9I    | 45      | 122-213  | +5        | 1T                    | 2T | 98  | -1    | +1 | 0     | +1 | -2  | 0   | 3   | L    | 5      | 4c  |
| Auto Carbine ■■               | 0  | 30   | [10]      | 11I   | 45      | 122-213  | +5        | 1T                    | 2T | 95  | -1    | +1 | 0     | +1 | -2  | 0   | 3   | L    | 5      | 4c  |
| SL Rifle ■■                   | +1 | 30   | 1         | 9I    | 61      | 152-274  | +6        | 1T                    | 2T | 99  | -1    | +1 | 0     | +2 | -2  | +1  | 4   | L    | 5      | 5c  |
| Auto Rifle ■■■                | +1 | 30   | [10]      | 12I   | 61      | 152-274  | +6        | 1T                    | 2T | 97  | -1    | +1 | 0     | +2 | -2  | +1  | 4   | L    | 5      | 5c  |
| Cone Pistol                   | +1 | 10   | 1         | 8I    | 8       | 30-50    | 0         | 1S                    | 1T | 99  | -1    | +1 | -1    | +1 | na  | na  | 1   | H    | 6      | 2c  |
| Cone Rifle                    | +1 | 30   | 1         | 10I   | 40      | 110-190  | +5        | 1T                    | 2T | 99  | -1    | +1 | 0     | +1 | -2  | 0   | 4   | L    | 6      | 6c  |
| Auto Cone Rifle ■             | +2 | 30   | [6]       | 14I   | 40      | 110-190  | +5        | 1T                    | 2T | 98  | -1    | +1 | 0     | +1 | -2  | 0   | 4   | L    | 6      | 6c  |
| Shotgun ■■■                   | +1 | 8    | [1]       | 2x6I  | 27      | 75-135   | +5        | 1T                    | 5T | 99  | -1    | +1 | 0     | +2 | -2  | +1  | 5   | L    | 5      | 3c  |
| Grenade ■■■                   | 0  | 1    | See Rules | ST    | 2ST-4ST | -3       | See Rules | 98                    | na | na  | na    | na | na    | na | na  | na  | .4  | T    | Varies |     |
| Sandblaster ■                 | +2 | 40P  | 1         | 2x9I  | 10      | 30-50    | +3        | 1T                    | 1T | 99  | -1    | +1 | -1    | +1 | na  | na  | 1   | H    | 9      | 1k  |
| Heavy Sandblaster ■           | +2 | 80P  | 1         | 2x12I | 30      | 70-110   | +7        | 1T                    | 2T | 99  | -2    | +1 | 0     | +2 | -2  | +1  | 5   | L    | 9      | 4k  |
| ML Pistol ■■                  | -1 | 1    | 1         | 6I    | 10      | 20-40    | +1        | 2S                    | 5T | 97  | -1    | +2 | -1    | +1 | na  | na  | 2   | H    | 3      | 8c  |
| Musket ■■■                    | 0  | 1    | 1         | 9I    | 15      | 60-137   | +7        | 1T                    | 6T | 97  | -2    | +1 | +1    | +3 | -2  | +2  | 6   | L    | 3      | 2k  |
| Bayonet (fixed)               |    |      |           |       |         |          | -3        | As weapon attached to |    |     |       | +1 | +3    | 0  | +3  | .5  | M2  | 3    | 10     |     |
| Dagger ■■                     | 0  | 1    | 1         | +2    | na      | ½ST-ST   | -4        | 1S                    | na | na  | +1    | +2 | -1    | +2 | na  | na  | .25 | M1   | 2      | 8   |
| Shortsword                    |    |      |           |       |         |          | 0         | 1S                    | na | na  | na    | na | +1    | +3 | na  | na  | 1   | M1   | 2      | 20  |
| Rapier                        |    |      |           |       |         |          | +4        | 2S                    | na | na  | na    | na | +2    | +3 | na  | na  | 1   | M1   | 2      | 35  |
| Sabre/Longsword               |    |      |           |       |         |          | +5        | 2S                    | na | na  | na    | na | +1    | +4 | na  | na  | 2   | M1   | 2      | 40  |
| Hand and a Half               |    |      |           |       |         |          | +7        | 1T                    | na | na  | na    | na | +1    | +4 | -1  | +3  | 3   | M½   | 2      | 10C |
| Two-handed Sword              |    |      |           |       |         |          | +8        | 1T                    | na | na  | na    | na | 0     | +5 | 0   | +4  | 4   | M2   | 2      | 10C |
| Battleaxe ■■■                 | -1 | 1    | [1]       | +3    | na      | ½ST-¾ST  | +7        | 1T                    | na | na  | -2    | +2 | +1    | +4 | na  | na  | 3   | M½   | 2      | 30  |
| Heavy Mace ■■■                | -2 | 1    | [1]       | +2    | na      | ½ST-¾ST  | +5        | 1T                    | na | na  | na    | na | +1    | +3 | -1  | +2  | 5   | M½   | 0      | 4   |
| Light Mace ■■                 | -1 | 1    | 1         | +1    | na      | ½ST-ST   | +2        | 2S                    | na | na  | na    | na | +1    | +2 | na  | na  | 2   | M1   | 0      | 2   |
| Sling ■                       | -1 | 1    | [1]       | +2I   | ½ST     | 2-4 ST   | -3        | 2S                    | 2S | 99  | na    | na | na    | na | na  | na  | .5  | R1   | 1      | 1   |
| Shortbow ■                    | 0  | 1    | 1         | +3I   | ST      | 3-5 ST   | +5        | 2T                    | 1S | 99  | -2    | -2 | -2    | 0  | na  | na  | 2   | R2   | 2      | 10  |
| Longbow ■■                    | 0  | 1    | 1         | +4I   | 2ST     | 5-10 ST  | +8        | 3T                    | 1S | 99  | -3    | -1 | -2    | 0  | -3  | 0   | 3   | R2   | 2      | 20  |
| Composite Bow ■■              | 0  | 1    | 1         | +4I   | 2ST     | 6-11 ST  | +8        | 3T                    | 1S | 99  | -3    | -1 | -2    | 0  | -3  | 0   | 4   | R2   | 2      | 35  |
| Crossbow ■■■                  | 0  | 1    | 1         | 6I    | 15      | 40-100   | +4        | 1T                    | 4T | 98  | -1    | +1 | 0     | +2 | na  | na  | 4   | R2   | 3      | 30  |
| Arbalest ■■■                  | 0  | 1    | 1         | 8I    | 15      | 45-120   | +6        | 1T                    | 8T | 98  | -1    | +1 | -1    | +3 | na  | na  | 6   | R2   | 3      | 50  |
| Quarterstaff                  |    |      |           |       |         |          | +9        | 1T                    | na | na  | 0     | +1 | +1    | +3 | 0   | +2  | 4   | M2   | 0      | 3   |
| Katana                        |    |      |           |       |         |          | +5        | 1S                    | na | na  | -2    | +2 | +2    | +3 | na  | na  | 2   | M½   | 3      | 10C |
| Spear ■■■                     | 0  | 1    | [1]       | +4    | na      | ½ST-ST   | +9        | 1T                    | na | na  | 0     | 0  | +1    | +3 | 0   | +2  | 4   | M½   | 1      | 15  |
| Poleaxe                       |    |      |           |       |         |          | +10       | 1T                    | na | na  | na    | na | +1    | +6 | -1  | +4  | 6   | M2   | 2      | 40  |
| Lance                         |    |      |           |       |         |          | +12       | 1T                    | na | na  | na    | na | na    | na | 0   | +4  | 8   | M1   | 1      | 25  |
| Bare Hand/Fist                |    |      |           |       |         |          | na        | na                    | na | na  | 0     | 0  | 0     | 0  | na  | na  | na  | UC   | na     | na  |
| Knee/Kick                     |    |      |           |       |         |          | na        | na                    | na | na  | -1    | +1 | -1    | +1 | na  | na  | na  | UC   | na     | na  |
| Slap                          |    |      |           |       |         |          | na        | na                    | na | na  | 0     | -2 | +1    | -2 | na  | na  | na  | UC   | na     | na  |



**Sample Terrain**  
Flat, med. veg.  
Temperate Climate

-  Blocked (Tree Trunk)
-  1/2 cover; bush
-  Grass: slippery if wet.
-  Moss: slippery



**Sample Terrain**  
Small Apartment

-  Wall
-  Sofa, Chair, or Bed
-  Table
-  Shelving
-  Misc. Built-ins
-  Door
-  Window



## Armour Protection

Armour in ForeSight is constructed for individual locations on a character's body. Any armour a character wears has a number of effects (costs are in svu):

| Type         | M   | I   | B  | Spd   | Con | Vis | Mass | TL | Cost |
|--------------|-----|-----|----|-------|-----|-----|------|----|------|
| Leather      | 1   | 1   | 1  | -25   | 0   | 0   | .5   | 0  | 5    |
| Hard Leather | 2   | 2   | 1  | -5    | +1  | 0   | 1    | 1  | 10   |
| Ringmail     | 3   | 2   | 2  | -75   | +2  | 0   | 2    | 2  | 25   |
| Chainmail    | 2A  | 2   | 2A | -1    | +2  | -1  | 3    | 2  | 50   |
| Lamellar     | 3A  | 2   | 2A | -1.25 | -   | -2  | 3    | 2  | 100  |
| Plate        | 4A  | 3   | 3A | -1.5  | -   | -2  | 4    | 2  | 100  |
| Light Plate  | 3A  | 2   | 2A | -1    | -   | -1  | 3    | 3  | 150  |
| Heavy Plate  | 5A  | 5   | 4A | -2    | -   | -2  | 5    | 3  | 200  |
| Flak Jacket  | 3   | 3A  | 2  | -75   | -   | -1  | 3    | 4  | 100  |
| Light Kevlar | 1   | 2A  | 1  | -.125 | -2  | 0   | 0.25 | 5  | 10   |
| Kevlar       | 2   | 3A  | 1  | -.25  | -1  | 0   | .5   | 5  | 20   |
| Heavy Kevlar | 3   | 4A  | 2  | -.5   | 0   | -1  | 1    | 5  | 40   |
| Duty Suit    | A   | A   | 1  | 0     | -2  | 0   | .25  | 6  | 2    |
| Mirrorsuit   | 1   | 2A  | 2A | -.125 | -2  | 0   | 0.25 | 7  | 100  |
| Impermasuit  | 3   | 4A  | 3A | -.5   | 0   | 0   | 1    | 7  | 100  |
| Impermaflex  | 2   | 3A  | 2A | -.25  | -1  | 0   | 0.5  | 7  | 100  |
| Impregnasuit | 3AA | 3AA | 4A | -.75  | -   | -1  | 2    | 7  | 200  |
| Impregnaflex | 3A  | 3AA | 5A | -.5   | -   | 0   | 1    | 8  | 200  |
| Invulnasuit  | 4AA | 4AA | 5A | -1    | -   | -1  | 3    | 8  | 200  |
| Invulnaflex  | 3A  | 4AA | 6A | -.5   | +1  | 0   | 1    | 9  | 200  |
| Invincisuit  | 5AA | 5AA | 8A | -1    | -   | -1  | 3    | 9  | 300  |

**Melee:** the protection the armour gives against melee damage.

**Impact:** the protection the armour gives against impact and stun damage.

**Beam:** the protection the armour gives against beam damage; if worn concealed, this value is reduced by two damage classes, to a minimum of 1 or A (since the covering material tends to coat the armour's reflective surface with soot). Note that this protection represents a combination of reflection and ablation.

**Speed:** is the speed reduction caused for each limb protected by this sort of armour.

**Con:** is the concealability of the armour, and it works exactly as that for weapons, see explanation above.

**Vision:** fill this number in the Search/Scan modifier box if the character's head is protected by this sort of armour. This number modifies Initiative, Search, and Scan rolls made by a character wearing a helmet of this type of armour.

**Mass:** the mass (in kg) of such armour sufficient to protect one location (double this mass for protection of a leg). Total the mass of the armour on all locations, and write this into the slot for Mass of Armour.

**TL:** the tech. level necessary to produce such armour.

**Cost:** the cost (in SVU) of such armour sufficient to protect one location. This price is doubled for limb and head protection.

## Exoskeletons

Some of the heavier types of armour are too heavy to lug around (full invulnasuit weighs 27kg) and are best off mounted on a powered exoskeleton. Exoskeletons may be used without armour as well.

| Type      | SL | Mv | DC | ST | Pow | Mass | TL | Cost |
|-----------|----|----|----|----|-----|------|----|------|
| Augmented | 6  | 2  | +2 | +4 | 25  | 35   | 7  | 8k   |
| Augmented | 3  | 2  | +2 | +4 | 100 | 15   | 8  | 8k   |
| Augmented | 3  | 2  | +2 | +4 | ∞   | 12   | 9  | 8k   |
| Combat    | 8  | 2  | +4 | +6 | 25  | 45   | 7  | 12k  |
| Combat    | 5  | 2  | +4 | +6 | 100 | 20   | 8  | 12k  |
| Combat    | 5  | 3  | +4 | +6 | ∞   | 15   | 9  | 12k  |
| Power-Roo | 8  | 4  | +3 | +4 | 200 | 30   | 8  | 15k  |
| Power-Roo | 6  | 5  | +3 | +4 | ∞   | 20   | 9  | 15k  |

A character using a power-roo may jump twice as far as a normal person (using EVA skill, not jumping).

**EVA SL:** the minimum EVA skill level required to use the exoskeleton. A character using an exoskeleton improves his/her total armour speed modifier by one quarter the difference between his/her EVA SL and the exoskeleton's SL, rather than one eighth his/her EVA SL (ie. at high EVA skill levels exoskeletons are advantageous).

**Move:** exoskeletons can augment a character's ability to move. Any Move action the character takes counts as this many move actions when wearing this type of exoskeleton.

**DC:** the modifier to the damage class of any melee attacks the character performs.

**ST:** the increase in ST the wearer enjoys when using the exoskeleton (this affects everything, including Encumbrance, except Unarmed Combat Damage Class, which is improved by DC, above).

**Power:** the number of Combat Turns of power the exoskeleton has (exoskeletons use a combination of generators, for normal activities, and batteries, for activities using unusually large amounts of power), which when expended reduce the exoskeleton's DC and ST to 0, and its Move to 1, the batteries are assumed to recharge after combat.

**Mass:** the mass of the exoskeleton, in kg. This (along with the mass of any attached armour) is ignored for purposes of encumbrance, unless the exoskeleton is being carried, rather than used.

**TL:** the technological level required to construct such an exoskeleton.

**Cost:** cost in SVU (c: x100, k: x1000).

## Environment Suits

Environment suits are intended to shelter their wearer partially or entirely from his/her environment. They can be incorporated into a suit of armour, or used independently. They are described in terms of the following:

| Type           | Spd   | Vls | End | Ext     | Mass | TL | Cost |
|----------------|-------|-----|-----|---------|------|----|------|
| Breathing Mask | 0     | -1  | 1h  | 3kg/h   | 4kg  | 5  | 20   |
| SCUBA          | -0.75 | -1  | 1h  | 3kg/h   | 8kg  | 5  | 200  |
| NBC            | -0.5  | -1  | 2h  | 1kg/2h  | 5kg  | 5  | 400  |
| NBC            | -0.25 | 0   | 4h  | 1kg/4h  | 3kg  | 6  | 100  |
| NBC            | 0     | 0   | 6h  | 500g/6h | 2kg  | 7  | 100  |
| Thermal Suit   | -0.5  | 0   | 8h  | 1kg/4h  | 3kg  | 6  | 100  |
| Vacuum Suit    | -0.75 | 0   | 4h  | 1kg/3h  | 8kg  | 6  | 5000 |
| Vacuum Suit    | -0.5  | 0   | 8h  | 1kg/8h  | 5kg  | 7  | 1000 |
| Vacuum Suit    | -0.25 | 0   | 12h | 1kg/12h | 4kg  | 8  | 1000 |

Notes: a Breathing Mask uses bottled air; NBC gear uses advanced filters to remove noxious substances from the air; SCUBA mass does not include weights, which are nullified underwater anyway, but does include fins, etc.; a thermal suit enables the wearer to alter the outer temperature bracket (for him/her-self) by one (eg. CD to NL), or two, but the latter quarters End; a vacuum suit not only includes a self contained atmosphere, it has the properties of a thermal suit as well.

**Speed:** add this to total Spd for armour.

**Vision:** as for armour, and cumulative with any such modifier.

**Endurance:** how long the suit provides its protection for (this may be increased).

**Extension:** the additional mass required to extend Endurance by the time given.

**Mass:** the mass of the suit in kg, add this to Mass of Armour.

**TL:** the technological level necessary to construct such a suit.

**Cost:** cost of the suit in SVU.

## [4.5] Optional Combat Rules

### Grenades

**Grenades:** grenades in FS are used via two new pulse actions. Their functions are described below.

**Weapon PM Close Long Con Jam Mass**  
Grenade --- 0 ST 2ST-4ST -3 98 400g

For information concerning specific grenade types, see Equipment [6.0].

Grenade -- +1 ST 2ST-5ST -4 99 200g  
Grenade -- 0 ST 2ST-4ST -5 98 100g

Note that no grenades of these latter two sizes are given in ForeSight; rules for them may appear later.

**Prepare Grenade** (Takes 1 Pulse): a character may prepare a grenade, which takes up one of his/her hands, from which it must subsequently be thrown. The only way of freeing the hand is by throwing the grenade (see below) or discarding it, in which case it detonates in the hex it was discarded into.

**Throw Grenade** (Takes 1 Pulse): a character may throw a grenade (or indeed another item) held in one of his/her hands at some target hex. If this hex is not a legitimate target hex, then there is a -2 penalty (this means that grenades may be tossed over obstacles, and through holes, but not through walls, or around corners). Grenade tosses are modified for range, the 'worst' (ie. for the thrower) cover in any hex in between the thrower and his/her target, and the modifiers involving 'Firer'. Grenade tosses may be 'beaded'. Grenade tosses are resolved using Throwing skill.

If a QR 3 or better results, then the grenade detonates in the target hex.

If a QR 4 results, then the grenade detonates in a hex adjacent to the target hex. This is *another* place to use a D6, but the GM should decide whether a particular result is possible (and if not, substitute a reasonable result).

If a QR 7 results, then the grenade detonates in a hex D6+1 hexes away from the target hex (determine the first hex randomly using a D6, then restrict the remaining scatter to the that and the direction 60° right (clockwise) of the original direction, isn't that easy?).

If a QR 10 results, then the thrower has fumbled, and discards the grenade (as per the discard action, which won't help much).

### Results of Grenade Detonation

Once a grenade is resolved to detonate in a particular hex, the results of the detonation are resolved, after characters perform any opportunity actions they may have in hand. A character making a scan roll may fall prone at this point, but loses his/her next pulse. Note that characters cannot tell what sort of grenade is about to detonate (unless they know via other means).

**HE:** high explosive concussion) grenades explode, attacking anyone/thing in the detonation hex at some DC (specified under the grenade description in the equipment rules), with a random QR; those in adjacent hexes are attacked at this DC - 1; those two hexes away from the detonation at DC - 2, and so forth. If these go off in a confined space (eg. a building), increase the grenade's DC by three. Kneeling characters reduce DC by 1; prone character's reduce DC by 4.

**Frag:** fragmentation grenades work exactly as HE above, but DC decreases half (round up) as fast.

**Smoke:** smoke grenades fill up the hex they detonate in, and any hexes within three hexes of them with smoke, which blocks line of sight, but provides no cover. At the end of each initiative segment thereafter, the cloud of smoke from a given grenade has a chance of dispersing, equal to (nearly) zero in still air, one in ten in a breeze, two in ten in wind, or more in worse conditions. The GM may alter smoke clouds to taste, or for wind, as he/she desires. When it is determined that the cloud disperses, it modifies all fire, or melee actions through or from within it by -2 for the rest of the following turn, and disappears altogether at the end of it.

### "Realistic" Damage

I have received some complaints about the way damage (to characters) works in ForeSight. Since I dislike introducing special cases, rather than change the damage system I include the following optional rule, which can also be used for non-player characters and creatures by a sufficiently masochistic GM.

If a character is struck in a location not containing vital organs (ie. a limb) then if the damage from the blow exceeds the character's current wound level, then current wound level *becomes* the damage sustained to the limb, otherwise subtract two from the damage suffered (but do not reduce it below zero) and apply it normally (including special effects). So, in effect, it becomes harder to kill a person incapacitated by a blow to the head or trunk by hitting him/her in the arms or legs.

Eg. a character currently suffering a heavy wound (wound level three) is hit by another blow (to a leg) for three damage. This does not exceed his/her wound level, so two is subtracted from the damage before it is applied, leaving one point of damage to incapacitate the character. Now if the damage had been suffered in reverse order (supposing the earlier wound had been taken in the chest), the character would instead be dead (this is not unrealistic, since shock causes a person's blood to withdraw into his/her head and trunk, so that a major limb wound inflicted on a healthy person will have a greater relative effect on his/her overall health, than the same wound inflicted on a person in shock)

**Masochistic GMs Only:** for creatures and characters not having DT1, replace "two" with the amount of damage necessary to cause the creature/character to enter wound status two (medium wound). Also, for creatures and characters without specified hit locations, make a hit location roll anyway, and if the location rolled would have struck a human in a limb, then the target is treated as having been hit in a limb.

## Additional Rules for Melee Combat

### Combat Harness

While exoskeletons give their wearers artificially augmented strength and mobility, they are not wholly optimised for combat. As armour becomes stronger, more powerful weapons are required to punch through it, and some weapon technicians feel that powerful close combat weapons are the answer to this problem. A combat harness fits onto the arms (and, to a lesser extent, legs) of a full exoskeleton, and involves a battery of industrial lasers, high-tech glove guns, and sharp projections. When a character with combat harness makes an unarmed melee attack against somebody, he/she may use either the melee DC modifier (on top of that for the exoskeleton, and his/her own UCDC), or the beam, or impact, DC ratings of the harness used. The combat harness is, obviously, extremely deadly. For all other purposes (eg. encumbrance) it counts as part of the exoskeleton it is attached to.

### Combat Harness Characteristics

| TL | Cost | Mass | Melee | Impact | Beam |
|----|------|------|-------|--------|------|
| 7  | 7.2k | 8kg  | +6    | 11     | 11   |
| 8  | 8.4k | 5kg  | +6    | 13     | 12   |
| 9  | 8.4k | 4kg  | +6    | 14     | 15   |

### Minimum Strength for Weapon Use

A person may not easily use a melee weapon if the mass of the weapon (in kg) plus five (rounded off) exceeds his/her ST; if this is the case, then he/she suffers an EF penalty equal to his/her ST minus the mass of the weapon, minus five (eg. a ST 8 person using a 5kg weapon suffers an  $8 - 5 - 5 = -2$  EF penalty when using said weapon).

### Parrying

In the melee rules above, a successful parry action entirely negates a melee attack. While this is reasonable in many cases where it occurs, it falls down, eg., when a person with a dagger completely fends off a broadsword attack. The following rule serves to combat such discrepancies.

**Procedure:** the EF of a parry attempt is reduced if the total DC of the attacking weapon exceeds that of the parrying weapon by 2 or more. The modifier is  $-(\text{The difference in DC})/2$ , rounded down.



## Special Melee Actions

The following actions are special cases of the **Attack** action (unless otherwise specified), applying to characters who are armed with specified weapons, or at least have specified limbs free, and use the skill appropriate to the weapon used.

**Trip:** (-1) requires a polearm or leg. Target must make an EF = QR AG (or Acrobatics, target's choice) roll to avoid falling over. If the roll fails target drops to kneeling on QR 7, prone on QR 10, and must make a PR roll (or be stunned).

**Knockout:** (requires QR 2 (3 if from behind) for success) may be performed with any weapon, or unarmed, and if successful is considered to have struck the target's *head*. If the required QR is not achieved, the blow is assumed to miss *altogether*. A result which does less than a light wound (ie. an S if the target is human) is treated normally; while a result equal at least to a LW (for humans, any # result) knocks the target out (for at least the duration of the combat), in addition to scoring the indicated damage.

**Entangle:** requires an appropriate weapon (lasso, bola, net, etc.). Target must make EF = QR AG roll or fall prone. The target must, in any case, perform three recover actions, or sever the entangling weapon (specific blow) before performing any further actions. Note that no statistics for entangling weapons are given, but the rules are: grounds for a sequel

**Grab:** this is a special **Attack** action involving the attacker grabbing something held by another character in his/her or an adjacent hex. The usual modifier for the target's size applies. If successful (and the attack is not dodged or parried) then the attacker and target make EF7 ST rolls. If the attacker's QR is strictly better, then he/she gets the object, if the QRs are equal, or the defender's is better, he/she retains the item.

**Disarm:** a **Parry**, or *immediately after it has been stated that it will be parried an Attack*, action may, when it is performed, be declared to be a **Disarm**; it is then performed normally, but any result other than a QR1 or 2 is treated as a failure. If the disarm action achieves a QR1 or 2 (and, in the case of a disarm attack, the target fails to parry), then the target is disarmed; ie. the weapon whose attack was parried (in the former case), or the weapon used to parry, is lost (dropped, or in the case of a limb or extremity, numbed; numbed limbs have their DC reduced by 1, and incur a -1 modifier to hit; numbing lasts for [QR of EF5 EN roll] hours).

**Restrain:** (-2, 0 if attacker has **Capture** field) attacker must be **close** to target, and have both hands free. Several attackers may combine, and each receives a separate attempt. Attackers' combined ST must exceed target's, unless target is entangled. Target may not perform any action except attempting to break the restraint (takes 1 pulse), which requires an EF = QR Unarmed Combat or ST (target's choice) roll. Note that once they have restrained a target, other attackers in the hex may (while contributing their ST) attempt to improve their hold on the target, so long as the attacker whose QR is currently being applied refrains.

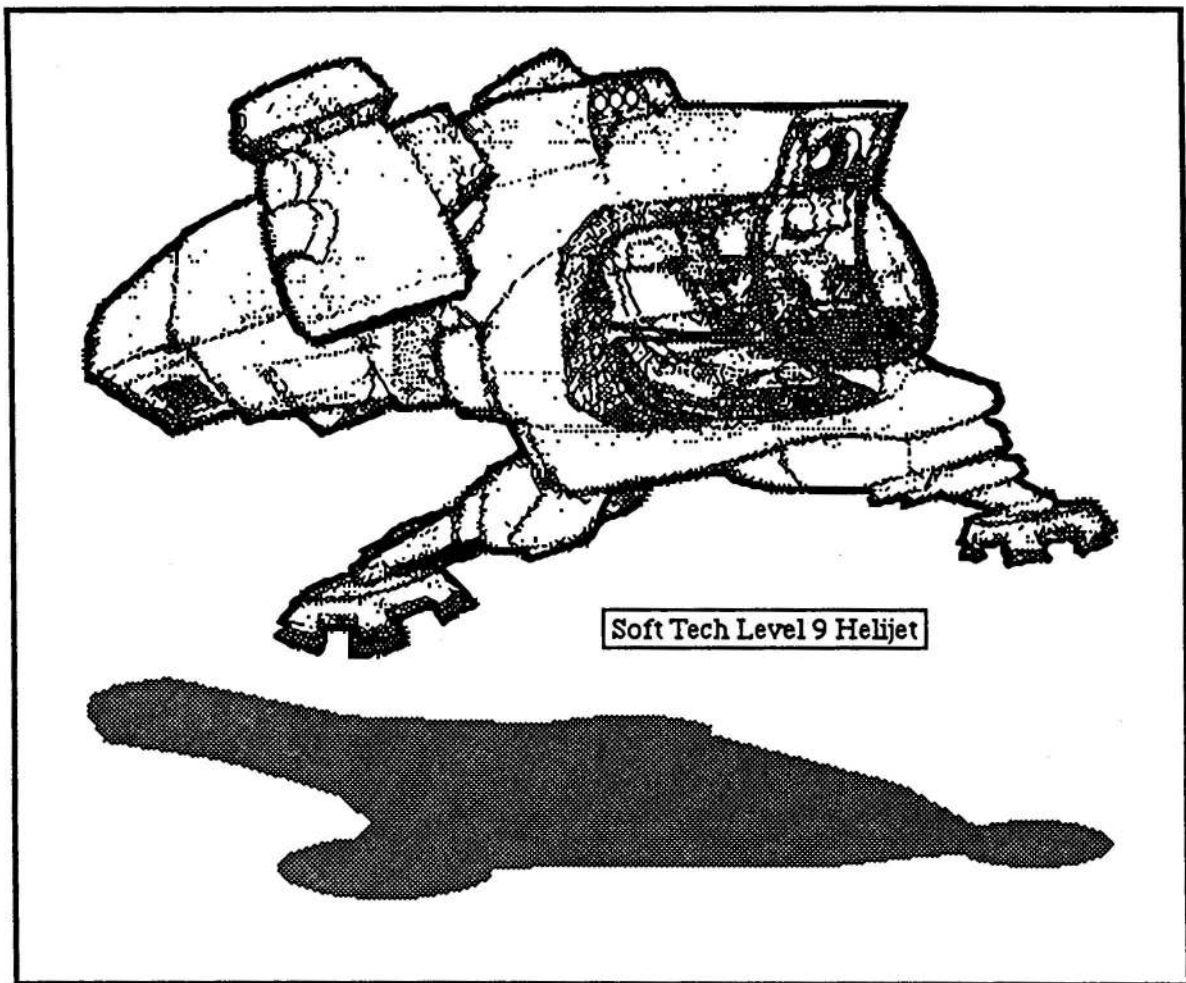
**Knockback:** performed at **close** range. If the damage result (which is *not* adjusted by armour, and is *not* inflicted) exceeds (is strictly greater than) the defender's UCDC (x his/her DT if he/she is nonhuman), then the defender is forced into the hex directly behind him/her, and must make an EF = 5 + [his/her own] UCDC - damage result AG or Acrobatics roll, or fall kneeling (on a QR 7) or prone (QR 10).

Knockback attacks may not be parried normally (although they may be dodged). Instead, a parry of a knockback attack is resolved as an opportunity attack (necessarily at close range) *before* the knockback is resolved. (This parry cum opportunity attack may *not* itself be parried, *nor* may it be a knockback attack.)

**Throw:** This operates as a special case of the **Dodge** action, performed at -1, except that the attacker must be **close** (or at **normal** range if he/she is using a pole-weapon); if successful the attacker is thrown into an adjacent hex of the throwing character's choice. It may also be performed at close range as an **Attack** (at -2). Throws do the same damage as a kick, ie. using DC = UCDC+1 (location being determined normally).

**Strangle:** (-3, -1 if attacker has **Capture** field) attacker must be **close** to target, and have both hands free. If successful, the attack is treated as a successful **restrain** action, but the target will be unable to breathe (see asphyxiation in the appendices) until the restraint is broken. Strangles are less effective against targets with armoured necks; (in general) they will have no effect if the strangle attack would not have penetrated the worst of the target's head and chest armour, had it been a normal attack.





## [5.0] TRAVEL & VEHICLES

## Vehicle Table

| VEHICLE              | TL  | PUR | MAN | RED | CRUISE    | MAX  | CLG   | DT | SIZ | TYPE  | CGO/PAS   |
|----------------------|-----|-----|-----|-----|-----------|------|-------|----|-----|-------|-----------|
| Ground Vehicles      |     |     |     |     |           |      |       |    |     |       |           |
| Crawler (20k*)       | 7   | 0   | +1  | -1  | 70        | 120  | na    | 5  | +1  | 6WD   | 1500/7    |
|                      |     | -3  | +2  | 0   | 20        | 50   |       |    |     | crawl |           |
| Ranger (5k)          | 5   | -1  | +1  | -1  | 60        | 100  | na    | 3  | 0   | 4WD   | 200/3     |
| Semi-trailer (40k)   | 5   | -1  | -1  | -2  | 100       | 160  | na    | 7  | +2  | wheel | 15000/3   |
| Automobile (10k)     | 4.5 | 0   | 0   | -1  | 60        | 100  | na    | 3  | 0   | wheel | 200/4     |
| Automobile (6k)      | 5   | 0   | 0   | -2  | 120       | 180  | na    | 4  | 0   | wheel | 200/4     |
| Horse (1k)           | 1   | -3  | +2  | 0   | 20        | 45   | na    | 2  | 0   | quad  | 20/1      |
| Snowmobile (15c)     | 5   | -2  | +1  | 0   | 25        | 50   | na    | 2  | 0   | track | 100/1     |
| Tractor (20k)        | 5   | -2  | +1  | 0   | 15        | 40   | na    | 5  | +1  | 4WD   | 10000/1   |
| ATV (8k*)            | 5   | -1  | +2  | 0   | 30        | 80   | na    | 4  | 0   | 6WD   | 500/5     |
| Heavy ATV (10k)      | 6   | -2  | +2  | 0   | 30        | 60   | na    | 5  | +1  | track | 2000/9    |
| Rover (8k)           | 6   | 0   | +1  | -1  | 70        | 110  | na    | 4  | 0   | 6WD   | 1000/5    |
| Jet Skimmer (20k)    | 7   | +2  | -2  | -4  | 200       | 340  | na    | 3  | 0   | hover | 200/4     |
| Human (on foot)      | -   | -3  | +3  | 1   | See rules |      | na    | 1  | -1  | biped | varies/0  |
| Air Vehicles         |     |     |     |     |           |      |       |    |     |       |           |
| Ultralight (2k)      | 6   | -2  | -1  | 3   | 25        | 50   | 2km   | D  | 0   | mono  | 40/0      |
| Monoplane (10k)      | 4   | 0   | 0   | -1  | 400       | 700  | 7.5km | 3  | 0   | mono  | 2500/5    |
| Executive Jet (100k) | 5   | +1  | -1  | -3  | 900       | 1150 | 11km  | 5  | +1  | mono  | 5000/10   |
| Passenger Jet (25M)  | 5   | 0   | -2  | -3  | 850       | 1000 | 12km  | 6  | +3  | mono  | 40000/200 |
| Air Car (25k*)       | 8   | +1  | +2  | -3  | 700       | 950  | 6km   | 4  | 0   | VTOL  | 200/4     |
| Helicopter (80k*)    | 5   | -2  | +3  | 0   | 100       | 220  | 8.5km | 2  | 0   | VTOL  | 500/4     |
| Helijet (120k*)      | 7   | 0   | +3  | -1  | 400       | 600  | 10km  | 4  | 0   | VTOL  | 4000/2    |
| Jumpjet (10M*)       | 5   | +1  | +2  | -2  | 900       | 1150 | 11km  | 4  | 0   | STOL  | 2000/1    |
| Personal Flyers      |     |     |     |     |           |      |       |    |     |       |           |
| Jet Pack (20k)       | 6   | -1  | +4  | 2   | 50        | 80   | 4km   | D  | 0   | VTOL  | 20/0      |
| Fast Pack (15k)      | 7   | 0   | +5  | 1   | 100       | 180  | 8km   | E  | -1  | VTOL  | 40/0      |
| Super Pack (8k)      | 8   | +1  | +5  | 0   | 120       | 200  | 10km  | 1  | -1  | VTOL  | 100/0     |
| Water Vehicles       |     |     |     |     |           |      |       |    |     |       |           |
| Sailing Boat (3c)    | 2   | -3  | +1  | 0   | 10        | 40   | na    | 3  | +1  | boat  | 100/2     |
| Sailing Ship (80k)   | 3   | -3  | 0   | 0   | 15        | 40   | na    | 5  | +2  | ship  | 1000/18   |
| Galley (100k)        | 2   | -2  | 0   | 0   | 10        | 50   | na    | 5  | +2  | ship  | 1000/40   |
| Minisub (100k)       | 4.5 | -2  | 0   | 0   | 25        | 35   | -100m | 3  | -1  | sub   | 100/3     |
| Minisub (100k)       | 7   | +1  | +2  | -2  | 60        | 100  | -8km  | 6  | 0   | sub   | 4000/6    |
| Motorboat (8k)       | 5   | 0   | +1  | -2  | 70        | 100  | na    | 3  | 0   | boat  | 400/4     |
| Motor-scooter (1k)   | 5   | -2  | +1  | 0   | 15        | 25   | -50m  | 2  | 0   | sub   | 20/0      |
| Amphibious ATV       | 6   | -1  | 0   | -1  | 50        | 80   | na    | 4  | 0   | 6WD   | 300/3     |
| (100k*)              |     | -2  | 0   | 0   | 25        | 40   | na    |    | -1  | boat  |           |
|                      |     | -2  | 0   | 0   | 15        | 25   | -75m  |    | -1  | sub   |           |
| Freighter (200k)     | 5   | -2  | -1  | 0   | 35        | 50   | na    | 25 | +2  | ship  | 500t/30   |
| Human (swimming)     | -   | -2  | +1  | 1   | See rules |      | -10m  | 1  | -1  | biped | varies/0  |

## Terrain Value Chart

| Terrain     | Terrain Feature |               |               |               | Marsh | Ice |
|-------------|-----------------|---------------|---------------|---------------|-------|-----|
|             | Barren [BN]     | Lt. Veg. [LV] | Md. Veg. [MV] | Hv. Veg. [HV] |       |     |
| Contour     |                 |               |               |               |       |     |
| Broken [BR] | 3               | 4             | 5             | 8             | [MA]  | 5   |
| Uneven [UN] | 1               | 2             | 3             | 6             | 3     | 3   |
| Flat [FL]   | 1               | 1             | 2             | 4             | 2     | 2   |
|             | Suburban [SU]   |               | 0             | [SF]          | 1     |     |
|             | Urban [UR]      |               | 0             | [SB]          | 2     |     |

## [5.0] Travel

**Designer's Notes:** travel in FS is important, and to this end there are a fair quantity of rules and guidelines relating to this topic presented. Most travel will be in vehicles and so forth, and to this end I begin the Travel section with a look at vehicles.

### [5.1] Vehicles

**Definitions:** vehicles in ForeSight are evaluated in terms of the following variables:

**Type:** vehicles can be broadly categorised, and this in turn affects what they are designed to do, and rather than evaluate every vehicle's capacities individually, I categorise them by type, and then attribute each type of vehicle some capacity to perform in given terrain types. Eg. a vehicle may be wheeled, four-wheel drive, hydrofoil, or short take off and landing.

**TL:** the technological level required to produce a given vehicle is fairly important.

**Pur:** vehicles can not only be used to travel, but also to pursue/flee other vehicles. Pur is a performance modifier (PM) used for situations requiring acceleration of a vehicle.

**Man:** sometimes a vehicle's ability to maneuver sharply, safely, and/or accurately is important, and this modifier reflects a vehicle's ability to do these things.

**Designer's Note:** Movement may be in one of three categories: ground, air, and water; the statistics in ForeSight apply only to those categories of movement in which a given vehicles type in FS can attempt, ie. a car's Pur modifier is not comparable to that of a monoplane, but only to those of other ground vehicles.

**Red:** the vehicle's speed redline reflects the point beyond which it is unsafe to push a vehicle's performance; in some sense the vehicle's top speed. The lower this number is, the better.

**Cruise:** the vehicle's cruising speed (in kilometres per hour) determines how far the vehicle will transport its occupant in normal circumstances.

**Max:** the vehicle's maximum speed in kilometres per hour.

**Clg:** the maximum altitude the vehicle can attain in Earth-like conditions (thicker atmospheres and lower gravities increase this, while the reverse holds for thinner atmospheres and higher gravities). For submersibles this represents the depth (of water) the vehicle can safely withstand at Earth gravity (this varies inversely with gravity).

**DT:** the damage track the vehicle uses to convert wound level into damage status.

**Siz:** the relative size of the vehicle, given as a modifier to hit it with other vehicle mounted weaponry (the lower this is, the smaller, and harder to hit, the vehicle).

**Cgo:** the cargo the vehicle is capable of carrying, expressed in kilograms.

**Pass:** the number of passengers, ie. other than the driver, the vehicle is designed to carry.

The parenthesised value after name is the vehicle's price (in SVU). An \* indicates that the vehicle may be purchased at a TL 0.5 higher for 75% of the stated price, and at a TL one higher for 50% of the stated price.

### Terrain Effects

Each vehicle type has a varying ability to cope with different terrain types. This is covered by two charts: the **Terrain Value Chart** (see Tables) gives relative values for the difficulty of traversing various sorts of terrain, and the **Vehicle Type Characteristic Chart** tabulates the varying abilities of vehicles to cope with terrain, or, in the case of aircraft, land on them.

**Note:** [SF] stands for Surface, and [SB] stands for submerged.

### Vehicle Type Characteristic Chart

| TYPE        | LAND | MARSH | WATER | ICE | LIMIT |
|-------------|------|-------|-------|-----|-------|
| Wheel(ed)   | +1   | -     | -     | +1  | 3     |
| 4WD         | 0    | +3    | -     | 0   | 3     |
| 6WD         | -1   | +2    | -     | 0   | 3     |
| 2-wheel(ed) | 0    | -     | -     | +3  | 5     |
| Tracked     | -1   | +2    | (+3)  | 0   | 5     |
| Biped       | 0    | +2    | 0     | 0   | 8     |
| Quadruped   | 0    | +4    | (+4)  | 0   | 6     |
| Crawler     | -2   | +3    | (+3)  | 0   | 5     |
| Hovercraft  | 0    | -1    | (0)   | 0   | 2     |
| Boat        | -    | 0     | (0)   | -   | 2     |
| Ship        | -    | -     | (0)   | -   | 1     |
| Submarine   | -    | -     | -1    | -   | 1     |
| Airboat     | -    | -1    | (0)   | -   | 2     |
| Hydrofoil   | -    | -     | (0)   | -   | 1     |
| Monoplane*  | 0    | -     | (+1)  | 0   | 2     |
| STOL*       | -1   | +1    | (-1)  | -1  | 3     |
| VTOL*       | -2   | 0     | (-1)  | -2  | 4     |

Each vehicle type is thus given a rating for a given sort of terrain (Land includes all non marsh, surface, submerged, or ice environments; the other categories are obvious), either '-' or a number.

A '-' indicates vehicles of this type may not be used in this sort of terrain.

**Limit:** this is the highest (unadjusted) terrain value in which such a vehicle can operate.

A plus or minus sign followed by a number is the **adjustment** that vehicle makes to the **terrain values** in that category before using them. (Negative values are *good*.)

## ForeSight [5.0] Travel

**Note:** \*aircraft use the net terrain value as a negative modifier to any Aircraft roll to land the aircraft in that sort of terrain. Aircraft always use their normal speeds for travel (although these may be altered by the atmosphere and gravity of the planet on which they are being operated).

The **Cruise Speed** of a vehicle in a given (permitted) terrain type is its normal **Cruise** rating divided by (**Modified Terrain Value**)/2 (or 1 if that is lower).

The **Maximum Speed** of a vehicle in a given (permitted) terrain type is its normal **Max** rating divided by (**Modified Terrain Value**)/2 (or 1 if that is lower).

The net **Pur(suit) Modifier** of a vehicle in a given (permitted) terrain type is its normal **Pur** modifier minus the **Modified Terrain Value**. *Designer's Note:* this can, and is intended to, nearly cripple some vehicles (pursuit-wise) in adverse terrains.

The net **Man(euver) Modifier** of a vehicle in a given (permitted) terrain type is its normal **Man** modifier minus the **Modified Terrain Value**. *Designer's Note:* this can, and is intended to, nearly cripple some vehicles (pursuit-wise) in adverse terrains.

The net **Red(line)** rating of a vehicle in a given permitted terrain type is equal to its normal **Red** rating minus (**Modified Terrain Value**)/2.

## [5.2] Long Distance Travel

When travelling some considerable distance in FS the important things to know are the Time the trip required, whether any Accidents took place en route, and whether the traveller(s) reached his/her/their destination.

Note that speeds for a person on foot are given under the rules for **Fatigue** [2.6]; they choose a rate of exercise which yields a speed for overland movement (Running is the appropriate skill) which is treated as Cruise, while the next speed up (if any) is treated as Max. If long distance swimming is attempted, divide the speeds by five. The maximum time a character may travel on foot depends on how long his/her fatigue holds out.

Also note that a driver should have to stop for rest breaks every **WP** hours, and thus this is the greatest period any one Driving (or Navigation) roll can apply to.

**Navigation:** in unfamiliar terrain one of the characters must navigate (ie. make a Navigation roll), and the worse of this and any Driving roll is used to determine the duration of any journey, with the exception that a **QR 10** result for navigation indicates that the characters are lost, and at best are considerably off-course.

**Normal Travel:** if characters are not in a hurry, then they choose a driver (if applicable) and he/she makes a normal driving roll, the result of which yields a mean

speed for that leg (see below). If this speed is insufficient to finish the journey in the driver's **WP** hours, then simply this speed multiplied by the driver's **WP** km are covered in that time (the characters may then rest, or select a relief driver), otherwise the journey is completed in the distance, of the journey (in km), divided by the mean speed hours.

**QR 1, 2:** Mean Speed is average of Cruise and Max speeds of vehicle (adjusted for terrain).

**QR 3, 4:** Mean speed is Cruise speed of vehicle (adjusted for terrain).

**QR 7:** Mean speed is half the Cruise speed of vehicle (adjusted for terrain).

**QR 10:** the vehicle has suffered some sort of mishap (probably non-serious in nature), eg. a flat tyre, ruptured fuel line, or faulty tape deck. This simply means that a few hours have been wasted without making progress (alternatively the GM may spice up the situation by forcing the characters to tramp off for spare parts, or whatever). A person on foot may have injured him/her self, eg. sprained an ankle.

**Hasty Travel** is handled a little differently: it is assumed the characters are in a hurry to get somewhere, and want to minimise the time taken. Hasty travel may not be attempted by people on foot (they use normal travel, above, and increase their rate of exercise).

The procedure is otherwise as for normal (unhurried) travel, with the following changes:

**QR 1:** the Mean speed is the Max speed of the vehicle adjusted for terrain.

**QR 2:** the Mean speed is 90% Max speed of the vehicle adjusted for terrain, or the speed for **QR 3** if that is higher.

**QR 3:** the Mean speed is the mean of the Max and Cruise speeds of the vehicle adjusted for terrain.

**QR 4:** the Mean speed is the Cruise speed of the vehicle adjusted for terrain.

**QR 7:** the vehicle has suffered an accident of a minor sort, and is delayed for a few hours, but otherwise has a Mean speed as under **QR 4**.

**QR 10:** some time into the leg a serious mishap occurs, damaging the vehicle, and perhaps the characters. The driver should make another driving roll at **Man** rating of vehicle - 3. **QR 1**, the accident is easily avoided, treat as **QR 4** above; **QR 2**, the accident causes the vehicle light damage, treat as **QR 7** above with a delay of one hour; **QR 3**, the vehicle suffers medium damage, and must be repaired before the journey can continue (at least in it); **QR 4**, the vehicle suffers heavy damage, and everyone inside suffers damage indicated by indexing a random **QR** with **DC 4**; **QR 7**, the vehicle suffers incapacitation (4), the passenger suffer **DC 8** (random **QR**); **QR 10**.



the vehicle suffers incapacitation (5) and the passengers DC 10 (random QR).

*Designer's Note:* there is deliberately almost no chance of killing a healthy character using this system; that's the idea. It's pretty frustrating for players to lose characters in the comparatively mundane area of travel.

### [5.3] Pursuit

Sometimes characters will either desire to catch up to, overtake, or escape from, someone in a vehicle; in such a case, Pursuit occurs. Long distance pursuit can be handled in an obvious way by the long-distance travel system above, detailed pursuits are a different matter.

Detailed pursuits are really only of interest when comparable vehicles are involved: obviously a jet-helicopter will rapidly outrun or overtake an automobile, while a submarine would probably escape an SR-71 (high speed reconnaissance plane). Furthermore the ratings given for various vehicles are only designed for comparison within a certain range: land, water, or air. In some cases comparisons may be required: for ground vehicles chasing water vehicles, or vice-versa, subtract one from the water vehicles' Pur, Man, and add one to Red (water vehicles are slower and less maneuverable than ground vehicles). Aircraft chasing ground vehicles (and *not* vice-versa) have their Red and Man ratings reduced by three, and their Pur ratings increased by three. Comparison between water and air craft follows from this.

**Note:** Pur, Man, and Red ratings of air and water craft are altered by terrain values.

A Detailed Pursuit begins when a situation warrants it, and the GM has decided [a] who is in front, and who is behind, [b] what range the pursuit begins at (5, within sight, to 0, tailgating).

Detailed Pursuits are conducted in **turns**, each (very approximately) representing fifteen seconds (for ground, or mixed pursuits), one minute (for water), or three seconds (for aerial) in the Game-World, and each is divided into segments.

*Designer's Note:* Taking these estimates as even vaguely accurate can lead to strange conclusions. Pursuits should be thought of as being dramatic rather than accurate.

- [i] Each side, beginning with the fleeing party, bids an EF, at most 2, and decreasing with each bid (to a negative number, if desired). The last side to bid is said to have the initiative.
- [ii] The side with the initiative decides whether it or the others will move first.
- [iii] Each side, in the order determined by the side with initiative, chooses a maneuver, and makes a driving roll using the modifiers stipulated in the maneuver

description. The QR yields a result indicated in the maneuver description.

[iv] Both sides may fire any weapons if within range: pursuers fire before their quarryies.

[v] Unless the pursuers wish to cease their pursuit, or their quarry has escaped (ie. is at range 7), start a new turn. Characters who are running, swimming, or otherwise using muscle power, lose one point of fatigue (two if laden, four if burdened) at the end of each turn.

### Physical Ranges Represented By Pursuit Ranges

| Range Number | Ground                                     | Water | Air   |
|--------------|--------------------------------------------|-------|-------|
| 0            | 5m                                         | 10m   | 250m  |
| 1            | 20m                                        | 40m   | 1000m |
| 2            | 50m                                        | 100m  | 2500m |
| 3            | 100m                                       | 200m  | 5000m |
| 4            | 500m                                       | 1000m | 10km  |
| 5            | 1km                                        | 2km   | 20km  |
| 6            | 2km                                        | 4km   | 40km  |
| 7            | The pursuers have completely lost contact. |       |       |

The ranges indicated above are used for determining the range for purposes of any weapons fire. Note that while turns can be (much) longer than the normal Combat [4.0] turns, and somewhat (very) approximate in length, the rates of fire given for combat still apply (since fire is being performed whenever the opportunity presents itself, rather than continuously).

### Manœuvres

**Note Driving** rolls are assumed to be made using the appropriate vehicle skills.

**Pursue/Flee:** the Driving roll is modified by sum of the final bld, and the vehicle's Pur modifier. A pursuing vehicle subtracts 5-QR from the range, while a fleeing vehicle adds this much; range may not be modified to below zero. If unsuccessful, a **safety** roll must also be made.

**Force:** the target of a force maneuver must be at range 0 from the vehicle performing the maneuver. The driving roll is modified by the sum of the final bld, and the vehicle's Siz, DT/2, and Pur, minus the sum of the target vehicle's Siz, DT/2, and Pur. If successful, the target vehicle's driver must make a **safety** roll; otherwise the forcing vehicle's driver must make a **safety** roll.

**Quick Turn:** this may only be performed by the fleeing party (and only if the situation is deemed appropriate by the GM, ie. there is somewhere to turn), and the Driving roll is modified by the vehicle's Man rating; if performed at range  $\leq 2$  it counts as a flee maneuver; at range 3 or 4 if performed successfully, the vehicle is assumed to escape, unless the pursuers successfully perform a **Search** roll at EF = QR (of Quick Turn), in which case the range drops to 1 or 2 (respectively); at range 5 or 6 if performed success-

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fully the vehicle is assumed to escape unless the pursuers successfully perform an EF = QR (of Quick Turn) Scan roll, in which case the range drops to 3 or 4, respectively.

**Reverse:** may only be initially performed by fleeing party, and the Driving roll is modified by the sum of the vehicle's **Pur**, and **Man**, and the final **bld**. If unsuccessful then Range is reduced to 1, unless it was already  $\leq 1$ , in which case it is reduced to 0. If successful, range will go to 0, 6 and then 7, on the subsequent three turns, unless then pursuer is able to successfully double back during one of them, in which case normal pursuit is resumed.

**Trick:** one or another party is attempting to perform an unforeseeable maneuver, and the GM must decide what modifiers apply (the final **bld** should always apply, however) and what the effects of success and failure are.

**Climb:** (or Dive), may only be performed by a vehicle with a **Clg** rating. Modifier is the sum of the vehicle's **Pur** and **Man**, and the final **bld**, otherwise treat as Pursue/Flee, with following exceptions. During any turn in which the quarry Climbs, the pursuer may only close the range by climbing also. If fleeing party has larger (ie. greater and positive, or smaller and negative) ceiling then treat range 6 as range 7 (treat range 5 as range 7 also, if the fleeing party's ceiling is double that of the pursuer's).

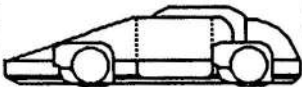
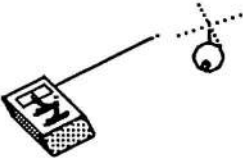
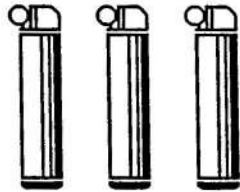
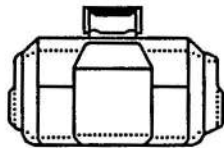
A **Safety Roll** must be made by the driver of any vehicle which failed to perform a maneuver, and/or whose vehicle's **Red** rating exceeded the final bid for the turn. A Safety Roll is modified by  $+(the\ final\ bld - the\ vehicle's\ Red)$ , and is performed using the appropriate driving skill (of the character steering the vehicle). If the result is a QR4, then the vehicle increases its **Damage Status** by one (eg. light damage becomes medium) - note the effect on performance this has; if the result is a QR7, then the vehicle is out of action, and the passengers suffer damage equal to that indicated by a random QR against DC (8 - Vehicle's **DT**), while the vehicle is considered to be damaged to some degree (GM's discretion, varying upon circumstances); if the result is a QR10, then the vehicle is totalled, and the passengers suffer DC (12 - Vehicle's **DT**), or worse (if they're in a plane, or submarine, for example). *Optionally* subtract  $(the\ final\ bld + 2)$  to the DCs listed for accidents (resulting in a net increase for high-speed accidents).

**Damage to Vehicles** from weapon fire (or whatever) has its DC reduced (by the vehicle's **DT**, if a melee attack, or the result of an accident or collision;  $DT/2$ , if an impact attack; or  $DT/4$ , if a beam attack; as well as by any additional armour) and then is assessed as follows: roll D10 and consult the table below for damage inflicted on a vehicle:

### Roll Result

- |      |                                                                                                                                                                                                                                                                            |
|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-4  | The damage has affected the vehicle's motive systems, and aggregates normally.                                                                                                                                                                                             |
| 5-7  | The damage has affected the vehicle's accessories (eg. weapons, radar, air-conditioning, tape-deck), and has no effect on its damage level unless it is an aircraft* or submarine, in which case it aggregates normally.                                                   |
| 8-10 | Compartment hit: divide the vehicle's cargo into 100kg lots, and give each passenger and each 100kg of cargo an equal likelihood of receiving the damage, which has no effect on the vehicle unless it is an aircraft* or submarine, in which case it aggregates normally. |

**Note:** \* an aircraft other than a helijet, helicopter, or aircar.

|                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                    |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|--------|-------------------------------------------------------------------------------------------------------------------------|------|------|-------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|-------|--------|----------|------|-------|------|-------|---------|--|--|--|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------|------------------------------------------------------------------------------------|------|-------|------|-------|------|-------|--------|-------|---------|--------|---------------------------------------------------------------------------------------------------------|
| <table border="1"> <tr> <td>PM +1</td> <td>DC 9S</td> <td>SH 20</td> <td>LG 50-80</td> </tr> <tr> <td>DR T</td> <td>Jm 99</td> <td>RL T</td> <td>CN -</td> </tr> <tr> <td colspan="2">ammo 25P</td> <td colspan="2"></td> </tr> </table>  <p>Stun Rifle</p> | PM +1                                                                                                                                                              | DC 9S                                                                                                    | SH 20                                                                                                                                                                                                                                       | LG 50-80      | DR T   | Jm 99                                                                                                                   | RL T | CN - | ammo 25P                                                                                                                      |                                                                                                                                                                                         |               |    | <table border="1"> <tr> <td>PM +1</td> <td>DC 6I</td> <td>SH 12</td> <td>LG 36-61</td> </tr> <tr> <td>DR S</td> <td>Jm 99</td> <td>RL T</td> <td>CN -1</td> </tr> <tr> <td colspan="2">ammo 18</td> <td colspan="2"></td> </tr> </table>  <p>Soft TL7<br/>SL Pistol</p> | PM +1           | DC 6I | SH 12  | LG 36-61 | DR S | Jm 99 | RL T | CN -1 | ammo 18 |  |  |  | <table border="1"> <tr> <td>PROT.</td> <td>EVA SL</td> <td rowspan="6"></td> </tr> <tr> <td>M3AA</td> <td>min 6</td> </tr> <tr> <td>I3AA</td> <td>Mv x2</td> </tr> <tr> <td>B 4A</td> <td>DC +2</td> </tr> <tr> <td>SPD -3</td> <td>ST +4</td> </tr> <tr> <td>MASS 53</td> <td>Vis -1</td> </tr> </table> <p>Augmented<br/>Exo-<br/>Skeleton</p> | PROT. | EVA SL |  | M3AA | min 6 | I3AA | Mv x2 | B 4A | DC +2 | SPD -3 | ST +4 | MASS 53 | Vis -1 |  <p>10kg Battery</p> |
| PM +1                                                                                                                                                                                                                                                                                                                                        | DC 9S                                                                                                                                                              | SH 20                                                                                                    | LG 50-80                                                                                                                                                                                                                                    |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| DR T                                                                                                                                                                                                                                                                                                                                         | Jm 99                                                                                                                                                              | RL T                                                                                                     | CN -                                                                                                                                                                                                                                        |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| ammo 25P                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                    |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| PM +1                                                                                                                                                                                                                                                                                                                                        | DC 6I                                                                                                                                                              | SH 12                                                                                                    | LG 36-61                                                                                                                                                                                                                                    |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| DR S                                                                                                                                                                                                                                                                                                                                         | Jm 99                                                                                                                                                              | RL T                                                                                                     | CN -1                                                                                                                                                                                                                                       |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| ammo 18                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                    |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| PROT.                                                                                                                                                                                                                                                                                                                                        | EVA SL                                                                                                                                                             |                        |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| M3AA                                                                                                                                                                                                                                                                                                                                         | min 6                                                                                                                                                              |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| I3AA                                                                                                                                                                                                                                                                                                                                         | Mv x2                                                                                                                                                              |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| B 4A                                                                                                                                                                                                                                                                                                                                         | DC +2                                                                                                                                                              |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| SPD -3                                                                                                                                                                                                                                                                                                                                       | ST +4                                                                                                                                                              |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| MASS 53                                                                                                                                                                                                                                                                                                                                      | Vis -1                                                                                                                                                             |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| <p>Actually, weapon &amp; armour costs are given in [4.0], but batteries are <u>here</u>...</p>                                                                                                                                                                                                                                              |                                                                                                                                                                    |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| <table border="1"> <tr> <td>PUR +1</td> <td>Man +2</td> <td>RED -3</td> <td>DT 4</td> </tr> <tr> <td>CR 700</td> <td>MX</td> <td>950</td> <td>SZ 0</td> </tr> </table>  <p>Aircar</p>                                                                       | PUR +1                                                                                                                                                             | Man +2                                                                                                   | RED -3                                                                                                                                                                                                                                      | DT 4          | CR 700 | MX                                                                                                                      | 950  | SZ 0 |  <p>SuperHacker Intelligent<br/>Terminal</p> | <table border="1"> <tr> <td>Unaimed Shots</td> <td>+1</td> </tr> </table>  <p>Sighting<br/>Headset</p> | Unaimed Shots | +1 | <table border="1"> <tr> <td>Move Actions x4</td> <td>DT 1</td> </tr> <tr> <td>CR 120</td> <td>MX 200</td> </tr> <tr> <td></td> <td>SZ na</td> </tr> </table>  <p>Personal Flyer</p>                                                                                   | Move Actions x4 | DT 1  | CR 120 | MX 200   |      | SZ na |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| PUR +1                                                                                                                                                                                                                                                                                                                                       | Man +2                                                                                                                                                             | RED -3                                                                                                   | DT 4                                                                                                                                                                                                                                        |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| CR 700                                                                                                                                                                                                                                                                                                                                       | MX                                                                                                                                                                 | 950                                                                                                      | SZ 0                                                                                                                                                                                                                                        |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| Unaimed Shots                                                                                                                                                                                                                                                                                                                                | +1                                                                                                                                                                 |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| Move Actions x4                                                                                                                                                                                                                                                                                                                              | DT 1                                                                                                                                                               |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| CR 120                                                                                                                                                                                                                                                                                                                                       | MX 200                                                                                                                                                             |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
|                                                                                                                                                                                                                                                                                                                                              | SZ na                                                                                                                                                              |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| <p>Likewise, you'll find vehicles in [5.0], but personal fliers are <u>here</u>...</p>                                                                                                                                                                                                                                                       |                                                                                                                                                                    |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
|  <p>Observation<br/>Drone</p>                                                                                                                                                                                                                              | <table border="1"> <tr> <td>Planetary</td> </tr> </table>  <p>Headset Radio</p> | Planetary                                                                                                | <table border="1"> <tr> <td>Search &amp; Scan</td> <td>+1</td> </tr> </table>  <p>Datastick<br/>Camera, Audio Recorder,<br/>Flashlight, Thermograph</p> | Search & Scan | +1     |  <p>Explosives<br/>250g PlasDex</p> |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| Planetary                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                    |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| Search & Scan                                                                                                                                                                                                                                                                                                                                | +1                                                                                                                                                                 |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| <p>These, and other popular items, are available at any <b>SEARS SPACEBUCK</b> retailer...</p>                                                                                                                                                                                                                                               |                                                                                                                                                                    |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
|  <p>Parabolic<br/>Microphone</p>                                                                                                                                                                                                                          | <p>Suitcase</p>                                                                 | <p>Attaché Case</p>  | <table border="1"> <tr> <td>Electronics</td> <td>+1</td> </tr> </table>  <p>Advanced Electronics Kit</p>                                               | Electronics   | +1     |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |
| Electronics                                                                                                                                                                                                                                                                                                                                  | +1                                                                                                                                                                 |                                                                                                          |                                                                                                                                                                                                                                             |               |        |                                                                                                                         |      |      |                                                                                                                               |                                                                                                                                                                                         |               |    |                                                                                                                                                                                                                                                                                                                                                          |                 |       |        |          |      |       |      |       |         |  |  |  |                                                                                                                                                                                                                                                                                                                                                                                                                                    |       |        |                                                                                    |      |       |      |       |      |       |        |       |         |        |                                                                                                         |

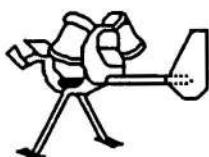
## [6.0] GENERAL EQUIPMENT



The **sighting helmet** comprises an attachment which fits onto the barrel of a weapon, and the headset shown. The attachment points a low-powered ultra-violet laser in the direction the weapon will fire, while the headset projects the weapon's current target onto its wearer's retina.



The **PLASDEX Versacharge™** is a simple-to-use, multi-purpose demolition charge, suitable for use unskilled personnel. Each unit contains 250g of PLASDEX (plasticized DEXAX), and a variety of detonators, controlled by a small microchip. Easy to understand controls allow from 5g to 250g of explosive to be set off either as a shaped or general charge, with either a delay, proximity, coded radio signal, or electrical impulse bringing detonation. (The unused explosive is, of course, lost.). TL8, 750g, 100svu.



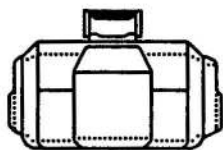
The **Personal Flyer**, or Jetpack, represents the culmination of technology perfected in the late 20th Century. A sort of one-person VTOL, earlier versions, comprising a haversack-like unit were found impractical, and the more stable design shown (incorporating stirrups, saddle, and handlebars) slowly gained favour. Faster versions have more bodywork to reduce air-resistance.



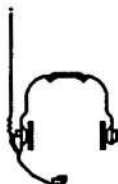
The **Datastick™** is considered by most people whose professions call for work "in the field" an indispensable aid. A flashlight sized and shaped unit, the datastick performs the functions of video-camera, telescope, microscope, geiger counter, IR and UV scanner, and it can even function as a (visible, IR, or UV) flashlight.



**Remote Probes** are used extensively by spies, police forces, naturalists, and television reporters to look at listen to things from a difficult to reach, or hazardous, vantage point. Most such units, such as that shown, comprise a control box, similar to those used to fly model aircraft but incorporating a video-recorder, and the drone itself, which may be one of a number of types.



You can never have too many **toolkits**... Toolkits come in a variety of shapes and sizes, and are distinguished by their Tech Level, Purpose, and degree of sophistication/quality. Naturally, sophisticated (high quality), high tech, lightweight toolkits are the most desirable, but also the most expensive and difficult to get. Many ForeSight characters will carry a variety of toolkits.



Almost as vital to the typical adventurer will be a reliable, secure form of communication. Radio-transceivers are, barring unusual natural phenomena or deliberate interference, reliable, and generally the simplest option when the population density of visiphone booths starts falling. When sufficiently sophisticated, radio communications can also be secure. Two catch-words here are "screeching" (sending information very fast) and "scrambling" (encrypting the information). Also see the Designer's Commentary for further information...



## [6.0] Equipment

Characters in FS will almost certainly want equipment of sorts other than weapons and vehicles. This section of the rules provides a very incomplete list of equipment available to FS characters at given technological levels. The descriptions of the items are minimal, but include the following pieces of information:

### Other Possessions [Mass in kg]

**Skill/Field:** any skill or field which the item can be used in conjunction with; this does not mean that the item is necessarily appropriate to all tasks involving the field.

**PM:** a modifier to tasks making appropriate use of an item (eg. an artist could expect to use his camera's +1 PM to improve his photographs, but this does not mean the camera makes a good club). Similarly, if the equipment is required for a task, and has a detrimental PM, this must also be applied. An **R** indicates that the skill or field listed is used to repair the item.

**Wgt:** the mass of the item, usually in kg. A Wgt of '-' indicates an item weighing a less than twenty-five grams. The units of mass used are: g, grams; kg, kilograms; t, tonnes (1 t = 1000 kg).

**TL:** the tech. level required to produce such an item.

**Cost:** price in SVU, with following suffixes: c, x100; k, x1000; M, x 1 000 000; G, x 1 000 000 000. (The last is not used here, and is listed for convenience).

**Notes:** some other aspect of the item; an example of such a device from today, or from fiction; notes on the item's use, etc..

**Designer's Notes:** there are an awful lot of weapons available in FS, which to some extent contradicts my desire to minimise the bloodier aspects of role-playing. This is not a reflection of my subconscious, I hope, but simply reflects two things: [a] weapons can be defined in a small amount of space; [b] man tends to think of new ways of building weapons faster than most other things, and so providing representative weapons from each TL requires a fair amount of space. A lot of primitive weapons are provided since if one wants to include swords (one may as well be thorough) and there will be a Fantasy supplement (*HindSight*) covering other aspects of low-tech living. Source material in FS is, shall we say, sparse, but further information, by way of clarification is available from me, and by way of more detail from the FS sourcebook (*ForeScene*).

In summary: ForeSight details the **rules** of the system; the source material (you know: lots of guns, and cars,

and aliens, and things like that) will be contained in **ForeScene** (for Science Fiction role-playing) and both the rules and source material required for Fantasy role-play will be in **HindSight**. Why am I saying this here? I don't know, but it's designer's notes, so who cares?.

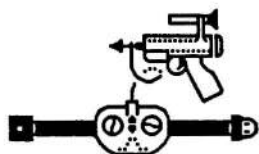
## Toolkits

The following table gives basic sizes and costs for toolkits of varying efficacies at different TLs. These toolkits are **required** by anyone wishing to Implement, Diagnose, or Repair using a Field of Knowledge with a Sz (size) rating. A toolkit is field specific, and is referred to as a *quality-field-kit* (eg. Standard Electronics-kit). To determine the size and cost of a particular kit at a given TL, index the quality desired with the TL to find the basic size, which is multiplied by the Sz of the field it is to be used in conjunction with; the basic price is multiplied by the same number, and then divided by (TL-2)<sup>2</sup>. The PM is used for tasks involving the toolkit's field.

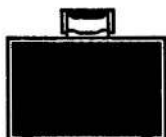
| Quality        | PM | TL:  |     |      |      |      |      | Cost (\$vu) |
|----------------|----|------|-----|------|------|------|------|-------------|
|                |    | 5    | 6   | 7    | 8    | 9    | 10   |             |
| Basic          | -1 | 10kg | 1kg | 500g | 500g | 500g | 500g | 1k          |
| Standard       | 0  | 50kg | 5kg | 2kg  | 1kg  | 1kg  | 1kg  | 10k         |
| Advanced       | +1 | 5t   | .5t | 20kg | 10kg | 5kg  | 2kg  | 200k        |
| Small Facility | +2 | 40t  | 10t | 5t   | 1t   | 50kg | 10kg | 1M          |
| Large Facility | +3 | 160t | 40t | 20t  | 5t   | 1t   | 50kg | 10M         |



Not only do **sunglasses** enable you to look amazingly smug, they cut out the high frequency light of type A and F stars, and make you more *inscrutable* (ie. when you wear reflective sunglasses, anyone looking at you gets a -1 modifier to Empathy; they also tend to be less friendly, but you're a Player Character, so who cares?). Available from any drugstore... TL5, 200g, 10svu.



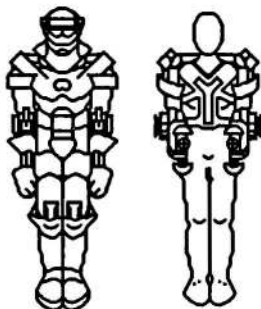
**Climbkits** are extremely unpopular with mountain climbers; they take all the fun out of falling off mountains. The pistol-like attachment can fire a titanium alloy spike into soft rock from a vertical distance of 200m, or an adhesive anchor 300m (PM -1, Short 10, Long 30-50, DC 6l, forget about reloading in combat). The harness will pull 100kg that far in 2 minutes (longer if the 100kg doesn't like being banged against rockfaces). Includes 500m of line. In general game terms it gives a +2 to Climbing. TL6, 4kg, 250svu. 500m line: 1kg, 50svu. Spike: 150g, 20svu.



**Briefcases** not only look sharp, they're useful for carrying [read: concealing] day-to-day equipment and items, such as packed lunches, newspapers, and DEXAX™ needle pistol ammunition. This case features genuine imitation leather finish, and a seventeen digit combination lock.



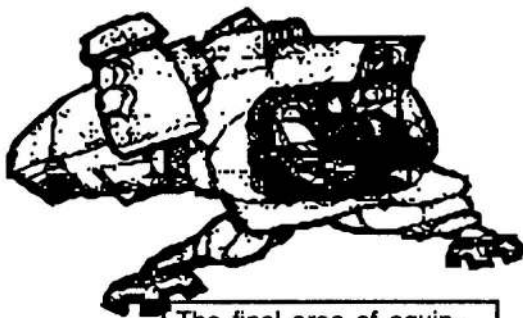
The Sirius Cybernetics Corporation **SuperHacker Intelligent Terminal™** was designed for the express purpose of bypassing modern computer security systems. As such, it gives its user a +1 modifier to Programming tasks directed at penetrating a security system on top of any modifiers for other equipment he/she is using. Of course, possession of superhackers is frowned upon by the police...



In **ForeSight**, suits of armour (including spacesuits, powered armour, and the like) are pretty well custom built. See [4.4] for details on armour.



Likewise, you'll find information on the weapons used in **ForeSight** in [4.4] Combat Equipment.



The final area of equipment not covered in this section is **vehicles**, which are covered in [5.0] Travel and Vehicles.

| Item                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Skill/Field            | PM | Wgt                                                                      | TL    | Cost  | Remarks                                                                                                                           |                                             |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|----|--------------------------------------------------------------------------|-------|-------|-----------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------|
| Air Conditioner                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | Construction           | R  | 20kg                                                                     | 5     | 200   | May alter ambient temperature of a room by up to 20°                                                                              |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | 15kg                                                                     | 6     | 200   | May alter ambient temperature of a room by up to 50°                                                                              |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | 10kg                                                                     | 7     | 200   | May alter ambient temperature of a room by up to 100°                                                                             |                                             |
| Backpack                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Power Sys.             | R  | 2kg                                                                      | 4     | 30    |                                                                                                                                   |                                             |
| Battery                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                        |    | x40                                                                      | 5     | 2/kg  |                                                                                                                                   |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | x10                                                                      | 6     | 2/kg  |                                                                                                                                   |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | x4                                                                       | 7     | 4/kg  | Rechargeable                                                                                                                      |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | x1                                                                       | 8     | 10/kg | Rechargeable                                                                                                                      |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | x3/4                                                                     | 9     | 10/kg | Rechargeable                                                                                                                      |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | x1/2                                                                     | 10    | 15/kg | Rechargeable                                                                                                                      |                                             |
| <b>Notes on batteries.</b> A "gram of TL8 battery" is the standard unit of electrical energy in ForeSight (roughly equivalent to one kilojoule, or about 740 foot-pounds), used in standardising weapon power consumptions, and energy storage and power generation capacities. The entries given under mass are used as follows: determine the amount of energy (in grams of TL8 battery) you want to store in the battery, and add to this the maximum output per tenth of a second (this is necessary to power weapons) and multiply it by the factor given for the TL of the battery you will be using. The costs for the batteries are given per kilogram. |                        |    |                                                                          |       |       |                                                                                                                                   |                                             |
| Binoculars                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Search/Scan            | +1 | 1kg                                                                      | 4     | 30    | Ranged visual search; 7x30.                                                                                                       |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        | +1 | 500g                                                                     | 5     | 30    | More powerful still; 8x40.                                                                                                        |                                             |
| Bugs/Tracers                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Surveillance           |    | -                                                                        | 5+    | 40+   | Used for surveillance and tracking                                                                                                |                                             |
| Camera                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Photography            | -2 | 30kg                                                                     | 4     | 6k    | Daguerrotype                                                                                                                      |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        | -1 | 1kg                                                                      | 4     | 40    | Box Brownie                                                                                                                       |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        | 0  | 750g                                                                     | 4     | 200   | Leica M3                                                                                                                          |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        | +1 | 500g                                                                     | 5     | 120   | Olympus OM-2                                                                                                                      |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        | +1 | 6kg                                                                      | 5     | 600   | Video camera/recorder/monitor                                                                                                     |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        | +1 | 1kg                                                                      | 6     | 50    | Laserdisc still camera                                                                                                            |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        | +1 | 2kg                                                                      | 6     | 200   | Laserdisc sound/motion camera                                                                                                     |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | 200g                                                                     | 6     | 2     | Laserdisc "film" (750 000 frames or 2h of sound/picture)                                                                          |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | +1                                                                       | 20kg  | 6     | 5k                                                                                                                                | Computer holographer                        |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | +2                                                                       | 5kg   | 7     | 4k                                                                                                                                | Portable motion holographer                 |
| Chainsaw                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | C/R Tech               | R  | 6kg                                                                      | 5     | 100   | Alter environment to taste                                                                                                        |                                             |
| Chemical Analyser                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                        |    | 2t                                                                       | 5     | 3M    |                                                                                                                                   |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | .25t                                                                     | 6     | 1M    |                                                                                                                                   |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | 10kg                                                                     | 7     | 20k   |                                                                                                                                   |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | 2kg                                                                      | 8     | 4k    |                                                                                                                                   |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    |                                                                          |       |       | Analyses any inorganic and most organic chemical compounds. The Chemistry field is useful to interpret the results, not get them. |                                             |
| Climbing Gear                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Climbing               | 0  | 8kg                                                                      | 3     | 20    | Hammer, rope, pitons; required for any extended climb                                                                             |                                             |
| Cold Light Lantern                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Search/Scan            |    | 250g                                                                     | 5     | 1     | Fair light, 6m radius, 24h                                                                                                        |                                             |
| Compass                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Navigation             | +1 | 100g                                                                     | 4     | 20    | Used on planets with magnetic "north"                                                                                             |                                             |
| Computer                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Programming (C/R Tech) | R  | 0                                                                        | 1t    | 5     | 200k                                                                                                                              | VAX, say, with paraphernalia                |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | 2t                                                                       | 5     | 500k  | DEC-10 with trappings                                                                                                             |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | 20kg                                                                     | 5     | 2k    | HP Integral or Mac XL, say                                                                                                        |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | .1t                                                                      | 5     | 10k   | Workstation                                                                                                                       |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | +1                                                                       | big   | 5     | 2M                                                                                                                                | Supercomputer, etc (eg Cray)                |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | 750g                                                                     | 6     | 100   | Equivalent of Mac 2.                                                                                                              |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | +1                                                                       | 10kg  | 6     | 1k                                                                                                                                | Equivalent of TL5 workstation               |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | +1                                                                       | 100kg | 6     | 20k                                                                                                                               | Gigaflops machine (late TL5 super-computer) |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | +1                                                                       | 500g  | 7     | 25                                                                                                                                | supermini equivalent                        |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | +1                                                                       | 5kg   | 7     | 250                                                                                                                               | 20 megaflops; 2GB machine                   |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | +1                                                                       | 25kg  | 7     | 5k                                                                                                                                | 5 Gigaflops; 128 GB machine                 |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | +1                                                                       | 500g  | 8     | 25                                                                                                                                | Megaflops; 2GB machine                      |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | +1                                                                       | 5kg   | 8     | 5k                                                                                                                                | 5 Gigaflops; 128 GB machine                 |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | <b>Note:</b> Computers continue to get smaller and cheaper at higher TLs |       |       |                                                                                                                                   |                                             |
| Computer Targetting                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Hvy Weapons            | +2 | 40kg                                                                     | 5     | 80k   |                                                                                                                                   |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        | +2 | 25kg                                                                     | 6     | 30k   | For vehicle-mounted weapons (not cumulative with gyrostabilizer)                                                                  |                                             |
| Cutting Laser                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Construction           |    | 20kg                                                                     | 7     | 15k   |                                                                                                                                   |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | 10kg                                                                     | 6     | 1k    | Uses 40g of battery per second                                                                                                    |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | 5kg                                                                      | 7     | 750   | Uses 30g of battery per second                                                                                                    |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                        |    | 3kg                                                                      | 8     | 500   | Uses 20g of battery per second                                                                                                    |                                             |

## 2 ForeSight Equipment

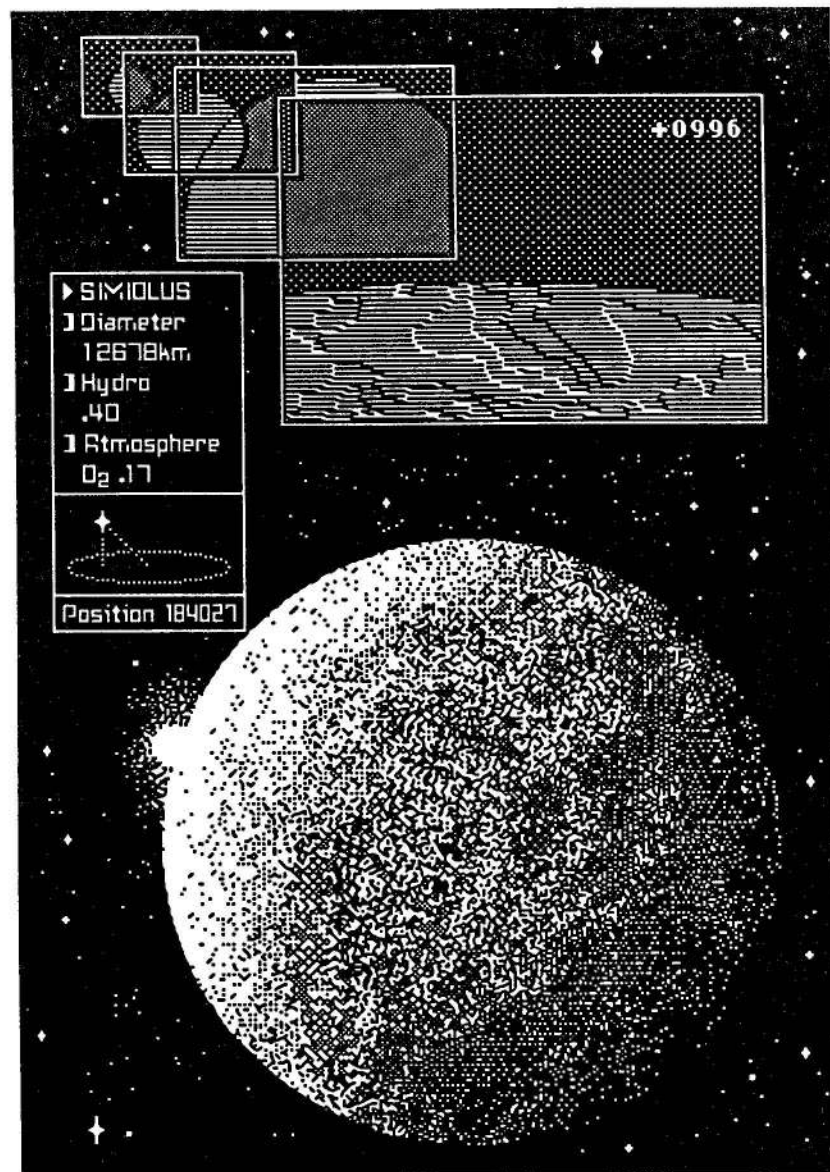
| Item                                                                                                        | Skill/Field                   | PM | Wgt   | TL | Cost | Remarks                                                                                                 |
|-------------------------------------------------------------------------------------------------------------|-------------------------------|----|-------|----|------|---------------------------------------------------------------------------------------------------------|
| Datastick                                                                                                   | Search/Scan                   | +1 | 500g  | 7  | 250  | Magnifier, telescope, IR, UV, lamp, camera, geiger counter, etc.                                        |
|                                                                                                             |                               | +1 | 750g  | 7  | 400  | As above, but binocular                                                                                 |
|                                                                                                             |                               | +1 | 750g  | 8  | 500  | As above, with TL8 hand computer                                                                        |
| Disguise Kit                                                                                                | Disguise                      | 0  | 4kg   | 4  | 160  | Makeup, wigs, etc                                                                                       |
|                                                                                                             |                               | +1 | 4kg   | 6  | 200  | Implants, contacts, skin dye etc                                                                        |
| Drugs (100 tab)                                                                                             | Emer. Medical                 | +1 | 250g  | 5  | 40   | Painkillers, antibiotics, etc.                                                                          |
|                                                                                                             | Interrogation                 | +1 | 150g  | 5  | 40   | Illegal and harmful substances                                                                          |
|                                                                                                             | Psionic skills                | +1 | 150g  | 7  | 120  | Last about 1h, side effects                                                                             |
|                                                                                                             | Everything                    | -2 | 150g  | 6  | 1    | Harmless recreational drugs                                                                             |
| Electric Torch                                                                                              | Search/Scan                   |    | 1kg   | 5  | 2    | Beam good for 40m                                                                                       |
| Explosives                                                                                                  | Explosives                    | -1 | 10kg  | 4  | 20   | Dynamite                                                                                                |
|                                                                                                             |                               | 0  | 6kg   | 5  | 50   | TNT                                                                                                     |
|                                                                                                             |                               | +1 | 8kg   | 5  | 80   | Plastique                                                                                               |
|                                                                                                             |                               | -1 | 100g  | 7  | 30   | DEXAX (very unstable)                                                                                   |
|                                                                                                             |                               | +1 | 250g  | 8  | 40   | PlasDex (DEXAX derivative)                                                                              |
|                                                                                                             |                               | +1 | 120g  | 9  | 30   | Durex (DEXAX derivative)                                                                                |
| <b>Note:</b> The quantities given here have approximately equal destructive capacity                        |                               |    |       |    |      |                                                                                                         |
| First Aid Kit                                                                                               | Emer. Medical                 | -2 | 2kg   | 4  | 20   | Minimum requirement for EMT                                                                             |
|                                                                                                             |                               | -2 | 500g  | 5  | 10   |                                                                                                         |
| Flare                                                                                                       | Search/Scan                   |    | 500g  | 4  | 4    | Flare gun, lights 150m radius for 10s                                                                   |
|                                                                                                             |                               |    | 500g  | 5  | 3    | Rocket, lights 500m radius for 30s                                                                      |
| Food                                                                                                        | Survival?                     |    | 1kg   | 5  | 2    | 1d camping rations                                                                                      |
| Food Synthesiser                                                                                            | C/R & Mech Eng                | R  | 2t    | 6  | 200k | Barely edible results from human waste and electrical power                                             |
|                                                                                                             |                               |    | 500kg | 7  | 50k  | This produces passable food                                                                             |
|                                                                                                             |                               |    | 250kg | 8  | 10k  | Standard in many (TL8) homes; a serving is almost indistinguishable from a well prepared, "natural" one |
| Gas/Oil Lamp                                                                                                | Search/Scan                   |    | 2kg   | 2  | 2    | Oil lamp, 10m radius, 1h                                                                                |
|                                                                                                             |                               |    | 1kg   | 4  | 10   | Gas lamp, 20m radius, 2h                                                                                |
| Geiger Counter                                                                                              | Electronics                   | R  | 2kg   | 5  | 80   | Measures local radioactivity                                                                            |
|                                                                                                             |                               |    | 500g  | 6  | 50   |                                                                                                         |
| Generator                                                                                                   | Power Sys.                    | R  | 50kg  | 5  | 200  | Equivalent of 5g of TL8 battery/3s                                                                      |
|                                                                                                             |                               |    | 10kg  | 6  | 1k   | 10g of TL8 battery/3s                                                                                   |
|                                                                                                             |                               |    | 5kg   | 7  | 1k   | 20g of TL8 battery/3s                                                                                   |
|                                                                                                             |                               |    | 5kg   | 8  | 1k   | 25g of TL8 battery/3s                                                                                   |
|                                                                                                             |                               |    | 5kg   | 9  | 2k   | 100g of TL8 battery/3s                                                                                  |
|                                                                                                             |                               |    | 1kg   | 10 | 10k  | 100g of TL8 battery/3s                                                                                  |
| Grenade                                                                                                     | Throwing                      | 0  | 400g  | 4  | 15   | Frag, DC 10l; HE, DC 9l; Smoke                                                                          |
|                                                                                                             |                               |    | 400g  | 5  | 10   | Frag, DC 12l; HE, DC 10l; Smoke                                                                         |
|                                                                                                             |                               |    | 400g  | 4  | 10+  | Gas, fills same hexes with some gas as smoke grenade fills with smoke; twice as likely to disperse      |
| Gyrostabiliser                                                                                              | Hvy Weapons                   | +1 | 500kg | 4  | 20k  | For vehicle-mounted weapons                                                                             |
| Hand Calculator                                                                                             | Electronics                   | R  | 250g  | 5  | 50   | Programmable scientific                                                                                 |
| Hand Computer                                                                                               | Programming                   |    | 500g  | 5  | 300  | HP-28C or HP-71B, say                                                                                   |
|                                                                                                             | (C/R Tech                     | R) | 500g  | 6  | 200  | Equivalent of Mac XL                                                                                    |
|                                                                                                             |                               |    |       |    |      | For higher TLs see Computers.                                                                           |
| Handcuffs                                                                                                   |                               |    | 500g  | 4  | 12   | May be placed on restrained or submissive character                                                     |
|                                                                                                             |                               |    | 100g  | 5  | 1    | Plastic, one-use cuffs                                                                                  |
| Heat Tent                                                                                                   | Fatigue                       |    | 8kg   | 5  | 200  | May increase interior temperature by one bracket, eg CD to NL                                           |
| Holster                                                                                                     | Plastics Form.                | R  |       |    |      |                                                                                                         |
|                                                                                                             | May be used for handguns only |    |       |    |      |                                                                                                         |
| Hip                                                                                                         |                               |    | 500g  | 4  | 20   | Con na; Draw -1 (+1 if flap closed)                                                                     |
| Belt                                                                                                        |                               |    | 250g  | 4  | 30   | Con +1; Draw 0                                                                                          |
| Armpit                                                                                                      |                               |    | 500g  | 4  | 40   | Con 0; Draw 0                                                                                           |
| Small of Back or Ankle                                                                                      |                               |    | 250g  | 4  | 30   | Con -1; Draw +2                                                                                         |
| Inside Leg                                                                                                  |                               |    | 350g  | 4  | 40   | Con -2; Draw +4                                                                                         |
| Armpit, butt down                                                                                           |                               |    | 500g  | 4  | 40   | Con +1; Draw -1                                                                                         |
| <b>Note:</b> a handgun which is more than three times as massive as its holster incurs a further +1 to Con. |                               |    |       |    |      |                                                                                                         |
| ID/credit Card                                                                                              |                               |    | -     | 6  | 1    | See article in ForeScene                                                                                |
| Inertial Locator                                                                                            | C/R & Mech Eng                | R  | 4kg   | 5  | 250  | Tells you where you are (unless you teleported there) relative to a previous position.                  |



| Item                                                                                                                        | Skill/Field    | PM | Wgt  | TL  | Cost    | Remarks                                                                                                               |      |    |      |       |            |       |
|-----------------------------------------------------------------------------------------------------------------------------|----------------|----|------|-----|---------|-----------------------------------------------------------------------------------------------------------------------|------|----|------|-------|------------|-------|
| Information Storage                                                                                                         |                |    | 3kg  | 4   | 30      | Portable typewriter                                                                                                   |      |    |      |       |            |       |
|                                                                                                                             |                |    | 2kg  | 5   | 100     | Portable dot-matrix typewriter                                                                                        |      |    |      |       |            |       |
|                                                                                                                             |                |    | 1kg  | 3   | 2       | 100 sheets of A4 paper                                                                                                |      |    |      |       |            |       |
|                                                                                                                             |                |    | 200g | 5   | 2       | 400kB floppy disk                                                                                                     |      |    |      |       |            |       |
|                                                                                                                             |                |    | 200g | 5   | 8       | 1GB read-only laserdisc                                                                                               |      |    |      |       |            |       |
|                                                                                                                             |                |    | 200g | 6   | 10      | 1GB read/write laserdisc                                                                                              |      |    |      |       |            |       |
|                                                                                                                             |                |    | 50g  | 7   | 5       | 10GB optical memory slug, also called a 'Gigabyte'; equivalent of 250 000 pages of typeset text!                      |      |    |      |       |            |       |
| Insulated Clothing                                                                                                          | Fatigue        | +1 | 4kg  | 5   | 100     |                                                                                                                       |      |    |      |       |            |       |
|                                                                                                                             |                | +2 | 2kg  | 6   | 70      | Modifier applies in CD and VC conditions                                                                              |      |    |      |       |            |       |
| Instrument Displays                                                                                                         | varies         | R  |      | 5+  |         | Good displays aid in situations where two things must be done at once, etc.                                           |      |    |      |       |            |       |
| IR Goggles                                                                                                                  | Search/Scan    | -2 | 1kg  | 5   | 40      | PM replaces that imposed by GM for darkness in most cases                                                             |      |    |      |       |            |       |
| LI Goggles                                                                                                                  | Search/Scan    | -1 | 2kg  | 5   | 200     | PM replaces that for (non-total) darkness; user may be stunned by bright light                                        |      |    |      |       |            |       |
| Machete                                                                                                                     | Seduction?     | ?  | 1kg  | 3   | 15      | Counts as shortsword in melee                                                                                         |      |    |      |       |            |       |
| Makeup/Skintone etc                                                                                                         |                |    | 500g | 3+  | ?       | Allows a person to alter skin colour, apparent age, etc. See Disguise kit                                             |      |    |      |       |            |       |
| Mapbox                                                                                                                      | C/R & Mech Eng | R  | 2kg  | 6   | 200     | Self contained unit utilizing items described below, includes an inertial locator                                     |      |    |      |       |            |       |
|                                                                                                                             | C/R & Mech Eng | R  | 500g | 6   | 20      | Customized for planet, slots into vehicle dashboard or unit above                                                     |      |    |      |       |            |       |
| Megaphone                                                                                                                   | Electronics    | R  | 2kg  | 5   | 20      | Intimidates people (perhaps)                                                                                          |      |    |      |       |            |       |
| Metal Locator                                                                                                               | Electronics    | R  | 1kg  | 6   | 20      | As above, but much louder                                                                                             |      |    |      |       |            |       |
|                                                                                                                             |                |    | 5kg  | 5   | 150     | Moderately reliable, can be set for specific metals (less reliable still)                                             |      |    |      |       |            |       |
| Personal Flyer                                                                                                              | Personal Flyer |    | 2kg  | 6   | 75      | More reliable, but hardly foolproof                                                                                   |      |    |      |       |            |       |
|                                                                                                                             |                |    |      |     |         | see below                                                                                                             |      |    |      |       |            |       |
|                                                                                                                             |                |    |      |     |         | PM                                                                                                                    | Mass | TL | Cost | Range | Cruise/Max | Move* |
|                                                                                                                             |                |    |      |     |         |                                                                                                                       | (kg) |    |      | (km)  | (km/h)     |       |
|                                                                                                                             |                |    |      |     |         | -1                                                                                                                    | 40   | 5  | 80k  | 150   | 40/60      | x2    |
|                                                                                                                             |                |    |      |     |         | 0                                                                                                                     | 20   | 6  | 20k  | 200   | 50/80      | x2    |
|                                                                                                                             |                |    |      |     |         | 0                                                                                                                     | 15   | 7  | 8k   | 300   | 60/100     | x3    |
| +1                                                                                                                          | 25             | 7  | 15k  | 500 | 100/180 | x4                                                                                                                    |      |    |      |       |            |       |
| +1                                                                                                                          | 20             | 8  | 8k   | 600 | 120/200 | x4                                                                                                                    |      |    |      |       |            |       |
| Note: *affects movement as exoskeleton, and can (must) ignore terrain for purposes of movement (and cover) while in the air |                |    |      |     |         |                                                                                                                       |      |    |      |       |            |       |
| Prefabs                                                                                                                     | Construction   | R  | .5t  | 5   | 1kg     | 3mx3mx2m frame/sheet shed                                                                                             |      |    |      |       |            |       |
|                                                                                                                             |                |    | 5t   | 5   | 6k      | A-frame cottage, 18mx9mx8m                                                                                            |      |    |      |       |            |       |
|                                                                                                                             |                |    | 40kg | 6   | 2k      | basic foam/fibre unit, with power and heat, ≤4 people                                                                 |      |    |      |       |            |       |
| Pressure Tent                                                                                                               | Plastics Form. | R  | .1t  | 6   | 5k      | As previous, pressurised                                                                                              |      |    |      |       |            |       |
|                                                                                                                             |                |    | 15kg | 5   | 300     | For use in hostile atmospheres, has air for one person for 1day                                                       |      |    |      |       |            |       |
|                                                                                                                             |                |    | 10kg | 6   | 200     | Has air for one person for 2d                                                                                         |      |    |      |       |            |       |
| Protective Clothing                                                                                                         |                |    | 6kg  | 7   | 125     | Has air for one person for 4d                                                                                         |      |    |      |       |            |       |
|                                                                                                                             |                |    | 5kg  | 4   | 40      | Rubberised fibre, acid resistant                                                                                      |      |    |      |       |            |       |
|                                                                                                                             |                |    | 3kg  | 5   | 20      | Plastic, acid proof                                                                                                   |      |    |      |       |            |       |
|                                                                                                                             |                |    | 2kg  | 6   | 20      | As above, nearly organics proof                                                                                       |      |    |      |       |            |       |
| Psionic Shield                                                                                                              | Psi-tech       | R  | 10kg | 7   | 10k     | Unreliable psionic dampers with a 10m radius effect.                                                                  |      |    |      |       |            |       |
| Radiation Badge                                                                                                             |                |    | 2kg  | 8   | 2k      |                                                                                                                       |      |    |      |       |            |       |
|                                                                                                                             |                |    | -    | 5   | 1       | When developed indicates amount of radiation wearer was exposed to                                                    |      |    |      |       |            |       |
| Rangefinder                                                                                                                 | Navigation     | +1 | 10kg | 4   | 200     | Changes colour when exposed to radiation, key on card explains                                                        |      |    |      |       |            |       |
|                                                                                                                             |                |    |      |     |         |                                                                                                                       |      |    |      |       |            |       |
|                                                                                                                             |                |    |      |     |         |                                                                                                                       |      |    |      |       |            |       |
|                                                                                                                             |                |    |      |     |         |                                                                                                                       |      |    |      |       |            |       |
| Reaction Glasses                                                                                                            | Search/Scan    |    | 10kg | 5   | 400     | Optical device, inconvenient to use (requires time, good light)                                                       |      |    |      |       |            |       |
|                                                                                                                             |                |    | 2kg  | 6   | 20      | Laser device; quick, accurate                                                                                         |      |    |      |       |            |       |
|                                                                                                                             |                |    | 200g | 5   | 100     | Laser rangefinder, as above                                                                                           |      |    |      |       |            |       |
|                                                                                                                             |                |    | 200g | 6   | 20      | These protect their wearer against sudden, intense bursts of EMR (eg. from incandescent gas produced in laser duels). |      |    |      |       |            |       |

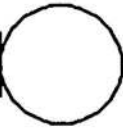
#### 4 ForeSight Equipment

| Item               | Skill/Field             | PM | Wgt   | TL | Cost | Remarks                                                                                                                                  |
|--------------------|-------------------------|----|-------|----|------|------------------------------------------------------------------------------------------------------------------------------------------|
| Recording/Playback | Electronics             | R  | 1kg   | 5  | 20   | portable tape recorder/player                                                                                                            |
|                    |                         |    | 250g  | 5  | 100  | miniature 'pearlcarder'                                                                                                                  |
|                    |                         |    | 4kg   | 5  | 100  | portable hi-fi                                                                                                                           |
|                    |                         |    | 10+kg | 5  | 500+ | home hi-fi system                                                                                                                        |
|                    |                         |    | 500g  | 5  | 30   | 'walkman' tape player                                                                                                                    |
|                    |                         |    | 750g  | 5  | 150  | 'walkdisc' CD player                                                                                                                     |
|                    |                         |    | 1kg   | 6  | 50   | portable CD recorder/player                                                                                                              |
|                    |                         |    | 10kg  | 6  | 400  | home entertainment system (including CD sound and video)                                                                                 |
| Reflective Tent    | Fatigue                 | +1 | 10kg  | 7  | 400  | As above, but with trivision                                                                                                             |
| Remote Probe       | Surveillance            |    | 3kg   | 6  | 20   | PM applies in HO and VH                                                                                                                  |
|                    |                         |    | 4kg   | 6  | 6k   | small and quiet 500g remote controlled camera/microphone (controls weigh 3.5kg)                                                          |
|                    |                         |    | 100g  | 8  | 5k   | 'Stick-tight' genetically engineered bat, has tracer, mike, and transmitter built in                                                     |
| Scope              | Longarms                |    | 1kg   | 5  | 40   | Doubles the range increments labelled * on Fire combat modifiers chart                                                                   |
| Sighting Helmet    | All Firearms            |    | 2kg   | 6  | 150  | As above with built in LI                                                                                                                |
|                    |                         |    | 4kg   | 6  | 200  |                                                                                                                                          |
|                    |                         |    | 2kg   | 7  | 100  |                                                                                                                                          |
|                    |                         |    | 250g  | 8  | 50   | Modifier for unaimed shot or firing after Move, etc, becomes -1                                                                          |
| Sleeping bag       |                         |    | 3kg   | 5  | 20   | Minimum requirement to prevent death in CD or VC when sleeping                                                                           |
| Sling              | Plastics Form.          | R  | 500g  | 4  | 20   | Used to carry longarms                                                                                                                   |
| Sling, gyroscopic  | Mech. Eng.              | R  | 5kg   | 5  | 2k   | Allows the use of heavy cameras and emplaced weaponry without tripods or emplacement (at -3)                                             |
|                    |                         |    | 4kg   | 6  | 1k   | As above, but at -2                                                                                                                      |
| Stove              |                         |    | 4kg   | 5  | 40   | Portable gas stove, folds up                                                                                                             |
| Tarpaulin          |                         |    | 2kg   | 3  | 8    | 2mx4m of heavy water-resistant fabric with four grommets on long sides, three on short                                                   |
| Tear Gas           | Also see Grenades       |    | 500g  | 4  | 1    | Those affected have all rolls modified by -3, speed -3. Stats given are for aerosol can, which affects person in adjacent hex for c. 30s |
| Tent               |                         |    | 2kg   | 5  | 20   | Nylon 2-person tent                                                                                                                      |
|                    |                         |    | 4kg   | 5  | 40   | Nylon 2-person tent with fly                                                                                                             |
|                    |                         |    | 3kg   | 5  | 30   | Nylon 3-person tent                                                                                                                      |
|                    |                         |    | 2kg   | 6  | 20   | 4-person, waterproof tent                                                                                                                |
| Terminal           | Programming (CR Tech R) | 0  | 8kg   | 5  | 800  | Basic non-graphics terminal                                                                                                              |
|                    |                         | +1 | 4kg   | 7  | 2k   | Superhacker 'intelligent' terminal (Sirius Cybernetics)                                                                                  |
| Tracee             | Electronics             | R  | -     | 6  | 30   | Watch, 1W transceiver, memo-pad                                                                                                          |
| Transceiver        | Electronics             | R  | 2kg   | 5  | 20   | 2W walkie-talkie                                                                                                                         |
|                    |                         |    | 3kg   | 5  | 50   | 5W walkie-talkie                                                                                                                         |
|                    |                         |    | 1kg   | 6  | 10   | 5W walkie-talkie                                                                                                                         |
|                    |                         |    | 500g  | 7  | 10   | 5W headset/helmet radio                                                                                                                  |
|                    |                         |    | 60kg  | 5  | 300  | 100W station; inc. 50kg antenna                                                                                                          |
|                    |                         |    | 15kg  | 6  | 150  | 100W station; inc. 10kg antenna                                                                                                          |
|                    |                         |    | 7kg   | 7  | 100  | 100W radio; inc. 5kg antenna                                                                                                             |
| Watch (Pocket)     | Mech. Eng.              | R  | -     | 3  | 50   | Fair accuracy and reliability                                                                                                            |
| Wristwatch         | Mech. Eng.              | R  | -     | 4  | 20   | Analogue, wind-up                                                                                                                        |
|                    | Electronics             | R  | -     | 5  | 10   | Digital with spurious functions                                                                                                          |



## [7.0] STAR SYSTEM & PLANET GENERATION

# FORESIGHT SYSTEM DISPLAY

|                   |  |  |  |  |  |  |  |  |  |                     |  |                                                                                     |  |
|-------------------|--|--|--|--|--|--|--|--|--|---------------------|--|-------------------------------------------------------------------------------------|--|
| Stellar Primary   |  |  |  |  |  |  |  |  |  | Stellar Type        |  |  |  |
| Location          |  |  |  |  |  |  |  |  |  |                     |  |                                                                                     |  |
| Distance From Sol |  |  |  |  |  |  |  |  |  | Year First Explored |  |                                                                                     |  |

| Orbital # | BASE Radius | Planet Size                                                                         | Gravity |  | Atmosphere Pressure |         | Composition |  | Temperature |      | Hydrographics Radiation                                                               |  | H.I. |
|-----------|-------------|-------------------------------------------------------------------------------------|---------|--|---------------------|---------|-------------|--|-------------|------|---------------------------------------------------------------------------------------|--|------|
|           |             |                                                                                     | Density |  |                     | Opacity |             |  | Basic       | Mean |                                                                                       |  |      |
| 1         | .5 AU       |    |         |  |                     |         |             |  | 150°C       | °C   | %                                                                                     |  |      |
| 2         | .75 AU      |    |         |  |                     |         |             |  | 60°C        | °C   | %                                                                                     |  |      |
| 3         | .85 AU      |    |         |  |                     |         |             |  | 35°C        | °C   | %                                                                                     |  |      |
| 4         | .95 AU      |    |         |  |                     |         |             |  | 20°C        | °C   | %                                                                                     |  |      |
| 5         | 1.0 AU      |    |         |  |                     |         |             |  | 10°C        | °C   | %                                                                                     |  |      |
| 6         | 1.1 AU      |   |         |  |                     |         |             |  | 5°C         | °C   | %                                                                                     |  |      |
| 7         | 1.25 AU     |  |         |  |                     |         |             |  | -5°C        | °C   | %                                                                                     |  |      |
| 8         | 1.5 AU      |  |         |  |                     |         |             |  | -15°C       | °C   | %                                                                                     |  |      |
| 9         | 2.0 AU      |  |         |  |                     |         |             |  | -40°C       | °C   | %                                                                                     |  |      |
| 10        | 3.0 AU      |  |         |  |                     |         |             |  | -100°C      | °C   | %                                                                                     |  |      |
| 11        | 5.0 AU      |  |         |  |                     |         |             |  | -150°C      | °C   |  |  |      |
| 12        | 7.0 AU      |  |         |  |                     |         |             |  | -200°C      | °C   |  |  |      |
| 13        | 10 AU       |  |         |  |                     |         |             |  | Cold        | °C   |  |  |      |
| 14        | 15 AU       |  |         |  |                     |         |             |  | Cold        | °C   |  |  |      |
| 15        | 25 AU       |  |         |  |                     |         |             |  | Cold        | °C   |  |  |      |
| 16        | 40 AU       |  |         |  |                     |         |             |  | Cold        | °C   |  |  |      |

|                            |  |  |  |  |  |  |  |  |  |  |  |  |  |
|----------------------------|--|--|--|--|--|--|--|--|--|--|--|--|--|
| Regular Shipping Routes    |  |  |  |  |  |  |  |  |  |  |  |  |  |
|                            |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Occasional Shipping Routes |  |  |  |  |  |  |  |  |  |  |  |  |  |
|                            |  |  |  |  |  |  |  |  |  |  |  |  |  |



## [7.0] Star System Generation

**Designer's Notes:** In a Science Fiction Role-Playing Game, some form of Star System Generator is desirable. This system should not put the GM to too much trouble; it should allow for a good degree of detail; and it should be "dumb" (ie. a GM should be able to plug it into his/her computer without having to add any algorithms), as well as fulfilling the prerequisites outlined in the Introduction.

I think that the following system qualifies in these respects, although there may be some controversy over how much trouble the system is to implement. I feel that a more simple generation system (like Traveller's) pays for its relative simplicity by being too lacking in detail (planets are neither interesting, nor different enough), and this detail must be added by the GM, without help from the rules. ForeSight planets are detailed enough to be interesting to players and GMs alike, and furthermore the whole thing, down to rough planetary maps, can be performed by a computer (the program will not take long to write: if there is sufficient interest, I may publish my own). Finally, the system is, at least to a degree, scientifically sound, which is important in a Science Fiction RPG.

### Generating a Star System

**Procedure:** A Star-System in ForeSight must first be located around a star. The star should be chosen from an appropriate document (eg. a decent Star Catalogue), and should be within thirty light-years, or so, of Sol. This system was designed with solitary type V (dwarf) stars (like the sun) in mind. Furthermore, I recommend that, barring special circumstances, you restrict yourself to type F, G, K, and M stars. Once the star has been chosen, and its name recorded appropriately on the **System Display**, proceed as follows:

- [i] Determine the star's type: this comprises a letter (ie. A, F, G, K, M, or S) followed by a number (an integer from 0 to 9). Look at the following table under Range; this will give a range of numbers. There are sixteen orbitals listed on the System display: roll D10 for each of orbitals 1 to 10, and D6 for each of orbitals 11 to 16; if the roll for a given orbital falls in the star's range, then tick the **Orbital Radius** slot of that orbital.

| Stellar Type | Range | Radius | Mass |
|--------------|-------|--------|------|
| B0 - B4      | ≤1    | 37     | 6.2  |
| B5 - B9      | ≤1    | 11     | 3.3  |
| A0 - A4      | ≤1    | 6      | 2.4  |
| A5 - A9      | ≤2    | 3      | 1.8  |
| F0 - F4      | ≤3    | 2      | 1.5  |
| F5 - F9      | ≤4    | 1.5    | 1.3  |
| G0 - G4      | ≤6    | 1      | 1.1  |
| G5 - G9      | ≤5    | 0.65   | 0.92 |
| K0 - K4      | ≤4    | 0.4    | 0.74 |
| K5 - K9      | ≤3    | 0.18   | 0.54 |
| M0 - M4      | ≤2    | 0.08   | 0.22 |
| M5 - M9      | ≤1    | 0.03   | 0.11 |
| S0 - S4      | ≤3    | 0.1?   | 1.5? |
| S5 - S9      | ≤2    | 0.04?  | ?    |

- [ii] Consult the Stellar Type table under Radius; this will yield a number. Replace each tick placed in the previous step with the multiple of this number and the number beside it (in the Base Radius column). The new number is the actual **Orbital Radius** of the "planet" located in that orbital, in Astronomical Units (1 AU = the Earth's Orbital Radius about Sol).

- [iii] For any orbitals filled in step [i] roll D10 and consult the Planet Type Table to determine the table to be used to determine planet size.

### Planet Type Table

#### D10

#### Roll Modifier

- 1 - 3 Use the Standard Planet Size Table.  
 4 - 9 Use the Gas Giant Planet Size Table if Orbital 11 to 16, otherwise as above.  
 10 The "planet" is an asteroid belt.

- [iv] For each Orbital to be occupied by a planet (as indicated in step [ii]) roll D10, and consult the table indicated. Write down the resulting planet size in the **Planet Size** slot for that orbital.

### Standard Planet Size Table

#### D10

| Roll* | Size | CG  | Diameter (km) | Sub-Zone Size (km) |
|-------|------|-----|---------------|--------------------|
| ≤1    | 0    | 0.2 | 2500          | 500                |
| 2     | 1    | 0.3 | 3750          | 750                |
| 3     | 2    | 0.4 | 5000          | 1000               |
| 4     | 3    | 0.6 | 7500          | 1500               |
| 5     | 4    | 0.8 | 10000         | 2000               |
| 6     | 5    | 1.0 | 12500         | 2500               |
| 7     | 6    | 1.2 | 15000         | 3000               |
| 8     | 7    | 1.6 | 20000         | 4000               |
| 9     | 8    | 2.4 | 30000         | 6000               |
| ≥10   | 9    | 3.6 | 45000         | 9000               |

### Gas Giant Size Table

#### D10

| Roll* | Size                                          | CG   | Diameter (km) | Sub-Zone Size (km) |
|-------|-----------------------------------------------|------|---------------|--------------------|
| ≤0    | Add ten to result and consult previous table. |      |               |                    |
| 1-4   | G1                                            | 4.8  | 60000         | 12000              |
| 5-9   | G2                                            | 9.6  | 120000        | 24000              |
| ≥10   | G3                                            | 20.0 | 250000        | 50000              |

\*Subtract 3 from the roll if planet orbiting a Type S star.

**Note:** in certain formulae, a planet's size is treated as being a numerical value. In such cases, treat sizes G1, G2, and G3, as having values of 10, 11, and 12 respectively.

- [v] Determine the density of each planet generated by rolling D6, modifying the roll as indicated under the **Planet Density** table, and then consulting the table. Write the results into the appropriate **Planet Density** slots.

## Planet Density Table

| D6 Roll (Earth's = 1) | Density | Effects on Atmosphere: | Composition        |
|-----------------------|---------|------------------------|--------------------|
| ≤-1                   | 0.10    | [C] Soupy              | Modify roll by -12 |
| 0                     | 0.12    | [C] Soupy              | Modify roll by -8  |
| 1                     | 0.18    | Modify roll by +12     | Modify roll by -4  |
| 2                     | 0.25    | Modify roll by +8      | Modify roll by -2  |
| 3                     | 0.35    | Modify roll by +4      | Modify roll by -1  |
| 4                     | 0.5     | Modify roll by +2      |                    |
| 5                     | 0.7     |                        |                    |
| 6                     | 0.8     |                        |                    |
| 7                     | 0.9     |                        |                    |
| 8                     | 1.0     |                        |                    |
| 9                     | 1.05    |                        |                    |
| 10                    | 1.1     |                        |                    |
| 11                    | 1.2     |                        |                    |
| 12                    | 1.4     |                        |                    |
| 13                    | 1.6     |                        |                    |
| ≥14                   | 1.8     |                        |                    |

## Modifiers for use with this table:

|          |    |               |    |
|----------|----|---------------|----|
| Size G3  | -4 | Type S star   | +3 |
| Size G2  | -3 | Orbital 1     | +6 |
| Size G1  | -2 | Orbital 2-4   | +5 |
| Size 7-9 | -1 | Orbital 5-8   | +4 |
| Size 4-6 | 0  | Orbital 9-10  | +3 |
| Size 0-3 | +1 | Orbital 11-16 | 0  |

[vi] Multiply each planet's Density by its CG to determine its surface gravity (in Earth gees, and assuming that it's dense enough to have a recognisable "surface"), and record this in its **Gravity** slot.

[vii] For each planet roll D10, modify the roll as indicated under the Air Pressure table, and write the appropriate result from that table into its **Pressure** slot.

## Atmosphere Density Table

| D10 Roll | Atmosphere Density | Opacity Modifier | Hydrographics Modifier |
|----------|--------------------|------------------|------------------------|
| ≤-1      | [-1] None          | -11              | -10                    |
| 0        | [0] Trace          | -9               | -10                    |
| 1        | [1] Trace          | -6               | -10                    |
| 2        | [2] Very Thin      | -5               | -8                     |
| 3        | [3] Very Thin      | -4               | -6                     |
| 4        | [4] Thin           | -3               | -4                     |
| 5        | [5] Thin           | -2               | -2                     |
| 6        | [6] Normal         | -1               | 0                      |
| 7        | [7] Normal         | 0                | +1                     |
| 8        | [8] Dense          | +2               | 0                      |
| 9        | [9] Dense          | +5               | -2                     |
| 10       | [10] Soupy         | +8               | -4                     |
| ≥11      | [11] Soupy         | +10              | -10                    |

## Modifiers for use with this table

|                                                         |    |           |    |
|---------------------------------------------------------|----|-----------|----|
| G1/G2/G3 planets automatically have density [C]         |    |           |    |
| There may be a modifier for density (see Density Table) |    |           |    |
| Gravity ≥ 2.0                                           | +3 | Size 9    | +5 |
| 1.3 ≤ Gravity < 2.0                                     | +1 | Size 8    | +3 |
| 0.4 < Gravity ≤ 0.7                                     | -1 | Size 7    | +2 |
| 0.3 < Gravity ≤ 0.4                                     | -3 | Size 5, 6 | +1 |
| 0.2 < Gravity ≤ 0.3                                     | -5 | Size 1, 2 | -1 |
| Gravity ≤ 0.2                                           | -8 | Size 0    | -3 |

[viii] For each planet roll D10, add the appropriate Opacity modifier from the Air Pressure table, consult the **Atmosphere Opacity** table, and write the appropriate result from that table into its **Opacity** slot.

## Atmosphere Opacity Table

| D10 Roll* | Opacity        | Temperature Modifier   |
|-----------|----------------|------------------------|
| ≤-1       | [-1] None      | -35°                   |
| 0         | [0] Very Small | -25°                   |
| 1         | [1] Very Small | -20°                   |
| 2         | [2] Small      | -15°                   |
| 3         | [3] Small      | -10°                   |
| 4         | [4] Average    | -5°                    |
| 5         | [5] Average    | None                   |
| 6         | [6] Average    | None                   |
| 7         | [7] Average    | +5°                    |
| 8         | [8] High       | +10°                   |
| 9         | [9] High       | +15°                   |
| 10        | [A] Extreme    | +30°                   |
| ≥11       | [B] Extreme    | Intolerable (Hot/Cold) |

\*Add the opacity modifier from the Atmosphere Density Table to the die roll.

[ix] For each planet add the appropriate temperature modifier from the Opacity table to the temperature given for that Orbital in the **Temp** column. Record the result in the planet's **Mean Temp** slot. **Intolerable** over-rides **cold**. **Cold** planets will have partially or wholly *frozen* atmospheres.

[x] For each planet roll D10, and modify it as indicated under the **Planet Hydrographics** table. Record the result from that table in the planet's **Hydro** slot.

## Hydrographics Table

| D10 Roll | Hydrographics            |
|----------|--------------------------|
| ≤0       | 0%                       |
| 1        | 10%                      |
| 2        | 20%                      |
| 3        | 30%                      |
| 4        | 40%                      |
| 5        | 50%                      |
| 6        | 60%                      |
| 7        | 70%                      |
| 8        | 80%                      |
| 9        | 90%                      |
| 10       | 100%. Scattered Islands. |
| ≥11      | 100%. No islands.        |

## Modifiers for use with this table

Use the hydrographics modifier from the Atmosphere Density table.

**Subtract** |(Mean Temp - 10)/10| (dropping fractions)  
Note the absolute value signs in this formula!

[xi] For each planet roll D10, and modify it as indicated under the **Atmosphere Composition** table. Write the appropriate result from that table into the planet's **AtComp** slot.

## Atmosphere Composition Table

D10

## Roll\* Atmosphere Composition

|     |                                                                                                     |
|-----|-----------------------------------------------------------------------------------------------------|
| ≤-1 | Hostile: poisonous, oxygen-free                                                                     |
| 0   | Hostile: poisonous, oxygen-free, corrosive                                                          |
| 1   | Unpleasant: poisonous Life on Planet: SC = 2%                                                       |
| 2   | Unpleasant: oxygen-free Life on Planet: SC = 2%                                                     |
| 3   | Unpleasant: corrosive Life on Planet: SC = 2%                                                       |
| 4   | Hostile: poisonous, oxygen-free<br>Life on Planet: SC = 2%                                          |
| 5   | Tolerable (Fatigue rolls at -2): oxygen-poor<br>Life on Planet: SC = 50 -  Mean Temp-10             |
| 6   | Tolerable (Fatigue rolls at -2): contaminated<br>Life on Planet: SC = 50 -  Mean Temp-10            |
| 7   | Tolerable (Fatigue rolls at -2): oxygen-poor<br>Life on Planet: SC = 50 -  Mean Temp-10             |
| 8   | Breathable (Fatigue rolls at -1):<br>slightly poisonous. Life on Planet: SC = 100                   |
| 9   | Breathable (Fatigue rolls at -1):<br>slightly contaminated *Life on Planet: SC = 100                |
| 10  | Earthlike: *Life on Planet: SC = 120                                                                |
| 11  | Invigourating (Fatigue rolls at +1; Search, Scan,<br>& Initiative at -1): *Life on Planet: SC = 120 |
| ≥12 | Earthlike: *Life on Planet: SC = 120                                                                |

\*Subtract |Appropriate Opacity Modifier from Atmosphere Density Table| (note absolute value signs) from, and

Add (Planet's Hydrographics)/20 (rounded off) to, the die roll.

[xii] Determine whether or not there is life on the planet by rolling against any SC given beside Atmosphere Composition. QR 4 indicates presence of primitive life-forms (certainly no more evolved than, say, bony fishes, amphibians, and ferns; perhaps no more advanced than polyps...); QR 3 indicates a moderate stage of evolution: anywhere from (the equivalent of) dinosaurs to mammals; QR 2 indicates highly advanced, but non-sapient organisms - perhaps semi-intelligent and/or very dangerous (eg. *Alien*); QR 1 indicates the presence of local HILFs (Highly Intelligent Life-Forms, to borrow a term); who will be at a lesser state of advancement than humanity, or oriented in non-technological (perhaps psionic or magical) directions. Note any successful result by writing the QR number into the top right corner of the Habitability Index box. In theory, planets with intelligent life will not be knowingly colonised by idealistic regimes.

[xiii] Determine each planet's Incident Radiation Class by rolling D10, modifying the roll as indicated under the Incident Radiation table, and recording the result under the planet's Radiation slot.

## Incident Radiation Table

Result A0-4A5-9F0-4F5-9G0-4 G5-9 K, M, &amp; S

|                  |     |     |     |     |     |       |    |
|------------------|-----|-----|-----|-----|-----|-------|----|
| Benign           | ≤1  | ≤2  | ≤2  | ≤3  | ≤4  | ≤5    | ≤8 |
| Harmful*         | 2-3 | 3-4 | 3-5 | 4-6 | 5-7 | 6-9   | ≥9 |
| Dangerous**      | 4-5 | 5-7 | 6-8 | 7-8 | 8-9 | 10-11 |    |
| Imimical to Life | ≥6  | ≥8  | ≥9  | ≥9  | ≥10 | ≥12   |    |

(Entries are die rolls [D10] required for result)

\*Prolonged exposure is harmful to unprotected humans

\*\*Exposure is harmful to unprotected humans

## Modifiers for use with this table

|                                   |    |
|-----------------------------------|----|
| Orbital 1-4                       | +1 |
| Orbital 9-12                      | -1 |
| Orbital 13-16                     | -2 |
| Subtract (Atmosphere Opacity - 8) |    |
| Tolerable Atmosphere              | -1 |
| Earthlike Atmosphere              | -2 |
| Invigourating Atmosphere          | -3 |

[xiv] Determine each planet's Habitability Index (HI). Multiply the planet's values for T, G, A, H, and R; this product determines the planet's HI (see subsequent table).

| T (Temperature) | R (Radiation)         |
|-----------------|-----------------------|
| VC -10 to -5    | Benign 5              |
| CD -4 to -1     | Harmful 4             |
| NL 0 to 5       | Dangerous 1           |
| HO 6 to 11      | Imimical to Life 0.01 |
| VH 12 to 15     |                       |

| G (Gravity)    |      |
|----------------|------|
| NW (0.00-0.40) | 2    |
| LT (0.41-1.00) | 3    |
| HY (1.01-1.29) | 2    |
| HY (1.31-1.60) | 1    |
| EX (>1.60)     | 0.05 |

| A (Atmosphere)   | H (Hydrographics) |
|------------------|-------------------|
| Invigourating 10 | 0 0.2             |
| Earthlike 9      | 10% 1             |
| Breathable 5     | 20-30% 2          |
| Tolerable 2      | 40-50% 3          |
| Unpleasant 0.25  | 60-80% 4          |
| Hostile 0        | 90-100% 5         |

## Habitability Index

| TxRxGxAxH | Habitability Index                                       |
|-----------|----------------------------------------------------------|
| 0         | [5*] Imimical<br>Rapid death without equipment           |
| ≤5, ≠0    | [5] Uninhabitable<br>Death without equipment             |
| 6-150     | [4] Marginal<br>Probable death without equipment         |
| 151-500   | [3] Tolerable<br>Unsuitable for large scale colonisation |
| 501-1500  | [2] Promising<br>Suitable for large scale colonisation   |
| ≥1501     | [1] Paradise<br>Ideal for human habitation               |

## [7.1] Detailing Planets

**Designer's Notes:** the GM should complete the following steps (with the possible exception of step [xvi] for planets in orbitals 1 to 10) only for planets he/she wishes to detail. A copy of the **Planet Record** should be set aside for the planet, and relevant information copied from the Star System Record onto it.

- [1] Determine the planet's **day length**, and average **daily temperature variation**.

**Day Length =**  
 $3.5(D10 + D10 + 12) / (\text{Planet Size} - 1.5)$  hours

**Daily Temperature Variation =**  
 $\pm 1.67d / (\text{Atmosphere Opacity} + 0.5)^\circ \text{celsius}$

(Where **d** is day length in hours. Add this value to determine approximate maximum daily temperature, subtract it for minimum. Seasonal variation depends on axial tilt, ocean currents, etc. and will be partially handled in ForeScene.)

- [2] (Optional) Determine if the planet has any **moons**. Roll on the moon table a number of times equal to the planet's size plus one (treat G1 as size 10, G2 as size 11, G3 as size 12, for the purposes of this rule); this will yield a modifier to the planet's size, indicating the planet has a moon of that size (if the result is zero or positive), or derives no moon from that roll.

Each moon acquired has a one in ten chance of having broken up into a ring, otherwise it is generated exactly as a planet its size in the orbital of the planet it orbits, except that it will not have [its own] moons.

**Example:** the rolls for a size five planet are 99, 49, 30, 58, 96, and 9. The modifiers resulting are -1, -9, -10, -8, -4, and -12 (since the roll of 9 is modified by -2 for the two moons already acquired, reducing the roll to 7). The planet ends up with one size 4 moon, and one size 1 moon.

### Moon Table

| D100 Roll* | Modifier to Planet Size |
|------------|-------------------------|
| ≤8         | -12                     |
| 9-28       | -11                     |
| 29-48      | -10                     |
| 49-72      | -9                      |
| 73-84      | -8                      |
| 85-90      | -7                      |
| 91-93      | -6                      |
| 94-95      | -5                      |
| 96         | -4                      |
| 97         | -3                      |
| 98         | -2                      |
| 99         | -1                      |
| 100        | 0                       |

\*Subtract one from the die roll for each moon (or ring) the planet has already acquired.

**Note:** a result of 10 gives a moon of size G1; 11 gives G2, and 12 gives G3.

## [3] Mapping Planets

**Designer's Notes:** GMs will probably want reasonable maps of habitable planets; if for no other reason than that they are pretty. The following system allows GMs to map any of the planets generated using the previous system, except Gas Giants (G1, and G2 planets). I do not recommend that the you map planets with Habitability Indices greater than 3 unless you have a specific purpose in mind (ie. some part of a planned scenario has something to do with it), or you will just be making extra work for yourself (unless you're using a computer, in which case paper is your greatest constraint).

You will require a copy of the Planet Record, and a normal deck of playing cards minus tens and picture-cards. The cards are ordered 1c,...,9c,1d,...,9d,1h,...,9h,1s,...,9s (where "1"s are aces), eg. 5d is in the range 4d-4h.

A planet is mapped in stages (*everything* in FS is done in stages, \* sigh \*).

- [i] Notice that the map is divided up into lots of triangles. Each triangle is referred to as a sub-zone. A zone comprises five sub-zones. Divide the map into thirty six disjoint zones in any way you see fit (I suggest taking them in groups of five from top left to bottom right, but never let anyone claim I don't allow freedom of choice). Now shuffle your deck of thirty-six cards. Draw one card for each zone in turn and consult the water distribution over surface table, which will inform you how many of the sub-zones of that zone are covered in water, choose that many sub-zones (your choice of method, random is as good as any) within that zone, and put a light cross in them to signify coverage by water. Do this for each of the thirty-six zones.

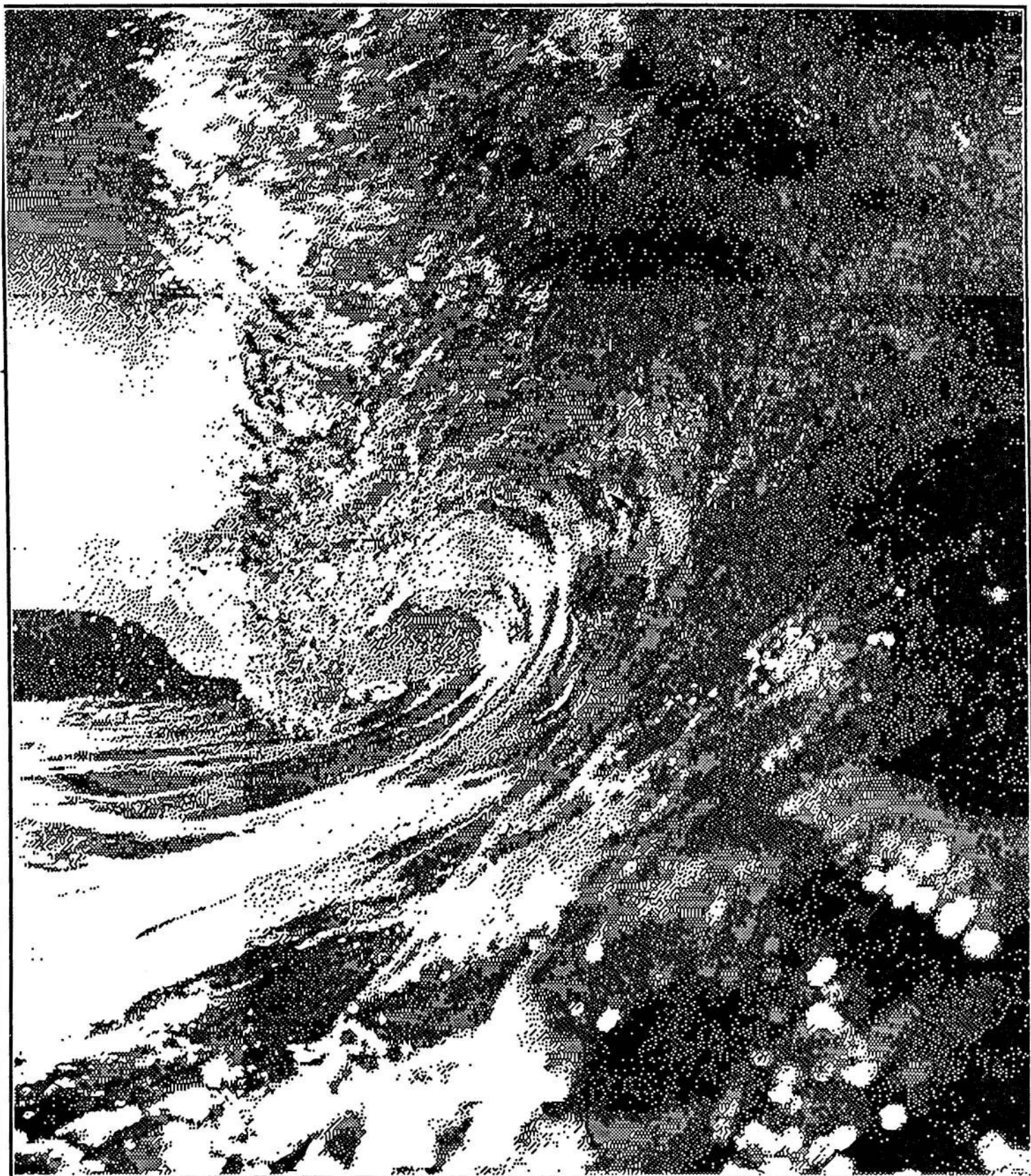
### Water Distribution over Surface

| Planet Hydro-graphics | Number of Sub-zones | Water | Sub-zones | In Zone |         |       |
|-----------------------|---------------------|-------|-----------|---------|---------|-------|
|                       | 0                   | 1     | 2         | 3       | 4       | 5     |
| 0%                    | 1c-9s               |       |           |         |         |       |
| 10%                   | 1c-9h               | 1s-3s | 4s-6s     | 7s-9s   |         |       |
| 20%                   | 1c-8d               | 9d-4h | 5h-9h     | 1s-5s   | 6s-9s   |       |
| 30%                   | 1c-4d               | 5d-2h | 3h-8h     | 9h-4s   | 5s-9s   |       |
| 40%                   | 1c-8c               | 9c-6d | 7d-4h     | 5h-2s   | 3s-7s   | 8s-9s |
| 50%                   | 1c-6c               | 7c-3d | 4d-9d     | 1h-6h   | 7h-3s   | 4s-9s |
| 60%                   | 1c-2c               | 3c-7c | 8c-5d     | 6d-3h   | 4h-1s   | 2s-9s |
| 70%                   |                     | 1c-5c | 6c-1d     | 2d-7d   | 8d-5h   | 6h-9s |
| 80%                   |                     | 1c-4c | 5c-9c     | 1d-5d   | 6d-1h   | 2h-9s |
| 90%                   |                     |       | 1c-3c     | 4c-6c   | 7c-9c   | 1d-9s |
| 100%*                 |                     |       |           |         | 1c-6c** | 7c-9s |

**Note:** \*with islands; \*\*one sub-zone has islands, rather than being filled with land.

- [ii] For each sub-zone not covered with water roll D10: 1-3 indicates that the sub-zone is predominantly flat, mark it with a horizontal line; 4-8 indicates that the sub-zone is predominantly uneven, mark it with an upside-down U shape; 9-10 indicates that the sub-zone is predominantly broken, mark it with an upside-down W shape.





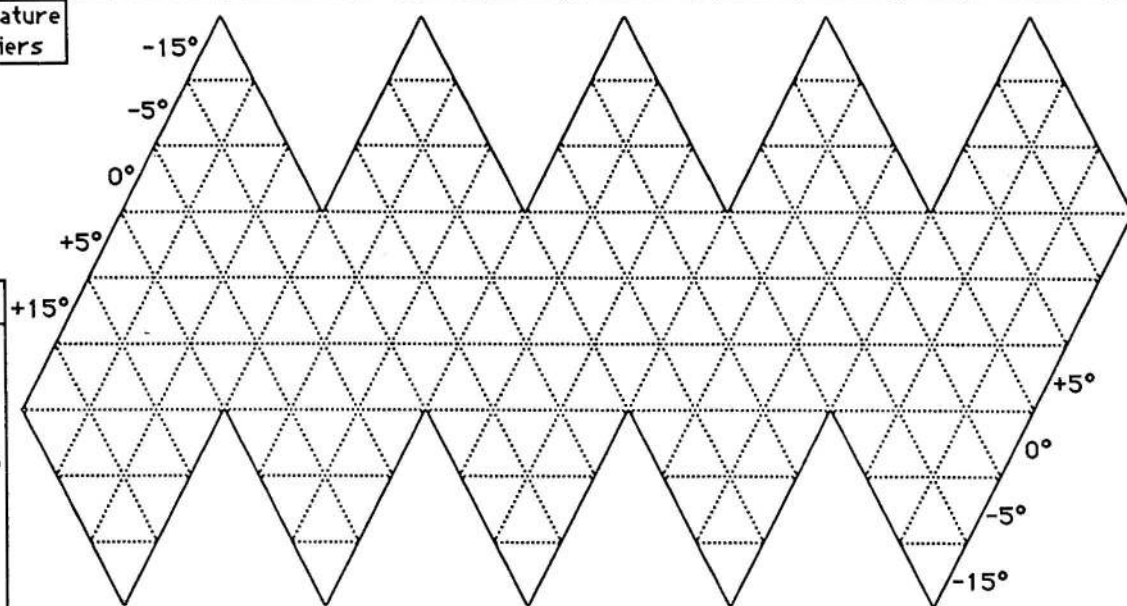
[7.1] & [7.2] DETAILING PLANETS

# FORESIGHT PLANET RECORD

Temperature  
Modifiers

Key

BN  
LV  
MV  
HV  
MA  
IC  
SF  
BR  
UN  
FL



Planet Name

Sub-zone size km

Gravity g's NW LT HY EX

Temp. °C VC CD NL HO VH

Atmosphere Pressure

~ Composition

Hydrographics %

Radiation

Habitability Index

Day Length h

Daily Temp. Variation ± °C

Moons

Size Density Pressure Notes

|  |  |  |  |
|--|--|--|--|
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Space Port Size Type

Settlement Details

Initial Settler Date

Population Density

Total Population

Government Type

Hard TL Soft TL

Settlement Structure

Law Enforcement Level

Legal Features

Corruption QR Yield %

Social Features

Planet is beyond the Pale? YES NO

- [iii] For each sub-zone not covered with water roll D10, and modify the roll as instructed beneath the **Terrain Features** table, mark the presence of the terrain feature indicated in the sub-zone.

Note that the map on the Planet Record can be folded into an icosahedron (the same shape as a twenty-sided die). Consider the map as the projection of the planet's features onto such an icosahedron embedded in it. The upshot of this is that two sub-zones are considered adjacent if they would be so were the map folded into an icosahedron.

### Terrain Features

| Sub-zone | Temp | Contour | Terrain Feature in Sub-zone |     |     |      |       |
|----------|------|---------|-----------------------------|-----|-----|------|-------|
|          |      |         | BN                          | LV  | MV  | HV   | MA IC |
| VH       |      | BR      | ≤4                          | 5-7 | 8-9 | ≥10  |       |
|          |      | UN      | ≤3                          | 4-6 | 7-8 | ≥10  |       |
|          |      | FL      | ≤5                          | 6-7 | 8   | 9    | ≥10   |
| HO       |      | BR      | ≤3                          | 4-7 | 8-9 | ≥10  |       |
|          |      | UN      | ≤2                          | 3-5 | 6-8 | 9-10 | ≥11   |
|          |      | FL      | ≤4                          | 5-7 | 8-9 | 10   | ≥11   |
| NL       |      | BR      | ≤2                          | 3-6 | 7-8 | ≥9   |       |
|          |      | UN      | ≤1                          | 2-4 | 5-7 | 8-10 | ≥11   |
|          |      | FL      | ≤1                          | 2-4 | 5-7 | 8-10 | ≥11   |
| CD       |      | BR      | ≤3                          | 4-5 | 6   | 7    | ≥8    |
|          |      | UN      | ≤2                          | 3-5 | 6-7 | 8    | ≥9    |
|          |      | FL      | ≤4                          | 5-6 | 7   |      | ≥8    |
| VC       |      | BR      | ≤5                          | 6   |     |      | ≥7    |
|          |      | UN      | ≤4                          | 5   | 6   |      | ≥7    |
|          |      | FL      | ≤5                          | 6   |     |      | ≥7    |

If the planet has no life on it, change ~V results to BN.

### Modifiers for use with this table

- 2 no water subzone shares a side with this one
- +1 this subzone shares sides only with water subzones
- 4 planet's hydro = 0%
- 2 planet's hydro = 10%
- 1 planet's hydro = 20 or 30%
- +1 planet's hydro ≥ 80%

- [iv] To determine whether two, or more, land sub-zones which meet at a point, but not an edge, actually meet or not, roll D100, and consult the Isthmus table:

### Isthmus Table

| Proportion of Land         | Likelihood of Isthmus (D100 range required)        |
|----------------------------|----------------------------------------------------|
| Two of six about point     | 1-25                                               |
| Three of six about point*  | 1-50                                               |
| Three of six about point** | 01-25, all three meet;<br>26-50, two of three meet |
| Four of six about point    | 1-75                                               |
| Two of five about point    | 1-33                                               |
| Three of five about point  | 1-67                                               |

Notes: \*Two of the three share an edge; \*\*No two of the three share an edge

- [v] Fill in Planet Description as appropriate (sub-zone size, indicated on the Planet Size table, is the length of one of the sides of a triangular sub-zone). The actual temperature of a sub-zone varies with latitude, as indicated on the Planet Record, and you may wish to fill in the boxes provided with the latitude mean temperature (equal to the Planet's Mean Temperature, modified as indicated).

## [7.2] Detailing the Human Population of a Planet

A planet with a Habitability index of 1, 2, or 3, is pretty likely to be inhabited, if it has been discovered, by humans. In determining the details of a planet's population one needs to know the following things about it:

- [1] Its Habitability Index
- [2] Its distance from Sol
- [3] Its density

From these three pieces of data the following system will generate, in relative detail, the population of a planet. Unless otherwise instructed, conduct the following steps in order:

- [i] The first thing to determine is when the system was first explored. This is a function solely of its distance from Sol, and luck. Record this date on the system display; all planets in the system's first ten orbitals are considered to have been explored at this time. Go to the appropriate table, and roll D100.

### Within 10 LY of Sol

| Roll  | First Explored |
|-------|----------------|
| 01-90 | c.2100         |
| 91-99 | c.2150         |
| 100   | c.2200         |

### 10-30 LY from Sol

| Roll  | First Explored |
|-------|----------------|
| 01-15 | c.2200         |
| 15-95 | c.2250         |
| 96-99 | c.2300         |
| 100   | c.2350         |

### 30-50 LY from Sol

| Roll  | First Explored |
|-------|----------------|
| 01-40 | c.2300         |
| 41-99 | c.2350         |
| 100   | c.2400         |

### 50-100 LY from Sol

| Roll  | First Explored    |
|-------|-------------------|
| 01-15 | c.2350            |
| 16-30 | c.2400            |
| 31-60 | c.2450            |
| 61-95 | c.2500            |
| 96-99 | c.2550            |
| 100   | c.2550 + D10 x 50 |



## ForeSight [7.0] Star System Generation

[ii] What is your Campaign Year? If you can't decide, then choose AD2535 (this is my campaign year, and much of ForeSight's support material is geared towards this time). If the date of first exploration is larger than this, the system is unexplored, and hence uninhabited. That was easy.

Otherwise: round down your campaign year to the nearest multiple of twenty-five, so if your campaign year is 2735, round down to 2725. Now, subtract the year of first exploration from this, and divide it by twenty-five. This is about the number of generations since the planet was first explored. Call this number **g** (for *generations*), and set **Date** equal to the year the system was first explored.

[iii] Subtract one from **g**. Add 25 to **Date**.

[iv] Roll D100. If this is greater than  $(120 - 24 \times \text{HI}) \times \text{planet Density}$  go to step [iii].

[v] Someone colonised the planet in the year **Date** (note this). To determine who it was, roll D10, add one to this roll per 25y (after the first 25) since the planet was first explored, to determine the group which instigated colonisation (ie. the **Initial settler**), and the initial population density (in persons per square km of land).

### Habitability Index

|      | 4   | 3   | 2     | 1     | Instigator   | Initial PD |
|------|-----|-----|-------|-------|--------------|------------|
| D10  | 1-3 | 1-7 | 1-9   |       | Government   | 5/HI       |
| Roll | 1   | 4-5 | 8-9   | 10    | Social Group | 1/HI       |
|      | 2   | 6   | 10-11 | 11-12 | MegaCorp     | 2/HI       |
|      |     | 7   | 12    | 13    | Subsidized   | 3.5 - HI   |
|      | ≥3  | ≥8  | 13    | 14    | Unsubsidized | 1/(HI^2)   |
|      |     |     | 14-15 | 15-16 | MegaCorp     | 2/HI       |
|      |     |     | ≥16   | ≥17   | Unsubsidized | 5/(HI^2)   |

[vi] From the information (1) what the planet's initial population density was, and (2) how long ago it was colonised (ie. **g**), we now determine the current population density. Use the following procedure, keeping track of current population density (**PD**) and **c**, which is initially set equal to **g**. (This 'c' keeps count of 25 year periods assessed.)

(a) Subtract one from **c**.

(b) Roll on the appropriate column of the population growth table, to yield a number. Multiply **PD** by this to determine the new **PD** value.

### Population Growth Table

| (Adjusted) HI (Habitability Index) | 5   | 4   | 3    | 2    | 1    |
|------------------------------------|-----|-----|------|------|------|
| D10 Roll                           |     |     |      |      |      |
| 1                                  | 0   | 0   | 0.2  | 0.75 | 0.9  |
| 2                                  | 0   | 0.1 | 0.5  | 0.9  | 0.95 |
| 3                                  | 0   | 0.2 | 0.75 | 1.0  | 1.0  |
| 4                                  | 0.1 | 0.4 | 0.9  | 1.1  | 1.1  |
| 5                                  | 0.2 | 0.6 | 1.0  | 1.1  | 1.2  |
| 6                                  | 0.4 | 0.8 | 1.1  | 1.2  | 1.2  |
| 7                                  | 0.6 | 1.0 | 1.2  | 1.2  | 1.2  |
| 8                                  | 0.8 | 1.1 | 1.3  | 1.2  | 1.3  |
| 9                                  | 1.0 | 1.2 | 1.4  | 1.3  | 1.3  |
| 10                                 | 1.1 | 1.3 | 1.5  | 1.3  | 1.4  |

#### Die Roll Modifiers for this table

-1 if Pop. Density < 0.1

+1 if  $10 \leq \text{Pop. Density} \leq 25$

#### HI Modifiers for this table

-1 if Pop. Density ≥ 25

+1 if Pop. Density ≥  $20(6 - [\text{unmodified}]\text{HI})$

+1 if Pop. Density ≥  $40(6 - \text{HI})$

(These modifiers are cumulative)

Multiply current Population Density by the resulting number.

(c) If **c** is greater than zero, go back to step (a).

The value for **PD** thus obtained becomes the planet's current **PD**.

The planet's total population =  $\pi(d^2)(1-h/100)\text{PD}$  (where **d** is the planet's diameter in km, and **h** is the its hydrographic percentage).

[vii] From the information (1) the planet's current population, (2) its density, and (3) **g**, we determine the planet's current technological levels (plural is correct) relative to "the norm" for its time (eg. TL 8 appears around 2400, a planet with relative TLs of -1 in a campaign set in 2400 would have TLs of 7).

A planet's technology is rated by the degree of advancement the planet has achieved in (1) physical ("hard") sciences, and (2) biological ("soft") sciences. The former is easier to utilize, and often cheaper, while the other does not require heavy elements (such as copper and iron). Very little information on biotechnology appears in ForeSight at this stage, but more is included in ForeScene.

**Procedure:** roll D10 and modify it using the Hard Technology Modifiers, index this on the proper column (determined by total population) and this will yield the relative Hard TL of the planet. Do the same using the Soft Technology Modifiers to determine the planet's Soft TL.



# Relative Technology Level Table

| Modified<br>Die Roll | Total Population<br>≤10 <sup>4</sup> | 10 <sup>4</sup> | 10 <sup>5</sup> | 10 <sup>6</sup> | 10 <sup>7</sup> | 10 <sup>8</sup> | 10 <sup>9</sup> |
|----------------------|--------------------------------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
|                      |                                      |                 |                 |                 |                 |                 |                 |
| ≤-1                  | -5                                   | -4              | -4              | -4              | -3              | -3              | -3              |
| 0                    | -5                                   | -4              | -3              | -3              | -3              | -2              | -2              |
| 1                    | -5                                   | -3              | -3              | -2              | -2              | -2              | -1              |
| 2                    | -4                                   | -3              | -2              | -2              | -2              | -1              | -1              |
| 3                    | -4                                   | -2              | -2              | -1              | -1              | -1              | 0               |
| 4                    | -3                                   | -2              | -1              | -1              | -1              | 0               | 0               |
| 5                    | -3                                   | -1              | -1              | -1              | 0               | 0               | 0               |
| 6                    | -2                                   | -1              | -1              | 0               | 0               | 0               | 0               |
| 7                    | -2                                   | -1              | 0               | 0               | 0               | 0               | 0               |
| 8                    | -1                                   | -1              | 0               | 0               | 0               | 0               | +1*             |
| 9                    | -1                                   | 0               | 0               | 0               | 0               | +1*             | +1*             |
| 10                   | -1                                   | 0               | 0               | 0               | +1*             | +1*             | +1              |
| 11                   | 0                                    | 0               | 0               | +1*             | +1*             | +1              | +1              |
| ≥12                  | +1*                                  | +1*             | +1*             | +1*             | +1              | +1              | +1              |

Note: \* this applies only in some specific areas, in many the relative TL is 0.

## Hard Technology Modifiers

|    |                      |                                         |
|----|----------------------|-----------------------------------------|
| -3 | Density ≤ 0.5        | - g/4 (round up)                        |
| -2 | 0.5 < Density ≤ 0.8  | If the modifier for density is negative |
| -1 | 0.8 < Density ≤ 0.95 | negative                                |
| +1 | 1.1 < Density ≤ 1.2  | + g/4 (round down)                      |
| +2 | 1.2 < Density ≤ 1.3  | If the modifier for density is positive |
| +3 | Density > 1.3        | positive                                |

## Soft Technology Modifiers

|    |                      |                                         |
|----|----------------------|-----------------------------------------|
| +3 | Density ≤ 0.5        | + g/4 (round down)                      |
| +2 | 0.5 < Density ≤ 0.8  | If the modifier for density is positive |
| +1 | 0.8 < Density ≤ 0.95 | positive                                |
| -1 | 1.1 < Density ≤ 1.2  | - g/4 (round up)                        |
| -2 | 1.2 < Density ≤ 1.3  | If the modifier for density is negative |
| -3 | Density > 1.3        | negative                                |

[viii] Using much of the information collated above, we now determine the planet's government type by rolling D5 and multiplying it by ten, modifying it as follows, and then consulting the government type chart.

# Modifiers for Government Type Roll

|      |                                                  |
|------|--------------------------------------------------|
| +2D6 | Roll two D6 and add their sum to the roll        |
| -50  | Planet's Population Density ≤ 0.0078             |
| -40  | 0.0078 < Planet's Population Density ≤ 0.0156    |
| -30  | 0.0156 < Planet's Population Density ≤ 0.0313    |
| -20  | 0.0313 < Planet's Population Density ≤ 0.0625    |
| -10  | 0.0625 < Planet's Population Density ≤ 0.125     |
| +0   | 0.125 < Planet's Population Density ≤ 0.25       |
| +10  | 0.25 < Planet's Population Density ≤ 0.5         |
| +20  | 0.5 < Planet's Population Density ≤ 1            |
| +30  | 1 < Planet's Population Density ≤ 2              |
| +40  | 2 < Planet's Population Density ≤ 4              |
| +50  | 4 < Planet's Population Density ≤ 8              |
| +60  | 8 < Planet's Population Density ≤ 16             |
| +70  | 16 < Planet's Population Density ≤ 32            |
| +80  | 32 < Planet's Population Density ≤ 64            |
| +90  | 64 < Planet's Population Density ≤ 128           |
| +100 | Planet's Population Density > 128                |
| +3   | Planet originally colonised by government        |
| +6   | Planet originally colonised by social group      |
| +7   | Planet originally colonised by MegaCorp          |
| +5   | Colonisation of planet was government subsidized |
| +8   | Colonisation of planet was unsubsidized          |

## Roll Govt. Type Roll Govt. Type

|       |    |         |                          |
|-------|----|---------|--------------------------|
| ≤25   | 0A | 76      | 2C                       |
| 26    | 0C | 77      | 1C                       |
| 27-28 | 0B | 78-79   | 4B                       |
| 29-30 | 0A | 80-81   | 4C                       |
| 31    | 0B | 82-83   | 4A                       |
| 32-33 | 1B | 84-85   | 6B                       |
| 34-35 | 1C | 86-87   | 6C                       |
| 36-38 | 1A | 88-89   | 5A                       |
| 39-40 | 2B | 90-91   | 5C                       |
| 41    | 2A | 92-94   | 5A                       |
| 42-44 | 2B | 95-96   | 5B                       |
| 45    | 2C | 97      | 4C                       |
| 46    | 0C | 98-100  | 3C                       |
| 47    | 0B | 101-102 | 6B                       |
| 48    | 1S | 103-104 | 6A                       |
| 49-50 | 0A | 105-106 | 6C                       |
| 51    | 0B | 107     | 6B                       |
| 52-53 | 1B | 108     | 4S                       |
| 54-55 | 1C | 109-111 | 7C                       |
| 56-57 | 1A | 112-113 | 7A                       |
| 58    | 0S | 114-116 | 7B                       |
| 59-60 | 2B | 117     | 0C                       |
| 61    | 2A | 118     | 5C                       |
| 62-64 | 2B | 119-120 | 8A                       |
| 65-66 | 2C | 121-122 | 8B                       |
| 67    | 0C | 123     | 8A                       |
| 68    | 0S | 124-126 | 8C                       |
| 69    | 3A | 127     | 2S                       |
| 70-71 | 3C | 128     | 3S                       |
| 72-73 | 3B | 129     | 3C                       |
| 74    | 2C | ≥130    | Subtract 60 from roll    |
| 75    | 1C |         | (Then check table again) |

The Government Type codes are explained later under Explanation of Government Types.

## Explanation of Government Types

- 0A **No rules or conventions:** Might is Right. (A truly free market economy.)
- 0B **Balkanised** into tribes, or communal autarchies
- 0C **Theocracy\*:** the planet's government is determined along religious tenets and rules, and it is ruled by a religious hierarchy
  
- 1A **A (Wo)man's Spread Is Her/His Castle,** (s)he has full rights to do what (s)he wants on her/his property
- 1B **Balkanised** into petty oligarchies, feudal holdings, and mayoralties
- 1C **Hereditary Autarchy\*:** the planet is ruled by a single person who shall be succeeded by one of his/her offspring
  
- 2A **Idealistic Anarchy:** the only law is against weapons and violence, upheld by convention, rather than some agency.
- 2B **Balkanised** into republics (democracies), monarchies, and "empires".
- 2C **Planetary Oligarchy\*:** rule by wealthy families, and corporations, either in name, or in fact (while probably disguised as representative democracy).
  
- 3A **Idealistic Anarchy:** the only organisation is the "police force" who prevent violence and weapon ownership and use.
- 3B **Balkanised** into republics, dictatorships, and "superpowers".
- 3C **Representative Democracy:** parliamentary (as per Australia, and Great Britain), or presidential (as per France, and the U.S.A.).
  
- 4A **Subservient Bureaucracy:** a publicly answerable, but generally autonomous bureaucracy runs the planet.
- 4B **Balkanised** into participant democracies, republics, dictatorships, and MegaCorps.
- 4C **Participant Democracy:** major issues are decided by the people as a whole via a vast telecommunications net.
  
- 5A **Stable Bureaucracy:** a self perpetuating bureaucracy, answerable to itself only, runs everything.
- 5B **Balkanised** into MegaCorps, various democracies, and dictatorships.
- 5C **Randomly Selected Assembly:** an assembly of randomly selected people govern the planet for a fixed period, after which a new assembly is selected.
  
- 6A **Oppressive Bureaucracy\*:** a self perpetuating, heedless bureaucracy, answerable only to itself, runs things; promotion within it may be by birth or connections.
- 6B **Corporate Administration\*:** the planet is governed, owned, and run, by a huge corporate entity.
- 6C **Malevolent Autocrat\*:** a self seeking person has absolute power over the planet.

- 7A **Stable Bureaucracy:** a self perpetuating bureaucracy, answerable only to itself, runs the planet.
- 7B **Balkanised** into MegaCorps, various democracies, and dictatorships.
- 7C **Benevolent Autocrat\*:** a well intentioned person has absolute power over the planet.
  
- 8A **Subservient Bureaucracy:** a publically answerable, but generally autonomous, bureaucracy runs things.
- 8B **Balkanised** into MegaCorps, various democracies, and dictatorships.
- 8C **Malevolent Autocrat\*:** a self seeking person has absolute power over the planet.
  
- 0S **Syndicate\*:** the planet is ruled by a conglomerate of criminal syndicates which use it as a base of operations.
- 1S **Intellectual Oligarchy\*:** the planet is ruled by people selected on the basis of their intellectual achievement.
- 2S **Computer\*:** "The computer is your friend, trust the computer. The computer knows the optimal path to human happiness and welfare. Thank you for your cooperation." The planet is ruled by a computer.
- 3S **Front:** the planet is run by a computer, but disguises its decisions by channelling them through unwitting human servants.
- 4S **Computer Balkans\*:** As per 2S, or 3S, above, but the planet is balkanised into lots of small computer controlled communities.
- 5S **Rule by Dice:** the planet is ruled by wargamers.

Note: \* indicates a government unacceptable to the Federation, and hence automatically external to it ("Beyond the Pale"). Also note that some government types are repeated. The reasons for this may, one day, become clear, if the planetary history generator is ever completed, which seems unlikely.

# Government Effects Table

| Type Code | Law Level | Social Features | Settlement Structure | Tech Level |
|-----------|-----------|-----------------|----------------------|------------|
| 0A        | 0         | 0               | -4                   | 40%        |
| 0B        | 1         | 3               | -3                   | 40%        |
| 0C        | 6         | 3               | -1                   | 60%        |
| 1A        | 0         | 0               | -3                   | 30%        |
| 1B        | 2         | 2               | -2                   | 30%        |
| 1C        | 2         | 3               | -2                   | 40%        |
| 2A        | 1         | 1               | -2                   | 20%        |
| 2B        | 3         | 2               | -1                   | 2%         |
| 2C        | 4         | 2               | 0                    | 10%        |
| 3A        | 2         | 2               | -1                   | 10%        |
| 3B        | 4         | 2               | 0                    | 2%         |
| 3C        | 3         | 2               | 0                    | 1%         |
| 4A        | 4         | 2               | 0                    | 10%        |
| 4B        | 4         | 1               | 0                    | 2%         |
| 4C        | 3         | 3               | 0                    | 1%         |
| 5A        | 5         | 2               | +1                   | 2%         |
| 5B        | 4         | 2               | 0                    | 2%         |
| 5C        | 3         | 3               | 0                    | 4%         |
| 6A        | 6         | 2               | +1                   | 20%        |
| 6B        | 5         | 0               | +2                   | 7%         |
| 6C        | 6         | 2               | 0                    | 15%        |
| 7A        | 5         | 1               | -1                   | 7%         |
| 7B        | 5         | 0               | +1                   | 2%         |
| 7C        | 4         | 2               | +2                   | 10%        |
| 8A        | 5         | 1               | -1                   | 7%         |
| 8B        | 6         | 0               | 0                    | 2%         |
| 8C        | 7         | 3               | -2                   | 40%        |
| 0S        | 1         | 2               | 0                    | 10%        |
| 1S        | 3         | 3               | +2                   | 2%         |
| 2S        | 7         | 3               | +6                   | 20%        |
| 3S        | 6         | 2               | +5                   | 10%        |
| 4S        | 7         | 4               | +6                   | 5%         |

The values given on the above table are used in the stages which follow.

[ix] Individually modify the planet's hard and soft TL's as follows. The Tech Level value on the Government Effects Table (above) is the chance per generation (25 years) that each of the planet's TLs will have 0.5 subtracted from it while the government is in power. Roll D100 for each TL *g* times (remember *g*? Generations since colonisation?), and reduce each TL by 0.5 per roll less than or equal to the Tech Level rating.

[x] Given the planet's population density, government, and its current Hard TL, we now determine the planet's settlement structure (the organisation of its settlements). This is determined simply by rolling D10, which will give a number, *n*; consulting the Settlement structure chart and choosing the *n*th lowest structure allowable (ie. the *n*th structure, with suitable values of TL, and PD, from the *bottom* of the **Settlement Structures** table); if there is none, then choose the top-most allowable structure.

| D10 Roll | n | D10 Roll | n |
|----------|---|----------|---|
| ≤-1      | 5 | 6-8      | 2 |
| 0-2      | 4 | ≥9       | 1 |
| 3-5      | 3 |          |   |

Modify the die roll by the Settlement Structure modifier given on the Government Effects Table.

## Settlement Structures

| PD      | Hard TL | Description                                          |
|---------|---------|------------------------------------------------------|
| 0-2     |         | Nomadic and Primitive Agriculture                    |
| 0-5     | ≥1      | Pastoral Subsistence Farming, and Cottage Industry   |
| 0.25-20 | ≥4      | Spread Farming and Centralised Industry              |
| 1-30    | ≥5      | Factory Farming and Centralised, Segregated Industry |
| 0-20    | ≥5      | Decentralised Co-operative Communes                  |
| 2-50    | ≥6      | Purpose-specific Community Modules                   |
| 0-30    | ≥6      | Self-sufficient Community Modules ("Arcologies")     |
| ≥10     | 6       | Megaplexes (huge self-sufficient City Structures)    |

[xi] Determine the planet population's social features via the following procedure. Add to the number given for Social Features on the Government Effects Table the modifiers given below, to determine the number of times you should roll on the Social Features table for social features or structures.

## Modifiers to Base Number of Social Features

+D6/2-1 (round up); add this to the number of social features for all planets

|    |                         |
|----|-------------------------|
| -1 | PD < 1                  |
| -3 | PD < 0.1                |
| +1 | Population ≤ 10 000 000 |

|    |                                    |
|----|------------------------------------|
| 0  | Originally colonised by Government |
| +3 | Colonised by Social Group          |
| -1 | Colonised by MegaCorp              |
| +1 | Colonisation was subsidized        |
| +2 | Colonisation was unsubsidized      |

## Social Features

### Roll Structure or Feature

|       |                                                                                                                                                                                           |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-30 | No Feature                                                                                                                                                                                |
| 31-40 | DESIGN or CHOOSE your own feature.                                                                                                                                                        |
| 41-42 | <b>Ghetto-ization:</b> informal segregation of some racial groups; if rolled a second time this becomes <b>Racial Segregation:</b> enforced segregation of certain racial groups          |
| 43-44 | <b>Ghetto-ization:</b> informal segregation of some social groups; if rolled a second time this becomes <b>Social Segregation:</b> enforced segregation of certain social/economic groups |

- 45-46 **Family Reputation:** a person's initial standing is determined by his/her family reputation, which he/she can do little to alter; if rolled a second time this becomes **Class System:** each person has some social class, determined by his/her birth status (at least in general), which is not easily changed; if rolled a third time this becomes **Caste System:** each person is born into a social caste, which is essentially unalterable, and which restricts his/her position, profession, and social contacts to those allowed to one of his/her caste
- 47-48 **Marked Sex-role Differentiation:** a person's sex has a considerable effect on his/her possible professions, positions, duties, pay-scales, and so forth; if rolled a second time this becomes **Sexual Discrimination:** not only are sex-roles differentiated, but one, or the other, sex has considerably inferior legal status; if rolled a third time this becomes **Sexual Segregation:** members of one sex or the other are segregated from members of the opposite sex other than their spouse/owner/whatever, as well as suffering the previous two problems
- 49-50 **National Religion:** there is a vast propensity towards one particular religion (ie. it has official recognition in the government, the armed forces, official documents, the law, eg. "Christianity" in the U.S.A.); if rolled a second time this becomes **Religious Discrimination:** not only is there inherent bias towards one religion, other beliefs are discriminated against, perhaps informally segregated; and if rolled a third time this becomes **Religious Persecution:** members of rival religions to that of the state (heretics and unbelievers) are hunted down and converted, killed, fed to lions, crucified, etc.
- 51-52 **Obligation System:** an individual's actions are governed, to a considerable extent, by a catalogue of debts and favours owed, which he/she feels inclined to (respectively) pay and utilize. People who fail their obligations are (at least informally) outcast, while those who are owed many favours gain status; if rolled again this becomes **Personal Honour:** an individual must act to maintain his/her honour, according to a strict ethical, religious, and esthetic code; which on a third roll becomes **Honour System:** not only personal, but family, and organisation honour, and a concept akin to self-esteem must be maintained, even unto death, etc.
- 53-54 **Domination:** an individual's status is to a measurable extent governed by his/her ability to dominate others in some field of conflict: political debate, archaic-style duel, four-dimensional chess, hussade, or whatever; if rolled a second time this becomes **Duel System:** individual differences, and relative status are settled by formal duels, of some form (not necessarily violent)
- 55 **No facial expression:** people on the planet conceal their faces, perhaps as a result of exposure taboo, and hence must interact without the benefit of facial expression; if rolled again this becomes **Masks:** the people on this planet feel that involuntary facial expressions, and the differing physical attractivenesses of people's faces, prevent them from fully controlling the way in which others view them, and hence each wears a mask he/she feels suits the way he/she wishes to approach a given occasion
- 56 **No gesticulation:** people on the planet find manual gesticulation to be vulgar and awkward, or for some other reason do not gesture when interacting
- 57 **No vocal modulation:** if a person cannot say precisely what he/she intends to say in a level voice, then his/her command of the language is faulty, and he/she is probably too stupid to be worth talking to. For whatever reasons, people on this planet speak in a dull monotone; if rolled a second time this becomes **No speech:** the locals do not use speech in any recognisable form, having either dropped it for something more precise, and refined, or having altered their language to cope with their lack of vocal expression
- 58 **Musical Instruments:** in order to perfect the conveyance of emotional undertone in personal interaction, the locals augment their speech with musical accompaniment
- 59-60 **Perfumes:** people on this planet use specific perfumes to indicate their current emotional state, marital status, openness to sexual advances, etc.
- 61-62 **Clothing:** the colour, form, and arrangement of the clothing worn by a local serve to announce his/her social standing, emotional state, marital status, openness to sexual advances, etc.
- 63-64 **Xenophobia:** strangers are shunned and feared on this planet; if rolled a second time this becomes **Xenopersecution:** strangers are actively, if not officially, persecuted on this planet
- 65-66 **Mistrust of AI:** locals shun and abhor Artificial Intelligence, and refuse to allow robots, AI computers, and so forth onto the planet; if rolled a second time this becomes **Mistrust of Computers:** AI is banned, and locals dislike even fairly primitive computers, and this has forced most people to avoid using them; if rolled a third time becomes **Computer Ban:** computers and AI are banned on the planet



## ForeSight [7.0] Star System Generation

- 67-68 **Great Hospitality:** tradition has led people here to regard hospitality as akin to personal decency, and only scum would refuse people food and shelter, or abuse it once proffered
- 69-70 **Spartan Tendency:** people on this planet take a perverse pride in their ability to do without physical comforts; if rolled twice this becomes **Spartan Propensity:** luxury items are regarded as folly on this planet, and no native would use such rubbish
- 71-72 **Exposure Taboo:** genitalia are regarded as extremely repulsive or religiously forbidden subjects for viewing, and exposure of them in public, or by way of entertainment, is illegal; if rolled twice becomes as before plus breasts; if rolled thrice becomes as before plus chests; if rolled four times becomes as before plus legs above the knees; if rolled five times becomes as before plus arms above elbows and body below neck; if rolled six times becomes entire body, face, etc. **Each time** this feature is rolled, roll D10, and if the result is lower than 4, treat it as though it has been rolled twice, instead
- 73-74 **Strange Performing Art:** some performing art peculiar to the planet is highly popular. Eg. Scent Wafting, or Artistic Public Executions; if rolled a second time then this becomes **Pervasive Performing Art:** the planet has a peculiar, and almost pervasive performing art, which is more or less a National Hobby
- 75-76 **Strange Sport:** some sport peculiar to the planet is highly popular. Eg. hussade, hadaul (these are described in *Trullion*, and *The Face*, by Jack Vance); if rolled a second time then this becomes **Pervasive Sport:** this planet boasts a peculiar sport which is followed by nearly everyone on it
- 77-78 **Low Cultural Tolerance:** the locals are sick of foreigners who cannot comprehend their customs (if they apparently have none, this just shows your insensitivity); if rolled twice then this becomes **Cultural Intolerance:** the locals despise people who fail to understand their customs, and have no respect for anyone else's; if rolled three times this becomes **Violent Cultural Intolerance:** the locals have a violent dislike for people unable to comprehend their customs, and, in fact, for foreigners in general.
- 79-80 **Elaborate Business Customs:** the locals have strange customs which must be performed before serious business is engaged in, involving exchange of gifts, religious observances, etc., but they make allowance for foreigners (in fact if a foreigner *does* observe their customs, their demeanor will improve by one row!); if rolled twice, this becomes **Critical Business Customs:** the locals are intolerant of those who fail to observe their customs, and will become hostile if a person tries to make a deal without making proper observances.
- 81 **Horrific Local Cuisine:** the local food is disgusting to outsiders; if rolled twice becomes **Perversely Horrific Local Cuisine:** not only is the local food horrible to outsiders, but to locals as well, who take a perverse pride in their ability to devour it with (somewhat simulated) relish, and eat it off-world as well; if rolled three times, becomes **Harmful Local Cuisine:** the local food is downright dangerous to those not used to it (it is both nauseous, and possibly poisonous).
- 82 **Progress Through Assassination (PTA):** the standard method of progress in the local society is through either character or physical (or both) assassination of direct superiors.
- 83 **Fanatical Cleanliness:** members of the society are as clean as they are able, and prefer sterile, colourless environments.
- 84 **Tolerance for Dirt:** the locals have no desire or affection for personal hygiene, and take "joy in nature's gifts" etc., etc..
- 85 **Intolerance for Animals:** the locals cannot abide animals, and regard plants with distaste. They regard them as "unclean", or whatever (they may still eat them, once prepared by robots, or untouchables, or something; hypocrisy has always been popular); if rolled twice becomes **Intolerance for Non-human Life:** the locals cannot countenance any non-human life.
- 86-87 **Extreme Privacy:** the locals regard personal privacy as critically important, and avoid large groups where possible. Listening in on other people's conversations is not done, and locals are able to "tune out" of their non-immediate surroundings, and are extraordinarily careful to mind their own business.
- 88-89 **Society without Trust:** the locals regard all as fair game, although the line is drawn at murder, rape, and extortion, it is considered okay to lift anything not nailed down and protected by a minefield. If rolled several times, crimes of greater and greater severity become unrestricted.
- 90-91 **Bizarre Sexual Ritual:** the locals steep their sexual activity in complex and unusual ritual, although they make some allowance for outsiders; if rolled twice becomes **Compulsory Sexual Ritual:** as before, but any transgression of the local customs is regarded with huge repugnance, similar to that accorded rape in our society.

92-93 **Drug Culture:** the taking of mood-altering drugs is widely accepted, and even encouraged by the government, The Computer, The Church, The Book, or whatever; if rolled twice becomes **Widespread Drug Dependence:** almost everyone is dependent on drugs for coping with day-to-day life, and in fact the drugs may be dispensed through the air, the water supply, the food, or whatever.

94 **Ritual Torture:** the society accepts torture, corporal punishment, etc., as natural and desirable, and the ability to withstand pain is a respected skill.

95 **Perverse Intellectual Duelling:** asking questions is regarded as a sign of stupidity; members of the society do not question others directly, but try to deduce what they wish to know instead. Furthermore, if someone asks a person to do something, then he/she can demonstrate superior intelligence by doing something else which achieves the desired result, or (better) more.

96 **Artificial Reproduction:** the locals abstain from reproductive acts, since the society relies solely upon artificial means to produce its next generation (even if their technology is insufficient for this, it still applies - the cloning banks or artificial wombs, or whatever, are controlled by artisans, or priests, etc.); if rolled twice becomes **Genetic Selection:** the locals select the genetic background of members of the next generation; if rolled three times becomes **Genetic Design:** the society designs its next generation much as androids are designed (requires TL9).

97 **Body Beautiful:** the human body is beautiful, and the locals flaunt as much as they can of it (the exterior that is), although not to the hazard of their lives; if rolled twice becomes **Organs Beautiful:** the locals not only flaunt their body's exteriors, but their working parts as well, through transparent membranes grafted into their hides.

98-99 **Roll Twice More**

100 **Roll Thrice More**

[xii] Finally, one determines the planet's law level, and legal features, using the following procedure. Add to the number under Law Level in the row corresponding to the planet's government type, the Technological Factor (use highest TL of Hard and Soft TLs) given below.

| TL | Tech. Factor | TL | Tech. Factor |
|----|--------------|----|--------------|
| 0  | -5           | 6  | 1            |
| 1  | -4           | 7  | 1            |
| 2  | -3           | 8  | 2            |
| 3  | -2           | 9  | 3            |
| 4  | -1           | 10 | 4            |
| 5  | 0            |    |              |

The sum of the Tech. Factor and the Law Level number gleaned from the government effects table determines the column used on the law level table, below; roll D10, and modify it using the modifiers listed below.

### Law Level Table

|      | SUM |     |   |   |   |   |    |      |     |  |
|------|-----|-----|---|---|---|---|----|------|-----|--|
| Roll | ≤1  | 2-3 | 4 | 5 | 6 | 7 | 8  | 9-10 | ≥11 |  |
| ≤-1  | 0   | 0   | 0 | 1 | 1 | 2 | 2  | 3    | 3   |  |
| 0    | 0   | 0   | 0 | 1 | 2 | 2 | 3  | 4    | 5   |  |
| 1    | 0   | 0   | 1 | 2 | 3 | 3 | 4  | 5    | 6   |  |
| 2    | 0   | 1   | 1 | 2 | 3 | 4 | 5  | 6    | 7   |  |
| 3    | 0   | 1   | 2 | 3 | 4 | 5 | 6  | 7    | 8   |  |
| 4    | 0   | 2   | 3 | 3 | 4 | 5 | 6  | 7    | 8   |  |
| 5    | 0   | 2   | 3 | 4 | 5 | 6 | 7  | 8    | 9   |  |
| 6    | 1   | 2   | 4 | 4 | 5 | 6 | 7  | 8    | 9   |  |
| 7    | 1   | 2   | 4 | 5 | 6 | 7 | 8  | 9    | 10  |  |
| 8    | 1   | 2   | 4 | 5 | 6 | 7 | 8  | 9    | 10  |  |
| 9    | 1   | 3   | 4 | 5 | 6 | 7 | 8  | 9    | 10  |  |
| 10   | 2   | 3   | 5 | 6 | 7 | 8 | 9  | 10   | 10  |  |
| 11   | 2   | 4   | 5 | 6 | 7 | 8 | 9  | 10   | 10  |  |
| ≥12  | 3   | 5   | 6 | 7 | 8 | 9 | 10 | 10   | 10  |  |

### (Die Roll) Modifiers for use with this table

|    |          |    |                       |
|----|----------|----|-----------------------|
| -3 | PD < 0.1 | +2 | Colonised by MegaCorp |
| -2 | PD < 1   | -2 | Unsubsidized Colony   |
| -1 | PD < 5   | -1 | Subsidized Colony     |
| +1 | PD > 15  |    |                       |

### Law Level Definition

Law Level is a quantification, from 0 (non-existent) to 10 (all-pervasive) of the planetary law-enforcement body's capabilities and size.

Whether or not the law enforcement officers are corrupt in a given locale, precinct, county, or whatever, can be determined by attempting to roll versus an

$$SC = 20 + 3 \times \text{Law Level}$$

using percentile dice. "Success" indicating corruption (and QR determining degree of corruption; so yield percentage is percentage of officers on the take, if you like; QR10 denotes an incorruptible and idealistic system, QR1 a wholly corrupt one).

Not only does law level reflect raw personpower, and equipment, but ability to invade privacy, hold without charges, use listening and surveillance devices, (including satellites), maintain and access detailed personal files etc.. On the whole, law level is proportional to effectiveness (assuming a non-corrupt system).

## Legal System Features

Roll once on the table below for the planet to determine if the local legal system harbours any peculiarities:

| Die Roll | Feature                                                                                                                                           |
|----------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-20    | No feature                                                                                                                                        |
| 21-25    | No jury system; the verdict in criminal proceedings is decided by a panel of, or a single legal expert(s)                                         |
| 26-28    | No jury system; the verdict in criminal proceedings is decided by a specially designed legal computer (GM's whim as to accuracy of verdicts)      |
| 29-30    | Guilty until proven Innocent (like France); the burden of proof falls upon the defendant (although the prosecution requires <i>some</i> evidence) |
| 31       | Guilty until discovered DEAD (removes the burden from the taxpayer)                                                                               |
| 32-36    | Death Penalty for murder                                                                                                                          |
| 37-39    | Death Penalty for rape and murder                                                                                                                 |
| 40-42    | Death Penalty for drug trafficking offences (if applicable), rape, and murder                                                                     |
| 43-44    | Death Penalty for grand theft (ie. theft of more than an average annual salary), et al.                                                           |
| 45       | Death Penalty for all felonies                                                                                                                    |
| 46-48    | Mindwipe for violent crimes (TL 8); roll up new character                                                                                         |
| 49-51    | Mindwipe for "antisocial" behaviour (TL 8); roll up new character                                                                                 |
| 52-53    | Mindwipe for "subversive" behaviour (TL 8); roll up new character                                                                                 |
| 54-58    | Handguns are legal, and readily available                                                                                                         |
| 59-61    | Light Military weapons are readily available                                                                                                      |
| 62       | Lethal weapons are strictly licensed and controlled, even for police                                                                              |
| 63-65    | Vigilante action implicitly encouraged by establishment                                                                                           |
| 66-67    | Kidnapping is accepted way of life                                                                                                                |
| 68       | Murder is a family affair, settled between relatives                                                                                              |
| 69       | Crimes of passion go unpunished (even lauded)                                                                                                     |
| 70       | Criminals are indelibly and prominently labelled                                                                                                  |
| 71       | Criminals are ostracised or exiled (perhaps to a region set aside for them)                                                                       |
| 72       | Jury decisions are based on majority verdicts                                                                                                     |
| 73-74    | Trials are broadcast live                                                                                                                         |
| 75       | Trials are broadcast live, citizens are polled before verdict is finalised                                                                        |
| 76       | Trials are broadcast live, viewers determine verdict                                                                                              |
| 77-78    | Judges are elected                                                                                                                                |
| 79-80    | Prosecution has the right to appeal against a "not guilty" verdict                                                                                |
| 81-82    | Legal restrictions on the use and ownership of vehicles                                                                                           |
| 83       | Only the government may use and own high technology vehicles                                                                                      |
| 84-85    | <b>Choose or Invent</b> a legal feature                                                                                                           |
| 86-95    | Roll Twice More                                                                                                                                   |
| 96-100   | Roll Thrice More                                                                                                                                  |

**Note:** this table implies a "normal" legal system not greatly unlike that currently found in (some states of) the U.S.A., but without broadcasting of trials, judicial elections, or the ready availability of concealable weapons. Imprisonment is still widely used as a punitive retaliation against criminals. Recreational drugs, homosexuality, prostitution, are assumed to be legal, and cash gambling, racial and sexual discrimination illegal.

## Space Ports

A word on space ports and interstellar trade. A planet is likely to see interplanetary cargo shipping (import and export) equal to:

$$\frac{\text{Total Population} \times \text{TL}^2}{5\,000\,000} \quad \text{tonnes per day}$$

This corresponds to about ten grams of cargo per person per day at TL 7.

This value varies as follows:

|        |                                                          |
|--------|----------------------------------------------------------|
| x24    | Planet's relative TL is +2 (hard & soft)                 |
| x16    | Planet's relative TL is +2 (either hard or soft)         |
| x8     | Planet's relative TL is +1 (hard & soft)                 |
| x4     | Planet's relative TL is +1 (either hard or soft)         |
| x2     | Planet's relative TL is +1* (hard & soft)                |
| x1.5   | Planet's relative TL is +1* (either hard or soft)        |
| x0.5   | Planet's best relative TL is -1                          |
| x0.25  | Planet's best relative TL is -2                          |
| x0.125 | Planet's best relative TL is -3 (etc..)                  |
| x0.2   | Planet is "beyond the pale" (ie. outside the Federation) |

A planet's trade tonnage determines the quality of its space port facilities. A space port is called a **Space Port n**, where it handles  $10^n$  to  $10^{n+1}$  tonnes of cargo per day. Add n to the planet's Hard TL to determine the space port type.

### Sum Space Port Type

|       |                                                              |
|-------|--------------------------------------------------------------|
| ≤5    | N: No formal landing area                                    |
| 6-9   | G: Ground Facility (similar to airport, but better shielded) |
| 10-12 | O: Orbital Facility (large orbital "space station")          |
| ≥13   | T: Tower facility (elevator to geostationary orbit)          |

So a tower space port handling 11000 tonnes of cargo per day would be referred to as a Space Port 4T.

## A Final Note on Asteroid Belts

If Asteroid mining figures prominently in your campaign, or you are simply curious, determine the size of the belt (roll on the Standard Planet Size Table) and its density (again as per a planet, but adding two to the roll). The larger and denser an asteroid belt is, the more valuable it will be.

## INFORMATION FOR MANIACAL GAMEMASTERS

### RELATIVE BRIGHTNESS OF STARS OF MK SPECTRAL TYPES (Sol = 1.00)

| Spectral Class | VI    | V      | IV   | III  | II    | Ib    | Iab   | Ia     | Ia0    |
|----------------|-------|--------|------|------|-------|-------|-------|--------|--------|
| B0             | -     | 3630   | 5800 | 8320 | 12000 | 20900 | 22900 | 39800  | 132000 |
| B5             | -     | 209    | 363  | 525  | 2760  | 17400 | 30200 | 52500  | 158600 |
| A0             | -     | 52.5   | 83.2 | 145  | 1100  | 12000 | 36300 | 63100  | 190700 |
| A5             | -     | 13.2   | 27.5 | 63.1 | 525   | 6310  | 47900 | 110000 | 229000 |
| F0             | -     | 6.31   | 15.9 | 43.7 | 525   | 5760  | 39800 | 209000 | 251000 |
| F5             | 1     | 3.02   | 10.0 | 39.8 | 525   | 5760  | 33100 | 132000 | 276000 |
| G0             | .44   | 1.45   | 6.31 | 47.5 | 525   | 5250  | 27600 | 132000 | 331000 |
| G5             | .23   | .692   | 4.37 | 57.6 | 525   | 4790  | 25100 | 132000 | -      |
| K0             | .10   | .251   | 4.37 | 83.2 | 525   | 4790  | 20900 | 132000 | -      |
| K5             | .036  | .0631  | -    | 100  | 631   | 4790  | 17400 | 132000 | -      |
| M0             | .0083 | .0100  | -    | 120  | 1000  | 6310  | 15900 | 69200  | -      |
| M5             | .0013 | .00132 | -    | 120  | 2090  | 6920  | 12000 | 52500  | -      |

**Notes:** the **Radius** value given in [7.0] for various kinds of stars roughly derives from the square roots of these values. So, if you want to generate star systems around stars of the kinds given here, use these values accordingly. Also note that the larger stars (ie. those of higher spectral type and/or lower class) will have shorter lifespans. So much so that in reasonably extreme cases, no planet orbiting them would have time to become geologically mature.

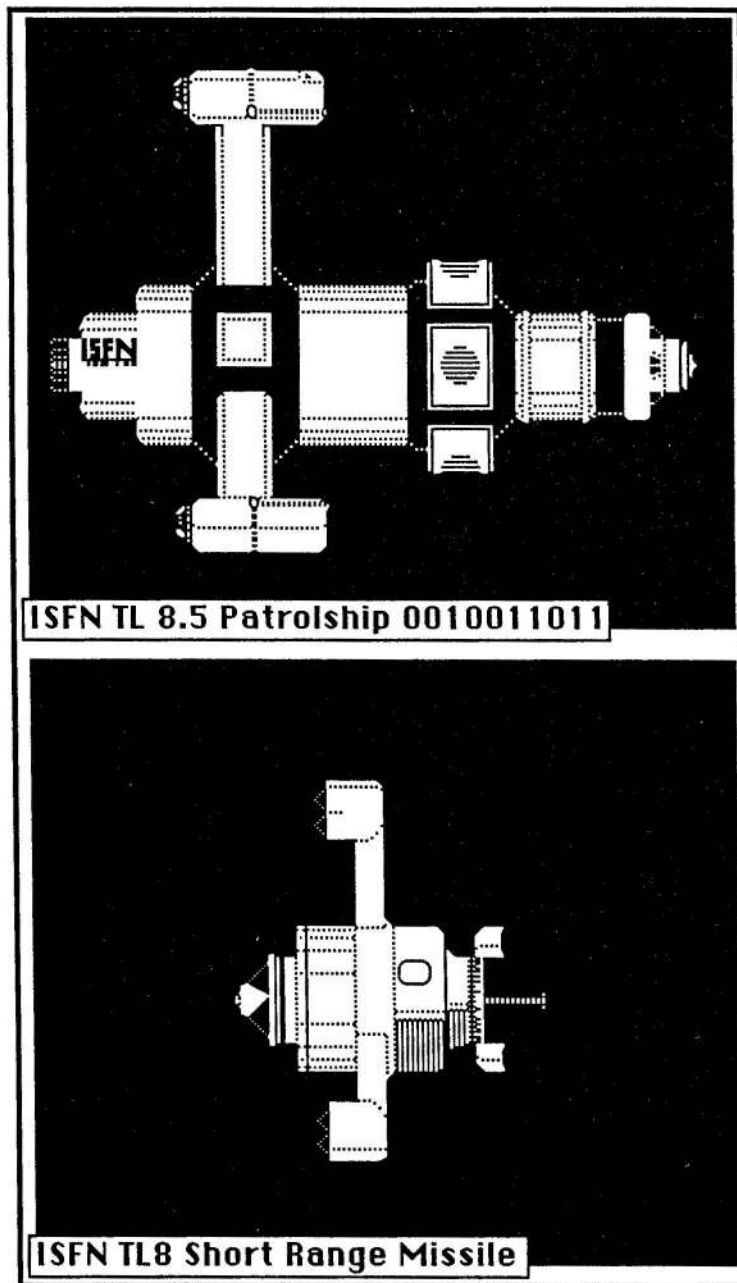
### RELATIVE MASS OF STARS OF MK SPECTRAL TYPES (Sol = 1.00)

| Spectral Class | VI  | V   | IV  | III | II   | Ib   | Iab  | Ia   | Ia0  |
|----------------|-----|-----|-----|-----|------|------|------|------|------|
| B0             | -   | 6.2 | 6.9 | 9.6 | 22.9 | 27.5 | 28.4 | 34.1 | 50.9 |
| B5             | -   | 3.3 | 3.7 | 4.0 | 14.0 | 25.9 | 31.1 | 37.4 | 54.1 |
| A0             | -   | 2.4 | 2.7 | 3.0 | 10.3 | 22.9 | 33.1 | 39.8 | 57.6 |
| A5             | -   | 1.8 | 2.1 | 2.5 | 4.0  | 18.5 | 36.3 | 47.9 | 61.2 |
| F0             | -   | 1.5 | 1.9 | 2.3 | 4.0  | 17.9 | 34.1 | 59.3 | 63.1 |
| F5             | 1   | 1.3 | 1.7 | 2.3 | 4.0  | 17.9 | 32.1 | 50.9 | 65.1 |
| G0             | .76 | 1.1 | 1.5 | 2.4 | 4.0  | 17.4 | 30.2 | 51.0 | 69.2 |
| G5             | .61 | .92 | 1.4 | 2.5 | 4.0  | 16.9 | 29.3 | 51.0 | -    |
| K0             | .46 | .74 | 1.4 | 2.7 | 4.0  | 16.9 | 27.6 | 51.0 | -    |
| K5             | .33 | .54 | -   | 2.8 | 4.2  | 16.9 | 25.9 | 51.0 | -    |
| M0             | .20 | .22 | -   | 2.9 | 10.0 | 18.5 | 25.1 | 41.1 | -    |
| M5             | .11 | .11 | -   | 2.9 | 12.8 | 19.1 | 22.9 | 37.4 | -    |

**Notes:** you can use these values to determine the length of a planet's year. (Also note that this formula is independent of the planet's mass.)

$$\text{Year Length} = \sqrt{[(\text{Orbital Radius in AUs})^3 + (\text{Mass of Star relative to Sol})]} \text{ EARTH YEARS}$$





[8.0] SPACECRAFT DESIGN  
CONSTRUCTION  
& COMBAT

| Name of Ship   |    | Rating | End. | Armour |
|----------------|----|--------|------|--------|
| Agility        | A  |        |      |        |
| Acceleration   | Y  |        |      |        |
| IS Capacity    | IS |        |      |        |
| Interior Space | S  |        |      |        |

**CITIZENSHIP**
**ISF**

**ALIEN**
**IN**

COLONIAL  
OFFICE

INTERPLANET  
SHIP REGISTER

| Other Notes | Combat Related Values   |  |
|-------------|-------------------------|--|
| .....       | √(Profile)              |  |
| .....       | Minimum Control Space   |  |
| .....       | IS Drives               |  |
| .....       | External Agility Drives |  |
| .....       | Internal Agility Drives |  |
| .....       | Current Agility         |  |
| .....       | External Acc. Drives    |  |
| .....       | Internal Acc. Drives    |  |
| .....       | Current Acceleration    |  |

| #  | A  | Contents | #  | A  | Contents |
|----|----|----------|----|----|----------|
| 1  | 1  | 1        | 1  | 1  | 1        |
| 2  | 2  | 2        | 2  | 2  | 2        |
| 3  | 3  | 3        | 3  | 3  | 3        |
| 4  | 4  | 4        | 4  | 4  | 4        |
| 5  | 5  | 5        | 5  | 5  | 5        |
| 6  | 6  | 6        | 6  | 6  | 6        |
| 7  | 7  | 7        | 7  | 7  | 7        |
| 8  | 8  | 8        | 8  | 8  | 8        |
| 9  | 9  | 9        | 9  | 9  | 9        |
| 10 | 10 | 10       | 10 | 10 | 10       |
| 11 | 11 | 11       | 11 | 11 | 11       |
| 12 | 12 | 12       | 12 | 12 | 12       |
| 13 | 13 | 13       | 13 | 13 | 13       |
| 14 | 14 | 14       | 14 | 14 | 14       |
| 15 | 15 | 15       | 15 | 15 | 15       |
| 16 | 16 | 16       | 16 | 16 | 16       |
| 17 | 17 | 17       | 17 | 17 | 17       |
| 18 | 18 | 18       | 18 | 18 | 18       |
| 19 | 19 | 19       | 19 | 19 | 19       |
| 20 | 20 | 20       | 20 | 20 | 20       |
| 21 | 21 | 21       | 21 | 21 | 21       |
| 22 | 22 | 22       | 22 | 22 | 22       |
| 23 | 23 | 23       | 23 | 23 | 23       |
| 24 | 24 | 24       | 24 | 24 | 24       |
| 25 | 25 | 25       | 25 | 25 | 25       |
| 26 | 26 | 26       | 26 | 26 | 26       |
| 27 | 27 | 27       | 27 | 27 | 27       |
| 28 | 28 | 28       | 28 | 28 | 28       |
| 29 | 29 | 29       | 29 | 29 | 29       |
| 30 | 30 | 30       | 30 | 30 | 30       |
| 31 | 31 | 31       | 31 | 31 | 31       |
| 32 | 32 | 32       | 32 | 32 | 32       |
| 33 | 33 | 33       | 33 | 33 | 33       |
| 34 | 34 | 34       | 34 | 34 | 34       |
| 35 | 35 | 35       | 35 | 35 | 35       |
| 36 | 36 | 36       | 36 | 36 | 36       |
| 37 | 37 | 37       | 37 | 37 | 37       |
| 38 | 38 | 38       | 38 | 38 | 38       |
| 39 | 39 | 39       | 39 | 39 | 39       |
| 40 | 40 | 40       | 40 | 40 | 40       |
| 41 | 41 | 41       | 41 | 41 | 41       |
| 42 | 42 | 42       | 42 | 42 | 42       |
| 43 | 43 | 43       | 43 | 43 | 43       |
| 44 | 44 | 44       | 44 | 44 | 44       |
| 45 | 45 | 45       | 45 | 45 | 45       |
| 46 | 46 | 46       | 46 | 46 | 46       |
| 47 | 47 | 47       | 47 | 47 | 47       |
| 48 | 48 | 48       | 48 | 48 | 48       |
| 49 | 49 | 49       | 49 | 49 | 49       |
| 50 | 50 | 50       | 50 | 50 | 50       |
| 51 | 51 | 51       | 51 | 51 | 51       |
| 52 | 52 | 52       | 52 | 52 | 52       |
| 53 | 53 | 53       | 53 | 53 | 53       |
| 54 | 54 | 54       | 54 | 54 | 54       |
| 55 | 55 | 55       | 55 | 55 | 55       |
| 56 | 56 | 56       | 56 | 56 | 56       |
| 57 | 57 | 57       | 57 | 57 | 57       |
| 58 | 58 | 58       | 58 | 58 | 58       |
| 59 | 59 | 59       | 59 | 59 | 59       |
| 60 | 60 | 60       | 60 | 60 | 60       |
| 61 | 61 | 61       | 61 | 61 | 61       |
| 62 | 62 | 62       | 62 | 62 | 62       |
| 63 | 63 | 63       | 63 | 63 | 63       |
| 64 | 64 | 64       | 64 | 64 | 64       |
| 65 | 65 | 65       | 65 | 65 | 65       |
| 66 | 66 | 66       | 66 | 66 | 66       |
| 67 | 67 | 67       | 67 | 67 | 67       |
| 68 | 68 | 68       | 68 | 68 | 68       |
| 69 | 69 | 69       | 69 | 69 | 69       |
| 70 | 70 | 70       | 70 | 70 | 70       |
| 71 | 71 | 71       | 71 | 71 | 71       |
| 72 | 72 | 72       | 72 | 72 | 72       |
| 73 | 73 | 73       | 73 | 73 | 73       |
| 74 | 74 | 74       | 74 | 74 | 74       |
| 75 | 75 |          |    |    |          |

[illegible]

↑ Note Compartment Contents in Here  
 ↑ Note Compartment Armour in Here  
 ↑ Note Compartment Number in Here

## [8.0] Starships

*Designer's Notes:* Where would a Science Fiction role-playing game be without starships? I almost decided to allow users of FS to find out for themselves. This is because [i] I feel that very little role-playing is done in Space Combat; [ii] Space Combat is too deadly; [iii] Starships are too expensive for PCs to own; [iv] any "fun" Space Combat system is incredibly unrealistic, and any realistic system is too boring.

But the people said: No, that isn't good enough. We want a Space Combat system.

Always one to satisfy a money burdened community, I have included for your use a Space Combat system, and a Starship Construction system (which is probably more fun to use). All I can say is that this is one section of the rules I recommend you *avoid* using. Travel with InterWorld Spacelines, or PanSolar; avoid Space Pirates and used starship salesman, and you'll be fine.

### Your Own Starship

So you ignored my warnings huh? Okay, this is how to build a starship in ForeSight (if I knew how to build a real one, do you think I'd waste my time typing up rules?).

*Procedure:* Starship design comprises a number of stages. First, one decides what one wants: how much stuff the ship will be able to haul around, how fast it will be able to accelerate, and so on. The necessary specifics are listed under **Specifications**. Second, one figures out how big and expensive the ship's functional components will need to be in order to fulfill its specifications. The procedures necessary to do this are listed under **Construction**. One may discover, after all this, that the ship is too expensive, and/or that one has to start over again because the design is too ambitious, but this is pretty well the only unknown the designer must juggle.

### [8.1] Specifications

Note: the mass of starship components is expressed in compartments (Cs) representing units of 10t (tonnes, 1t=1000kg). This corresponds, on average, to a volume of 50m<sup>3</sup> (cubic metres). This does not mean that one can fill this much space up with lead, but simply approximates the volume taken up by one C.

The following capabilities of the starship must be specified:

**S (Space):** the number of unfilled Cs the starship is to contain. These may later be filled with systems of some sort or another, including cabins for passengers, or cargo.

**A (Agility):** the ability of the starship to rapidly alter its attitude. Since avoiding being hit in Space Combat involves randomly directed bursts of acceleration, this is pretty important. Two points of Agility are required for one point of Evasion in Space Combat.

**V (Acceleration):** the ability of the starship to alter its velocity. Two points of Acceleration are required for one point of Evasion in Space Combat. Each point of acceleration represents half of one "g" of acceleration, or an acceleration of 5ms<sup>-2</sup>.

**IS (Interstellar Capability):** the number of interstellar jump points the ship is to have. Only TL7+ spacecraft can have interstellar drives.

The **endurance** of the acceleration and agility engines should be specified.

**Armour:** you should decide at this point how much armour any given C (in Space) is going to have, and how much armour the drives are going to have. Note these things down.

### [8.2] Construction

[i] Note the TL at which the starship is being constructed.

[ii] Each compartment in the ship has some specified amount of armour on it, and this yields a mass per compartment on the Armour Mass table. Add up these values for every single compartment on the ship, and label this value S'.

#### Armour Mass

| TL  | Compartment |      |      | Armour |      |      |      |      |
|-----|-------------|------|------|--------|------|------|------|------|
|     | 0           | 1    | 2    | 3      | 4    | 5    | 4r   | 5r   |
| 6   | 1.0         | 1.1  | 1.2  | 1.4    | 2.0  | -    | -    | -    |
| 7   | 1.0         | 1.05 | 1.1  | 1.2    | 1.3  | 1.6  | -    | -    |
| 8   | 1.0         | 1.02 | 1.05 | 1.1    | 1.2  | 1.3  | -    | -    |
| 8.5 | 1.0         | 1.0  | 1.02 | 1.05   | 1.1  | 1.2  | 1.5  | 2.0  |
| 9   | 1.0         | 1.0  | 1.0  | 1.02   | 1.05 | 1.1  | 1.2  | 1.5  |
| 9.5 | 1.0         | 1.0  | 1.0  | 1.0    | 1.02 | 1.05 | 1.1  | 1.2  |
| 10  | 1.0         | 1.0  | 1.0  | 1.0    | 1.0  | 1.0  | 1.02 | 1.05 |

Note: "-" indicates armour of this quality is unavailable at that TL.

[iii] Begin a running total of **Cost** by adding up the costs of each compartment, given below. Costs given are in KSVU.

## Armour Cost

### Compartment Armour

| TL  | 0  | 1   | 2   | 3   | 4   | 5   | 4r  | 5r  |
|-----|----|-----|-----|-----|-----|-----|-----|-----|
| 6   | 40 | 100 | 250 | 500 | 1k  | -   | -   | -   |
| 7   | 30 | 50  | 100 | 150 | 250 | 500 | -   | -   |
| 8   | 20 | 30  | 50  | 100 | 150 | 250 | -   | -   |
| 8.5 | 15 | 20  | 30  | 50  | 80  | 100 | 200 | 500 |
| 9   | 10 | 15  | 20  | 30  | 50  | 80  | 100 | 200 |
| 9.5 | 10 | 11  | 12  | 15  | 30  | 50  | 80  | 150 |
| 10  | 10 | 10  | 11  | 12  | 15  | 30  | 50  | 100 |

[iv] The minimum Control Space required to operate the ship should be calculated. This is equal to:  $\sqrt{(S(A+V))/(TL-4)^2}$ . The brackets are positioned correctly, ie. you take the square root, and then divide by the square. A ship must always have a control system at least as large as the minimums stated below.

The designer must decide whether or not to include redundant control space in case of combat. Decide the final size **C**, of the control system, which must equal or exceed the size figured previously; the cost of the system equals **C** times the cost given by the Control System Cost table.

## Control System Cost

| TL | Cost (kSVU) | Minimum Manned | Control Space Unmanned |
|----|-------------|----------------|------------------------|
| 6  | 200         | 1.0            | 0.25                   |
| 7  | 400         | 0.5            | 0.10                   |
| 8  | 600         | 0.25           | 0.06                   |
| 9  | 750         | 0.2            | 0.04                   |
| 10 | 900         | 0.15           | 0.025                  |

The designer now decides the amount of armour protection he/she wants to put on the control compartments, adds the costs (see [iii] above) to the running total, and adds the masses (see [ii] above) together, labelling the total **C'**.

[v] So far the ship contains  $I = S+C$  compartments, massing  $I' = S'+C'$  Cs. Let the total drive capacity of the ship  $Q = A+V+IS$ . Set the total mass of the ship's interior, when braced against acceleration,  $I' = I'(2+(I'-1) \times 0.000005Q)/2$ . (For most small ships this is very close to  $I'$  anyway, so for smaller ships you can set  $I'=I'$  if you choose.)

[vi] Determine the net thrust-to-mass ratio of your drives as follows:

$T_V = V \times (\text{armour mass for acc. drives})/(\text{acc. drive thrust-to-mass ratio})$

$T_A = A \times (\text{armour mass for agility drives})/(\text{agility drive thrust-to-mass ratio})$

These thrust-to-mass ratios derive from the endurance and TL of each drive type, and are given on the Starship Drive Thrust Table (below).

$T_{IS} = IS \times (\text{armour mass for IS drives})/(\text{IS drive thrust-to-mass ratio})$

The interstellar drive's "thrust-to-mass" ratio is determined by its TL, and is given on the Starship Drive Thrust Table (below) in the IS column.

The net thrust-to-mass ratio  $T = 1/(T_V + T_A + T_{IS})$ .

If  $T \leq 1$  then stop, and design your ship over again (or reduce your drive specifications, and/or the armour on your drives, and recalculate the above). Likewise, if  $T$  is only slightly larger than one, you should reconsider your design. ( $T \leq 1$  implies that the design cannot be achieved at the TL at which you are operating.)

The total mass of your drives including armour  $D' = I'/(T-1)$ .

Determine mass of the individual drives, including their armour, as follows:

Let  $D = T_V + T_A + T_{IS}$

Mass of the acceleration drives,  $M_V' = T_V/D$

Calculate  $M_A'$  and  $M_{IS}'$  similarly.

Divide these values by the armour mass values for the individual drive types to derive  $M_V$ ,  $M_A$ , and  $M_{IS}$ , the component masses of the actual drives (ie. without armour). (Eg.  $M_V = M_V'/A$  where  $A$  is the armour mass rating for the armour you've put on your acceleration drives.)

Multiply  $M_V$  and  $M_A$  by the cost for (conventional) drives for that TL (to determine the cost of each drive), and by the cost for their respective armour types (to determine the cost of each drive's armour).

Likewise, multiply  $M_{IS}$  by the IS drive cost for that TL to determine the cost of the jump drives, and by the cost for its armour.

Add all these costs to the running total.

(If you don't have one, this step may represent a good time for you to buy a calculator.)

[vii] Determine the total number of drive compartments on the ship  $D^* = M_V + M_A + M_{IS}$ .

Determine the total number of compartments in the ship,  $N = D^* + I$ . Determine the minimum number of external compartments,  $E = 3(N^{2/3})$ . (Three times the two-thirds power of  $N$ .) The minimum number of external drive compartments,  $E' = \sqrt{(D^*)/2}$ , should also be determined (if  $E$  is lower than  $\sqrt{(D^*)}$ , set it equal to it; then, if  $E$  is greater than  $N$ , then set it equal to  $N$ ). Determine the actual number of external compartments of the ship (which must exceed this), and call this number  $P$  (also known as the Profile of the ship).



## Starship Drive Thrust Table

(Drive Endurance & Tech Level yield Thrust-to-Mass Ratio)

| TL  | Desired Endurance of Engines |    |     |     |     |      |    | IS |
|-----|------------------------------|----|-----|-----|-----|------|----|----|
|     | 15m                          | 1h | 24h | 30d | 60d | 6mos | 2y |    |
| 6   | 12                           | 9  | 6   | 5   | 4   | 3    | 2  | -  |
| 7   | 18                           | 14 | 9   | 7.5 | 6   | 4.5  | 3  | 5  |
| 8   | 27                           | 20 | 13  | 11  | 9   | 7    | 5  | 10 |
| 8.5 | 36                           | 27 | 18  | 15  | 12  | 9    | 6  | 15 |
| 9   | 48                           | 35 | 23  | 19  | 15  | 12   | 8  | 25 |
| 9.5 | 60                           | 46 | 31  | 25  | 20  | 15   | 10 | 35 |
| 10  | 80                           | 60 | 46  | 32  | 28  | 22   | 14 | 50 |

The IS value itself determines the endurance of a ship's jump engines; the square-root (rounded off) of a ship's drive's **unused** interstellar jump capacity is added to the EF of a jump attempted using those drives. See the rules for Spacecraft travel, below.

## Starship Drive Cost Table (kSVU)

| TL  | Drive Cost | IS Drive Cost |
|-----|------------|---------------|
| 6   | 400        | -             |
| 7   | 500        | 2k            |
| 8   | 600        | 2k            |
| 8.5 | 700        | 2k            |
| 9   | 800        | 2k            |
| 9.5 | 900        | 2k            |
| 10  | 1k         | 2k            |

## Landing

Can a starship land on a planet (you know, streamlining, and stuff)? Well, any ship whose compartments are more than one third exterior is capable of surface landing on, and take-off from, a planet whose gravity is less than half its V rating (each point of V represents half a g of acceleration), if its builder so desires. No extra cost. Why? Because its assumed such ships are either small or fairly spread out, and can land on their thrusters. Whether planetary authorities permit them to do so is another matter entirely (hint, the answer is usually no).

*Designer's Note:* I should like to acknowledge the invaluable assistance of Nick Doulgeris, Brett Evill, and (especially) David Bofinger in "improving" these rules. It is through the efforts of these people that the preceding rules were rendered somewhat more realistic and vastly more tedious than originally was the case.

*Also:* these rules implicitly allow for ships to be equipped with multiple drives of different specs (eg. "travel" drives and "combat" drives). If you can figure out how to do it (it isn't hard) then by all means consider your design to be legitimate.

## [8.3] Starship Systems

Notes: systems are listed as having varying capacities and power consumptions, and as taking up a certain number of interior compartments. If there is no functional system on a ship able to supply sufficient power to the system, or the system is damaged or destroyed, then that system's capability is unavailable to the user of the starship. (It follows that the capabilities of a system requiring no power, which is operative, are always available.)

### Generators

A generator provides power for other ship systems. A generator takes up one interior compartment, and provides a quantity of power, and has a cost, dependent upon its TL.

#### TL Power Cost (kSVU)

|     |     |     |
|-----|-----|-----|
| 6   | 1   | 200 |
| 7   | 1.5 | 200 |
| 8   | 2   | 200 |
| 8.5 | 4   | 300 |
| 9   | 8   | 400 |
| 10  | 10  | 400 |

These generators are self-sustaining fusion breeder reactors (at higher TLs they may represent anti-matter batteries), and therefore require refueling no more often than the ship (especially since, in general, a generator will be used only in combat).

I should note here that most ships are able to tap sufficient power from their main drives to quite happily cope with everyday needs (hibersleep compartments, external lights, cutting lasers, arc welders, hair dryers for woolly mammoths, etc.). These generators are used to power up huge radar sets and shipboard laser batteries.

### Electronic Warfare Systems

An Electronic Warfare (EW) system either generates ECM (electronic counter-measures) or ECCM (electronic counter-counter-measures). The former are designed to make a ship's radar image more confusing, less visible, or false; the latter are designed to allow a ship to see through such measures. An EW system occupies one external compartment. EW systems are rated on the number of ECM or ECCM points they deliver (Output), and the Power they consume; they may be fed less power for proportionately less output, but they may never deliver more points than stated.

Free: the number of ECCM points a ship at that TL automatically possesses if at least one of its control systems is intact.

Costs are in kSVU.

| ECM Systems |     |     |      | ECCM Systems |     |      |      |
|-------------|-----|-----|------|--------------|-----|------|------|
| TL          | Pow | Out | Cost | Pow          | Out | Cost | Free |
| 6           | 2   | 1   | 500  | 1            | 1   | 200  | 0    |
| 7           | 1   | 1   | 400  | 1            | 1.5 | 240  | 1    |
| 8           | 1   | 2   | 600  | 0.8          | 2   | 240  | 2    |
| 8.5         | 1.6 | 4   | 800  | 1.2          | 4   | 320  | 3    |
| 9           | 2.4 | 8   | 1200 | 1            | 5   | 300  | 4    |
| 9.5         | 2.5 | 10  | 1000 | 1.5          | 10  | 400  | 6    |
| 10          | 2.4 | 12  | 900  | 1.3          | 13  | 390  | 8    |

## Spacecraft Weapons

Each direct fire weapon is rated for accuracy (Acc), base damage class (BDC), power consumption (Power), and cost (in MSVU, ie. millions of SVU). The statistics are for a weapon taking up one compartment.

### Lasers

| TL  | BDC | Power | Cost (MSVU) | Accuracy |
|-----|-----|-------|-------------|----------|
| 6   | 2   | 1     | 1           | 27       |
| 7   | 3   | 1.4   | 1           | 28       |
| 8   | 4   | 1.6   | 1           | 29       |
| 8.5 | 5   | 1.8   | 1           | 30       |
| 9   | 6   | 2     | 1           | 30       |
| 9.5 | 7   | 2.1   | 1           | 30       |
| 10  | 8   | 2.2   | 1           | 30       |

### Particle Accelerators

| TL  | BDC | Power | Cost (MSVU) | Accuracy |
|-----|-----|-------|-------------|----------|
| 6   | 3   | 2     | 1           | 18       |
| 7   | 4   | 2.3   | 1           | 21       |
| 8   | 5   | 2.6   | 1           | 24       |
| 8.5 | 6   | 2.8   | 1           | 27       |
| 9   | 7   | 3     | 1           | 28       |
| 9.5 | 8   | 3     | 1           | 29       |
| 10  | 9   | 3.1   | 1           | 30       |

### Meson Accelerators

| TL  | BDC | Power | Cost (MSVU) | Accuracy |
|-----|-----|-------|-------------|----------|
| 7   | 3   | 4     | 2           | 21       |
| 8   | 4   | 4.3   | 2           | 24       |
| 8.5 | 5   | 4.5   | 2           | 27       |
| 9   | 6   | 4.7   | 2           | 28       |
| 9.5 | 7   | 4.7   | 2           | 29       |
| 10  | 8   | 4.7   | 2           | 30       |

## Heavy Weapons

Heavier weapons can be constructed based on smaller ones. Given a weapon of size  $s$  one can build a weapon of size  $ns$ , costing  $n$  times as much, using  $n$  times as much power, and having the same accuracy, and (assuming the original weapon had a BDC of  $d$ ) having a BDC =  $d + 0.5d + (0.5)^2d + \dots + (0.5)^{(n-1)}d$ . Any weapon so produced may be so expanded.

## Warheads

A Warhead has a rating of  $A \times B$ . Such a warhead inflicts [up to]  $B$  damage  $A$  times. Either  $B$  or  $A$  may be increased by the same method outlined in heavy weapons (but only one is increased at a time by the increase in size). The basic size of a warhead at any TL is 0.1 compartments (1 tonne of explosive). A given craft may carry only one warhead.

| TL | Warhead | Cost | Nuclear* | Cost |
|----|---------|------|----------|------|
| 6  | 8 x 8   | 50k  | 100 x 22 | 4M   |
| 7  | 10 x 10 | 50k  | 100 x 24 | 2M   |
| 8  | 20 x 16 | 75k  | 100 x 26 | 2M   |
| 9  | 20 x 20 | 80k  | 100 x 28 | 2M   |
| 10 | 25 x 20 | 60k  | 100 x 30 | 2M   |

\* These normally have wider proximity fuses and gain a +2 on interception. They are widely disliked, totally illegal, and carefully monitored. Illegal use should certainly result in swift and vicious retribution. I leave EMP & radiation effects to the GM.

*Designer's Notes:* I cannot stress too strongly my distaste for nuclear weapons (I'm not especially keen on the conventional ones) either in reality, or a campaign setting. I strongly recommend that any GM using these rules assume that nuclear weapons are carefully (and, at least in general, successfully) monitored by responsible governments.

## Launchers

To launch a spacecraft of size  $\leq N$  and profile  $\leq P$  a ship must have a launcher of size  $1.1N$ , with at least  $P/2$  of its compartments external. This costs  $P/2 \times 75k$  SVU. If a compartment of a launch system is damaged then any craft inside receives the damage remaining in the block; if there is no craft within, then treat the compartment as already destroyed (launch compartments are pretty empty), so that it only absorbs one point of damage (and is rendered inoperable in the process).

## Launch/Recovery Bays

To launch and recover craft of size  $\leq N$  and profile  $\leq P$  a ship must have a bay of size  $1.4N$ , with at least  $0.75P$  of its compartments external. A bay costs  $0.75P \times 100k$  SVU. Bays are damaged exactly as launchers.

## Passenger Compartments

A hibernation compartment can keep twenty people in suspended animation for as long as it receives the necessary power (0.25 points), and contains emergency power sufficient for 90 days of operation, or 60 days plus revival. The SC for successful revival is 99% (see A8). They are available at TL 6+ and cost 500k SVU.

A standard passenger compartment costs 100k SVU, and includes a small recreational area complete with autogalley or food storage locker (depending on TL). It provides cramped accommodation for 20 people.

A luxury passenger compartment costs 200k SVU, and includes larger cabins, and a larger recreational area.

A super luxury passenger compartment costs 500 k SVU and is designed for one very wealthy person and a spouse (or whatever), and two servants.

## [8.4] Space Travel

In order to travel  $s$  AUs (astronomical units; 1 AU = 150 000 000 km, or 93 000 000 miles) at an acceleration of  $a$  half gravities (ie. in a starship with  $V = a$  going full bore) it will take  $96\sqrt{s/a}$  hours, assuming turn-around and deceleration at the half-way point.

In order to make an interstellar jump you must be **25 x The Stellar Type Coefficient** (see [7.0]) AUs away from the star (and at least an AU away from any planets); the destination must be located likewise. The modifier for the Jump, which is instantaneous, is -1 for any jump, -1 if the jump distance  $\geq 5$  LY (light years), -1 if the jump distance  $\geq 10$ , -1 if the jump distance  $\geq 25$  LY, -1 if the jump distance  $\geq 50$  LY, -1 if the jump distance  $\geq 100$  LY, and so on for the increments 250LY, 500LY, 1000LY, etc.. The jump requires a successful Starship Functions roll at the above modifier: QR 1-3 indicates a perfect jump; QR 4 indicates lifeforms on the craft suffer a LW (not one damage point, but sufficient damage to incur a LW), and computer software develops bugs (a ship will automatically recover from these problems in  $(5+D5)/(TL-6)$  minutes); QR 7 indicates that delicate machinery, including computers, suffers light damage, and lifeforms suffer a MW; QR 10 indicates a severe misjump: everything is lightly damaged, except delicate machinery suffers medium damage, and lifeforms which receive 14 damage.

(Optionally, jumps can be made from within the 25 x Coefficient radius, but at the expense of worsening the jump modifier by one per (Stellar Type Coefficient)AUs, or fraction thereof, the ship executing the jump is within the stated radius.)

Add the modifier to the Jump rating of the ship's jump drives: each jump reduces the jump drives' IS Jump rating, until it is reduced to zero, or less, or receives maintenance (costs 1% of the original cost of the jump drives). If the ship's IS Jump rating is reduced to zero or below, then its IS drives are inoperable, and must receive maintenance to be used again (the cost of the necessary parts was mentioned above, but they weigh 5% as much as the jump drives, and may be carried aboard). If it is reduced below zero then the drives are damaged, -1 indicates light, -2 medium, -3 heavy, -4 partially destroyed, -5 or lower indicates they are permanently ruined; successful repair only improves the jump rating to 0 (ie. ie. does not restore the full Jump rating).

**Note** that the modifier of  $\pm\sqrt{}$ (unused Jump capacity) to jump resolution rolls does not affect the reduction of the drives' Jump rating; it only increases the likelihood of a successful jump. (Jumping from within the safe jump radius does affect this reduction.)

Standard passage on a spacecraft (including meals etc.) costs  $200(\sqrt{s}+15|m|)$  SVU where  $s$  is the distance covered sublight in AUs, and  $m$  is the total of the modifiers of the jumps undertaken. Luxury passage costs two and a half times as much (replace the 200 in the formula with a 500), while super luxury is negotiable (usually forty times as much as standard fare for the entire suite). Costs for low traffic lines is liable to be 50-200% more expensive, while dangerous routes are completely negotiable.

## [8.5] Space Combat

Space Combat is resolved on a hex-grid, each hex of which represents a volume of space almost 2000km (1250 miles) across (and, if using the three dimensional variant, of a similar depth); and is divided into turns, each representing the passage of ten minutes (600 seconds, or 200 turns of ground combat - enough to resolve most boarding actions which may occur).

Each participating craft (spacecraft, missile, or whatever) is represented at any one time by two counters on the hexgrid. These counters are called the craft's **location** and its **destination**. A craft is considered to be in the hex occupied by its location marker, travelling towards its destination marker, at a velocity sufficient to bring it there by the next turn. The further away a craft is from its destination marker, the faster it is moving; acceleration is represented by moving the destination marker.

Each turn of Space Combat comprises a series of phases which are performed in order. When each phase has been completed, either a new turn is commenced, or the combat has been resolved (eg. all remaining craft are unable, or unwilling, to pursue hostilities), in which case normal travel ensues.

### Turn Procedure

**Movement Phase:** [i] increase the value of any damaged, but undestroyed, type  $r$  armour by one; [ii] each craft has its spare destination counter placed so that its position relative to the current destination counter is the same as that counter's position in relation to the craft's location counter; each craft's old destination counter is then replaced with its location counter.

**Initiative Phase:** [i] a pursuing craft may be declared no longer pursuing; [ii] The commander of each craft must then make a Space Tactics roll. A craft has better initiative than some other craft if its commander achieved a better QR, or, these being equal, its commander had a higher Space Tactics PCS. A commander must roll for each ship he/she controls individually. The quality of a craft's initiative determines when it will act in subsequent phases. Unmanned craft have Space Tactics PCS equal to double their TL.

**Launch Phase:** [i] any craft may launch any craft in its launchers (place the craft's location counter under



that of the launching craft, and its destination counter under that of the launching craft); [ii] any craft may shift any craft in its hangars to empty launchers with sufficient capacity; [iii] in order of worst to best initiative each spacecraft declares if it is pursuing some target that turn, and how many points of acceleration it is using for pursuit. A ship may not declare pursuit against a craft which is already pursuing it.

**Evasion Phase:** in order of worst to best initiative each non-pursuing spacecraft declares how much evasion it will be performing (each point of evasion costs two points, each, of acceleration and agility).

**Recovery Phase:** In order of worst to best initiative, any craft may attempt to enter the launch/recovery bay of another craft (not adverse to the berthing) if: both are not evading, if the location and destination counters of the two craft coincide, if the bay can accommodate the craft attempting to be recovered. The pilot of the craft attempting to berth must make a Starship Functions roll at -(the acceleration the recovering craft underwent in the previous turn); if successful the craft is recovered (remove both of its counters from the hexgrid), on a QR 7 recovery does not take place, and the craft attempting to berth may not accelerate during the subsequent acceleration phase, on a QR 10 recovery does not take place, the craft attempting to berth impacts (as per a pursuing ship) on the recovering craft at a relative speed of 0.5.

**Acceleration:** In order of worst to best initiative, each craft may alter the position of its destination counter by moving it a number of hexes up to its unused acceleration. Pursuing ships accelerate out of sequence, immediately after their targets, by moving their destination counter a number of hexes towards their target's destination counter equal to the acceleration thus allocated in the launch phase.

**Direct Fire Phase:** [i] in order of worst to best initiative each craft declares which (if any) targets any of its operable weapons will fire at; [ii] in order of worst to best initiative each craft declares how much ECM and ECCM it will produce that turn, and, in the case of ECCM, against which targets it will be used; [iii] the firing of each weapon is resolved, and the results recorded; [iv] the damage to each craft is assessed.

**Impact Phase:** In order of best to worst initiative resolve all potential impacts of pursuing craft (ie. those which have entered the hexagon containing their target).

## [8.6] Space Combat Procedures

There are two important formulae for use in conjunction with the procedure outlined above: the probability of scoring a hit with a shipboard weapon; and the probability of a pursuing craft having entered its target's hex, impacting upon it.

### Direct Fire Hit Probability

Direct Fire weapon combat is resolved exactly like fire combat, at BEF 10, using the weapon's accuracy as a skill PCS, and the following modifiers.

#### Particle Accelerators & Lasers

-EWF

-(Target Evasion) x  $\sqrt{(\text{Range in Hexes})}$  (Rounded Up)

#### Meson Accelerators

-EWF

-(Evasion of Target) x (Range in Hexes)

#### Notes for All Direct Fire Weapons

**EWF** =  $\sqrt{(\text{ECM [of target]} - \sqrt{\text{ECCM [used by firer against target]} \times \sqrt{(\text{Target's Profile})})}$   
or 0.25, if this is greater; round this figure off if it is to be used as an EF modifier.

**Range** (to target) is halved if the target used its engines at all during the turn.

### Pursuit Impact Probability

**SC** =  $(\text{Interception Factor} \times 100) / (\text{EWF} \times (\text{Evasion (of target)} \times \text{Range to guiding ship (or 0.5, if this is greater)})^2 \times \text{Relative Velocity})$

**Interception Factor** equals the lower of the pursuing craft's unused acceleration, and double its agility.

**Relative Velocity** equals the distance, in hexes, between the missile's and the target's destination counters.

**Procedure:** roll against the SC as per normal resolution [3.0]. A QR 1 or 2 indicates a full impact, the warhead (if any) on the pursuing craft detonates doing A x B damage to both craft, and the smaller craft is automatically destroyed, and completely destroys a number of compartments on the other as it originally comprised; a QR 3 indicates a contact explosion without impact, the pursuing craft's warhead detonates doing A x B/2 to the target, and A x B to itself; a QR 4 indicates a proximity explosion, the pursuing craft's warhead detonates doing A x B/4 to the target, and A x B to itself; a QR 7 or 10 indicates that the pursuing craft was evaded (they remain in the same hex, assuming one or both survive, in any case).

### Damage Allocation

Damage is divided into blocks. The fire from one weapon, or each of the A x B/(some number) increments of damage inflicted by a warhead count as one block.

Allocating damage consists of damaging or destroying a series of compartments and piercing/bouncing-off their armour protection. When a given compartment is struck by some block of damage (represented by a number) this damage is compared to its armour protection number. If the damage equals or exceeds this, then the armour protection number is reduced by one, and one point of left-over damage damages the compartment, two destroy it (even if it was already



damaged). Any damage in excess of this is allocated to another compartment.

The first compartment to be damaged by a given block is always an external one, and is selected randomly.

Any subsequent damage done by the block is allocated to a random compartment, but once a second external compartment is damaged, any allocation of damage to an internal (ie. non-external) compartment indicates the rest of the block has no effect (has gone clean through the target, into space).

**A destroyed compartment** absorbs one point of damage.

**Note that armour** will often outlast the compartment it originally protected, and continues to absorb damage. Destroyed armour (reduced to zero) absorbs no damage, and cannot regenerate (regenerating armour improves during the Movement Phase). Note: damaged armour is armour which is undestroyed, but below its original value; ie. regenerating armour cannot exceed its original value.

**Meson Accelerators** work a little differently: they hit compartments randomly (ie. not exterior first); each compartment they hit is damaged individually, and they ignore the armour of the first compartment they hit (only); damage from these weapons does not go "clean through" a ship, but is allocated until used up.

**Resolving Damage on Drives:** the conventional (acceleration and agility) drives should be segregated from the stardrives (using the procedure outlined in Starship Construction to determine relative masses/volumes), for purposes of damage (and pretty well everything else).

**Conventional Drives:** acceleration and agility drives are reduced in capability as their constituent compartments are damaged or destroyed. If a given drive's original rating was N, with A out of its original B internal compartments, and C out of its original D external compartments intact, then that drive's rating is reduced to  $\min\{A/B, C/D\} \times N$  (round down; optionally, allow fractions greater than or equal to one half to be used every other turn, or use some other kludge of your own devising).

( $\min(S)$  is a function delivering the smallest element of the set S. Who says that playing these games ruins your education?)

**Interstellar Drives** contain a good deal of redundancy, but for each 5% of a ship's initial star drive destroyed it will suffer a -1 penalty on subsequent jumps (until repaired, of course).

**Resolving Damage on Control Systems:** a ship with fewer remaining control systems compartments than the minimum number stipulated for a ship of its size suffers the following penalties:

(1) for each 20%, or fraction thereof, of the minimum requirement absent, any Space Tactics rolls made by characters on the starship are modified by -1; eg. a

ship with 75% of the necessary control compartments imparts a -2 penalty to Space Tactics rolls made on it..

(2) for each 20%, or fraction thereof, of the minimum requirement absent, the ship loses 20% (rounded up) of its agility (calculated after calculating reductions from combat).

**Resolving Damage on Other Compartments:** any person or object in a damaged compartment is treated as heavily wounded/damaged (as applicable) for purposes of repair, etc.. Humans in a damaged compartment not protected by vacuum suits are very likely to die (PCs should be given a chance, perhaps an IN roll, to get out in time; NPCs should become statistics).

### Location (Optional)

A starship has a chance of locating other starships (missiles, or whatever) as follows

**Location Chance** =  $(200 \times \sqrt{\text{Profile}}) / (\text{EWF} \times \text{Range}^2) \%$

Location is resolved during the Initiative phase. A ship may only fire weapons at, and order other ships (or itself) to pursue targets which were detected by it during the immediately previous Initiative phase.

Detection of spacecraft can be resolved by assuming the EWF to be 0.25, since active ECM does not reduce one's chances of being detected as such.

### Three Dimensional Space Combat (Optional)

**Procedure:** replace each of the counters used normally with a corresponding "shadow" counter (a two-dimensional projection of itself).

Choose a direction on the hexgrid which will be used to represent "up" (as well as its normal two-dimensional direction) and place the (usual) location counter a number of hexes above or below the location "shadow" counter equal to its altitude (so that if a ship's location counter is five hexes "beneath" the "shadow" counter then the ship is five hexes "below" the hexgrid). The (usual) destination counter can only be placed directly "above" and "below" (or upon) the (usual) location counter, thus representing vertical velocity.

Range is determined by Pythagoras (ie. range =  $\sqrt{(\text{range on hex-grid})^2 + (\text{altitude difference})^2}$ ). So, for instance, during acceleration a ship's destination counters can be moved distances A and B such that  $\sqrt{A^2 + B^2} \leq$  the ship's maximum acceleration.

### Junk (Optional)

Since a cargo of armoured space suits would probably stop a lot more damage than a cargo of (say) Coca-

Cola, there should be some rules to help people who want to protect their spacecraft from damage by having lots of cargo compartments on the outside of their ships filled with tons of ablatives, armour, steel girders, bricks, or whatever (a reasonable attitude). A compartment filled with cheap junk (bricks, toilet rolls, old Sunday newspapers, etc.) will take about 5 points of damage (each point of damage it suffers comes off this until it becomes an empty, damaged compartment); a compartment's worth of high-tech, room temperature superconductors, covered with ablatives, etc., etc., will cost about 25000 SVU, and absorb  $(TL-2)^2$  points of damage (so low tech junk is better than low-tech armour plate; oh well...); at quadruple the cost, the military could probably manage armour twice as good). This means that you can make a pretty tough spaceship by filling its [heavily armoured] outer compartments with lots of junk...

### Legality (Not Optional)

Incidentally: not just anyone is allowed to build powerful armed and armoured spacecraft! Governments are liable to legislate against the private ownership of military spacecraft more thoroughly than they do against that of other military hardware.

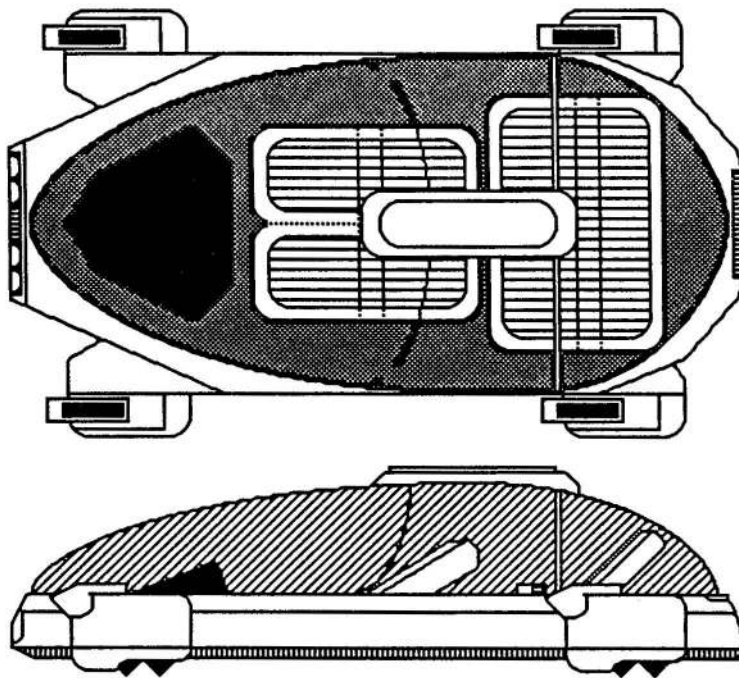
- [1] The top two grades of armour at a given TL are not permitted for use on spacecraft except on control compartments (and people who fill their ships with control compartments, and strip the control banks out of them are viewed uncharitably; remember that the Federation isn't *that* stupid...).
- [2] Heavy weapons, ie. those with DCs greater than the going TL, are right out, as are missiles (if you haven't worked out how to build a missile yet, then I'm not going to give you any more clues...); Federal authorities, however, are fairly understanding of traders, explorers, etc., with good records, who use such devices beyond, so long as they refrain from brandishing them in Federal Space. If you've got them, and the Feds are itching for an excuse to nail you, then you may well be in trouble...

As a final note, see the article titled "I'm the Captain, so there!" in ForeScene.

### Designer's Notes

This section has undergone significant change as a result of the little play-testing it has received, mainly as a result of the designer's (that is my own) original incompetence. The problems centred around the derivation of the formula for the size of a ship's drives given its desired performance and endurance. The old drive mass formula was implemented with a series of fudges which detracted from the versatility and realism of the system without greatly simplifying it. The new rules for determining engine size are (unfortunately) far more tedious than those they replaced. The improvement to the starship construction system is, I hope, considerable: spacecraft need no longer have agility drives with the same endurance as their main (acceleration) drives, for instance.

The only changes made to the other parts of this section have been a result of the new drive rules, and the addition of nuclear warheads.



The Pretzilini Special, Variable Geometry Aircar  
Aircar of the Year 2517  
(Courtesy, Pretzilini Aircar Company, Kadath)

## APPENDICES

## Miscellaneous Records for ForeSight

|                                                                                                                                                                                           |    |     |    |       |    |     |    |       |     |              |  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|-----|----|-------|----|-----|----|-------|-----|--------------|--|
| <b>NPC Record</b> Name of NPC _____                                                                                                                                                       |    |     |    |       |    |     |    |       |     |              |  |
| ST                                                                                                                                                                                        | EN | DX  | AG | IN    | PC | WP  | EM | AP    | Sex | Speed        |  |
|                                                                                                                                                                                           |    |     |    |       |    |     |    |       | Age | UCDC         |  |
| Skill                                                                                                                                                                                     |    | PCS |    | Skill |    | PCS |    | Skill |     | PCS          |  |
| Charisma                                                                                                                                                                                  |    |     |    |       |    |     |    |       |     | G            |  |
| Empathy                                                                                                                                                                                   |    |     |    |       |    |     |    |       |     | E            |  |
| Fatigue                                                                                                                                                                                   |    |     |    |       |    |     |    |       |     | T            |  |
| Initiative                                                                                                                                                                                |    |     |    |       |    |     |    |       |     | Credit       |  |
| Pain Res.                                                                                                                                                                                 |    |     |    |       |    |     |    |       |     | Weapon       |  |
| Scan                                                                                                                                                                                      |    |     |    |       |    |     |    |       |     | Armour       |  |
| Search                                                                                                                                                                                    |    |     |    |       |    |     |    |       |     | Wound Status |  |
| <div style="display: flex; justify-content: space-around; font-size: small;"> <span>⊖</span><span>L</span><span>M</span><span>H</span><span>14</span><span>15</span><span>+</span> </div> |    |     |    |       |    |     |    |       |     |              |  |

|                                            |  |
|--------------------------------------------|--|
| <b>NPC Record (back)</b> Name of NPC _____ |  |
| Demeanour .....                            |  |
| Inclinations .....                         |  |
| Special Abilities .....                    |  |
| Casual Conversation .....                  |  |
|                                            |  |
| Relevant Knowledge .....                   |  |
|                                            |  |
| Fields of Knowledge .....                  |  |
|                                            |  |

|                                            |  |         |  |               |  |      |  |       |  |
|--------------------------------------------|--|---------|--|---------------|--|------|--|-------|--|
| <b>Organism Record</b> Organism Name _____ |  |         |  |               |  |      |  |       |  |
| Size                                       |  |         |  | DT            |  | UCDC |  | Speed |  |
| Initiative                                 |  |         |  | Melee PCS     |  |      |  | Move  |  |
| Travel Mode                                |  |         |  | Pain Res. PCS |  |      |  | Turn  |  |
| IN                                         |  | Stealth |  | Protection    |  | M    |  | I B   |  |
| Special Abilities .....                    |  |         |  |               |  |      |  |       |  |
| Description .....                          |  |         |  |               |  |      |  |       |  |
| Reproductive Mode .....                    |  |         |  |               |  |      |  |       |  |
| Native Habitat .....                       |  |         |  |               |  |      |  |       |  |



## Appendices

The following, brief articles are provided by the way of general information for players and GameMasters of ForeSight, in no particular order. The main reason that these articles are *here*, as opposed to within the rules sections with which each primarily deals, is that they do not constitute *core rules* per se, but are useful information for someone wishing to start using ForeSight "cold" (ie. without ForeScene, or a science fiction "campaign" of his/her own already set out).

### SPECIFIC VEHICLE TYPES

If more variety is desired by way of the vehicles provided in FS, then the Vehicle Modification Table (see Tables) is a quick method for GMs to provide vehicles of slightly different capability, which are fairly similar (eg. sportscars, limousines, and compacts are all cars with slightly different performances).

**Note:** \* may have armour. Armour costs and weighs as much as that required for vehicle's DTx10 locations. A vehicle-mounted weapon counts as at least one (limb) location for armouring (five to twenty if turreted).

**Pur, Man, Red:** add these to the values for a normal vehicle of that type.

**Speed, DT, Cargo, Pass, Cost:** multiply the normal values for a vehicle of this type by these coefficients. (Use the Speed coefficient to modify Cruise, Max, and Ceiling).

Finally: a vehicle may be produced by using two sets of cumulative modifiers (eg. cheap sports cars). This works in the obvious way (since addition is commutative...).

**Designer's Notes:** the GM, of course, may design his/her own vehicles, or use as many of the above modifiers, cumulatively, as he/she thinks reasonable. I classify the Pretzlini Special, for example, as a Sporty, Sporty, Sporty, Luxury Aircar.

### DAMAGE TRACKS

At various places in the rules, damage tracks, or DTs are referred to. A human character uses DT1, which corresponds to one wound/damage level equalling one wound/damage status. There are others, reflecting the fact that not all objects are equally easy to mangle. The Damage Track Table has wound/damage status across the top, and damage tracks running down the side. An object's wound/damage status is that directly above the left-most number which exceeds or equals its current wound/damage level, in the row corresponding to its DT. Eg. a vehicle with DT4, at damage level 8, has suffered heavy damage.

**Rule of Thumb:** as a rough guide, damage track is proportional to linear size (I'm talking about the numerical values, in this case). So a given piece of equipment, or creature, would have a damage track equal to its size in human body-lengths (two metres, if you like). Note that ruggedized equipment, and hardy creatures, would have a greater DT and/or inherent armour protection; while the reverse would hold for fragile equipment and frail creatures.

## FLORA AND FAUNA

|                                            |         |               |   |      |   |       |  |  |  |
|--------------------------------------------|---------|---------------|---|------|---|-------|--|--|--|
| <b>Organism Record</b> Organism Name _____ |         |               |   |      |   |       |  |  |  |
| Size                                       |         | DT            |   | UCDC |   | Speed |  |  |  |
| Initiative                                 |         | Melee PCS     |   |      |   | Move  |  |  |  |
| Travel Mode                                |         | Pain Res. PCS |   |      |   | Turn  |  |  |  |
| IN                                         | Stealth | Protection    | M | I    | B |       |  |  |  |
| Special Abilities                          |         |               |   |      |   |       |  |  |  |
| Description                                |         |               |   |      |   |       |  |  |  |
| Reproductive Mode                          |         |               |   |      |   |       |  |  |  |
| Native Habitat                             |         |               |   |      |   |       |  |  |  |

These are collectively termed **organisms** in ForeSight. The organisms represented by this system are assumed to be non-technological. Technological organisms, or any other organisms intelligent and interesting enough, should be represented as **sapient**s (see below).

Organisms use normal BEFs for any tasks they should attempt, unless otherwise specified, and are assumed to possess a familiarity of 3 with their normal environment, gravity, and temperature.

An organism is rated in terms of the following:

**Name:** any appellation commonly used for the organism. Players may name any previously unknown organisms their characters discover, and may even influence the official name.

**Init:** the organism's Initiative, which is used as a PCS for the organism should it attempt an Initiative, Search, or Scan task.

**Melee:** the organism's PCS for melee combat, which is used for all melee combat tasks (unarmed, or armed, although normally organisms may only fight unarmed), including dodging. Unless specified, organisms may not parry. If an organism has a weapon listed here, then this does not mean it fights armed, it just performs unarmed attacks using the statistics of that weapon.

**Stealth:** the organism's Stealth PCS (if applicable. Some organisms are not stealthy by nature, or because of their behaviour, size, smell, or whatever).

**Travel Mode:** the sort of vehicle the organism is (should the GM wish to resolve long distance movement for an organism, for example).

**PR:** the organism's Pain Resistance.

**Protection:** the organism's natural armour protection against various attacks.

**DT:** the organism's damage track.

**DC:** the organism's Unarmed Combat Damage Class (including claws, etc.).

**Spd:** the organism's **Net Speed** for use in combat (ie. including the +3 modifier for gravity familiarity).

**IN\*:** the organism's intelligence: **A**-insect, fish; **B**-lizard, snake; **C**-bird; **D**-horse; **E**-raccoon, cat; **F**-dog; 1+ as per standard **IN** scale.

**FT\*:** the organism's Fatigue.

**Size:** the size of the organism, especially important with regard to fire combat modifiers ("I hate cute, furry animals!"). Sizes are: microscopic, tiny, small, Man-sized, 1-hex, 2-hex, etc.

**Move:** the number of Move actions the organism may purchase for one Action Point. This value may be fractional (eg. the organism must spend more than one action point to purchase one Move action, or a pulse of course). Fractions of Move actions may not be saved up, nor may fractions of Action Points be spent. **na** indicates that the organism is immobile, or at least too slow to move significantly in combat.

**Turn:** the number of Turn actions the organism may purchase for one Action Point; all notes for Move apply here, although some organisms may be able to turn and not move, or vice versa(?).

**Note:** organisms may have more than one Travel Mode, and hence may have separate Move and Turn ratings for each mode.

**Abilities:** any unusual abilities the organism might possess. A given ability may be given a numerical rating: this is the QR required of a Search/Biology roll for a character to detect the ability (before it becomes otherwise obvious).

**Description:** a brief description of the organism's appearance.

**Native to:** the organism's home planet (or whatever).

**Note:** \* these values need not be worked out for organisms of passing interest.

No pregenerated organisms for this system are provided, nor is any method to produce them presented. Tough. You'll have to buy ForeScene, which includes an EcoSystem Generator (which will in one fell swoop populate your planet with noxious vermin of many kinds) which is not just a random demon generator. Details about organisms, eg. life expectancy, body chemistry, and reproduction, are covered therein also.

## SAPIENTS

Some creatures on alien planets, or indeed on earth, are interesting enough to warrant detailed treatment. As well as being described as organisms (above) non-human sapients are rated in terms of the following:

**Base Age:** the minimum age for an adult creature of the sapient race.

**Average Life Expectancy:** the average age that a member of the race might expect to reach before dying of natural causes.

**Reproductive Mode:** the method by which members of the race reproduce.

**GPs Received per Year:** the number of GPs a character of this race receives per year beyond his/her base age (this may taper off, as per humans, or whatever).

**Attributes:** a sapient race will either not possess an attribute (eg. dolphins have no DX), or possess a range (of legal values for that attribute, eg. humans have a range of 5-16 for all attributes), otherwise sapients' attributes are handled as are humans'.

**Points to Distribute:** the number of points a PC of the race may distribute among his/her attributes, subject to the same limitations as humans, except that a sapient may possess an inherent attribute value anywhere in the legal range (but may not then exceed this range through training).

GMs may wish to provide methods of semi-random character generation for sapients.

**Prohibited Skills:** skills prohibited to members of the sapient race other than those already prohibited by the lack of some relevant attribute.

**Skills with altered BEFs:** any skills that members of the sapient race perform at some negative or positive modifier should be listed here, along with that modifier.

**Traits:** modifications to traits, traits which are inapplicable, and traits peculiar to members of the sapient race should be noted here, along with a description of the latter, so that people will know what they mean.

**Outlook:** how members of the sapient race look upon life; what their goals are; their views of life, death, alien sapients, one another, their progenitors, their progeny, possessions, money, technology, "magic", religion, food. These things are important, and to be truly realistic or plausible, a sapient race will need to have some truly different outlook on some of these things, and a plausible reason for having it. If played properly, members of such a race will also seem alien.

**Notes:** other items of interest with regard to the race.

## HOW TO PLAY FORESIGHT (A quick guide to [3.0] Resolution)

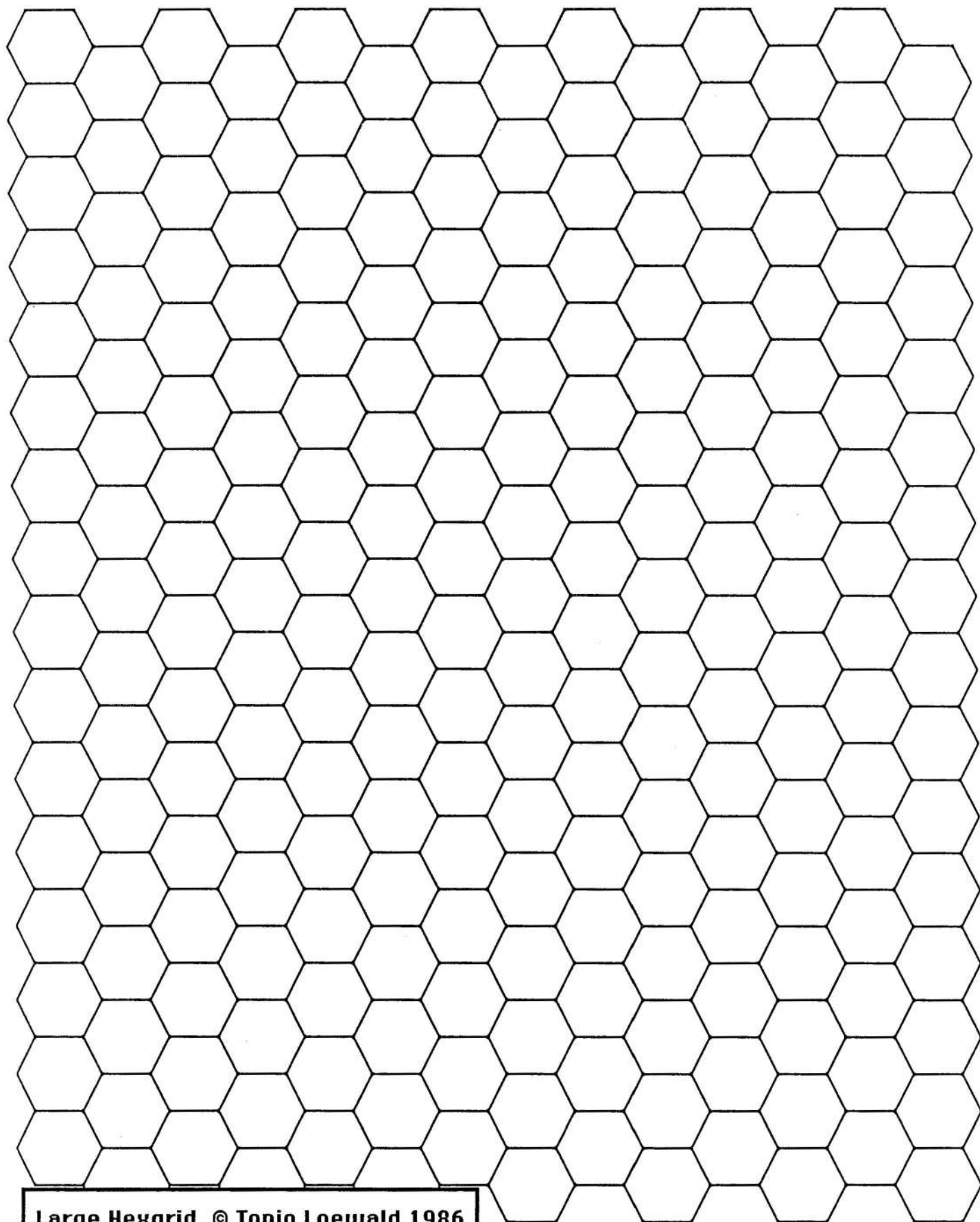
The following is a summary of the rules a player must know to play ForeSight, assuming that he/she has generated a character, or been given a pre-generated character.

[1] Most of the information on the ForeSight character sheet is self-explanatory: eg. Strength (ST) is your character's Strength.

[2] 5 is the smallest value a human's attribute may take, while 16 is the largest. The value of an attribute is that under Trn, unless nothing is written there, in which case use the number under Inh. So 14 would be a very good value for an attribute, 6 would be very poor.

[3] All that matters about a skill in play is its BEF (Base Ease Factor - how easy it is), and its PCS (which usually lies between 6 and 34, the higher the

[illegible]



**Large Hexgrid © Tonio Loewald 1986**



better). Where a BEF has some letters in it, look at the values in the top-right of the character sheet. The appropriate number should be substituted in for these letters (the GM will explain).

- [4] You may be asked to roll against some attribute or skill at some EF (Ease Factor) or at plus some number or minus some number. In the latter case add (or subtract) the number to the skill's BEF (or to 7, if an attribute is being rolled against) to determine the EF; if you were given an EF, then use it. Change any EF > 10 to 10, 0 to 0.5, -1 to 0.25, -2 or less to 0. Multiply the attribute or skill PCS by this EF to get SC. Roll D100:

Roll  $\leq$  SC/10: QR (Quality Rating) 1, brilliant success

SC/10 < Roll  $\leq$  SC/5: QR 2, good success

SC/5 < Roll  $\leq$  SC/2: QR 3, competent result

SC/2 < Roll  $\leq$  SC: QR 4, bare success (or possibly failure, GM will tell you which)

Roll > SC, not ending in zero: QR 7, failure

Roll > SC, ending in zero: QR 10, fumble/klutz-up

A 99 may never give a better result than QR 4; a 100 may never give a better result than QR 7.

- [5] Personality traits are on a scale of five to sixteen as well. The higher the number, the greater the character's tendency towards the trait to the left, and the lower, the smaller this tendency (the trait to the right is the opposite of that to the left, but a lack of the trait to the left need not indicate a propensity to that to the right).

- [6] Apart from that, it should all be fairly obvious. Consult the GM if you have any difficulties.

### SPECIFIC WEAPON TYPES

Sometimes variants of weapons available on the standard weapon list will be available. The modifications given on the Weapon Modification Table (see Appended Tables) may be made to the weapons from the standard list, although no more than two such modifications may be made to a standard weapon (and a modified weapon type may not be further modified, except with GM approval). If two modifications are made, their effects are cumulative.

Note: where a  $\pm$ modifier, or zero, is given, add the number to the usual value for the weapon (with times, a time may not be modified below 1S, and adding one adds one to the number, eg. a +1 modifier to 1S becomes 2S, while 2T becomes 3T; 3S +1 is considered to be 1T, and 1T -1 is considered to be 3S), otherwise multiply the usual figure by the factor stipulated (except as noted below). Round off where applicable.

Recoil modifies the number of recoil boxes, if any; multiply non "P" ammo ratings by the number given under ammo, divide "P" ammo numbers by this; multiply all ranges brackets by the value under ranges; if the jam value is increased beyond 99, treat it as 99\* (if a 99 is rolled, then roll a D10; a roll of 10 indicating a jam).

These modifications may only be applied to firearms (weapons with use "H", "L", or "E").

Examples: a Sterling SMG qualifies as a reliable, heavy SMG; while the Walther PPK counts as a light SL pistol, with more ammo than it ought to have given that the standard SL pistol is based on the H&K VP-70z (the Walther PPK is really only TL4.5, whereas the VP-70z is TL5).

**Caveat:** the weapons in ForeSight were *not* chosen to be representative templates of given weapon types suitable for modification along these (above) lines, but as the best commercially made weapons of their kinds available at any given technical level (since if I gave a list of hundreds, players would only end up choosing the best for their characters anyway). Therefore the impressive TL5 SL pistol is based on the excellent VP-70z (perhaps it should now be based on the P7 from the same company). I'm not saying that *all* revolvers do more damage and are less accurate than *all* automatics. A more typical SL pistol would lack the +1 PM of the VP-70z, and have an ammo capacity of ten shots; a more typical revolver (that given is a regulation .357 magnum) would do less damage (6I, say), and perhaps be faster on the draw.

GMs should feel free to add new weapons (and anything else) to the system either based on those given, or entirely of their own devising.

### INTERPLANETARY TRANSPORT COSTS & AVAILABILITY

The fares for interplanetary travel under [8.0] are really only accurate for travel within the Federation. Fares should be (as a guide) doubled for travel into and out of Federal jurisdiction, unless entirely within a star system containing a Federal planet (in which case multiply by one and a half; the price should be quadrupled for travel entirely outside the Federation).

Why? Piracy, licensed and otherwise, plagues those regions beyond the Federal Navy's reach, and furthermore the Federation has tariffs and duties to discourage trade with and travel to the beyond (since, for example, unscrupulous MegaCorporations use slave labour out there): cash and goods suffer 30-50% import duties upon entrance to the Federation. Some planets beyond are as scrupulous in destroying pirates and such as the Federation, and so for purposes of these guidelines, treat them as Federal planets.

As a reminder, the formula for interplanet fares is:  
 $200(\sqrt{s}+15|m|)$  (SVU)

Where *s* is the distance to be covered in AUs, and *m* the total of the jump modifiers the ship will incur in reaching the destination (*m* = 0 for planet to planet hops; -1 for jumps of less than 5LY, -2 for jumps of 5 to 10LY; -3 for 10 to 25LY; -4 for 25 to 50 LY; -5 for 50 to 100LY, and so forth).

People may also travel through space in "hibersleep", but incur a 1% chance of death, and (should they survive) suffer a -1 modifier to all activity (and Speed) for indefinite period afterwards (the character makes a Fatigue roll after every full eight hours of sleep - but no more than twice per day - and shrugs off the

modifier after he/she achieves a QR 3 or better). Hibernation fares cost one half as much as normal.

Luxury passage costs two and a half times as much as normal, while super luxury costs around forty times as much as normal.

## Finding Suitable Ships

The probability that on any given day a starship will be leaving a starport *k* for a starport *l*, with a jump modifier of *m*, is  $(k \times l) / |m| \%$ .

If the players express interest in travelling somewhere, the GM should check for a suitable departure in the ensuing few weeks, since most departures would be known about at least that far in advance.

## POISONS

There are five ways that a character can be affected by poisons: ingestion, inhalation, contact with eyes, contact with skin, and injection. Poisons (generally) come in four forms: gas, vapour, liquid, and solid. Poisons can be paralytic, cardiotoxic, hemotoxic, neurotoxic, corrosive, or just nauseating. All of this aside, here is a simple scale of toxicity to use when categorising poisons in ForeSight.

Where pain resistance rolls are required to be made, one should be made immediately. The time requirement for a Diagnose roll to be made is equal to the intervals between Pain Resistance rolls.

[A] The poison is fatal in two pulses, unless someone with Emergency Medical is standing by with suitable equipment and makes a -2 Diagnose roll, in which case the victim is given wound status [5].

[B] The poison requires its victim to make a Pain Resistance roll each pulse, and suffer an increase of one in wound level and become stunned if he/she does not achieve QR3 or better. The effect ceases when a properly equipped character with Emergency Medical is able to make a -2 Diagnose roll, or when the victim achieves a QR1 Pain Resistance roll.

[C] The poison requires its victim to make a Pain Resistance roll every ten minutes (or ten pulses if engaged in strenuous activity), and suffer an increase of one in wound level and become stunned if he/she does not achieve QR3 or better. The effect ceases when a properly equipped character with Emergency (Standard) Medical is able to make a -1 (-2) Diagnose roll, or when the victim achieves a QR1 Pain Resistance roll.

[D] The poison requires its victim to make a Pain Resistance roll every thirty minutes, and suffer an increase of one in damage of damage if he/she does not achieve QR3 or better. The effect ceases when a properly equipped character with Standard or Emergency Medical is able to make a -2 Diagnose roll, or when the victim achieves a QR1 Pain Resistance roll.

[E] As per [D] but the interval is one hour, and the Diagnose roll is at -1.

[F] As per [D] but the interval is one hour, the Diagnose roll is at -1, and the effect will cease, in any event, after D5 hours.

[G] The poison is painful, and the victim must make an extra Fatigue check each hour for the next D5 hours, and will incur a -1 modifier to all activity during that period. The effect ceases if the victim achieves a QR1, or receives a successful Emergency or Standard Medical Diagnose at -2.

[PN] The poison is paralytic, and the victim must make a Pain Resistance roll a -N, and if successful suffers a -2 modification to speed for the next hour, and a -1 modifier for the hour after that; otherwise the victim is paralysed for one hour after which he/she makes another such roll (at +1, for each previous roll failed). A QR10 indicates death through respiratory and/or heart failure.

## FALLING DAMAGE

A character who falls *H* metres in gravity equivalent to *G* earth gravities incurs damage determined by a random QR and  $DC = DT \cdot (H - 1)G$ . (\* Original DT for larger than life characters.) Damage from falling is likely to occur in the form of broken limbs (or vertebrae, if you're feeling cruel) and result in immobilisation if not critical injury.

The character can attempt one of a number of measures to reduce this damage:

- Use Acrobatics: DC is reduced by (7-QR) of the Acrobatics roll\*
- Use Jumping: DC is reduced by (5-QR) of the Jumping roll\*
- Use Swimming (but only if the character is falling into sufficiently deep water): DC is reduced by (8-QR) of the Swimming roll\*.

(\* at  $-4 + \sqrt{H/G}$  (round down; may not exceed zero) if the character did not expect to fall)

Finally, landing on a suitable surface may reduce falling damage, with a properly prepared mound of cardboard boxes, or sufficiently deep water, absorbing at least 10 DCs of falling damage, a soft pile of straw absorbing 6 DCs, and a correctly used airbag absorbing perhaps 20 DCs.

## BURNS

Exposure to very hot, very cold, and very corrosive substances and objects, and to high voltages, can be a health hazard. A rough guide to resultant damage classes appears in the Burn Damage Class Table (see Appended Tables).

Damage to specific locations has the usual effects, while damage to the [front of the] head is also liable to be blinding if the victim's eyes are unprotected.

## ASPHYXIATION

(This is most important for swimming, also see [5.0].) A character can hold his/her breath for his/her ENx2 pulses without great strain (EN pulses without first taking a breath). Beyond this, he/she must make a Fatigue roll (costing one fatigue point) every EN/3 pulses (at -1 per such Fatigue roll already made). QR1-3 indicates that the character can continue to do without air; QR4 that he/she must get air within EN/3 pulses or pass out; QR7 that he/she passes out; QR10 that he/she passes out and suffers an increase of one in wound level. This will kill anybody eventually. A character who receives two wound levels in this fashion will not revive unassisted when air is restored.

## UNUSUAL TERRAIN

Although the types of terrain given in the combat rules are adequate for most outdoor encounters, and one can make do with them in urban settings, there are clearly many sorts of terrain whose effects will be somewhat more specialised, and correct treatment of these terrain types will require a little GM's discretion. To aid this, rather than to catalogue "all possible" terrain types which may occur in play, I shall give some examples of unusual terrain types, and methods of handling them.

In the examples below, an **agility roll to avoid falling** is performed by the character at the designated ease factor, QR7 indicating that he/she falls to kneeling position; QR10 indicating that he/she falls prone (and in both cases the character must perform a recover action before taking an action other than (combat) move/turn, rise, or drop). A single or double asterisk ("\*/\*\*") indicates that the same roll must also be made by a character entering such a hex via a move action (a double asterisk indicates that the roll must also be made at +1 by a character entering via a combat move action).

**Treacherous Ground** is ground upon which one is not entirely confident to move without glancing down. This falls into several categories...

On **Loose Covered** (eg. gravel) or **Slippery** ground one must either reduce one's footwork (in melee), and thus suffer a -1 modifier to dodge actions, or (after any dodge action taken without its attendant penalty) have to make an EF7 agility roll to avoid falling\*.

On **Broken** ground (eg. scattered with fist-sized rocks, or on a 30° slope) one must either reduce one's footwork (in melee), and thus suffer a -2 modifier to dodge, and -1 modifier to attack and parry actions, or (after any such action taken without its attendant penalty) have to make an EF6 agility roll to avoid falling\*\*.

On **Narrow** or **Precipitous** ground (eg. at the edge of a cliff, or on top of a wall) one must severely curtail one's footwork, and suffer a -2 modifier to dodge, and a -1 modifier to attack and parry actions. Furthermore if a character on such ground performs a dodge action then he/she must then make an EF6 agility roll to avoid falling\*\*, with a QR7 indicating the character falls, but hangs onto the edge, and a QR10 indicating the character has fallen right off.

Hexes containing other characters also qualify as treacherous. A hex containing a prone or kneeling, and inactive (stunned, incapacitated, or dead) character qualifies as broken ground. Hexes containing active characters present hazards already detailed in the combat rules; stunned and upright characters can be avoided.

**Soft Sand** and **Snow** do not provide a solid footing, and not only reduce the amount of footwork one is able to do (causing -1 to attack and parry, -2 to dodge actions), but are one and a half times as difficult to (Combat) Move or Turn in, and any character doing any of the above in a sand/snow hex must make an EF7 agility roll to avoid falling\*. Eg. in LT gravity a move action allows a character to enter two sand/snow hexes, and three combat move actions would allow a character to enter two sand/snow hexes.

**Doors** are a pretty common decoration of urban settings, and deserve attention. A quick, reliable, fully automatic door (ie. one which detects you and slides out of the way in a split second) will not even slow a character up. On the other hand slow, unreliable, automatic doors, such as we find in supermarkets today, require one or two action points to open (and then close as an opportunity action (with speed ≤ 0; determined by the GM) after the character has passed through).

The sort of door with which most of us are most familiar, which swings open on hinges and has a knob, requires two action points to open towards one, and only one action point to open away. They require two action points to close. Sliding doors require from one action point to an entire pulse to slide open or shut, depending on how stiff they are. To unlock/lock a door with a mechanical lock, using a key, requires the character to make an EF7 DX roll during declaration. If successful, then QR is number of action points the unlocking/locking process will require, QR7 indicates that the door remains locked/unlocked, and the character fumbles for that pulse; QR10 indicates that not only does the character fumble, but he/she drops the key, or breaks it off in the lock. (Looking in one's pockets or purse for a key is another matter, and probably requires a Search roll to be made each pulse until successful...)

Characters may also wish, from time to time, to leap through panes of **glass**. This will require a move/jump action, and inflict damage upon the character determined by DC1-5 (depending on how strong the glass was) and a random QR. The broken glass will render the ground on the far side of the pane **loose covered**. Of course a far more embarrassing possibility is that the character *bounces* off the glass.

**Underwater** melee combat, as a rough guide, is performed at -1 to attack, and -1 to damage class for melee attacks using thrusting weapons (natural denizens can be assumed to use thrusting weapons); and -2 and -3 respectively with smashing or slashing weapons. Most firearms will be useless, although lasers could conceivably be tuned for use in water, and weapons firing slow, heavy projectiles would work over short ranges. Note that gravity when underwater is always NW (near weightless).



Humans underwater should treat Turn, Combat Turn, Move, and Combat Move as costing one point of Fatigue, and APs equal to the 1 + the QR of a Swimming roll (made during the Declaration Segment), with QR7 indicating that no such actions can be taken that turn, and QR10 indicating that no actions of any kind can be taken that turn, or the next. The costs (in APs/pulses and Fatigue) for all other actions performed underwater are doubled.

**Shallow Water & Mud** each double the cost of movement and turning. Mud covered by shallow water costs triple (eg. in such terrain and LT gravity Move action would only be good for one hex of movement, and a Turn action would only allow a 60° change of facing in place; alternatively, one could take three combat move actions to move one hex in any direction). (**Shallow** means roughly knee-deep.)

**Final Note:** these notes primarily apply to characters. The movement rates for vehicles through various kinds of terrain are clearly defined by the appropriate tables in [5.0].

## TACKLING

As a final addition to the combat rules, primarily for those interested in using them to simulate sports, I present some experimental tackling rules. A tackle is performed via two (generally) successive **attack** actions (opportunity, or otherwise): called the grab (which requires Unarmed Combat, AG at EF(1+G), or Tackling skill (as per Sporting Skill)), and the knockdown, the latter of which is optional. The tackler requires two free hands to perform these actions (they may be performed one-handed at -2), and to maintain the hold referred to below (a two-handed hold is broken if the tackler frees one hand; a one-handed grab yields a secure, one-handed hold).

The **grab** action requires that the target at normal or close melee range, and fulfill the usual preconditions for a melee attack, and incurs the usual melee EF modifiers; moreover a grab from behind gains an additional +1, and from the front -1. The tackler makes his/her tackle roll, and if successful grabs hold of the target, who must then make a ST roll at EF=QR of the tackle. If this roll is a QR1-2 the target breaks the hold and may continue; on a QR3-4 he/she remains standing, but cannot move; QR7 indicates that he/she falls to kneeling position, QR10 that he/she falls prone (and no knockdown action will be necessary).

The **knockdown** action is intended to bring a held target to ground. The tackler makes a ST roll at EF=QR of the target's ST roll, and if successful the target falls prone; on a QR7 the target remains held (and may be subject to further knockdown actions); on a QR10 the target escapes.

## LARGER-THAN-LIFE CHARACTERS

**Designer's Notes:** a lot of the "source material" for a game like ForeSight, ie. the books, films, and perhaps comics from which players of ForeSight derive "inspiration", involves "larger-than-life" (henceforth LTL) characters. By LTL I mean those characters falling somewhere between human and superhuman.

Eg. James Bond (in the films), Batman (in the *Dark Knight* series; Batman is larger than life, literally, while Superman is a superhero), Luke Skywalker (in *Return of the Jedi*), and Adam Reith (in the *Tschai* novels, by Jack Vance). ForeSight, as written, was *not* designed to cope with such characters, but to allow any plausible, or historical, character to be generated. The rules which follow are designed to fill the gap between "realistic" games (like ForeSight without these rules) and "superhero" games (such as Champions and AD&D).

As GM you may choose to allow players to generate characters with all, some, or none of the following rules. Use of these rules by their antagonists should be restricted to "major villains" and "privileged henchpersons". Use these rules at your own risk.

**Definition:** the rules which follow are based on the **hero point** (HP). A hero point may be purchased for 5 GPs (generation points) or 20 EPs (experience points). A hero point may be sold for 3 GPs (only during character generation). GMs running campaigns using these rules may wish to give characters some hero points during generation (I recommend no more than one hundred be so given).

**Attributes.** An LTL character may increase the **Inherent** value of one of his/her attributes by one (so long as he/she has already **trained** the attribute to this value) for 10 HPs.

**Skill BEFs.** An LTL character may increase the **BEF** (and also the **Exp**) value of a skill by one by paying its **New BEF x Exp HPs** (assuming E, T, and G to be three, where applicable), and also immediately paying the increased costs for the skill (using GPs if during character generation, and EPs if using experience). A character may not improve a skill's BEF by more than N, if its limit is 1 (1.5) unless he/she has it at level 10+5N (15+7.5N), or more. (This rule is pretty rugged. The idea is that you can't improve a skill's BEF by much unless you already have a pretty phenomenal level, and hence PCS, in it.)

**Psionic Skills & Mystic Disciplines.** (Mystic Who? These appear in HindSight.) An LTL character may purchase a psionic skill or mystic discipline (which would otherwise be unavailable) at level one for 5 x **Exp HPs**, and must also purchase additional levels in the skill or discipline by paying HPs rather than GPs or EPs (as applicable). Note that this does not apply to skills and disciplines which the character would normally have available. (NB: this applies to both FS and HS characters.)

**Damage Track.** LTL characters are often able to absorb phenomenal quantities of damage. A larger than life character may increase his/her DT (for purposes of determining wound status only) by one by paying (New DT)<sup>2</sup> x 5 HPs.

**Luck.** Hero points not immediately spent may be used during play to alter the QRs of tasks performed by or directly affecting the characters possessing them. A hero point may alter the QR of such a task by one per point expended (three points must be expended to change a QR7 to QR4 or QR10, or v.v.). Before a die roll is made, a larger than life character may spend a hero point to make two rolls and take the best one.



**Vehicle Modification Table**

| Description      | Pur | Man | Red | Speed | DT   | Cargo | Pass | Cost |         |
|------------------|-----|-----|-----|-------|------|-------|------|------|---------|
| Cheap/Old/Rusty  | -1  | -1  | +1  | 0.8   | 0.8  | 1.0   | 1.0  | 0.6  |         |
| Compact          | 0   | +1  | 0   | 0.9   | 0.8  | 0.8   | 0.8  | 0.8  | Size -1 |
| Luxury           | -1  | -1  | 0   | 1.0   | 1.25 | 1.5   | 1.5  | 2.0  |         |
| Sporty           | +1  | +1  | -1  | 1.25  | 0.8  | 0.5   | 0.5  | 1.5  |         |
| Fast             | +1  | -1  | -2  | 1.5   | 1.5  | 1.0   | 1.0  | 2.0  |         |
| Police/Military* | +1  | +1  | -1  | 1.25  | 1.5  | 1.5   | 1.0  | 2.5  |         |
| Heavy            | 0   | 0   | 0   | 1.0   | 2.0  | 1.5   | 1.5  | 3.0  |         |
| Transport        | -1  | -2  | 0   | 1.0   | 1.5  | 2.0   | 5.0  | 3.0  | Size +1 |
| Utility (loaded) | -1  | -1  | -1  | 1.0   | 1.0  | 3.0   | 0.5  | 1.0  |         |
| (unloaded)       | 0   | 0   | 0   |       |      |       |      |      |         |

**Damage Track Table**

| Wound (Damage) |      |       |        |       | Status |           |       |
|----------------|------|-------|--------|-------|--------|-----------|-------|
| DT             | Okay | Light | Medium | Heavy | Part   | Destroyed | Dead* |
|                |      |       |        |       | Inc[4] | Inc[5]    |       |
| A (0.05)       | 0    |       |        |       |        |           | S     |
| B (0.1)        | 0    |       | S      |       |        |           | 1     |
| C (0.2)        | 0    |       | S      |       | 1      |           | 2     |
| D (0.4)        | 0    | S     |        | 1     | 2      |           | 3     |
| E (0.6)        | 0    | S     | 1      | 2     | 3      |           | 4     |
| F (0.8)        | 0    | 1     | 2      | 3     | 4      |           | 5     |
| 1 S            | 1    | 2     | 3      | 4     | 5      | 6         |       |
| 2 1            | 2    | 4     | 5      | 7     | 8      | 9         |       |
| 3 1            | 3    | 5     | 7      | 9     | 11     | 12        |       |
| 4 2            | 4    | 7     | 9      | 12    | 14     | 15        |       |
| 5 2            | 5    | 8     | 11     | 14    | 17     | 18        |       |
| 6 3            | 6    | 10    | 13     | 17    | 20     | 21        |       |
| 7 3            | 7    | 11    | 15     | 19    | 23     | 24        |       |
| 8 4            | 8    | 13    | 17     | 22    | 26     | 27        |       |
| 9 4            | 9    | 14    | 19     | 24    | 29     | 30        |       |
| 10 5           | 10   | 16    | 21     | 27    | 32     | 33        |       |
| 11 5           | 11   | 17    | 23     | 29    | 35     | 36        |       |
| +1             | +1   | +2    | +2     | +3    | +3     | +3        |       |
| +0             | +1   | +1    | +2     | +2    | +3     | +3        |       |

To expand this table, alternate these modifiers.

**Notes:**

\* If something's wound level exceeds the number in this column, it's still dead.

**Part:** partially destroyed (a damage status); a piece of equipment which reaches this damage status is partially destroyed, and certainly non-functional.

**Destroyed:** a piece of equipment which reaches this damage status is not only non-functional, but beyond repair.

**Weapon Modification Table**

| Type       | Recoil | PM | DC | Ammo | Ranges | Draw | Con | Jam | Mass | Cost |
|------------|--------|----|----|------|--------|------|-----|-----|------|------|
| Cheap      | +1     | -1 | -1 | 0.8  | 0.75   | +1   | 0   | -2  | 1.0  | 0.6  |
| Heavy      | +1     | -1 | +1 | 0.8  | 1.25   | +1   | +1  | -1  | 1.25 | 2.0  |
| Light      | -1     | 0  | -1 | 1.25 | 0.8    | -1   | -1  | 0   | 0.75 | 0.9  |
| Target     | -1     | +1 | -1 | 0.8  | 1.5    | +1   | +1  | -1  | 1.25 | 3.0  |
| Reliable   | 0      | 0  | 0  | 1.0  | 1.0    | 0    | 0   | +2  | 1.0  | 2.0  |
| Cut-down*  | +1     | -1 | 0  | 0.8  | 0.75   | +1   | -2  | -1  | 0.75 | 0.8  |
| Cut-down** | +1     | 0  | -1 | 1.0  | 0.6    | -1   | -2  | -1  | 0.75 | 0.8  |
| Quality    | 0†     | 0† | 0† | 1.0† | 1.0†   | 0†   | 0†  | 0†  | 1.0  | 5.0  |
| Old/Rusty  | 0      | -1 | -1 | 1.0  | 0.9    | 0    | 0   | -2  | 1.0  | 0.7  |

**NOTES**

\* applies to modifying handguns; \*\* applies to modifying longarms and heavy weapons. A weapon may only receive one cut-down modification (subject to GM's discretion).

† one of these values (purchaser's choice) is improved by one (ie. is treated as a favourable  $\pm 1$ ; or as a coefficient of 1.25); while another must be worsened by one (treated as an unfavourable  $\pm 1$ , or 0.75).

**Burn Damage Class Table**

| Flame         | Hot Object    | Corrosive                           | Cold Object | Electricity† | DC* |
|---------------|---------------|-------------------------------------|-------------|--------------|-----|
| Campfire      | Boiling Water | HCl                                 | Dry Ice     | Appliance    | 1   |
| Blowtorch     | Hot Metal     | Conc. HCl                           | Liquid Air  | Mains        | 3   |
| Cutting Torch | Molten Metal  | Hot, H <sub>2</sub> SO <sub>4</sub> | Cryogenics  | Heavy Duty   | 5   |

**Notes**

† **Electrical** damage usually kills by causing cardiac arrest (resuscitation is usually possible if promptly attempted). If a pain resistance roll following damage from electricity is failed, then the victim suffers a cardiac arrest, and must be revived within two minutes to avoid brain damage. Heavy Duty voltages include extraordinarily powerful sources of electricity, like laser batteries.

\* **Damage Class** is per location exposed per pulse (damage is via random QR). For briefer exposure, reduce DC by 1 or 2, for small area of contact, reduce DC by 1 or 2.



**APPENDIX 2**  
**DESIGNER'S COMMENTARY**





## FORESIGHT Designer's Commentary

ForeSight, even though simple in comparison to many other Role-Playing Games, is still very complex for a recreational pastime. In order to help you cope with this complexity, this commentary is designed to function as a set of friendly marginal notes.

### What is a role-playing game?

I'd like to explain this the way I do to people I meet who ask this question. Think of a [stage] play. Shakespearean will do as well as any. If one were to act well in such a play then one would read the play through carefully, and analyse the actions (or, more probably, lines) of the character one was playing, and from these as a whole, attempt to gauge the character's personality, motivations, and so forth.

We see, for instance, by Hamlet's soliloquys (representing his private thoughts and turmoils), that he is a person deeply concerned by the possible morality of his actions. More importantly, we discover that Hamlet is indecisive, and that he perhaps uses moral issues as an excuse for inaction. So the competent actor divines the personality of the character he/she is to play by examining the thoughts and actions, as set out by the playwright, of that character.

Role-playing games are a little different. First: although you again play a character, no playwright has created it. The character has been devised by yourself or someone else, and all you know about the character are his/her abilities (the things of which he or she *can* do) and (in a good role-playing game) his/her inclinations (the things he or she would *like* to do).

Second: the script has not been worked out in advance. A referee, or Game Master (GM) has concocted a setting, and the outlines of a story, with many possible paths and outcomes, into which your character will step. Based on the personality of the character(s) you, and/or someone else, designed, a story will develop, with you performing one of the parts; but your lines and actions will be determined by yourself, on the spot, based upon the nature of your character.

Of course role-playing is somewhat more subdued than play acting. Players verbally describe their character's actions, and often give only the gists of their character's statements, rather than delivering them verbatim, and capering about on stage; this is perfectly reasonable, since appropriate props are usually unavailable, and most players and GMs are not professional playwrights or actors, but the fun is there, and that's what counts...

### Why play role-playing games?

Well, mostly because they are fun. Role-playing is social, entertaining, interesting, imaginative, exciting, and challenging. No other form of modern entertainment so constantly requires input from its indulgents.

Movies, plays, books, and music are passive. You sit and watch (or gyrate and listen, or whatever). Video games, and sport require skill of their participants, but seldom any intellectual input; seldom are they intellectually or emotionally challenging. And none of these, not even computer based adventure games with real time graphics and voice synthesisers, require their players to exercise their imaginations.

I shall defend this statement. Most people will admit that watching a film does not require of the viewer a great deal of imagination. As special effects technology has improved, less and less input from the viewer has been required. Books, some argue, require imagination to appreciate (although I would claim that the millions of readers of Mills & Boon romances hardly exercise their imaginations), but this is passive imagination, where the reader tries to conjure images of whatever it is that the author has thought up. In Role-Playing Games the player must not only see what it is that the GM has constructed, but must also extend his/her vision to include other things that might logically be expected to be found there. Then he/she must decide his/her character's actions on the basis of the imagined setting, and imagine how this setting will respond to any possible courses of action.

Simply speaking, there's nothing else like it.

### How do I use this book?

Good question. Most RPGs you see selling in stores seem to be designed by people who think reading one hundred and fifty pages of legalese is fun, and a thing the purchaser will not only want to do, but want to do several times, to the verge of memorisation. Having familiarised myself all too thoroughly with three successive game systems, I cannot stomach reading RPG rules. Almost invariably they are written by somebody striving for and not achieving clarity, resulting in tortuous sentences, internal contradictions, and so forth, and so on. So, having committed these crimes, I intend to make this a set of rules which should not be read through, nor memorised.

The most important parts of these rules are sections [2.0] **Characters** and [3.0] **Resolution**. These should be read carefully, and, in the case of [2.0] used a few times. Once you have generated a few characters this section [2.1] of rules will become close to second nature, and (apart from relevant charts and tables) can be ignored. The other sections should be reasonably familiar to the GM, but memorisation is unnecessary.

[3.0] deals with the fundamental game mechanics. All the other rules derive from [3.0] and are simply special cases of it. Although it is a good idea to have a working knowledge of [4.0] **Combat**, it is hardly vital. Remember that the rules following [3.0], being elaborations upon it, are simply decisions made by the designer (perhaps educated decisions, perhaps not) regarding how the resolution system can be applied to specific (but relatively common) situations, and a decision made by a GM on the spur of the moment is almost, if not equally, valid since while the

## 2 FORESIGHT Designer's Commentary

Designer's decision probably received longer thought, the GM's decision was tailored to the exact situation.

If you like analogies, [3.0] is the body, ready to go; the other rules are a bunch of things the body has been told to do if certain situations turn up; and the GM is the body's mind, making spot decisions on actual problems, based on common sense, faced as the body goes about its business. The mind can heed earlier advice, or just use his/her common sense, but the body is there for keeps.

### A comment on attributes...

Why *those* attributes? Well, I looked at all my favorite RPGs, to see which attributes *ought* to be in an RPG, and then threw out those which were tautologous. No-one generally argues with attributes like Strength and Dexterity being in a game, but attributes like Agility, Intelligence, Empathy, and Appearance are more controversial.

**Dexterity** is distinct from **Agility** in many ways, yet many designers shy away from distinguishing between them. Others put two different attributes, called Dexterity and Agility (or some synonyms) in, but aren't sure how they're different. I can be fairly terse. Rudolf Nureyev, Nadia Comaneci, and Cats (with paws) have a lot of Agility, but not (necessarily) Dexterity. Agility is balance, and coordination. IC assemblers, watchmakers, marksmen, and stage magicians have a lot of Dexterity, but not (necessarily) Agility. Dexterity is steady hands, and deft fingers. Obviously a character could be envisaged by a player who was a great shot, but none too quick on his/her feet, and the game system should allow this.

**Perception** is an extremely important ability. Being hopelessly myopic, perhaps I am more aware of this than other designers with perfect eyesight. It's no good to be a great shot if everything beyond ten metres is a blur. And a great shot will be a lousy hunter or soldier if he/she marches will-nilly into ambushes, and can't hear wings flapping over his/her own wheezing. Many recent games include perception, but regard it as a poor relation amongst attributes, and often it is tacked on as an afterthought. Just think how many more heroes would be better off if they exchanged a little combat proficiency for perception.

**Empathy** is the emotional equivalent of Perception (Empathy skill is the emotional equivalent of Scan, and should be treated as such. Implement-/Psychology is the emotional equivalent of Search, although Diagnose/Interrogation can be used this way also, but not in social circumstances). A person without Empathy would be considered insensitive, even if he/she had the best intentions, while a person with a great deal of empathy would be considered understanding. In terms of usefulness to adventurers, an empathic person is the sort of person people tend to trust and confide in. Empathy therefore affects people's Charisma skills, and in fact is generally useful in interactions with other people.

**Appearance** is a much abused attribute. A person's appearance is far more tangible than his/her "charisma", whatever that is. In spite of all vows, I (and most people) judge almost everyone on the basis of their appearances. Appearance is an attribute, and, furthermore, a capability. Attractive people can do things that ugly people can't. Men, for example, often are more forgiving, tolerant, helpful, and polite to/of attractive women. Unfair. Why? Life is unfair. No-one argues when ugly buildings are demolished, or poor artworks are not maintained. The point is that one's appearance is very important, and is often the first thing by which one is judged. So it's unfair to judge people by their appearance; but it's unfair to judge people by their intelligence too - they didn't earn it.

**Intelligence** is another controversial attribute. You see it's hard to play a character who is dumber than yourself. Worse, it's impossible to play a character who's smarter than you. Let's think of intelligence as pure academic merit then, not as a measure of how canny, clever, or cunning a character is. As a final thought, if you're playing a dumb character, and you have a bright idea, think twice before using it anyway, or discarding it, and consider passing it on to someone playing a genius.

### Knowledge versus Skills

Rather than be technical, I'd like to give examples of why this division of capabilities works as it does. This division is a result of my desire to reduce the game mechanics to manageable levels, rather than because it's the way I thought things were. But I think that this division of capabilities is a good one, now that I've made it (I admit that this idea was present, germinally, in *James Bond 007* but they never got around to fully formalising it; perhaps because fields play so little part in that system).

Think of a skill that you practise and practise, and the more you do it, the better you get at it. A good analogy is a video game. Each time you play it, on the average, you score a little higher. You start by learning the fundamentals (which button does what, how the controls work) and that gives you level one, but through gradual familiarisation with the game, increasing memory of the sequences of events, and so forth, you master the game. Some people never get past a certain point, while others get too good for the game. Each eventually finds a limit to his/her abilities, whether it is Dexterity, or Endurance.

Now imagine learning a foreign language. You must learn and comprehend the syntax and grammar, but once that's done, either you know the word, expression, or whatever, or you do not. Your skill is perhaps writing: making marks on a piece of paper recognisable as letters, numbers, and symbols. If you learnt a new language (acquired new knowledge) you could still use largely the same set of symbols, and symbol drawing skills, in conjunction with this new knowledge, but it would take a little growing used to. Similarly speech. You learnt to use and control your voicebox when you were very young, and the same skills can be used when you learn new languages, words, or songs.

This all leads on to...

## Familiarity

So someone is bound to write into Murphy's rules saying that in ForeSight car mechanics make great brain surgeons. Look closer. As a car mechanic, you learnt to hold tools steady, use your hands. You figured out what was wrong with a car by listening to the engine, looking at the exhaust gas, checking the oil. A doctor uses the same physical and mental disciplines as does a car mechanic, or an electrical engineer - but different knowledge. Fine, but cutting a cable with one's arm around a corner in a service tube, with an assistant pointing a flashlight at it, and a multimeter balanced against the wall isn't the same as reaching under a patient's heart to adjust a replacement valve, while observing proceedings on a computer image of the patient's radiation tagged blood supply. It isn't totally different. Having learnt brain surgery, the car mechanic will not (usually) be as good a brain surgeon as he/she was a car mechanic, only time, practise, and experience will do these things.

Gravity, Temperature, and Environment familiarities may well prove somewhat controversial. Temperature familiarity may well be more a temporary physiological adjustment, than an acquired familiarity, but it can be looked at as a skill instead, if you feel such is the case. In spite of the fact that most SFRPGs ignore gravity familiarity, as an acquired ability, rather than as a transitional adjustment, I have not done so. It is obvious that skin-divers do not have to adjust to submarine weightlessness after a period of non-diving. I rest my case.

Examples of Gravity, Temperature, and Environment familiarities in action...

A character with a LT (light) gravity score of 2, and a speed of 1+G, would have speed 3 on Earth, which has LT gravity (1g is right at the top end of LT gravity).

A character with a score of 3 in urban would have a BEF (base ease factor) of 6 in Scan when in heavily built up areas. If he/she had 1 in suburban, then his/her BEF would drop to 4 in residential areas, parks, and zoos (examples of suburban environs).

Likewise a character with 1 in CD temperatures would have a BEF3 in Fatigue if he/she engaged in Antarctic exploration.

## Inclinations

What a character would **want** to do in a situation is at least as important as what he/she is **able** to do in it. Hamlet could have killed Claudius, quietly, and without fuss, but chose not to do so. If he had, there would have been no interest in his story. Claudius would certainly have been no match for him (Hamlet defeated one of the best fencers in France, after diligent practise). Fictional characters almost always act under some kind of moral constraint, and heroes always do - that's what makes them heroes.

Some inclinations provide obvious stimuli for adventurers: a queasy character will avoid dealing with gore; aggressive characters will pick (intellectual or physical) fights; assertive characters will rebel against intimidation, or the infringement of their rights; idealists will pursue their ideals; philanthropists will remove knights from distress, and so forth. Other inclinations provide subtler spurs: involved people will involve themselves in other people's problems (perhaps against their wishes); pious people will be affronted by impiety; self righteous people will be affronted by ridicule; self-doubting people will wish to test themselves.

Characters will seek those things in which they take an interest (eg. money); cherish, protect, honour, and uphold those things to which they are loyal; patronise, savour, and appreciate their likes, while avoiding, spurning, and scorning their dislikes; and they shall further their ambitions, while maintaining their little quirks.

Finally (back-pedaling a bit) I'd like to say something about...

## Tech Levels

Sometimes you'll see references to fractional tech levels, eg. TL8.5. Just think of this as turning up somewhere between the advents of TL8 and TL9, and you've got the picture.

Later on things get more complex, and we have "Hard" and "Soft" tech levels. Hard technology deals with metals, physics, chemistry, and that kind of stuff. Examples of hard technology: planes, cars, phones, robots, computers, TV, lasers. Soft technology involves biology, biochemistry, genetics, and that sort of stuff. Examples of soft technology: vaccinations, insulin, test tube babies, and wheat hybrids. In the middle we get plastics, surgical technology, and so on. As a guide, anything that can be made with hard technology, can probably be produced two soft tech levels higher, at roughly the same cost, beginning at soft TL7. The reverse does not hold: most of the achievements of soft technology cannot be reproduced with nuts, bolts, and silicon.

## Backgrounds

Let me be clear on personal backgrounds: a character with wealthy transient background need not be a wealthy transient (some of my play-testers weren't clear on this). The fact that he/she gets more money for having the same abilities as a poor transient reflects the tendency for children of the wealthy to get upmarket jobs, but really is just a system to generate a character's starting funds. A more detailed and less abstract system is in the works for ForeScene.

**Aside:** this leads me to some comments about design (or is it marketing?) approaches to role-playing games. A lot of role-playing games seem to blur the line between reality and game-reality. Eg. they may refer to "the players" when they mean "the players' characters"; they may explain the rules by pretending that the reader is a new recruit, and the rule-book either a training manual, or the transcript of an



instructor's speeches. Many games fail to delineate the rules from the background material, and you will find these intermingled in the text. While these things occur in FS, an effort has been made to avoid them. This is not because I am opposed to detailed background material (this game was written to support *ForeScene*, not the other way around), but because I feel that these distinctions *should* be made. Okay?

## Character Example

### *The Life and Times of G7 (alias Srikanth)*

It's very fashionable today to have a little example constantly following you around the rulebook. It all started with Rurik the Restless in the old RuneQuest rules, I guess, and since then numerous imitations have followed. The thing is, that these examples are all pretty unrealistic. Most RPGs, for example, have random generation of attributes (ie. the player makes the best of what is dished up, via dice, to him/her). Who the hell names a character before determining his/her attributes? Most game designers, it seems. Let's generate nameless, then, with the tentative title "G7" until we can think of a fitting name for the beggar. Unlike the majority of such examples, G7 is an experienced character, 38 years old (look, I've already broken the rules, by determining the character's age too soon. That's the way it goes).

[1] Social Background first. I roll 23: Wealthy Transient. Ethnic background 14: Indeterminate. This is difficult, I tend to generate Caucasoid physical characteristics reflexively, and so decide to resist this tendency. Brown skin and wavy brown hair, copper coloured eyes (like Marianne O'Hara's in *Worlds*). The character will be male, though, so I decide on a moderate height, and slender build (5' 10", and slender). I roll on abilities and limitations, and get a 46: Natural Aptitude. Hmm. I decide that this character is going to be a great scholar (well, talented one), and the aptitude is in Implement.

## A note on Abilities & Limitations

Since most eyesight problems, congenital defects, and phobias, are either foreseeably, or conceivably curable and/or avoidable, I have restricted this table to [i] phobias which may be culturally implanted, and hence reflect survival instincts (eg. a native of high gravity worlds would do well to have a fear of heights), social sensibilities (and hence be regarded as a virtue; eg. eating in public might be regarded as disgusting beyond description), or the result of some trauma; [ii] native talents, which would be desired and fostered, rather than cured (these may be acquired, eg. Kirth Gersen's, or Japanese Ninjas' extranormal abilities could be regarded as the results of extensive early training; while Darkovan nobles', and those of the Bach and Strauss families could be regarded as, at least partly, inherited; Nadia Comaneci's, and Mozart's abilities can be regarded as the products of both genetic potential and early training); and [iii] chronic ailments (poor eyesight is not, for example, the result of easily cured myopia, astigmatism, or whatever, but of more serious neural problems, only partially curable via TL7-8 technology).

[2] Time to generate the attributes. I prefer the semi-random generation method, because I tend to fall into ruts when generating characters in a completely non-random framework, but I like a fairly high degree of control over generation anyway. The rolls are:

|           |            |           |           |
|-----------|------------|-----------|-----------|
| ST 9      | EN 5       | DX 7      | AG 5      |
| IN 8 (+4) | PC 10 (+2) | WP 8 (+3) | EM 7 (+5) |
| AP 7 (+1) |            |           |           |

I add the 15 points as shown. So: not only a great scholar, but a determined and sensitive one. Not a conscienceless designer of better bombs.

[3] I've already determined his age by rolling D20 and adding 19 to get 38 (this is not one of the suggested systems, but I believe in having a large variance within a group of PCs of both type and degree of capability. Since I'm the GM, so it goes).

[4] G7 receives 20GPs for being a wealthy transient, and 435 more for being 38, for a total of 455.

Why no rules for aging? Well, it won't concern many PCs (most SF settings at the very least assume a larger life expectancy, and a long productive life, if not near immortality. Most PCs retire before going senile), and aged NPCs can be designed by the GM at whim.

[5] G7 will be most familiar with LT gravity, and NL temperatures. Most inhabited planets are like this, so statistically speaking, most PCs should choose these. His/her home environment will be SU (suburban), ie. University Campuses, and research facilities, both are fairly suburban environments. G7 has threes in LT, NL, and SU; ones in NW, HY, CD, HO, FL-MV, and UR. G7 takes Charisma and Personal Flyer as free skills. I think a guy like that would be fairly sociable, but he'd like to get away from everything once in a while, to think.

[6] Now G7's GPs are spent. Raising Fatigue from level 1 to level 10 costs 18 GPs (9 levels at 2 GPs per level; the Exp rating of the Fatigue skill is 2). Acquiring Aircraft at level 11 costs 15 GPs (5x1 to get it at level one, 10 additional levels at 1 GP per level). Raising IN to 16 (from twelve), the maximum value G7, or any PC, for that matter, can achieve, costs 40 GPs (four points and 10 GPs per point). Soon all are gone. IN is the only attribute raised. Skills include Implement, Recall, Repair, and Handguns. How to rationalise the last? I decide that G7 will be half scholar, half would-be intrepid investigator. Sadly, I have not raised any of his familiarities, but I'll assume he's not very physical, and most or all of his shooting has been on a firing range.

(Observe that I've started thinking of this character as "he".)



| Skills          | Level | PCS | BEF |
|-----------------|-------|-----|-----|
| Fatigue         | 10    | 18  | T+2 |
| Pain Resistance | 10    | 18  | T+2 |
| Initiative      | 10    | 24  | E+3 |
| Search          | 10    | 24  | E+3 |
| Scan            | 10    | 22  | E+3 |
| Empathy         | 10    | 22  | 5   |
| Dancing         | 6     | 15  | G+2 |
| Aircraft        | 11    | 21  | G+2 |
| Groundcraft     | 6     | 16  | E+4 |
| Implement       | 26    | 34  | 5*  |
| Recall          | 26    | 34  | 5   |
| Repair          | 18    | 30  | 6   |
| Charisma        | 11    | 21  | T+2 |
| Handguns        | 12    | 22  | 5   |
| Personal Flyer  | 11    | 20  | G+2 |

(\* Owing to his Natural Aptitude, allocated to Implement)

This leaves G7 with 30 GPs. 20 go to purchasing an additional year of education, while ten can be spent raising five environment familiarities by one, or two temperature/gravity slots by one. Choosing the former, I raise G7's UR by two (to three) and FL-LV, FL-HV, and UN-MV to one.

[7] As a wealthy transient G7 receives 6 years of education, plus his age less eighteen, and one more purchased for 20 GPs. In short, 27 years of education. If he had an eidetic memory, he would have, effectively, 54 years of education. With IN 16 G7 will not fail any subjects; but if his IN were ten, say, then in order to learn electronics, he would have to spend three years and roll less than or equal to 80 (8 x 10) on a D100. If he failed, then a subsequent attempt would require only one and a half years. G7 learns Mathematics, Programming, Planetology, Law, History, Psychology, Electronics, Locksmithing, and Emergency Medical.

[8] I now decide G7's name will be Srikanth (the surname of an Indian opening batsman; I like the sound of his name). Based on this, I decide his inclinations:

|               |                   |
|---------------|-------------------|
| Aggressive 13 | Assertive 11      |
| Brave 11      | Carefree 14       |
| Cheerful 14   | Extrovert 10      |
| Honourable 12 | Idealistic 11     |
| Involved 13   | Philanthropic 12  |
| Pious 9       | Queasy 7          |
| Reliable 13   | Self Righteous 10 |
| Straight 15   |                   |

His interests, and so forth, should gel after he's been played a bit. (A character really can't, and shouldn't, be generated, top to toe, before even being played.)

[9] His speed is  $17/5 - 5 + G = -1.6$ , rounded up gives  $-1+G$  (mediocre). Threshold fatigue is  $16/6$ , rounded off, gives 3 (average). UCDC reads off the table as 2. Carrying capacity: Srikanth is unladen by up to 8kg, burdened but mobile with 16-32 kg, and laden in between,

[10] Initial wealth: the formula on the Social Background chart is years of education received (26

in this case, but fewer had he failed something), multiplied by age minus fourteen (24) and the SVU figure for wealthy transient (1k or 1000), for a total of 624k SVU.

## Using Skills

(You probably will need to read the Resolution rules [3.0] to understand this section. As a rough guide, should you not wish to do so, whenever a task is attempted the result will be a "quality rating" (QR) reflecting the degree of success attained. QR1 is a brilliant success, while QR4 is a marginal success; QR2 and QR3 fall in between. QR7 is a failure, while QR 10 is a disastrous failure. An "ease factor" (EF) is a quantification of the ease with which a task may be performed. EF5 is average difficulty, while EF10 is extremely easy, and EF1 (smaller EFs are 0.5, 0.25, and 0) is not easy at all. EFs may be modified for circumstances, or set equal to formulae incorporating the QRs of previously performed tasks.)

ForeSight works on what I call a "push-pull" system. Most RPGs use "push" systems. With a push system you put quantitative information (ie. information expressed in terms of game mechanics, or translated by a player or the GM into game mechanics) into the game system, and get qualitative information out ("succeed", "fail", "hit", "miss", etc.). With a push-pull system you get both qualitative and quantitative results, so that a result can either stand, or it can be altered (easily) by further applications of the game mechanics.

Eg. suppose I want to sneak past a guard. I make a stealth roll (the difficulty of which is determined by my familiarity with the environment, and the GM's opinion as to the softness of the surface, etc.). I receive a Quality Rating (QR), which has qualitative meaning (QR 1-4 is success, QR 7 or 10 is failure), and a quantitative meaning, expressed as follows. Suppose the guard is watching a bank of monitors, or surveying the area through which I'm sneaking, then after my attempt to sneak, the guard makes an Ease Factor (EF) = QR (of the Stealth roll) Scan roll to see if he/she noticed my movements via peripheral vision. Scan is used because the guard is not actively searching for me. Suppose the guard is playing cards with another guard. Then the guard is likely to ignore any minor disturbance I make, and so unless I totally fail my Stealth roll, the guard is unaware. If I fail (QR7) then the guard perhaps is suspicious, and will Search about for me, but perhaps I can hide (Stealth again) and the guard must make an EF = QR (of Stealth) Search roll. Search rolls are easier than Scan rolls because (qualitatively) a Scan roll treats QR4 as a failure. If I fumble (QR10, a *bad* failure) then the guard spots me (perhaps) before I can hide, or (perhaps) is so suspicious that he trips the alarm...

Some of the skills' purposes are less than obvious, even with the terse notes given. The composition/-execution (or performance, or depiction) skills function as follows. Execution represents the character's competence at putting an idea into practice. Eg. a character has completed an experiment, and wants to write it up as a paper; no composition is necessary, the format for such papers

is established, and the matter to be presented is obvious. Musical Performance is used to execute, with a familiar instrument, a piece which has already been written. Composition involves forming the idea which will be executed. Eg. a painter or photographer arranges his/her scene, judges the lighting, and so forth; a journalist writing a humorous column for a newspaper wants to relate an incident which befell him/her recently, and uses composition to decide how to present the story. It could appear as a piece of verse, or merely doggerel (using composition without any field), or as a short story, or as a piece of journalese; perhaps the GM might add a "Humour" field...

**Acrobatics** can be used to perform bizarre manoeuvres in combat. In general if a character wants to (for example) leap through a window, knock a syringe out of someone's hand, and then duck behind a settee, the GM should (a) decide if the manoeuvre is possible in the space of about three seconds, (b) assign it an EF modifier for difficulty. Immediately after declaring his/her intention to perform the action, the character then makes an Acrobatics roll (you don't have acrobatics? How sad) at the stipulated modifier and the result is the number of action points the PC must spend to complete the action (QR7 and 10 indicate failure, also, and at the GM's discretion may result in the PC ending up prone, stunned, or whatever). If the PC's declaration becomes nonsense in the light of the roll, then the action fails, and the GM can decide the results.

**Disguise** has nothing to do with "blending in" with crowds, by wearing a local hat and cloak. That skill is part of Stealth. Disguise is the ability to convincingly play a role, which may be a specific real or fictitious character. Eg. a spy, with a contrived, fraudulent identity, uses Disguise skill to convincingly play the part of a fictitious "cover" identity. A character quickly donning a lampshade in a living room, or slipping on a toga at an orgy, is not playing a role, but just trying to escape attention; a stealth related task. Obviously, then, Empathy is used to see through a disguise, although someone who was questioning the disguised party might use Diagnose/Interrogation, or Implement/Psychology, to see through a suspected disguise. Remember that Empathy skill fails on a QR4.

**Sporting Skills** is an example of a generic skill. Eg. skiing is such a skill, and so can be treated exactly like Sporting Skills (with the same Exp, BEF, etc.), but a character with high skiing skill would not be a good basketball player. (Basketball would actually be a collection of skills: throwing, running, and so forth, are already covered elsewhere. Dribbling would qualify as a skill, identical to Sporting Skills.) Tennis, on the other hand, might comprise Running, Service, and Groundstrokes. The formula of Service could be changed to  $(ST+DX)/2$  by an experienced GM. A game could be decided by adding the QR of the server's Service, to that of his/her Running, and his/her Groundstrokes, and comparing this to twice the receiver's Groundstroke QR plus his/her Running QR, plus one (unless he/she allocated a Fatigue point to that game, say, for extra effort). The lower total, of course, wins the game. Other examples of sporting

skills include Skating, Catching, and Surfing.

### Fields of Knowledge

A lot of fields of knowledge do not have obvious applications for adventurers, so I'll go through a few examples here.

**Note:** in general fields of knowledge are used in concert with skills. A character may learn a field of knowledge without acquiring such a skill, or acquire such a skill without having learnt a relevant field. Of course neither may be of great use.

**Geology** can be used to predict the presence of valuable ore deposits.

**Mathematics** can be used to break codes and cyphers.

**Psychology**, together with Implement, can be used as the interpersonal equivalent of Search (ie. it works like Empathy, but must be used deliberately - Empathy is passive - and succeeds on a QR4). Use of this skill can, eg. give the user a good idea of whether his/her subject is lying, has an emotional attachment to an object discussed, is hiding something, is afraid, angry, and so forth.

**Programming** allows the creation and manipulation of computer software.

**Anthropology** can be used to analyse hierarchical structures (pecking orders) in societies encountered, and occasionally can be of use in noting and predicting possible tabus, and mores in a society which has been observed for a period (several weeks at least).

**Archeology** and **Anthropology** go hand in hand, and anyone with one should take half the normal time to acquire the other. Archeology is used to study societies by way of the artifacts they have left behind, and incurs negative modifiers depending on the quality and quantity of what remains of the original society. Sometimes it may be easier to study a society this way.

**Economics** is really pretty useless to PCs, primarily of use when trying to get government jobs, or positions in Universities and banks. It can also be used in a similar fashion to History (below) when looking at economic problems.

**History** can be used to see if what is happening to a fairly large population somewhere fits in with previously observed patterns, leading to previously observed consequences. Note that no matter how great the QR, no pattern will be found if none is present, but poor QRs may cause non-existent patterns to be discovered.

**Linguistics** is used to figure out how some set of symbols, whether audible, written, or whatever, are actually a language, and if so, how that language works. Usually some sort of correlation between the symbols and either an understood set of symbols (like the Rosetta stone) or the environment (like a little

green person pointing to a tree and saying "Kinjabobo", and so forth) will be needed to make sense of a new language.

**Languages** are interesting in that they require no skills for their use, and are of use before studies of them are complete. They are less useful owing to the fact that almost everyone speaks a common tongue, largely derived from modern English, but also containing a good deal of Spanish, Hindi, and Chinese, and smatterings of Russian, and Japanese..

**Literature** is a study of comparative literature and analytical criticism. This knowledge is used to determine the intent, and methods used in, a passage, statement, or book. This knowledge includes an awareness of the techniques used by propagandists, poets, novelists, and historians, but is an analytical, rather than a creative, field.

**Military Science** is a study of current military standings, tactics, and weaponry. It includes a working knowledge of the capabilities and standard utilisations of modern field weaponry. A character may use Implement/Military Science to devise battle plans, strategies, and so forth. To a lesser extent Military Science also covers logistical theory.

**Philosophy** sounds useless, doesn't it? It is.

**Biotechnology** involves a working knowledge of genetic engineering techniques. To repair a product of biotechnology a character must possess both the biotechnology field, and the field relevant to the item (eg. a biotech car would require mech. eng., or whatever, and biotech). Naturally, any NFMs are cumulative.

**Construction** includes working knowledge not only of small and large scale construction methods, but of domestic electrical, plumbing, heating, and cooling systems.

**Engraving** can be used to create or replicate printed matter.

**Forensics** includes ballistics, image enhancement, and other tricks of police procedure. A character would use Repair/Forensics to recover all potential evidence from the scene of a crime, and Diagnose/Forensics to correctly interpret the evidence, and gain the maximum data from it.

**Interrogation** can, in conjunction with Diagnose, be used as Implement/Psychology on a prisoner. It includes a working knowledge of truth serums, psychological interrogation and brainwashing techniques, and various methods of inducing trust, terror, frustration, and despair in prisoners.

**Locksmithing** is used in conjunction with Diagnose to figure mechanical locks out, and with Repair to pick or otherwise open them. The EFs to recognise and open locks should be modified by adding the TL of the equipment the opener is using and subtracting that of the lock. Mechanical locks and lockpicking equipment do not improve after TL6.

**Metals Forming** is used to fabricate things out of metal, but not refine metal itself. Similarly, plastics forming is used to fabricate objects out of lumps of plastic, or possibly premixed chemicals, but not to make plastics from scratch.

**Power Systems** entails a working knowledge of solar and fusion generators, high voltage power transmission, and the like.

**Ballet** not only requires the ballet field, but uses the lower of the character's Dancing PCS and twice his/her Acrobatics PCS. Gymnastics (floor exercise) requires ballet and the lower of the character's Acrobatics and Dancing PCSs (ie. it's harder).

**Surveillance** includes a working knowledge of remote drones, bugs, tracers, forward and side trailing techniques, and so forth. A character using surveillance simply trailing another character should gain some positive EF modifier (GM's discretion).

## Fields of Familiarity

Note that apart from not being improvable by good die rolls, NFMs for fields *do* work exactly as stated under [2.4]. (So a brain surgeon who learns mechanical engineering will incur an NFM determined by the QR of the IN roll to acquire the field, and hence will probably not be as good an engineer as he/she is a brain surgeon; at least for a while.)

## Experience (vs. Generation)

You will probably notice that the experience rules favour a character who diversifies, while the generation rules favour a character who specialises. Yes, this is deliberate. So there.

Since I favour having PCs with considerably varying gross capabilities; favouring the characters who specialise in generation means that even inexperienced characters will probably have not inconsiderable competence in some area where no-one else (in a PC party) does.

## Fatigue

When I was little I had a couple of books on polar exploration. One was a general overview of polar exploration over the last eighty years, while the other documented Shackleton's ill fated trans-polar expedition. So I have always favoured having role-playing rules cover the horrors of the environment. FS does this, I feel, more than any other RPG, even though these rules can almost be ignored by a well equipped party of PCs. *DragonQuest* had the best set of fatigue rules in a RPG when it came out, but even it was more concerned with encumbrance, than the vagaries of climate, so that their Alla Akabar module had to have special rules for deserts (regain fatigue from a "hot meal" in the desert?).

Notice that Survival is dependent on a character's mental attributes. Fatigue already includes Endurance, so Survival, which simply helps a character nurse his/her endurance, need have nothing to do with it. Which is fair enough since Survival involves



knowing the right techniques, and having guts and determination.

Unlike most RPGs, with the notable exception of *RuneQuest 3*, *ForeSight* doesn't treat Fatigue as something you get back by sleep, and have decline gradually over a whole day. Instead, fatigue goes up and down like a yo-yo, although nothing beats an eight hour snore. I think the FS fatigue rules are pretty decent. Overall fatigue represents the total glucose and ATP levels, while the one hour recovery rule represents ATP regeneration, and the five minute rule represents respiration (getting the carbon dioxide out, and the oxygen in; getting one's "wind" back). The negative modifiers for not sleeping and eating for extended periods reflects gradual gross fatigue and glycogen depletion.

### **Psionics**

I can't pretend to be too keen on psionics, and will look well upon any enthusiast who provides me with an improved psionics system (preferably loosely based on the one provided). I think that the psionics in Marion Zimmer Bradley's books, a sort of alternate technology, is the best for a RPG.

Notice that Sense Emotion is a souped up Empathy skill, and not a replacement for Implement/Psychology. The character with Sense Emotion understands other people's emotions whether he/she likes it or not. But, if the skill is used deliberately, to detect lies, for example, then, and only then, does it cost Fatigue points to operate.

Remote Perception can't be used to see inside a safe, for example, since it would be dark inside. You could smell the inside of a safe, of course. The GM can decide whether or not the sense of touch may be transferred.

### **NPCs**

NPCs are the "people" who get played by the cast of thousands. Also, since role-playing games (usually) work best when the players are not entirely at odds, NPCs are the antagonists: the murderous villains, inscrutable aliens, finicky paramours, and whatnot, who populate fiction. NPCs are "played" by the Game Master, who is supposed to treat each and every one of them the way that the players treat their characters; but since they are somewhat more transient than player(s)' characters, or PCs, GMs often treat them somewhat more casually. Indeed, the brevity of an NPC's appearance should determine the care taken with his/her treatment, unless his/her role in the proceedings is for some reason of an importance out of proportion with the length of his/her stay.

Obviously, Role-Playing should be fun for everyone concerned, not just the players, and oodles of work fleshing out a cast of thousands is only fun to a very few people. The GM should "wing it" with most NPCs, and just play them as the mood takes him or her. If an NPC ought to have a skill which you forgot to give him/her, then give it to him/her, who cares?

Remember a decision made on the spur of the moment is just as valid as one made, without the situation in mind, late one night...

**Aside:** actually, NPCs should really be termed GMCs (or Game Master Characters) since they are played by the GM. The terms NPCs should be reserved for "friendly" (to the PCs) characters, not belonging to the players (eg. characters who befriend the PCs and accompany them on their adventures, PCs' spouses and other relations, colleagues, and so forth). Of course all this will just confuse the issue, so we'll ignore it.

### **Merits, Demerits and Notoriety**

Essentially, these are designed to give PCs something solid to work towards or away from other than money, power, or violent infamy. In essence another game mechanic to assist the transition away from para-military and alignment based role-playing.

### **Resolution**

Bearing in mind the rantings and ravings pertaining to skills these rules are designed not only to show you how the resolution system works, but methods of implementing it to your own taste...

The QRs, for example, are rated according to yield, time, and so forth. These figures are to be used only when they are pertinent. Eg. a character is attempting to pick a lock before a security guard's normal routine brings him/her by the location of the lock. Obviously time is of the essence. The character would normally expect to perform the task with a little time to spare, but a QR4, taking twice the normal time, will not be good enough, and the character will either be confronted with the guard, or have to break off the attempt. The GM may perform the roll and conceal the result from the player. Since failures take the same time that QR4s do, the PC may be risking his/her neck for a fouled up lockpicking attempt. Obviously, again, yield is not pertinent in this case. One cannot "successfully" pick a lock, and yet have it only 75% open. So yield is ignored in this case.

Even when a situation is explicitly outlined in these rules, the GM is perfectly entitled to over-rule these procedures when resolving it. The examples in [3.0] were designed with certain common situations in mind, but when such situations occur they will often be considerably different to the situations envisaged.

On the other hand, this set of rules was designed to be complete, and [at least in some cases] exhaustive. If you buy a set of rules, only to ignore or constantly modify them, then you're wasting your money. So by all means apply them liberally and accurately if you wish.

**Also see the notes pertaining to SKILLS and FIELDS OF KNOWLEDGE in [2.0].**



## Character Interaction

When should an NPC be "attracted" to a PC?

If the PC is compatible with the NPC (in the NPC's opinion) and the GM rolls under ([the PC's] AP-8)x10 on D100. If the NPC is a professional type, and makes an EF=QR (of that PC's Charisma roll\*) WP roll then he/she will be able to suppress his/her feelings, so long as business is involved. (\*The PC will have to make a Charisma roll if he/she has not already.)

When should an NPC be "friendly" to a PC?

A more difficult question. Relatives, and colleagues will usually start out friendly, and alter their demeanors as time goes on. Some people have sunny dispositions, and will just be friendly to most people.

When should an NPC be "neutral" towards a PC?

Most NPCs will be neutral towards PCs. If you can't be bothered rationalising an NPC's demeanor, make it neutral. Even an apparently friendly and helpful sales assistant, steward, or receptionist will actually be neutral, the friendliness being a professional mask.

When should an NPC be "unfriendly" to a PC?

A PC will motivate unfriendliness in NPCs by acting in a manner discordant with what they regard as norms of behaviour; by stating, or making it obvious that, his/her beliefs are contrary to the NPC's own (some NPCs would become friendly...); by offending the NPC in some manner (or, even more likely perhaps, offending one of the NPC's friends. People often are more likely to become offended on a friend's behalf, than own their own).

When should an NPC be "hostile" to a PC?

Some of the things listed as making NPCs unfriendly are prone to make less temperate (or drunk) ones downright hostile. NPCs are more likely to become hostile when one of their implicit beliefs is challenged (eg. someone in an American bar says that Communism is Nice), or one of his/her social mores is contravened (eg. someone makes an open pass at his/her spouse), or if his/her favourite football team is ridiculed, or if his/her status is challenged (deliberately or accidentally).

Some NPCs may be hostile for some professional reason (personally they may have nothing against the PC). Eg. a person paid several thousand dollars to reduce a PC to chowder can't afford to think of that character as a person, and hence may be treated as hostile to that PC.

Again, an NPC is not going to do a favour for a PC which is unreasonable. Eg. a character is knocked unconscious and kidnapped by a thug, and discovers herself bound. She needs to go to the toilet, and persuades the thug's partner (a pilot) to allow her to. She discovers she's been raped while unconscious, and tells the pilot this. He says that this is just a job, and he's very sorry, and his partner has a nasty

accident during subsequent high g manoeuvres. Obviously the character (the incident is taken from *Worlds* by Joe Haldeman, and the character is Marianne O'Hara) has achieved a favourable reaction from the pilot. If she tried to persuade him to release her, then he'd just turn hostile, or at any rate refuse (he is a professional). But he sees no reason not to grant a (perhaps seemingly) harmless request.

## Seduction

You may recall the seduction rules in *James Bond 007* which were reasonable in context (Seduction is, after all, Bond's second most important interactive tool), but what are rules for seduction doing in a "Hard SF" game?

Based on the assumption that the future will bring a considerably different set of social values, and that (in particular) far less significance will be attached to the sexual act, it seems reasonable that many people will develop skills in acquiring short term sexual partners.

On the other hand this also means that sex will influence people's feelings far less than it does today. While in *James Bond 007* it is assumed that a beautiful foil will tell all to anyone who goes to bed with her (assuming she doesn't resist), in FS, while the seducer is in control of the situation until his/her target makes an Empathy roll, there is no implication that either of the characters' long term feelings need be influenced by proceedings. Nevertheless they may, especially on socially "backward" planets.

Some psychologists claim that there is no such thing as seduction. One might say that perhaps people only seduce themselves, and that if there is any skill involved, it is in identifying people who are likely to do so. Be that as it may, these rules stand, and may be used, abused, or ignored by the GM, as he/she sees fit.

## Healing

If you've been searching through the rules looking for rules for healing, as opposed to natural recovery from wounds, and are seriously contemplating a letter to Murphy's Rules, then look no further than **Repair**, of which medicine is simply a special case in ForeSight.

## Hospitals

Hospitals are advanced, small, or large facilities (see Toolkits, in [6.0]) depending on whether they are located in villages, towns, or cities. Doctors will have PCs ranging from 15 to 34 in Diagnose and Repair. A GP mainly deals with diagnosis, a surgeon with repair; both have some skill in the other.

Doctors might not, in the future, enjoy the same exalted status and pay they do today, and are regarded as no more than technicians (eg. like programmers, sewerage engineers).

Normal hospitals do, however, routinely report any patients with unusual symptoms, or evidence of violent injury, to the authorities.

## Combat

There is one problem with the FS combat system, as far as I'm concerned. It is considerably more complex than was originally envisaged. The solution to this problem is for the GM to approach combat casually (eg. dispense with hex-grids, guesstimate ranges; basically, use the Find Cover Before Combat rules, and then wing it). Another (better) solution is to avoid combat (considering weapon lethality, a good idea).

A consequence of the combat system's relative complexity is that (I feel) it is pretty solid (reasonable at least, and realistic at best), and versatile. Eg. it handles hostage situations (the desperadoes keep close to their hostages, aim their guns at them, and take opportunity fire actions). Incidentally, I think that hostage situations are a fascinating and under-explored area in role-playing (not that I'm for them, but figuring out methods of dealing with them is tense and challenging).

## The ForeSight Damage Table

David Bofinger (one of the play-testers) said to me one day that the fact that ForeSight, with its near total elimination of tables from play should have a damage table at the heart of its combat system was a silly holdover from *James Bond 007*. I had to agree, and quickly (ie. after four hours of hard work) came up with the formula you find underneath the (now redundant) table. This is a fairly simple formula with the only displeasing feature being the rounding rule (round off on QR1-2; down on QR3-4). Be assured that this is the simplest formula I could come up with that would closely resemble the original damage table, and also differentiate damage classes (despite having a similar table, 007 manages to have two identical damage classes, namely I & J). Besides, you can always use the table, and the formula is, in any case, far easier to memorise than the table is (or was).

## Morale & Role-Playing In Combat

Why are there no morale rules in ForeSight? Because, as far as I'm concerned, morale rules fall in the domain of role-play, and indeed represent a prime example of the difference between a character's capabilities and his/her inclinations.

A character who is being played properly doesn't require morale rules - in or out of combat. Why should I enforce some sort of artificial role-play (in the shape of morale rules) on poor and mediocre players in combat when there is nothing (other than my guidelines for experience point awards) to make them role-play properly the rest of the time? If a supposedly cowardly or combat-shy character continually performs heroic acts in combat then this is poor role-play, just as an honest character continually lying to acquaintances is poor role-play, and the penalisation system (awarding the player fewer experience points) works the same way.

The upshot: no morale rules.

## Advice & Optional Rules

You may have noticed an innocuous little optional rule tacked onto the end of the Move action. This rule, which delays the pulses of characters who execute Move actions, is designed to prevent a set of hypothesised combat situations from turning nasty. The effects of this rule can be summarised as advantaging characters with missile weapons who find themselves close to, but not within melee range of, characters equipped only with melee weapons.

Action point **Reload** actions should probably be treated as per Draw actions (ie. they should reduce a character's speed for purposes of determining when he/she acts). Otherwise, a speed five character could conceivably reload and fire a weapon at a speed four character before he/she was able to respond.

Neither of these situations have cropped up during play, but I guess it's better to be safe than sorry.

**Experimental:** allow characters to exchange unused actions, at any time, for half as many action points (rounded down) worth of new (opportunity) actions; these may not be Move actions. A 1-pulse action counts as Net Speed action points worth of actions under this rule.

This rule makes winning the Initiative less valuable. It allows some "realistic" actions to be performed more quickly than otherwise.

## Initiative

Initiative, in ForeSight, represents a character's clear-headedness, and decision-making capacity in combat. Winning the Initiative represents knowing more about what's going on, and what you're going to do about it, than those you're fighting.

Strictly speaking, a character should only be able to make Initiative rolls for those with whom he/she is in communication.

Using insecure radio communications in combat should probably incur a negative modifier if one's enemies are listening in.

## Notes on Laser Combat

By the by, lasers have lots of nifty and spectacular side-effects. They make loud banging noises (their capacitors discharge in a fairly noisy fashion; they punch a hole through the atmosphere, which gets refilled; and they vapourise a chunk of whatever they hit, which explodes fairly violently). They set fire to things...like the subcutaneous fat of anyone they hit, and anything flammable they get too close to. All of this means that characters should wear reaction glasses (which protect their wearers from flashes) in laser combat, or expect to have their vision deteriorate markedly as combat progresses (say -1 to Search, Scan, and fire rolls per pulse, down to about -4). Lasers also turn lots of air into plasma when they travel through the atmosphere. This leads to a great deal of radio interference. Radios will be no good for

communications in such an environment, unless they screech in several bands at once (ie. rebroadcast their messages several times speeded up).

### Military Radio Transceivers

PCs will probably want frequency-hopping, scrambled, screech-capable radio transceivers as a result of this. Since these are more or less standard military issue, and are available in the same formats as civilian transceivers at three to five times the price, this should be no problem.

### Opportunity Actions

An opportunity action represents a character committing him/herself to a response to some expected stimuli. Eg. a character might decide to shoot the next person to emerge from a particular doorway. This is, however, a very difficult concept to formalise. It would seem unreasonable to allow a character to react to just any old thing happening, and yet it would be unrealistic to believe that one could unambiguously delineate the difference between a valid stimulus, and a non-valid stimulus. Rigid preconditions are unviable. If, in my example, the next thing to emerge turned out to be a robot, it would certainly be reasonable to allow the character to fire at that instead. Some partial solutions are possible.

You should only really allow an opportunity action to be performed in response to an action or phenomenon of which the acting character is aware.

If the GM doesn't feel that it's obvious that a character has noted an event to which he/she might want to react, then a the character should have to make a Search/Scan roll (as appropriate) in order to be allowed to react.

A good guideline for the EF of Search/Scan rolls in such cases is to use the modifiers for fire combat for size, cover, and absolute range. (So that small, covered, distant phenomena are less likely to be noted, and hence reacted to.)

This also allows for characters to *sneakily* perform actions. A character attempting to perform a sneaky action takes twice as many APs/pulses to do it, and has to make a Stealth roll (modified as the GM sees fit). If the Stealth roll is successful, any reacting character has to make his/her Search/Scan roll (as appropriate) in order to react.

Also, while this is not *explicitly* stated, I allow characters to perform any/all unused opportunity actions prior to beginning a new pulse. (This convention is implied by the rules, but never stated explicitly; I just thought you'd like to know.) Without this convention, combats where everyone takes opportunity actions, which are not infrequent, would turn into staring matches.

### Travel

This is what I call a good rules section. It is terse and yet intelligible, and it does what it has to. You may, however, want to know what various things look like,

and why no hydrofoils are presented, although provision is made for them. With regard to the former, I shall describe the (I think) non-obvious vehicles. Re the latter, hydrofoils can be designed by the GM, and are in any case described in ForeScene.

**Crawler:** this is a 6WD ATV (read "six wheel drive all terrain vehicle") with auxiliary legs (controlled by a computer) allowing traversal of rugged terrain.

**Semi-Trailer:** this is Australian for "van-rig".

**Jet Skimmer:** basically a jet propelled hovercraft. Incidentally, references to jets can also be taken as references to hi-tech propellers.

**Air Car:** a hi-tech jet propelled bedstead-style vehicle (imagine a bed with an orientable jet at each corner; whack on a Porsche designer body...)

**Helijet:** what they called aircars before farmers could afford them.

### Equipment

There is no way that I'm going to churn out detailed descriptions of all of this rubbish, so you'll have to use your imaginations. Considerable space will be devoted to this sort of stuff in ForeScene.

### Star Systems

When I was knocked back (rejected) by West End Games there were three major objections mentioned (1) comprehensive skill systems do not encourage good role-play (of course FS has far fewer skills in it than, say, *PARANOIA*, and far fewer rules governing them); (2) detailed planet generation systems do not encourage GMs to create good plots (perhaps not, but if so *don't use it*), and (3) the system is colourless (agreed. This was a design OBJECTIVE. FS is designed to replace the SYSTEM a GM is using in his/her campaign, not the campaign itself. For a premixed, ready-to-go campaign, get ForeScene (which includes replacements for various tables, and so forth, to add the colour)).

So why mention this now? Well, primarily, sour grapes. But apart from that I'd like to highlight some problems people create for themselves when using RPG systems.

You shouldn't buy a game-system if it doesn't do the things you want it to do. If the game system has capabilities you don't need, however, you can always ignore them. The planet mapping system is such a capability. Mapping planets is the most tedious, and least useful part of the star system generator, so if you don't want to, don't use it. As for the remark that the detail doesn't help, I simply disagree. The basic structure of a planet's population can form the basis for fascinating adventures and good role-play.

Another criticism which has been levelled at the Star System Generator, and with considerable justification, is that star systems and, in particular, planets ought to be *designed* rather than generated. Fair



enough. If this is what you want to do, then go ahead, and, if you like, think of [7.0] as a set of guidelines and/or useful ideas for designing your star systems. Similarly there is no reason why a GM shouldn't modify, reroll, or ignore die rolls which contradict his/her intentions for a given star system or planet (or, for that matter, task). I see no reason why a GM shouldn't design *important* planets and/or star systems, and generate unimportant ones.

Also, I'd like to note that it's very easy to give a list of "good ideas" and label it "guidelines" for something or other. It's a little more difficult to make such a list into a generator; and much more difficult still to make a generator which *works*. But once constructed, such a generator can be used as a set of guidelines, whereas a set of guidelines can't be used as a generator.

In brief, you can

- **design** your planets;
- **modify** your rolls when generating planets;
- **alter** already generated planets; and/or
- **randomly generate** your planets and see what comes out.

## Starships

Would you believe that this isn't the best play-tested section of the rules? You would? Good. The reasons are obvious (Spacecraft combat is deadly, pointless, and tedious). Spacecraft construction, on the other hand, is fun (and it works, so go to it).

At the moment, there is a good deal I don't know about this system, so anyone with ideas is welcome to contact me. Eg.

[1] What is the minimum worthwhile capital gain at a given TL for interplanetary merchants?

[2] What is a good size for a mainline warship (it seems to be at around the size such that one has sufficient internal space for generators to power external systems (ie. electronic warfare and weapons)), and how important is mobility?

[3] How vulnerable are warships to missiles and kamikazes?

On the other hand I do know some things. Eg. cheapish interplanetary craft can be built by giving them "unmanned" controls, and tacking on passenger/cargo space. Missiles are, of course, simply small spacecraft with warheads.

**Note** (grim realists only) that unladen ships will actually have better performance characteristics, while overloaded ships will have worse.

## Unmanned Spacecraft

There is no reason why an "unmanned" (uncrewed, I suppose, is superior) craft can't carry passengers. Certainly, crewed craft are capable of fully automatic manoeuvres. An uncrewed craft then is one not being directed by a person. If desired, the GM can impose disadvantages. It has a Space Tactics PCS equal to

its double its TL (This, of course, may or may not be a disadvantage). Furthermore it must operate under some kind of general or specific instructions (go to wherever; survive; pursue such and such; fire only at that blip; that sort of thing).

Finally: the GM controls any uncrewed craft (within the latitude of instructions given).

## Physics

A number of problems in the physics of ForeSight spacecraft have come to light. The higher tech models, for example, simply cannot be fusion powered. So, if you like, assume:

- TL6: He<sup>3</sup> or deuterium-muon fusion
- TL7: fusion or relativistically stored particles
- TL8+: relativistically stored particles or antimatter

Agility can be used as acceleration. Each point of agility counts as one quarter of a point of acceleration. The engines used for agility are less efficient, mass-wise, than those designed expressly for acceleration. This is because while both sorts of drives provide thrust by accelerating ions to relativistic speeds, the Agility drives, which deflect the ions to provide torque (or whatever), use more particles at smaller speeds to reduce power requirements. By the way, I've got a great pseudo-scientific explanation of how the FTL drives work. Write to me if you want it.

## Deckplans

As a proponent of drama versus excessive realism, I am not particularly keen on deckplans. I dislike location-driven scenarios (ie. scenarios which comprise a map with locations keyed to events, eg. if you enter this room you will be attacked by eleven ettins. I regard such scenarios as dungeons, regardless of context), and deckplans seem to me an excuse to put dungeons in orbit.

The idea of stating that a tonne equates to a specified volume is pretty ludicrous. Engines and power plants, what with their shielding, cooling systems, and so forth, are far denser than staterooms or cargo holds. If you decide to draw deckplans, then you can more or less disregard the 1 compartment = 50m<sup>3</sup> given in [8.0], and use the following guidelines instead:

- cargo compartment = 100-200m<sup>3</sup>
- engine or power-system compartment = 20-40m<sup>3</sup>
- weapon compartment = 50m<sup>3</sup>
- passenger compartment = (TL-3)x20m<sup>3</sup>
- launch/recovery/hangar compartment = 100m<sup>3</sup>

Indeed, the amount of "waste space" people can afford to leave in ships will generally increase with TL, as materials grow stronger per unit mass.

Vis-a-vis the interiors of spacecraft, while I think that *Alien* and its sequel are very nice films, I don't believe that spacecraft are going to be all that grotty. The sorts of conditions people will work on depends on their standard of living, and unless something has rendered life very tough in your universe, I'd look to the (far inferior) *Star Trek* films for a better glimpse of future spacecraft interiors.