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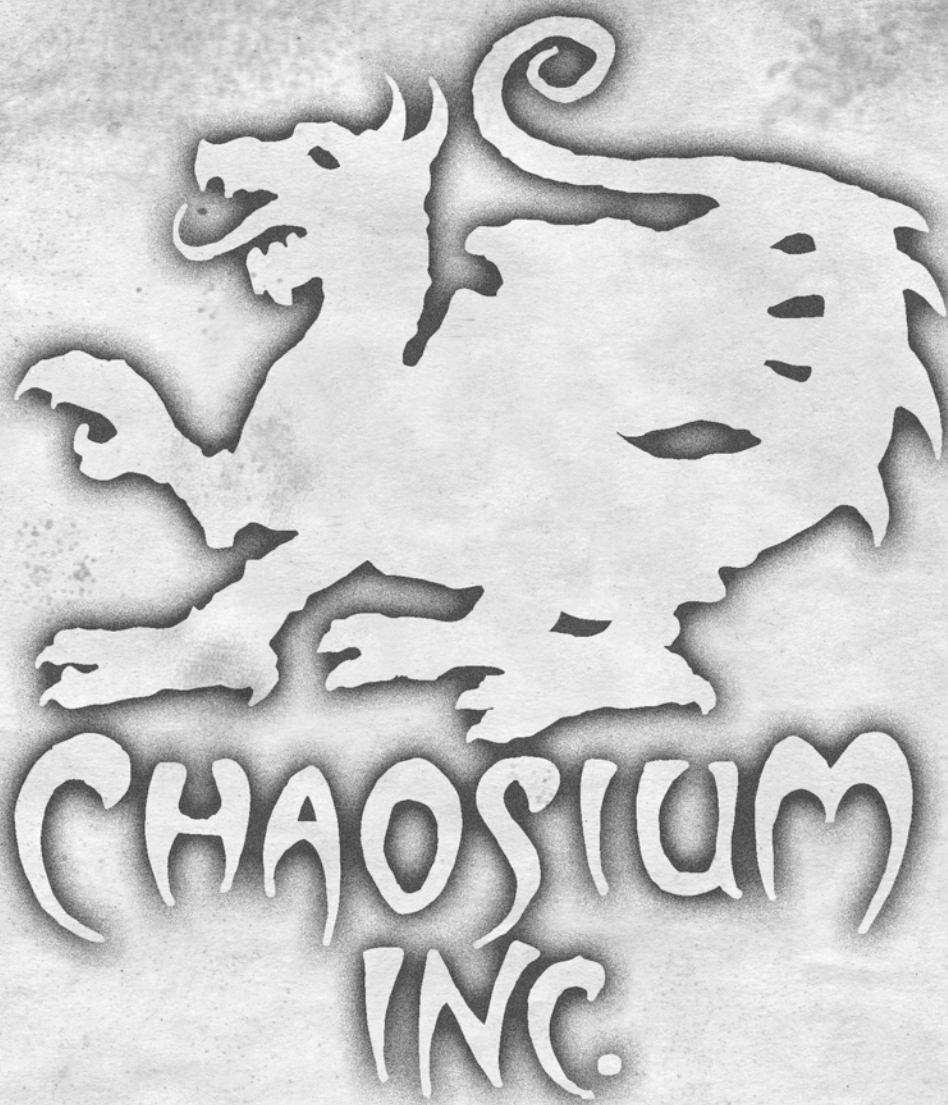
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CALL OF CTHULHU ROLEPLAYING
IN THE 23rd CENTURY





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CTHULHU RISING

BY JOHN OSSOWAY

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None of this would have happened if Nerissa hadn't given me the push I needed.

Illustrations by Ben Thornley.

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Cthulhu Rising - Horror Roleplaying in a Dark Future was first devised by John Ossoway in 1999 as an alternate campaign setting for Call of Cthulhu. Call of Cthulhu(R) is Chaosium Inc.'s registered trademark for its roleplaying game of horror and wonder.

The Chaosium Dudes, for being such excellent people.

HP Lovecraft and his contemporaries - they know what lurkest in the dark spaces between the stars...

All those who have ever written scenarios / supplements for Call of Cthulhu - your influence is in here somewhere.

Hugo Foscolo and the Foscolo Discontinuity are taken from the novel 'Starworld' by Harry Harrison

Influences for the feel of the look and feel of the 23rd century include Philip K Dick (and movies made from his books, such as Minority Report, Blade Runner), Harry Harrison, Pitch Black, Aliens.

The overall look and feel of Earth and the colony worlds in the 23rd century draws a lot of its inspiration from that envisioned in the Alien saga of films, specifically the second film, Aliens. In these films the future is seen to be a dark and dangerous place, where outer space is the new frontier, and humanity in its ignorance has left Earth to exploit the galaxy for its own ends.

I have taken inspiration for technology and organisations from the films, the Colonial Marines Technical Manual and the Alien 3 script by William Gibson that was rejected.

Some of the equipment and character skills were inspired from the original Traveller rules, by GDW, and from Cthulhu Endtimes, by Dr. Michael C. LaBrossiere.

Cthulhu Rising only pretends to be hard science-fiction. This is a world with interstellar travel and artificial gravity after all!

The above list is far from complete. Respect where respect is due - if I have missed you off this acknowledgments page, apologies, and thanks.

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TABLE OF CONTENTS

Acknowledgments	02
Introduction	04

PART 1: THE SETTING

Timeline 2026 – 2271	05
A Rough Guide to the 23rd Century	16
Politics	21
The Colonies	28
Corporations	38
The Cthulhu Rising Mythos	42

PART 2: THE RULES

Character Generation	47
Psychic Powers	56
Combat	68
Hardware	74
Equipment	78
Cthulhu Rising Character Sheet - Front	87
Cthulhu Rising Character Sheet - Back	88



INTRODUCTION

It is the year 2271. The future is a dark and dangerous place. Outer space is the new frontier, and humanity has left Earth to exploit the galaxy for its own ends. It is over a century and a half since the United Earth Federation (UEF) first began to colonise the solar system and beyond.

The conquest of space was never an easy undertaking. Indeed, the first tentative steps into space by humanity were difficult and often costly. Despite the many obstacles and deterrents, Humanity gradually edged off Earth into space. The colonisation of space and with it the struggle to survive in often strange and hostile surroundings challenged the determination and ingenuity of human civilisation, but three hundred years since Neil Armstrong first set foot on Earth's lunar companion there are millions of people who call planets beneath alien skies home, many of whom have never set foot on the planet which will always be their spiritual birthplace.

Space is vast. Just how vast is hard for us humans to visualize intuitively. An interstellar society like that in Cthulhu Rising exists under many unique restrictions as a direct result of this vastness. The most notable restriction is that this interstellar community consists of many island-planets scattered across an ocean of deep space, separated by unavoidable communication and travel delays. Even with technological marvels like the Foscolo Interstellar Drive and FTL communications, travel between these star systems takes weeks, if not months, and communications suffer delays of days if not weeks. Interplanetary and interstellar travel is still an expensive business. Most people who travel are either company employees, military personnel or government staff.

Because of these restrictions, the UEF is a remote, centralised government. Like the ocean-going civilisations of old, humanity has had to readjust, taking what some regard as a social step backwards. In-system communications remains near-instantaneous, but communications with extra-solar colonies is as difficult as it once was to get messages from one side of an ocean to another on pre-20th Century Earth. Though the UEF would deny it in the strongest terms, it is to all intents and purposes an imperial power, with regional governors administering colonial assets.

The maintenance of order in an interstellar civilisation requires a degree of control which to many is in itself undesirable, and the nearer one approaches the administrative centre of such a society, the more rigid its constraints. Despite Sol being little more than another star in the night sky to many colonists, the majority are still tax-paying citizens of the UEF. Of course there are the minority of worlds who rebelled against this control, and whom even now live outside the Federated Colonies.

Life is not unique to Earth. It thrives in the oceans of Europa, and on planets orbiting stars other than our own. Intelligent life is another matter though. As humanity pushes further and further out into space, contact with another intelligent space-faring civilisation has not yet occurred, yet still seems inevitable. It is only a matter of time before one of these craft stumbles upon some remote, alien edifice, a cosmic mausoleum of the Great Old Ones. But who is to say this has not already taken place..?

Players take the roles of the Investigators of the future. Those enlightened and oft unlucky individuals who know something of the true nature of the universe. Be they fools or heroes, they take the fight against the Great Old Ones to the stars themselves.

This book is split into two parts:

Part One endeavours to provide an overview of the Cthulhu Rising universe, enabling Keepers to create and run a science fiction campaign set in the late 23rd Century.

Part Two provides supplemental rules for generating Cthulhu Rising Investigators, as well as information on the equipment and weapons that will aid them in combating dark cults.

I hope you have as much fun playing Cthulhu Rising as my group and I do!

John Ossoway

TIMELINE

THE 21ST CENTURY

In the early decades of the 21st century, as fossil fuel production peaked then began to fall there was a global scramble for the dwindling reserves of oil, natural gas, minerals, and clean water. Governments throughout the world defined resource security as a prime objective, which caused widespread global instability, especially in those regions where competition for essential materials overlapped with long-standing territorial and religious disputes.

As the century progressed the political map of Earth was to change dramatically. New superpowers emerged to challenge the world dominance of the USA, with the most notable amongst these being China. Even the USA wasn't immune to change, uniting with Canada, Central America and parts of South America to form the United Americas, in direct response to the shifting economic climate.

By the middle decades of this century the global energy crisis was averted by the discovery of nuclear fusion, and Humanity also took it's first tentative steps towards colonising the solar system, but the real start of the Interstellar Space Age would have to wait until the dawning of the 22nd Century.

Perhaps the most important event of the 21st Century was the formation of the United Earth Federation.

2026: JERUSALEM ACCORD SIGNED

A coup backed by elements of the army deposes the current hard-line Israeli government bringing an end to the Fifth Middle East War. The war was not fought over religious beliefs or territorial disputes as in the past. In 2022 Syria, Jordan and Israel went to war for the limited water resources delivered by the Jordan River.

The United Nations step in to broker a peace deal between Israel and the Arab states in the region.

The Israeli occupied West Bank becomes the nation of New Palestine while Jerusalem becomes an independent city much like 20th Century Kosovo. United Nations peacekeepers are deployed in Jerusalem for an indefinite period.

2029: FORMATION OF THE EUROPEAN FEDERATION; FINAL DISSOLUTION OF NATO

The USA's unrelenting support of Israel during the Fifth Middle East War causes NATO alliance to unravel. This clears the way for the formation of the European Federation from the member states of the European Union.

The European Federation is a Federal super-state of more than 40 countries stretching from Iceland to the Caspian Sea. As well as the obvious member states, it includes the Balkans, Belarus, Moldova and Ukraine, and the Caucasian states of Armenia, Azerbaijan and Georgia. Turkey's membership gives the European Federation a direct border with the troubled Middle East.

The Trade War of 2017 had already driven a wedge between America and Europe. The events during the Fifth Middle East War push the UK and other ex-NATO countries into full membership of the European Federation, despite not fully accepting all of it's policies. This puts an end to the once treasured 'special relationship' between the Americas and UK, that has existed since WW2. Relations between the USA and UK will remain strained for several decades, but cooperation during the colonisation of the Moon restores ties between the two nations.

2030: WORLD BANK DECLARES BANKRUPTCY.

Earth's fossil fuel based economy reaches breaking point. With major oil reserves dwindling rapidly, on 23rd November 2030, the World Bank declares bankruptcy. Global Economy collapses, leading to civil unrest around the world. Rioting and looting breaks out in major cities across the globe.

2031: NUCLEAR FUSION

The Tokomak fusion reactor at Cardarache in France is demonstrated to be safe, economically competitive and infinitely upscaleable. The breakthrough pulls the world back from the brink of global anarchy and social meltdown. The advent of cheap, safe and virtually limitless energy significantly shifts the balance of power on Earth.

During the next decade there is a transitional period, as global economies and infrastructures change. By 2043, most of the world's energy needs will be met by fusion power. Regional wars are fought over the planet's depleted oil reserves. The UN places a

ban on the burning of fossil fuels and starts a compulsory recycling scheme of ALL plastic waste, as remaining reserves are designated for use in manufacturing of plastics, PVCs and UPVCs.

2033: FORMATION OF THE ISLAMIC HOLY REPUBLIC

Unification of Iraq/Iran sees formation of the Islamic Holy Republic, with it's capital in Tehran.

2034: LUNAR LANDINGS REDUX

Humanity returns to the Moon after an absence of almost 65 years. The Capricorn V landing is the first of a series of missions that are part of a commercially-backed project by the newly established United Nations Space Administration (UNSA) to prepare the way for a permanent Lunar colony. The main functions of the colony will be scientific research and to conduct a geological survey of the Lunar Regolith with a view to finding the best site to begin mining Helium-3. The first generation of fusion reactors run on Deuterium-Tritium fuel, but a new wave of Helium-3 fuelled reactors are seen as the way forward to secure Earth's growing power needs.

2057: LUNAR COLONY ESTABLISHED

Armstrong, the first permanent Lunar colony is established at the Copernicus Crater. The colony is nominally under UN Mandate, but it is primarily a joint American, European (UK and France) and Japanese venture. Initial population is 150. In the absence of any legally binding agreement governing the mineral exploitation of the moon, the megacorporations who financed the colony stake claims to large regions of the lunar nearside which selenologists believe harbour commercially viable ore deposits.

2059: COMMERCE ARRIVES IN OUTER SPACE

The powerful Japanese corporation Motokatsu-Kyono Combine begins successfully mining helium-3 from the Mare Imbrium. It sparks a wave of commercial interest in the Moon. Within 10 years, at least a dozen corporate concerns are involved in mining substances abundant on the lunar crust but scarce on Earth. These include helium-3, which is the ideal fuel for fusion reactors, gallium, which has replaced silicon in the making of chips, chromium, aluminium, iron, oxygen, gravidium and super-hard titanium.

2061: THE MARS LANDINGS

4 July: UNSA spacecraft Ares 3 lands on Mars with a multi-national crew of 4 (American and Chinese). Utilising an advanced fusion drive

the journey to Mars take little more than 2 months.

2071:

Ares station on Mars is now manned by 51 personnel. Stickney Base, a waystation for supply missions from the Earth-Moon system, is constructed on Phobos, larger of Mars' two moons. The Armstrong Luna Colony now has a population approaching 400. With up to a dozen commercial mining bases scattered across the moon, the total Lunar population is close to 1000.

John Ossoway celebrates his 100th birthday in the south of Spain, with his family.

2074: THE LUNA CRISIS

A dispute over water mining rights at the Clavius Crater between rival corporations Motokatsu-Kyono and the recently formed Lunar Development Corporation (LDC inc) escalates to the brink of the first armed conflict in space. Water ice provides the Lunar Colony with drinking water, oxygen and hydrogen for use as rocket fuel.

Motokatsu-Kyono blame LDC for the "software bomb" that wreaked havoc at it's Tokyo headquarters. The corporation threatens "retaliation" if its suspicions are confirmed. Both corporations begin evacuating non-essential personnel from their mining operations, while shipping security personnel from Earth. Reacting to the possibility of armed conflict on the Moon, Helium-3 prices on Earth begin to rise. Helium-3 is rare on Earth but relatively common on the lunar surface.

Before events can escalate out of control, the UNSA manages to negotiate a peaceful settlement to the Lunar Crisis. As a direct result of the Lunar Crisis, the UNSA is given the mandate by the UNSC to establish the Lunar Security Force (LSF), a small detachment of soldiers and security specialists, tasked with keeping the peace and mediating any disagreements. In addition the Outer Space Treaty is revised, preventing any one organisation restricting the supply of a vital resource like water to other organisations.

2084: FORMATION OF THE UNITED AMERICAS

United Americas formed. It initially encompasses the USA, Canada, Central America and parts of South America.

2085: THE UNITED EARTH SUMMIT

Geneva, 1st January 2085: The United Earth Summit is attended by Australia, China, the European Federation, Japan, New Zealand,

the Russian Republic, South Africa, and the United Americas. The nations attending the summit propose that the United Nations Constitution be radically ratified. These proposals in effect dissolve the current UN, replacing it with the United Earth Federation (UEF). The nations who become signatories to the United Earth Constitution of 2085 become member-states of the first unified global government, an economic and political conglomerate committed to uniting the nations of Earth in preparation for the continued colonisation of Luna, and the planned colonisation of the planet Mars and the rest of the solar system.

This move sparks several conflicts (the Unification Wars 2085-2102), primarily fuelled by nations who refuse to be a part of the global super-state. The newly formed United Earth Federation ratifies a treaty of United Earth Armed Forces (UEAF), a cohesive fighting force to stop these and future wars, with troops and equipment supplied by all member states, under one general command staff comprising of highranking officers of all nations. The biggest armies in the UEAF include EuroCorps, AmeriCorps, ChinaCorps, AsiaCorps and troops from India and Latin America.

2086: FORMATION OF THE CHINESE CONSORTIUM

Formation of the The Chinese Consortium from China, the Indonesian Consortium, Vietnam, Cambodia and (with some reluctance) North Korea. Many believe it's formation is in response to the formation of the United Americas two years earlier.

2087: SOUTH AMERICAN WAR

A frighteningly potent alliance between the Revolutionary Armed Forces of Colombia (FARC), and the National Liberation Army (ELN) threatens to tip the balance of power irretrievably towards the drug barons. At the request from the Columbian government, the United Americas increases it's military aid package to the country.

When Marxist guerrillas attack the UA Embassy in Bogotá, killing the American ambassador and 33 of his staff, the United Americas is drawn into a messy war, sending troops to fight alongside the Columbian troops against the guerrillas, who control much of the country's cocaine and heroin-producing regions.

2091: ANTARCTIC-GATE

When a United Americas company is found to

be secretly drilling for oil in the Antarctic Nature Reserve, it leads to a major scandal in Washington, later to be dubbed 'Antarctic-Gate'. A UEF inquiry unearths evidence of corruption at the highest levels of the United Americas government. The Anderson Presidency is left in ruins, as many of his senior staff are implicated.

2094: THE SHACKLETON DISASTER

Disaster strikes the Lunar colony when a transport loaded with water-ice mined from the Shackleton Crater crashes on take-off fracturing the main dome of the Shackleton Mining Base. Before the ruptured sections can be sealed off, 23 people die from exposure to vacuum and a further 44 suffer serious injuries. During the subsequent investigation into the accident it is discovered that the transport suffered a catastrophic systems failure due to a history of poor maintenance. The United Earth Federation in conjunction with Lloyds Space Shipping pushes through new legislation designed to ground any ships that do not meet basic safety standards.

2098: THE LUNAR EXPRESS

Construction starts on the Trans-Lunar Express, a high-speed monorail system connecting the major colony sites.

THE 22ND CENTURY

The 22nd Century saw the start of the true Space Age, with the invention first of the reactionless displacement drive, then the F-Drive. By the end of this century, humanity had made amazing achievements, including the colonization of the solar system, but had also continued it's warmongering ways, notably in the nuclear Russian Civil War, and the Tau Ceti War.

2101: THE FOSCOLO DISCONTINUITY

European physicist Hugo Foscolo discovers what will come to be known as the 'Foscolo Discontinuity'. The theory radically rewrites Einstein's theory of relativity and the physics of gravity. It postulates that there are at least nine dimensions above the five we know, and that spatial physics work differently in these higher dimensions. Possibilities include interstellar travel in a vastly shorter time and manipulation of the Zero Point Field, both longtime goals of scientists.

2102: ZERO POINT FIELD THEORY

Hugo Foscolo's groundbreaking discoveries concerning Zero Point Field Theory result in the development of the reactionless displacement



drive, which allows quick and cheap space travel within the Solar System. The first mission to Mars on a ship powered by the Foscolo RD drive takes a mere 17 days.

2106: MARS TERRAFORMING BEGINS

UNSA issues major contracts for corporate investment in the colonisation of Mars. Earth's largest megacorporations rush to get involved.

The melting of the southern polar icecap using orbital mass drivers releases large quantities of carbon dioxide, causing an increased greenhouse effect, raising the average surface temperature of the planet. In addition dark microbial life forms and lichens specifically engineered for the Mars Terraforming project are spread across the surface, increasing the albedo of the red planet and consequently upping the amount of solar radiation captured by Mars as heat.

Atmospheric processors are set up across the planet. Genetically engineered biomass is seeded across the planet in vast quantities. The aerobraking of captured comets cause outgassing of gasses into the atmosphere.

Consolidated Aerospace founded by Saul Petersen and Alexander Liu.

2107: THE COLONISATION OF MARS

Initial construction is completed at Viking City, the first Martian civilian colony. The city is located in and around the Mie Crater, a large basin formed by asteroid or comet impact in Utopia Planitia. Initial population numbers 936. With a population fast approaching 10 billion, food riots in most countries and a biosphere contaminated by the burning of fossil fuels and use of dirty nuclear power (i.e. fission), the colonisation of the solar system is seen as the key to the eventual regeneration and uniting of Earth.

Advances in solar energy technology results in development in lower latitudes of the world. The Central African Bloc is established.

2108: DEVELOPMENT OF FTL COMMUNICATIONS AND SUSPENSOR FIELD TECHNOLOGY

Scientists in a Taiwan laboratory succeed in transmitting information faster than the speed of light utilising an effect based on the unusual properties associated with quantum entanglement. Calculated at travelling nearly 3.26 light years in one Earth day, near instantaneous communications is now possible with the fledgling Mars colony.

First baby born on Mars.

The first working gravity-field generator is activated in San Francisco. This makes artificial gravity fields possible on the larger starships.

2110: PROJECT CERES

Hallidor Corporation presents Project Ceres to the United Earth Federation Space Agency - a bold plan for the colonisation and mining of the asteroid belt out beyond Mars. The plan is approved. Hallidor launches two prototype deep space mining craft, Rameses I and II, the same year.

2111: COLONISATION OF THE BELT

Project Ceres is a success. Rameses I establishes Ceres Base, a permanent mining colony, from where Hallidor subsidiary Ceres Metals begins surveying other asteroids. Rameses II tows the first nickel-iron asteroid back to Earth L-4 for strip mining. Within another year half a dozen other corporations and at least 20 private investors have staked claims in the asteroid belt and begun mining operations. The development of permanent mining colonies in the Belt is seen as a vital source of raw materials for the fledgling Mars colony.

2112: EVOLUTION OF MAN

An article is published in the New England Journal of Medicine, offering proof of the existence of telepathy. The UEF establishes the Metasensory Administration Agency (MAA) from the Committee on Psychic Phenomenon (CPP), headed by Senator Paul Fox, to oversee the Telepath situation.

Research undertaken verifies the existence of Telepaths. This begins a major panic.

Hugo Foscolo dies ages 82.

2113: DEVELOPMENT OF THE F-DRIVE

Expanding on principles behind the Foscolo Discontinuity, a consortium of scientists from the European Federation and Japan turn the dream of interstellar space travel into an achievable reality with the development of technology capable of punching a hole into the higher dimensions postulated to exist by Hugo Foscolo. Scientists successfully transport living matter from their Kyoto research labs to a facility on the Lunar Far Side. The extra-dimensional region it travels through is dubbed 'F-Space' in honour of Hugo Foscolo. Physics in F-Space work differently than in realspace, allowing matter to travel great distances in a relatively short period of time. Scientists calculate that a spaceship equipped with the ability to enter, traverse and exit F-Space could travel the equivalent of 1 parsec in an Earth week.

2115: FLIGHT OF THE FOSCOLO

Using a Foscolo Star Drive (F-Drive) powered by the rare element Ununpentium (Element 115, later dubbed Foscolium), the UEFSA spaceship Foscolo makes the first interstellar flight to Alpha Centauri by opening a portal into F-Space, traversing this region and emerging at pre-calculated coordinates. At a distance of 4.39 light years from Earth, the Foscolo makes the journey in just over one Earth week. After a week-long communications blackout, the first news from the Foscolo crew reports a successful F-Space journey, which deposited the ship at the edge of the Alpha Centauri A planetary system. After several days of realspace travel inbound to the system, the crew report the discovery of an Earth like planet orbiting Alpha Centauri A. This sparks the first wave of mass interstellar colonial expansion from Sol, now known as the First Exodus (2115 - 2135), as thousands of people seek to escape from the troubles on Earth to the new 'frontier'. Suddenly space exploration becomes a commercial industry, and several of Earth's larger corporations begin to fund space exploration and colonisation efforts. As interstellar distances increase, cryosleep becomes a necessity of interstellar travel. Ununpentium mining becomes almost as big business as Helium-3 mining.

2116: THE SATURNIAN PROJECT

A UEFSA colonial mission lands on Titan, largest of Saturn's moons. Images sent back show the shores of a liquid-methane ocean beneath a bright orange photochemical smog. The ocean is a witch's brew of life-creating molecules but at a mind-numbing low of 178C. It is deemed perfect for a long-term terraforming operation. The initial colony base, once established has a population of 246.

2118: THE JOVIAN PROJECT

The UEFSA Jovian Project establishes colony bases on the Jovian moons Callisto, Ganymede, Io and Europa. The primary objective of these bases is to serve as supply bases for a fleet of mobile mining platforms being constructed to mine Jupiter's Helium-rich upper atmosphere.

2120-2146: MAUNDER MINOR

Earth's sun dims, repeating a behaviour first exhibited in the seventeenth century, though this time to a much lesser extent. The economies of those nations who rely heavily on solar power find it hard to adjust, with agriculture and power-generation severely handicapped. The resultant social upheaval forces many to look to find work offworld, as

colonist-workers in the fledgling Jovian and Saturn colonies.

2127:

Early success in the Jovian mining operations and a large influx of migrants from Earth causes the colonies on Ganymede and Europa to expand much quicker than initially projected. Construction begins on what will eventually become the Hanging Cities of Europa.

2128: THE BOLIVIAN H2 ALPHA SUPER-FLU PANDEMIC

Outbreak of the Bolivian H2 Alpha super-flu strain across Central and South America on Earth. Bolivian H2 Alpha, nicknamed the "Sterility Plague", rapidly goes pandemic. Earth is quarantined by the UEF in an effort to stop the plague spreading to the fledgling offworld colonies. By the time Bolivian H2 Alpha is brought under control with a vaccine developed by the Japanese firm Zen Medical, it has claimed 114.3 million victims. Over a billion people become sterile as a side effect of the plague.

2134: DEVELOPMENT OF THE FECUNDITY 5 VACCINE.

A scientific breakthrough by Zen Medical enables the repair of damage done by the Sterility Plague at a genetic level. With fertility restored, Earth suffers a minor population explosion.

2135: CONSOLIDATION

All the star systems within 12 light years of Earth have been explored, and their planet's surveyed. Colonies or terraforming operations have been established in each system. Up until this year Earth's space exploration and colonisation programme has been unified under the flag of the Federal Colonies.

Greed, as ever, brings this delicate alliance to an end, when the United Americas and Chinese Consortium separately begin their own colonisation programmes, out beyond the Core Systems. They are soon followed by the European Federation, Russian Republic and Japan. The majority of colonies are part-financed by powerful multinational corporations, without whom the colonial powers couldn't operate.

2136: TERRITORIAL DISPUTES ON MARS

During the early decades of the 22nd Century, land-grabs by competing megacorps on Mars lead to territorial disputes, the largest and most famous of which is now known as the Tharis Dispute. The Tharsis Dispute is sparked by



an incident on the Tharsis Bulge, when fighting breaks out between corporate security teams from rival megacorps EnerTek Corp and Cheung Corp. Both corporations immediately begin hiring and transporting military assets to the red planet.

Worried that the violence will spread, the UEF sanctions the deployment of peacekeeping troops to Mars to act as a buffer between the two megacorps mining the Tharsis Bulge.

2138: THE TAU CETI WAR

Rival megacorporations EnerTek Corp and Cheung Corp clash on the planet Anjuna in the Tau Ceti star system. Territorial disputes between the two corporations on Mars two years earlier persuaded both to hire mercenaries to help protect colonial assets out beyond Sol. At first the fighting is localised to a handful of contested sites, but tit for tat revenge attacks by both sides quickly causes matters to escalate out of control. Undercover support flows in from Chinese and American factions on Earth, resulting in the conflict spreading and deepening across the system.

2140: THE COLONIAL ACT

The Viking Treaty of 2140, signed at the Mars Colony, brings an end to the fighting at Tau Ceti after almost 18 months of conflict. The breaking point for the UEF came when mercenaries in the employ of Cheung deploy tactical nuclear weapons against opposing EnerTek forces at Kow-Lang, resulting in the deaths of over a thousand civilian colonists unable to escape the war-zone. The security council sanctions the despatch of a UEAF taskforce to Tau Ceti, to protect the civilian population and to contain and stop the fighting. The peace accord is brokered by the UEF, and though neither of the protagonists is entirely satisfied with the outcome, prolonging a war that shows no sign of victory for either side is financially unacceptable. Anjuna is policed by a large and permanent UEAF garrison.

The end of the Tau Ceti War sees many unemployed mercenaries and mountains of military equipment disappear into the Outer Colonies. The conflict also shows that the UEF is simply not organised or equipped to police and govern the every growing number of colonies and shipping lanes out beyond the Core Systems.

The Colonial Act of 2140 places Earth's extra-solar colonies under the control of the newly formed Interstellar Colonial Authority (ICA). Each colony under UEF control has an ICA

presence. On some of the newer colonies it is little more than a small Settlement Welfare Team office with a handful of representatives. On larger, more established colonies e.g. those at Alpha Centauri, there is a large established ICA administrative presence. Larger colonies also sometimes have regional ICA headquarters.

Interstellar distances have to allow for a necessary devolution of certain powers to local leaders, which allows the elections of local officials by the colonial population. Despite this, the local ICA Administrator is able to dictate policy should he/she see fit. It is common practice for megacorporations with invested interests in a colony start up to have representatives on local councils.

The ICA is backed by the Colonial Security police force (ColSec), a new arm of the Federal Law Enforcement Authority. In addition to this new colonial police force, a new arm of the UEAF is created: the Interstellar Colonial Marine Corps (ICM). An Interstellar rapid deployment force, the ICM is designed to be able to mobilise quickly to resolve military disputes and keep the peace in the Colonies.

To regulate interstellar commercial shipping, the WTO is expanded and remodelled to form the Interstellar Trade Commission (ITC). All commercial flight crews must hold an ITC licence.

The Tau Ceti star system is absorbed into the Core Systems, over which the Federation continues to maintain direct control.

2146: INTERNAL SECURITY ACT

The UEF passes the Internal Security Act, establishing two quasi-governmental departments as branches of the MAA: MetaPol and PsiCorps. Attached to the Federal Law Enforcement Authority, MetaPol, or the Metasensory Police, is mainly made up of telepaths and precogs, who use their powers to interrogate those who have committed crimes against the Federation, or to predict the outcome of certain events. A quasi-military branch of the MAA, PsiCorps operatives are usually assigned as 'psychic security' to government officials, or attached to UEAF units on missions that might benefit from the availability of psychic powers.

In addition, the Internal Security Act allows for the formation of Psychic Service Providers - private organisations licensed and regulated by the MAA who hire out their talents to block

telepathic snooping and other paranormal dirty tricks. It has become common practice for executives of large corporations and government bodies to employ such agents as 'psychic security'.

A bomb planted by Earth Isolationist terrorists, kills 87 colonists in Viking City on Mars. UEAM garrison established (United Earth Army Mars - MarsCorps).

The three companies operating on Titan and among the moons of Saturn merge to form the Titan Corporate Collective (TCC) or TriCorp, the thirtieth anniversary of Titan's colonization (fuelling a renewal of the rumour that the colonization of Titan was the result of a competition between three wealthy investors).

2147:

Break-up of Microsoft Corp by it's CEO Tabitha Gates. The biggest company formed from the break-up is 'Artificial Life Incorporated'. This company spearheads groundbreaking research into artificial intelligence.

2148: ARTIFICIAL INTELLIGENCE

Artificial Life Incorporated unveils 'Adam' - the first ever self-aware computer. The New Confederate Christian Church of the United Americas, one of the fastest growing religions of the 22nd Century, denounces Adam as blasphemy.

2148: LAST STAND OF THE BUTCHER OF KOW-LANG

The UEF succeed in tracking down Tiberius Lee, ex-commanding officer of mercenary unit the Star Tigers. Lee is held responsible for ordering the tactical nuclear strike during the Tau Ceti War that resulted in the deaths of almost 1200 civilian colonists at Kow-Lang on the planet Anjuna.

Lee is arrested after a fierce 10 hour battle with Colonial Marines at his fortified compound on Titleman's Rest in the Ross 780 star system.

2149:

The population on Mars begins to grow very quickly, prompting an increase in terraforming and the construction of new and larger colony pyramids (all large buildings on Mars are pyramid shaped, designed as the best defence against the sometimes harsh Martian weather). Cargo ships transporting ice from the asteroid belt and Jovian system arrive at Mars weekly.

The Martian northern polar icecap is partially melted with the use of orbital mass drivers. Seas appear on Mars.

Consolidated Aerospace relocates to Mars. Construction of the Mars Orbital Shipyard commences.

2164: FIRST COMMERCIAL USE OF ANDROID TECHNOLOGY

AI Inc develops it's first generation of commercially available androids - humanoid machines running the latest in intelligent software design. Androids are always programmed for non-combat roles, such as piloting, driving, tactical assistance, or medical staff. Their capabilities are deliberately limited by behavioural inhibitors based on Asimov's famous 3 laws of robotics. Over the next decade, AI Inc sells licences to several corporations, allowing them to develop and produce their own models.

2166-96: THE SECOND EXODUS

With interstellar travel becoming safer and cheaper all the time, and the population of Earth rising, a second wave of colonial expansion begins as people try to escape the resource-drained homeworld of humanity. By the end of this period, all viable worlds in the area of space now called the Outer Colonies have been or are in the process of being colonised by the UEF via the ICA. Beyond the Outer Colonies, megacorporations are already exploring, surveying and staking claims to countless more worlds.

Most starships are almost completely automated by the end of this period, using state of the art computer systems, notably the Matriarch operating system developed by Artificial Life Incorporated. Starships require only a small human crew to perform duties such as orbital insertion and in-flight repairs.

2168-2178: THE PHOBOS PROJECT

In the wake of similar projects on Earth nearing completion, and with the Second Exodus in full swing, the construction of a Martian space tether is seen as essential to the continued economic development of the Mars colony. A space tether would dramatically reduce the cost of moving stuff up and down the planet's gravity well. With the technology already tried and tested on the two Earth space tethers, a consortium of corporations involved in the Mars colonisation programme gain UEF backing to initiate the Phobos Project.

Building the Martian space tether would be a herculean engineering effort and a unique



challenge - primarily because of the choice of the Martian moon Phobos as the tether anchorpoint. Until the construction of the tether Phobos was in a low orbit, intersecting the equator regularly (twice every orbital period of 11 h 6 min). It is decided early on that a collision between the elevator and the 22.2 km diameter moon would have to be avoided by moving the moon itself out of the area, and if they were going to move the moon, why not use it as the anchorpoint?

Within months of the project being greenlit, rockets and mass drivers are attached to Phobos, and begin firing. Slowly the moon's orbit is arrested and its orbital distance increased. Within eighteen months it arrives in a geo-stationary orbit over the Martian equator. Automated manufactories on the surface of the moon begin using the moon-rock to construct the bundles of carbon nanotubes that will become the tether. The caverns created by the tunnelling will later be pressurised and form part of the subterranean portion of the expanded John Carter Space Port.

It will be another eight years before the tether touches down at the base station atop Pavonis Mons on the surface of Mars. Anchorpoint, the town that grows up around the base station, quickly becomes a large transit facility and the second largest colonial settlement on the planet.

2196: ARAL SEA CONFLICT

The dwindling volume of the Central Asian inland Aral Sea sparks a conflict between Russia and neighbours Kazakhstan and Uzbekistan. The sea's decline was caused by the long defunct USSR's diversion of the rivers which fed the sea, leaving areas of arid, salt-laden dust that then polluted large areas of Kazakhstan and Uzbekistan.

2197: RUSSIAN CIVIL WAR

The Aral Sea Conflict, coupled with the failure of the Russian potato and wheat lead to food riots in St. Petersburg. The Russian government declares that because of declining economic fortunes it cannot afford to pay it's troops in the Volga-Ural regions and in the outer colonies. As a direct result of this action, General Poborski, leader of the Volga-Ural military, declares himself military governor of the region, with 70% of the armed forces under his command backing him. His first action is to block all tax revenues bound for Moscow, threatening the complete collapse of the fragile Russian economy.

Within days, government troops have clashed with the rebels, and fierce fighting is reported in and around the city of Yekatarinburg. By the end of the first week of fighting, with government forces gaining the upper hand, the civil war turns nuclear when General Poborski orders strikes against aerospace-bases surrounding Moscow. Five bases are destroyed using aerospace launched tactical nuclear missiles. Tens of thousands of people die in and around the bases.

Premier Zakharov immediately orders an escalation to strategic nuclear weapons. 14 STGBMs are fired from an orbiting spacecraft against rebel military targets inside the Volga-Urals. The death toll is estimated in excess of 250,000, with 80,000km² contaminated by radioactive fallout.

UEFSC meet in emergency session. A ceasefire holds, mainly because of the threat of a nuclear strike against Moscow itself by General Leonov, Russia's Far East Region military commander. Elements of the UEAF EuroCorps and ChinaCorps land in Volga-Urals and in Moscow, as part of a stabilisation force to make sure the ceasefire holds.

2199: FORMATION OF THE NEW DEMOCRATIC RUSSIAN REPUBLIC (NDRR)

With the complete disintegration of the Russian Federation after the civil war, Russia's satellite states are all granted membership of the UEF General Assembly as separate states. Russia emerges as the New Democratic Russian Republic (NDRR). Alexei Leonov takes his seat in the General Assembly as the new leader of Russia.

THE 23RD CENTURY

The 23rd Century sees humanity continue to colonise space. The UEF begins to fracture at it's edges, resulting in the Colonial Wars.

2201: STRATEGIC ARMS REDUCTION TREATY

To prevent strategic nuclear weapons being used by colonial powers against colony worlds, the Strategic Arms Reduction Treaty of 2201 prohibits armed nuclear warheads larger than 100 kilotons from being carried by starships.

2213:

Pirate activity becomes a more organised threat in the Outer Rim Territories. The two main pirate groups operate in the Herculis Cluster and in the Rimworlds Colonies.

2214: THE AUTON PROJECT

During the initial Alpha Prototype Distribution stage of its 5th Generation Androids, Artificial Life runs into problems. Some of the Fifth Gens are found to be too emotional and uncontrollable. The Auton Project is cancelled shortly thereafter, and all existing Fifth Gen models are recalled.

2238: SPACE PIRATES STRIKE IN THE CORE SYSTEMS

A cargo of gravidium, element 126, is snatched by space pirates while en route to Centauri Prime from Helada. The crime bares the unmistakable hallmark of the renegade Chinese Consortium space pilot Kim Chung Song and his band of disaffected followers. The stolen shipment is valued by Lloyd's Space Shipping at E\$9 billion. Up unto now his activities have been confined to the Outer Rim Territories along with the rest of pirate activity.

2243: CAPTURE OF KIM CHUNG SONG

Space pirate Kim Chung Song is captured after a dramatic 36-hour battle around and on several of the moons of Irsas, a gas giant in the Alpha Centauri system. The final confrontation takes place beneath the surface of the moon Irsas X, in the warren of lava tubes that honeycomb the moon, and involves more than 500 UEF soldiers.

Colonial Marines, fighting for the most part in vacuum conditions, suffer heavy casualties before cornering Kim Chung Song and 34 of his surviving cohorts. They are taken to Centauri Prime to await trial.

2244:

One of Kim Chung Song's surviving followers cracks under interrogation, giving up the location of Song's base of operations in the Core Systems: a converted colonial transport currently in the Sirius Star System. An ICM taskforce is dispatched to neutralise the pirate threat.

Locating the pirate stronghold, the taskforce succeeds in crippling the pirate ship before it can escape. Taking no chances, the marines decompress the vessel before boarding. By the time they have secured the ship there are few survivors amongst the crew.

2246: THE ENERTEK SCANDAL

EnerTek Corp declares bankruptcy, subsequently collapsing in a scandal involving billions of E\$ in losses, corporate power abuse and attempted blackmail of ITC officials. EnerTek Corp is the primary colonial investor in

the Herculis Cluster, a sector of space with a high concentration of habitable and resource rich star systems in close proximity to one another. During the next decade, the Herculis Cluster colonies are allowed a degree of regional autonomy unprecedented by the UEF.

2249: THE MERCENARY WAR

Rival mercenary units clash in the Outer Rim, despite both having being hired by Cenargo Corporation to protect colonial assets against pirate activity. Both force's contracts are promptly revoked, but fighting escalates, forcing the Cenargo corporate forces to become involved.

The Mercenary War is finally brought to an end with the signing of the Mercenary Charter. The Charter, formulated by the ICA, lays out a code to which all mercenary units and their employers are expected to adhere. All signatories to the Charter, which includes most organisations that either supplies or employs foreign mercenary troops, agree not to hire any unit that does not comply with the terms of the code.

2250: OUTBREAK OF THE NGANO PLAGUE

Outbreak of the Ngano Plague. Caused by airborne microbes in the atmosphere of 58 Eridani II ('Ngano', a jungle world in the 58 Eridani star system, in the Chinese Consortium colonised arm), the Ngano Plague is a highly contagious viral disease that causes vivid hallucinations and acute paranoid delusions in those exposed. Infected victims are dubbed 'Crazies' due to the insane psychopathic state induced during the plague's later stages.

The plague quickly cripples the colony (it has an incubation period of over 4 weeks) and carriers soon infect the colonies in neighbouring systems. Ships with infected personnel arriving at star systems further afield are intercepted and quarantined. Approximately half a million colonists fall victim to the Ngano Plague before it's spread is checked by the ICA and ITC.

In the wake of the plague, new laws are brought into effect, making it illegal for any interstellar vessel to enter the Core Systems without first passing through ITC quarantine. It also becomes standard policy for any ITC licensed starship to have an Android Exo on board.

2254:

Hallidor Corp acquires EnerTek Corps colonial assets. As Hallidor and the ICA move in to take



control of the Herculis colonies, the action sparks a wave of civil unrest. A grassroots independence movement has been growing in the Herculis Cluster ever since the colonies were allowed a degree of regional autonomy by the ICA during the chaotic years following the EnerTek collapse.

2255:

Eli Navarro, a colonial administrator from the fledgling Nuevo Santiago colony in the 18 Scorpii star system leads a delegation of representatives from colonies in the Herculis Cluster to petition the UEF General Assembly for continued regional autonomy. The controlling political party in the General Assembly - the Centralist/Neo-Federalist Alliance - is staunchly anti-separatist and rejects the petition.

2257: COLONIAL SEDITION

Civil unrest in the Herculis Cluster grows, and on the larger colonies the protests turn into riots as separatist-supporting colonists clash with ColSec troops. Separatists led by Eli Navarro take control of the ICA office on Nuevo Santiago, declaring independence from Earth rule. Other colonies in the Herculis Cluster quickly follow suit, rallying to Navarro's cause. Large numbers of the ColSec and corporate garrisons, many with families and some born and raised on worlds light years from Earth, defect to join the separatists.

The UEF Security Council meets in emergency session. Resolution 11702 is passed, and the UEAF begins massing forces at 70 Ophiuchi, taking control of the orbital drydocks. The first target is Aricebo in the 82 Eridani star system. Colonial Marines quickly take control of the starport and neutralise the separatists on the world. Resentment of the military occupation amongst the population remains high and the ICM are drawn into a prolonged and dirty guerrilla war.

2258: THE RIMWORLDS REBELLION

NatSoc, a political movement in the Outer Rim Territories stages a series of swift and bloody coups against local ICA installations. On Pei Pei colony in the Alpha Mensae star system, rebel fighters raid the ICA complex, capturing many hostages. Armed NatSoc-loyal militias, joined by defecting ColSec forces, quickly overpower the local garrisons. The colonies declare themselves the Eurasian Rimworlds Combine (ERC). The leaders of the ERC demand recognition and total independence. At the age of 85, Josef Suslov is named first President of the Eurasian Rimworlds Combine.

A raid by the ICM, on Pei Pei colony, succeeds in rescuing the majority of the ICA hostages held by the rebels. At the same time, a state of emergency in the Outer Rim Territories is declared by the UEF. The ICM, backed by the newly formed United Earth Federation Expeditionary Force (UEFEF) is ordered to stop the insurrection. Martial law is imposed in the Outer Rim Territories and Herculis Cluster.

2258-2260: THE COLONIAL WARS

The Colonial Wars are fought primarily on two fronts: the Herculis Front lies Coreward of Sol and comprises the star systems that would become the Free Worlds Alliance (FWA); the Rimworlds Front lies Rimward of Sol and comprises those star systems that would become the Eurasian Rimworlds Combine (ERC).

The war rages for three years, during which time the UEF wage economic and military warfare against the rebels, and sees fighting on a score of worlds in over a dozen star systems. Some colonies capitulate quickly and with little loss of life. Others turn into protracted and bloody campaigns claiming thousands of lives, such as Vega, Delta Eridani and the disastrous Ixion invasion.

2260: THE CEASEFIRE

Casualties continue to mount, as public support for the war continues to fall. Anti-war protests on Mars turn violent, and the Mars garrison has to be mobilised to quell the riots.

When an ERC suicide mission succeeds in penetrating defences at Omicron² Eridani and cripples a UEAF taskforce orbiting Eridanus with great loss of life, voices inside the General Assembly begin to call for a negotiated ceasefire with both groups of rebels. On 1st May 2260, thanks in part to the negotiating skills of the Chrismatic Church, an uneasy ceasefire is established with both of the remaining pockets of rebellion. No peace treaty is signed with either group.

Blockaded by the UEF, the separatist colonies in the Herculis Cluster declare themselves the Free Worlds Alliance. As promised, Eli Navarro devolves government to individual colony worlds, with all colonies agreeing to help maintain an FWA militia.

A 1 parsec DMZ is established between ERC and UEF space.

2262: UEF ELECTIONS

Social and political fallout from the Colonial Wars is cited as the main factor in the defeat of the centre-right Centralist-Neo Federalist Alliance in UEF elections. A centre-left coalition takes control of the General Assembly.

2264: THE CAPELLAN MANDATE

Documents are leaked to the press revealing that during the Colonial Wars the UEF government covertly hired Capellan pirates to harass ERC shipping. The scandal reverberates through the UEF corridors of power. A commission is set up to investigate the matter and bring those responsible to justice.

2271:

NOW.



A ROUGH GUIDE TO THE 23RD CENTURY

Descriptions of broad categories relating to life in the 23rd century. It is not meant as an authoritative source, merely to provide a 'flavour' of the Cthulhu Rising universe to aid Keepers to running or writing scenarios and campaigns.

AUGMENTED REALITY

Augmented reality is an environment that includes both virtual reality and real-world elements. For instance, an AR user might wear translucent goggles; through these, he could see the real world, as well as computer-generated overlays projected on top of that world. An augmented reality system is defined as one that:

- combines real and virtual
- is interactive in real-time
- is registered in three dimensions

Typical AR overlays are head-up displays used by soldiers and police, or pilots, which provide them with real-time information direct. Citizens use AR glasses which are wirelessly connected to their laptop or PDA, allowing them to access informational overlays while on the move.

Azumi Smart Systems currently lead the way in AR technology software and hardware.

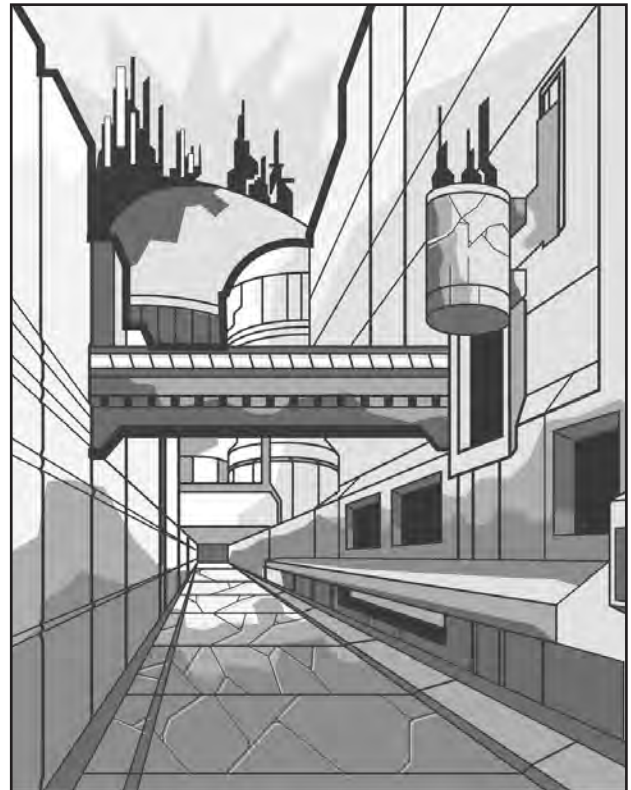
ARTIFICIAL INTELLIGENCE

Artificial Intelligence, or 'AI' are artificial intelligence software running on computers. AI refers to the capacity for sentience and intelligent action, but not necessarily self-awareness. Some forms of AI can be housed in a machine, or android, body. AI displays synthesized emotion, superficially registers self-awareness and, most importantly of all, has the ability to reason conceptualize and offer opinion. However, these capabilities do not infer true human-like consciousness. A synthetic mind and personality is essentially a construct, and there is no true self-awareness as such, though this may not be all apparent to an untrained observer.

Levels of Artificial Intelligence can be broken down into four distinct categories as follows:

1. Alpha Level AI

True artificial self awareness. Banned as of 2214 apart from a handful of instances in the



hands of the United Earth Federation government and military, all of which are closely monitored. The 5th Generation of androids (autons) can be considered Alpha Level AI.

2. Beta Level AI

A synthetic mind and personality - essentially a construct, and there is no true self-awareness as such, though this may not be all apparent to an untrained observer interacting with a unit. Beta Level AI is based on a set of algorithmic responses, the software creating a predictive model for how an individual would respond in a given situation. This allows the illusion of personality.

3. Gamma Level AI

Lowest form of AI capable of interacting with humans. Can operate only within a predefined set of parameters. Shipboard AI are typically Gamma Level AI.

4. Delta Level AI

Autonomic system that require moderate decision making ability without human intervention are Delta Level.

COMMUNICATIONS

In the late 23rd century, the following are the most common forms of long-range communications:

1. Radio Communications

Radio communications are identical to those available today. On a planetary scale they are cheap and easy to manufacture and maintain, and given good satellite coverage, allow for instant communication between users. Over interplanetary distances, the time taken for radio signals to travel from source to destination introduce unacceptable communication delays, and therefore are rarely used as a primary means in such situations.

2. Laser Communications

High-gain modulated laser beams bounced through a series of relay satellites are often used for routine interplanetary communications. They are limited by speed of light and relay time, but in most situations the delay is acceptable

3. Quantum Communications

Quantum communications rely on the unusual properties associated with quantum entanglement. When the quantum properties of particles such as photons, become entangled, they behave like psychic twins. Even if they are separated by vast interplanetary or interstellar distances, a disturbance to one affects the other. If changes are made to one of the pair, they are reflected in the other. Scientists in the early 22nd century discovered that this effect still experiences a delay, as the spooky interaction between the particles ripples through space-time at a rate of 1 parsec per Earth Standard Day. All interplanetary and interstellar vessels are equipped with quantum communication arrays. Quantum communicators are expensive and not person-portable.

COMPUTER TECHNOLOGY

Computers come in a variety of sizes, from those installed in small hand-held devices, to mainframe supercomputers capable of running powerful AIs. The majority are based on molecular circuits connected by carbon nanotubes. These have much higher information densities than their silicon-based predecessors. When coupled with holographic

data-storage systems they provide large storage capacities coupled with instant data search and retrieval. Most commercially available computers have data storage capacities in the order of terabytes. Quantum computers represent the cutting edge of parallel information processing. Quantum computers can solve problems that for the common molecular computer would be extremely time-consuming. The drawback is that quantum computers require dedicated cooling systems, and remain large and bulky, limited to large mainframes.

EDUCATION

In the Core Systems, children are required by Federal Law to attend school until the age of 18. At 18, a student has the choice of attending a University, or three years of Federal Service.

In the Colonies, students begin what is known as 'Obligation' at the age of 16. This involves performing minor duties for the colony for a maximum of 4 hours per day.

IMMIGRATION/EMIGRATION

Interstellar immigration/emigration is tightly controlled by the ICA and the ITC. Despite hundreds of millions of people now living offworld in the colonies, Earth in the late 23rd Century is still home to almost 10 billion people and is woefully overcrowded. To compound matters, those wishing to live in the colonies must apply for Colonist Status from the ICA. This involves a series of rigorous background checks, physical, mental and psychological examinations.

ENTERTAINMENT

The Federal Network, or FedNet, is the collective term for the technology behind the wirelessly-networked, ubiquitously-connected urban environment of the 23rd century. FedNet provides entertainment in the form of over a thousand digital television and radio channels, information in the form of the Interstellar Web (ISW), communications access for Personal ComLinks etc. Every tax-paying citizen of the United Earth Federation has at least the basic FedNet package. Extra services can be 'bolted on' for a higher subscription fee.

FEDERAL SERVICE

Students completing their education but not wanting to continue to a University are required by Federal Law to take the Federal Orientation Test and complete three years of



Federal Service. This involves working for the Federal Government in one of its many branches, including the United Earth Armed Forces, the Federal Health Service, the Federal Transportation Network, and the Federal Labourforce. The pay isn't great, and choice of career path is limited depending on the results of the FOT, but completion of Federal Service usually gives an individual the option of staying on in their chosen profession with a salary increase.

FOOD

In the 23rd Century, genetically modified food is commonplace, and by far the most common genetically modified organisms are crop plants.

Megacorporations engineer crops to produce traits such as disease resistance and drought tolerance, or the ability to grow on planets orbiting stars of a different spectral type. Bringing in and altering genes from other species is the only way to improve these crops, thus enabling the crops to be grown on marginal colony worlds.

Animals are no longer reared for their meat, as the process has become too cost-prohibitive. Instead, 'cultured meat' is grown from cells removed from farm animals and proliferated in a nutrient-rich medium. Using this technique, single cells can be used to produce enough meat to feed a global population for a year.

The resulting meat product can then be harvested, seasoned, cooked, and consumed as a boneless, processed meat.

GENETICS

The colonisation of outer space led to an explosion in the genetics industry, primarily in the food and medical fields. Strict laws have been passed regarding the genetic manipulation of humans, but it is now perfectly acceptable to have genetically modified pets (want a cat with blue fur? No problem) and for pharmaceutical companies to raise Pharm Animals - animals that produce commercially useful proteins. It should be stressed again that there are laws to ensure that these proteins can be extracted safely with minimum discomfort to the animals.

GOVERNMENT AND POLITICS

The political landscape of Earth has forever changed from that at the turn of the 21st century. Earth and the Federal Colonies are now governed by the United Earth Federation

(UEF), a world government that replaced the United Nations in 2085AD. For more detailed information about the United Earth Federation see the *Politics* chapter.

HEALTHCARE

By the latter half of the 23rd Century, medicine has advanced in all fields to levels unparalleled. Infant mortality rates on Alpha Status worlds is the lowest ever recorded, and life expectancy has increased to the point where it is now the accepted norm for people to live well into their 90s. Though the Eckerley ruling of 2086 prohibits the cloning of an entire human body, cloning technologies now enable hospitals to grow new organs and limbs for patients needing transplant surgery, thus forever eliminating the spectre of organ rejection. Micro-surgery has reached a point where the rebuilding and/or attachment of severed/cloned limbs has a success rate of over 96.4%.

Although gene therapies (GeneFixing) have all but eliminated many hereditary disorders, and genetically-enhanced designer pharmaceutical products have defeated many diseases, more still exist. Some of these are new to humanity, being unintentionally imported from alien biospheres. Some forms of cancer have yet to be conquered, and one of the biggest killers in the 23rd century is heart disease, especially with significant percentages of the population clinically obese.

All citizens of the Federation are entitled to free health care via the Federal Health Service (FHS), although waiting lists for expensive treatments and therapies can be up to 6 months long. As a result, private healthcare organisations, such as Medtech, provide an expensive way to get immediate access to treatments.

IDENTITY

All citizens of the United Earth Federation have their DNA fingerprint recorded at birth and added to the Federal Public Records Database, allowing police to identify any suspect within a matter of hours.

In addition, citizens of the Federation are required by law to carry an ID card at all times, which contains biometric information.

LAW AND ORDER

Despite advances in crime detection and prevention, crime is as present as ever in the



23rd century. Technological advances and social changes have created new crimes, or new twists on older crimes, resulting in changes in policing techniques, and the creation of new branches of law enforcement. In addition, several large crime syndicates have a stranglehold on drugs trafficking, pornography and prostitution in the colonies.

MEDIA

There are a multitude of independent media organisations in the 23rd Century, providing news and current affairs to the populace. The official Federal News Network (FNN), can best be described as an interstellar hybrid of the BBC and CNN. FNN is a quasi-autonomous organisation part-financed by the taxes of the civilian population, and is renowned for its impartial news reporting.

MONEY

Though most nations still retain their own currencies for domestic use, virtually all international trade is conducted using the Euro-Dollar as the base, an amalgam of the two strongest 21st Century currencies before the collapse of the global economy in 2084. Most of the daily transactions made by Federal citizens are electronic. Scanners in retail outlets match an individual's retina against the biometric information on their bank smart-card to verify identity. Money is debited from the citizens' bank account when goods are purchased. Because of the unavoidable delay in communications over interstellar distances, many banks provide a facility where credit can be downloaded to a smart card before a journey.

Hard currency still exists, but it is rare in the Core Systems, being much more common in the Outer Colonies and beyond. Hard currency is still the preferred payment method by those individuals who do not want their spending habits recorded. Currency is printed in Eurodollars, though some corporations print their own currency, which is legal tender only on colonies that they control.

NANOTECHNOLOGY

Nanotech enjoys limited use but has never made it into the big time as posited by many science fiction authors of the 20th century. Nanomachines only work well in sterile, controlled environments, as significant amounts of background radiation produce a rapid degradation in their ability. They also have very limited memory and can only set up

for simple repetitive tasks. What they are good at is assembling simple components at the molecular level.

The fear that nanomachines would escape and run riot never materialised. In the big world outside of the specialist construction laboratories (*NanoForges*), they are just totally outclassed. Temperature fluctuations, everyday contaminants such as dust and various forms of radiation all contribute to their rapid demise. The microscopic molecular components of computers and AI's, and the vast carbon nanotubes of the space tethers could not be manufactured without the nanobot.

POWER

The two main forms of commercial power generation in the late 23rd Century are solar and nuclear fusion.

Solar Power

Solar power satellites, or PowerSats, are placed in geo-synchronous orbit around colony worlds, and use microwave power transmission to beam solar power to a large antennas on the planetary surface below. Orbital PowerSats are unaffected by the day/night cycle, weather, or seasons.

Nuclear Fusion

By the late 23rd Century, the current generation of lightweight super-compact fusion reactors can generate a peak output in the high Gigawatt to low Terawatt range. The fusion process is fuelled by deuterium-helium 3 (D-3He).

PROPERTY

On 23rd Century Earth, there is a premium on real estate, with the government and corporations owning most available property. Renting is the norm, with owning one's own house reserved for the rich and famous. The offworld colonies offer the hope for owning a piece of land...

RELIGION

As long as humanity needs answers to the unanswerable, there will be religion. All the major religions of the 21st century are still going strong, with a few notable additions. One of the fastest growing religions in the 23rd century is Chrislam - an amalgamation of Christianity and Islam that occurred during the Second Exodus (2166-96) from Earth. Chrislam is a very popular religion in the colonies, though it has made little headway on Earth.



SEX, BIRTH CONTROL, AND CHILDREN

With a population over 10 billion, and colonial populations pushing the economy to its limits, people in the Core Systems and especially on Earth are encouraged to have small families, with incentives like tax cuts, free education etc for those who do. Every birth must be authorized by the Federal Health Service, and the health status of parents must be verified.

In the Outer Colonies, birth control is mandatory. Small families are encouraged for different reasons, the main one being to maximise the gene exchange between the colony. Extra DNA material is kept in the colony science labs to increase the gene richness should the colony have to survive long term without a new influx of colonists from elsewhere.

TOURISM

Interstellar tourism is still a very expensive business, and a pursuit reserved for the rich and famous. In star systems like Sol, interplanetary cruises are affordable and popular. Offworld packages such as the 'Red Planet' tour of Mars, and the 'Rings of Saturn' cruise are popular and comparable in cost to exotic intercontinental holidays of the 20th Century.

TRANSPORT

Ever since the global economy collapsed in 2084, public service industries such as transport, water & power and health were globalised. Most citizens use the integrated public transport systems, which include MagLev trains and passenger scramjets. With scramjet technology now commonplace, travel time between continents has been cut dramatically. A commercial flight between London and New York now takes just less than an hour. Cars are controlled by intelligent traffic control computer systems on major intercity routes, but manual control is still allowed on local road networks.

Interplanetary and interstellar travel is still an expensive business. Most people who travel are either company employees, military personnel or government staff. There are no commercial passenger services out beyond the Core Systems. Travellers must negotiate their own ticket prices.

YOUTH CULTURE

As ever, youth culture continues to confound adults, with its ever-changing styles and fads.

POLITICS

INTRODUCTION

The United Earth Federation (UEF) of the 23rd Century still bears some resemblance to the original United Nations, that troubled institution born in the aftermath of World War II. While still dealing with problems of patronage and bureaucracy, sheer necessity has enabled the body to become somewhat effective in its original purpose of keeping the peace.

The United Earth Summit in Geneva, 1st January 2085, was attended by Australia, China, the European Federation, Japan, New Zealand, the Russian Republic, South Africa, and the United Americas. The nations attending the summit proposed that the United Nations Constitution be radically ratified. These proposals in effect dissolved the United Nations, replacing it with the United Earth Federation (UEF), an economic/political conglomerate committed to the goal of uniting the nations of Earth in preparation for the colonisation of the planet Mars and the rest of the solar system. The colonisation of space has greatly aided the nations of Earth in putting aside national differences, enabling them to present a (mostly) unified front as the United Earth Federation. Despite this, some experts say that human tribal instincts have simply shifted to an interplanetary and interstellar rather than global stage.

Important branches of the United Earth Federation include:

1. General Assembly
2. Security Council
3. Interstellar Colonial Authority
4. Interstellar Trade Commission
5. Communications
6. Military
7. Intelligence
8. The Federal Law Enforcement Authority
9. The Colonial Security Force
10. The Federal Health Service
11. The Federal Labour Force

Notable legislation introduced by the UEF include:

1. The Colonial Act (2140)
2. The Colonial Policing Charter (2140,2265)
3. The United Earth Federation Space Treaty (2101, 2140)
4. The Geneva Statute (2084, 2140)

GENERAL ASSEMBLY

Based in Geneva, the General Assembly is the main deliberative organ of the United Earth Federation. It is composed of representatives of all member states, each of which has one vote. Despite this supposedly level democratic playing field, politics are still dominated by the richest of the member states. Decisions on important questions, such as those on peace and security, admission of new members and budgetary matters, require a two-thirds majority. Decisions on other questions are by simple majority. The wheels of United Earth Federation government move slowly on many issues because of the time needed for the General Assembly to reach consensus.

The General Assembly may meet in special sessions at the request of the Security Council, of a majority of member states, or of one member if the majority of members concur. Emergency special sessions may be called within 24 hours of a request by the Security Council on the vote of any nine Council members, or by a majority of the United Nations members, or by one member if the majority of members concur.

At the beginning of each regular session, the Assembly holds a general debate, often addressed by heads of state and government, in which member states express their views on the most pressing international issues.

SECURITY COUNCIL

The composition and rules under which the Security Council operates have changed since the United Nations became the United Earth Federation. While there are still only five permanent member seats, (United Americas, the Chinese Consortium, European Federation, Russian Republic and the Japanese Affiliates), India, the Central African Bloc, Australia, and the Islamic Holy Republic also retain seats on the Security Council on a regular basis. Also, the power of the permanent member veto has changed - a permanent member veto can be overridden by a four/fifths majority vote of the rest of the council. (12 votes out of the 15 seats available).

When a dispute leads to fighting, the Council's first concern is to bring it to an end as soon as possible. On many occasions, the Council has issued cease-fire directives which have been instrumental in preventing wider hostilities. It



also sends United Earth Armed Forces peacekeepers to help reduce tensions in troubled areas, keep opposing forces apart and create conditions of calm in which peaceful settlements may be sought. The Council may decide on enforcement measures, economic sanctions (such as trade embargoes) or military action.

A Member State against which preventive or enforcement action has been taken by the Security Council may be suspended from the exercise of the rights and privileges of membership by the General Assembly on the recommendation of the Security Council. A Member State which has persistently violated the principles of the Charter may be expelled from the United Earth Federation by the Assembly on the Council's recommendation.

THE INTERSTELLAR COLONIAL AUTHORITY (ICA)

Formed after the Colonial Act of 2140, the Interstellar Colonial Authority (ICA), is a branch of United Earth Federation government tasked with the government of colonised space out beyond the Sol system designated as Zones 2 and 3 of the Federated Colonies, and to a limited extent representing UEF policies in Far Space. The ICA is responsible for the day to day management of these colonies, including local law and order, liaison with Earth, communications, logistics and a host of other functions. In the absence of direct contact with Earth, the ICA has veto on any local government decisions.



Each colony in Zones 2 and 3 has an ICA presence. On some of the newer colonies it is little more than a small Settlement Welfare Team office with a handful of representatives. On larger, more established colonies there is a large established ICA administrative presence.

Larger colonies also sometimes have regional ICA headquarters.

Interstellar distances have to allow for a necessary devolution of certain powers to local leaders, which allows the elections of local officials by the colonial population. Despite this, the local ICA Administrator is able to dictate policy should he/she see fit. It is common practice for megacorporations with invested interests in a colony start up to have representatives on local councils.

The ICA has surveyed hundreds of worlds, and its exploration arm, Interstellar Expeditions (ISX), is in the process of surveying dozens more. The ICA has surveyed hundreds of worlds, and its exploration arm, Interstellar Expeditions (ISX), is in the process of surveying dozens more. Each world surveyed is classified according to how much work is needed to establish a colonial base, and how rich the planet is in natural resources. Once a world has been surveyed and classified, contracts are then issued, up for bid by any nations and corporations interested in investing in the venture.

The ICA is also in charge of interstellar immigration/emigration. Despite hundreds of millions of people now living offworld in the colonies, Earth in the late 23rd Century is still home to almost 10 billion people and is woefully overcrowded. To compound matters, those wishing to live in the colonies must apply for Colonist Status from the ICA. This involves a series of rigorous background checks, physical, mental and psychological examinations.

THE INTERSTELLAR TRADE COMMISSION (ITC)

The Interstellar Trade Commission (ITC) came into being in 2140, when, in an effort to regulate interstellar commercial shipping and trade, the WTO was radically expanded and remodelled. The ITC is the primary body dealing with commerce throughout the systems colonised by the UEF in the 23rd century. All crewmembers of commercial transport and cargo starships are required by Federal law to possess a valid ITC licence.

The ITC also deals with Customs and Excise Duties. All trade starships entering the Sol system must be prepared to go through ITC quarantine, if the ITC suspects the ship is carrying any unauthorised cargo. In addition ITC officers often work closely with Colonial Marines strike teams, fighting the endless battle against smugglers, pirates and terrorist groups that are active in the Federal Colonies.

COMMUNICATIONS

The Federal Network, or FedNet, is the collective term for the technology behind the wirelessly-networked, ubiquitously-connected urban environment of the 23rd century. FedNet provides entertainment in the form of over a thousand digital television and radio channels, information in the form of the Interstellar Web (ISW), communications access for Personal ComLinks etc.

This would be amazing if it were just on Earth, but a series of FTL Relay Stations throughout the Federal Colonies provides FedNet access to everyone who holds Citizenship in the United Earth Federation. While the citizens of the Sol system can enjoy real-time FedNet access, those further afield have time delays, as FTL datastreams travel at a maximum speed of 1 parsec per day. As a result, common information is stored locally at the larger colonies, and orbiting satellites allow wireless communications.

MILITARY

The formation of the United Earth Federation was the spark for several conflicts (the Unification Wars 2085-2102), primarily fuelled by nations who refused to be a part of the new global government. In response, the newly formed United Earth Federation ratified a treaty of United Earth Armed Forces, a cohesive fighting force to stop these and future wars, with troops and equipment supplied by all member states, under one general command staff comprising of high-ranking officers of all nations.

INTELLIGENCE

The *Federal Security Agency* (FSA) coordinates, directs, and performs highly specialised activities to protect UEF government information systems and produce foreign signals intelligence information. A high technology organisation, the FSA is on the frontiers of communications and data processing. It is also one of the most important centres of foreign language analysis and research within the federal government.

FSA conducts some of the UEF's leading research and development (R&D) programs. Some of the Agency's R&D projects have significantly advanced the state of the art in the scientific and business worlds.

POLICING

Policing in the 23rd Century is handled by the *Federal Law Enforcement Authority* (FLEA).

From their headquarters on Earth, and via many local stations throughout the Federal Colonies, Federal police officers have the unenviable task of tackling crime over interstellar distances.

POLITICAL POWER BLOCKS OF THE 23RD CENTURY

Though the political landscape of Earth has forever changed from that at the turn of the 21st century, some things stay remarkably familiar. Earth, the Sol System and the Core Systems are now governed by the United Earth Federation (UEF), a world government that replaced the United Nations in 2085AD. This global government includes representatives from all the nations of Earth, who are now termed Member States. As with modern day politics, the most powerful economic power blocks heavily influence Federal policy and the decisions of the Security Council. The most influential are listed below:

THE AUSTRALIAN REPUBLIC

Politics: Democratic Republic
Population: Earth: 40.14 million
 Space: 3.1 million (approx)

Economy:

Australia has a prosperous Western-style capitalist economy, with a per capita GDP on par with the five dominant colonial powers.

Description:

Long-term concerns include pollution, particularly depletion of the ozone layer, and management and conservation of coastal areas, especially the Great Barrier Reef. A referendum to change Australia's status, from a commonwealth headed by the British monarch to a republic, was passed in 2028.

Australia as a nation has not featured heavily in the colonization of space. Much of the nation's economic wealth has been diverted into the "Rebirth" project, aimed at reclaiming the vast tracts of land that have turned into uninhabitable desert. This has not stopped Australian nationals joining the millions of other Earthers who have applied for colonist status to find a new life in the offworld colonies.

THE CENTRAL AFRICAN BLOC

Politics: Democratic Republic
Population: Earth: 370.84 million
 Space: 2.7 million (approx)

Economy:

The Central African Bloc is still a developing

nation state, and it's economy is still too weak to invest in space flight or the colonization of other worlds. CAB satellites orbit the Earth and like the Australians, African nationals too have joined the millions of others applying for colonist status on Earth.

Description:

Advances in solar energy technology in the mid 22nd century resulted in development in lower latitudes of the world. After the generations of civil wars that had plagued Africa, the Commonwealth of African Nations was dissolved, and two power blocks emerged: the West African Protectorate and the Central African Bloc. Both blocks were industrialising and developing rapidly - until Maunder Minor hit in 2120. Repeating a behaviour first exhibited in the seventeenth century, though this time to a much lesser extent, the Earth's sun dimmed. The effect lasted over two decades, until 2146, and it contributed to the economic collapse of those equatorial powers who relied heavily on solar power, including the nations of the Protectorate. The resultant social upheaval forced many to look to find work offworld, as colonist-workers in the fledgling Jovian and Saturn colonies. The nations they left behind quickly dissolved into civil war.

The Central African Bloc had hedged its bets - investing in fusion power as well as solar power, and it paid off. Surviving Maunder Minor, in 2146 delegates from the Central African Bloc took their places at the United Earth Federation in Geneva.

THE CHINESE CONSORTIUM

Politics: Authoritarian Socialism with Technocratic tendencies
Population: Earth: 1.88 billion
 Space: 168.21 million (approx)

Economy:
 The economic influence of non-state organizations and individual citizens continues to steadily increase. Foreign investment remains a strong element in the Chinese Consortium's remarkable economic growth. There is still heavy government involvement in business, but now Party leaders are also board members of companies such as the Cheung Corporation. GDP: E\$91.4 trillion.

Description:

Formed in 2086 by China and most of South East Asia following the end of the Pacific Rim War, the Chinese Consortium is the largest and most powerful member state of the United Earth Federation, and the largest contributor

to the Earth economy. Though still officially Communist, internal policies have softened since the formation of a global government. The state is socialist in political orientation.

Culturally, the Chinese Consortium incorporates elements from South East Asia, Russia, China and other old socialist powers of the preceding three centuries, with Chinese, Vietnamese and Russian being the principle languages. Men and women have equal, even in the military, but androids have only machine status. The people have very strong faith in their socialist ideals, which is seen by many as an extreme reaction to the capitalism of the United Americas and European Federation territories.

Along with the United Americas, the Chinese Consortium is at the forefront of the UEF interstellar colonisation programme. Since missing out on the first wave of Lunar colonisation in the mid 21st century, China was first to sign up to the Mars Project, and invested heavily. To this day a large proportion of the Martian population are of Chinese descent.

THE EUROPEAN FEDERATION

Politics: Federal Democracy. National legislature was replaced by direct federal democracy in 2029.
Population: Earth: 262.57 million
 Space: 114.20 million (approx)

Economy:
 The European Federation has an affluent and technologically powerful economy, with substantial offworld assets and investments. As a member state of the United Earth Federation, it controls a large slice of Earth's financial markets. GDP: E\$81.2 trillion.

Description:

Formed in the early part of the 21st Century out of the European Union, the European Federation is one of the five major colonial powers in ICA regulated space. It consists of the original member states of the European Union, eastern Europe plus some of the defunct USSR break away states in the Baltic region.

The European Federation emerged from the political turmoil of the 21st century as one of the major economic powers on Earth. Seen as the most liberal of these power blocks, the borders of the European Federation territory seem out of place: high perimeter fencing, foreboding watchtowers bristling with state of

the art surveillance technology and armed patrols have been the norm ever since the Unification Wars of the late 21st century (2085-2102). During this chaotic period, as the newly formed UEF and its armed forces fought a reluctant war of global unification with break-away states, the European Federation was forced to close its borders to the hundreds of thousands of refugees fleeing the war zones, unable to cope with such a large influx of people.

Quality of life for citizens of the European Federation is generally good, with most people employed by the government or one of several megacorporations. Despite being a unified state, citizens still retain a strong individual national pride.

THE DEMOCRATIC REPUBLIC OF INDIA

Politics: Democratic Republic
Population: Earth: 1.3 billion.
 Space: 38.4 million (approx)

Economy:
 India's diverse economy encompasses traditional village farming, modern agriculture, a wide range of modern industries including genetics and nano-tech.

Description:
 India is fast catching up with the dominant member states of the United Earth Federation. There are striking contrasts in quality of living, from the overcrowded and technologically advanced coastal cities to the vast rural regions. India is the heart of the entertainment industry on Earth, Bollywood having overtaken Hollywood in the early 22nd century. It has not yet invested in any colonial ventures, but the state is facing a crisis as many of its younger generations are tempted by the rich megacorps into lucrative contracts as technical specialists and software engineers at off-world colonies.

ISLAMIC HOLY REPUBLIC

Politics: Theocratic Republic
Population: Earth: 188.48 million
 Space: 2.4 million (approx)

Economy:
 The economy is a mixture of central planning, state ownership of oil and other large enterprises, village agriculture, and small-scale private trading and service ventures. No Islamic corporations are strong enough yet to

invest in space exploration or colonisation.

Description:

Born from the fallout of the 5th Middle East War, the Islamic Holy Republic is a significant minor power, capable of competing directly with any other power except the five Major Powers. Once rich and powerful due to the region's abundant fossil fuel resources, the advent of fusion power combined with dwindling oil reserves stopped the Islamic Holy Republic from becoming a major colonial power.

The Islamic Holy Republic suffers from an overly aggressive foreign policy and second rate technological capability. The region is in theory ruled by the Council of Sultans with the assistance of the provincial amirs; in practice, the amirs only put their feuding on hold when it is obviously necessary to fight off an immediate outside threat.

THE JAPANESE AFFILIATES

Politics: Constitutional monarchy with a parliamentary government
Population: Earth: 214.31 million
 Space: 68.03 million (approx)

Economy:
 Government-industry cooperation, a strong work ethic, mastery of high technology, and a comparatively small defence allocation (1% of GDP) have helped Japan advance with extraordinary rapidity to the rank of second most technologically powerful economy after the United Americas and fourth largest economy after the Chinese Consortium, United Americas and the European Federation.

Description:

Japan is one of the five major colonial powers. The Japanese Imperial Government is nominally a monarchy and is actually a constitutional monarchy where a large degree of governmental power is vested in the emperor. Unlike the old Earth Chinese Emperor's who received heaven's mandate to rule, Japanese Emperors are literally living gods. This fact has enabled Japan to claim at least 2000+ years of unbroken imperial power.

Also to be reckoned with are the large corporations, which are in some sense hereditary. These corporations, often massive transnationals of the 20th, 21st, and early 22nd centuries, have established themselves as massive controllers of power within the Japanese government. Greatest of these is Cenargo Corporation, an Anglo-Japanese



combine which is the major financial investor in Japanese colonial expansion.

THE RUSSIAN REPUBLIC

Politics: Federal Republic
Population: Earth: 211.03 million
 Space: 138.48 million (approx)

Economy:
 After the Russian Civil War (2197), the nation suffered an economic depression, but with the help of the UEMF (United Earth Monetary Fund) and the goodwill of its neighbours the European Federation a complete economic collapse was narrowly averted. Russia is still struggling to establish a modern market economy, modernize its industrial base, and maintain strong economic growth.

Description:
 The Russian Republic consists of the remains of Russia, Ukraine, Beylorus, the Baltic States, and various bits and pieces of the non-EF/UPP Slavic nations. Consisting of territories on Earth as well as several inner colonies some thriving outworld colonies, the Russian Republic is a significant political, military, and economic power, and is one of the five major colonial powers in ICA regulated space.

70 years after the end of the Russian Civil War, which saw the disintegration of the Russian Federation, the Russian Republic has rebuilt much of its infrastructure, through aid from the Federal Bank, and investment from European and Japanese corporations. The prevailing political alignment of the government is somewhat socialist, though much less so than in the early 21st Century. As may be expected in such a society, there is a large gap between rights of the "haves" and "have nots."

In the years following the Russian Civil War, the ICA gave priority to Russian civilians applying for colonial status, as many had lost their homes and families during the fighting. Many of the small 'shake and bake' colonies in the Outer Colonies and Outer Rim Territories have a large proportion of Russian colonists from the Yekatarinburg region, which was totally destroyed during the war.

THE UNITED AMERICAS

Politics: Federal Republic; strong democratic tradition
Population: Earth: 512.4 million
 Space: 164.98 million (approx)

Economy:
 The United Americas has the second-largest and most technologically powerful economy in the UEF. In this market-oriented economy,

private individuals and business firms make most of the decisions, and the federal and state governments buy needed goods and services predominantly in the private marketplace. GDP: E\$ 84.9 trillion.

Description:
 Second most powerful member state of the United Earth Federation with a strong economy and at the cutting edge of technological advancement, the United Americas was formed in 2084, a year before the foundations of the global government were laid. The United Americas consists of the USA, parts of Canada, Mexico and Central America.

The United Americas remains the cultural melting pot that it was at the turn of the 21st Century, its population consisting of a diverse array of ethnic and social groups. Although seeming very much like a model of racial and religious integration on the surface, the United Americas has all the same social problems that it has always had. Many outside the UA consider the nation to be politically corrupt, with the Corporations having much of the real power.

In reaction to this rampant corporate consumerism, religious Conservatism has been on the rise in the United Americas, notably the New Confederate Church of America, a Baptist offshoot which is gathering support amongst many high-ranking Republicans.

Along with the Chinese Consortium, the United Americas is at the forefront of the UEF interstellar colonisation programme.

OTHER FACTIONS

In addition to these economic power blocks on Earth, there are also two colonial splinter factions in the Outer Rim Territories who, while not recognised by the UEF, deserve a mention here:

THE EURASIAN RIMWORLDS COMBINE (ERC)

Politics: Authoritarian; Fascist Dictatorship
Population: 42.7 million (approx)

Economy:
 The ERC is one of the most centrally planned and isolated economies, and faces desperate economic conditions after over a decade of

sanctions from the ICA and ITC.

Description:

A group of star systems in the Outer Rim Territories, the rebel colonies that make up the Eurasian Rimworlds Combine (ERC) seceded during the Colonial Wars of 2258-2260, and the region has been a galactic hotspot ever since.

The leaders of the ERC have refused to sign a treaty with the ICA, granting them substantial autonomy - demanding instead recognition and total independence, something that the ICA were unwilling to give. An unofficial ceasefire has been in effect since 2260, with a 1 parsec DMZ established between ERC and UEF space. Any civilian craft that enters the DMZ without authorisation space is boarded and searched. Any military craft traversing through without authorization can be considered an act of war.

The ERC is obsessed with securing more space and its aggressive tendencies has warranted many corporations to refuse trade. Unlike the FWA, the ERC is not a democratic society but rather a fascist dictatorship bent on technological advancement. Despite political isolation, the ERC has an active intelligence network both inside and outside of its borders. Their agents have gained access to high levels of government and corporate information. The ERC monitors insurrections on separatist colonies within ICA space and covertly supports them where appropriate, to both further their own political goals and destabilise their enemies internally.

Most of the ERC's offensive starship capability is made up of FLEA and UEAF craft captured during the Colonial Wars 11 years ago. They have recently begun manufacturing their own craft, however.

THE FREE WORLDS ALLIANCE (FWA)

Politics: Democratic Republic

Population: 58.43 million (approx)

Economy:

The ICA imposed economic sanctions upon the worlds of the FWA and established a blockade at the official end of the Colonial Wars (2260). The FWA's economy struggled but survived, and is now almost self-sufficient.

Description:

Apart from the Eurasian Rimworlds' Combine, this group of independent colony worlds in the region of space known as the Herculis Cluster is the only holdout from the colonial rebellions.

It is isolated from the rest of Federation space by the military blockade maintained by the UEAF.

The capital planet, Nuevo Santiago, has a population approaching 30 million, and was originally owned by Hallidor Corp. Designated a Class One Planet by the ICA, Nuevo Santiago is a democratic republic, self-sufficient in air, food and water, and is rapidly industrialising, to compensate for the loss of trade imports from the Core Systems.

Smugglers regularly run the Federation blockade to sell goods to the FWA.



THE COLONIES

Governed by the powerful Interstellar Colonial Authority (ICA), the Federal Colonies encompasses a sphere of influence 20 light years in radius with Sol at the centre. The UEF reserves the right to expand this sphere of influence, and annex any colonies lying beyond it's boundaries, up to and including all star systems in a 50 light year radius from Sol.

The Federal Colonies are split into three distinct regions. Beyond this lies the Outer Rim Territories.

SOL

Federated Colonies Zone 1 comprises all planets in the Sol system, and is controlled directly by the UEF government. Territory within the Sol System that is not on the planet Earth is not subject to national or corporate appropriation by claim of sovereignty. Colonies and outposts within this region are not considered to be the territory of any one nation or corporation. This means no territory within this region can declare itself a nation, independent of UEF control.

THE CORE SYSTEMS

Officially designated Federated Colonies Zone 2, the region of space known as the Core Systems encompasses all star systems within 12.5 light years of Earth. This region is controlled by the UEF via the Interstellar Colonial Authority (ICA). Territory within this region is not subject to national or corporate appropriation by claim of sovereignty. Colonies and outposts within this region are not considered to be the territory of any one nation or corporation. This means no territory within this region can declare itself a nation, independent of ICA control. There are 22 UEF colonies in this region (not counting the Sol colonies, which fall into Federated Colonies Zone 1). Average journey time from Earth to the edge of the Core Systems takes just short of 4 Earth Standard Weeks. Heavily colonised with a high population-density, many colonies in this region are advanced industrial and agricultural worlds inhabited by hundreds of millions of colonists. All worlds possible are terraformed.

THE OUTER COLONIES

Officially designated Federated Colonies Zone 3, the region of space more commonly known as the Outer Colonies stretches from the outermost edge of the Core Systems to the edge of the Federal Colonies. This region is controlled by the United Earth Federation via

the ICA. Within this region, the ICA has the authority to regulate the use of, and territorial claims to, any celestial body or region of space. The ICA currently recognises claims up to 1000km around a landing area. The ICA may offer colonisation contracts to nations and/or corporations to larger territorial regions than 1000km if it sees fit.

There are 29 UEF colonies in this region. Average journey time from Earth to the edge of the Outer Colonies takes just over 6 weeks. At the edge of the Outer Colonies, there are worlds still undergoing extensive terraforming, but most terrestrial worlds have well established colonies. Less densely populated than the Core Systems.

THE OUTER RIM TERRITORIES

This region lies out beyond Federated Colonies Zone 3. Officially designated Far Space, it is more commonly referred to as the Outer Rim Territories, or simply the Frontier. Out here UEF member states, non-governmental bodies, private concerns, and corporate entities may establish manned or unmanned facilities on celestial bodies for scientific investigation, commercial use or human settlement. Such endeavours however must be registered with, and regulated by, ICA law.

Apart from a few obvious exceptions, ICA presence and influence at colonies in this region is limited, usually no more than a small Settlement Welfare Team. Corporations or other concerned parties may come to local commercial arrangements with each other when engaged in ventures out this far. Most colonies this far out are still in the early stages of colonisation and terraforming. Although the official frontier of the Federal Colonies is 20 light years from Sol, the Emergency Powers section of the Colonial Act (2140) makes provision for all colonies to come under the control of the UEF, either directly or via the ICA. This may work on paper, but the truth of the matter is that the Outer Rim Territories is a lawless place. ICA law runs only as far as to cover criminal events on or concerning Federation spacecraft, in as much as Federation spacecraft must abide by the principles of Space Law. Apart from a few exceptions, there is generally no active policing of Far Space outside of the larger colonies. Most colonies in this region have learned that as long as they keep their heads down and noses relatively clean, ICA control is a remote form of government at best.

Note: The Outer Rim territories have been left mostly as a blank slate for individual Keepers to develop as they see fit. There are a handful of star systems that, for reasons such as economic and/or strategic significance, curiosity value or adventure plot-background, that have been fleshed out in more detail. They will appear here, bit by bit, as they are inputted. It is important to note that there are many small colonies in the Outer Rim Territories, and military presence is usually limited to policing those colonies with strategic and/or economic importance to Earth and the Core Systems.

PLANET CLASSIFICATIONS

For ease of description, planets in the Cthulhu Rising Universe are grouped and classified as follows:

ARID

A world with a hospitable environment but with less than 20% of liquid water. (Example: Dune).

BROWN DWARF

An immense gas giant just short of the critical mass threshold needed to become a small star.

CARBONACEOUS

Asteroid belt composed mainly of carbon compounds. These planetoids can be used to make oil or synthetics. They are dark brown in colour.

CHUNK

A small airless world less than 1000 km in diameter.

DESERT

A planet with an atmosphere but without liquid water. (Example: Mars)

GAS GIANT

A massive planet with an atmosphere of hydrogen and helium. (Example: Jupiter)

GLACIER

a planet with an atmosphere and a heavy overburden of ice.

HOT HOUSE

A planet with a large greenhouse-effect atmosphere. (Example: Venus)

ICE BALL

A plain ball of frozen gases. (Example: Pluto)

ICY

Asteroid belt composed mainly of dirty ice-balls of frozen water, ammonia and methane. They could be used as a source of hydrogen fuel. They vary in colour from bright white to dull black, depending on the impurities mixed in with the ice.

JUNGLE

A world with a hospitable environment entirely covered by jungles and swamps.

NICKEL-IRON

Asteroid belt composed mainly of nickel and iron. These planetoids rich in minerals are typically a medium grey in colour.

OCEAN

A world with a hospitable environment with more than 90% of liquid water.

POST-GARDEN

A world which has a history of life, but which has since developed a greenhouse effect. (Example: Earth eons from now)

PRE-GARDEN

A planet in the life zone that has the prerequisites for life, given sufficient time, life will evolve on the world, shifting the atmosphere from methane and water vapour to nitrogen and oxygen. (Example: Earth eons ago)

RING

An asteroid belt orbiting a planet. (Example: Saturn rings)

ROCK

A plain rock ball with no appreciable atmosphere. (Example: Mercury)

STEPPE

A world with a hospitable environment and between 30 and 50% of liquid water.

STONY

An asteroid belt composed mainly of silicon compounds. These planetoids are light grey or tan in colour.

TERRAN

A world with a hospitable environment and an oxygen atmosphere. (Example: Earth)

TUNDRA

A world with a hospitable environment, a large portion of water is locked by surface frost. Tundra conditions could be described as



cold arid planet.

COLONY WORLD CLASSIFICATIONS

Humanity has explored hundreds of worlds, and has established dozens of colonies and outposts. Keepers should feel free to add to, amend, or alter the colony worlds as desired, and to create new worlds that suit his or her game.

Colonies grow at varying rates, depending on the corporate support they receive, and the biosphere of the world they are on. Eventually most colonies reach a point where they become an positive asset to the corporation which funds it, by producing trade goods, and after a generation, skilled workers.

These skilled workers are part of the rapidly growing populations of the colonies, and the corporations have developed many techniques for managing them successfully. Colonists are taught to live active, disciplined lives, to maximize their economic value and to reduce the risks of living in the colonies. Good educations are available for all. By contrast, the disorganized state of the population of Earth means that there are fewer people there who are as well disciplined and well-educated as the people living in the colonies.

CLASS 1 COLONY WORLD

The greatest prize in the colonisation of extra-solar planets, a Class 1 Colony World is classified by the ICA as being a hospitable, Earth-like planet with a biosphere that features an abundance of liquid water, oxygen-rich breathable atmosphere, comfortable climate and either the existance of indigenous flora and fauna, or great potential to support terrestrial life. Most such planets lie within the parent star's comfort zone.

All planets so far classified Class 1 by the ICA are highly prized, and when the highly prized *Colonisation Development Contracts* (CDCs) are issued, there is usually a frenetic bidding war by interested megacorporations. Planets classified Class 1 in Far Space are not subject to ICA regulation - so far. Those that are in UEF territory are being rapidly developed, and emmigration requests to such worlds are always very high.

All Class 1 colonies in the Core Systems have extensive orbital facilities, high-tech manufacturing, heavy industry, and are almost

completely self-sufficient.

CLASS 2 COLONY WORLD

Class 2 Colony Worlds are classified by the ICA as being habitable planets that have borderline biospheres adaptable to human use through short to medium term terraforming projects. Most established Class 2 colonies have two important attributes: manufacturing capability, and an orbital spacecraft service facility.

The exact level of technology available varies with each colony, but all have at least some ability to manufacture their own goods. They are self-sufficient in the most vital commodities: food, water, and air. The most advanced Class 2 colonies even have full high-tech manufacturing and heavy industry.

CLASS 3 COLONY WORLD

Class 3 colonies are established on worlds possessing deposits of valuable raw materials, but which otherwise would not be desirable for human habitation. If the extraction of the planet's natural resources can be made economically viable, corporate investment will fund a colonial mission.

Few have more than rudimentary manufacturing ability. Long term terraforming projects are initiated on worlds with potential but as this involves decades of expensive work before the world is truly habitable, the resources on the planet must be sizeable. Some Class 3 colonies will eventually become habitable, and thus be moved up to Class 2 status. Others will remain Class 3.

Population on Class 3 colonies is small, usually ranging from no more than a few hundred to a few thousand technical staff and their families to service the automated terraforming/mining machinery.

OUTPOST

Outposts are planets which possess no established civilian colony, but are nevertheless occupied. On some Outposts, there are also top-secret military and scientific facilities. Weapons tests, unusual research, and high-security prisons are placed here. Others that are referred to as Garrison Worlds, have been fortified for military purposes. The fortifications consist of deep space sensor arrays to detect the arrival of ships in the system, and a number of craft for in-system defence.

EXAMPLE COLONIES

The following description of the Sol system and its colonies, and selection of colonised star systems in the Core Systems should provide a Keeper with a good starting point for running adventures in the Cthulhu Rising Universe. For details of all the colonies in the Core Systems and Outer Colonies, visit the Cthulhu Rising website at <http://www.cthulhurising.co.uk>.

SOL

Main Star: Sol
Type: G2 V
Age: 4.6 billion years

Description:

Still the centre of the galaxy as far as the majority of humanity is concerned, Sol is a yellow-orange, main sequence dwarf star (G2V) about 4.6 billion years old.

Sol has no stellar companions and is therefore a single, or unary star system. This is very fortunate for Earth life because stable planetary orbits like the Earth's are much more likely to occur around single stars. Sol has a system of 9 planets and an asteroid belt. There are 6 major colonies in the Sol system: Earth, Mars, Callisto, Europa, Ganymede, Io and Titan. In addition to these major colonies, there are numerous mining, scientific and military outposts.

Orbit 3: Earth

Orbit Radius: 1 A.U.
Type: Terran
Density: 1
Diameter: 12756 km
Gravity: 1 G

Description:

Seat of power of the United Earth Federation, and home to over 10 billion people, Earth is the heart of the galaxy as far as humanity is concerned.

Centuries of unchecked industrialisation with little or no concern for the long-term environmental impact has left much of Earth a polluted, overcrowded and resource-poor planet. The advent of fusion power and other 'clean' energy sources such as orbital solar power satellites, along with green reclamation projects have helped to slow this trend, but the damage has already been done.

Wealth and social status on Earth range from the most desperate poverty and oppression in history to unprecedented levels of riches and power. Those who rule the powerful Corporations have every possible trapping of wealth, including mansions, resorts, travel,

obedient servants, private armies and more.

Beyond the Corporate preserves and the houses of the rich and the politically powerful, there are many millions of people who live uneasy middle-class lives in a world with few certainties. And then there are the dispossessed; billions of people who live in the vast urban sprawls, working at menial jobs or surviving on government subsidies. Or preying on others.

There are many stations and space habitats in orbit around Earth. The largest is Unity Space Station, one of the largest man-made structures in space, a spaceport housing over 70,000 people at any one time. This is also the base of the MSF Sol aerospace arm of the ICM. Earth's moon, Luna, is the most heavily populated moon in all of the Federal Colonies, with over 10 million people living in and around Armstrong Colony.

Orbit 4: Mars - Class 2 Colony

Orbit Radius: 1.52 A.U.
Type: Desert
Density: 0.62
Diameter: 6794 km
Gravity: 0.38 G

Description:

Mars in the 23rd Century supports a thriving colony with a population in excess of 100 million. The first planet colonised from Earth, it's population can trace their families back generations before reaching Earth-relatives.

By the time the Second Exodus began (2166-96), Mars had undergone over half a century of intensive terraforming. Enough free-standing water now existed to form ice clouds, substantial rivers and lakes and even a small sea in the northern polar regions. Terraforming has also altered Mars' atmosphere. The melting of the southern polar icecap released large quantities of carbon dioxide, causing an increased greenhouse effect, raising the average surface temperature of the planet. Genetically engineered plants were seeded across the planet in vast quantities, which rapidly enriched the atmospheric levels of Nitrogen and Oxygen.

The atmosphere on Mars is breathable at ground level, but in a lot of the highlands of the planet an artificial air supply is still required. Despite all this change, Mars is still plagued by seasonal dust storms, and it's cities are all built using a pyramidal building design, which provides best protection against the sometimes harsh Martian weather. Outside of

the artificial G-fields of the colony buildings Mars gravity is still only one third that of Earth.

Mars has some remarkable geological characteristics, including the largest volcanic mountain in the solar system, Olympus Mons (27 km high and 600 km across).

A number of large manufacturing corporations are based on this planet, and this industry is supplemented by large orbital and surface cargo facilities that handle commodities to/from outlying systems.

Mars' largest moon, Phobos, is the location of both John Carter Spaceport, and Ares Fleet Base, home port of the Sol Defence Fleet (the UEAF 1st Fleet), and home to over 30,000 military personnel.

Orbit 6 (Circum-Jove 5):

Io - Class 3 Colony

Orbit Radius: 5 A.U.
Type: Rock
Density: 0.35
Diameter: 3643 km
Gravity: 0.09 G

Description:

The innermost of the four Galilean moons of Jupiter, Io is most noteworthy for its volcanic nature; it is the most volcanically active body in the Solar System. In addition to this, Jupiter's magnetic field lines generate vast dry electrical storms across the moon's surface that can last for weeks at a time.

Io has a thin atmosphere composed of sulphur dioxide and other gases. Unlike the other Galilean satellites, Io has little or no water.

The Io regolith is the primary source in the Sol system for Foscolium. Foscolium is a vital fuel source used to power interstellar drives. As well as the large scale corporate Foscolium mining operations, there are numerous small mining outposts scattered across the surface of Io, mining the metal ores that are ejected from the moon's many volcanoes. Life is hard on Io, but the pay is generally good. Most of the Io miners have families and homes on Europa and Ganymede. The population is approximately 10,000.

Orbit 6 (Circum-Jove 6):

Europa - Class 3 Colony

Orbit Radius: 5 A.U.
Type: Glacier
Density: 3.01
Diameter: 3138 km
Gravity: 0.135 G

Description:

Slightly smaller than the Earth's Moon, Europa is the second of the Galilean moons.

Beneath the surface ice of Europa there is a layer of liquid water, as much as 50 km deep in some places, kept liquid by tidally generated heat created by its orbit around Jupiter. Because of this abundance of liquid water, Europa became the first of the outer planets to be colonised from Earth. Today it supports a population of 1.4 million, most of whom live in hanging cities just under the kilometre-thick crustal ice, at the top of the subterranean ocean. The 'Hanging Cities of Europa' have become a popular tourist destination for visitors from the inner planets.

Orbit 6 (Circum-Jove 7):

Ganymede - Class 3 Colony

Orbit Radius: 5 A.U.
Type: Rock
Density: 0.35
Diameter: 5262 km
Gravity: 0.14 G

Description:

Ganymede is Jupiter's largest moon. It has a very thin oxygen atmosphere and is the only moon in the Sol system with a magnetosphere. Ganymede is close enough to Jupiter that it experiences significant tidal stresses, which makes geothermal energy and liquid water available. Ganymede also possesses water ice, carbonaceous material, metals, and silicates. Fairly deep within Jupiter's gravity well, travel to and from Ganymede is relatively energy-intensive and therefore expensive. The colony on Ganymede has a population of approximately 50,000.

Orbit 6 (Circum-Jove 8):

Callisto - Class 3 Colony

Orbit Radius: 5 A.U.
Type: Rock
Density: 0.35
Diameter: 4821 km
Gravity: 0.14 G

Description:

Callisto is one of the most heavily cratered satellites in the solar system. In fact, impact craters and associated concentric rings are about the only features to be found; there are no large Callistoan mountains. Callisto's battered surface lies on top of an icy layer that is about 150 kilometres thick. Beneath the crust lies a salty ocean in excess of 10 kilometres deep. Callisto has a trace atmosphere composed of carbon dioxide. Its source is the slow sublimation of carbon dioxide ice from the satellite's icy crust.

Outside of Jupiter's radiation belt and also geologically very stable, Callisto was chosen as the location of the first landing by a manned mission to the moons of Jupiter. Even though the colony at Europa is far larger, the *Valhalla Dry Dock* orbiting the moon is still the only orbital facility capable of accommodating the giant Jovian refinery ships. The surface colony is built in and around the Asgard Crater, and between this, several outposts and the orbiting dry dock facilities, Callisto has a population of approximately 250,000.

Orbit 7 (Circum-Saturn 20):

Titan - Class 3 Colony

Orbit Radius: 10.1 A.U.

Type: Primordial

Density: 1.81

Diameter: 5150 km

Gravity: 0.14 G

Description:

Titan is the largest moon of Saturn. Although Titan is classified as a moon, it is larger than the planets Mercury and Pluto. It has a planet-like atmosphere. When explorers first set foot on Titan, it was confirmed that it's air was predominantly made up of nitrogen with other hydrocarbon elements which gave Titan its orange hue. These hydrocarbon rich elements are the building blocks for amino acids necessary for the formation of life, similar to Earth before life began putting oxygen into the atmosphere.

In comparison to Mars, terraforming Titan was relatively easy. Originally a small mining colony, Titan's population increased to the current 4.7 million inhabitants once the terraforming began to take effect. The colonial population are predominantly American and Chinese descent, with a growing number of European and Japanese. The moon possesses a harsh and bitterly cold climate, but atmospheric terraforming allows colonists to walk outside the colony domes with only the aid of cold weather clothing and compressor unit. Hydrocarbons continue to react with the Sun's ultraviolet rays, producing the characteristic orange smog in the upper atmosphere.

Christiaan Huygens City is an important and thriving colony base, and its only economic rival in the outer Sol colonies is Europa in the Circum-Jove colonies. It is the headquarters of the mining conglomerate TCC (the Titan Corporate Collective). The Titan Corporate Collective was founded when the three original companies operating on Titan and

among the moons of Saturn merged in 2148, the thirtieth anniversary of Titan's colonisation. Though other corporations have since moved into business on Titan, TCC still have a monopoly on mining activities in the Circum-Saturnian system.

Titan is the UEAF 'hot dock' for the Sol Defence Fleet vessels assigned to the Deep Space Garrison. While Mars and Luna have larger military installations, Titan is better positioned to let starships intercept any unauthorised space vessel(s) inbound to the Home Worlds. UEF law dictates that no spacecraft may activate their F-Drive engines any close to Sol than the orbit of Saturn. Titan Sound spaceport is always host to at least a dozen UEAF fleet vessels, and has sizable aerospace and marine assets at its disposal.

Orbit 10: Pluto - Outpost

Orbit Radius: 39 A.U.

Type: Primordial

Density: 1.91

Diameter: 1200 km

Gravity: 0.1 G

Description:

Pluto is the farthest planet from the Sun and is not only smaller and much less massive than every other planet, but at less than 0.2 lunar masses it is also smaller and less massive than seven moons: Ganymede, Titan, Callisto, Io, Earth's Moon, Europa and Triton. Pluto's thin atmosphere comprises mainly of nitrogen and carbon monoxide, in equilibrium with solid nitrogen and carbon monoxide ices on the surface. The planet surface is crisscrossed with chasms, jagged spires of rock, and plains of frozen nitrogen ice with smaller amounts of (solid) methane, ethane and carbon monoxide.

Pluto is known as the Last Post Planet, as beyond this there is nothing but interstellar space. It is the location of an orbital UEAF deep space listening post (crew 12).

PROXIMA CENTAURI

Main Star: Proxima Centauri

Type: M4 V

Age: 4.6 billion years

Distance from Sol: 4.22 light years

Description:

One of the closest stars to our sun at 4.22 light-years away, and approximately a fifth of a light-year (13000AU) from the Alpha Centauri AB binary pair, Proxima Centauri is a dim main sequence red dwarf (M4V) star that has only 12.3 percent of Sol's mass and 14.5 percent of



its diameter. Accounting for infrared radiation, the orbital distance from Proxima that will support an Earth-type planet with liquid water is around 0.2 AU.

Like many red dwarfs, Proxima is a "Flare Star" that can brighten suddenly to many times its normal luminosity. Its flares can roughly double the star's brightness and occur sporadically from hour to hour. Archival data suggests that the star may have a long-term activity cycle lasting decades.

This system's close proximity to the Alpha Centauri star system and its importance to the interstellar communications network have resulted in the presence of a large UEAF garrison.

Orbit 2: Proxima II - Class 2 Colony

Orbit Radius: 0.2 A.U.

Type: Tundra

Density: 1.10

Diameter: 10600 km

Gravity: 0.94 G

Description:

On the edge of the habitable zone around Proxima Centauri, Proxima II, or simply Proxima as most locals call it, has a dense atmosphere and almost constant cloud cover that keep the planet damp and cold, with a large portion of the planet's water locked in surface frost. It is this dense atmosphere that protects the planet from the often harsh UV radiation emitted from Proxima Centauri during periods of solar flare activity, and has enabled humans to colonise the planet.

Because the light from Proxima Centauri is so much dimmer than that of Sol, indigenous plant life such as the mighty Barskog Trees have evolved foliage that is such a dark green hue as to appear almost black. These dark hues are perfect for absorbing as much of the visible light that reaches the surface from the red star as possible. Unlike the majority of red dwarf stars, the red light emitted by the star Proxima is not too red in colour for Earth-type plant life to be unable perform photosynthesis efficiently. As a result, many species of plant and animal life have been successfully transplanted from Earth, giving the planet an eco-system similar to the lands found north of the arctic circle on Earth.

Proxima II was colonised early in the 22nd century, and the colony is over 140 years old. Proximans are very proud of the colonial heritage, and while being loyal to the Federation, they assert their national

individuality fiercely. The colony's main industries are crystal mining and timber.

Proxima II is home to Proxima Incorporated, one of the largest of the interstellar mining corporations. Proxima Incorporated has a monopoly on mining in the Core Systems.

ALPHA CENTAURI

Main Star: Alpha Centauri A

Type: G7 V

Age: 5.4 billion years

Companion Star: Alpha Centauri B

Type: K2 V

Age: 5.4 billion years

Distance from Sol: 4.89 light years

Description:

At 4.89 light years from Sol, the binary star system Alpha Centauri is one of our closest stellar neighbours. Alpha Centauri A, or Rigil Kentaurus as it is also known (the "Foot of the Centaur" in Arabic) is a yellow-orange main sequence dwarf star of spectral and luminosity type G2 V. Its much dimmer companion star is a main sequence, reddish-orange dwarf (K0-1 V).

Scientists had long believed that Alpha Centauri was one of the relatively few places close to Earth that may offer terrestrial life conditions, and in 2115 the crew of the Foscolo - the first interstellar vessel powered by a Foscolo Drive - found planetary systems orbiting both the main and companion stars.

Alpha Centauri is now the most densely populated star system outside of Sol.

Alpha Centauri A Orbit 3: Hesperus - Class 2 Colony

Orbit Radius: 0.7 A.U.

Type: Arid

Density: 1.10

Diameter: 13573 km

Gravity: 0.97 G

Description:

An arid world with very low humidity, Hesperus is not an attractive planet, but in 2124 it became the location of the second ever extra-solar colony founded by the United Earth Federation.

From orbit, the visitor immediately notices the innumerable mountain ranges and canyons criss-crossing the orange-brown surface like the many wrinkles on the face of an ancient man. Not much can grow on Hesperus, except in the valleys and terraced mountains that surround the planet's only ocean, and it is here that the colonial population of almost 1.5

million colonists are concentrated. Hesperus has proved a more challenging and long term colonisation project than its terran neighbour Centauri Prime, but large deposits of raw crystals soon attracted corporate investment.

Alpha Centauri A Orbit 4: Centauri Prime - Class 1 Colony

Orbit Radius: 1.25 A.U.

Type: Terran

Density: 1.10

Diameter: 13356 km

Gravity: 1.15 G

Description:

In 2121 the planet Alpha Centauri IV (or 'Centauri Prime' as it would become known) became the site of Earth's first extra-solar colony.

When word got out that the first manned mission to another star system had discovered an Earth-like planet with a well established ecosystem of primitive flora and fauna, it kick-started what has since become known as the 'First Exodus' - the first wave of rapid colonial expansion from Sol.

Deep deposits of metals, radioactive elements and raw crystals soon attracted heavy industry, and by the close of the 23rd Century, Centauri Prime has become a major industrial centre with a population of over 100 million. The planet has made the coalition of Corporations which financially backed the initial colonisation programme extremely rich.

Unfortunately, this rapid growth came at a price. In a century and a half of colonisation, plants and animals imported from Earth, along with Earth bacteria, have caused an ecological disaster on Centauri Prime, marginalising virtually all of what was once a thriving alien ecosystem. Centauri Prime enjoys a healthy trade with the other two colonised planets in the star system, Helada and Hesperus.

There are many stations in orbit around Centauri Prime, but the most famous is Aphrodite. This off-world resort, like the colony on the planet below, was funded and manufactured by a variety of corporations. Subsidiaries of Cenargo Corp terraformed the planet, Laing Construction manufactured the resort, and Artificial Life Inc supplied the personnel, 100% android.

Aphrodite restores the diminished, stimulates the jaded, and gratifies the insatiable. It's the

ultimate environment for persons of financial merit who want to experience unprecedented bliss. As the advert line goes: Food was unworthy of the name until Aphrodite cuisine came along.

Alpha Centauri B Orbit 2: Helada - Class 3 Colony

Orbit Radius: 4 A.U.

Type: Glacier

Density: 0.81

Diameter: 14603 km

Gravity: 0.92 G

Description:

Orbiting the dim orange companion star Alpha Centauri B, Helada is a cold, icy world with an atmosphere unsuitable to human life. The discovery of large deposits of metal and radioactive ores beneath the ice of Helada prompted Earth to fund the development of a terraforming and mining colony here. The capital, Buena Vista city houses over 250,000 colonists beneath it's sprawling domes.

PROCYON

Main Star: Procyon A

Type: F5 IV

Age: 4.9 billion years

Companion Star: Procyon B

Type: DA

Age: 3.8 billion years

Distance from Sol: 11.41 light years

Description:

Procyon A, or Alpha Canis Minoris A as it is also known, is a brilliant yellow-white star. With twice the diameter of the Sun, the star is also the largest star to Sol within 25 light years. Alpha Canis Minoris A has a close companion star B that is separated by 14.9 astronomical units (AUs) of an orbital semi-major axis - roughly the distance between Uranus and Sol,

Procyon A has a system of 6 planets and an asteroid belt. The second planet, Tartarus, is just barely habitable, and supports several well-established mining colonies. The two outer planets are gas giants, one of which has a colony on one of it's moons.

Orbit 2: Tartarus - Class 2 Colony

Orbit Radius: 2.4 A.U.

Type: Arid

Density: 1.3

Diameter: 10452 km

Gravity: 1.5 G

Description:

One of the richest mineral sources in the Core Systems is the second planet of the Procyon



star system. After substantial terraforming, the atmosphere is just barely breathable and the temperature range tolerable for humans.

Tartarus is a dry and bleak planet, scoured by hot winds and violent sandstorms, with sunlight at the equator dangerous to the unprotected human body.

Huge salaries offered by the various mining corporations have attracted many to this hellish world, and the majority of the 6.4 million population are employees of one mining corporation or another. The planet has only a minimal law enforcement presence, and as a result the place has become something of a refuge for those who are outcasts from more civilised worlds.

The main colony lies at the planet's north pole, with various mining camps scattered around the mineral rich equatorial regions.

Orbit 6: Jotun - Class 3 Colony

Orbit Radius: 11.2 A.U.

Type: Ice Ball

Density: 0.5

Diameter: 3112 km

Gravity: 0.4 G

Description:

The outermost planet in the Procyon star system is a Jovian gas giant with over 30 moons. On one of the larger moons, an iceball named Jotun, is a small mining colony with a population of about 5000. Jotun is being mined for its water ice, which is essential to the colony on Tartarus.

EPSILON INDI

Main Star: Epsilon Indi A

Type: K5 V

Age: 1.5 billion years

Companion Star: Epsilon Indi

Type: T

Age: 0.8 billion years

Distance from Sol: 11.83 light years

Description:

Epsilon Indi is a orange-red main sequence dwarf star of spectral and luminosity type K5V. It is orbited at a distance of 1500AU by a brown dwarf (Gliese 229a), and supports a system of 6 planets and an asteroid belt.

Epsilon Indi is like a distant cousin to Sol, with 77% of Sol's mass, 76% of its diameter, and about 14.7% of its luminosity. The star has a small system of planets and a companion brown dwarf. The brown dwarf orbits Epsilon Indi A at a distance of 1500 AU, and has a surface temperature of only around 1810K.

Orbit 2: Bedlam - Class 3 Colony

Orbit Radius: 0.14 A.U.

Type: Hot House

Density: 1.2

Diameter: 13091 km

Gravity: 1.63 G

Description:

Epsilon Indi I, or 'Bedlam' as it has become known, was so named due to the high number of breakdowns suffered amongst the employees of mining corporations who came to mine the planet's rich ore deposits.

A visitor to Bedlam can easily see why it has defeated so many: if the planet's volcanic mountain ranges, toxic atmosphere and sulphur bogs aren't enough, the visitor must also contend with high atmospheric pressure and temperatures approaching the boiling point of water. Anyone venturing outside the domed colony base at Bedlam's south pole on foot must do so wearing a powered work-suit, or be dead within seconds.

Orbit 3: Hallidon - Class 2 Colony

Orbit Radius: 0.32 A.U.

Type: Steppe

Density: 1.2

Diameter: 11300 km

Gravity: 1.06 G

Description:

Though the biosphere of Epsilon Indi II, or Hallidon as it is now named, is superficially Earth-like, the early colonial survey teams soon found out that on a cellular level it was completely incompatible with Earth-life, containing almost no native flora which could be eaten without either providing zero nourishment or triggering a fatal anaphylactic reaction. The planet would require substantial ecological terraforming.

Hallidor Corporation is now reaping the rewards of such a long-term investment. Enough Earth flora and fauna have been successfully transplanted to Hallidon to give the planet a Class 2 rating. The population is steadily growing, currently estimated at 31.2 million, the majority of whom are Hallidor employees.

Hallidon recently became the main corporate headquarters for the Hallidor Corporation, the first corporation to move its main headquarters out of the Sol system, and it is soon to be the manufacturing centre for all Hallidor critical components.

LUYTEN'S STAR

Main Star: Luyten's Star
Type: M3 V
Age: 3.73 billion years
Distance from Sol: 12.39 light years

Description:

Luyten's Star is a main sequence red dwarf star. The star lies just 1.2 light years away from Procyon, but it is not associated with it. The system possesses an asteroid belt rich in radioactive ore orbiting the star at a distance of 0.1 AU, and 2 planets, neither of which has an atmosphere. The innermost planet supports a domed mining colony base, financed by Praxis Mining.

Description:

Luyten's Folly is an airless chunk of rock floating in space, but it is the location of the base of operations of Praxis Mining in the system, who are currently mining the asteroid belt for it's large radioactive ore reserves. The domed colony has a population of approximately 10,000.

Orbit 1: Luyten's Folly - Class 3 Colony

Orbit Radius: 0.41 A.U.
Type: Rock
Density: 0.8
Diameter: 4288 km
Gravity: 0.37 G



CORPORATIONS

In the Cthulhu Rising universe, capital has agglomerated into the hands of an ever dwindling number of ever bigger corporate entities. Wholesale and retail commerce, transport, communications, manufacturing, mining, agriculture, and most services (from inn keeping and catering to legal, medical and financial services) has fallen increasingly under the control of highly diversified corporations organised and operating on an interstellar scale.

The early years of space exploration saw a rapid increase in the power and influence of these megacorporations. Defined by neither country, society, or ideology, without their financial backing the exploration and eventual colonisation of space would have been economically impossible for the nations of Earth.

Some corporations have whole worlds that they control themselves; some are even named them after their ownership (e.g. Hallidon in the Epsilon Indi star system). Most, however, have their corporate headquarters located in the Sol system itself.

THE DIRTY DOZEN

Being the largest corporations in the Cthulhu Rising Universe.

1. Artificial Life Incorporated
2. Cenargo Corporation
3. Cheung Corp
4. Consolidated Aerospace
5. Federated Boeing Interstellar
6. GGL Incorporated
7. Gulf & Bradley
8. Hallidor Corporation
9. Motokatsu-Kyono Combine
10. Proxima Incorporated
11. Wolf-Wiesner-Krupp (WWK)
12. Zen Medical

ARTIFICIAL LIFE INCORPORATED

Industry Sectors: Artificial intelligence, android manufacture, computer software

Current Share Price: E\$35

Ownership: CEO 52%; Cenargo Corp 12%; UA Government 3%; Board 11%; Private investors 22%

Corporate HQ: Seattle, WA (United Americas, Earth)

GDP: E\$38.4 billion

Description:

Formed in the mid 21st Century out of the break-up of the largest software corporation at that time, Artificial Life spearheaded the research into artificial intelligence culminating in the Matriarch Program, descendents of which are still the industry standard for automated starship navigation software. Android technology has become so commonplace in the late 23rd Century that it is standard ICA policy for any licensed starship to have an android crew-member on board.

Artificial Life is still the controlling force in the manufacturing of AI technology. Even though AI technology is now constructed by other corporations besides Artificial Life, none manufacture them in the same volume or of the same quality. Artificial Life are responsible for every new technology in the field including the Rebirth terraforming robots, Series 81 android technology and the Matriarch intelligent software used onboard interstellar starcraft. With so many aspects of 23rd Century life involving intelligent computer software, it could be said that Artificial Life have their fingers into almost every area of day to day living.

Artificial Life's corporate headquarters is still located on Earth, in United Americas territory. The twelve board members plot corporate policy in secrecy. They operate invisibly within the company and often follow their own rules. Artificial Life has the lucrative contract to supply the UEAF with android technology.

CENARGO CORPORATION

Industry Sectors: Aerospace, spacecraft manufacturing, colony management, and medical technology.

Current Share Price: E\$55

Ownership: EF Government 9%; Board 51%;

Private investors 40%

Corporate HQ: Earth (London) and Mars (Viking City)

GDP: E\$106.4 billion

Description:

The Cenargo Corporation was founded by the merger of Centaur Technologies and Argon Aerospace, the companies who funded the development of the Foscolo reactionless displacement drive. As a result of its early investment in the technology which made economically viable space travel a reality, Cenargo Corp became very rich. Cenargo's has since diversified into many new fields including spacecraft manufacturing, colony

management, and medical technology.

Today the company works closely with world governments in the areas of space exploration, commerce, colonization, and military trading. More recently Cenargo has become involved in the development of new weapons technology in order to ensure the safety of its terraforming colonies transport ships, and the lives of Company employees who serve on them. Humanity has explored space for centuries, and the discovery of every new world presents new dangers. These factors are taken very seriously by the Company, and the Bio-Weapons Division is constantly developing new forms of protection against such threats.

The many branches of Cenargo Corp work together under the close scrutiny of the shareholders to ensure that all projects meet Company standards. In this universe of fear, treachery, and intrigue, it is very difficult to know your true friends. By far, your most powerful one is Cenargo.

CHEUNG CORPORATION

Industry Sectors: Energy, metals, colony management, terraforming, machinery, chemicals, food and general merchandise.

Current Share Price: E\$49.73

Ownership: Board 48%; Government 22%; Private investors 30%

Corporate HQ: Beijing, Earth

GDP: E\$96.2 billion

Description:

Formed in 2132 from a three-way merger of the largest Chinese corporations of the time, Cheung Corporation appeared on the scene during the chaotic period following the end stages of what has become known as the First Exodus.

In the years since its inception, Cheung Corporation has bought out scores of smaller companies and gained ownership of many privatised government assets. As a result the board membership includes private citizens and members of the Chinese Consortium government and military. The corporation is engaged in business in virtually every industry, including energy, metals, colony management, terraforming, machinery, chemicals, food and general merchandise.

Cheung Corporation designs and manufactures almost all the technologies currently in use by the Chinese Consortium Ministry of Communications, Ministry of Transportation, and ChinaCorps. With such a

controlling hold on the markets in Chinese Consortium territories both on Earth and in the colonies, the corporation has naturally grown rich and powerful.

CONSOLIDATED AEROSPACE

Industry Sectors: Aerospace design and construction, aerospace technology research, precision electronics

Current Share Price: E\$48.13

Ownership: Board 40%; Private investors 43%; Government 17%

Corporate HQ: Viking City, Mars

GDP: E\$118.23 billion

Description:

Founded in 2106, at a time when spaceflight was still in its relative infancy and government-controlled spacecraft development wasn't developing as fast as it could, this North American-Chinese joint venture quickly outgrew and outstripped the government agencies. Consolidated Aerospace's visionary founders, Saul Petersen and Alexander Liu, anticipated the move to explore and colonise the solar system and beyond, and while others were seeking to exploit the growing demand for small private orbital spacecraft, they concentrated on government contracts for the construction of massive vessels capable of carrying settlers across the vastness of space.

Possessing the largest privately owned shipyards in the Sol System (the Mars Orbital Shipyards, more commonly known as Elysium Planitia) and controlling many associated industries, It is estimated that one in every three major spacecraft in production is built by Consolidated Aerospace or one of it's many subsidiaries.

Consolidated Aerospace now has manufacturing bases throughout the Core Systems, building ships to drive humanity ever further into space. The corporate headquarters remain in the Sol System, at Viking City on Mars.

FEDERATED BOEING INTERSTELLAR

Industry Sectors: Aerospace design and construction

Current Share Price: E\$35.4

Ownership: Board 64%; Private investors 36%; Government 11%

Corporate HQ: Mare Ibrum, Luna

GDP: E\$98.14 billion

Description:

With roots that go back as far as the 20th century, this American-Russian aerospace manufacturing corporation currently stands as one of the oldest megacorporations still in



business. Federated Boeing Interstellar is responsible for many firsts in their field, including the design and construction of the Foscolo, which was the first crewed spacecraft to make an interstellar journey using the Foscolo Star Drive.

The dawn of interstellar exploration which brought with it the constant discovery of new planetary systems and resources caused the commercial spaceflight industry to grow exponentially. Federated Boeing Interstellar soon found their monopoly of the commercial space industry challenged by younger corporations like Consolidated Aerospace and Wolf Weisner Krupp.

Federated Boeing Interstellar is still based in the Sol system, with shipyards at Mare Ibrum on the Moon. The corporation has never diversified its holdings, staying strictly in its core sectors of aerospace design and construction. It recently streamlined its portfolio, divesting itself of several subsidiaries.

GGL INCORPORATED

Industry Sectors: Film, television and holovision production, television and holovision networks, satellite television and holovision, newspapers and magazines, book publishing, sports ownership, websites

Current Share Price: E\$32.1

Ownership: Private investors 44% Board: 21%; Ralph McDowell 29%; Government 6%

Corporate HQ: United Americas, Earth

GDP: E\$84.81 billion

Description:

Media and communications giant, GGL Incorporated grew from a successful 21st century communications and information software firm to dominate digital communications in the late 23rd century. GGL's sphere of influence encompasses film production and distribution, television and holovision production and broadcasting, advertising, newspaper and magazine publishing, book publishing, sports ownership, multimedia, information technology and music publishing. Scores of television and holovision channels are controlled by GGL, and there is growing criticism that Ralph McDowell, current President and CEO of the GGL media empire, uses his position to bias news reporting towards his own political agenda.

HALLIDOR CORPORATION

Industry Sectors: Agriculture and agricultural products, colony terraforming and management, consumer goods, military

technologies

Current Share Price: E\$47.1

Ownership: Board 36%; Private investors 50%
UA Government 14%

Corporate HQ: The planet Hallidon, Epsilon Indi star system

GDP: E\$114.58 billion

Description:

Formed in the late 21st Century out of a dozen smaller companies in an effort to combine and protect their interests, Hallidor is now one of the largest corporations operating in the Federal Colonies and beyond. Hallidor has invested greatly in terraforming technology, and it has managed to secure a large number of Colonisation Development Contracts. There have recently been reports of infighting between some of the companies making up Hallidor Corp, but there is no real evidence. Hallidor's corporate headquarters were originally on Earth, in the United Americas. Recently they relocated to the planet Hallidon in the Epsilon Indi star system.

MOTOKATSU-KYONO COMBINE

Industry Sectors: Advanced technologies research, communications technology, electronics, engineering, terraforming, colonisation and aerospace manufacturing

Current Share Price: E\$48.6

Ownership: CEO 28%; Federal Government 8%; Board 52%; Private investors 12%

Corporate HQ: Tokyo, Japan (Earth); Anchorpoint City (Mars)

GDP: E\$98.4 billion

Description:

The Japanese owned Motokatsu-Kyono Combine (MKC) has roots that go back over two centuries, to the summer of 2033, when two of the largest Japanese corporations at that time merged in preparation for the commercial exploitation of the Moon. Motokatsu Electronics and the the Kyono Telecommunications Engineering Company had realised early on that off-world investment was a market that would soon be opening up to commercial interests, and would potentially become a much more lucrative revenue stream than Earth-bound investment projects.

MKC initially displayed a ruthless streak in its dealings with rival corporations also trying to establish an off-world presence. In 2074 in what is now referred to as the Luna Crisis, a dispute over water mining rights at the Clavius Crater between MKC and the recently formed Lunar Development Corporation (LDC inc) rapidly escalated to the brink of the first armed conflict in space. Before events could escalate out of control, the UNSA managed to



negotiate a peaceful settlement. The Luna Crisis gave MKC reason to rethink its policies regarding corporate competition, and over the coming decades would work hard to reposition itself as a firm but fair competitor.

The corporation was one of the first commercial organisations to invest heavily in the development of the Luna colony, and did not hesitate to become a member of the Martian Development Consortium. By 2106, Motokatsu-Kyono's fortunes were inextricably entwined with the colonisation and terraforming of Mars. The corporation became one of the biggest employers on the red planet, behind Cheung and Cenargo, and was one of the major investors in the Phobos Project (2168-2178) which saw the construction of the Martian Space Tether.

Unlike the majority of the other megacorporations on Mars, MKC has opted to locate its headquarters in Anchorpoint City rather than Viking City, citing the proximity to the Martian Space Tether as being the driving factor behind this decision.

MKC is a heavily diversified corporation, with interests in advanced technologies research, electronics, terraforming, colonisation and aerospace manufacturing. Although much of its assets are now located on Earth's moon and on Mars, a strong tie with tradition has kept the corporate headquarters located in Tokyo, on Earth.

PROXIMA INCORPORATED

Industry Sectors: Deep space and open cast mining, hazardous materials containment, decontamination and transportation

Current Share Price: E\$29.43

Ownership: Board 28%; Private investors 72%

Corporate HQ: Prox City, Proxima II

GDP: E\$76.2 billion

Description:

Another conglomerate like Hallidor Corp but substantially smaller, Proxima Incorporated was formed after the Proxima Miners Strikes of 2154. It was at the peak of this industrial action that a succession of unexpected Management Buy Outs took place by subsidiaries of the megacorps backing the Proxima II colony.

With the popular backing of the unions, these break-away subsidiaries formed Proxima Incorporated. The company has grown rapidly, to the point where it holds a monopoly on deep space and open cast mining across the Inner Colonies. Proxima Incorporated has its headquarters on Proxima II, and have

diversified into various dangerous industry sectors which are necessary evils of modern society. They include hazardous materials containment, decontamination, and transportation.

WOLF-WIESNER-KRUPP (WWK)

Industry Sectors: Precision electronics, computer hardware, industrial robotics, space engineering, colony building

Current Share Price: E\$41.36

Ownership: Board 20%; Private investors 80%

Corporate HQ: Anchorpoint City, Mars

GDP: E\$81.36 billion

Description:

One of the largest manufacturers of computer hardware and industrial robotics in the United Earth Federation (UEF), European megacorp Wolf Wiesner Krupp (WWK) is famous for pioneering research into actuator technologies that allowed development of powered exoskeletons. WWK has recently diversified into space engineering and begun a planetary colonisation programme in the Outer Rim. In 2248 it relocated much of its administrative divisions to Mars to take advantage of the tax breaks set up by the UEF to encourage emigration from Earth to the red planet.

ZEN MEDICAL

Industry Sectors: Genetics, medical supplies, pharmaceuticals, medical research

Current Share Price: E\$44.31

Ownership: Board 47%; Private investors 30%;

Chinese Consortium 10%; Japanese Affiliates 10%; Motokatsu-Kyono Combine 3%

Corporate HQ: Viking City, Mars

GDP: E\$89.4 billion

Description:

The largest medical conglomerate around, Zen Medical took over American firm Medtech, its closest competitor in a leveraged buy out 10 years ago. In those years, Zen Medical has grown to being the largest supplier of medical equipment in the Core Systems. Zen Medical's R&D arm remains at the forefront of medical research, and many items in common usage today were originally patented by this company.



THE CTHULHU RISING MYTHOS

What is the state of the Mythos in Cthulhu Rising? I have compiled some notes which may provide some useful insights for Keepers planning on running my adventures, or using the setting to create their own.

MYTHOS BEINGS

Some notes concerning some of the greater and lesser Mythos entities that have featured in adventures I have written, or intend to write.

APHOOM-ZHAH

Cthugha's 'son'. Aphoom Zhah - an entity of cosmic cold, was banished to a distant star, bound there forever under the Elder Sign.

CTHUGHA

Cthugha is the most retiring of the Great Old Ones, and it dwells deep within the star Fomalhaut. Humanity have been unable to colonise the Fomalhaut star system, due to unexplained and unpredictable solar activity. This is actually caused by Cthugha's dreams. Cthugha has been 'sleeping' for millennia. When 'summoned' to Earth it is only part of his dreaming subconscious that appears.

CTHULHU

Still asleep at the bottom of the Pacific. His cult of followers continues, and has spread to other water-rich colony worlds, especially those worlds containing more of his race.

DEEP ONES

Deep Ones are still as active as ever on Earth, and unknown numbers have also managed to migrate to the Jovian moon Europa, as well as several extra-solar colonies. The main facilitators for this migration is the organisation that calls itself The Seaborne Foundation, a consortium of rich businessmen. What is not common knowledge is the fact that the senior members of the Seaborne Foundation are Deep Ones. Behind the facade of colony investment, marine and genetic research, they have their own private agenda.

The Seaborne Agenda involves the excavation of sites on planets such as Proxima II in the Proxima Centauri star system, and Horizon in the Groombridge 1618 star system. These sites are the location of ancient alien cities, built by Cthulhu's kin countless millennia ago. Whether they hope to resurrect the creatures that lie sleeping within, or whether they are looking for Elder Secrets, is known only to the senior members of the Foundation.



Other projects includes the creation of a Super Deep One race using DNA taken from one of Cthulhu's Spawn, as well as gene therapy allowing the forced hybridisation of human and Deep One DNA.

ELDER THINGS

The Elder Things colonised other planets besides Earth, including Paragon, a fertile planet in the 36 Ophiuchi C star system (see the adventures *SM05 Tenants of Hell* and *SM06 Fallen Angels* for more details about the Elder Things of Paragon). There are also star-faring branches of this ancient and enigmatic race who were cosmic explorers, travelling across the Milky Way Galaxy in vast ships carved from asteroids.

GHOULS

Ghouls still exist, living beneath the vast urban sprawls of Earth's cities.

MI-GO, THE FUNGI FROM YUGGOTH

With the advent of humanity reaching the planets and stars, the Mi-Go found their access to Earth at risk. They have made a 'deal' with the Illuminati. In return for access to certain technologies possessed by the Mi-Go, the Illuminati help the Mi-Go on Earth.

In the world of Cthulhu Rising, the Mi-Go abandoned Yuggoth (Pluto) soon after humanity began sending manned expeditions to the outer planets. The entrances to their subterranean caverns were collapsed, and have as yet been undiscovered.

The Mi-Go's headquarters in our solar system now lies in the upper atmosphere of Uranus, and they also have secret outposts on some of the moons of the outer planets, and on Earth (with help of Illuminati).

NYARLATHOTEP

The myriad of cults worshipping this god are as diverse and widespread as they are today. The Crawling Chaos virus that almost brought the Federal Stock Exchange network to its knees in 2244 is attributed to a group of computer hackers called the Acolytes who were (mostly) unwitting worshippers of Nyarlathotep.

SHUG-NIGGURATH

Has gained influence amongst members of environmental groups and the Earth Isolationist movement.

MYTHOS LOCATIONS

Notes detailing the condition of several of the more established locations in the Cthulhu Mythos, in the year Cthulhu Rising is set: 2271.

ARKHAM

By the 23rd century, the urban sprawl of the city of Boston to the south has finally reached Arkham, although the town is still considered a backwater suburb by most Bostonians. The town has been designated a Heritage Area by the Government, and as a result has managed to retain a lot of its old world charm.

ARKHAM SANATORIUM

Arkham Sanatorium was destroyed in a fire in the summer of 2061. The current building dates from 2084, and is built on a site close to the original. Because Arkham is designated a Heritage Area, the new sanatorium was designed to fit in with the surrounding architecture, hence its marriage of 21st century innovation and old world Gothic.

CELAENO, ALDEBARAN, BELEGEUSE ETC.

All of these are currently still beyond the extent of human explored space.

FOMALHAUT

Home of Cthugha, this star system has not been colonised due to the erratic and violent solar activity of the star. The planets in the solar system are unfit to support human life without extensive terraforming / habitat construction.

HG WELLS LIBRARY, COPERNICUS UNIVERSITY, MARS

Founded in 2178 at Copernicus University Mars, the H G Wells Library has amassed one of the largest public offworld print libraries in the Federal Colonies. In addition it also has a large digital library and archive of colonial artefacts from the original manned landings in 2061, although most of these are kept in the Ares Museum at the original landing site.

INNSMOUTH

Innsmouth was quarantined in 2253 by the FHS after a reported outbreak of Ngano plague. This caused major panic on the American east coast. In fact the outbreak was a cover story - Innsmouth was sealed off after an investigation by Federal officers into disappearances in the region. Several of the town's leading figures were taken into custody, though many more were discovered to be missing (they fled to the colonies).

THE JOHN RYLANDS LIBRARY, MANCHESTER

Unknown to the general public, the John Rylands Library holds one of the largest collections of forbidden books outside of Miskatonic University and the Rijksmuseum in Amsterdam.

MARS

There are ancient ruins that lie hidden and undiscovered beneath the surface of the red planet. It is only a matter of time before someone stumbles upon one of them...

MISKATONIC UNIVERSITY

Miskatonic University was rebuilt after the terrible storm of 2014 that struck Arkham and the surrounding environs. A small portion of the artefacts and books in its famous library were lost - thought destroyed by storm damage to the building.

Boston is famous for its many colleges, and as a result the University is still a well-kept secret, lying on the northern edges of the city's sprawling suburbs, in the quiet town of Arkham.

OMEGA TRIANGULI III

An excavation of a site on the third planet of the Omega Trianguli Australis star system, in the Trianguli Australis star cluster. The dig ended in disaster when there was a nuclear accident that killed most of the research team on the planet surface.



The nuclear explosion was in fact far from accidental. When a Star Spawn of Cthulhu was awakened at the dig site, a Military Sciences Division starship nuked the site from orbit.

MYTHOS EVENTS

A (incomplete) timeline of important Mythos events occurring between the present day and the Cthulhu Rising future.

2061:

Arkham Sanatorium burns down.

2083:

Arkham Sanatorium rebuilt at a location close to the original.

2183:

Human Horizons Press offices burn down. Jonathan Monroe, author of a book the publishing house was about to publish, is arrested in connection with the fire. He later commits suicide while in police custody.

2188:

Prof Giles Sutton establishes the Sutton Institute, in Manchester, UK.

2203:

Professor Sutton and several other founding members of the Institute are killed in what is reported to be a freak boating accident off the island of Ponape.

2214:

The Earth Children cult, an extreme offshoot of the Earth Isolationist Movement, grows in power. Eventually stories of kidnappings and holding members against their will pushes the Federal authorities to take action. A Waco style siege ensues. Federal troops storm the cult's heavily defended compound in Texas, but the cult's enigmatic leader, the Reverend Jebediah Stone, is nowhere to be found.

2242:

Attempts to create a digital copy of the Necronomicon by EnerTek Corp's R&D division on Earth end in disaster when a computer virus is somehow introduced into the corporation's computer networks. EnerTek suffers critical data loss. Cultists of Nyarlathotep responsible. The disaster is the cause of EnerTek's eventual collapse.

2244

The Crawling Chaos computer virus crashes the Global Stock Exchange network, causing

chaos amongst the business community. It is attributed to a group of computer hackers called the Exiles who were worshippers of Nyarlathotep.

2254:

MiliSci HQ on Mars is totally destroyed, when an explosion rips through the complex. Explosion caused by certain alien devices taken to the complex from an undisclosed site (Mi-Go?).

2258:

Military Sciences Division transfer the bulk of their activities to a top secret location, a space station code named 'Pandora'.

2260:

A Cenargo Corp. funded survey team on Mars discovers alien ruins at the bottom of the Coprates Chasma. MiliSci takes over the excavations. The find is classified as Top Secret. The area is sealed off to the public and the site is placed under heavy guard. Unknown to MiliSci, Cenargo has already taken certain items, including extensive photographic evidence of a set of stone tablet fragments inscribed with alien writings.

2262:

A Colour Out Of Space attacks Mayfield, a colony in the Outer Colonies. It is eventually contained using a magnetic field generator, taken from an unused fusion reactor. MiliSci organise a cover-up.

2263:

Professor Kitover, a MiliSci scientist, translates the Coprates Fragments and promptly goes insane and destroys his lab, including the Fragments.

2267:

Contact with Robinson, a colony in the Outer Rim Territories is lost. ICM S&R team dispatched. Upon arriving they discover the colony base burnt to ashes, with only one survivor, raving about how 'the stars swarmed on us and killed everyone'. MiliSci organise a cover-up.

MYTHOS RELATED ORGANISATIONS

Some information concerning some of the organisations that have featured in adventures I have written, or in adventures I intend to write.

EARTH ISOLATIONIST MOVEMENT, THE

Cultists who believe humanity is not supposed to be out amongst the stars. They are in fact worshippers of Shug-Niggurath.

FREEMASONS, THE

The Freemasons are often accused of all kinds of things from influencing international affairs to managing interplanetary alliances and treaties. To most, the Masonic Order is a gentlemen's club, it's lay members drawn from all walks of life, with many being rich businessmen and politicians.

What most lay members do not know, is that the upper echelons of the Order, the 'Inner Temple', like the Illuminati, also know about the true history of the Earth. They fight a covert war against the schemes of the Illuminati.

The Freemasons, through their political and corporate interests, pushed for the colonisation of space, theorising that the more worlds humanity occupies, the greater it's chance of survival should the Great Old Ones ever return. They also encouraged the development of psychic powers in humans, as it may prove a powerful tool in the fight against the minions of the Great Old Ones.

ILLUMINATI, THE

The founder of the Bavarian Illuminati, Adam Weishaupt, was also a Mason. This fact prompted wide speculation that the two groups had been (or still are) working in tandem for a broader objective - the establishment of a "New World Order." What most people do not know is that Weishaupt recruited Illuminati from the ranks of his fellow Masons. This recruitment continued unabated until he was finally caught and expelled from the Masonic Order.

The Illuminati of the 23rd century have much power and influence in the Federal government, and own stakes in many of the largest of the megacorporations. The highest members of the Illuminati, the NWC (New World Council) know about the true history of the Earth, about the Great Old Ones, Elder Gods etc. They are even rumoured to be preparing the way for the return of the Great Old Ones when the stars are right. They control the division of MiliSci concerned with the investigation of extra-terrestrial phenomena, and make sure all such operations are tightly controlled.

The Illuminati are also in league with the Mi-Go in some manner.

MILITARY SCIENCES DIVISION

Military Sciences Division, or MiliSci as they are more commonly known, are the branch of the United Earth Armed Forces responsible for the development and acquisition of new technologies for use by the military. They have quite a broad remit to achieve this, operating without much official regulation or oversight by the UEF government. Their budgets are vast and mostly classified. Access to information even within the organisation is heavily compartmentalized. There are many sub-divisions in MiliSci, ranging from lower echelon black projects to the super-black branch known as the *Black Chamber*. The Black Chamber does not officially exist, and most members of the UEF government can exercise plausible deniability in this matter, because most of them believe this also.

The Black Chamber are in charge of all research and development involving the occult and/or alien technology. They are possibly the descendants of Majestic 12...

MiliSci have bases of operations throughout colonised space, such as at Icaria Planum on Mars, and the Trinity Testing Facility in the 40 Eridani star system. The most infamous name associated with MiliSci is Pandora. A space station which serves as the Area 51 of Cthulhu Rising - a top secret research base and repository for acquired alien tech. Like the Black Chamber, it does not officially exist.

NESTARIANS, THE

The Nestarians worship Cthugha and are actively seeking ways to wake him up from his slumbers deep within the core of Fomalhaut.

ORDER OF THE BLOODY TONGUE, THE

Not to be confused with the African 'Cult of the Bloody Tongue', this is one of the many cults dedicated to the worship of Nyarlathotep, the Order of the Bloody Tongue has existed for almost 3 centuries in one form or another, and in fact used to be an offshoot of the Starry Wisdom cult. It's power base lies in the United Americas on Earth.

PRIESTHOOD OF NEPHREN-KA, THE

The Priesthood of Nephren-Ka are actually running the ERC.

SEABORNE FOUNDATION, THE

The Seaborne Foundation is a consortium of rich businessmen from across the globe, with sizeable investments in several extra-solar colonial interests - notably Proxima II in the Proxima Centauri star system, and Horizon in



the Groombridge 1618 star system - as well as holdings in a number of marine research and genetic research companies.

The Foundation prides the privacy of its members, and as such very little is known about them. Founding member Daniel Seaborne lives out his life in a private arcology in orbit around Earth. He is 133 years old, kept alive by the medical technologies affordable by being a multi-billionaire. What is not common knowledge is the fact that the senior members of the Seaborne Foundation are also Deep Ones and high ranking members of the Second Church of Ashago. The Seaborne Foundation's extra-solar colonial interests are the main facilitator for Deep One migration from Earth...

SECOND CHURCH OF ASHAGO, THE

Ever since its centre of worship (Innsmouth) was destroyed by the Federal Government in 2253, the Esoteric Order of Dagon has been declared an illegal religion. Despite this, the cult has survived. Now operating under the name The Followers of Ashago or Second Church of Ashago, its main centre of influence on Earth lies in the Pacific Rim Nations, and the West coast of the United Americas. It also has branches further afield - on Proxima II in the Proxima Centauri star system, and Horizon in the Groombridge 1618 star system.

SUTTON INSTITUTE, THE

The Sutton Institute was formed in 2188 by

Professor Giles Sutton of Manchester University. Based at Sutton Hall just north of the city, the Institute is committed to researching the Mythos to obtain a better understanding of the cults of the Great Old Ones.

Professor Sutton and several other founding members of the Institute died in a freak boating accident off the island of Ponape in 2203, but his work has been continued by his colleagues.

HOW DO THE ENDTIMES FIT INTO CTHULHU RISING?

A question I have been asked several times is: 'where/how do the Endtimes fit into Cthulhu Rising'?

My answer is simply this - as far as I recall, HPL didn't specify exactly when the End Times were going to occur - only that when the 'Stars Are Right', Cthulhu and his kin would rise again, and humanity's dominance of Earth would be at an end.

By the end of the 23rd Century in Cthulhu Rising, the Endtimes are still not upon us. They're still going to happen. In the world of Cthulhu Rising though, there is a better chance that humanity will survive in some fashion, somewhere out there amongst the stars...

CHARACTER GENERATION

INTRODUCTION

The following information should allow a Keeper who has experience running Call of Cthulhu adventures to generate Investigators for Cthulhu Rising.

All stages of character generation prior to the choosing of a character profession are identical to the rules found in the Call of Cthulhu rulebook except with the following additions:

CHARACTERISTICS AND SELECTED ATTRIBUTES

Characteristics and Selected Attributes are generated as for the Call of Cthulhu character generation rules, with the following additions:

generation rules, with the following additions:

HIT POINTS PER LOCATION

Total HP	Location				
	Leg	Abd*	Chest	Arm	Head
01-03	1	1	2	1	1
04-06	2	2	3	2	2
07-09	3	3	4	3	3
10-12	4	4	5	3	4
13-15	5	5	6	4	5
16-18	6	6	8	5	6
19-21	7	7	9	6	7

* Abbreviation of Abdomen

DAMAGE MODIFIER

Total your Investigator's STR+SIZ, then consult the following table:

Total	Bonus
01-12	-1d4
13-24	0
25-32	+1d4
33-40	+1d6
41-56	+2d6
every +16	+1d6 extra

MOVEMENT RATE

All humans move at 4 metres per combat round, unless specified.

SKILL CATEGORY MODIFIERS

Skills in Cthulhu Rising are broken down into category groups, each of which has a modifier, based on certain characteristics. Total the values of the influences of each characteristic and apply them as follows:



Primary: +1 per 1 over 10 / -1 per 1 under 10
Secondary: +1 per 2 over 10 / -1 per 2 under 10
Negative: Converse of Primary

Agility:
 DEX = Primary
 STR = Secondary
 SIZ = Negative

Knowledge:
 INT = Primary

Manipulation:
 INT/DEX = Primary
 STR = Secondary

Communication:
 INT = Primary
 POW/APP = Secondary

Perception:
 INT = Primary
 POW/CON = Secondary

Stealth:
 DEX = Primary
 SIZ/POW = Negative

Weapon Skills:
 Attack % = Manipulation Modifier
 Parry % = Agility Modifier

If applicable, Psychic Rules are generated using the Psychic Powers Rules.

BACKGROUND AND LIMITATIONS

In the 23rd century when Cthulhu Rising is set, humanity has spread out from Earth to the stars. I tend to limit players to choosing a birthplace from within the confines of the Sol System. If you have decided to set your campaign far from Earth, in the Outer Colonies for example, then by all means go for it! While Earth is still the most heavily populated star system in all colonised space, many millions of people have been born and raised in the Colonies.

In the society of the 23rd Century, males and females are treated equal in all possible respects.

BACKGROUND SKILLS

The Investigator gets EDU x15 to allocate between any skills with a base chance above 00% as percentiles. All the skills do not have to have points given to them, but points undistributed are lost. No skill can start at higher than 75% (including stat bonuses).

OCCUPATIONAL SKILLS

A player chooses from one of the below character classes and depending on type chosen, receives EDU x 10 to allocate to the relevant occupational skills:

ACADEMIC

This profession covers both those individuals involved in teaching or those involved in postgraduate study and research at a university or college. Postgraduate students usually perform administrative work for the faculty staff, working as research assistants.

Occupation Skills:

Administration, Computer (Operation), Data Analysis, and any three from: Astronomy, Law, History, Natural History, Occult, Psychology, Read Other Language, Religion, Science (specify).

Background:

Accommodation at a college or university campus; Teacher earns E\$20,000 pa salary; Postgraduate E\$15,000 pa salary; Savings of E\$1000x1d10; personal equipment related to profession.

ANARCHIST

Anarchists are staunch believers in the theory or doctrine that all forms of government are oppressive and undesirable and should be abolished. As such they live outside the system as much as possible, frequently mixing with criminal and separatist elements.

Occupation Skills:

Computer (Operation), Conceal, Fast Talk, Streetwise and any three other skills as personal specialties.

Background:

2x underworld contacts (Keepers discretion), 1d10x100E\$ in equipment and personal effects.

ANTIQUARIAN

An antiquarian or antiquary is one concerned with antiquities or things of the past. More narrowly, the term is often used for those who study history with special attention to antiques

i.e. ancient objects of art or science as physical traces of the past.

Occupation Skills:

Bargain, Data Analysis, Evaluate, History, Spot Hidden, Speak/Read Other Language, plus one other skill as a personal specialty.

Background:

Small house outside the city, or a small 1 bedroom city apartment; 1x contact; E\$500x1d10 savings; E\$25,000pa salary.

ANDROID

Running an Android character in a campaign is allowable only at the Keepers discretion. See the separate supplement details generating and playing Android player characters.

CIVIL SERVANT

By the 23rd Century, government bureaucracy has reached new heights of complexity. The Civil Servants keep the wheels of interstellar government oiled and moving. The player must choose a branch of government e.g ICA, ITC, Transport, Health etc.

Occupation Skills:

Administration, Computer (Operation), Credit Rating, Data Analysis, Fast Talk, and any three other skills as personal specialties.

Background:

Rented 2 bedroom apartment; E\$1000x1d10 in savings; E\$20,000pa salary; 1x government contact (Keeper's discretion).

COMPANY SUIT

Much of 23rd Century life is in some way influenced by the transnational mega-corporations. A Company Suit is a junior executive of one such corporation, newly promoted from the rank and file, on a good salary with stock options.

Occupation Skills:

Administration, Bargain, Computer (Operation) Credit Rating, Data Analysis, Fast Talk, Orate, and any two other skills as personal specialties.

Background:

Luxury apartment (1 bedroom) in a private corporate compound; E\$500x1d100 savings; E\$35,000pa salary; 1x corporate contact; E\$1000 x1d20 in company share options.

COMPUTER SPECIALIST

Without highly skilled men and women to design, program, and troubleshoot the complex computer systems of the future, life in the 23rd Century would be far more difficult, if not impossible. Computer Specialists are usually employed by a company's IT division, though many prefer to move from contract to contract on a freelance basis.

Occupation Skills:

Computer (Operation, Programming, Security), Electronics (Communications, Security, Systems), Data Analysis, and any two other skills as personal specialties.

Background:

Rented 1 bedroom apartment; E\$1000x1d20 savings; personal equipment related to profession.

CRIMINAL

With Law Enforcement techniques as advanced as they are in the 23rd Century, criminals in the future have to be highly skilled professionals not only to be successful, but to avoid capture and incarceration. This class does not cover violent criminals like murderers and rapists, instead covering white collar criminals, forgers, con-artists, cyber-criminals and thieves.

Occupation Skills:

Bargain, Computer (Operation), Evaluate, Fast Talk, Scan, Streetwise, and any three other skills as personal specialties, pertaining to criminal field of expertise.

Background:

Forged identification; E\$1000x1d4 personal equipment; 2x underworld contacts (Keeper's discretion).

DOCTOR OF MEDICINE

The medical doctor of the 23rd Century is just as concerned with saving lives as his counterparts in other eras but he has far more advanced equipment and techniques available than at any other time in human history.

Occupation Skills:

Credit Rating, Computer (Operation), Data Analysis, First Aid, Pharmacy, Psychoanalysis, Psychology, Science (Biology), Medicine.

Background:

Rented 2 bedroom apartment; E\$40,000pa salary; E\$1000x1d100 savings (10% liquid, rest in shares and stocks or property); personal equipment related to profession.

DRIFTER

For whatever reason, a Drifter has chosen to drop out of accepted society, and wanders the space lanes, working their passage at various jobs, traveling from colony to colony.

Occupation Skills:

Bargain, First Aid, Hide, Listen, Psychology, Sneak, Survival, Vacc Suit.

Background:

E\$100x1d10 personal equipment.

ENGINEER, SPACE

Space Engineers are responsible for the design, construction, and maintenance of

space stations and space vessels. The orbital engineer's life is a difficult one and is often short as accidents are not uncommon in the harsh and unforgiving environment of space.

Occupation Skills:

Science (Chemistry, Physics), Computer (Operation), Electronics (Systems), Data Analysis, EVA, Mechanical, and one Space Engineering skill as a specialisation.

Background:

E\$30,000pa salary; E\$1000x1d4 savings; personal equipment related to profession.

ENGINEER, PLANETARY

Planetary Engineers are essential to the continued existence and growth of colonies. The colonial engineers keep the existing systems operational and continue to produce new equipment, habitats, and vehicles.

Occupation Skills:

Science (Chemistry, Geology, Physics) Computer (Operation), Electronics (Systems), Data Analysis, Mechanical (Vehicle), and one Planetary Engineering skill as a specialty.

Background:

E\$30,000pa salary; E\$1000x1d4 savings; personal equipment related to profession.

ENTERTAINER

The entertainment industry is larger than ever in the future. The Federal Network has holo-vid channels numbering in the thousands, with something to suit all tastes.

Occupation Skills:

Entertain, Fast Talk, Orate, and three other skills as a specialty.

Background:

E\$1000x1d4 savings; personal items related to profession; 2x media contacts (Keeper's discretion).

JOURNALIST

The Federal Network carries it's own news channels as well as scores of others. Journalists are usually employed by either Federal Network News (FNN) or by one of it's independent rivals, though some prefer to move from contract to contract on a freelance basis. The vast majority of news is delivered electronically, directly. The "daily me" concept of multi-sectioned electronic publishing with information and advertising tailored to each individual's needs is an everyday reality in the 23rd Century.

Occupation Skills:

Computer (Operation), Data Analysis, Fast Talk, Read/Write Other Language, Streetwise, and any two other skills as personal specialties.

Background:

2x media contacts (Keeper's discretion);

E\$15,000pa salary; E\$1000x1d4 savings; personal items related to profession; small apartment.

LAWYER

A Player wishing to run a Lawyer Investigator must first choose their field of expertise: Civil, Corporate or Criminal. Choosing Criminal will usually mean that they work for the Federal Government. Civil or Corporate lawyers usually belong to private law firms.

Occupation Skills:

Administration, Bargain, Computer (Operation) Credit Rating, Data Analysis, Fast Talk, Law, and any two other skills as personal specialties.

Background:

E\$50,000pa salary; E\$1000x1d20 savings; 2x legal contacts; 2x contacts related to field of expertise, e.g. 2x police contacts for criminal lawyers (Keeper's discretion); luxury 2 bedroom apartment in well to do area.

MECHANIC

Mechanics repair and maintain the planetary vehicles and machinery of the future.

Occupation Skills:

Computer (Operation), Data Analysis, Electronics (Systems), Mechanical (Aero-space, Vehicle), and any two other skills as personal specialties.

Background:

E\$15,000pa salary; personal equipment related to profession; ground vehicle.

MISSIONARY

Missionaries travel the colonies, spreading the word of their religion to the new frontier, serving the spiritual and religious needs of the colonists and preserving the religious traditions and histories of Earth.

Occupation Skills:

Data Analysis, Fast Talk, First Aid, History, Occult, Other Language (Speak and Read/Write), Religion.

Background:

Personal items related to profession.

PARAPSYCHOLOGIST

The parapsychologist is dedicated to searching for evidence of phenomena that is inexplicable by science. They are experts in the occult and ancient histories of Earth.

Occupation Skills:

Computer (Operation), Data Analysis, History, Occult, Read/Write Other Language, Religion and any one other skill as personal specialty.

Background:

E\$1000x1d4 savings; personal items related to profession; 2x contacts (Keeper's discretion); rented accommodation.

PILOT, AEROSPACE

Aerospace Pilots are trained to operate a variety of suborbital vehicles ranging from small shuttlecraft to heavy duty cargo carriers to high-tech military craft.

Occupation Skills:

Astronomy, Computer (Operation), Electronics (Communications, Systems), Vacc Suit, Pilot (Aerospace), Scan.

Background:

If employed salary is E\$10,000 +(1d10x1000) pa; E\$1000x1d4 savings; current ICC license; personal items related to profession.

PILOT, SPACE

Since the invention of AI in the mid-22nd Century, the majority of interplanetary and interstellar space vessels have become almost completely automated, only requiring human pilots for delicate maneuvers like orbital insertion and docking.

Occupation Skills:

Astronomy, Computer (Operation), Data Analysis, Electronics (Communications, Systems), EVA, Pilot (Spacecraft), Vacc Suit.

Background:

If employed salary is E\$10,000 +(1d10x1000) pa; E\$1000x1d4 savings; current ICC license; personal items related to profession.

POLICE OFFICER

Policing in the 23rd Century is handled by the Federal Law Enforcement Authority. From their headquarters on Earth, and via many local stations throughout the Federal Colonies, Federal police officers have the unenviable task of tackling crime over interstellar distances.

Occupation Skills:

Computer (Operation), Data Analysis, Dodge, First Aid, Gun Combat (Hand Gun), Hide, Law, Listen, Streetwise.

Background:

E\$15,000pa salary; 2x police contacts (Keeper's discretion); E\$1000x1d4 savings; personal items related to profession; rented accommodation.

PRIVATE INVESTIGATOR

There is still a healthy customer base for the 23rd Century Private Investigator, whether contracted to corporations or hired by private citizens. Most PI's are ex police.

Occupation Skills:

Bargain, Computer (Operation), Data Analysis, Fast Talk, Gun Combat (Hand Gun), Hide, Law, Streetwise.

Background:

E\$1000x1d10 savings; private investigator's license; rented accommodation and if self



employed, a small office with 1 member of staff; personal items related to profession.

PROFESSOR

A senior academic who holds a departmental chair, generally as head of the department, or a personal chair awarded specifically to that individual. Professors are qualified experts who conduct lectures and seminars, perform research and train young academics.

Occupation Skills:

Administration, Bargain, Credit Rating, Data Analysis, Fast Talk, Other Language, Orate and any three from: Astronomy, Law, History, Natural History, Occult, Psychology, Read Other Language, Religion, Science (specify).

Background:

Accommodation at a college or university campus; E\$30,000pa salary; E\$1000x1d20 savings; 1d3 academic contacts; personal items related to profession.

PSYCHIC: FREELANCE

After completing Federal Service, many psychics continue to work for the MAA, but some go freelance, and find work for one of the many PSPs - Psychic Service Providers - private organisations licensed and regulated by the MAA who hire out their talents to block telepathic snooping and other paranormal dirty tricks. It has become common practice for executives of large corporations and government bodies to employ such agents as 'psychic security'.

Occupation Skills:

Administration, Computer (Operation), Data Analysis, Fast Talk, Hide, Law, Psychology, Streetwise. For Psychic Abilities, see the document 'Psychic Powers'.

Background:

E\$1000x1d10 savings; employment with a PSP with a salary of E\$20,000pa; psychic registration card; rented accommodation; personal items related to profession.

PSYCHIC: METAPOL

Attached to the Federal Law Enforcement Authority, MetaPol, or the Metasensory Police, is mainly made up of telepaths and precogs, who use their powers to interrogate those who have committed crimes against the Federation, or to predict the outcome of certain events.

Occupation Skills:

Computer (Operation), Data Analysis, Fast Talk, First Aid, Gun Combat (Hand Gun); Law, Psychology, Streetwise. For Psychic Abilities, see the document 'Psychic Powers'.

Background:

E\$15,000pa salary; psychic registration card; 2x

police contacts (Keeper's discretion); E\$1000x1d4 savings; personal items related to profession; rented accommodation.

PUNK

In Cthulhu Rising, the Punk Occupation covers teenagers and young people, especially a member of a rebellious counterculture group. They may have rich parents and are taking time out to travel.

Occupation Skills:

Computer (Operation), Data Analysis, Fast Talk, Streetwise, and any two other skills as personal specialties.

Background:

E\$1000x1d4 savings; personal items; 1x minor underworld contact.

SEPARATIST

Separatists are citizens born and raised in the colonies, who are supporters of the Colonial Independence movement, outlawed by the ICA during the Colonial Wars (2258-60). Though separatist support is still high in some regions of the Outer Rim Territories, the leaders of the movement have had to go underground, to avoid arrest and transportation to a Federal Re-education Centre.

Occupation Skills:

Computer (Operation), Data Analysis, Fast Talk, History, Streetwise, and any two other skills as personal specialties.

Background:

Personal items related to profession.

SCIENTIST

Scientists are usually in the employ of, or work for projects funded by, one of the mega-corporations. Their fields vary, from AI to genetics, to terraforming and xeno-biology.

Occupation Skills:

Computer (Operation), Credit Rating, Science (Chemistry, Physics), Science (Geology) or Astronomy, Data Analysis and one Science skill as a specialization.

Background:

Accommodation in private corporate compound; E\$40,000pa salary; E\$1000x1d4 in company share options; personal equipment related to profession.

SOLDIER

Soldiers as Investigators are usually ex United Earth Armed Forces now in the employ of a corporation or a member of a private mercenary unit.

Occupation Skills:

Armoury, Dodge, First Aid, Gun Combat (Rifle), Hide, Listen, Survival, Tactics, Vacc Suit.

Background:



\$1000x1d20 savings; personal items related to profession.

PERSONAL DEVELOPMENT

Investigators also have skills in other areas. Allocate INTx5% to any skill or skills, except those at 75%, or Cthulhu Mythos.

PERSONALISATION

Write down the characters name, his/her appearance (including civilian clothing), his/her beliefs and goals, his/her place of birth, relatives, education etc.

SKILL DEFINITIONS

Cthulhu Rising is set over 250 years into the future. As a result of this, certain skills have been added that didn't exist in the original rules. They are listed below.

ADMINISTRATION

The individual with this skill has had experience with bureaucratic agencies, and understands the requirements of dealing with them how they work.

ARMOURY

The Investigator is trained in the maintenance and repair of military hardware. When this skill is gained during basic training, it applies to small arms, i.e. rifles, handguns, machine guns. The Armoury skill is used to repair damaged weapons, clear weapon jams, etc.

ASTRONOMY

An individual with astronomy has the ability to determine which stars and planets are overhead at a particular time and when celestial events are due to occur on their home planet. Individuals who are academically trained in astronomy have usually been taught how to read the 3D star charts used in Astrogation on interplanetary and interstellar space travel.

COMPUTER PROGRAMMING

An Investigator with Computer Operation as a skill is trained in the basic usage of computer systems. Computer Programming however, allows a Investigator to understand computer programming languages and procedures and have at least basic education in the hardware aspects of computers.

Use of this skill enables an investigator to write programs and to retrieve and analyze obscure, damaged or concealed data.

COMPUTER SECURITY

The Computer Security skill is the ability to bypass security software to in effect 'hack' into

secure computer systems. Using this skill may take anything from mere minutes to hours. Depending on the sophistication of the software, modifiers to the roll may be applied by the Keeper.

DATA ANALYSIS

Data Analysis is an Investigators ability to work with stored information in a variety of formats, be it electronic or hard copy. Depending on the organisation of the media in question, and the search criteria, Data Analysis skill use can take anywhere from several minutes to several hours. Examples are given below:

Uncatalogued data: 8 hours +

Catalogued data: 4 hours +

Catalogued data with use of a search aid (e.g. a computer search program): 1-3 hrs

Catalogued data with state of the art data search software: Less than an hour

Of course, the amount of time spent and the results will depend on the nature of the information sought and whether it is actually present. While this skill can be used to locate secured information, it does not permit access. This may require Fast Talk, Persuade, Computer Use, Bargain, Credit Rating, or good old fashioned breaking and entering.

DEMOLITIONS

An Investigator with this skill is trained and experienced in the handling, placement and efficient use of explosives.

DEVISE

This is the skill of both assembling and disassembling mechanisms such as locks and traps that are not electronics based. It can also be used for repairing mechanical devices.

ELECTRONICS COMMUNICATIONS

The Investigator is trained in the use, repair and maintenance of communications devices. Whilst nearly anyone can operate a communicator, this skill is necessary to understand why the device does not work correctly, or to be aware of device limitations. The Communications skill enables the Investigator to jam and evade jamming, and to make minor repairs.

ELECTRONICS SECURITY

This skill enables a Investigator to bypass physical security features, such as locked doors or alarm systems.

ELECTRONICS SYSTEMS

The Investigator with this skill has the ability to



repair basic electronic devices. This does not include weaponry, for which the Armoury skill is needed.

ENGINEERING, PLANETARY

Examples of Planetary Engineering Skills are as follows:

CONSTRUCTION

This skill governs the construction of structures ranging from small buildings to massive skyscrapers. Keepers may wish to limit Investigator skills to general areas such as small construction, medium construction, and large construction. Individuals with this skill can design, supervise the construction of, and inspect structures.

MINING

This skill governs a variety of mining operations ranging from commercial digging to the building of underground complexes. Individuals with this skill can supervise mining operations and inspect underground sites for their structural integrity. Individuals may have various specializations in this skill such as strip mining, deep mining, and so forth.

ENGINEERING, SPACE

This skill category governs construction work in low and zero gravity conditions, as well as repair and maintenance of high-technology like star drives and power planets. Some examples of this skill are as follows:

DRIVE ENGINEER

This skill governs the maintenance and repair of F-Drives, the technology that makes interstellar travel possible.

LOW/ZERO GRAVITY CONSTRUCTION

Similar to Construction, this skill governs the construction of structures in conditions involving low or zero gravity (as well as vacuum conditions). Building spaceships and space stations requires this skill. Individuals may specialize in various areas. For example, a person may be an expert space ship designer.

EVA

Use of this skill enables the character to function more or less normally within low (half of the normal gravity the being is used to or less) or no gravity situations. For the most part, a character with any degree of this skill will be able perform routine tasks without a problem. Special actions (such as running in low gravity or leaping from one space ship to another) will require a skill check. Failure will result in the action failing in some way (losing control while running or missing the ship, for example).

Relevant physical skills (such as weapon and physical combat skills) should be averaged with this skill (but not to exceed the maximum in the skill in question) when used in low or zero gravity situations. This base level of this skill for all colonists is 10%, as every teenager takes a brief training course in orbit.

FORWARD OBSERVER

Investigators with this skill have been trained to call on and adjust artillery (projectile, missile and energy) fire from distant batteries and from ships in orbit. If artillery of any form is available (including communication with the firing battery), the first shots will invariably miss the target. On each subsequent round that fire is delivered, the Investigator must roll his skill to adjust the fire to successfully hit the target.

GUN COMBAT

Gun Combat is a specific skill in the use of one of several military small arms. Investigators who acquire the skill Gun Combat without the type being specified must immediately choose one category of small arms to apply it to:

Handgun (Pistol);
Machine Gun (SMG, SSW, Smart Gun);
Rifle (Combat Rifle, Assault Rifle, Gauss Rifle);
Heavy Weapons (Rocket Launchers, Grenade Launcher, Rail Gun, Man Portable Missile Systems);
High Energy Weapons (Plasma Weapons, Fusion Gun);
Shotgun (Shotgun): 30%.

GUNNERY

The Investigator is trained in the use of one or more heavy infantry support weapons, either ground mounted or vehicle mounted. Upon gaining this skill, it must be applied to a specific heavy infantry support weapon system listed below:

Machine Gun
High Energy Weapon
Rocket Launcher
Guided Missile System
Artillery piece

LAW

Law is split into three distinct areas: Civil, Corporate or Criminal. If an Investigator wishes to attempt to interpret law from a different area of expertise, their skill is halved.

MECHANICAL AEROSPACE

Investigators with the above skills have the ability to operate and repair common propulsion systems used by Aerospace craft.

MECHANICAL VEHICLE

A Investigator with this skill has the ability to repair the inner workings of ground vehicles.

MEDICINE

The Medicine skill is identical to the one in the Call of Cthulhu rulebook except for the following addition:

Using this skill, in the same or following combat round that a Investigator has just died in will revive the patient, but only if the emergency hit points restored raises him to +1 hit points or greater. This process may be aided by special equipment and medicines.

An Investigator who is successfully treated with this skill heals 2D3 hit points per week. A success with medicine immediately revives a victim of a knock out attack and may (at the Keepers discretion) revive an unconscious individual.

NATURAL HISTORY

This skill reflects the information known in a general sort of way by the Investigator about various terrestrial life forms. An individual with this skill will have a general knowledge of common terrestrial life forms and will know about their general habitat, diet, and behavior. Attempting to remember facts about more obscure life forms will require a skill roll at some minus.

PILOT AEROSPACE

This skill governs all phases of aerospace operation from takeoff to landings and orbital flight. A character with any degree of skill will be able to handle standard flight operations without any difficulty. However, special situations will require skill rolls. Situations involving a damaged craft, tricky dockings or landings, or attempts to do odd maneuvers with an aerospace craft will require skill rolls as will other situations at the Keeper's discretions.

Certain situations will require modified rolls, the modification of the roll is up to the Keeper as are the effects of failure.

PILOT SPACESHIP

Piloting an interstellar spaceship is nominally handled by onboard computer systems. This skills covers aspects such as orbital insertion or docking when computer systems are unavailable. As with Pilot Aerospace, certain situations will require modified rolls, the modification of the roll is up to the Keeper as are the effects of failure.

POWERED ARMOUR

Investigators with this skill have been trained extensively in the use of Powered Armour and the various weapon systems and features normally associated with it. This skill can be used in place of Vacc Suit skill, but not vice versa. Powered Armour skill also covers maintenance and minor repair.

PSYCHOANALYSIS

A method of analyzing psychic phenomena and treating mental and emotional disorders that emphasizes the importance of free association and dream analysis. It not only involves counselling sessions as well as chemical treatments and virtual reality. Psychoanalysis used as a form of psychic first aid, allowing the Investigator to repair another persons sanity over time, and perhaps hasten their recovery. A week of regular sessions returns 1d6 SAN points to the patient.

PSYCHOLOGY

This is the science that deals with human mental processes and behaviour. Psychology can be used by an Investigator to try and determine another person's motives and behaviour patterns. It is not an exact science, and Keepers should make the roll in secret.

RECON

Essentially military scouting, this skill covers tracking and camouflage whilst in the field.

SCIENCES

There are two main categories of science skills. The first is that of planetary sciences and is a general area that encompasses various skills which deal with planets and the life forms that inhabit them. Strictly speaking, biology and geology are planetary science Skills. Players who wish to have a specialization in the Planetary Sciences will need to work out the details of the skill with their Keeper.

The second main category of skills are those that relate to stellar bodies as parts of the space-time continuum and space-time itself. An individual with this skill in this area will have knowledge of space-time as well as the various planets, stars, comets and so forth within it. With the Keepers guidance, players may wish to select particular specialties within the general field (each specialty would be a skill). However, most specializations will be skills possessed by non player characters, as most players will find them to be too specialized to be of general use. Technically, Astronomy falls within this category.

STREETWISE

An Investigator with this skill is well acquainted with the ways of local subcultures (which tend to be similar throughout human society), and thus is capable of dealing with strangers without alienating them. This does not include alien contact situations.

SURVIVAL

Investigators with Survival expertise are adept at locating food and water, constructing or finding natural weapons and shelter, and finding their way across harsh terrain, in a wilderness.

TACTICS (SMALL UNIT)

An Investigator with this skill has experience and training in small unit (generally platoon strength) tactics.

UNARMED COMBAT

Martial arts training, this skill encompasses all fist and kick attacks/parrys made by the Investigator.

VACC SUIT

This skill is the ability to use the standard vacuum suit (space suit), including armoured

Battle Armour and suits for use on various planetary surfaces in the presence of exotic, toxic, corrosive or insidious atmospheres.

VEHICLE

The individual is skilled in the operation of ground based military and non-military vehicles.

XENO-MEDICINE

Normally, medical expertise is considered to apply only to humans, and to a limited extent the animals which live on human colonised worlds. This skill lessens the penalty (applied by the Keeper) to the treatment of alien races.

ZERO G COMBAT

Virtually all weapons involve some form of recoil, and in a zero-G environment this recoil and disorient or render helpless individuals not trained to compensate for it. When fighting in a zero-G environment, any individual has a chance of losing control of their movement/position each combat round. See the chapter on Combat for Zero-G Combat modifiers.



PSYCHIC POWERS

The term Psychic is used to describe phenomena or abilities that originate from the brain but which transcend its confines. The word is derived from the Greek psychikos meaning "mental, of the soul".

HISTORY

By the dawn of the 22nd Century a growing number of documented psychic phenomena were still being dismissed by both the scientific community and general public as carefully staged hoaxes. This attitude was dramatically challenged in 2112 when an article by respected French parapsychologist Bénédicte Jarnet was published in the *New England Journal of Medicine*, offering proof of the existence of latent psychic ability.

In the wake of the Jarnet Paper, the International Parapsychological Association approached the United Earth Government (UEF) offering their aid. This aid was invaluable in the setting up of a Committee on Psychic Phenomenon (CPP), charged with the task of investigating Jarnet's findings.

The research undertaken by the CPP took 3 years, and its shock findings verified the existence of at least 4 different types of latent psychic phenomenon in a small minority of the population. To prevent a major panic, the government took steps to regulate and monitor all those citizens who developed psychic ability. The Metasensory Administration (MA), a quasi-governmental organisation formed out of the CPP, was created to help these individuals harness and use their powers for the benefit of the UEF. The Metasensory Registration Bill was passed in 2115, requiring all citizens who show signs of latent psychic ability to be registered, by law, with the MA.

PSYCHIC AWAKENING

Latent psychics usually begin to manifest their abilities in late childhood or early adolescence. Amongst fellow psychics is usually referred to as the awakening.

Despite decades of study, there is still no clear understanding of how exactly some people develop psychic ability and some do not. It is clear that the possibility of developing an ability is more likely if other family members have exhibited psychic powers, but it is never guaranteed.

Once an individual displays latent psychic



ability, they are taken to a testing centre at a regional branch of the Metasensory Academy, where their psychic potential is measured, and rated against a Psychic Ability Scale (PAS) from P1 to P12 depending on their power. They are then usually enrolled in the Metasensory Academy, where as well as receiving a normal education, they learn to harness and develop their powers.

After graduation, psychics are required to perform Federal Service, usually in one of two branches of the UEF:

METAPOL

Attached to the Federal Law Enforcement Authority (FLEA), MetaPol, or the Metasensory Police, is mainly made up of telepaths and precogs, who use their abilities to interrogate those who have committed crimes against the Federation, or to predict the outcome of certain events.

MetaPol officers are sometimes recruited into the specialist Psychic Crime Investigations Division (PCI), a branch of the Special Investigations Agency (SIA). PCI agents are tasked with preventing crimes such as psychic terrorism, entrapment, blackmail or identity theft. PCI also sometimes get called into white collar crime investigations where psychics are suspected to have been involved. PCI agents are sometimes seconded out as bodyguards



to important FLEA personnel and members of the government.

THE PSYCHIC OPERATIONS GROUP

Also known more informally as PsiCorps, the Psychic Operations Group is a quasi-military branch of the MAA whose operatives are usually assigned as 'psychic security' to government officials, or attached to UEAF units on missions that might benefit from the availability of psychic powers.

WHAT NEXT?

After completing Federal Service, many psychics continue to work for the MA, but some go freelance, and find work for one of the many PSPs - Psychic Service Providers - private organisations licensed and regulated by the MA who hire out their talents to block telepathic snooping and other paranormal dirty tricks. It has become common practice for executives of large corporations and government bodies to employ such agents as 'psychic security'.

PREJUDICE

In some quarters of 23rd century society the climate of public opinion concerning psychic abilities is still extremely negative. Whether these opinions are fuelled by fear or jealousy, Registered Psychics must be careful and think before openly displaying their abilities when in public.

THE PSYCHIC PLAYER CHARACTER

There are 3 ways to determine whether a player character (PC) has psychic abilities:

1. The Keeper can allow a Player to generate a psychic PC with a desired psychic talent;
2. The Keeper can allow a Player to generate a psychic PC but roll randomly to see which psychic talent is acquired;
3. The Keeper may decide existence of psychic powers in any PC will be left to chance and rolled for.

The Keeper has final say on whether they are going to allow psychic PCs in their campaign. If the Keeper is running a military campaign, the PC will automatically be a member of the Psychic Operations Group. However if the Keeper is running a civilian campaign, the player can choose his/her occupation. The two obvious choices are:

Psychic: MetaPol
Psychic: Freelance

It is up to individual Keepers whether they allow a player to run an unregistered psychic, or a criminal. The character is initially generated as normal using the relevant character generation rules. Actual psychic powers are then determined using the rest of these rules.

CHANCE OF PSYCHIC ABILITY

The base chance of an individual developing a psychic talent is to have a POW stat of at least 10, and to make a successful POWx1% check. A player can only make this check once, during character generation.

STARTING TALENTS AND LEVELS

Ever since the MA began evaluation and registration of all known psychics in 2115, there has never been recorded a psychic possessing more than one of the four classified Psychic Talents. It is as if they are mutually exclusive.

A player creating a PC with psychic ability must immediately choose their particular Talent. They can alternatively roll on the following table:

01-50	Telepathy
51-75	Precognition
76-90	Telekinesis
91-00	Adjustment

POWERS BEYOND CLASSIFICATION

Although the MA has been meticulous in its classification and registration of all known psychic effects, some individuals defy such classification. Rare individuals may manifest powers not described in these rules. Such powers are assigned by the Keeper alone, and usually tie into an overall campaign.

THE PSYCHIC ABILITY SCALE

An Investigator with a POW of 10 is rated P1 on the Psychic Ability Scale (PAS). For each point of POW over 10, this rating increases by 1. So for example a starting Investigator with psychic ability who has POW 16 is rated P7 by the MAA. The highest rating an Investigator can start with is P9 (POW 18).

Each Talent is broken down into Effects, each of which requires a certain level of PAS to perform.



EFFECT SCORES

Once an Investigator has established his/her starting Talent and PAS, they have a base chance of POWx1% in each Effect that their current PAS allows.

Metasensory Academy training means an Investigator gets INTx10 to allocate as percentiles between the Effects associated with their chosen Talent. All the Effects do not have to have points given to them, but points undistributed are lost. No skill can start at higher than 75% (including stat bonuses).

PSI POINTS (PP)

Equal to POW stat. Psychic Effects require the expenditure of Psi Points, with further points needed to perform Effects depending on the range.

RECOVERY

Expended Psi Points are recovered at a rate of 1d6 per hour.

INCREASING POW

Any time a Psychic makes a critical skill check when using one of their powers they have the potential to improve their POW characteristic.

The chance of improvement is the difference between their current and their maximum POW (max is 21) times 5. Success on this roll allows a POW increase of 1d3-1. This increase does not advance the PCs Luck or SAN scores, only their POW stat, PAS and total PP. The PC is only allowed one such check per adventure.

DRUGS

Pharmaceutical means are available in the late 23rd century which can enhance total Psychic Points on a temporary basis. Though there are many brand names, they fall into two broad classifications:

PSYCHIC BOOSTER

This drug temporarily increases the available reserves of psychic power points in psychics. In game terms each dose gives the psychic +2d4PP if taken when PP are at full strength, or +1d6 if PP are at a reduced level. These points are lost once used, or after 30+3d10 minutes, whichever comes first. Additional doses of the drug are ineffectual if taken within an hour of the last dose.

SUPER PSYCHIC BOOSTER

A more potent form of the Booster drug. Increases PP by +2d6 if taken when PP are at full strength, or +2d4 if PP are at a reduced

level. Rules for duration and additional doses same as for Psychic Booster.

No psychic power enhancing drug can increase an individual's PP beyond double their normal PP maximum.

Availability

Psi Booster drugs are generally prescription only pharmaceuticals, and their dispensation is strictly controlled by the MA.

Pitfalls

The abuse of Psychic Booster drugs can lead to the loss of psychic powers and physical debilitation. If a PC takes more than 3 doses in any 24 hour period, there is a chance (roll POWx3% to avoid) that drug overdose will occur 6 hours of the last dose. If overdose occurs, the PC lapses into unconsciousness, takes 1d6 HP damage and loses 1d4 SAN to horrific dreams. POW is reduced by 1d3.

PSYCHIC POWERS AND SANITY

In a dark future horror setting like Cthulhu Rising, reaching out into the unknown with the human mind can be a dangerous business. Sometimes psychics can touch upon things out there that would unhinge even the most stable of minds.

Every time a Psychic fails a skill check when attempting to use one of their Effects they incur an automatic -1 SAN loss. Fumbles can incur much higher SAN losses, or even an automatic temporary insanity. See Appendix D for details on psychic power fumbles.

THE PSYCHIC TALENTS

There are four distinct classifications of psychic power as recognised by the MA. There are no documented cases of any individual possessing more than one of the four Psychic Talents listed below:

1. Telepathy
2. Precognition
3. Telekinesis
4. Adjustment

TELEPATHY

The most frequently manifested Talent amongst Psychics, Telepathy allows direct contact with other minds. In rudimentary forms, it allows the communication of feelings and emotions; in advanced forms, it allows the transfer of information. There are several levels of telepathy, which depend on the psychic strength and experience of the user.

The most common Telepathy Abilities are:

SHIELD

All Telepaths learn how to create a mental shield, which protects the mind against unwanted telepathic interference. Such a shield is automatically active and requires no PP to maintain. No skill points need allocating to this Effect, and no skill check is required. Shield also gives the Telepath protection from any attempted Psychic Assault from a fellow Telepath. For full details of how this affects an attempted Psychic Assault by fellow Telepath, see 'Assault'.

SENSE LIFE

The most elementary form of telepathy is the ability to detect the presence of other minds. The Psychic with this Effect can sense the presence of other minds, the number of minds present, the general type of minds (animal, human etc.) and their approximate location.

Sense Life is a P1 Effect, requiring 1PP to perform (plus any additional for range). Activity may last for up to 60 seconds. Shielded minds of other Telepaths are detectable only if a successful POW vs. POW check is made.

TELEMPATHY

The communication of basic feelings and emotions. This ability serves well in the handling of animals. Emotions of others can be read using Telempathy.

Telempathy is a P2 Effect and requires 1PP to perform (plus range costs). Activity may last for up to 60 seconds.

READ SURFACE THOUGHTS

The most commonly known feature of Telepathy. Only active, current thoughts are read by this ability, with the subject (if themselves not a Telepath) unaware of the activity. Shielded individuals may not be read in this fashion unless a successful POW vs. POW check is made.

This Effect is P4 and requires 2PP to perform (plus range costs). Activity may last for up to 60 seconds.

PROJECT THOUGHTS

Complementary to the above Effect is the ability to send thoughts to others. Telepathic individuals are normally open to such transmissions, but may close their Shields against them if they become bothersome. A thought transmission may last up to 120 seconds. This is a P5 Effect, and requires 2PP

to perform, plus normal costs for range.

SUGGESTION

This Effect allows a Telepath to covertly implant a suggestion into a person's mind. It usually requires some form of eye or bodily contact between the Telepath and individual. The type of Suggestions implanted with this Ability are small and seemingly innocuous, such as 'you need to open the door' or 'stand up' or 'you are really thirsty.' If the suggestion would put the individual in immediate and obvious danger, or is totally against their nature, it fails.

Suggestion is a P6 Effect and requires 3PP to perform. To successfully plant the suggestion requires a POW vs. POW check.

PROBE

The application of great psychic strength will enable a telepath to delve deep into the mind of a subject and then to read their innermost thoughts. Questioning can be used in this procedure to force the subject to divulge specific information. Lies can be easily detected by the telepath. Probe cannot be used against a shielded mind. Probe is a P6 Effect, costing 4PP to perform. Probing takes 10 minutes.

If the Psychic succeeds in their Effect skill check, they must make a POW vs. POW check against the victim of the Probe. See below for results:

Result:	Effect:
Critical	Telepath retrieves all the required knowledge required. Victim is left injured (-1d4 HP -1d3 POW) and unconscious for 1d6 hours.
Special	Telepath gains 2d3 items of information. Victim is left unconscious for 1d3 hours.
Normal	Telepath retrieves 1d3+1 items of related information. Victim is left stunned for 1d3 minutes.
Failure	Telepath fails to gain any information. Cannot Probe victim again for 8 hours.
Fumble	Telepath fails to retrieve any information and loses 1d6 extra PP. Cannot Probe victim again for 24 hours.

ASSAULT

Violence may be dealt by a Telepath. Against and unshielded mind, the result is often unconsciousness and possible death. If the

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Telepath succeeds in their Assault skill check, they must make a POW vs. POW check against the victim of the Assault. See below for results:

Result:	Effect:
Critical	Victim is rendered unconscious* immediately for a number of hours. -1d4 HP and -2d6 POW (regained at 1 point per hour).
If	this reduces the victim's POW to zero or below, they must make
a	POWx1% roll or die. Success means the victim is in a coma for 20-POW days.
Special	Victim is stunned* immediately for a number of minutes. -1d3
HP	and -1d6 POW (regained at 1 point per hour).
Normal	Victim is stunned* immediately for a number of CR. -1 HP and -1d3 POW (regained at 1 point per hour).
Failure	No effect.
Fumble	Telepath receives psychic feedback and stuns* self.

*to calculate how many combat rounds, minutes, or hours a victim of a Psychic Assault is stunned or unconscious, deduct the victim's POW score from that of the Telepath and add 1d6.

Assault - example 1

Alexei the Telepath performs a psychic assault on a knife-wielding cultist who has been sent to kill him. Alexei has 62% in Assault. Rolling a 22, he sends a wave of psychic energy at his foe. Alexei has POW 17 and the cultist has POW 12. A bit of simple math shows that Alexei has a 75% chance to succeed the POW vs. POW roll. He rolls a 42. A Normal success. Because the difference between Alexei's POW and the cultist's POW is 5, the cultist is stunned for 5 rounds, as well as taking a hit point of damage and temporarily losing 1d3 POW.

The cultist is sent reeling, and Alexei uses the time to make good his escape...

Assault is a P8 Effect, and requires 5PP to perform (plus any range cost). The assault takes 1 CR to occur.

A Psychic Assault against a fellow Telepath is difficult, because all Telepaths learn early on how to create a mental shield. In game terms, the Shield gives a Telepath +1 POW per 2 points of POW they possess over 10.

Assault - example 2

Alexei the Telepath is attacked by Sebastian, a rogue Telepath, who attempts a Psychic Assault.

Sebastian has 68% in Assault, and rolls a 44 - a success. As the wave of psychic energy strikes Alexei's mind, Sebastian must now make a POW vs. POW check to see if his Assault can penetrate Alexei's Shield.

Alexei has POW 17, and Sebastian has POW 15. Because Alexei is a Telepath, he gains +3 POW from his Shield when calculating the POW vs. POW roll for the Assault. With this boosting his POW to 20, Sebastian has a 25% chance to succeed with his Assault. Sebastian rolls a 29. Alexei's Shield blocks the Assault.

COMPULSION

A much more powerful version of Suggestion, Compulsion allows a Psychic to control the actions of another individual with the power of their mind. It requires an initial POW vs. POW check to establish control, then every command from that point on requires an additional POW vs. POW check with the following modifiers:

Order:	Modifier:
Simple - telling someone to 'stand up' or 'walk away'	+25%
Moderate e.g. 'drop your weapon' or 'open the cell door' to a guard.	+/-0%
Difficult e.g. ordering someone to harm a friend (not fatally) 'shoot your buddy in the leg'.	-25%
Very Difficult e.g. ordering someone to perform a possibly suicidal action e.g. jumping out of a moving car, or to fatally harm a friend or colleague.	-50%
Almost Impossible - ordering a person to injure themselves fatally.	-75%

Compulsion is a P9 Effect and requires 9PP to perform.

MASS ASSAULT

Powerful Telepaths can project an Assault attack against more than one individual at a time. Mass Assault only works at Medium range or less, and affects up to a maximum of the Telepath's POW/2 of minds within a 3m radius (round down).

Mass Assault is a P10 Effect, and requires 10PP to perform (plus any range cost). The effect takes 1 CR to occur.

MIND WIPE

This Effect allows a Psychic to erase memories from a victim's mind. It is not a very exact science, and as such specific memories cannot be erased. Instead blocks of memory are wiped (e.g. a period of hours or days). To perform the wipe requires a successful POW vs. POW check. If the victim is also a Telepath, they may add their Shield bonus to their POW for this check.

Mind Wipe is a P10 Effect and the PP cost is shown in the table below:

Time:	PP Cost:
Up to 1 Minute	01
1 Minute to 10 Minutes	03
10 minutes to 30 minutes	05
30 minutes to 1 hour	07
1 hours to 3 hours	09
3 hours to 6 hours	12
6 hours to 12 hours	14
12 hours to 1 day	16
1 day to 3 days	18
3 days to 1 Week	20

If a Telepath fumbles while using this Effect, the victim must make a POWx5% check or suffer brain damage, leaving them comatose for 1d20 days, and losing 1d6 months of memories.

Note: The Telepath must know the period of time that they wish to wipe before using this Effect.

READ PSYCHIC IMPRINT

When a person dies, they leave a residual psychic imprint that can linger for several hours after death. Powerful Telepaths can detect this psychic imprint, and gain an impression of the last thoughts and feelings of the recently deceased. This impression usually comes in the form of cryptic flashes of words and images (the Keeper should decide as to what these images and words actually are).

A psychic imprint fades after a number of hours equal to the deceased's POW. To successfully gain any useful information, the Telepath must make a POWx5% roll, with their POW reduced by 1 for every hour it has been since the person died.

Read Psychic Imprint is a P12 Effect, and requires 12PP to perform. The effect takes 1d6 minutes to occur.

PRECOGNITION

The second most frequently manifested Talent amongst psychics, Precognition is the direct knowledge or perception of the future, obtained through extrasensory means. Precognition occurs most often in dreams. It may also occur spontaneously in waking visions, auditory hallucinations, flashing thoughts entering the mind, and a sense of "knowing."

There are several levels of precognition, which depend on the psychic strength and experience of the user.

The most common Precognition Abilities are:

SIXTH SENSE

Precogs sometimes get spontaneous flashes of events in the immediate future, allowing them to anticipate and react a split second earlier than a normal human. This split second can mean the difference between life and death.

In game terms, Sixth Sense allows the Precog to expend PP to augment their next dice roll. For each PP expended, this roll is improved by +5%. Sixth Sense can be used at any time and is an instantaneous effect.

Sixth Sense - example

Serena the Precog is attacked by thugs in a bad neighbourhood on Proxima II. One of the thugs swings a club at her head.

Serena has 25% in Dodge, but decides to use her Sixth Sense Effect to improve it. Serena has 60% in the Ability and rolls 16 - success! She decides to add 5PP to her Dodge skill, increasing it to 50%. Now she rolls her Dodge skill check - 46. If she hadn't used Sixth Sense, she would have failed. As it is, her Effect allows her to duck under the club swing and make a run for it.

Sixth Sense is a P1 Effect, and requires only the PP allocated to the skill increase.

HINT

The ability to sense basic information concerning a location the Precog will visit in the immediate future. Hint allows the Precog to become aware of the most rudimentary characteristics of a location (e.g. what is beyond a sealed pressure door). In game terms the Keeper will give a basic description e.g. "a brightly lit medium sized room. There are people there".

Hint is a P2 Effect, and requires 1PP to perform (plus any range cost).



RECALL

This Effect allows a Precog to remember events in the recent past that have happened to them with photographic detail. Perhaps recollection of a number plate, or the name on an ID card shown to them earlier in the day.

Recall is a P3 Effect and requires a number of PP equal to the number of hours into the past that the Precog wishes to recall events from. The Ability lasts 60 seconds.

Recall - example

Serena the Precog vaguely remembers that one of the thugs who attacked her was wearing some kind of uniform beneath his scruffy thug clothing, but she cannot remember anything more.

She has 45% in Recall. She rolls a 32 and spends 4PP because it has been almost 4 hours since she was ambushed. Concentrating she recalls the uniform was a miners jumpsuit with a company logo on it - Proxima Incorporated!

FORSEE OUTCOME

This effect allows the Precog to actually see the outcome of an action before doing it, and then choose whether or not to perform this action. The ability is limited to single, immediate physical actions, such as firing a pistol, jumping a pit, sneaking past a guard etc. This ability does not allow a Precog to see the results of more complicated actions, like what would happen if they entered a room, or read aloud from a mythos tome, for example.

If the Precog makes his Effect skill roll before performing an action, they can then choose whether or not to perform the said action dependent on the result of the action skill roll.

Predict Outcome - example

Serena the Precog is confronted with a deep, dark pit, which blocks her progress inside an alien temple. She isn't sure if she can jump across the pit, but it is the quickest way to escape the creatures pursuing her.

Serena has 54% in Foresee Outcome, and chooses to use her power to see if she would make it across the pit if she chose to jump. She rolls 41 - success.

Serena looks into the future, and makes her Jump roll. She has 58 in Jump, but alas rolls a 73. Seeing that attempting to jump across the pit would result in her plummeting to her death, Serena wisely decides to look for

another way out of the temple before her pursuers find her...

Foresee Outcome is a P4 Effect, and requires 3PP to perform.

FORESHADOW

This Effect allows a precog to meditate on the next hour into the future, examining the intricate mass of information covering multiple time lines of possibility.

In game terms it allows the precog to reverse one surprise (Keepers discretion), or re-roll as in Foresee Outcome one failed skill check in the next 1 hour of game time. If the hour expires and the Foreshadow is unused, it is lost.

Foreshadow is a P6 Effect and requires 5PP to perform.

SENSE PRECOG

With this Effect a Precog can sense others of his/her kind using precognitive powers. This is a P7 Effect lasting 60 seconds, and costs 1PP plus any modifiers for range.

BLOCK PRECOG

This Effect allows a Precog to obscure his/her actions being sensed, recalled or predicted by other Precogs. It is a P8 Effect and costs 1PP per 10 minutes obscured, plus any modifiers for duration. If another Precog attempts to view blocked events, they must make a POW vs. POW check.

TOTAL RECALL

This P8 Effect is identical to the P3 Effect Recall, except instead of hours, each PP expended allows a Precog to look a day into the past.

PREDICT FUTURE

This ability allows the Precog to receive portents of the future, usually in the form of waking visions and auditory hallucinations. The portents received normally concern events up to a maximum of 24 hours into the future, though at a Keepers discretion they may foreshadow events months into the future. The further into the future these events, the vaguer they are.

It is up to the Precog player to interpret them. If they are having trouble, a generous Keeper could allow a POWx5% roll for some hints. The Keeper should prepare the information that the Precog receives, as revealing too much can ruin the player's feeling of free-will and limit the Keeper's choices also. The information should be no more than a few words and images.

Prediction is a P8 Effect, and requires 5PP to perform.

PREDICT PATH

This Effect allows an individual to see the future unfold like a movie a few seconds before it actually happens. A skilled Precog can use this information to walk a safe path through events.

In game terms a Precog can augment his/her skills in the same way as the Sixth Sense Ability, only with Predict Path, each PP expended adds +5% to all their skills.

For every combat round Predict Path is used, a POWx3% check must be made. Failure causes the Precog to lose focus on the present, turning the positive modifier negative. Another POWx3% check is required to snap out of this state of mind and cancel the Effect.

Predict Path is a P10 Effect and requires a number of PP as defined by the Precog. The Effect lasts for a number of combat rounds equal to the Precog's PAS.

TELEKINESIS

Telekinesis (TK) is the ability of the mind to influence matter, time, space, and energy without the use of any physical means. It is the Talent that allows objects to be manipulated without physical contact.

The most common Telekinetic Effects are:

ANIMATE SELF

This Effect essentially allows a Telekinetic the power of levitation. PP must be expended equal to the SIZ of the Telekinetic. It must be stressed that this is levitation, not flight. Maximum speed is a rate of 1 metre per strike rank.

Animate Self is a P1 Effect and lasts for up to 5 minutes. Telekinetics rated P6 can move at 2 metres per strike rank. At P12 this increases to 3 metres per strike rank.

ANIMATE OTHER

This P1 Effect covers the basic movement of objects or matter using only mind power. Animate Other is rated by the number of grams weight the Telekinetic can manipulate. Any manipulation is treated as if the person were physically handling the item, but physical danger, pain or other stimuli are not present. Animate Other includes a limited amount of sensory awareness, sufficient to allow

intelligent manipulation. The more powerful the Telekinetic the greater the mass that can be moved. See the table below for details on weight allowance:

PAS: Maximum Mass:

1	Move 1 kilogram
2	Move 10 kilograms
3	Move 25 kilograms
5	Move 50 kilograms
8	Move 100 kilograms
10	Move 250 kilograms
12	Move 500 kilograms

Maximum speed for moving objects is a rate of 1 metre per strike rank. Any one Animate Other feat may last up to 60 seconds. Telekinetics rated P6 can move objects at 2 metres per strike rank. At P12 this increases to 3 metres per strike rank.

AGITATE

This Effect is defined as the agitating of molecules using only the power of the mind. At low power it can warm objects or cause said objects to vibrate. Higher power can cause temporary injuries and at much higher power levels can actually cause objects to combust.

Agitate is a P3 Effect and takes at least 60 seconds, but becomes much more powerful when used by Telekinetics of higher P ratings. The PP cost is equal to the SIZ of the object affected. The maximum mass that can be affected is equal to the Telekinetic's current POW statistic.

So for example a P6 Telekinetic can affect up to a SIZ 15 object/person, but can also choose to affect a smaller sub-area of that SIZ 15 object.

If Agitate is used against a person, a POW vs. POW check is required.

PAS: Effect:

PAS 3 Telekinetic can cause objects to grow warm or cause said objects to vibrate. Worse result on a person is to give them a weird tickly sensation in area affected.

PAS 6 At this level the Telekinetic can cause objects to grow moderately hot - too hot to hold comfortably. If used against a person, it causes a burning sensation on the surface of the skin, temporarily disabling them for 1d6 combat rounds.



PAS 9 At this level the Telekinetic can cause objects to grow very hot - too hot to hold comfortably without taking burn damage. If used against a person, it causes a burning sensation on the skin, causing temporary injuries. If the target person fails a POW vs. POW check they take 1d3 damage to the area affected and are stunned for 1d20-POW combat rounds. This damage is recovered at a rate of 1HP per hour.

PAS 12 The Telekinetic can cause inanimate objects to combust. If used against a person who fails a requisite POW vs. POW check, that person suffers 1st degree burns akin to bad sunburn. The victim takes 1d6 damage to the area affected and is stunned for 1d100-POW combat rounds.

SPATIAL AWARENESS

This ability allows the Telekinetic to perceive their surroundings in a sort of 3 dimensional map, almost like sonar. It will negate blindness, but only details that can be felt can be seen, A telekinetic could see a book, but would be unable to read it. The range of this map is a 1m radius sphere per level on the PAS, with the Telekinetic at the centre.

Spatial Awareness is a P4 Effect and costs 4PP. It lasts for 60 seconds.

IMPACT

Using this ability a Telekinetic can bring into being a ball or wave of force that can cause physical damage when projected at a target. In game terms it is equivalent to a punch (1D3) attack. For each extra PP expended the dice type used increases:

1. 1d3
2. 1d4
3. 1d6
4. 1d8
5. 1d10
6. 1d12
7. 1d20

Range is PAS in metres, which can be augmented at a rate of +1 metre per PP spent. Impact is a P6 Effect. It takes 30 seconds to initiate this Effect.

HOLD

This ability allows a Telekinetic to use psychic power to hold and immobilise an object or person. It can only affect objects of a SIZ equal to or less than their total POW. A POW vs. POW check is required if the target is a living creature. Hold cannot be used to stop

bullets. It is a P6 Effect and costs 1PP per SIZ point affected over and above the Telekinetic's total POW, augmented by range. So for example a Telekinetic with POW 16 can Hold SIZ 16 with a cost of only 1 PP (plus range costs), but every SIZ point over 16 costs an additional PP. This effect lasts 60 seconds.

THROW

Using this Effect a Telekinetic may hurl an object by expending PP equal to the object's SIZ. The object travels at a speed similar to and deals damage typical to a normal thrown object.

ADJUSTMENT

The rarest of the four recognised psychic talents, Adjustment is the ability that allows control of one's own or another's body, through psychic manipulation on a cellular level.

The most common Adjustment Effects are:

HEAL

Wounds and injuries may be healed rapidly using this Effect. Hit Points may be restored by the application of this ability, exchanging 1PP to regenerate 1HP. Body parts that have been maimed or severed cannot be repaired using Heal.

Heal is a P1 Effect, and requires the Adjuster to be in close physical contact with the wounded person. Healing occurs at a rate of 1CR/HP healed.

SUSPEND ANIMATION

Personal body activity may be suspended for varying periods of time. An Adjuster with this Ability may enter a suspended animation state (similar to Cryosleep) by willing themselves into it. Such a state continues for 7 days, without need for food or water, and with minimal air needs. Suspended animation may be stopped at any time by external stimulus.

Suspend Animation is a P2 Effect, and costs 3PP.

ENHANCE STR

Psi Points may be converted into physical strength points on a temporary basis. 1 PP can be converted into 1d3 STR up to a maximum of the Adjuster's current level of Psychic Ability. Enhanced STR takes effect immediately, and lasts for 1d20 minutes (determined in secret by the Keeper), then declines at the rate of 1 STR point per minute until normal levels are reached.

This is a P4 Effect, and requires the Adjuster to be in close physical contact with the recipient of the enhanced strength.

ENHANCE CON

Psi Points may be converted into physical constitution points on a temporary basis. 1 PP can be converted into 1d3 CON up to a maximum of the Adjuster's current level of ability in Adjustment. Enhanced CON takes effect immediately, and lasts for 1d20 minutes (determined in secret by the Keeper), then declines at the rate of 1 CON point per minute until normal levels are reached.

This is a P5 Effect, and requires the Adjuster to be in close physical contact with the recipient of the enhanced constitution.

ENHANCE DEX

Psi Points may be converted into physical dexterity points on a temporary basis. 1 PP can be converted into 1d3 DEX up to a maximum of the Adjuster's current level of ability in Adjustment. Enhanced DEX takes effect immediately, and lasts for 1d20 minutes (determined in secret by the Keeper), then declines at the rate of 1 DEX point per minute until normal levels are reached.

This is a P6 Effect, and requires the Adjuster to be in close physical contact with the recipient of the enhanced dexterity.

TAP

Adjusters with this Effect can actually drain Psi Points from anyone they come into close physical contact with. Once the skill check is made successfully, a POW vs. POW roll is required for every CR that the Adjuster wishes to continue tapping a victim for Psi Points. If this roll is failed, the Adjuster can drain no more Psi Points from the individual for 24 hours. Each round the Adjuster makes his POW check allows 1d6 PP to be drained. If a victim reaches 0 PP, they fall unconscious.

Tap is a P7 Effect, and requires 3 PP to perform.

CURE POSIONING

An Adjuster with this Effect can use their psychic power to neutralize poisons and toxins in their or someone's bloodstream that they are in close physical contact.

If the Adjuster makes their skill roll, they must match their POW against the POT of the poison. If successful they purge the body, and restore 1d3 HP.

Cure Poisoning is a P8 Effect and costs 5PP to perform.

CURE DISEASE

An Adjuster with this Effect can use their psychic power to cure themselves, or someone that they are in close physical contact with, of disease.

The Keeper must assign the disease a POT, and match this against the Adjuster's POW. If successful, after a time equal to the disease's POT in hours, the Adjuster can rid a body of disease.

Cure Disease is a P9 Effect, and requires a number of PP equal to the POT of the disease to perform.

PSYCHIC SURGERY

Adjusters with this ability can reattach recently severed or maimed limbs. The Adjuster must perform this ability within 10 minutes of the limb being maimed or severed, and must expend enough PP equal to the amount required to bring the limb back into positive HP. Psychic Surgery is a P9 Effect.

REGENERATE

Powerful Adjusters are able to use their powers grow new limbs to replace lost ones. To perform this Ability takes a long time, requiring the Adjuster to perform this ability once per day for a number of days equal to the number of HP possessed by the missing limb.

Regeneration is a P10 Effect, and costs 10PP per day to perform.



APPENDIX A: GLOSSARY

Term:	Description:
Effect	Each Psychic Talent has a number of Effect that the Psychic can produce.
Psychic Ability Scale (PAS)	The scale introduced by the Metasensory Administration to categorise levels of psychic power possessed by an individual. The official scale runs from P1 through to P12.
Psychic Talent / Talent	Type of psychic ability. There are 4 recognised Talents: Telepathy, Precognition, Adjustment and Telekinesis.

APPENDIX B: RANGE CHART

Cost:	Range:	Description:
00	Close:	In physical contact; touching.
01	Short:	At sword or polearm point; approximately 1-5m.
02	Medium:	At pistol range; from 6-50m.
04	Long:	At rifle range; from 51-250m.
08	Very Long:	At extreme range; from 251-500m.
16	Distant:	Beyond normal contact; from 500-5000m.
20	Very Distant:	Out of sight; from 5-50km.
24	Regional:	From 50-500km.
28	Continental:	From 500-5000km.
32	Planetary:	From 5000-50,000km.

APPENDIX C: PSYCHIC EFFECTS QUICK REFERENCE

TELEPATHY

PAS:	Effect:	Duration / Time Taken:	PP Cost:
1	Shield	Constant	n/a
1	Sense Life	60 seconds (12CR)	1
2	Telempathy	60 seconds (12CR)	1
4	Read Surface Thoughts	60 seconds (12CR)	2
5	Project Thoughts	120 seconds (24CR)	2
6	Suggestion	120 seconds (24CR)	3
6	Probe	600 seconds (120CR)	4+Range
8	Assault	5 seconds (1CR)	5+Range
9	Compulsion	60 seconds (10CR)	9+Range
10	Mass Assault	5 seconds (1CR)	10+Range
10	Mind Wipe	30 seconds (6CR)	Variable
12	Read Psychic Imprint	1d6 minutes	12

PRECOGNITION

PAS:	Effect:	Duration / Time Taken:	PP Cost:
1	Sixth Sense	Instant	Variable
2	Hint	60 seconds	1+Range
3	Recall	60 seconds	Variable
4	Foresee Outcome	5 seconds (1CR)	3
6	Foreshadow	1 hour	5
7	Sense Precog	30 seconds (6CR)	1+Range
8	Block Precog	Variable	Variable
8	Total Recall	60 seconds	Variable
8	Predict Future	6 hours REM sleep	5
10	Predict Path	Up to PAS in CR	Variable

TELEKINESIS

PAS:	Effect:	Duration / Time Taken:	PP Cost:
1	Animate Self	5 minutes	PP = to SIZ
2	Animate Other	60 seconds	PP = to SIZ +Range
3	Agitate	60 seconds	PP = to SIZ +Range
4	Spatial Awareness	60 seconds	4
6	Impact	30 seconds	Variable + Range
6	Hold	60 seconds	Variable + Range
7	Throw	Instant	PP = to SIZ +Range

ADJUSTMENT

PAS:	Effect:	Duration / Time Taken:	PP Cost:
1	Heal	5 seconds (1CR)/HP	1/HP
2	Suspended Animation	7 days	3
4	Enhance STR	1d20 minutes	1/1d3
5	Enhance CON	1d20 minutes	1/1d3
6	Enhance DEX	1d20 minutes	1/1d3
7	Tap	60 seconds	3+Range
8	Cure Poisoning	120 seconds	5
9	Cure Disease	POT in hours	POT in PP
9	Psychic Surgery	5 seconds (1CR)/HP	HP healed
10	Regenerate	Variable (see description)	10

APPENDIX D: THE PSYCHIC POWER FUMBLE TABLE:

D100 Result:

01-02	Investigator loses 1 POW. This loss is permanent, and reduces all dependants on this characteristic.
03-06	Permanent Loss of SAN. The Investigator Loses 2d10 SAN Points from maximum SAN score.
07-09	Temporary loss of all psychic ability for 2d6 hours.
10-17	Temporary loss of all psychic ability for 1d6 hours.
18-30	Splitting migraine causes all psychic abilities to be reduced to half their normal value for 1d4 hours.
31-35	Temporary Loss of SAN. The Investigator Loses 1d4 SAN Points.
36-40	Temporary Loss of all PP. Investigator stunned. PP can be regained in the normal way.
41-45	Temporary loss of random psychic ability for 1d6 rounds.
46-53	Investigator collapses and is unconscious for 1d3 minutes.
54-61	Investigator collapses and is unconscious for 1d3 hours
62-69	Temporary Loss of POW. The Investigator loses 1d4 POW.
70-77	Temporary Loss of POW. The Investigator loses 1d10 POW.
91-95	Investigator collapses and is unconscious for 1d3 hours.
95-97	Permanent Loss of SAN. The Investigator Loses 1d10 SAN.
98-00	Permanent Loss of SAN. The Investigator Loses 2d6 SAN Points.

COMBAT

THE COMBAT ROUND

A standard combat round in Cthulhu Rising is approximately 5 seconds long. The rules for combat in Cthulhu Rising are identical to those found in the Call of Cthulhu rulebook, with the following optional additions:

DEX MODIFIERS

The following modifiers should be applied when calculating when a Player Character (PC) acts during the combat round:

Description:	DEX Modifier:
Surprised by an enemy	-3
Drawing a weapon	-3
Altering intent -	-3

MOVEMENT DURING COMBAT

Most humans can move 4 metres during a combat round. At this speed, an individual can still dodge some hazards, and have time left over to do some fighting of their own. A PC who wishes to do nothing but run and to avoid obvious obstacles in their direct path can move up to 8 metres during a combat round.

COMBAT ACTION RESULTS

ATTACK

A PC can make a number of missile attacks dictated by his/her weapon of choice. In melee, he/she can make one attack, and one parry during a combat round, unless their skill is greater than 100%.

PARRY

One parrying weapon can be used against one attack.

DODGE

Each point of ENC carried reduces Dodge skill by 1%. Dodge is effective in evading physical blows, thrown missiles, attacks from ambush and so forth. If an attack can be seen, a PC can try to dodge it. Against firearms a defender can try to dodge only the first shot or burst fired at him/her in a combat round.

Attempting to dodge damage from an area effect weapon is allowed at individual Keeper's discretion dependant on the situation. A spot rule would be to allow a successful Dodge check result in a PC only taking partial damage from the attack.

COMBAT ACTION RESULTS TABLE

Success:	Result:
<i>Critical:</i>	Attack does maximum possible damage, plus any modifier, ignoring armour. If a burst from an automatic weapon, only first hit deals this critical damage. Target suffers automatic Knockback (see later).
<i>Special:</i>	Attack does normal damage plus any modifier. Impaling weapons (bullets, thrusting weapons) deal double rolled damage plus any modifier. If a burst from an automatic weapon, only first hit deals this impaling damage. Target suffers automatic Knockback (see later).
<i>Normal:</i>	Weapon does normal damage. If damage is greater than target's SIZ, then target suffers Knockback.
<i>Failure:</i>	No damage.
<i>Fumble:</i>	No damage. Attacker suffers effects of roll on Fumble table (see later).

Some spot rules for firefights...

RANGE MODIFIERS

Once all of the targets modifiers have been calculated, this is then multiplied by according to the targets range on the following table. Long Range extends out to the weapons listed Maximum Range. If the weapons Maximum Range is less than that listed on the table below use the Maximum Range given with the weapon description/statistics.

	PB	C	E	L
	x2	x1	x1/2	x1/4
Hand Gun	5m	10m	20m	30m
SMG	10m	20m	40m	100m
Shotgun	5m	15m	30m	50m
Rifle	10m	50m	100m	300m
Machine Gun	15m	100m	500m	750m
Heavy Wpns	10m	100m	200m	500m
Energy Wpns	5m	25m	50m	100m
Grenades	10m	20m	50m	
Rifle Grenade	-10m	50m	100m	

PB: Point Blank **E:** Effective
C: Close **L:** Long

Additionally, combat at ranges closer than 10m-15m tends to be very fast, furious and frantic. The Point Blank range modifier only applies if the firer is taking the normal requirements to aim and squeeze off a shot, otherwise the modifier is counted as Snap Firing at x1. A shooter benefiting from the x2 PB bonus gets to fire after everybody else Snap Fires regardless of DEX.

RATE OF FIRE (ROF)

Rate Of Fire or 'ROF' is the frequency at which a specific weapon can fire or launch its projectiles. In game terms ROF is the number of times per combat round the weapon can be fired. During a combat round Keepers should rotate through the combatants in order of highest to lowest DEX until all weapons have expended their ROF.

FIRE MODE

This refers to the type of fire modes available with a given weapon. In the late 23rd century, virtually all kinetic based weapons are at least semi-automatic. Types of fire mode include:

Pump Action

A pump-action rifle or shotgun is one in which the handgrip can be pumped back and forth in order to eject and chamber a round of ammunition. The 30mm grenade launcher on the M29 Tactical Assault Rifle is a good example of a pump action weapon.

Semi Automatic

A semi-automatic firearm is a weapon that requires only a trigger pull for each round that is fired. For example, if someone were to shoot ten rounds from a semi-automatic pistol, the trigger would need to be pulled ten times (once for each round fired).

Automatic

Firearms with the capability to fire bursts of more than one round per pull of the trigger, such as the M29, are generally considered to be automatic. Such weapons are usually equipped with selective fire mode, enabling the user to switch between various automatic and semi-automatic fire modes.

Fully Automatic

A fully automatic firearm will continue to fire as long as the trigger is held or until it runs out of ammunition. Most fully automatic weapons also have a selective fire mode enabling burst fire.

Selective Fire

A selective fire firearm can be fired in both

semi-automatic and a number of automatic modes by means of a selector. Many selective fire weapons utilise burst fire mechanisms that limit the maximum or total number of shots fired when in this mode.

SINGLE SHOTS

As stated earlier, the ROF of a weapon gives the total number of single shots or bursts a PC can squeeze of in one combat round.

SNAP FIRE

Unless a PC states he/she is aiming (see below), all weapons fire during a combat round is counted as Snap Fire - unprepared reactive fire during the heat of battle. Snap Fire does not gain the x2 range modifier at Point Blank range.

AIMED SHOTS

An aimed shot allows the PC to hit a specific hit location on his/her designated target. If declared during combat, the PC waits until the end of the combat round and then fires. If a PC wishes to make an aimed shot at another time (e.g. sniper fire) the PC aims for a stated number of combat rounds, then fires on his/her usual DEX using the above rules but with a +10% bonus to his/her skill for every combat round spent aiming, up to a maximum of +30%.

DOUBLE TAP

Only PCs with a combat skill above 50% can use the Double Tap rule. It allows a PC to fire two shots into a target almost simultaneously. The first shot is fired as normal. The second shot comes a second later, and the chance to hit is the PCs combat skill minus the actual roll made for the first shot. As both shots are fired in quick succession they both hit the same hit location.

Double Tap Example

Sergeant Cleaver has a rifle skill of 80%. He is faced with an armed opponent who is about to shoot a hostage. Cleaver decides to Double Tap him. On his first shot Cleaver get a 27, so his chance to hit with his second shot is (80 - 27) 53%.

Double Tap can only be used with weapons that have a Semi Automatic Fire Mode e.g. Handguns and Rifles.

FIRING BURSTS

Automatic and Fully Automatic weapons can fire in bursts. The firing of multiple rounds increase a PCs chance of hitting a target. For each additional shot fired in a burst, the A%



risers by 3%. However, this modifier cannot raise an A% higher than double the skill. This modifier only applies if a target is within the Point Blank/Close range bands.

Roll once for all attacks against a single target. If the attack succeeds, roll to see how many shots hit the target. A Special success means that at least half the burst automatically hits (the player should still roll to see if more than half the burst hits). Only the first shot impales if an Special is rolled. Energy weapons cannot impale. A Critical success means that the entire burst hits the target. Only the first shot does Critical damage.

Firing a burst increases the weapon's malfunction chance by 3%.

Firing a burst from an automatic weapon at a closely packed group of targets allows the PC to roll 1d3+1 to see how many targets the bullets are split between. It is nigh on impossible to hit a specific target in a group without the risk of injuring others around the target.

SUPPRESSING FIRE

If a PC has a weapon capable of fully automatic fire, he/she can declare that he/she intends to put down suppressing fire. In effect, they spend an entire round firing their weapon into a designated zone. Anyone caught in this area is suppressed. If they wish to move from cover, they will be hit by a burst from the weapon.

PANIC FIRE

An armed PC who fails a SAN check during combat automatically performs this action. It can also be declared voluntarily at the Keeper's discretion. Panic fire halves the hit chance, and doubles the malfunction chance, but allows a PC to fire continually until their weapon is empty.

THE MALFUNCTION

If this happens, roll 1d100. A result of 01-50 indicates the weapon jams, overheats, or fails in some way. Roll appropriate weapon skill or mechanical/electronics (depending on tech of weapon) to fix the weapon. This takes 1d6 rounds. If the repair roll is fumbled, the weapon is useless until stripped. If the result of the 1d100 roll is 51 or higher, roll on the missile weapon fumble table at the end of this chapter.

AREA EFFECT WEAPONS

Certain weapons deliver explosive or burning

damage. Damage delivered for such weapons is calculated as follows: Roll the weapon damage and match it against the target's armour. If the damage overcomes the armour rating, the full rolled damage is inflicted to the target's total HP, with damage deducted equal to half the armour rating (rounded up). If the armour succeeds, the armour protects fully, but damage is still to total HP. A Critical success protects the target from all but 1HP worth of damage.

ARMOUR PENETRATION

All projectile weapons in Cthulhu Rising have an armour Penetration Value (abbreviated to PV). This value is subtracted from a target's armour points before calculating damage. For example a weapon with a Penetration Value of +2 would ignore the first 2AP of whatever it is fired at.

Area effect weapons only apply the Penetration Value to direct hits - e.g. if a vehicle is hit by a rocket, the Penetration Value is applied vs. the vehicle's armour. Any troops next to the point of impact caught in the blast would get full benefit from any armour they are wearing.

ATTACK MODIFIERS

All effects are cumulative, but no matter how many negative modifiers apply, never reduce the attack chance below 05%.

+25%	Target helpless
+20%	Target surprised during non-combat or knocked down.
+10%	Target surprised during combat.
+10%	Attacking from behind target.
+10-30%	Prepared attack (1-3 combat round delay to aim just right)
+10%	Attacking from above target.
+05%	Per 10 SIZ points that the target is over 20.
-75%	Target cannot be seen, or sensed in any way.
-20%	Attacker has been knocked down.
-10%	Target moving (only applies to missile weapon attacks).
-10%	Per SIZ point which target is below SIZ 4
-10%	Attacker is riding in/on a moving vehicle.

HUMANOID HIT LOCATIONS

1. Melee

D20	Body Area	Description
01-04	Right Leg	RL from hip to foot
05-08	Left Leg	LL from hip to foot
09-11	Abdomen	Hip to just under floating ribs
12	Chest	Floating ribs to neck and shoulders
13-15	Right Arm	Entire right arm
16-18	Left Arm	Entire left arm
19-20	Head	Neck and head

2. Missile:

D20	Body Area	Description
01-03	Right Leg	RL from hip to foot
04-06	Left Leg	LL from hip to foot
07-10	Abdomen	Hip to just under floating ribs
11-15	Chest	Floating ribs to neck and shoulders
16-17	Right Arm	Entire right arm
18-19	Left Arm	Entire left arm
20	Head	Neck and head

DAMAGE RESULTS

A PC falls unconscious if they only have 1 or 2 total HP remaining, unless they make a CONx5% roll each combat round.

At zero total HP, a PC will die in a number of combat rounds equal to their CON, unless they receive emergency medical attention.

If a PC has been reduced to negative total hit points, but it is still less than or equal to their CON, a generous Keeper can allow medics to take heroic measures to save the dying individual. The dying PC will continue to lose 1 HP each combat round, until it either exceeds their CON, at which point they expire, or until they are restored to positive hit points.

Player Characters revived in this manner are critically ill, and incapable of performing any actions for 20-CON days.

DAMAGE EQUALS OR EXCEEDS LOCATION HP

Location:	Result:
Head:	PC unconscious. Make CONx5% or lose 1HP/combat round due to blood loss/tissue trauma. Blood loss stops or PC can be heroic if CONx1% rolled.
Chest:	PC falls. Cannot fight. Can crawl, perform First Aid on self. Make CONx5% or lose 1HP/combat round due to blood loss/tissue trauma. Blood loss stops or PC can be heroic if CONx1% rolled.
Abdomen:	Both legs useless. PC falls. May fight from ground. May First Aid self. Make CONx5% or lose 1HP/combat round due to blood loss/tissue trauma. Blood loss stops or PC can be heroic if CONx1% rolled.
Arm:	Limb useless. Drop any item held. Continue standing unless Knockback. May First Aid self.
Leg:	Limb useless. PC falls. May fight from ground. May First Aid self.

DAMAGE EQUALS OR EXCEEDS DOUBLE LOCATION HP

Head, Chest or Abdomen:

C unconscious. Lose 1HP/combat round. No CON roll, heroic action or anything else.

Limb:

Limb is maimed or severed. PC is unconscious. Lose 1HP/combat round. CONx1% will allow a PC a heroic action, but will not stop blood loss. Limb must be healed to positive HP within 10MR or lost permanently. No more than double location HP can be done as damage to total HP.

OTHER COMBAT ACTIONS

GRAPPLING/WRESTLING

Match PCs STR+DEX against STR+DEX of opponent on resistance table. Success allows a PC to perform one of the following actions:

Immobilize Foe

STR vs. STR on resistance table to immobilise foe. Failure means PC maintains grip, and foe must win next rounds grappling/wrestling to shake themselves free.

Throw Foe

Attackers STR+DEX vs. Defenders SIZ+DEX on

resistance table. Success means opponent thrown, and must make a DEXx5% roll or suffer 1d6 damage to random hit location.

KNOCKBACK

Every 5 points of damage in excess of target SIZ knocks the target back 1 metre. Target will fall unless DEXx5% roll is successful. A Special hit automatically knocks a target back 1m regardless of SIZ.

Knockback Into Solid Objects

Target suffers additional 1d6 damage per metre travelled.

Knockback into Small Objects/People

Primary and Secondary targets must both make DEXx5% rolls or both suffer 1d6 damage per 5m travelled by Primary target.

Intentional Knockback

Also known as tackling/shoulder barging. Match attackers STR+SIZ vs. SIZ+DEX of target on resistance table. If successful, treat attackers STR+SIZ as damage for calculating Knockback. Failure means attacker knocked back as if defenders STR+SIZ is weapon damage.

Unarmed Combat/Martial Arts

If melee attack is below actual skill and Unarmed Combat skill, they roll double damage dice. E.g. Fist attacks do 2d3 instead of normal 1d3.

SUBDUAL

In the movies, the usual technique for knocking an opponent out with a single blow is via a swift strike to the head using a blunt object like a club or pistol butt.

An attacker wishing to subdue an opponent must state the intention at the beginning of the combat round, and must be in a position to strike the victim in the head, either through surprise (a Keeper should determine if the attacker has element of surprise), or by virtue of the victim being immobile in some fashion.

The attacker rolls his attack and damage as usual, then matches the result against the opponents' current total hit points on the resistance table. Success means the victim has been knocked unconscious for a period determined on the table below:

UNCONSCIOUSNESS PERIOD

Damage:	Unconsciousness:
1	1 minute (6MR)
2	2 minutes (12MR)

3	4 minutes (24MR)
4	5 minutes (30MR)
5	15 minutes (90MR)
6+	30 minutes (180MR)

After the given time, the victim revives with a splitting headache but will only have taken 1 HP damage to their head and total hit points.

ZERO G COMBAT

Virtually all weapons involve some form of recoil, and in a zero-G environment this recoil can disorient or render helpless individuals not trained to compensate for it. When fighting in a zero-G environment, any individual has a chance of losing control of their movement/position each combat round. Use of the Zero-G Combat skill is required. Roll this skill to avoid losing control and apply the following modifiers. All effects are cumulative unless stated otherwise, but no matter how many negative modifiers apply, never reduce the attack chance below 05%.

+10%	Wearing powered armour (increase to +25% if Powered Armour skill check made successfully)
+05%	Per point of DEX over 15.
+25%	Using a handhold.
-20%	Firing a weapon with 'normal' recoil.
-10%	Firing low-recoil (zero-G) weapon. This modifier replaces the one above rather than being cumulative.
-30%	Striking in hand to hand combat

ARMOUR

ENCUMBRANCE PENALTY

Armour encumbrance applies a skill penalty to any skill where the DEX characteristic is used to calculate the Skill Category Modifier. Skill Categories included are: Agility based skills; Manipulation based skills; Stealth based skills and Weapon skills.

Armour Type:	Penalty:
Personal Body Armour	-02%
Riot Armour	-05%
Combat Armour	-10%
Battle Armour	-15%
Stealth Assault Suit	-03%
Powered Armour	-20%
Energy Armour	-05%

DAMAGE

Each time armour is breached by a damage roll equal to or greater than the armour rating or more, the armour has lost some of it's

protective capability in the relevant hit location (-1AP). High Energy Weapons such as plasma weapons reduce protective capability by -2AP each time armour is breached.

DAMAGE IN HAZARDOUS CONDITIONS

If an armoured suit is not able to self-seal and the breach occurs in low pressure, hazardous or vacuum conditions, the wearer must seal

the breach as soon as possible. Every suit has a standard supply of emergency patches. Patching armour requires a Vacc Suit skill roll. If the first attempt fails, each further attempt is at a cumulative -5%. Every three seconds means a loss of 10% of the suits air. Damage from exposure to low pressure or vacuum conditions is at the Keeper's discretion.

MISSILE WEAPON FUMBLES

D100 Result

01-10	Lose next attack
11-20	Lose next 1d4 attacks
21-30	Lose next 1d3 melee rounds for any activity
31-40	Drop weapon at feet. Take rest of round to recover
41-50	Fall to ground, dropping whatever was in hands at time
51-60	Vision impaired: lose 50% for all attack chances for 1d3 melee rounds
61-65	Vision blocked: cannot see for 1d3 melee rounds
66-70	Drop weapon: weapon lands 1d6 metres distant
71-73	Weapon jam irreparable: weapon useless
74-80	Hit self: Do impaling damage.
81-85	Hit self: Do critical damage.
86-89	Hit nearest friend: do regular rolled damage. If no friend is near, apply as per entry #71-73
90-92	Hit nearest friend: do impaling damage. If no friend is near, apply as per entry #74-80
93-94	Hit nearest friend: do critical damage. If no friend is near, apply as per entry #81-85
95-98	Ammunition explosion/hit self: do maximum rolled damage.
99-00	Blow it badly. Roll 3 times on this table and apply all results

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HARDWARE

MÊLÉE / HAND TO HAND WEAPONS

Mêlée generally refers to disorganised close combat involving a group of fighters. A mêlée ensues when groups become locked together in combat with no regard to group tactics or fighting as an organised unit; each participant fights as an individual. The definition of hand to hand combat is usually when Close Quarters Battle (CQB) or close quarters combat (CQC) becomes too close for the safe use of projectile weapons.

The base skill with all 1H Blades is 15%.
 The base skill with all 2H Blades is 10%
 The base skill with all Club type weapons is 25%.

Weapon:	Damage:	Range:	Ammo:	Fail:	Skill:	Cost:	Avail:
Combat Knife	1d4+2	10m	n/a	n/a	1H Blade	25	A
Blade	1d6+1	n/a	n/a	n/a	1H Blade	60	A
Sword	1d10+1	n/a	n/a	n/a	1/2H Blade	100	A
Chainsaw	2d6+2	n/a	n/a	00	Chainsaw	300	A
Vibro Blade	2d8	n/a	n/a	00	2H Blade	450	A
Baton/Club	1d6	n/a	n/a	n/a	Club	50	A
Stun Baton	2d6+6 vs. CON	n/a	256	00	Club	500	A
Hatchet	1d8+1	n/a	n/a	n/a	Club	40	A

HAND GUNS

Pistols are hand held weapons without a shoulder stock designed to be held in the hand when used. This characteristic differentiates handguns as a general class of firearms from their larger cousins.

The base skill with all handguns is 20%. The skill group is *Handgun*.

Weapon:	Action:	ROF:	Damage:	PV:	Range:	Ammo:	Fail:	Cost:	Avail:
Body Pistol 6mm	SA	3	1d6+1	0	30m	10	99	300	B
Auto Pistol 8mm	SA	3	1d8	0	40m	15	99	500	B
Auto Pistol 10mm	SA	3	1d10	0	50m	20	99	750	B
Heavy Pistol 12mm	SA	3	1d10+2	0	50m	20	99	900	B
Revolver 8mm	SA	3	1d8	0	50m	6	00	400	B
Revolver 10mm	SA	3	1d10	0	50m	6	00	500	B
Revolver 12mm	SA	3	1d10+2	0	50m	6	00	600	B
Taser Pistol	SA	3	2d6+10vCON	0	15m	5	99	500	A
Zero-G Pistol	SA	3	1d8	0	50m	8	99	1000	B

SHOTGUNS

A shotgun is a smoothbore or rifled firearm typically used to fire a number of small spherical pellets called shot, or single solid projectiles called slugs.

The base skill with all shotguns is 30%. The skill group is *Shotgun*.

Weapon:	Action:	ROF:	Damage:	PV:	Range:	Ammo:	Fail:	Cost:	Avail:
Pistol Shotgun	SA	3	2d6+1/1d6+1	0	15m	3	99	250	A
Single Barrel Shotgun	SA	1	3d6/1d6	0	20m	1	00	300	A
2x Barrel Shotgun	SA	2	3d6/1d6	0	20m	2	00	400	A
Pump Action Shotgun	SA	2	3d6/1d6	0	20m	5	00	500	A
Combat Shotgun	SA	3	Varies:	0	50m	30	99	800	B
			Baton: 1d6 + 3d6 stun; Shot: 3d6 at 10m or less, 2d6 at 11m+ Solid Slug: 3d6+3 at 10m or less, 2d6+2 at 11m+						
Riot Gun	SA	3	Varies:	0	50m	10	99	1000	B
			X-Baton: 1d6+1 lethal / 3d6+6 stun; Gas: 1d6 + POT of gas; Shock 4d6+6 stun / 1d6 lethal						

RIFLES

A rifle is a semi-automatic or automatic firearm that is shoulder fired i.e. involving a stock braced against the shoulder. This includes SMG's and pistols with an attached (and used) stock. Rifles used to have a helical groove or pattern of grooves ("rifling") cut into the barrel walls to impart spin around an axis corresponding to the orientation of the weapon. Modern weapons in this class are smooth bore, using fin or magnetically stabilised projectiles. Note: Though not actually classified as a rifle, in Cthulhu Rising submachine guns use the Rifle skill.

The base skill with all rifles is 10%. The skill group is *Rifle*.

Weapon:	Action:	ROF:	Damage:	PV:	Range:	Ammo:	Fail:	Cost:	Avail:
Carbine 5mm	SA/A10	3	1d10	2	250m	40	99	900	C
Air rifle 5mm	SA	3	1d10	0	200m	20	99	700	A
Hunting Rifle 7mm	SA	2	2d6	2	500m	5	99	1200	B
Assault Rifle 5mm	SA/A10	3	1d10	4	400m	40	99	2500	B
Shock Rifle	SA	3	Variable	0	25m	100	99	1500	B
stun charge setting from 2d6+10 - 4d6+10									
Combat Rifle 8mm	SA/A10	3	1d10	4	850m	50	99	1750	B
Tactical Assault Rifle	SA/A10	3	See ammunition table		1000m	95/90	99		C
Gauss Rifle 6mm	SA	3	2d6+2	6	1260m	30	99	5000	C
Zero-G Rifle 7mm	SA/A5	3	2d6	0	500m	40	99		C
Submachine Gun 8mm	SA/A10	3	1d8	0	100m	40	00	1000	C
Submachine Gun 10mm	SA/A10	3	1d10	0	100m	50	00	1500	C

MACHINE GUNS

A machine gun is a fully-automatic mounted or portable firearm, usually designed to fire rifle ammunition in quick succession from an ammunition belt or large-capacity magazine, typically at a rate of several hundred bullets per minute. Automatic weapons with a calibre of 20mm or greater are generally referred to as autocannons rather than machine guns.

The base skill with all machine guns is 10%. The skill group is *Machine Gun*.

Weapon:	Action:	ROF:	Damage:	PV:	Range:	Ammo:	Fail:	Cost:	Avail:
Light Assault Gun									
20mm	SA	3	See ammunition table		1100m	90	97	6500	C
10mm	SA/A10	3	3d6+2	8	550m	10	97		
Squad Support Weapon	A10/FA	3	See ammunition table		1200m	200	97	3500	C
Mini Gun 5mm	FA	3	2d6	4	500m	200	00	6000	C

HIGH ENERGY WEAPONS

Plasma-based weaponry is a group of weapons designed to use high-energy ionized gas or plasma, typically created by superheating lasers or superfrequency devices. Though ship and vehicle mounted plasma weapons first appeared in the late 22nd century, the technology to make man portable plasma-based weaponry would remain expensive enough to make their use prohibitive until the mid-23rd century.

The base skill with all high energy weapons is 10%. The skill group is *High Energy Weapons*.

Weapon:	Action:	ROF:	Damage:	PV:	Range:	Ammo:	Fail:	Cost:	Avail:
Phased Plasma Gun	SA	3	Low: 2d6+2 High: 3d6+3	6 8	300m	64 32	97	10000	C
Phased Plasma Repeater	SA/A10	3	2d6+2	6	300m	256	97	15000	C

HEAVY WEAPONS

The heavy weapons category includes portable grenade launchers, large calibre MLA weapons such as railguns and coilguns, autocannons, rockets and missiles.

The base skill with all heavy weapons is 10%. The skill group is *Heavy Weapons*.

Weapon:	Action:	ROF:	Damage:	PV:	Range:	Ammo:	Fail:	Cost:	Avail:
Rail Gun	SA	1	2d10+4	10	1500m	5	98	20000	C
Grenade Launcher	SA	2	See grenade table		100m	10	97	2000	C
Disposable AT Missile	SS	1	HEAP munition deals 4d6 to all in a 3m radius of explosion.	10	1200m	1	99	3000	C
Disposable Smart Missile Launcher	SS	1 / 2	HEAP munition deals 3d6+6 to all in a 3m radius of explosion.	15	3000m	1	99	5000	C
Disposable Heavy Missile	SS	1/4	Warheads: HE: 8d6 to all in 3m radius of strike. FAE: 4D6 to all in 50m radius of strike. See special rules for FAE. Tac-Nuke: All within 100m radius of GZ vaporised. 100m beyond that takes 10d6 damage. 100m beyond that takes 5d6 damage.	15	10km	1	99	20000	X
Disposable Surface to Air Missile	SS	1/2	5d6 to all in 3m radius of strike	+12	10km	1 missile	99	8000	C
Disposable Long Range Surface to Ground Missile	SS	1/4	All caught in blast killed.		30km	1 missile	99	15000	X
Disposable Surface to Orbit Missile	SS	1/2	10d6 to all in 5m radius of strike	+12	100km	1 missile	99	20000	C

KEY TO WEAPON TABLE HEADINGS

Heading	Description
<i>Weapon:</i>	Name and (where appropriate) calibre of the weapon
<i>Action:</i>	SA: Semi-Automatic; A: Automatic - the number following is max burst; FA: Full Automatic - full automatic weapons are capable of suppressing fire; SS: Single Shot; PA: Pump Action.
<i>ROF:</i>	Rate Of Fire - number of times weapon can be discharged in a combat round.
<i>Damage:</i>	Damage dice. Where v is shown, it means damage is variable, and will be explained in the relevant footnote
<i>PV:</i>	Penetration Value
<i>Range:</i>	Maximum weapon range
<i>Ammo:</i>	Ammunition capacity
<i>Fail:</i>	Fail chance
<i>Cost:</i>	Typical cost of weapon in EuroDollars (E\$)
<i>Avail:</i>	Availability modifier. See the rules about availability of weapons

AMMUNITION TYPES TABLE

Type:	Damage:
10mm SLAP (Standard Light Armour Piercing)	2D6 - Penetration Value +3
10mm APE (Armour Piercing Explosive)	2D6+2 - Penetration Value +2 (10mm sabot, 5mm Teflon coated ceramic fragmenting explosive core round)
10mm HVAP (Hyper Velocity Armour Piercing)	1D6 - Penetration Value +6. (10mm Discarding Sabot, 3mm hyper dense gravidium penetrator)
10mm SAFE (Space Artificial Facility Explosive)	2D6 - Penetration Value +0. Maximum armour penetration 4, still damages armour as normal. Fires a lightly sleeved low velocity explosive round, impact fused. Designed for use in artificial space habitats, etc.

GRENADE TYPES TABLE

Grenade Type:	Damage:
Baton	Baton rounds deal 1d6 physical damage plus 3d6 stun damage and cannot impale.
Frag	Damage to those within 1 metre of the detonation is 3d6 to three random hit locations. The number of hit locations affected is reduced by 1 for every 2 additional metres away from blast.
Gas	Roll CON vs. CON 12 or incapacitated and lose 1 CON/hr until treated.
HE	Damage within 1 metre of the blast is 2d6+6 to a random hit location. At 2m it is 1d6+6, and 3m from the blast 2d6.
Incendiary	Anyone caught in the area of effect takes damage to a maximum of 3 hit locations, this number reducing by 1 for each metre away from burst point. Damage to each hit location is 3d6, and is cumulative, reducing at a rate of 1d6 per round.
Proximity	Usually combined with Frag or HE. Warhead explodes at set distance from target, generally 1-5m
Smoke	No damage. Covers a volume 3m in radius in obscuring smoke, blocks normal and IR radiation. Duration depends on atmospheric conditions generally at least 30 seconds.
Starshell	No damage, though if fired at someone, will do 1d6 burning damage.
Stun	Roll CON vs. intensity 2d6+6 or stunned for 1d6 rounds.

AVAILABILITY

Restricted or illegal weapons can sometimes be obtained via the Black Market. Items obtained in this manner will often have a hefty price mark-up on their actual market value. See the table below.

	Example:	Price:	Time:	Streetwise:
A	Freely available unrestricted item available at listed price and generally easy to find on high street of any city.	x1	No wait	+15%
B	Limited availability as a permit / licence and background check are required	up to x5	24 hours (EST)	+/-0%
C	Restricted availability (e.g. military hardware), limited permits and licensing required, hard to source, requiring persistent effort and expense.	x3 - x10	1 week (EST)	-15%
X	Totally illegal items, some of which even governments would think twice about owning them. Nuclear weapons included.	x10+	1 month (EST)	-30%

Availability Rating

Before restricted or illegal weapons can be obtained, the Keeper must check (or assign) the availability rating of the weapon, which affects the overall difficulty of acquiring the goods.

Price

Once the availability of the item is assigned, the price mark-up above the actual market value can be seen. For example, an Investigator wanting to buy a pistol (small arm) would pay x1.5% to x5% of its actual value. At the Keeper's discretion, the Bargain skill can be used to lower the price.

Time

Goods bought on the Black Market don't just magically appear - there is usually a time period required for the seller to 'obtain' said items for the Investigator. This usually ranges from 24 hours to a month.

COSTS AND EQUIPMENT

EQUIPMENT CATEGORIES

Prices given below are standard prices - the Keeper may apply modifiers depending on availability. For example, on agricultural worlds where most of the economy is devoted to intensive agriculture, most manufactured goods are imported and therefore more expensive than normal.

ARMOUR

ITEM	PRICE (E\$)
Personal Body Armour	E\$300
Riot Armour	E\$1500
Combat Armour*	E\$10,000
Battle Armour*	E\$30,000
Powered Armour Suit*	E\$50,000

*Certain types of armour are either restricted to Investigators who have chosen the Police Officer or Soldier Occupation, or strictly military issue only, and can only be obtained on the Black Market.

CLOTHING, MEN'S

ITEM	PRICE (E\$)
Tailored made to measure suit	E\$800+
Expensive off the peg suit	E\$500
Standard off the peg suit	E\$300
Cheap off the peg suit	E\$150
Designer casual clothes	E\$300
Decent casual clothes	E\$150
Cheap casual clothes	E\$50

CLOTHING, WOMEN'S

ITEM	PRICE (E\$)
Tailored evening wear	E\$1000+
Designer evening wear	E\$750
Standard evening wear	E\$300
Cheap evening wear	E\$150
Designer casual clothes	E\$500
Decent casual clothes	E\$150
Cheap casual clothes	E\$50

COMMUNICATION DEVICES

ITEM	PRICE (E\$)
PDA/Phone	E\$30
Tactical ComLink	E\$200
Medium Range ComLink	E\$500
Long Range ComLink	E\$750
Portable SATCOM unit*	E\$5000
Laser ComLink	E\$300
Translator	E\$1500

*SATCOM units are strictly military issue only, and can only be obtained on the Black Market.

ELECTRONICS

ITEM	PRICE (E\$)
Compad, average	E\$500
Compad, expensive	E\$800
Data Crystal / Stack	E\$50 / 250
Data Recorder	E\$30
Digital camera	E\$50-1000
Media Centre	E \$ 5 0 0 - 5000
Laptop, average	E\$300
Laptop, expensive	E\$500
Server Farm	E\$3000
Wireless Alarm System	E\$300

FOOD AND ACCOMMODATION

ITEM	PRICE (E\$)
House (rent, per year)	E\$16,000
Apartment (rent, per week)	E\$200
1x room apartment w/kitchen (rent, per week)	E\$150
Hotels (per night)	
Econo Motel	E\$15
Average Motel	E\$30
Good Hotel	E\$80
Grand Hotel	E\$250
Meals (decent, with tip):	
Breakfast	E\$5
Lunch	E\$10
Dinner	E\$25

MEDICAL EQUIPMENT

ITEM	PRICE (E\$)
Simple First Aid Kit	E\$30
Medkit	E\$50
Advanced Medical Kit	E\$250
Folding Stretcher	E\$50
Emergency Burn Kit	E\$150
SPF 100 Sunscreen	E\$5
Insect Repellent (large)	E\$10

TRAVEL AND SURVIVAL GEAR

Protective Clothing & Accessories:	
ITEM	PRICE (E\$)
Grapple Gun	E\$150
Compression Suit	E\$1000
Filter/Respirator	E\$50
Hostile Environment Suit	E\$1500
Life Support Unit	E\$1000
Magnetic Grips	E\$100
Mask, Filter	E\$10
Mask, Respirator	E\$25
Suit Patches (pack of x20)	E\$20
Thruster Pack	E\$500

Vacuum Suit, Standard	E\$1500
Vacuum Suit, Work	E\$2000

Protective Shelters:

ITEM	PRICE (E\$)
Tent (4 person)	E\$25
Pressure Tent (4 person)	E\$175
Prefabricated Cabin (8 person)	E\$3000
Base, Advanced (12 person)	E\$10,000
Rescue Ball	E\$150
Personal Re-entry Vehicle	E\$15,000
Grav Chute	E\$10,000

Visibility Enhancement:

ITEM	PRICE (E\$)
Chemical Lantern	E\$15
Electro binoculars	E\$50
Halogen spotlight	E\$25
IR Goggles	E\$100
IR Spotlight	E\$75
Night Vision Goggles	E\$100
Thermal Imaging Camera	E\$300
Torch	E\$5

Miscellaneous Survival Equipment:

ITEM	PRICE (E\$)
Arctic Survival Kit	E\$50
Climbing Pitons (x24)	E\$75
Climbing Hammer	E\$25
Compass	E\$10
Cooking Laser	E\$10
Desert Survival Kit	E\$50
Dye Pistol	E\$50
Emergency Beacon	E\$100-300
Fusion Generator	E\$500
Fusion Still	E\$250
Individual Military Pack	E\$45
Inertial Tracker	E\$25
Locater Device	E\$10
Machete	E\$25
Nylon Water bag (10L)	E\$5
Power Cell	E\$15
Rations, luxury, 1 week	E\$50
Rations, standard, 1 week	E\$25
Rocket Pitons (x12)	E\$150
Rope 10.5mm x 100m	E\$50
Solar Vaporator	E\$300
Tarpaulin	E\$5
Thermal Canteen (1L)	E\$5
Thermal Sleeping Bag	E\$10
Water Purification Kit	E\$10

TOOLS

ITEM	PRICE (E\$)
Demolitions Tool Kit*	E\$ neg
Electronics Tool Kit	E\$50
Mechanical Tool Kit	E\$150

TRANSPORT

Interplanetary Travel:

Interplanetary and interstellar travel is still an expensive business. Most people who travel are either company employees, military personnel or government staff. Some examples of prices are given below, but the Keeper can change this at his/her discretion.

ITEM	PRICE (E\$)
Earth to LEO (Low Earth Orbit) shuttle service (daily flights)	E\$1-300
Earth/Mars Express	E\$1-3000
1 Parsec Interstellar journey: (monthly service usually)	
Core Systems	E\$10,000+
Outer Colonies	*
Outer Rim Territories	*

*There are no commercial passenger services out beyond the Core Systems. Travellers must negotiate their own ticket prices.

Planetary Travel:

ITEM	PRICE (E\$)
Passenger Scramjet, average seat	E\$100
Passenger Scramjet, luxury seat	E\$1000
MagLev ticket, local	E\$5
MagLev ticket, intercity	E\$25
STV* rental (day)	E\$500
Ground car rental (day)	E\$25
Ground taxi	E\$1/km
Skytaxi	E\$5/km
Orbital Shuttle rental (day)	E\$1000
Ground car, cheap (new)	E\$5000
Ground car, average (new)	E\$15,000
Ground car, expensive (new)	E\$30,000+
All Terrain Vehicle (ATV)	E\$20,000
Skycar, average (new)	E\$100,000
Skycar, expensive (new)	E\$150,000
Skycar, performance (new)	E\$200,000

*STV: Suborbital Transport Vehicle.

AMMUNITION

ITEM	PRICE (E\$)
10mm light AP (box of 500)	E\$125
10mm HEAP (box of 100)	E\$100
20mm HE (box of 100)	E\$250
TASER darts (box of 25)	E\$50
10mm light AP M95 magazine	E\$25
10mm HEAP M15 magazine	E\$25
20mm HE M10 magazine	E\$50
10mm light AP M200 drum	E\$100
10mm light AP M16 magazine	E\$25
TASER pistol magazine	E\$25



EQUIPMENT DESCRIPTIONS

Note: if a description does not seem necessary, it won't be included below.

ARMOUR

Though there are many manufacturers, there are five standard armour types available to security and military units in the 23rd Century as follows:

1. Personal Body Armour:

Favoured by personal security guards and undercover officers, flak armour consists of ballistic nylon with strategic Kevlar plating covering the chest and abdomen. A helm is sometimes also worn. Protects for 4AP.

Enc: 2.5kg.

2. Riot Armour:

Worn by local police and security forces, riot armour consists of an armoured bodysuit made up of thin layers of ballistic nylon with Kevlar plating which protects the wearer for 6AP.

Enc: 5.0kg

3. Combat Armour:

A military issue armoured bodysuit worn in conjunction with either combat dress utilities (CDUs), or a Compression Suit (see later), combat armour is the standard armour worn by infantry soldiers from all the nations of Earth, as well as the Colonial Marine Corps, Colonial Administration Security Force corporate and private mercenary units.

Combat Armour offers the option of 100% oxygen supply for low pressure use (in combination with a Compression Suit) or air at normal pressures. A combination of Kevlar and plasteel plating with an ablative coating for extra protection against energy weapons protects the wearer for 8AP.

Standard Accessories: tactical audio and video comlink (150 km range), polarized visor with integral night vision capability, HUD, and lights.

Enc: 10.0kg.

4. Battle Armour:

Essentially a military issue armoured space suit, Battle Armour protects the soldier against the cold vacuum of space and against nuclear, biological and chemical contaminants. Like a standard space suit, it consists of an inner thermal regulation garment and two outer layers of tight fitting elastic fabric with an airtight covering to compress the wearer's body against the effects of low pressure.

The latest generation of Battle Armour suits have a self-sealing 'smart-layer' in between the inner suit layers and the armour plates. In the event of the suit's environment being compromised, micro-pores built into this smart-layer secrete a liquid polymer which solidifies in seconds, re-sealing the suit.

Battle Armour has special coolant pods which mask heat signature and its molecular bonded titanium-duralloy armour plates combined with plasteel protect for 10AP.

Standard Accessories: air supply for 24 hours, rebreather, waste-relief system, water and concentrated food system with rations for one day (not tasty, but very nutritional), polarized visor with integral night vision capability, HUD with multi-view televiewer, two helmet lights, built-in computer, tactical comlink (300km range), CO2 gun (see later).

Optional Accessories: thruster pack (see later),
Enc: 15.0kg.

5. Stealth Assault Suit:

Designed for use by both military and corporate commando teams conducting covert ops, the Stealth Assault Suit is a light-weight armoured bodysuit constructed of a flexible material that instantly hardens into armour upon impact. The exact chemical ingredients of the material are a closely kept commercial secret by those companies who manufacture the suits. Following synthesis, the liquid armour is poured into a mould that matches the shape of the body part it will protect, making each suit unique, designed specifically for one wearer. The resulting material exhibits a material property called strain rate sensitivity. Under normal conditions the molecules within the material are weakly bound and can move past each with ease, making the material flexible. But the shock of sudden deformation causes the chemical bonds to strengthen and the moving molecules to lock, turning the material into a solid, protective shield.

The Stealth Assault Suit has special coolant pods which mask heat signature, and the inner suit layers act as a fully functional compression suit, for use with 100% oxygen supply for low pressure use or air at normal pressures. The suit offers protection comparable with Riot Armour (6AP) but at half the weight. Stealth Assault Suits are expensive to manufacture and generally considered to be restricted military tech, unavailable to the public.

Standard Accessories: tactical audio and video comlink (250km range), polarized visor

with integral night vision capability, HUD, and lights. Chameleoflage coating.
Enc: 3.0kg.

6. Powered Armour Suit:

The ultimate in personal protection, this is an advanced and powered version of Battle Armour. Constructed from diffusion-bonded metal matrix composites (MMC), the Powered Armour Suit enhances the strength and senses of the marine with variable feedback personal controls, servo-powered limbs, thruster pack, built in weaponry, and various kinds of electronic assistance. The marine is effectively doubled in STR and has unlimited Enc. for encumbrance purposes. The Powered Armour Suit protects for 12AP.

Standard Accessories: air supply for 48 hours, rebreather, waste-relief system, water and concentrated food system with rations for 2 days (not tasty, but very nutritional), polarized visor with integral night vision capability, HUD with multi-view televiewer, two helmet lights, built-in computer, comlink (3000km range), CO2 gun (see later), high output power supply for running power tools, weapons and standard suit equipment.

Optional Accessories: Powered Armour can mount either 2x squad support weapons or 1 platoon support weapon.

Enc: 20.0kg when worn and 'active' otherwise. 50kg.

COMMUNICATION

Phone/PDA

In the late 23rd century, the functionality of a cellphone and PDA have merged. PDAs come in all shapes and sizes, but essentially do the same job: they provide mobile communications and access to FedNet. FedNet guarantees 98% coverage on Earth and at most Class 1 colonies. Most models now come with Augmented Reality software and SmartSpecs.

Enc: 0.1kg.

Tactical ComLink:

Headset device with max range of 1km. Electronic scrambler/ descrambler comes as standard.

Medium Range ComLink:

Belt mounted or sling carried communicator capable of up to 500km range. Enc: 1.5kg.

Long Range ComLink:

Sling carried communicator capable of ranges up to 5000km and contact with ships/comm satellites in low planetary orbit. Includes Global

Positioning System. Enc: 2.5kg.

SATCOM Uplink:

Backpack mounted device capable of ranges up to 50,000km and contact with ships/comm satellites in high planetary orbit. Includes Global Positioning System. Enc: 5.0kg.

Laser ComLink:

Directional ComLink used for direct line of site communications between military units, or for designated targets for laser guided weapons.

Translator

A hybrid bio-silicon computer worn in the ear, the Translator enables the wearer to hear a simultaneous translation of anything anyone says, no matter which language they are talking in. The Translator comes with more than 100 of the most common languages of the world already loaded, and is reported to be 98% accurate under most conditions.

Enc: Neg.

ELECTRONICS

Data Crystal

Data Crystals are the primary data storage unit in use in the 23rd century. Information is stored by actually altering the physical form of the crystal on a molecular level, using a complex holographic data pattern that bends and distorts light to reproduce images and information in mathematical form. Data Crystals have a data storage capacity of just under a terabyte, with a data transfer rate of 1.5 gigabytes per second.

Enc: 0.1kg

Data Recorder

Handheld device that when connected to a computer's digital disk can burn data onto data-crystal at a rate of 1.2 GB/per second.

Enc: 0.1kg

Digital Camera

Coming in all shapes and sizes, crammed with features, most digital cameras have full DV/still frame functionality.

Enc: 0.1 - 1.0kg

Laptops and Compad

By the 23rd century there is very little difference in processing power between the laptop and palmtop computer (now referred to as a compad). The main difference is merely in size, weight, screen resolution, data storage size etc. Average computers confer no benefits. Expensive computers usually confer a skill bonus of between 5-25% (Keepers discretion) to users with a Computer Operation skill of 75% or

above, and usually cut down the processing time required to perform certain tasks.

Enc: Laptop: 1.0kg / Compad 0.3kg:

Media Centre

The ultimate development of the multimedia home computer, Media Centres have replaced most other home entertainment devices. A standard Media Centre comes complete with a wall-mounted screen (size varies with model, but usually at least 1m²), glove-controls, and access to most of the basic FedNet online services. More advanced (and consequently more expensive) models have their own AI Avatar and HoloVision projectors, allowing voice activated commands and 3D entertainment.

Enc: Non-portable.

MEDICAL EQUIPMENT

Medkit

This contains 1 dose of sedative painkiller; 1 dose of antibiotics; field dressings etc. When used in conjunction with First Aid, it can heal 1d3 HP (location and total).

Enc: 0.5kg.

Advanced Medical Kit

Issued to Paramedics and Doctors on missions away from hospital facilities, the AMK includes emergency field surgery kit; whole blood units; a small supply of medical drugs (including 5x doses of Combat drug, 10x doses of Medical Fast Drug, 5x doses of Slow Drug, 20x Stimpacks, 5x doses of Super Adrenaline, 10x doses of Anti-Radiation drug, 5x doses of Anti-Venom, antibiotics); biofoam, tissue knitter (can repair severed/maimed limb at a rate of 1HP/hour); diagnostic medical compad etc.

Enc: 8.0kg.

Biofoam

Self-sealing Biofoam is a marvel of 23rd century medical accomplishment. Biofoam is a healing, coagulant foam that is inserted into the skin and even deeper into the body itself. This foam keeps damaged organs in place and helps stop bleeding and haemorrhaging. It is, unfortunately, very painful to use. It is an improvised medical option when there are no medics available. In game terms Biofoam allows a medic to stabilise patients who have taken more than their total hit points to a hit location, allowing temporary use of the limb until proper medical attention can be sought. The resulting pain reduces all skills by half.

Tissue Knitter

Another marvel of 23rd century medical technology is the Tissue Knitter. These laptop-

sized devices can repair severed/maimed limbs at a rate of 1HP/hour provided it is caught no later than 10MR after damage was inflicted. Each Tissue Knitter contains enough power and raw materials to heal up to 20HP before needing recharging. Operating a Tissue Knitter requires either the Medical Surgery skill or a First Aid skill of 50% or higher.

MEDICAL DRUGS

Medical drugs that are available are listed below:

Anagathics: These are drugs which counteract the aging process. Taken regularly they can extend life expectancy well beyond the norm. Anagathics are rare and very expensive.

Anti-Radiation Drug: the anti-radiation drug counteracts the effects of radiation sickness. Each dose lasts 12 hours and allows all rolls vs. STR/CON loss to start 1 multiplier higher. Example, a CONx4% roll become a CONx5% roll.

Anti-Venom: Counteracts the effects of poisons and toxins in the bloodstream. Each dose heals 2d6 HP worth of damage caused by poisoning.

Combat Drug: Used by the military usually prior to combat, this drug increases both STR and CON by a factor of 2. The effect takes place 2MR after being taken and lasts for CON in MR. When the effect wears off, the user takes 1d3 damage.

Emotion Buffer: Each dose of the drug lasts 30+3D10 minutes. While the drug is in effect, any SAN loss the Character experiences is treated as it were half of what it actually is (round up). The Character deducts the full SAN loss from his total, however.

Emotion Inhibitor: Each dose of the drug lasts 30+3D10 minutes. While the drug is in effect, it is impossible for the Character to go insane, unless their SAN is reduced to zero. However, the Character deducts the full SAN loss from her total. The drug inhibits emotions, meaning an individual under its influence will be incapable of emotional reactions.

Fast Drug: This drug accelerates the user's metabolism. The drug takes 3MR to take effect and lasts for CONx2 MR and effectively doubles the users DEX while it lasts. When it wears off, the user loses all fatigue points and takes 1d3 damage.

Medical Fast Drug: One dose of this drug causes unconsciousness for 24 hours, and the user ages the equivalent of 7 days, during which time natural healing takes place.

Slow Drug: This drug slows down a user's metabolism by a ratio of 60:1, during which time physical aging is also slowed. Interstellar travel using cryosleep technology utilises this drug's effects.

Stimpack: These devices auto inject genetically modified healing drugs into the body. +1 to total HP, but not to location HP.

Super Adrenaline: Gives a temporary boost to the PCs health. +1d6 total HP and +3 CON for the PCs normal CON rating in MR.

Truth Drug: This drug, when used in conjunction with the Interrogation skill, compels individuals to answer questions truthfully. One dose lasts approx 10MR, after which the user falls unconscious for 20-CON hours, and takes 1d3 damage.

PROTECTIVE CLOTHING / ACCESSORIES

HOSTILE ENVIRONMENT CLOTHING

There are various types of these kinds of suits. Most common are:

Arid Weather Suit

Bodysuit designed to protect the wearer against water loss in an arid environment. Evaporation of perspiration cools the wearer, while lost body liquid is condensed and purified by a series of traps and chemical filters. This water is then stored in catchpockets within the suit, for use by the wearer. The suit has a hood, goggles and breathing mask (to catch exhaled moisture). The chemical filters must be changed 1/month at a cost of E\$50.
Enc: 5kg.

Cold Weather Suit

Bodysuit designed to protect the wearer against extreme cold. The suit contains a network of heating filaments, powered by an internal power supply. Temperature controls enable the suit to negate the effects of wind-chill. The heated layer is covered by a jumpsuit, which has lots of pouches and pockets for equipment. A typical power cell keeps the suit running for 72 hours.
Enc: 2.5kg

Compression Suit

Used for low pressure operations, the compression suit consists of an inner thermal regulation garment and two layers of elastic fabric with an airtight covering. There is no decompression period before using the compression suit. The suits take longer to put on than vacc suits, however, and provide no protection against high pressures. Usually worn in combination with Combat Armour.
Enc: 4kg.

Hazardous Environment Suit

Bulky suit that protects against corrosive atmospheres. The suit is sealed, air-conditioned and has its own air supply (but not water).

Enc: 7kg

Filter/Respirator

Facemask that filters out harmful contaminants such as gases and nerve toxins.

Enc: neg.

SPACE SUIT

There are two standard designs of space suit available in the 23rd Century:

Standard Vacuum Suit (SVS)

The standard vacuum suit is an environmental suit designed to protect the individual from vacuum, heat, cold, and radiation. Each suit is equipped with an environmental backpack which contains the suit's oxygen supply, its power pack, and the environmental control system. A SVS can sustain its wearer for 24 hours, less if the wearer is engaged in stressful activities or if the environmental conditions severely tax the suit. A typical SVS offers 4AP of protection.

Standard Accessories: polarized visor, comlink (500 km range), lights, CO2 gun, 200 meters of high strength cable (with a grappling hook one end and a strong magnet on the other), and a patch kit.

Enc: 10kg/5 if worn

Vacuum Work Suit: (VWS)

Typically used by those who spend prolonged periods working in the vacuum of space, the Vacuum Work Suit is very much like a SVS, except the suit is of heavier construction and can support its wearer for 36 hours. A typical VWS offers 6AP of protection.

Standard Accessories: in addition to the equipment of a standard SVS, a VWS has a toolkit (with various tools that are specific to the operator's mission) power pack for tools that require power, on board computers, thruster pack.

Enc: 20kg/10 if worn

Thruster Pack

Back mounted jet thruster pack, with rear/downwards facing burners, and an array of three lower maneuvering jets. Attached to the operator's space suit, it enables him to manoeuvre at speeds up to 150 km/hour. Using a thruster pack requires the EVA skill.

Enc: 10.0kg

PROTECTIVE SHELTERS

Pressure Tent

Basic shelter for 4 persons, which provides a standard atmosphere. There is no airlock - the tent must be depressurized to enter or leave.



Enc: 25kg

Prefabricated Cabin

Modular unpressurised quarters for 8 persons. 4x8x8m. Can be carried in the hold of a starship.

Enc: 1000kg

Base, Advanced

Modular, pressurized quarters for 8 persons, with airlock and atmosphere recirculating system. Can be carried in the hold of a starship.

Enc: 1500kg

Rescue Pod

A rescue pod is a sphere, 10cm in diameter. When activated, it inflates to form a ball of plasteel film, 1m in diameter. This ball, when sealed, contains enough air to last one person 12 hours. Rescue pods are standard issue on all military and commercial space vessels, allowing individuals to survive an explosive decompression even if a pressure suit is unavailable.

Enc: 5kg

Personal Re-entry Vehicle

Originally designed as a means of emergency atmospheric re-entry from a crippled ship or space station, the personal re-entry vehicle has been adopted by the military for covert missions on hostile planets. It has even become an extreme sport.

The PRV consists of an inflatable hemispheric mold, a pressurized canister of ablative foam, a chemical thruster for altitude control and limited vector adjustment, and a soft landing system (usually a parachute).

Enc: 10kg

Grav Chute

Utilising a small suspensor field generator, the grav chute is capable of nullifying a portion of the individual's body weight (but not provide motive power). A conventional parawing is also deployed.

By altering the effective weight of the jumper, chute deployment is not necessary until an altitude of about 50m. The power cell powering the suspensor field has a life of 10 minutes once activated.

Enc: 15kg

VISION ENHANCEMENT

Binoculars

Incorporating IR and LI with electronic rangefinder.

Enc: 1.0kg

IR Goggles

Allows the wearer to see heat sources (infrared radiation).

Enc: Neg

Light Intensifier Goggles

Allows vision in anything less than total darkness.

Enc: Neg

Torch

Powerful cell powered light. 24 hrs per cell used. Can be armour mounted.

Enc: 0.25kg.

Chemical Lantern

Chemical light. Lasts for 3 standard days continual use.

Enc: 0.25kg

Halogen Spot Lamp

A high-powered halogen white-light lamp. Usually as an internal battery, as well as a top-mounted carrying handle.

Enc: 1.0kg

Thermal Imaging Camera

Handheld device which may only have an effective range of 10m, but which can see through walls. Useful against animals and non-military foes, but certain types of military armour can mask its wearer's IR signature.

Enc: 1.5kg

MISCELLANEOUS SURVIVAL EQUIPMENT

Arctic Survival Kit

A kit filled with a variety of items useful for surviving in arid conditions. Includes: 1 litre thermal canteen; first aid kit; folding shovel; ice pick; knife and sheath; signal mirror; water purification kit. The kit comes in a pack 30cmx12cmx12cm.

Enc: 2.0kg

Climbing Pitons

Tungsten pitons that have a small explosive charge for firing into rock. Come in cases of 24.

Enc: 0.1kg per piton.

Climbing Hammer

Titanium alloy hammer backed with pick head.

Enc: 0.5kg.

Compass

Usually included in a wristwatch. Indicates the position of magnetic north, if any exists.

Enc: Neg.

Cooking Laser

A low powered laser used primarily for igniting flammable materials, the Cooking Laser is a metal rod, 30cm long and 5cm wide, with controls at one end. A power cell supplies power for up to 1 month normal usage.

Enc: 0.1kg

Desert Survival Kit

A kit filled with a variety of items useful for surviving in arid conditions. Includes: 1 litre canteen; first aid kit; salt tablets; folding shovel; parts and directions for building a solar still; knife and sheath; signal mirror; water purification kit. The kit comes in a pack 30cmx12cmx12cm.

Enc: 1.0kg

Dye Pistol

Used primarily to designate Landing Zones, the dye pistol fires cartridges filled with coloured dye that can mark substantial areas of the ground.

Enc: 2kg (unloaded; dye cartridge weights 0.5kg).

Emergency Beacon

Combination long range comlink and signal transponder. When activated it monitors emergency search and rescue channels, and when traffic is picked up it emits a warning to inform users that help may be at hand, and transmits a coded distress signal. Signal range is 1000km. Once activated, it operates for 30 days EST.

Enc: 1.0kg

Fusion Generator

Vehicle portable power generator that uses a fusion reactor to generate power using Helium-3. Weight is per 10kw of power output.

Enc: 10kg

Fusion Still

A bulky device that breaks water molecules free from material placed within it. Amount of water obtainable ranges from 1% from sand to 70% from organic material like wood or plants. Percentage water obtained is on a 1-1 ratio (so 100kg sand yields 1 litre of water). The Still requires 1 hour to set up and 30 minutes to process 10kg of material.

Enc: 60kg

Individual Military Pack

A lightweight medium backpack that is used to carry up to 24 kg (53lbs.). Also known as "battlefield harness" or "combat webbing."

Enc: Neg

Inertial Tracker

Small hand held device which indicates direction and distance travelled from the

starting location.

Enc: 0.1kg

Locator Device

Worn on the wrist, this is a small data emitter containing the marine's vital life signs and position.

Enc: neg

Machete

A flat metal / polycarbon weapon with a 45cm blade. Designed for chopping dense foliage and such in the wild, but also used as a weapon on less sophisticated worlds.

Enc: 1.0kg

Nylon Water bag (10L)

Flat packed, can contain up to 10 litres of water when filled to capacity.

Enc: Neg when flat packed.

Power Cell

Power cells come in all shapes and sizes. Weight below is for each kW of power contained.

Enc: 0.05kg

Rations, luxury, 1 week

Packs of fresh frozen meals supplemented by tablets containing vitamins and nutrients, which provide food enough for 7 days. Each pack is self heating using a chemical reaction, activated by pulling a tab on each mealpack.

Enc: 1.5kg

Rations, standard, 1 week

Packs of preserved food concentrates supplemented by tablets containing vitamins and nutrients, which provide food enough for 7 days. Tasteless.

Enc: 1.5kg

Rocket Pitons (x12)

A pistol-grip, disposable launcher that fires a rocket-propelled, explosive-set piton. It is used to project an attached line up to 200m - a successful Climbing roll (made by the GM) means the piton is securely lodged and will support weight; a critical failure means the operator only thinks it is! Roll vs. DEXx4% to hit if used as a weapon; Damage is 1d6+2 for the stake. Comes with electric winch and clip for attaching to webbing (which then serves as a climbing harness).

Enc: 3.5kg.

Rope

Polypropylene fibre rope that is treated to resist mildew, rot, acids, petroleum products and most other chemicals. A standard length of rope is 10.5mm x 100m, and comes as both

monofilament and multifilament. Monofilament is lighter and less bulky, but can hold only half the SIZ of a multifilament length of the same dimensions.

STR: 50 / 100

Enc: 2.0kg / 4.0kg

Solar Vaporator

Device which collects water moisture from the air, especially at night. Yields are 1 litre per 8 hour night in standard / dense atmospheres; 0.5 litres per 8 hour night in thin atmospheres; 0.1 litres per 8 hour night in very thin atmospheres.

Enc: 8.0kg

Tarpaulin

Canvas waterproof sheet, 2m x 4m.

Enc: 2.0kg

Thermal Canteen (1L)

A power cell in the base of this canteen allows water to be kept at a temperature controlled by an inbuilt adjustable thermostat. Power cell lasts 1 month.

Enc: 1.0kg.

Thermal Sleeping Bag

Utilizing the same technology as the Cold Weather Suit, a thermal sleeping bag comes with hood, and adjustable thermostat.

Enc: 1.0kg

Water Purification Kit

Box of 250 tablets that purify contaminated water, making it safe to drink. 1 tablet will purify approximately 1 litre of water in 10 minutes.

Enc: 0.2kg.

CTHULHU RISING

ADVENTURER SHEET



PERSONAL INFORMATION

Name: _____ Height: _____ Player Name: _____
 Age: _____ Weight: _____ Birthplace: _____
 Profession: _____ Gender: _____ Employer: _____

CHARACTERISTICS

STR CON SIZ INT POW DEI APP EDU

SELECTED ATTRIBUTES

Damage Modifier: _____ Base Movement Rate: _____

ADVENTURER SKILLS

Agility: ()

Climb: (40) _____
 Dodge: (05) _____
 EVA: (00) _____
 Jump: (25) _____
 Swim: (15) _____
 Throw: (25) _____
 Unarmed Cmbt: (25) _____
 Zero G Cmbt: (05) _____

Communication: ()

Bargain: (10) _____
 Entertain: (05) _____
 Fast Talk: (05) _____
 Instruction: (05) _____
 Interrogation: (15) _____
 Leader: (15) _____
 Streetwise: (10) _____
 Orate: (05) _____
 Speak Languages:
 Own: _____(30) _____
 _____(15) _____
 _____(00) _____

Knowledge: ()

Armoury: (05) _____
 Astronomy: (05) _____
 Astrogation: (00) _____

Administration: (10) _____
 Computer: (15)
 Operation: _____
 Programming: _____
 Security: _____
 Data Analysis: (25) _____
 Demolitions: (00) _____
 Electronics: (05)
 Communications: _____
 Security: _____
 Systems: _____
 Engineering: (05) _____
 Evaluate: (05) _____
 History: (20) _____
 Law: (05) _____
 Mechanical: (05)
 Aerospace: _____
 Vehicle: _____
 Medical:
 First Aid: (10) _____
 Medicine: (05) _____
 Navigation: (05) _____
 Occult: (05) _____
 Pilot: (00)
 Aerospace: _____
 Spacecraft: _____
 Pharmacy: (05) _____
 Psychoanalysis: (00) _____
 Psychology: (00) _____
 Religion: (10) _____
 Powered Armor: (00) _____

Read/Write Language: _____

Sciences: (05)
 Biology: _____
 Chemistry: _____
 Geology: _____
 Physics: _____
 Planetology (00): _____
 _____: _____

Survival: (05) _____
 Tactics (squad): (05) _____
 Vacc Suit: (00) _____

Manipulation: ()

Conceal: (05) _____
 Devise: (05) _____
 Vehicle: (05) _____

Perception: ()

Fwd Observer: (05) _____
 Listen: (25) _____
 Recon: (05) _____
 Spot Hidden: (25) _____
 Search: (25) _____

Stealth: ()

Hide: (10) _____
 Sneak: (10) _____

COMBAT ABILITIES

A% MOD: _____ P% MOD: _____

WEAPON	ROF	A% / P%	DAMAGE	PV	AMMO
FIST (50)	_____	_____	_____	_____	_____
GRAPPLE (25)	_____	_____	_____	_____	_____
KICK (25)	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

HIT POINTS

TOTAL:

HIT LOCATION	AP / HP	MELEE	MISSILE
RIGHT LEG	_____	01-04	01-03
LEFT LEG	_____	05-08	04-06
ABDOMEN	_____	09-11	07-10
CHEST	_____	12	11-15
RIGHT ARM	_____	13-15	16-17
LEFT ARM	_____	16-18	18-19
HEAD	_____	19-20	20

ARMOUR

ENC

EQUIPMENT

ENC

CHARACTER SKETCH/NOTES:

[Empty box for character sketch/notes]

ATTRIBUTE TALLIES + SPECIAL SKILLS

IDEA SCORE:
(INTx5%)

[Box]

KNOWLEDGE:
(EDUx5%)

[Box]

LUCK SCORE:
(POWx5%)

[Box]

CTHULHU MYTHOS:
(00)

[Box]

CREDIT RATING:
(15)

[Box]

ENC POINTS:
(STR+CON)

[Box]

MAGIC POINTS:
(POW)

[Box]

SANITY POINTS

CURRENT:

[Box]

TOTAL:

[Box]

SPELLS KNOWN

%

[List of lines for spells known]



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INC.

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Outer space is the new frontier — humanity has left Earth to exploit the galaxy for its own ends. In the 150 years since the United Earth Federation (UEF) first began to colonise the solar system and beyond we have learned that space is vast, and life is not unique to Earth.

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