# ALTERNITY®

## Science Fiction Roleplaying Game

# PLAYER'S HANDBOOK

## Fast-Play Rules
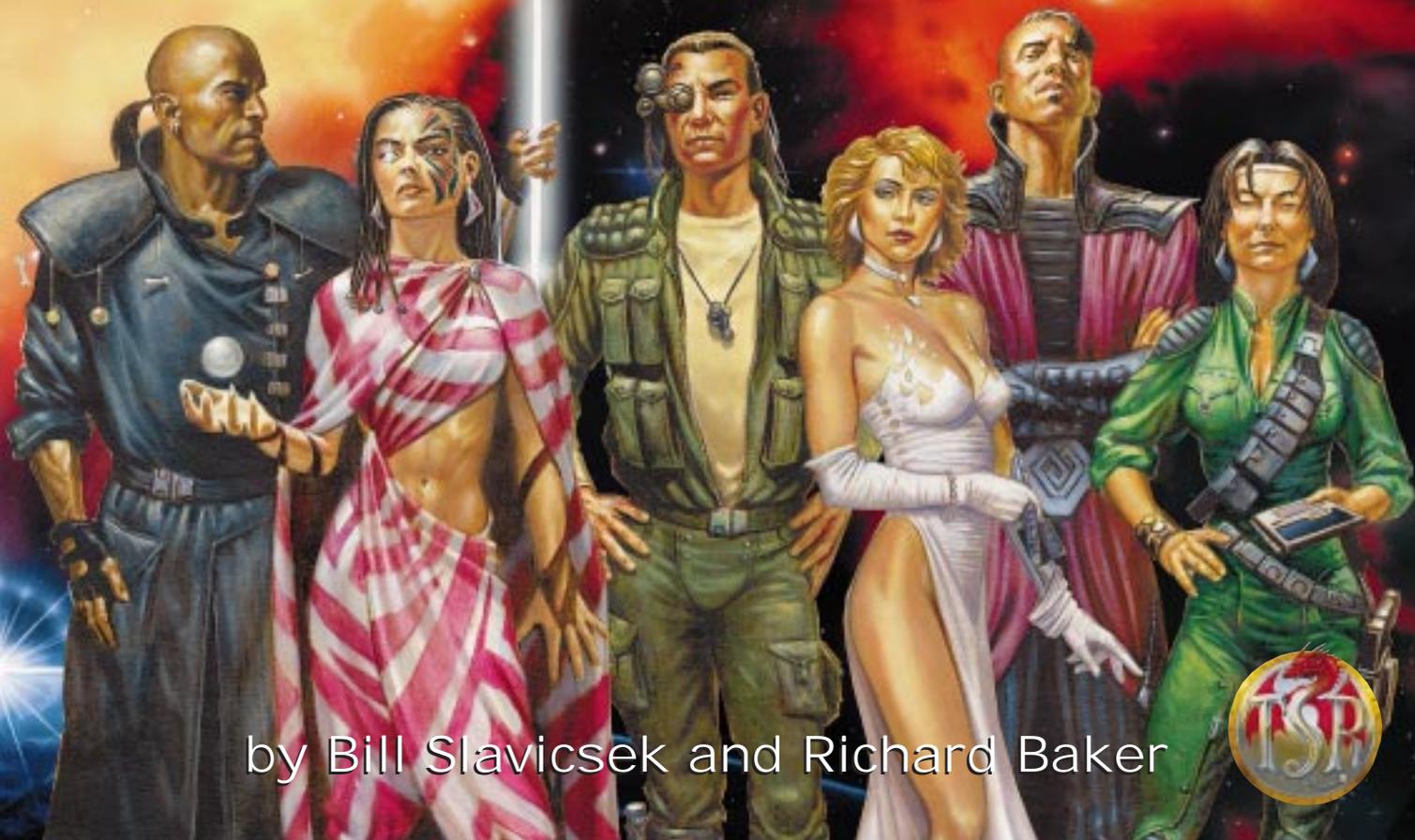
## by Bill Slavicsek and Richard Baker

### Choose a character and start playing right away!

# PLAYER'S FAST-PLAY RULES

This preview version of the ALTERNITY® Science Fiction Roleplaying Game provides players with a chance to try this new game system without risk or obligation. Afterward, look to the ALTERNITY *Player's Handbook* for all the rules you need to play out adventures in any genre of science fiction.

## THE PLAYER'S ROLE

As a player, your primary job in any ALTERNITY game is to portray one of the heroes in the story your group decides to play out. The heroes are the stars of the unfolding adventures that make up a Gamemaster's ongoing science fiction campaign.

To do this, you need a hero—an imaginary character who serves as your "connection" with the Gamemaster's setting and the other players' heroes. Your hero starts out as a collection of numbers and descriptive terms; from then on it's up to you to make that hero come alive through roleplaying.

By reacting as you think your hero would react and interacting with the other characters using your hero's voice and opinions, you're doing your job as a player.

## KEY CONCEPTS

Let's take a look at the key concepts behind the ALTERNITY game. These concepts include basic game mechanics, fundamental character information, and a few special terms that players need to become familiar with.

► **Hero:** An imaginary character controlled by a player.

► **Gamemaster:** The participant in the game who acts as the moderator, narrating adventures and representing other characters involved in the adventure who aren't controlled by the players.

► **Supporting Cast:** These are the aforementioned "other characters," including the heroes' friends and enemies, as well as any other characters the heroes come into contact with. It's important to understand from the start that although the heroes are the stars of the show, it's possible for members of the supporting cast to be just as powerful as the heroes—or sometimes even more powerful.

► **Setting:** The ALTERNITY rules can be used to create adventures in any modern to far-future setting. Players and Gamemasters need to decide what type of setting they want to play in before heroes are created. A setting can be a modern techno-thriller, a darkly sinister near-future mystery, a far-future postapocalyptic tragedy, or any other type of science fiction milieu you can imagine.

The fast-play adventure presented in the *Gamemaster's Fast-Play Rules* section of this booklet takes place on a strange and dangerous planet in a far-future space opera setting.

► **Adventure:** A scenario in which the heroes interact with the supporting cast to create a group story. Every adventure is built around a situation (typically a problem the heroes need to solve), and it con-cludes when the heroes have either achieved their goal or failed to do so.

► **Profession:** Every hero in the ALTERNITY game is built around a profession. A profession is an overarching occupation under which specific careers are grouped. It's the first defining concept associated with a hero. The four basic professions—Combat Spec, Diplomat, Free Agent, and Tech Op—are introduced in these fast-play rules.

► **Abilities:** All characters (heroes and members of the supporting cast) have six Abilities. These are Strength, Dexterity, Constitution, Intelligence, Will, and Personality.

► **Ability Scores:** Each Ability is expressed as a number, called the Ability Score. Each profession has two Abilities associated with it. To belong to a profession, a hero must meet the minimum scores in that profession's relevant Abilities.

► **Skills:** What's your hero good at doing? This question is answered by the skills he possesses. Every Ability and every profession has skills related to it. A hero's proficiency with a skill is expressed as a number, known as the *skill score.*

► **Actions:** When a hero wants to use one of his skills or one of his other characteristics to accomplish something, he attempts an action. There are different types of actions, each involving the use of different skills and characteristics.

► **Dice:** When the outcome of an action is in doubt, or when the Gamemaster needs to measure a character's degree of success, dice are rolled. The ALTERNITY game uses two kinds of dice: a single control

die and situation dice of various sizes.

The control die and a situation die are rolled together to determine the outcome of an action.

◆ **Note:** *The lower the roll, the better the chance that the hero succeeds in what he tries to do.* More information on how to use the dice is given in "Playing the Game" on page 3 of this section of the booklet.

# SCIENCE FICTION HEROES

Use the fast-play rules in this booklet to learn the key concepts of the game. After you get the hang of things, use the full rules, as presented in the *Player's Handbook.*

## 1 ► Profession

Four distinct hero professions are available in these fast-play rules.

► *Combat Specs* (short for specialists) are warriors who rely on physical power and endurance to supplement their training in the tactics and techniques of battle.

► *Diplomats* are negotiators, managers, deal-makers, merchants, clergy, or any others who use interaction skills and personal resolve to accomplish their jobs.

► *Free Agents* are troubleshooters or field operatives who rely on agility, interaction skills, and natural independence to get a job done. They're agents who may be ops for hire, or they may have ties to a specific government or organization, but in general they work better in small groups than as members of a large force.

► *Tech Ops* (technical operatives) are skilled in the use of particular equipment or have been specially trained to create or maintain high-tech equipment. They rely on natural genius, agility, and expert training to accomplish their goals.

Pick a profession that fits the kind of hero you want to play, then select one of the corresponding fast-play character templates on pages 6, 7, 8, or 9 of this section of the booklet. Note that there are two different examples of each profession, giving you distinct choices for the kind of hero to play. Any of the templates can be used with the fast-play adventure, *Cauldron Station,* which is included in this booklet.

## 2 ► Name

Though each character template has been prepared in advance, you still get to select a name for your hero. Your hero can be male or female, and you can assign any personality you choose. The name you select can reflect the hero's personality or career (such as "Hunter" for a Combat Spec or Free Agent), or it can be the complete opposite of it (such as "Bruiser" for a Diplomat or Tech Op).

## 3 ► Ability Scores

Every hero has six Abilities.

► *Strength* (STR) defines a hero's physical power and prowess.

► *Dexterity* (DEX) measures the quality of a hero's agility, coordination, and reflexes.

► *Constitution* (CON) describes a hero's overall physical fitness and toughness.

► *Intelligence* (INT) indicates a hero's mental quickness and learning ability.

► *Will* (WIL) gauges a hero's mental fortitude and intuitive capacity.

► *Personality* (PER) indicates a hero's social abilities and charisma.

The fast-play system features only human heroes. Humans have Ability Scores ranging from 4 to 14.

*Untrained:* The "Untrained" score is equal to one-half of the full score, rounded down. Use this score when your hero attempts an action that requires a skill he doesn't possess.

*Resistance Modifiers:* Resistance modifiers affect the type of dice your hero's opponents roll when confronting your hero. Positive modifiers (such as +1 step) are good for your hero, because they provide a penalty to the opponent; a negative modifier (such as –1 step) is bad, because it makes it easier for your hero's opponent to succeed.

◆ *Example:* A character with a Dexterity score of 11 has a +1 step resistance modifier for that Ability. If an opponent fires a pistol at her, that +1 step is applied as a penalty to the opponent's chance of succsessfully hitting his target.

## 4 ► Action Check

A hero's *action check score* is determined by adding his Dexterity and Intelligence scores, dividing the sum by 2 (rounding down), then adding a profession bonus. This has already been done on the templates.

Marginal, Ordinary, Good, and Amazing are the degrees of success attainable on an action check. How well you succeed when making an action check determines how soon your hero can take an action.

The *actions per round* number is based on the hero's Constitution and Will scores, and has already been determined for you.

## 5 ► Durability

The "Durability" section of each character template provides a means for keeping track of any damage your hero might sustain over the course of an adventure. Your hero's stun and wound ratings are equal to his Constitution score. Your hero's mortal rating is equal to one-half this score, rounded up.

As your hero suffers damage during an adventure, mark off open boxes to keep track of how much damage he has sustained and how much more he can afford to take. The next section, "Playing the Game," has information about the effects of damage and recovering from damage.

## 6 ► Skills

Each character template has a selection of skills printed on it. There are two kinds of skills, broad skills and specialty skills. Specialty skills are printed in *italic* type to differentiate them from broad skills.

A character must possess a broad skill to also possess a specialty skill associated with it.

If a hero wants to try something but doesn't have the proper skill, he must use his untrained score for the associated Ability.

Broad skills have scores equal to their associated Abilities. Specialty skills add their ranks (a measure of improvement) to achieve their scores. All scores are presented with the full score, half that score, and one-quarter that score. This represents the numbers needed to achieve Ordinary, Good, or Amazing successes.

◆ **Example:** A skill score of 12/6/3 means that a roll of 12 or lower represents an Ordinary success, 6 or lower a Good success, and 3 or lower an Amazing success.

## Skill Descriptions

This fast-play rules booklet doesn't have enough space to contain details of what a particular skill enables a hero to do. Those details are provided in the *Player's Handbook*.

However, for the purpose of learning how the game system works (and for putting heroes through the fast-play adventure), complete skill descriptions aren't necessary. You and your Gamemaster should have little trouble determining when a certain skill might come into play.

The other section of this booklet—the *Gamemaster's Fast-Play Rules*—does provide specific information on how the *first aid* skill and the Medical Science skill should be used, because it's important for the Gamemaster to know how heroes can recover after suffering damage (see page 5 of this section of the booklet).

In other cases, the name of a skill is a pretty strong clue to when and how the skill can be used. For example, a hero with the Resolve broad skill has a form of inner strength that enables him or her to withstand or shrug off hardships that other heroes might succumb to, either of a physical or a mental nature. A hero with the Manipulation broad skill is talented at performing actions that require a high degree of eye-hand coordination, such as picking a lock.

Above all, don't get bogged down in details at this point. What's important is to learn how the game works and to have fun playing a hero.

## 7 ▶ Equipment

Each character template includes a selection of equipment the hero has access to—one or more weapons, some type of armor, and other gear. The game data given for weapons and armor is explained below.

The numbers on the line identifying a weapon indicate how much damage the weapon inflicts on an Ordinary, Good, or Amazing success. This damage is either stun (s), wound (w), or mortal (m) damage.

On the next line, "Range" gives the distance at which a weapon can strike a target, either "Personal" if

physical contact is necessary, or a series of numbers representing short/medium/long range (in meters) for a weapon that fires projectiles or energy beams. The range at which a weapon is used often has an effect on the attacker's chance of hitting the target, as explained in the *Gamemaster's Fast-Play Rules.*

"Type" refers to the kind of damage a weapon inflicts, either low impact (LI), high impact (HI), or energy (En).

For armor, the die ranges preceding "LI," "HI," and "En" indicate the amount of damage the armor stops when the wearer is hit by a weapon that does this type of damage. If a subtraction from a die roll produces a result less than 1, the armor failed to block any damage on that attack.

# PLAYING THE GAME

The basic rule at the foundation of the ALTERNITY game is a simple one. Your hero has some important game statistics, including Ability Scores, skill scores, and his action check score. In many cases, when your hero attempts to accomplish something, the Gamemaster asks you to roll dice. You then try to roll a number that's *equal to or less than* the appropriate score. If you roll higher than your hero's score, your hero fails. Whenever a hero tries to do something that might fail, this dice roll determines if he succeeds.

# Rolling Dice

▶ *The Most Important Rule:* Not every action requires a dice roll! The Gamemaster will only call for dice rolls in dramatic situations to determine the success of an action whose outcome is in doubt, or when he or she needs to judge the degree of an action's success.

For instance, if your hero wants to walk across a street or carry a small pack, no dice rolls are necessary. But if he wants to cross the street while carrying a wounded companion, being shot at by snipers, and targeted by insane motorists, then the situation is a dramatic one, and dice should be rolled.

A pilot hero trained to fly a spacecraft and read star charts doesn't need to make a dice roll to perform the normal duties associated with

her area of expertise. But when these actions go beyond the call of duty and lives hang in the balance (or at least during dramatic situations), dice should be rolled.

## The Control Die and Situation Dice

The ALTERNITY game uses two kinds of dice: a *control die* and a *situation die.* Whenever the Gamemaster calls for a roll, you roll one control die and one situation die. The numbers that come up combine to indicate a success or a failure.

When you roll the dice, in game terms you're making a *check* for your hero—in effect, "checking" to see how the dice roll compares to one of your hero's scores.

▶ If you're comparing the roll to your hero's action check score to see how soon he gets to attempt his next action, the roll is an *action check.*

▶ If your hero uses a skill (comparing the roll to his skill score), this roll is a *skill check.*

▶ If you're checking against one of his Ability Scores, then the roll is a *feat check.*

In any case, you're looking to get as low a result as possible—**the lower the roll, the better the chance that your hero succeeds at what he's trying to do.**

▶ The control die is always a 20-sided die (d20).

▶ The situation die for any particular check is one of the following: a four-sided die (d4), a six-sided die (d6), an eight-sided die (d8), a 12-sided die (d12), or a 20-sided die (d20). There's also a d0, a place-holder to represent the situation die in a case where success is determined by only the roll of the control die.

Further, the situation die on any check is designated as either a *plus die* or a *minus die.* A plus die, such as +d4, is bad for the roller, because it tends to produce a higher result. A minus die, such as –d6, is good for the roller, because it helps to achieve a lower result.

Add or subtract the situation die from the control die as instructed by the Gamemaster. If the result is equal to or less than the score related to the hero's action, the action succeeds. If the result is greater than the score, the action fails. The degrees of success are explained on the next page.

◆ *Example:* Your hero wants to make a quick repair to his motorcy-

## SITUATION DIE STEPS SCALE

| –d20 | –d12 | –d8 | –d6 | –d4 | +d0 | +d4 | +d6 | +d8 | +d12 | +d20 | +2d20 | +3d20 |
|------|------|-----|-----|-----|-----|-----|-----|-----|------|------|-------|-------|

**BONUS**                                                          **PENALTY**

**PLAYER'S FAST-PLAY RULES**

cle so he can stay on the trail of the fleeing criminals. This action is a skill check using your hero's Technical Science–*juryrig* skill score. The Gamemaster tells you to roll the control die and a –d4 (the situation is in your hero's favor, so the d4 roll is subtracted from the d20 roll). Your hero's *juryrig* skill score is 13.

You roll the dice, and the following numbers come up: 14 on the control die, 3 on the situation die. The result is 11 (14 – 3 = 11), which is lower than your hero's *juryrig* score. The action succeeds—but note that if the situation die had been +d4, or even +d0, the 14 on the control die would have made the outcome a failure, because 14 is greater than your hero's score.

### Situation Die Steps

The Situation Die Steps Scale has been designed to help you quickly determine what situation die to roll with the control die. It's printed on this page and on the templates that appear later in this booklet.

Your Gamemaster tells you what bonus or penalty applies when you roll to see if your hero can perform a certain action.

A +1 step situation penalty means you start with your hero's *base situation die* (see the sidebar on this page) and move one step in the "Penalty" direction to find the die you'll be rolling. For instance, if your hero's base situation die for an action is +d4, then a +1 step situation penalty changes the die to +d6.

A –2 step situation bonus means you find your hero's base situation die on the scale and move two steps in the "Bonus" direction. For example, if your hero's base situation die for an action is +d4, then a –2 step situation bonus changes the die to –d4.

### Degrees of Success

Every dice roll has one of five possible results: Critical Failure, Failure, Ordinary success, Good success, or Amazing success. The lower your dice roll, the greater the *degree of success* your hero achieves.

The three numbers associated with every skill score and action check score (the base score and two

smaller numbers), represent the dividing points between the degrees of success.

Regardless of what number comes up on the situation die, a roll of 20 on the control die always produces a Critical Failure. Generally, this means that bad luck has befallen the hero, and no matter how high his skill score or Ability Score is, this action doesn't succeed.

A result greater than the score is a Failure; equal to or less than the score is an Ordinary success; equal to or less than the second number is a Good success; and a result equal to or less than the smallest of the three numbers produces an Amazing success.

On the character templates in this booklet, the "Action Check Score" line begins with a number that represents a Marginal result. A hero can't get a Failure or a Critical Failure outcome when he makes an action check; if the dice roll yields a number greater than his action check score, the "Failure" is considered to be a Marginal result instead.

## Scenes

Every adventure your Gamemaster sets up is built out of scenes. A scene is a distinct episode that has a clear beginning and ending. The

three types of scenes are *combat, encounter,* and *challenge.*

A combat scene lasts from the start of a battle to its conclusion. An encounter scene lasts from the moment characters meet to when they part company. A challenge scene lasts as long as it takes the heroes to identify the challenge, and then overcome it or be defeated by it.

## Action Rounds

For the purpose of determining who acts when in a scene, every scene is divided into *action rounds.* During an action round, every hero performs one or more actions.

A round is divided into four *phases.* Each phase relates to one of the degrees of success that are achievable on an action check: Amazing, Good, Ordinary, and Marginal, in order from the first phase to the last. A hero can attempt only one action in a phase.

To determine who acts first in a round, every participant makes an action check by rolling a d20. The result determines the earliest phase in which a character can act. So, if a hero rolls a Good action check, the earliest phase he can act in is the second, or Good, phase.

All actions in a phase are considered to occur simultaneously, with the results of those actions being applied at the end of the phase.

Your hero can act in as many phases as he has actions per round: two actions per round means he can act in up to two phases of a round. But if an action check result indicates that your hero can't act until the Marginal phase, then he can only act once in the round (in the Marginal phase).

◆ *Example:* Your hero has an action check score of 11 and two actions per round. At the beginning of a round, the Gamemaster calls for action checks. If you roll a 5 (a Good success for a score of 11), the earliest phase in which your hero can act is the Good phase. Since he has two actions, he can act once in the Good phase and once in the Ordinary phase, or he can save his second action for the Marginal phase.

If you roll a 13 (a Marginal result),

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### Base Situation Die

Before you can use the Situation Die Steps Scale, you need to know where to start. That starting point is known as the *base situation die.*

▶ For a skill check involving a broad skill or a feat check, the base situation die is +d4— roll the control die and a d4, adding the results together.

▶ For a skill check involving a specialty skill or an action check, the base situation die is +d0—just roll the control die.

If your Rulesmaster tells you to apply a bonus or a penalty to your hero's situation die, start at the base point and move the proper number of steps in the correct direction to determine which situation die to roll.

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**4**

your hero can't act until the Marginal phase (the last phase of the round). In this case, he can only act once, losing his second action because he didn't react quickly enough.

## Damage

Heroes lead challenging and sometimes dangerous lives. Eventually, your hero is going to suffer damage. As indicated on the character templates, damage in the fast-play system comes in three forms: *stun, wound,* and *mortal.*

### Stun Damage

*Stun damage* is the lightest type of damage your hero can sustain. It represents shocks and bruises that rattle a hero but don't result in lasting injuries. When your hero suffers stun damage, mark off one stun box for each point of stun damage she sustained in the phase that just ended.

▶ *Knockout:* When all of her stun boxes are marked, your hero is knocked out and can perform no actions until she recovers.

### Wound Damage

Wound damage is more serious than stun damage. It represents injuries that cause lasting harm to the body. When your hero receives wound damage, mark off one wound box for each point of wound damage he sustained in the phase that just ended.

▶ *Secondary Damage:* Wound damage causes secondary stun damage. For every 2 points of wound damage inflicted on your hero, he also receives 1 point of stun damage.

▶ *Knockout:* When all of his or her wound boxes are marked, your hero is knocked out and can perform no actions until he recovers.

### Mortal Damage

Mortal damage is the most severe form of damage. It represents massive injuries to vital body parts. When your hero receives mortal damage, mark off one mortal box for each point of mortal damage she sustained in the phase that just ended.

▶ *Secondary Damage:* Mortal damage causes secondary stun damage and wound damage. For every 2 points of mortal damage inflicted on your hero, she also receives 1 point of wound and 1 point of stun damage.

▶ *Dazed:* Mortal damage takes a toll on a hero immediately. For every mortal box marked, your hero receives a +1 step situation penalty to any actions she attempts.

▶ *Death:* When all of your hero's mortal boxes are marked off, she dies.

## Recovery

How your hero recovers from damage depends on his condition (conscious or knocked out) and the type of damage he has suffered.

▶ *Stuns* are fleeting. This damage disappears at the end of a scene. It can be repaired during a scene by the use of Knowledge–*first aid,* Medical Science, or some other form of medical treatment.

▶ *Wounds* remain until healed with rest and/or medical attention.

▶ *Mortal damage* requires the use of the Medical Science–*surgery* skill and extensive medical attention to repair.

▶ *Knockout:* In the fast-play rules system, assume that if a hero is knocked out from stun damage, he remains unconscious for the rest of the round in which he was knocked out and all of the following round. At the start of the round after that, he recovers 1 stun point and awakens.

If a character is knocked out from wound damage, he can't awaken until at least 1 point of his wound damage is healed.

## READY TO GO?

Now that you understand how the basic structure of the ALTERNITY game works, you're ready to send your hero into action.

You'll probably be going through the adventure presented in the *Gamemaster's Fast-Play Rules* (the other half of this booklet), but if your Gamemaster has experience in designing original adventures, he may have something else planned for you and your companions.

Is there something that doesn't seem as clear as it should? Sometimes you can solve a problem by simply rereading the section of text that's giving you trouble. Often, an even easier way to clear things up is to jump right in—sit down with your friends, get an adventure under way, and start rolling dice. It won't be long before you'll start to see how the game system works.

### What Do I Do First?

If you're new to roleplaying games, you might be wondering how things get started. Basically, it's pretty simple: After you've created a hero and gotten together with the rest of your group for your first adventure, your Gamemaster presents a situation—maybe something like this:

*You're viewing an exhibit in a museum when a man you've never seen before staggers through the entryway. He stumbles around the room until he reaches you. "Thrasker's got the plans," he whispers urgently— then he collapses to the floor.*

Or . . .

*You're in a spaceport restaurant when three figures race through the door. "For the Prime Faction!" one of them shouts, and the three start firing weapons at the other customers.*

After the Gamemaster sets the scene, he asks, "What do you want to do?" In game terms, doing something is known as taking an *action.* You might know right away what your hero's action will be, but don't just call out an answer. Wait for the Gamemaster to say it's your turn. Then answer as your hero would, explaining what your hero is going to do.

What can heroes do? Almost anything! A hero can say something, move, use a skill, use a piece of equipment, look for clues, duck beneath a table, or anything else you can think of. The Gamemaster determines whether your hero succeeds at what he tries to do, either by assessing the situation and making a judgment, or by calling for dice rolls.

After all the heroes have performed their actions and the Gamemaster has had the members of the supporting cast take their actions, the process starts again. Now the situation is different from what it was when the scene opened, and the next actions the heroes attempt might also be different from what they just finished doing.

# ALTERNITY®
## Science Fiction Roleplaying
## Character Template

**Hero's Name** [ ]  **Player** [ ]

**Profession** [ Combat Spec ]  **Career** [ Soldier ]

| ABILITY | Score | Untrained | Res. Mod. |
|---|---|---|---|
| Strength | 12 | 6 | +1 |
| Dexterity | 11 | 5 | +1 |
| Constitution | 10 | 5 | |
| Intelligence | 9 | 4 | 0 |
| Will | 10 | 5 | 0 |
| Personality | 8 | 4 | |

**ACTION CHECK SCORE**  *Actions per round:* **2**

Marginal 14+   Ordinary 13   Good 6   Amazing 3

**DURABILITY**

Stun   10   ☐☐☐☐☐☐☐☐☐☐

Wound   10   ☐☐☐☐☐☐☐☐☐☐

Mortal   5   ☐☐☐☐☐

| SKILLS | RANK | SCORE |
|---|---|---|
| **STR** | | |
| **Athletics** | | 12 / 6 / 3 |
| *Climb* | 2 | 14 / 7 / 3 |
| **Melee Weapons** | | 12 / 6 / 3 |
| *Powered weapon* | 2 | 14 / 7 / 3 |
| **DEX** | | |
| **Modern Ranged Weapons** | | 11 / 5 / 2 |
| *Rifle* | 2 | 13 / 6 / 3 |
| **Vehicle Operation** | | 11 / 5 / 2 |
| *Land vehicle* | 1 | 12 / 6 / 3 |
| **CON** | | |
| **Stamina** | | 10 / 5 / 2 |
| *Endurance* | 1 | 11 / 5 / 2 |
| **INT** | | |
| **Knowledge** | | 9 / 4 / 2 |
| *First aid* | 1 | 10 / 5 / 2 |
| **WIL** | | |
| **Awareness** | | 10 / 5 / 2 |
| *Perception* | 1 | 11 / 5 / 2 |
| **PER** | | |
| **Interaction** | | 8 / 4 / 2 |
| *Intimidate* | 2 | 10 / 5 / 2 |

### Weapons
**11mm charge rifle**   d6+1w / d6+3w / d6+1m
  Range (S/M/L): 80/160/400   Type: HI
**Gravmace**   d8+2s / d6+2w / d8+2w
  Range: Personal   Type: LI
**Unarmed (untrained)** d4+1s / d4+2s / d4+3s

### Armor
  **Battle jacket**   d6–1 (LI), d4+1 (HI), d4–1 (En)

### Gear: comm gear, flashlight, lucky coin

### Background: **This navy veteran signed on as a member of the crew of the *Nebula Bounty* after mustering out, serving as the muscle for the small-time trading operation.**

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# ALTERNITY®
## Science Fiction Roleplaying
## Character Template

**Hero's Name** [ ]  **Player** [ ]

**Profession** [ Combat Spec ]  **Career** [ Spacehand ]

| ABILITY | Score | Untrained | Res. Mod. |
|---|---|---|---|
| Strength | 14 | 7 | +2 |
| Dexterity | 8 | 4 | 0 |
| Constitution | 11 | 5 | |
| Intelligence | 10 | 5 | 0 |
| Will | 8 | 4 | 0 |
| Personality | 9 | 4 | |

**ACTION CHECK SCORE**  *Actions per round:* **2**

Marginal 13+   Ordinary 12   Good 6   Amazing 3

**DURABILITY**

Stun   11   ☐☐☐☐☐☐☐☐☐☐☐

Wound   11   ☐☐☐☐☐☐☐☐☐☐☐

Mortal   6   ☐☐☐☐☐☐

| SKILLS | RANK | SCORE |
|---|---|---|
| **STR** | | |
| **Athletics** | | 14 / 7 / 3 |
| *Climb* | 1 | 15 / 7 / 3 |
| **Unarmed Attack** | | 14 / 7 / 3 |
| *Brawl* | 1 | 15 / 7 / 3 |
| **DEX** | | |
| **Modern Ranged Weapons** | | 8 / 4 / 2 |
| *Pistol* | 1 | 9 / 4 / 2 |
| **Vehicle Operation** | | 8 / 4 / 2 |
| *Space vehicle* | 1 | 9 / 4 / 2 |
| **CON** | | |
| **Stamina** | | 11 / 5 / 2 |
| **INT** | | |
| **Knowledge** | | 10 / 5 / 2 |
| *Computer operation* | 2 | 12 / 6 / 3 |
| **System Operation** | | 10 / 5 / 2 |
| *Engineering* | 1 | 11 / 5 / 2 |
| **Technical Science** | | 10 / 5 / 2 |
| *Juryrig* | 2 | 12 / 6 / 3 |
| **WIL** | | |
| **Awareness** | | 8 / 4 / 2 |
| **PER** | | |
| **Interaction** | | 9 / 4 / 2 |
| *Taunt* | 1 | 10 / 5 / 2 |

### Weapons
**11mm charge pistol**   d4+2w / d6+2w / d4+1m
  Range (S/M/L): 10/20/80   Type: HI
**Unarmed (*brawl*)**   d4+2s / d4+3s / d4+4s

### Armor
  **Battle vest**   d6–3 (LI), d6–2 (HI), d4–2 (En)

### Gear: comm gear, flashlight, toolkit

### Background: **Part owner of the *Nebula Bounty*, this spacehand loves the vessel and works overtime to keep it in good condition.**

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**Bonus** –d20 |–d12 |–d8 |–d6 |–d4 |–d0 |+d4 | +d6 |+d8 |+d12 | +d20 |+2d20 | etc. **Penalty**

**Bonus** –d20 |–d12 |–d8 |–d6 |–d4 |+d0 |+d4 | +d6 |+d8 |+d12 | +d20 |+2d20 | etc. **Penalty**

## Left Column

**ALTERNITY®**
# Science Fiction Roleplaying
## Character Template

**Hero's Name** ☐ **Player** ☐
**Profession** [ Diplomat ] **Career** [ Entertainer ]

| ABILITY | Score | Untrained | Res. Mod. |
|---|---|---|---|
| Strength | 7 | 3 | 0 |
| Dexterity | 9 | 4 | 0 |
| Constitution | 8 | 4 | |
| Intelligence | 11 | 5 | +1 |
| Will | 11 | 5 | +1 |
| Personality | 14 | 7 | |

**ACTION CHECK SCORE**     *Actions per round:* 2
Marginal 12+     Ordinary 11     Good 5     Amazing 2

**DURABILITY**
Stun     8     ☐☐☐☐☐☐☐☐
Wound   8     ☐☐☐☐☐☐☐☐
Mortal   4     ☐☐☐☐

| SKILLS | RANK | SCORE |
|---|---|---|
| **STR** | | |
| Athletics | | 7 / 3 / 1 |
| *Jump* | 1 | 8 / 4 / 2 |
| **DEX** | | |
| Acrobatics | | 9 / 4 / 2 |
| *Movie stunts* | 2 | 11 / 5 / 2 |
| Modern Ranged Weapons | | 9 / 4 / 2 |
| *Pistol* | 1 | 10 / 5 / 2 |
| Vehicle Operation | | 9 / 4 / 2 |
| *Land vehicle* | 1 | 10 / 5 / 2 |
| **CON** | | |
| Stamina | | 8 / 4 / 2 |
| **INT** | | |
| Knowledge | | 11 / 5 / 2 |
| *Deduce* | 2 | 13 / 6 / 3 |
| **WIL** | | |
| Awareness | | 11 / 5 / 2 |
| *Intuition* | 2 | 13 / 6 / 3 |
| **PER** | | |
| Deception | | 14 / 7 / 3 |
| *Bluff* | 2 | 16 / 8 / 4 |
| Entertainment | | 14 / 7 / 3 |
| *Act* | 3 | 17 / 8 / 4 |
| Interaction | | 14 / 7 / 3 |
| *Charm* | 1 | 15 / 7 / 3 |

**Weapons**
Stutter pistol     d6+2s / d8+2s / d8+4s
  Range (S/M/L): 6/12/30          Type: LI
Unarmed (untrained) d4s / d4+1s / d4+2s

**Armor**
CF long coat     d4 (LI), d4 (HI), d6–2 (En)

**Gear:** comm gear, 3D audio/video player

**Background:** This hero has taken a break from 3D stardom to research and write a script about the adventures of the crew of a trading vessel.

**Bonus** –d20 | –d12 | –d8 | –d6 | –d4 | +d0 | +d4 | +d6 | +d8 | +d12 | +d20 | +2d20 | etc. **Penalty**

## Right Column

**Hero's Name** ☐ **Player** ☐
**Profession** [ Diplomat ] **Career** [ Trader ]

| ABILITY | Score | Untrained | Res. Mod. |
|---|---|---|---|
| Strength | 8 | 4 | 0 |
| Dexterity | 8 | 4 | 0 |
| Constitution | 8 | 4 | |
| Intelligence | 12 | 6 | +1 |
| Will | 12 | 6 | +1 |
| Personality | 12 | 6 | |

**ACTION CHECK SCORE**     *Actions per round:* 2
Marginal 12+     Ordinary 11     Good 5     Amazing 2

**DURABILITY**
Stun     8     ☐☐☐☐☐☐☐☐
Wound   8     ☐☐☐☐☐☐☐☐
Mortal   4     ☐☐☐☐

| SKILLS | RANK | SCORE |
|---|---|---|
| **STR** | | |
| Athletics | | 8 / 4 / 2 |
| *Throw* | 1 | 9 / 4 / 2 |
| **DEX** | | |
| Modern Ranged Weapons | | 8 / 4 / 2 |
| *Pistol* | 2 | 10 / 5 / 2 |
| Vehicle Operation | | 8 / 4 / 2 |
| *Space vehicle* | 1 | 9 / 4 / 2 |
| **CON** | | |
| Stamina | | 8 / 4 / 2 |
| *Endurance* | 1 | 9 / 4 / 2 |
| **INT** | | |
| Business | | 12 / 6 / 3 |
| *Small business* | 3 | 15 / 7 / 3 |
| Knowledge | | 12 / 6 / 3 |
| *Computer operation* | 1 | 13 / 6 / 3 |
| System Operation | | 12 / 6 / 3 |
| *Communications* | 2 | 14 / 7 / 3 |
| **WIL** | | |
| Awareness | | 12 / 6 / 3 |
| *Perception* | 1 | 13 / 6 / 3 |
| **PER** | | |
| Interaction | | 12 / 6 / 3 |
| *Bargain* | 3 | 15 / 7 / 3 |
| *Charm* | 1 | 13 / 6 / 3 |
| Leadership | | 12 / 6 / 3 |

**Weapons**
9mm charge pistol     d4+1w / d6+1w / d4m
  Range (S/M/L): 8/16/60          Type: HI
Unarmed (untrained)  d4s / d4+1s / d4+2s

**Armor**
CF long coat     d4 (LI), d4 (HI), d6–2 (En)

**Gear:** comm gear, data slate, credit scan

**Background:** Co-owner and captain of the *Nebula Bounty,* this trader always looks to make the best deal.

**Bonus** –d20 | –d12 | –d8 | –d6 | –d4 | +d0 | +d4 | +d6 | +d8 | +d12 | +d20 | +2d20 | etc. **Penalty**

## ALTERNITY®
## Science Fiction Roleplaying
## Character Template

**Hero's Name** [ ] **Player** [ ]
**Profession** [ Free Agent ] **Career** [ Explorer ]

| ABILITY | Score | Untrained | Res. Mod. |
|---|---|---|---|
| Strength | 10 | 5 | 0 |
| Dexterity | 11 | 5 | +1 |
| Constitution | 9 | 4 | |
| Intelligence | 10 | 5 | 0 |
| Will | 11 | 5 | +1 |
| Personality | 9 | 4 | |

**ACTION CHECK SCORE**    *Actions per round:* **2**
Marginal 13+    Ordinary 12    Good 6    Amazing 3

**DURABILITY**
Stun    9    ☐☐☐☐☐☐☐☐☐
Wound    9    ☐☐☐☐☐☐☐☐☐
Mortal    5    ☐☐☐☐☐

| SKILLS | RANK | SCORE |
|---|---|---|
| **STR** | | |
| **Athletics** | | 8 / 4 / 2 |
| *Climb* | 1 | 9 / 4 / 2 |
| **Melee Weapons** | | 8 / 4 / 2 |
| *Blade* | 1 | 9 / 4 / 2 |
| **DEX** | | |
| **Modern Ranged Weapons** | | 11 / 5 / 2 |
| *Rifle* | 1 | 12 / 6 / 3 |
| **Vehicle Operation** | | 11 / 5 / 2 |
| *Space vehicle* | 1 | 12 / 6 / 3 |
| **CON** | | |
| **Stamina** | | 9 / 4 / 2 |
| *Endurance* | 1 | 10 / 5 / 2 |
| **INT** | | |
| **Knowledge** | | 10 / 5 / 2 |
| *First aid* | 1 | 11 / 5 / 2 |
| **System Operation** | | 10 / 5 / 2 |
| **WIL** | | |
| **Awareness** | | 11 / 5 / 2 |
| *Intuition* | 1 | 12 / 6 / 3 |
| *Perception* | 1 | 12 / 6 / 3 |
| **Investigate** | | 11 / 5 / 2 |
| *Search* | 1 | 12 / 6 / 3 |
| **PER** | | |
| **Interaction** | | 9 / 4 / 2 |

**Weapons**
Render rifle    d6+1s / d6+1w / d4+1m
    Range (S/M/L): 50/100/250    Type: En
Combat knife    d4+1w / d4+2w / d4+3w
    Range: Personal    Type: LI
Unarmed (untrained)    d4s / d4+1s / d4+2s

**Armor**
    CF short coat   d4–1 (LI), d4–1 (HI), d6–3 (En)

**Gear:** comm gear, data slate, binoculars

**Background:** Copilot of the *Nebula Bounty,* this explorer enjoys trips that take the crew to the less populated regions of known space.

**Bonus** –d20 |–d12 | –d8 |–d6 |–d4 |+d0 |+d4 | +d6 |+d8 |+d12 | +d20 |+2d20 | etc. **Penalty**

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## ALTERNITY®
## Science Fiction Roleplaying
## Character Template

**Hero's Name** [ ] **Player** [ ]
**Profession** [ Free Agent ] **Career** [ Gambler ]

| ABILITY | Score | Untrained | Res. Mod. |
|---|---|---|---|
| Strength | 8 | 4 | 0 |
| Dexterity | 12 | 6 | +1 |
| Constitution | 8 | 4 | |
| Intelligence | 10 | 5 | 0 |
| Will | 11 | 5 | +1 |
| Personality | 11 | 5 | |

**ACTION CHECK SCORE**    *Actions per round:* **2**
Marginal 14+    Ordinary 13    Good 6    Amazing 3

**DURABILITY**
Stun    8    ☐☐☐☐☐☐☐☐
Wound    8    ☐☐☐☐☐☐☐☐
Mortal    4    ☐☐☐☐

| SKILLS | RANK | SCORE |
|---|---|---|
| **STR** | | |
| **Athletics** | | 8 / 4 / 2 |
| *Throw* | 1 | 9 / 4 / 2 |
| **Unarmed Attack** | | 8 / 4 / 2 |
| *Brawl* | 1 | 9 / 4 / 2 |
| **DEX** | | |
| **Manipulation** | | 12 / 6 / 3 |
| *Lockpick* | 1 | 13 / 6 / 3 |
| **Modern Ranged Weapons** | | 12 / 6 / 3 |
| *Pistol* | 1 | 13 / 6 / 3 |
| **Vehicle Operation** | | 12 / 6 / 3 |
| **CON** | | |
| **Stamina** | | 8 / 4 / 2 |
| **INT** | | |
| **Knowledge** | | 10 / 5 / 2 |
| **System Operation** | | 10 / 5 / 2 |
| **WIL** | | |
| **Awareness** | | 11 / 5 / 2 |
| *Perception* | 1 | 12 / 6 / 3 |
| **PER** | | |
| **Deception** | | 11 / 5 / 2 |
| *Gamble* | 2 | 13 / 6 / 3 |
| **Interaction** | | 11 / 5 / 2 |
| *Bargain* | 1 | 12 / 6 / 3 |
| *Charm* | 1 | 12 / 6 / 3 |

**Weapons**
Mass pistol    d6w / d6+2w / d6m
    Range (S/M/L): 2/6/12    Type: En
Unarmed (*brawl*)    d4s / d4+1s / d4+2s

**Armor**
    CF short coat   d4–1 (LI), d4–1 (HI), d6–3 (En)

**Gear:** comm gear, cards, electronic lockpick

**Background:** The gambler joined the crew of the *Nebula Bounty* to escape a misunderstanding at the Vegas Prime space station. Now the gambler helps negotiate deals and make contacts wherever the crew goes.

**Bonus** –d20 |–d12 | –d8 |–d6 |–d4 |+d0 |+d4 | +d6 |+d8 |+d12 | +d20 |+2d20 | etc. **Penalty**

**Hero's Name** [ ]    **Player** [ ]
**Profession** [ Tech Op ]    **Career** [ Pilot ]

| ABILITY | Score | Untrained | Res. Mod. |
|---|---|---|---|
| Strength | 9 | 4 | 0 |
| Dexterity | 12 | 6 | +1 |
| Constitution | 9 | 4 | 0 |
| Intelligence | 12 | 6 | +1 |
| Will | 9 | 4 | 0 |
| Personality | 9 | 4 | 0 |

**ACTION CHECK SCORE**    *Actions per round:* **2**
Marginal 14+    Ordinary 13    Good 6    Amazing 3

**DURABILITY**
Stun    9    ☐☐☐☐☐☐☐☐☐
Wound    9    ☐☐☐☐☐☐☐☐☐
Mortal    5    ☐☐☐☐☐

| SKILLS | RANK | SCORE |
|---|---|---|
| **STR** | | |
| Athletics | | 9 / 4 / 2 |
| **DEX** | | |
| Modern Ranged Weapons | | 12 / 6 / 3 |
| *Pistol* | 1 | 13 / 6 / 3 |
| Vehicle Operation | | 12 / 6 / 3 |
| *Space vehicle* | 2 | 14 / 7 / 3 |
| **CON** | | |
| Stamina | | 9 / 4 / 2 |
| **INT** | | |
| Knowledge | | 12 / 6 / 3 |
| *Computer operation* | 2 | 14 / 7 / 3 |
| Navigation | | 12 / 6 / 3 |
| *Drivespace astrogation* | 2 | 14 / 7 / 3 |
| *System astrogation* | 2 | 14 / 7 / 3 |
| System Operation | | 12 / 6 / 3 |
| *Weapons* | 2 | 14 / 7 / 3 |
| **WIL** | | |
| Awareness | | 9 / 4 / 2 |
| *Perception* | 2 | 11 / 5 / 2 |
| **PER** | | |
| Interaction | | 9 / 4 / 2 |
| *Seduce* | 1 | 10 / 5 / 2 |
| Leadership | | 9 / 4 / 2 |

**Weapons**
Laser pistol    d4+1w / d6+1w / d4m
  Range (S/M/L): 20/40/200    Type: En
Unarmed (untrained)  d4s / d4+1s / d4+2s

**Armor**
Battle jacket   d6–1 (LI), d4+1 (HI), d4–1 (En)

**Gear:** comm gear, data slate

**Background:** As pilot and navigator of the *Nebula Bounty,* this hero flies the ship into and out of hot spots throughout the galaxy.

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**Hero's Name** [ ]    **Player** [ ]
**Profession** [ Tech Op ]    **Career** [ Doctor ]

| ABILITY | Score | Untrained | Res. Mod. |
|---|---|---|---|
| Strength | 8 | 4 | 0 |
| Dexterity | 13 | 6 | +2 |
| Constitution | 8 | 4 | 0 |
| Intelligence | 13 | 6 | +2 |
| Will | 10 | 5 | 0 |
| Personality | 8 | 4 | 0 |

**ACTION CHECK SCORE**    *Actions per round:* **2**
Marginal 15+    Ordinary 14    Good 7    Amazing 3

**DURABILITY**
Stun    8    ☐☐☐☐☐☐☐☐
Wound    8    ☐☐☐☐☐☐☐☐
Mortal    4    ☐☐☐☐

| SKILLS | RANK | SCORE |
|---|---|---|
| **STR** | | |
| Athletics | | 8 / 4 / 2 |
| **DEX** | | |
| Modern Ranged Weapons | | 13 / 6 / 3 |
| *Pistol* | 1 | 14 / 7 / 3 |
| Vehicle Operation | | 13 / 6 / 3 |
| *Land vehicle* | 1 | 14 / 7 / 3 |
| **CON** | | |
| Stamina | | 8 / 4 / 2 |
| **INT** | | |
| Computer Science | | 13 / 6 / 3 |
| *Hacking* | 2 | 15 / 7 / 3 |
| Knowledge | | 13 / 6 / 3 |
| Medical Science | | 13 / 6 / 3 |
| *Surgery* | 2 | 15 / 7 / 3 |
| *Treatment* | 2 | 15 / 7 / 3 |
| **WIL** | | |
| Awareness | | 10 / 5 / 2 |
| *Perception* | 1 | 11 / 5 / 2 |
| Resolve | | 10 / 5 / 2 |
| **PER** | | |
| Interaction | | 8 / 4 / 2 |
| *Charm* | 1 | 9 / 4 / 2 |
| *Interview* | 1 | 9 / 4 / 2 |

**Weapons**
Stutter pistol    d6+2s / d8+2s / d8+4s
  Range (S/M/L): 6/12/30    Type: LI
Unarmed (untrained)  d4s / d4+1s / d4+2s

**Armor**
CF long coat    d4 (LI), d4 (HI), d6–2 (En)

**Gear:** comm gear, medical gauntlet, surgery kit, medical kit

**Background:** As doctor and resident hacker of the *Nebula Bounty,* this hero keeps the crew in good repair and helps when the team needs expert computer aid.

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**Bonus** –d20 |–d12 | –d8 |–d6 |–d4 |+d0 |+d4 | +d6 |+d8|+d12 | +d20 |+2d20 | etc. **Penalty**

**Bonus** –d20 |–d12 | –d8 |–d6 |–d4 |+d0 |+d4 |+d6 |+d8|+d12 | +d20 |+2d20 | etc. **Penalty**

# THE ALTERNITY GAME

Tomorrow is out there. It can be as close as the next dawn or as distant as humanity's twilight, when the Earth expends its last, dying gasp. What tomorrow waits beyond the dawn? The possibilities are as endless as your imagination—and that's what the ALTERNITY® game is all about. The fast-play rules have introduced you to the system. Now, here's a brief look at what's contained in the two hardcover rulebooks. The *Player's Handbook* will be the initial release in April 1998, to be followed by the *Gamemaster Guide* one month later.

## Hero Creation

The material in Chapter 2 of the *Player's Handbook* allows you to create any type of modern to far-future hero you can imagine. The process is much more detailed than the fast-play rules, providing you with more choices and plenty of decisions to make as you create your hero. After developing the concept of what you want your hero to be, you select a species. Five alien species are presented in the *Player's Handbook*, and the *Gamemaster Guide* offers guidelines for designing new species of your own. Next, you assign Ability Scores and purchase skills. The important thing to remember throughout the hero creation process is that you're in charge. All of your hero's characteristics and attributes—the qualities that make him different from every other character in the world—are the result of decisions you make.

## Supporting Cast

One of the Gamemaster's rewards is the opportunity to create and portray intelligent supporting characters. Chapter 6 of the *Gamemaster Guide* describes supporting characters that serve an array of purposes in your game. Realistic motivations, appropriate game stats, and believable personalities are all crucial components of a supporting character.

Villains concoct schemes, obstacles, and complications. Sidekicks, controlled by the players, and allies, controlled by the Gamemasters, contribute extra skills and firepower. Employees and followers handle jobs that heroes and villains don't have time for. Experts tackle questions and problems that heroes cannot. Finally, extras add spice, color, and detail to your world.

The last section of Chapter 6 provides a selection of supporting character templates that can be used to quickly introduce all sorts of supporting cast members, complete with Ability Scores and skills, into the adventure.
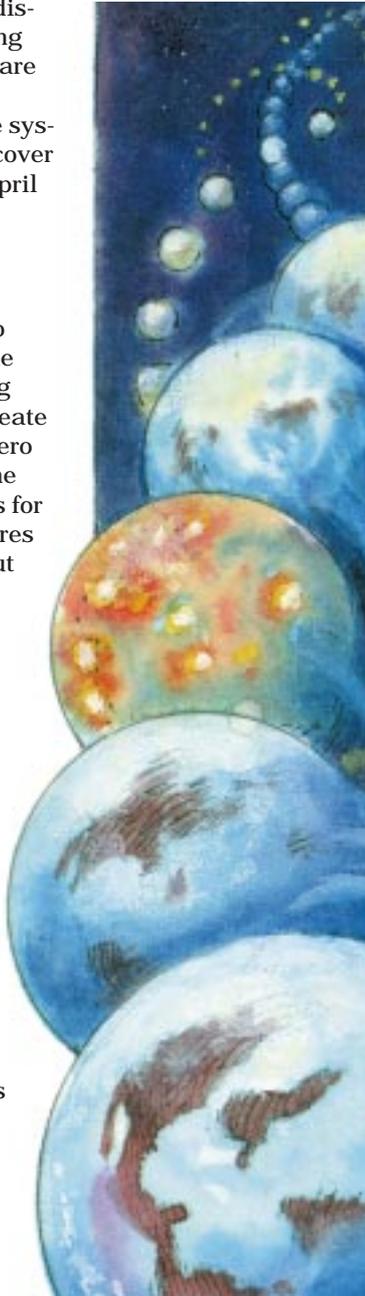
*Attributes*—motivation, moral attitude, and character traits—are tags and hooks that provide definition and detail to a hero. They're used to make heroes and the supporting cast more than just an accumulation of statistics and equipment, to flesh out these individuals and give them depth. Attributes also serve as an aid and an encouragement to good roleplaying, which should be the goal of every player. Attributes are described in Chapter 7 of the *Player's Handbook.*

## Achievements

As heroes complete adventures, the Gamemaster awards them achievement points based on the magnitude of their accomplishments and how well they succeeded in roleplaying their characters. Players and Gamemasters need a way to measure how well the heroes have done. Chapter 8 describes the ALTERNITY rules for achievement levels and achievement points.

## Equipment

A big part of what makes a hero distinctive is the gear he owns or carries. The hotshot star pilot needs a ship and a reliable sidearm to complete his image, just as the gunfighter in an old Western needs a horse and a trusty .45 revolver. Of course, a hero can still be a formidable character if he loses his pistol or his computer gauntlet or his trauma pack in the course of a story, but his trademark equipment is as much a part of his makeup as his physical features and his attitude. Chapters 9, 10, and 11 of the *Player's Handbook* describe the fundamental tools, equipment, services, computers, weapons, armor, and other accessories that heroes can purchase. Chapter 9 also provides an overview of Progress Levels, which is the framework the ALTERNITY game uses to define when and if a certain piece of equipment is available.

## Vehicles & Spaceships

Adventures often require travel—across cities, countries, or galaxies. Chapter 12 of the *Player's Handbook* describes some of the vehicles available in the ALTERNITY universe, from primitive rafts to star-spanning spaceships. Each of the land, water, air, and space vehicles is a stock vehicle, with average characteristics. You'll find rules for using these vehicles in chases and in combat. Chapters 10 and 11 of the *Gamemaster Guide* contain rules for customizing

## Heroes in Action

Chapter 3 of the *Player's Handbook* begins with a general discussion of the different styles you can use to portray your hero in action, and moves into full explanations of some of the concepts that were introduced in the fast-play rules. You'll get another level of detail in the ALTERNITY game system—comprehensive rules for dealing damage and recovering from damage, movement, throwing grenades, and getting the drop on the bad guys, to name a few.

The corresponding chapter in the *Gamemaster Guide* discusses the most commonly used rules of the game. You'll find ways to resolve actions, combat, and hazards. This chapter also contains a discussion of planetary environments (gravity, radiation, atmosphere, pressure, and heat) and their effect on characters during play.

## Skills

Skills are the heart of the ALTERNITY game system. Most of what a hero is capable of doing—fighting an opponent, piloting a spacecraft, closing a big business deal, developing a vaccine for a deadly virus—is governed by what skills the hero possesses and how accomplished he is at using those skills. Chapter 4 of the *Player's Handbook* begins with an explanation of how skills are used and how they are organized. After that, each separate skill is described in detail. The *Gamemaster Guide* provides additional detail on the use of skills.

## Roleplaying Extras

*Perks and Flaws* provide a hero with advantages and disadvantages. Each perk and flaw represents one extra handle for a skilled player to use in bringing his character to life. No one remembers the Combat Spec who plunges into battle—that's what Combat Specs are for. But everyone remembers the Combat Spec who purchased Celebrity and enjoys galaxywide fame, and no one can forget the Free Agent created with the Powerful Enemy flaw who's constantly being hunted by his lifelong nemesis. Descriptions of perks and flaws appear in Chapter 5 of the *Player's Handbook*.

*Careers,* complete with concepts, suggested skills, and "signature" equipment, appear in Chapter 6 of the *Player's Handbook*. Careers represent specialization of focus within each profession introduced in the fast-play rules. For example, possible careers within the Tech Op profession include doctor, pilot, engineer, and scientist.

vehicles and constructing spaceships with weapons, sensors, defensive systems, and many other accessories.

## Game Options

The ALTERNITY game system includes several options you can use to add diversity to any game style or genre. Chapter 13 of the *Player's Handbook* contains rules for mutations and mutant heroes. Chapter 14 includes psionic powers, skills, and mindwalker heroes. Chapter 15 covers cybernetic gear and rules for acquiring it and using it. In the *Gamemaster Guide*, Chapter 16 has guidelines to help you decide which game options to use in your campaign.

## Campaign & Adventure Design

One of the Gamemaster's most creative exercises is the construction of an imaginary world or universe. In your universe, you decide everything. What genre does your setting fall into? Which Progress Level or technical innovations can define it? What kinds of aliens are present for use as heroes or potential villains? How is the world organized? Who's in charge, and why? Although answering these questions could seem to be a complex and difficult task, an organized approach to campaign design lightens the load considerably.

Chapters 13 and 14 of the *Gamemaster Guide* contain advice on building an exciting setting and administering it over the lifetime of your campaign setting. They also have information on putting together the physical details of your setting: galaxies, planets, and civilizations. Chapter 15 follows this discussion with suggestions for the design of your own adventures, filled with exciting beginnings, compelling action, and a satisfying resolution for everyone.

## More to Come . . .

Over the next few years, the ALTERNITY game system will grow to include rules expansions, accessories, adventures, and campaign settings. The first of these products are:

*Black Starfall* and *Red Starrise:* Free introductory adventures that will be available in stores when the *Player's Handbook* and the *Gamemaster Guide* are released.

*Gamemaster Kit:* A screen for the game moderator, with important tables, diagrams, and hero character sheets.

*STAR∗DRIVE™ Campaign Setting:* A galaxy-spanning, space opera milieu full of intrigue, danger, and forays into the unknown.

*STAR∗DRIVE Alien Compendium:* Creatures benign and bizarre that you can use to populate your ALTERNITY game universe.