

GURPS[®]

Fourth Edition

Basic Set: Campaigns



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CONTENTS

INTRODUCTION 342

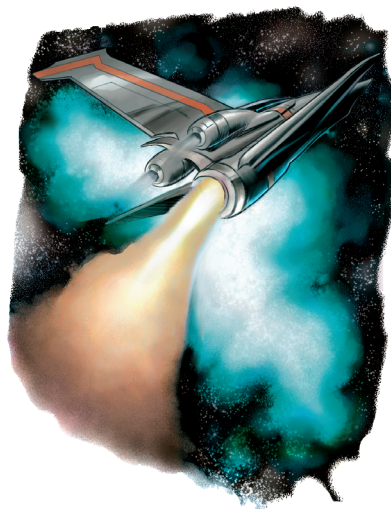
10. SUCCESS ROLLS . . . 343

When to Roll 343
 Modifiers 344
Default Rolls 344
 Task Difficulty 345
Equipment Modifiers 345
Long Tasks 346
 Degree of Success or Failure . . . 347
Optional Rule:
Influencing Success Rolls . . . 347
 Repeated Attempts 348
 CONTESTS 348
 Quick Contests 348
 Regular Contests 349
The Rule of 16 349
 PHYSICAL ACTIVITIES 349
 Climbing 349
 Digging 350
Different Gravity 350
 Hiking 351
 Holding Your Breath 351
 Jumping 352
Optional Jumping Rules 352
 Lifting and Moving Things 353
 Running 354
 Swimming 354
 Flying 354
 Throwing 355
 Catching 355
 Extra Effort 356
 SENSE ROLLS 358
 Vision 358
 Hearing 358
 Taste/Smell 358
 INFLUENCE ROLLS 359
Influencing the PCs 359
 WILL ROLLS 360
 Fright Checks 360
FRIGHT CHECK TABLE 360

11. COMBAT 362

COMBAT TURN SEQUENCE 362
 MANEUVERS 363
Multiple Maneuvers and Full-Turn Maneuvers 363
 Do Nothing 364
 Move 364
 Change Posture 364
 Aim 364
 Evaluate 364
 Attack 365
 Feint 365
 All-Out Attack 365
 Move and Attack 365
 All-Out Defense 366
 Concentrate 366
 Ready 366
 Wait 366
 MOVEMENT AND COMBAT 367

Movement 367
 Step 368
 Spacing 368
 Moving Through
 Other Characters 368
 Crouching 368
 ATTACKING 369
 MELEE ATTACKS 369
 Melee Attack Options 369
 Unarmed Combat 370
Actions After Being Grappled . . . 371
 RANGED ATTACKS 372
 Thrown Weapon Attacks 373
 Missile Weapon Attacks 373
 DEFENDING 374
 Active Defense Rolls 374
 Dodging 374
 Blocking 375
 Parrying 376
Parrying Heavy Weapons 376
 Active Defense Options 377
 DAMAGE AND INJURY 377



Damage Roll 378
 Damage Resistance
 and Penetration 378
Knockback 378
Fast Damage Resolution for Multiple Hits 379
 Wounding Modifiers
 and Injury 379
Injury to Unliving, Homogenous, and Diffuse Targets 380
 Effects of Injury 380
 Special Damage 381
Attacks Without Damage 381
 CRITICAL HITS AND MISSES 381
 Critical Hits 381
 Critical Misses 382
Example of Combat 382
 OTHER ACTIONS IN COMBAT 382

Readying Weapons and
 Other Gear 382
When Is a Weapon Ready? 383
 Typical Long Actions 383

12. TACTICAL COMBAT 384

Figures 384
 THE COMBAT MAP 384
 Hexes 384
 Facing 385
 MANEUVERS IN TACTICAL COMBAT 385
 COMBAT 385
Wait Maneuver Strategy 385
 MOVEMENT IN TACTICAL COMBAT 386
The "Step" in Tactical Combat 386
Movement Point Costs 387
 ATTACKING IN TACTICAL COMBAT 388
 Melee Attacks 388
Long Weapon Tactics 388
 Ranged Attacks 389
Pop-Up Attacks 390
 DEFENDING IN TACTICAL COMBAT 390
"Runaround" Attacks 391
 CLOSE COMBAT 391
 Entering a Foe's Hex 391
 Leaving a Foe's Hex 391
 Weapons for Close Combat 391
 Readying in Close Combat 391
 Defense in Close Combat 392
 Multiple Close Combat 392
Striking Into a Close Combat 392
 MULTI-HEX FIGURES 392

13. SPECIAL COMBAT SITUATIONS 393

SURPRISE ATTACKS
 AND INITIATIVE 393
 VISIBILITY 394
 SPECIAL MOVEMENT 394
 High-Speed Movement 394
Optional Rule: Changing Posture in Armor 395
 Mounted Combat 396
 Flying Combat 398
 HIT LOCATION 398
Tight-Beam Burning Attacks 399
Targeting Chinks in Armor 400
 Striking at Weapons 400
Subduing a Foe 401
 SPECIAL MELEE COMBAT RULES 402
 Attack from Above 402
 Combat at Different Levels 402
Size Modifier and Reach 402
 Special Unarmed Combat
 Techniques 403
 Special Melee Weapon Rules 404
Improvised Weapons 404
Dirty Tricks 405
 SPECIAL RANGED COMBAT RULES 407

Malfunctions	407
Firing Upward and Downward	407
Cover	407
Overpenetration	408
Special Rules for Rapid Fire	408
Special Ranged Weapons	410
Firearm Accessories	411
Guided and Homing Weapons	412
Semi-Active Homing Weapons	412
Area and Spreading Attacks	413
Attacking an Area	414
Scatter	414
EXPLOSIONS	414
Explosions in Other Environments	415
SPECIAL DAMAGE	416
Afflictions	416
Special Penetration Modifiers	416
CINEMATIC COMBAT RULES	417
Dual-Weapon Attacks	417



14. INJURIES, ILLNESS, AND FATIGUE 418

INJURIES	418
General Injury:	
Lost Hit Points	419
Shock	419
Example of Injury	419
Major Wounds	420
Knockdown and Stunning	420
Crippling Injury	420
Optional Rules for Injury	420
Patient Status	421
Temporary Attribute Penalties	421
Mortal Wounds	423
Death	423
RECOVERY	423
Recovering from Unconsciousness	423
Natural Recovery	424
High HP and Healing	424
First Aid	424
Surgery	424

Medical Care	424
Resuscitation	425
Ultra-Tech Drugs	425
FATIGUE	426
Lost Fatigue Points	426
Fatigue Costs	426
Starvation and Dehydration	426
Missed Sleep	426
Recovering from Fatigue	427
Foraging	427
HAZARDS	428
Acid	428
Afflictions	428
Atmospheric Pressure	429
Hazardous Atmospheres	429
Cold	430
Collisions and Falls	430
Hit Location from a Fall	431
Electricity	432
Flame	433
Making Things Burn	433
Gravity and Acceleration	434
Heat	434
Pressure	435
Radiation	435
Radiation Hazards	435
Seasickness	436
Suffocation	436
Vacuum	437
POISON	437
Describing Poisons	437
Special Delivery	438
Poison Examples	439
Drinking and Intoxication	439
Addictive Drugs	440
Drug Withdrawal	440
Overdose	441
ILLNESS	442
Disease	442
Contagion	443
Infection	444
AGE AND AGING	444

15. CREATING TEMPLATES 445

CHARACTER TEMPLATES	445
How GURPS Works: Character Templates Aren't Rules!	445
Types of Character Templates	446
Concept	446
Flexibility	446
Character Templates and Player Perceptions	446
Selecting Traits	447
Setting the Price	448
Writing it Up	448
Listing Skills	448
Discounts	448
Adjusting for Player Experience	448
Customization Notes	449
Additional Options	449
RACIAL TEMPLATES	450
Concept	450
Selecting Traits	451
PC Races vs. NPC Races	451
Player-Created Races	451
Setting the Price	454
Sub-Races	454
Filling in the Blanks	454
Character Costs vs. Racial Strength	454

16. ANIMALS AND MONSTERS 455

COMMON ANIMALS	455
Animal and Monster Statistics	456
Individualizing Animals	457
PETS AND TRAINED ANIMALS	458
Riding and Draft Animals	459
War-Trained Mounts	459
FANTASY MONSTERS	460
Damage for Animals	460
ANIMALS IN COMBAT	461
Swarm Attack Examples	461

17. TECHNOLOGY AND ARTIFACTS 462

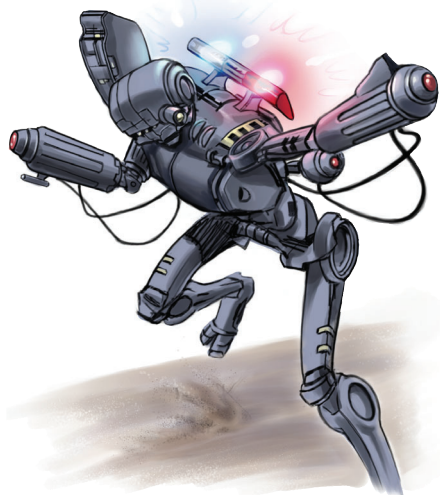
VEHICLES	462
Vehicle Statistics	462
Basic Vehicle Movement	463
GROUND VEHICLE TABLE	464
WATERCRAFT TABLE	464
AIRCRAFT TABLE	465
SPACECRAFT TABLE	465
Basic Vehicle Combat	467
Vehicle Weapon Mounts	467
Weapons Fire from a Moving Vehicle	469
Scaling Damage	470
ELECTRONICS	471
Communicators	471
Sensors	471
Computers	472
NEW INVENTIONS	473
Required Skills	473
Complexity	473
Concept	473
Prototype	473
Reinventing the Wheel	473
Testing and Bugs	474
Production	474
Funding	474
GADGETEERING	475
Inventing Gadgets	475
Quick Gadgeteering	476
Gadget Bugs Table	476
Gadgeteering During Adventures	477
Gadgets for Non-Gadgeteers	477
FUTURISTIC AND ALIEN ARTIFACTS	478
Enigmatic Device Table	478
Anachronistic Devices	478
WEIRD TECHNOLOGY	479
Random Side Effects Table	479
MAGIC ITEMS	480
Enchantment Spells	480
Enchanting	481
Interruptions	481
Using Magic Items	482
Buying Magic Items	482
DAMAGE TO OBJECTS	483
Detailed HP Calculation	483
Effects of Injury	483
Damage to Buildings and Structures	484
Damage to Shields	484
Repairs	484
Breakdowns	485
Broken Weapons	485

18. GAME MASTERING 486

<i>Customizing the Rules</i>	486
CHOOSING A CAMPAIGN TYPE	486
Power Level	487
High-Powered Campaigns	487
The Cinematic Campaign	488
<i>Damn the Rules, Full Speed Ahead!</i>	489
STARTING A GAME SESSION	490
<i>Advance Preparation</i>	490
Maps	490
<i>Player-Made Maps</i>	491
RUNNING THE GAME	492
Settling Rules Questions	492
Dealing with the Players	493
Playing the NPCs	493
<i>Gaming Online</i>	494
Reaction Rolls	494
Knowledge	495
<i>I open the door, duck under</i>	495
Keeping the Characters Alive	496
Game Time	497
<i>When in Doubt, Roll and Shout</i>	497
ENDING A PLAY SESSION	498
Awarding Bonus Character Points	498
<i>Time Use Sheets</i>	499
WRITING YOUR OWN ADVENTURES	500
Where Do You Get Your Ideas?	500
Adventure Design	500
<i>Dungeons</i>	501
<i>Traps</i>	503
Features of a Good Adventure	504
Organizing a Continuing Campaign	504
<i>Shared Campaigns and Travel Between Campaigns</i>	504

19. GAME WORLDS . . . 505

CULTURES AND LANGUAGES	505
LAWS AND CUSTOMS	506
<i>Travel Etiquette</i>	506
Control Rating	506



Legality	507
Law Enforcement and Jail	507
Trials	507
<i>Bribery</i>	508
Criminal Punishment	508
SOCIETY AND GOVERNMENT TYPES	509
<i>The Big Picture</i>	509
Variations	510
Restrictions	510
TECH LEVELS	511
<i>Variations Within a Tech Level</i>	511
<i>Tech Level by Field</i>	512
Building up Local Technology	513
Different Technologies	513
<i>Improving Skills in Alternate Tech Levels</i>	513
Tech Level and Genre	514
ECONOMICS	514
Buying and Selling	514
<i>Moving Money Between Worlds</i>	514
Loot, and Disposing of It	515
<i>Gold and Silver</i>	515
<i>Making Your Own Goods</i>	515
Wealth and Status	516
Jobs	516
Hirelings	517
<i>Finding a Job</i>	518
Slaves	518
<i>Loyalty Checks</i>	519
OTHER PLANES OF EXISTENCE	519
<i>Travel Between Game Worlds</i>	520
Types of Realities	520
Planar Cosmology	521
Interplanar Travel	522

20. INFINITE WORLDS . . 523

THE CAMPAIGN	524
<i>Infinite Worlds Glossary</i>	524
<i>The Interworld Treaty</i>	525
<i>Dark Infinity</i>	525
AN INFINITY OF WORLDS	526
Classes of Alternate Worlds	526
Close Parallels	526
Farther Parallels	527
Weird Parallels	527
Myth Parallels	527
Hell Parallels	528
Worlds That Break the Rules	528
Pocket Multiverses	529
INTERDIMENSIONAL TRAVEL	529
Parachronic Conveyors	529
Parachronic Projectors	530
<i>Parachronic Coordinates</i>	530
Operations and Accidents	531
<i>Parachronic Detectors</i>	532
Natural Parachronic Phenomena	533
<i>Dimensional Highways</i>	534
<i>Infinity's World Classes</i>	535
INFINITY UNLIMITED	535
Infinity Development	536
Infinity Patrol	536
<i>Crosstime Recruitment</i>	536
<i>ISWAT</i>	536
Miracle Workers	538
Parachronic Laboratories	538
OUTSIDE ORGANIZATIONS	538
The United Nations	538
Governments	538



Research Foundations	539
Crosstime Bounty Hunters	539
Corporations	539
<i>Keeping the Secret</i>	540
The Very Rich	540
Crosstime Colonies	541
ADVERSARIES	541
Centrum	541
Crosstime Bandits	542
Reality Liberation Force	543
The Cabal: Masters of Infinity	543
Reich-5	543
PARACHRONOZOIDS	544
<i>World-Jumpers</i>	544
TIMELINE SHIFTS	544
Centran Intervention	545
<i>Mysteries</i>	545
Effects of Tampering with Echoes	546
<i>Marooned!</i>	546
Locating a Shifted Timeline	546

TABLES 547

COMBAT MODIFIERS	547
SIZE AND SPEED/RANGE TABLE	550
MANEUVERS	551
POSTURES	551
HIT LOCATION TABLES	552
CRITICAL SUCCESS AND FAILURE	556
HP AND DR OF OBJECTS AND COVER	557
NPC REACTIONS	559
REACTION TABLE	560

GLOSSARY 563

LUDOGRAPHY 566

CAMPAIGN PLANNING FORM 567

GM CONTROL SHEET . . 568

NPC RECORD CARD . . 569

TIME USE SHEET 569

INDEX 570

INTRODUCTION

This is Book 2 of the *GURPS Basic Set, Fourth Edition*.

Why two books? The last edition, after all, was a single book of 256 pages, plus the Instant Characters section.

The short answer is: we added a lot of material. Which translated to a lot of pages. This new edition brings in a great deal of material that's either brand new or previously appeared in other books (especially the two *Compendiums*). This new *Basic Set* weighs in at a total of 576 pages, more than double the length of the last edition. That's quite a stack of paper.

We could still have done it as a single book. But for two reasons, we didn't. First, that would be a thick, *heavy* book, suitable for stopping bullets but just a bit unwieldy to use. And second, it would be an expensive book. Really, too expensive.

By dividing the manuscript into two parts, we were able to get everything that a player *has* to have into Book 1. That book has the basic system rules and everything for character creation. What it didn't have, in the early drafts, was any combat at all . . . so we added a section with the basics

of combat. Now a player needs only Book 1 to get into the game.

Who needs this book? Well, first and foremost, the GM. This book goes into detail about physical feats and combat. It also covers vehicles and technology, animals and monsters, world design, and Game Mastering. "Tool kit" chapters let the GM create new creatures (and even PC races), artifacts, character abilities, and entire game worlds.

But it's not just for GMs. Players who enjoy detail and who want to participate in the creative side of the game will definitely find this book useful . . . and so will players who want to become GMs someday. The point is simply that it's not *required*. Nevertheless, the books *are* intended to work together. The pages and chapters are consecutively numbered, and the index covers *both* books and is repeated in both.

In the final analysis, the answer to "why two books?" is simply *accessibility*. We want the system to be easy to play, easy to learn, and easy to get into. By dividing the text into "necessary for the new player" and "everything else," we hope we've made the new *Basic*

Set not just easier to carry around, but also a better introduction to the system. Let us know how we did.

– Steve Jackson

OTHER SUPPORT AND GM TOOLS

Game Masters will also find useful material in the *GURPS GM's Screen*, which includes all the tables necessary to run a *GURPS Fourth Edition* game, copies of *GURPS Lite* and the tables of advantages, disadvantages, and skills from the *Basic Set*, Book 1, as well as several variant character sheets and other useful tools.

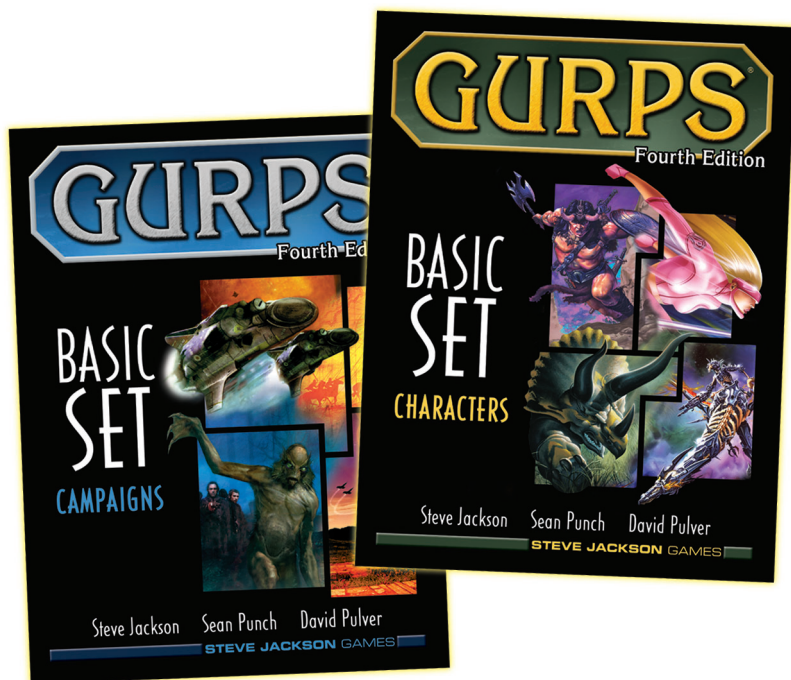
If you have access to the Internet . . . and nowadays that's almost a given . . . there's a great deal of support available, including:

- The free SJ Games webforums at forums.sjgames.com.

- *Pyramid Magazine*, which, for \$20 a year, gives subscribers several articles a week. A lot of these relate directly or indirectly to *GURPS*. There are also reviews, cartoons, and other bits of data and inspiration.

- *e23* is our electronic publishing division . . . which, as of this writing, is not yet up and running. But it will be. Check out www.sjgames.com/e23/ and see what you find. We have already prepared dozens of PDFs, ranging from short adventures to whole *GURPS* sourcebooks, and we get more ready every week. This will be a very valuable resource. You can purchase game material online, in PDF format, in the same shopping cart you use for your Warehouse 23 orders!

- And, of course, the *GURPS* website itself (www.sjgames.com/gurps/) is constantly being updated with information about all *GURPS* products in and out of print. One brand-new feature will be implemented for many *GURPS* books by the time you read this: the book's complete bibliography will be online, and every book that's currently in print will have a hotlink to amazon.com/!



INDEX

This index covers both books of the *Basic Set*. The pages are sequentially numbered; Book 2 starts on p. 337.

With rare exceptions, *traits* (advantages, disadvantages, skills, spells, and so on) are *not* listed in this index. Instead, they have their own alphabetical listings. See the *Trait Lists* on pp. 297-306.

Acceleration, *see Gravity*.

Accents, 24.

Acid, 428.

Acrobatic dodge, 375.

Active Defense Modifiers Table, 548.

Active defenses, 326, 363, 374;
modifiers table, 548.

Advantages, 32; *always on*, 34;
cinematic, 33; *exotic*, 32, 34; *in templates*, 447; *magic*, 34; *mental*, 32; *mundane*, 32; *new*, 117-118; *learnable*, 294; *list*, 297; *physical*, 34; *potential*, 33; *Schrödinger's*, 33; *secret*, 33; *social*, 32; *switchable*, 34.

Adventures, *e23*, 494; *finale*, 503;
pre-packaged, 495; *writing your own*, 500-504.

Adversary, 493.

Afflictions, 35, 416, 428.

Age, 20.

Aging, 53, 66, 95, 153, 154, 444.

Aim maneuver, 58, 324, 364.

Aimed fire, 372.

Air spells, 242.

Aircraft, 466; *table*, 465.

Alcohol, 122, 439-440.

Alien artifacts, 478.

Allies, 36; *ally groups*, 37.

All-Out Attack maneuver, 54, 324, 365, 385; *after being grappled*, 371.

All-Out Defense maneuver, 324, 366, 385.

Ally groups, 37.

Alternate worlds, 64, 160; *travel*, 189, 190; *Centrum*, 541-542, 545-546; *classes*, 526; *close parallels*, 526; *Coventry*, 540; *echoes*, 546; *hell parallels*, 528; *myth parallels*, 527; *Reich-5*, 543; *weird parallels*, 527, *world classes*, 535. *See also Crossworld Travel, Infinite Worlds Campaign.*

Alternative attacks, 61.

Always on; *advantages*, 34,
magic items, 482.

Ammunition, 278.

Anarchy, 509.

Animals, 40, 87, 90, 137, 175, 187, 210, 211, 217, 223, 225, 226, 228, 395, 455-460; *in combat*, 461; *individualizing*, 457; *draft*, 459; *pets*, 458-459; *riding*, 459; *trained*, 458-459; *see also Mounted Combat.*

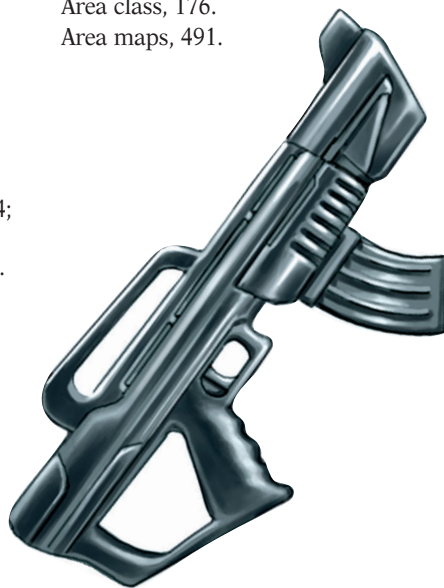
Apes, 455.

Appearance, 21.

Arc of vision, 389.

Area class, 176.

Area maps, 491.



Area spells, 239.

Area-effect attacks, 413; *scatter*, 414.

Arm lock, 370, 403.

Armor divisors, 378.

Armor, 110, 282-286; *changing posture in armor*, 395; *combining and layering*, 286; *flexible armor and blunt trauma*, 379; *wearing, donning, and removing*, 286.

Arrows, *flaming*, 410.

Artifacts, *anachronistic*, 478; *futuristic and alien*, 478, *magic*, 240, 480-483.

Artificial intelligences, 528.

Atmospheres, *hazardous*, 429;
vacuum, 437.

Atmospheric pressure, 429.

Attack maneuver, 325, 365.

Attack roll, 369.

Attacks, 326, 369; *alternative*, 61;
after being grappled, 371; *Deceptive Attack*, 369; *dual-weapon*, 417; *from above*, 402; *in tactical combat*, 388; *innate*, 51; *linked effects*, 381; *modified*, 114; *runaround*, 391; *surprise*, 393; *swarm*, 461;
without damage, 381.

Attributes, *see Basic Attributes*.

Automatic weapons, 408.

Banestorms, 533.

Baron Janos Telkozep, *character sheet*, 312-313; *illustration*, 290.

Basic attributes, 14; *in templates*, 447;
improving, 290.

Basic Lift, 15; *table*, 17.

Basic Move, 17.

Basic Speed, 17.

Basilisks, 460.

Bats, 461.

Battle maps, 239.

Battlesuits, 192.

Bears, 456.

Bees, 461.

Bends, the, 435.

Biotech tech levels, 512.

Bipods, 412.

BL, *see Basic Lift*.

Bleeding, 68, 420.

Block, 51, 324, 327;
in tactical combat, 390.

Blocking spells, 241.

Blunt trauma, 379.

Boars, 458.

Body Control spells, 244.

Body modification, 294.

Bolas, 410.

Bounty hunters, 539.

Break Free, 370.

Breakdowns, 485.

Breaking a weapon, 401.

Breathing, 49, 55, 63, 68, 108;
holding your breath, 351;
smothering a foe, 401.

Build, 18.

Bulletproof nudity, 417.

C-31, *character sheet*, 307-309; *illustrations*, 264, 549.
 Cabal, the, 543.
 Camels, 459.
 Campaigns, 486-489; *cinematic*, 488; *continuing*, 504; *planning form*, 567; *power level*, 10, 486; *shared campaigns*, 504; *travel between campaigns*, 504; *see also Game Worlds*.
 Camping and survival gear, 288.
 Cannon fodder, 417.
 Caster (of spells), 236.
 Catching things, 355.
 Cats, 456.
 Centrum, 541-542, 545-546.
 Century scale damage, 470.
 Ceremonial magic, 237.
 Change Posture maneuver, 325, 364.
 Character classes, *no such thing*, 259.
 Character points, 10, 119, 258, 290; *awarding bonus points*, 498.
 Characters, 7; *concept*, 11; *creation*, 9, 10, 258; *development*, 290, 499; *origins*, 33; *sheet*, 13, 335-336; *stories*, 12; *types*, 12.
 Chi, 33, 93, 192, 214.
 Children, 20.
 Chimpanzees, 456.
 Choke hold, 371, 404; *see also Suffocation*.
 Cinematic *advantages*, 33; *campaigns*, 488; *characters*, 489; *combat*, 417; *explosions*, 417; *knockback*, 417.
 Clerical *magic*, 77, 242; *spells*, 77.
 Climbing, 89, 349.
 Cloaks, 404.
 Close combat, 391.
 Clothing, 265.
 Cold, 430.
 Collisions, 430; *whiplash*, 432.
 Coma, 429; *see also Unconsciousness*.
 Combat Lite, 324.
 Combat maps, 384, 492.
 Combat, 9, 362-417; *at different levels*, 402; *cinematic*, 417; *maneuvers*, 324; *table of combat modifiers*, 547; *techniques*, 230; *turn sequence*, 324, 362; *vehicular*, 467-470.
 Communication and Empathy spells, 245.
 Communications and information gear, 288, 471.
 Competence, 24.
 Comprehension rolls, 359.
 Computers, 48, 51, 55, 69, 71, 76, 100, 124, 184, 472; *artificial intelligence*,

528; *complexity*, 472; *software*, 472; *virtual reality worlds*, 520.
 Concentrate maneuver, 325, 366.
 Cone attacks, 413.
 Conspiracies, *see Illuminati*.
 Contacts, 31.
 Contagion, 443; *see also Disease*.
 Contests, 348; *quick*, 348; *regular*, 349; *resistance rolls*, 348.



Control Rating, 506; *see also Legality Class*.
 Conventions of play, 9.
 Copper, *see Wealth*.
 Cosmic powers, 33.
 Cost of living, 265, 516.
 Coventry, 540.
 Cover, 377, 407; *Cover DR Table*, 559.
 Crippling, 59, 420-423.
 Critical failure, *spells*, 236.
 Critical Head Blow Table, 556.
 Critical Hit Table, 556.
 Critical hits, 381; *table*, 556.
 Critical Miss Table, 556; *Unarmed Critical Miss Table*, 557.
 Critical misses, 381; *table*, 556-557.
 Critical success, 347; *on defense*, 381.
 Crossbows, 410.
 Crosstime bandits, 542.
 Crossworld campaigns, 519-522; *see also Infinite Worlds Campaign*.
 Crossworld travel, 514, 519-522; *Infinite Worlds campaign background*, 523-546; *instant wealth*, 514.
 Crouching, 368.
 Cultures, 23, 505-508.
 Customizing rules, 486.
 Dai Blackthorn, 12, 18, 22, 116, 162, 164, 227; *character sheet*, 310-311; *illustrations*, 32, 418.
 Damage Resistance, 378; *HP and DR of Structures Table*, 558; *Cover DR Table*, 559.
 Damage, 15, 327, 377; *by animals*, 461; *Damage Table*, 16; *damage rolls*, 9, 378; *scaling*, 470; *to objects*, 483-485.

Darkness, 47, 60, 71, 394; *spells*, 249; *torches*, 394.
 David Pulver, 6.
 Dead worlds, 527.
 Dealing with players, 493.
 Death, 296, 423; *dying actions*, 423; *instant death*, 423.
 Decade scale damage, 470.
 Deceptive attack, 369.
 Deer, 457.
 Defaults, 344; *double*, 173, 232; *skills*, 173; *techniques*, 229.
 Defending, 326, 374; *in tactical combat*, 390.
 Defenses, 46; *enhanced*, 51; *limited*, 46.
 Dehydration, 426.
 Demolition, 415.
 Depressants, 441.
 Design skills, 190.
 Dexterity, 15.
 Dice, 8, 9.
 Digging, 350, 357.
 Dimensional highways, 534.
 Dirty tricks, 405.
 Disadvantages, 11, 119; *buying off*, 121, 291; *disadvantage limit*, 11; *good*, 119; *exotic*, 120; *in templates*, 447; *list*, 299; *mental*, 120; *mundane*, 120; *new*, 162; *physical*, 120; *secret*, 120; *social*, 120; *self-imposed*, 121; *supernatural*, 120.
 Disease, 442-444; *worldwide*, 528.
 Dive for cover, 377, 407.
 Divine origins; 33; *see also Gods*.
 Dmg, *see Damage*.
 Do Nothing maneuver, 325, 364.
 Dodge, 17, 51, 324, 327, 374; *and drop*, 377.
 Dogs, 457, 458.
 Donkeys, 459.
 Double defaults, *allowed for techniques*, 229; *not allowed for skills*, 173.
 DR, *see Damage Resistance*.
 Dragging things, 353.
 Dragon template, 261.
 Dropping prone, 374.
 Drugs, 122, 130, 440; *Eraser*, 540; *overdose*, 441; *ultra-tech*, 425; *withdrawal*, 440.
 Dual-weapon attacks, 417.
 Dungeons, 501.
 Dwarf template, 261.
 DX, *see Dexterity*.
 Dying actions, 423.
 e23 scenario warehouse, 494.
 Earth spells, 245.

- Echo timelines, 546.
Economics, 514.
Elbow strike, 404.
Elderly characters, 20;
see also Age, Aging.
Electricity, 432-433.
Electronics, 471.
Elemental meta-traits, 262.
Elephants, 460; *pink*, 440.
Enchantment, 480-483; *spells*, 245.
Encounters, 502;
sample encounter table, 503.
Encumbrance, 17.
Enhanced defenses, 51.
Enhancements, 101-102; *limited*, 111.
Equestrian gear, 289.
Equipment, 264-289;
modifying success rolls, 345.
Eraser drug, 540.
Evading, 368.
Evaluate maneuver, 325, 364.
Exotic advantages, 32, 34.
Exotic disadvantages, 120.
Explosions, 414-415; *cinematic*, 417.
Extra effort, 356.
Facing (in combat), 385, 386.
Falcons, 457.
Falling, 430-431; *damage from falling objects*, 431.
Fallout, 435; *see also Radiation.*
Familiars, 38.
Fatigue, 16; 328, 426; *fatigue points*, 16; *recovering*, 427.
Feint maneuver, 325, 365.
Felinoid template, 261.
Fencing weapons, 404.
Fire, 61; *burning things*, 433, 434; *damage*, 433; *flaming arrows*, 410; *incendiary weapons*, 277, 411, 433; *spells*, 246; *tight-beam burning attacks*, 399.
Firearms, 278-281; *accessories*, 289, 411; *aim*, 364; *automatic*, 408; *bracing*, 364; *firing upward and downward*, 407; *malfunction*, 382, 407; *quality*, 280; *rapid fire*, 408; *shotguns*, 409; *suppression fire*, 409; *ultra-tech*, 280.
Firing upward and downward, 407.
First aid, 424.
Flails, 405.
Flame, *see Fire.*
Flaming arrows, 410.
Flashlights, 394.
Flesh wounds, 417.
Flight, 56, 354; *flying combat*, 398.
Fnord, *you're not cleared for that.*
Follow-up damage, 381.
Food, 95, 139, 159, 160, 265;
foraging, 427; *starvation*, 426.
FP, *see Fatigue Points.*
Fragmentation damage, 414.
Free actions, 363.
Friends and foes, 31.
Fright Checks, 55, 93, 95, 121, 360;
Fright Check Table, 360-361.
Gadgeteering, *see Gadgets.*
Gadgets, 56-58, 473-477, 479;
limitations, 116.
Game balance, 11.
Game Mastering, 486-504.
Game preparation, 490.
Game worlds, 505-522;
economics, 514.
Garrotes, 405.
Gate spells, 247.
Gerbils, 113.
G-Increment, 350.
Glossary, 563-565; *arms and armor*, 268; *basic terms*, 7; *magic*, 234; *Infinite Worlds*, 524; *psionics*, 254.
GM Control Sheet, 490, 568.
Gods, 33, 40, 59, 76, 113, 132, 143.
Gold, *see Wealth.*
Gorillas, 456.
Government types, 509-510;
see also Laws.
Grabbing and grappling, 370; *and hit location*, 400.
Gravity, 60, 350, 434; *different gravity*, 350; *home gravity*, 17.
Grenades, 277, 410.
Ground vehicles, 466; *table*, 464.
Gryphons, 460.
Guided weapons, 412.
Hallucinations, 429, 440.
Hallucinogens, 440.
Handedness, 14.
Harpoons, 411.
Healing, 59, 79, 80, 155, 160, 162; *magic*, 248; *medical gear*, 289; *medical tech levels*, 512; *psychic*, 256.
Health, 15.
Hearing, 49, 72, 89, 94, 138, 358.
Heart attacks, 429.
Heat, 434; *see also Fire.*
Hell parallels, 528.
Heroic Knight template, 448.
Hexes, 384.
High-speed movement, 394.
Hiking, 351, 357, 426.
Hirelings, 517, 518.
Hit Location Tables, 552-555.
Hit location, 369, 398; *and Injury Tolerance*, 400; *random*, 400.
Hit points, 16, 418-419;
HP and DR of Structures Table, 558;
see also Injuries.
Home gravity, 17; *see also Gravity.*
Homing weapons, 412-413.
Horses, 459-460; *equestrian gear*, 289;
see also Mounted Combat, Riding Animals, Weapons (Cavalry).
HP and DR of Structures Table, 558.
HP, *see Hit Points.*
HT (Health), 15.
I-Cops, 536-538.
Identities, 31, 39.
Illuminati, 60, 130, 193, 200, 525;
the Cabal, 543.
Immunity, 443.
Importance in society, *see Rank, Status.*
Incompetence, 24.
Index, 329-334, 570-575.
Infection, 444.
Infinite ammunition, 417.
Infinite Worlds campaign background, 523-546.
Infinity Development, 536.
Infinity Patrol, 536-538.
Infinity Unlimited, 524, 535-538.
Influence rolls, 359.
Influence skills, 494.
Information spells, 241.
Initiative, 393.
Injuries, 327, 377, 380, 418-425;
accumulated wounds, 420; *and active defense*, 374; *bleeding*, 420; *crippling*, 420-423; *flesh wounds*, 417; *large-area injury*, 400; *last wounds*, 420; *major wounds*, 420; *mortal wounds*, 423; *shock*, 419; *to objects*, 483-485; *to shields*, 484; *see also Crippling, Healing.*
Instant death, 423.
Intelligence, 15; *and dirty tricks*, 405.
Intoxication, *see Alcohol.*
Introduction, 5, 342.
Investigator template, 259.
Iotha, *character sheet*, 314-315, *illustrations*, 343.
IQ (Intelligence), 15.
ISWAT, 162, 536.
Jobs, 292, 499, 516-518; *finding*, 518.
Jumping, 89, 203, 352, 357.
Knee strike, 404.
Knockback, 378.
Knowledge spells, 249.



Knowledge, *NPC*, 496;
player vs. character, 495.
 Languages, 23, 205, 506.
 Lariats, 411.
 Lasers, 280, 399; *seeker heads*, 412;
sights, 412.
 Last wounds, 420.
 Law enforcement, 507;
police gear, 289.
 Laws, 65, 204, 506-508, 518;
punishment, 508; *trials*, 507.
 LC, see *Legality Class*.
 Legality Class, 267, 270, 507;
legality of spells, 507.
 Lethal strike, 404.
 Lifting, 14, 15, 65, 205, 353, 357.
 Light and Darkness spells, 249.
 Limitations, 101, 110; *gadgets*, 116.
 Limited defenses, 46.
 Linked effects, 381.
 Lions, 456.
 Literacy, 24.
 Long actions, 383.
 Long tasks, 346, 499.
 Louis d'Antares, *character sheet*,
 322-323; *illustrations*, 368, 422, 505.
 Loyalty, 518-519.
 Luck, 83, 89, 160.
 Ludography, 566.
 Lycanthropy, see *Werewolves*.
 Machine guns, 281.
 Machines, 16; *Machine meta-trait*, 263.
 Mage template, 260.
 Magery, 66.
 Magic Resistance, 67.
 Magic, 66, 143, 144, 150, 218, 224,
 225, 234-253; *advantages*, 34;
ceremonial, 237; *clerical*, 242;
colleges, 239; *enchanted objects*, 240,
 480-483; *racial*, 453; *ritual*, 237,
 242; *staves*, 240.
 Major wounds, 420.
 Malf, see *Malfunction*.
 Malfunction, 278, 382, 407.
 Mana, 235.
 Maneuvers, 324, 363, 385; *table*, 551.
 Maps, 384, 490-491; *mapping by*
players, 491; *mapping for adventure*
design, 502.
 Medical care, 424; *surgery*, 424.
 Medical gear, 289.
 Medicine tech levels, 512.
 Melee Attack Modifiers Table, 547.
 Melee etiquette, 417.
 Melee spells, 240.
 Mental *advantages*, 32; *disadvantages*,
 120; *powers*, see *Psionics*.
 Mental stun, 420.

Mentality meta-traits, 263.
 Meta-Spells, 250.
 Meta-traits, 262.
 Metric conversions, 9.
 Military, 218, 221, 222, 260.
 Mind Control spells, 250.
 Mind reading, see *Telepathy*.
 Mind transfer, 296.
 Miniature figures, 383.
 Miracle Workers Inc., 538.
 Missile spells, 240.
 Missile weapon attacks, 373.
 Modifiers (to traits), 101; *list*, 300.
 Molotov cocktails, 411.
 Money, see *Wealth*.
 Monsters, 460-461.
 Morphology meta-traits, 263.



Mortal *conditions*, 429; *wounds*, 423.
 Mounted combat, 395-398.
 Move (character stat), 52.
 Move and Attack maneuver, 325, 365,
 385.
 Move maneuver, 325, 364, 385.
 Movement and combat, 367;
and facing, 386; *high-speed*
movement, 394; *movement in*
tactical combat, 386.
 Movement points, 386, 387.
 Movement spells, 251.
 Mules, 459.
 Multi-hex figures, 392.
 Mundane *advantages*, 32;
disadvantages, 120.
 Mutations, 33.
 Neck Snap attack, 370, 404.
 Necromantic spells, 251.
 Nets, 411.
 New disadvantages, 162.
 New inventions, 473, 475;
 see also *Gadgets*.
 Nexus portals, 534.
 Nonhumans, 32.
 Non-player characters, see *NPCs*.
 NPC Reactions Table, 559-562.

NPC Record Card, 569.
 NPCs, 31, 493; *NPC Reactions Table*,
 559-562; *NPC Record Card*, 569.
 Oil flasks, 411.
 Omens, 72.
 Online gaming, 494.
 Optics and sensors, 289.
 Origins of characters, 33.
 Overpenetration, 379, 408.
 Overrun, by *multi-hex figures*, 392.
 Oxen, 460.
 Parachronic Laboratories Inc., 538.
 Parachronics, *bogus scientific*
explanation, 530; *conveyor*, 529;
detector, 532; *disasters*, 532; *minor*
accidents, 531; *paradoxes*, 533;
projector; 524, 530; see also
Infinite Worlds Campaign.

Parachronozoids, 544.
 Parallel worlds, see *Alternate Worlds*.
 Paralysis, 429.
 Parry, 51, 93, 324, 327, 376; *unarmed*,
 376; *in tactical combat*, 390.
 Patient status, 421.
 Patrons, 72-73.
 Penetrating damage, 379.
 Penetration modifiers, 378, 416;
overpenetration, 379, 408.
 Per, see *Perception*.
 Perception, 16.
 Perks, 100.
 Pets, 458-459; see also *Animals*.
 Physical *advantages*, 32;
disadvantages, 120.
 Physical feats, 349; *extra effort*, 356.
 Picking things up, 383.
 Picks, 405.
 Pinning (in combat), 370.
 Planet types, 180.
 Plants, 75, 87, 90, 142, 197, 199, 211.
 Pocket multiverses, 529.
 Poison, 62, 437-439; *treatment*, 439.
 Police gear, 289.
 Pop-up attacks, 390.

- Postures, 367; *changing posture in armor*, 395; *table*, 551.
- Potential advantages, 33.
- Power level for campaigns, 10, 486.
- Power tech levels, 512.
- Preparing for play, 490.
- Prerequisites, *skills*, 169; *spells*, 235; *techniques*, 229.
- Pressure, *atmospheric*, 429, 435; *the bends*, 435; *water*, 435.
- Privilege, 30.
- Professor William Headley, *character sheet*, 318-319; *illustrations*, 234, 486.
- Protection and Warning spells, 252.
- Psi powers, *see Psionics*.
- Psionics, 71, 78, 150, 254-257; *Antipsi*, 255; *ESP*, 255; *learning*, 294; *new powers*, 257; *pside effects*, 255; *Psychic Healing*, 256; *Psychokinesis*, 256; *Telepathy*, 257; *Teleportation*, 257.
- Psychological warfare, 359.
- Pulling things, 353.
- Punishment, *legal*, 508.
- Pyramid Magazine, 494.
- Quick contests, 348.
- Quick learning under pressure, 292.
- Quick Start rules, 8.
- Quirks, 162; *racial*, 452.
- Radiation, 80, 105, 192, 435.
- Ranged attacks, 327, 372; *half damage range*, 378; *hitting the wrong target*, 389; *modifiers table*, 548; *opportunity fire*, 390; *overshooting*, 390; *pop-up attacks*, 390; *shooting blind*, 389.
- Ranged Combat Modifiers Table, 548.
- Rank, 29.
- Rapid fire, 373, 408.
- Rapid Strike, 54, 93, 370.
- Rate of Fire, 270, 373.
- Rats, 461.
- Rattlesnakes, 458.
- Rcl, *see Recoil*.
- Reaction rolls, 8, 494-495, *NPC Reactions Table*, 559-562.
- Reading, 134; *see also Literacy*.
- Ready maneuver, 325, 366, 382, 385.
- Ready weapons, 369; *readying*, 382.
- Realism, 11.
- Reality Liberation Force, 543.
- Reality quakes, 534.
- Recoil, 271.
- Recovery, 328; *see also Healing*.
- Recovery, 423-424; *from unconsciousness*, 423.
- Regular spells, 239.
- Reich-5, 543.
- Religion, 30, 226; *see also Gods*.
- Reloading missile weapons, 373.
- Repair skills, 190; *repairing things*, 484.
- Reputation, 27.
- Resisted spells, 241.
- Resuscitation, 425.
- Retreat (in active defense), 377.
- Retreating, 391.
- Ritual magic, 237, 242.
- Roads, 351.
- RoF (Rate of Fire), 270, 373.
- Roleplaying, 7.
- Rolling to hit, 369.
- Room maps, 492.
- Rounding, 9.
- Rule of 14, 360.
- Rule of 16, 349.
- Rule of 20, 173, 344.
- Rules, *customizing*, 486; *questions*, 492.
- Runaround attacks, 391.
- Runes, 224.
- Running, 354, 357; *fatigue*, 426.
- Sacrificial dodge, 375.
- Sapience, 15, 23.
- Scopes, 412.
- Sean Punch, 6.
- Seasickness, 436.
- Secondary characteristics, 15; *improving*, 290; *in templates*, 447.
- Secret disadvantages, 120.
- Secret identities, 31.
- Self-control, 120.
- Senses, 35, 78; *sense rolls*, 358.
- Sensors, 471.
- Sentience, 15.
- Sharks, 457.
- Shields, 287, 374; *damage*, 484; *in close combat*, 392; *offensive use*, 406.
- Shiftrealms, 534.
- Shock, *electrical*, 432-433; *from injury*, 419.
- Shooting blind, 389.
- Shotguns, 409.
- Shove, 372.
- Sign language, 25.
- Silencers, 412.
- Silver, *see Wealth*.
- Size and Speed/Range Table, 550.
- Size Modifier, 19, 372; *and reach*, 402.
- Skills, 167, 174-233; *buying*, 170; *defaults*, 170; *design*, 190; *difficulty level*, 168; *familiarity*, 169; *improving*, 170, 292; *in templates*, 447; *influence*, 495; *levels*, 171; *list*, 301; *maintaining*, 294; *physiology modifiers*, 181; *prerequisites*, 169; *racially learned*, 453; *repair*, 190; *scope*, 176; *specialties*, 169; *studying*, 292, 499; *teachers*, 293; *technological*, 168; *wildcard*, 175.
- Slam, 371; *by multi-hex figures*, 392.
- Slaves, 518.
- Sleep, 50, 65, 136, 140, 142, 154, 155; *drowsy*, 428; *missed sleep*, 426.
- SM, *see Size Modifier*.
- Smartguns, 278.
- Smell, 49, 243.
- Snakes, 458; *cobra venom*, 439; *pythons*, 458; *rattlesnakes*, 458.
- Social advantages, 32; *adding and improving*, 291.
- Social background, 22.
- Social disadvantages, 120.
- Social restraints, 30.
- Society types, 509-510.
- Soldier of Fortune template, 260.
- Sora, *character sheet*, 320-321; *illustrations*, 10, 258, 356, 362, 375, 402.
- Sounds, *see Hearing*.
- Space sickness, 434.
- Spacecraft, 466; *table*, 465.
- Spacing (in combat), 368.
- Special spells, 241.
- Speed/Range Table, 550.
- Spells, 66; *Air*, 242; *area*, 239; *backfire*, 235; *blocking*, 241; *Body Control*, 244; *caster*, 236; *casting*, 235-238; *clerical*, 77; *Communication and Empathy*, 245; *Earth*, 245; *Enchantment*, 246, 480-482; *Fire*, 246; *Gate*, 247; *Healing*, 248; *information*, 241; *Knowledge*, 249; *legality*, 507; *Light and Darkness*, 249; *Meta-Spells*, 250; *melee*, 240; *Mind Control*, 250; *missile*, 240; *Movement*, 251; *list*, 304; *Necromantic*, 251; *prerequisites*, 235; *Protection and Warning*, 252; *regular*, 239; *resisted*, 241; *special*, 242; *subject*, 236; *Water*, 253; *see also Magic*.
- Spirits, 41, 55, 68, 76, 113, 193, 200, 212; *spirit advantages*, 34; *Spirit meta-trait*, 263.
- Spy gear, 289.
- ST, *see Strength*.
- Staffs, 240.
- Starvation, 426.
- Status, 28, 265, 516.
- Step (in maneuvers), 368, 386.
- Steve Jackson, 6.

Stimulants, 440.
 Strangle, 370, 401, 404.
 Strength, 14.
 Striges, 461.
 Striking at weapons, 400.
 Structural Damage Table, 558.
 Study, 292.
 Stunning, 35; *mental stun*, 420.
 Subduing a foe, 401.
 Subject (of spells), 236.
 Success rolls, 342; *buying success*, 347; *critical failure*, 348; *critical success*, 347; *difficulty*, 345; *equipment modifiers*, 345; *influencing rolls*, 347; *player guidance*, 347; *repeated attempts*, 348.
 Success rolls, 8.
 Suffocation, 428, 436.
 Sunburn, 434.
 Supernatural *advantages*, 32, 33, 34; *disadvantages*, 120.
 Supers, 34.
 Superscience, 513.
 Suppression fire, 409.
 Surprise attacks, 393.
 Swarm attacks, 461.
 Swimming, 354, 357; *fatigue*, 426.
 Swinging damage, 15.
 Switchable *advantages*, 34.
 Table talk, 493.
 Taboo traits, 261.
 Takedown, 370.
 Taste and smell, 49, 358.



Tech level, 267, 291.
 Techniques, 229; *combat*, 230; *improving*, 292; *list*, 304.
 Technological skills, 168.
 Technology Levels, 22, 99, 511-512; *and equipment*, 27; *and genre*, 514; *and starting wealth*, 27; *divergent*, 513; *superscience*, 513; *table of TLs by field*, 512.
 Teeth, 91.
 Telepathy, 69-71, 91, 210, 245.
 Temperature, 9.
 Templates, 258, 445-454; *cultural*, 446; *dramatic*, 446; *occupational*, 446; *racial*, 260, 450-454.
 Terrain, 351.
 Thief and spy gear, 289.
 Throwing things, 355, 357.
 Thrown weapon attacks, 373.
 Thrusting damage, 15.
 Tigers, 456.
 Time Tours, Ltd., 539.
 Time travel, 64, 93, 158, 189, 190.
 Time Use Sheets, 499, 569.
 Time, *between adventures*, 498; *between sessions*, 497; *during adventures*, 497.
 Timeline shifts, 544-546.
 TL, *see Technology Level*.
 To-hit roll, 326, 369.
 Tools, 289.
 Torches, 394.
 Tragic flaws, 119.
 Trait lists, 297.
 Traits, *meta-traits*, 262; *taboo traits*, 26; *see also Character Creation*.
 Trampling, 404.
 Transformations, 294.
 Transportation tech levels, 512.
 Traps, 502.
 Travel maps, 491.
 Trials, 507; *punishment*, 508.
 Tripods, 412.
 Tunnels, 94.
 Turning radius, 394.
 TV action violence, 417.
 Unarmed combat, 370; *hurting yourself*, 379; *parrying*, 376.
 Unarmed Critical Miss Table, 557.
 Unconsciousness, 419, 423, 429; *recovery from*, 329.
 Undead, 50; *see also Vampires, Zombies*.
 United Nations, 535, 538.
 Utopia, 510.
 Vacuum, 437.
 Vampires, 137, 212; *see also Baron Janos Telkozep*.
 Vehicle Hit Location Table, 554.

Vehicle Occupant Hit Location Table, 555.
 Vehicles, 188, 214, 223, 462-470; *aircraft*, 465; *breakdowns*, 485; *combat*, 467-470; *control rolls*, 466; *damage*, 555; *ground vehicles*, 464; *hit location*, 400, 554; *movement*, 463; *spacecraft*, 465; *vehicular dodge*, 375; *watercraft*, 464.
 Virtual realities, 520.
 Visibility, 394; *see also Darkness*.
 Vision, 92, 123, 124, 144, 151, 358.
 Voice, 132.
 Wait maneuver, 325, 366, 385.
 Warhorses, *see Horses*.
 Warrior template, 449.
 Water spells, 253.
 Watercraft, 466; *table*, 464.
 Wealth, 25, 26, 264, 517; *and Status*, 26, 516; *cost of living*, 265, 516; *economics*, 514; *gold and silver*, 515; *improving character wealth level*, 291; *moving money between worlds*, 514.
 Weapon and armor tech levels, 512.
 Weapons, 267-281; *accessories*, 289, 411; *accuracy*, 269; *ammunition*, 278; *breaking*, 401, 485; *bulk*, 270; *carrying*, 287; *cavalry*, 397; *cost*, 270; *fencing*, 404; *firearms*, 278-281; *grenades*, 277; *heavy*, 281; *incendiaries*, 277; *infinite cinematic ammunition*, 417; *Legality Class*, 271; *malfunction*, 278, 407; *melee*, 271-275; *missiles*, 281; *parry*, 269; *range*, 269; *ranged*, 275-277, 278-281; *rate of fire*, 270; *reach*, 269; *reach and Size Modifier*, 388, 402; *recoil*, 271; *shots*, 270; *smartguns*, 278; *strength*, 270; *striking at weapons*, 400; *thrown*, 356; *weight*, 270.
 Weather, 243, 351.
 Weirdness, 161; *weird parallel worlds*, 527; *weird science*, 228, 479.
 Werewolves, 83, 84, 137.
 Whiplash, 432.
 Whips, 406.
 White Star Trading, 524, 539.
 Wild swings, 388.
 Wildcard skills, 175.
 Will, 16; *Will rolls*, 360.
 Wolves, 458.
 World-jumpers, 544.
 Wounding modifier, 379.
 Wounds, *see Injuries*.
 Wrench Limb attack, 370, 404.
 Xing La, *character sheet*, 316-317; *illustrations*, 167, 188, 418, 445.
 Zombies, 74, 94, 252, 380.