

١٢٣٤٥٦٧٨٩  
١٠١١١٢١٣١٤١٥١٦  
١٧١٨١٩٢٠٢١٢٢٢٣٢٤٢٥  
٢٦٢٧٢٨٢٩٣٠٣١٣٢٣٣٣٤  
٣٥٣٦٣٧٣٨٣٩٤٠٤١٤٢٤٣  
٤٤٤٥٤٦٤٧٤٨٤٩٥٠٥١٥٢٥٣  
٥٤٥٥٥٦٥٧٥٨٥٩٦٠٦١٦٢٦٣٦٤٦٥٦٦٦٧٦٨٦٩  
٧٠٧١٧٢٧٣٧٤٧٥٧٦٧٧٧٨٧٩٨٠٨١٨٢٨٣٨٤٨٥٨٦٨٧٨٨٨٩٩٠٩١٩٢٩٣٩٤٩٥٩٦٩٧٩٨٩٩١٠٠١٠١١٠٢١٠٣١٠٤١٠٥١٠٦١٠٧١٠٨١٠٩١١٠١١١١٢١١٣١١٤١١٥١١٦١١٧١١٨١١٩١٢٠١٢١٢٢١٢٣١٢٤١٢٥١٢٦١٢٧١٢٨١٢٩١٣٠١٣١٣٢١٣٣١٣٤١٣٥١٣٦١٣٧١٣٨١٣٩١٤٠١٤١٤٢١٤٣١٤٤١٤٥١٤٦١٤٧١٤٨١٤٩١٥٠١٥١٥٢١٥٣١٥٤١٥٥١٥٦١٥٧١٥٨١٥٩١٦٠١٦١٦٢١٦٣١٦٤١٦٥١٦٦١٦٧١٦٨١٦٩١٧٠١٧١٧٢١٧٣١٧٤١٧٥١٧٦١٧٧١٧٨١٧٩١٨٠١٨١٨٢١٨٣١٨٤١٨٥١٨٦١٨٧١٨٨١٨٩١٩٠١٩١٩٢١٩٣١٩٤١٩٥١٩٦١٩٧١٩٨١٩٩٢٠٠

D20une

# DUNE

## A Dream of Rain



A Roleplaying Game of Galactic Intrigue  
based on the d20 System

With acknowledgements and deepest thanks to Frank  
Herbert

١٢٣٤٥٦٧٨٩١٠١١١٢١٣١٤١٥١٦١٧١٨١٩٢٠٢١٢٢٢٣٢٤٢٥٢٦٢٧٢٨٢٩٣٠٣١٣٢٣٣٣٤٣٥٣٦٣٧٣٨٣٩٤٠٤١٤٢٤٣٤٤٤٥٤٦٤٧٤٨٤٩٥٠٥١٥٢٥٣٥٤٥٥٥٦٥٧٥٨٥٩٦٠٦١٦٢٦٣٦٤٦٥٦٦٦٧٦٨٦٩٧٠٧١٧٢٧٣٧٤٧٥٧٦٧٧٧٨٧٩٨٠٨١٨٢٨٣٨٤٨٥٨٦٨٧٨٨٨٩٩٠٩١٩٢٩٣٩٤٩٥٩٦٩٧٩٨٩٩١٠٠١٠١١٠٢١٠٣١٠٤١٠٥١٠٦١٠٧١٠٨١٠٩١١٠١١١١٢١١٣١١٤١١٥١١٦١١٧١١٨١١٩١٢٠١٢١٢٢١٢٣١٢٤١٢٥١٢٦١٢٧١٢٨١٢٩١٣٠١٣١٣٢١٣٣١٣٤١٣٥١٣٦١٣٧١٣٨١٣٩١٤٠١٤١٤٢١٤٣١٤٤١٤٥١٤٦١٤٧١٤٨١٤٩١٥٠١٥١٥٢١٥٣١٥٤١٥٥١٥٦١٥٧١٥٨١٥٩١٦٠١٦١٦٢١٦٣١٦٤١٦٥١٦٦١٦٧١٦٨١٦٩١٧٠١٧١٧٢١٧٣١٧٤١٧٥١٧٦١٧٧١٧٨١٧٩١٨٠١٨١٨٢١٨٣١٨٤١٨٥١٨٦١٨٧١٨٨١٨٩١٩٠١٩١٩٢١٩٣١٩٤١٩٥١٩٦١٩٧١٩٨١٩٩٢٠٠



# DUNE: A Dream of Rain

by Steve Medeiros

INTERIOR ART  
Joseph Wigfield

COVER ART  
Jeremy Simmons

IMPERIAL CONSULTANT  
Ryan Shehee, Order of Valor

LINE MANAGER & MECHANICS EDITOR  
Charles D. Schmendiman

PROOF READING  
Sean Ross, Peer of the Realm

LAYOUT  
Steve Medeiros

d20 Modern™ is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. Dungeons & Dragons® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission.

To properly view this document as it was intended to be seen and formatted, please enable the following fonts: Denmark (a.k.a. Handel Gothic BT), VAST, Arial, Arial Narrow, and Arial Black.

A **d20 System** Licensed Product. 'd20 System' and the 'd20 System' logo are trademarks of **Wizards of the Coast, Inc.**, a subsidiary of **Hasbro, Inc.**, and are used according to the terms of the **d20 System License version 4.0**. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20). Requires the use of the **Dungeons & Dragons®**, **Third Edition Core Books**, published by **Wizards of the Coast, Inc.**

The author of this document hereby represents and warrants that he is over 18 years of age, and this document does not infringe upon any statutory copyright, common law right proprietary right, or any other right whatsoever, and that he has not made any commitment with respect thereto in conflict with the terms hereof. The full content of this document is designated **Open Game Content**.

**DUNE™** & © 2004 Herbert Limited Partnership, **Evil Twin Games, Inc.** completely unauthorized user.  
 Material from **Dune: Chronicles of the Imperium**, ©2000 Last Unicorn Games, Inc. Used without permission.  
 Material from **Fading Suns Roleplaying Game**, ©2003 Holistic Design, Inc. Used without permission.  
 Material from **Iron Lords of Jupiter d20 Modern Mini Game**, ©2003 Paizo Publishing. Used without permission.  
 Material from **Mutants & Masterminds**, ©2002 Green Ronin Publishing, Inc. Used without permission.  
 Material from **Pulp Heroes d20 Modern Mini Game**, ©2003 Paizo Publishing. Used without permission.  
 Material from **Spycraft**, ©2003 AEG. Used without permission.  
 Material from **Star Wars Roleplaying Game**, ©2003 Lucasfilm, Ltd. Used without permission.  
 Material from **Swords of Our Fathers**, ©2003 The Game Mechanics, Inc. Used without permission.  
 Material from **V is For Victory d20 Modern Mini Game**, ©2003 Paizo Publishing. Used without permission.  
 Material from **Wheel of Time™ Roleplaying Game**, ™ & ©2003 Wizards of the Coast. Used without permission.

### Content

**Evil Twin Games, Inc.** grants you a personal, non-exclusive, non-transferable and non-assignable license to use, display, and print for home, noncommercial and personal use only, one copy of any material from this document, provided that you must include or maintain all copyright and other notices contained or associated with such Content.

You acknowledge and agree that you may not sublicense, assign or otherwise transfer this license or the Content and that no title to the Content has been or will be transferred to you from Evil Twin Games, Inc. or anyone else. You also agree that you will not alter, disassemble, decompile, reverse engineer or otherwise modify the Content.

### Other People's Trademarks & Copyrights

In this document, we use the names of a lot of other games and game companies. We're not trying to claim any of their copyrighted or trademarked materials as our own or make any money from the production or distribution of this document.

We thank them, one and all\* in advance here for not suing our broke asses.

\*Especially the benevolent Herbert Foundation.

### Hasbro

*Dungeons & Dragons*, *D&D*, *Alternity*, *Forgotten Realms*, *d20 Modern*, *Urban Arcana*, and *Wizards of the Coast* are registered trademarks of **Wizards of the Coast, Inc.**, a subsidiary of **Hasbro, Inc.** and are way too benevolent to sue us over something as paltry as this game.

### The d20 System & Open Game License

**Evil Twin Games, Inc.** publishes **d20 System** game materials under the **Open Game License**. A copy of this License can be found at <http://www.wizards.com/d20>.

Unless otherwise noted, all content ©2000-2004 **Evil Twin Games, Inc.** All rights reversed. Prosecutors will be violated.  
 Unauthorized reproduction, while sometimes necessary, is never as good as the real thing.

### Big Bag o' Thanks to the Authors

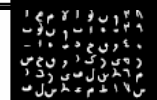
Frank Herbert, Peter Adkison, Richard Baker, Andy Collins, Monte Cook, Bruce R. Cordell, Jeff Grubb, Rich Redman, Charles Ryan, Bill Slavicek, Owen K.C. Stevens, Jonathan Tweet, John Tynes, JD Wiker, and Skip Williams

### Loads o' Thanks to Those Who Inspired this game:

David Lynch, Kyle MacLachlan, Jurgen Prochnow, William Hurt, and Sting (from whom we stole the tagline).

### A Dream of Rain On-Line Campaign Playtesters

Ryan Shehee, Steve "MagicMarker13" Rubio, Hedgehog39, Talmeth, ArtaXerxes, Aurora Miller, David Medeiros, Paul Scofield, Alex Orman, Gautam Sheoran, Sean Ross, and Ari Lawrence.



# TABLE OF CONTENTS

## Introduction

- The Basics
  - The Core Mechanic
- Playing DUNE
- A Game Session
- Character Creation Summary

## One: Character

- Abilities
  - Generating & Assigning Ability
- Scores
- Character Classes
- The Basic Classes
- Level-Dependent Benefits
  - Armsman
  - Bene Gesserit Adept
  - Duelist
  - Engineer
  - Fremen
  - Knave
  - Mentat
  - Noble
  - Scientist
- Starting Occupations
- Vital Statistics
  - Action Points
  - Allegiances
  - Reputation
  - Wealth
  - Loyalty
- Gaining XP and levels
- Multiclass characters

## Two: Skills

- Skill Basics
- Acquiring Skill Ranks
- Using Skills
- Skill Descriptions

## Three: Feats

- Acquiring Feats
- Prerequisites
- Feat List & Descriptions

## Four: Heroes

- Loyalty
- Factions
  - Bene Gesserit
  - Emperor
  - Spacing Guild
  - Great House of the Landsraad
  - House Minor
  - Minor House Creation

## Five: Equipment

- Purchasing Equipment
- Melee Weapons
- Ranged Weapons
- Explosives
- Improvised Weapons
- Armor
- General Equipment
  - Tools & Kits
- Gadgets
- Carrying Capacity
- Services
- Vehicles

## Six: Combat

- Combat Sequence
- Combat Statistics
- Combat Basics
- Initiative
  - Surprise
- Actions in Combat
  - The Combat Round
  - Action Types
- Injury and Death
  - Character Condition Summary
- Movement and Position
- Combat Modifiers
  - Cover
- Special Initiative Actions
- Special Attacks
- Vehicle Movement and Combat

## Seven: Prana Bindu

- Weirding Powers
  - New Feat: Weirding Talent
- Power Lists

## Eight: Prestige Classes

- Qualifying for an Prestige Class
- Ambassador
- Assassin
- Bodyguard
- Fedaykin
- House Lord
- Infiltrator
- Martial Artist
- Master of Assassins
- Reverend Mother
- Sardaukar
- Suk Doctor
- Swordmaster

## Nine: Gamemaster

- Purpose of the Game
- Role of the Gamemaster
- Atmosphere
- Style of Play
- Adjudicate the Game
- How to Build an Adventure
- Locations
- Rewards & Behavior
- Structure
- Setting Costs
- Awarding Experience Points
- How to Build a Campaign
- Favors & Contacs
- The Dune Universe
  - The Environment
  - Catching on Fire
  - Starvation & Thirst
  - Suffocation & Drowning
  - Falling
    - Falling Objects
  - Poison
  - Disease
  - Acid
  - Electricity
  - Ability Score Loss
- Gamemaster Classes
  - Commoner
  - Diplomat
  - Expert
  - Thug

## Ten: Friends & Foes

- The Creature Factory
  - How To Read a Creature
- Description
  - Example Creatures
- Supporting Characters
  - Ordinaries
  - Children
  - Challenge Ratings

## Eleven: Campaign

- The Known Universe
- The People
- The Gods and Religions
- The History
- The Organizations
- The Cosmology
- The Threats
- The Mysteries
- Adventure Ideas

## Appendix One: Terminology

## Appendix Two: Planetologica

# INTRODUCTION

*"A beginning is the time for taking the most delicate care that the balances are correct. This every sister of the Bene Gesserit knows. To begin your study of the life of Muad'Dib then, take care that you place him in his time: born in the 57th year of the Padishah Emperor Shaddam IV. And take the most special care that you locate Muad'Dib in his place: the planet Arrakis. Do not be deceived by the fact that he was born on Caladan and lived his first fifteen years there. Arrakis, the planet known as Dune, is forever his place."*

-- "Manual of Muad'Dib," by the Princess Irulan

## IN THE BEGINNING

*DUNE: A Dream of Rain* is a d20 System game based on the novels by Frank Herbert. While the game takes place on a galactic scale, most of the action is set on Arrakis, now the most important planet in the known universe. Important because it is the only known source of a spice that permits space travel, extends human lifespans and even allows humans to alter their consciousness.

The game is a world of wild adventure and political intrigue, where heroes battle with a lasgun in one hand and a knife in the other. Where a forgotten culture becomes one family's only hope for survival and miraculous technologies expand the limits of human potential.

While psionic powers exist to a certain extent in the form of Prana Bindu training and the so-called "weirding way," "magic" as such, does not. It is a well known science fiction axiom that any sufficiently advanced technology is indistinguishable from magic, but I draw the line quite clearly here.

The *DUNE* Universe is considered to be technologically advanced with a few major anomalies. Most of these anomalies can be attributed to the various advancements afforded by the Holtzman discoveries. They include: faster-than-light travel, faster-than-light communications, force shields, and contra-gravity. These elements all exist in an otherwise 'standard' sci-fi setting. The second major deviation from the standard world of advanced human technology is the almost complete lack of any computers or thinking machines within the *DUNE* universe. Computers above a simple abacus are very rare; those above the power of a modern calculator simply do not exist. This seemingly gaping hole in the technological fabric of the universe is filled by several elements, the most notable of which are the Mentats. Mentats are "human computers" trained from birth to perform complex logical and analytical functions at very high rates of speed and reliability. The Bene Gesserit Sisterhood also performs several similar duties, although with a strikingly different purpose and ideological motivation.

### This is DUNE

Sandworms. Noble Houses. Maula pistols. Sardaukar. Fremen. ...the Spice. *DUNE* is space fantasy at its best: full of action, intrigue, and adventure. The heroes are larger than life and the villains are utterly evil. In the *DUNE* universe, advanced computers have long been forbidden due to the Butlerian Jihad, a rebellion against thinking machines, and as a replacement human skills have been developed to an astonishing degree:

*Mentats* through intensive training learn to enter a heightened mental state in which they can perform complex logical computations.

The *Spacing Guild* holds a monopoly on interstellar transport. Its navigators use the spice/drug melange to gain limited prescient abilities, enabling them to safely guide Guild Heighliners to their destination by folding space.

The *Bene Gesserit Sisterhood* has developed almost inhuman powers through many years of physical and mental conditioning. When a Bene Gesserit acolyte becomes a full Reverend Mother, she gains her ancestral memories — the complete memories of all of her female ancestors. She cannot recall the memories of her male ancestors, and is terrified by the psychic space within her that the masculine memories inhabit.

The Sisterhood is conducting a breeding program to develop a superhuman male who can recall both his male and female ancestral memories, as well as the ability to see (and thus control) the future. They refer to him as the *Kwisatz Haderach*. This recall is due to an ordeal known as Spice Agony and involves overdosing on melange, which no man has ever survived.

Against this background, *Dune* chronicles the conflict between the aristocratic House Atreides and its enemy the House Harkonnen, behind who lurk the combined powers of the Emperor Shaddam IV, leader of House Corrino, and the Spacing Guild.

While the other noble houses including House Atreides and House Harkonnen do not individually approach the power of the Emperor and are in competition for fiefdoms, financial and political power, and Imperial favor, they are collectively represented in an assembly known as the Landsraad, which provides a check and balance against the power of House Corrino and the Emperor.

On the fringes of the Galaxy are the shape-shifting Tleilaxu and Ix, a planet whose history is lost in the mists of time and whose society is dominated by technology.

The Fremen are the native population of the planet Arrakis. They are a hardy people, used to the hardship and deprivation of their desert-planet. They await their Messiah because of a legend planted intentionally across the Universe by the *Missionaria Protectiva*, a division of the Bene Gesserit dedicated to religious manipulation. The Messiah legend is intended to ease the path of the *Kwisatz Haderach* when they bring him into being.

The Harkonnens are ordered by the Emperor to cede stewardship of the planet Arrakis (known generally as Dune) to the Atreides. The planet Arrakis is extremely arid and inhabited by giant, menacing worms which live under the sand (the Fremen call them Shai-Hulud).

The Fremen, adapted to this harsh climate, are obsessed with water and consider the worms holy. Dune is the sole source of *melange*, also known as "the spice" that gives limited prescience and prolongs the user's lifespan; with it the Guild Navigators see a path through fold-space, and the Bene Gesserit can enhance their abilities. The spice is the most valuable commodity in the universe and it is found only on Dune. Thus, the planet is the political fulcrum of the Universe.

The *DUNE: A Dream of Rain Roleplaying Game* supports adventures and campaigns set in four distinct eras.

In the current year of 10,191, the Corrino Empire (and later, the Atreides Empire) is a roughly feudal system ruled by the Emperor of the Known Universe, Shaddam IV. His control varies wildly depending on local governmental control. The Empire of House Corrino is based on a triumvirate of power: the Emperor, CHOAM, and the supposedly neutral Spacing Guild. The various Houses rule local planets as fiefs and systems on the appointment of the Emperor as vassals. The Landsraad consists of the various Houses, as a sort of Imperial Senate.

CHOAM (Combine Honette Ober Advancer Mercantiles) is an economic body concerning trade profits which ties the various houses together by economic means, not unlike a contemporary corporation and its shareholders. Directorships in CHOAM represent potentially vast wealth and economic influence.

A crude distinction between a major and a minor house is the size of the fief they control. Minor houses are limited to a planetary or smaller scale of local government.

Major houses are elected to representative positions in the Landsraad, and control one or more star systems. There are those who would argue that the Bene Gesserit Sisterhood holds as much influence if not more than any of these branches, but their power is a subtle and dark one.

Though very active in politics, they do not usually let their presence be known in an overt manner. Communication is common throughout the universe at virtually instantaneous speeds at a range of 250 light-years (77 parsecs) without the need for re-broadcasting, though ships traveling through fold-space cannot be contacted by any known means of communication.

## A BRIEF HISTORY OF THE IMPERIUM

The new Imperium arose like a phoenix from the ashes. Its legacy was born of suffering, dependence on technology and disregard for the morality of its applications. A new era of human understanding and enlightenment emerged, one that has expanded the frontiers of human potential into realms hitherto undreamed...

Each of these things possesses a kind of truth, informing the casual observer that the current state of the universe did not spontaneously come into being. Instead, the modern Imperium reveals a legacy of untold hardship, of catastrophic mistakes, of fantastic human evolution and of often terrible consequences precipitated by such events. Most know the story, for it is a difficult one to forget.

### The Great Revolt

One cannot hope to understand the modern Imperium, the places of the Great Houses within it, or the basis for the faufreluches caste system without first understanding the history of the ancient Imperium. To truly grasp the importance of the empire's early days, one must recognize the motivations behind the Great Revolt—the *Butlerian Jihad*, as it is known—and the effects of this period on the social and political development of the Imperium. While the old Imperium had endured for thousands of years, its legacy—indeed, its destiny—had been realized centuries before the first revolt on Nitzevine. Its far-flung worlds existed in relative harmony, their governments and rulers linked by a complex system of feudal loyalties and alliances. It was a time of peace, of technological marvels, and of complacency. A once magnificent galactic community—united by a common vision of expansion, discovery, and unity—had reached the apex of its stagnation.

Having grown increasingly dependent on the technological wonders they had once controlled, the Great Houses grew lethargic, losing themselves in the decadence and debaucheries that often accompany such decay.

Their horizons exhausted, their goals eclipsed by the demands of the flesh, the planets and Houses of the old Imperium did nothing to stem the growing tides of dissent and dissatisfaction among their subjects. Instead, they retreated even further behind technological barriers of their own devising.

In other regions of the galaxy, technology became less an escape and more a living instrument of terror. Manipulation of artificial intelligence and sentient weapons allowed upstart regimes and makeshift "Houses" to seize entire worlds. It gave them the power to utterly dominate and oppress entire populations and planets. Coupled with the decadence thriving on so many of the ancient worlds, these new abuses served as the final affront to the ideals of the old Imperium. Revolution was imminent, and once begun it spread like a holy flame throughout the Known Universe.

Revolts and uprisings erupted on many worlds, and spread throughout the old Imperium. Worlds were overthrown, rulers expelled, and a wholesale destruction of technology initiated. Entire noble bloodlines—many of which had existed for thousands of years—simply ended, extinguished by the riots sweeping across a seemingly endless string of worlds throughout the Imperial core. Although a handful of planets survived more or less intact (including such modern technocracies as Ix, Richese, and Tleilax), destruction and chaos reigned throughout much of the Known Universe. In addition to the rulers and their machines, billions of innocents perished in the widespread destruction spawned by the Jihad.

The Great Revolt changed the fabric of the universe, plunging the Imperium into a new dark age from which it would not soon recover.

### The Butlerian Proscriptions

The Butlerian Jihad left an indelible mark on Imperial history, written in the blood of that era's countless victims. The Revolt also left a lasting mark on Imperial civilization, one that would not soon be forgotten. The aftermath of the Jihad gave birth to an entire collection of new social mandates—the chief commandment of which survives in the Orange Catholic Bible as "*Thou shalt not make a machine in the likeness of a human mind.*"

These mandates—commonly known as the *Butlerian Proscriptions*—remain perhaps the most lasting contribution of this dark time. Ten thousand years later, the humanist philosophy embodied by these directives continues to guide the course of social development within the Imperium. Their spirit captures the essence of this tenuous period in galactic history perhaps better than anything else. The Butlerian Proscriptions forbid any sort of reliance on automated machinery or artificial intelligence. Such changes caused a radical reassessment of human expectations and capabilities, and led to a number of critical social and cultural adaptations. The most direct result of the proscriptions took the form of a new reliance on human methods. Over time, this reliance would lead to the formation of the *Great Schools*—the Bene Gesserit Sisterhood, the Spacing Guild, the Mentat School, and the Swordmaster's School of Ginaz.

Science, medicine, academia—all such disciplines were initially viewed with suspicion in the wake of the revolution, and their practice was cause for actual punishment on some worlds. While these attitudes would change considerably after the establishment of the Great Schools, these disciplines still carry stigmas with them today. New and emerging technologies that did not require a human operator (or direct human control of some kind), were ordered to be abandoned. True automation had ceased to exist. While the surviving technocracies of Ix, Richese, and Tleilax began to develop new technologies following the letter (if not the spirit) of the Proscriptions, such advances would not become widely known, or indeed widely available, for several thousand years. In the early years following the Jihad, such development remained carefully secret.

All spacecraft depending on artificial intelligence for navigation or propulsion were either destroyed or abandoned. Worlds severed contact with each other and with all previously centralized authority, leading to widespread breakdowns in both commerce and communication. As a consequence of this self-imposed isolation on many worlds, the government of the old Imperium finally collapsed.

In the wake of its expiration, each planet struggled in its own way to survive; not only were they forced to provide for their own populations, but they were also forced to defend themselves against Imperial remnants and internal threats without any hope of assistance. Many planets enjoyed no outside contact for centuries, further exacerbating a paranoia that had already spun out of control. The true Dark Age arrived with a whisper.

### An Imperial Dark Age

The Jihad and its fallout ruined many of the ancient Houses and noble families, while seriously weakening many others. Planetary governments fell and new regimes emerged to take their places. While many of these old bloodlines did not survive the ensuing turmoil, others adapted and thrived. Although most pre-Jihad histories were destroyed with the computers they were stored on during the Great Revolt, the survivors preserved the "oral histories." The importance of these ancient records would become apparent as a new feudal system began to take shape amid the ashes of the old.

In time, many of the surviving planetary governors and noble Houses of the old Imperium re-emerged. The savviest of these groups had spent the years following the Jihad and its aftermath consolidating their remaining power; in many cases, astute Houses were able to increase their holdings during this chaotic period. As contact among worlds began again in earnest, these groups began to enter into formal alliances. Blood united some, while common ideologies, territories, or commerce brought together others.

In time, these new Houses would form the bedrock of a new Imperial order. After generations of military and political maneuvering, a new feudal system began to coalesce.

Most of the newly formed Houses chose to unite under the leadership and guidance of powerful, individual Houses, which were in turn, granted dominion over individual planets. In accordance with the ancient traditions, these powerful new Houses claimed legitimacy on the basis of noble ancestry or ancient bloodlines, thus creating a connection between the old Imperium and the emerging territories that would soon form the new Imperium. Military and economic concerns were for a time relegated to second place.

These so-called *Great Houses* began the long process of re-establishing links among the far-flung insular regions of the now-shattered galactic community.

Upon recognizing a Great House as the rightful ruler of a planet, the lesser Houses of the world became known as Houses Minor. These lesser Houses customarily enjoyed an array of rights and privileges; these *Stipulations*, as they became known, were traditionally worked into the treaty documents that led to the nomination of a Great House on a particular world. Since Stipulations often differed from one world to the next, a panoply of multi-hued rights and responsibilities evolved with those of one system being markedly different from those in another. As the Great Houses began to reach out to one another over the ensuing centuries, these differences would become the cause of much conflict. Before a true Imperial reunification could occur, a universal resolution would become necessary. While such a resolution remained the stated goal of most of the Houses, the road to unification was destined to be long and bloody.

### Reunification: Visions of an Empire

Once the consolidation process was underway, the need for increased resources and commerce became quickly apparent. The Great Houses began looking to their neighbors for the additional wealth and materials needed to continue the long recovery process and ensure their future prosperity. The widely varying differences in the substance and style of the planetary governments would prove the greatest obstacle to lasting cooperation. Many Great Houses began to take what they needed through the use of military force, warring with each other for the resources and territory they required to provide for their welfare.

Lineage and heritage became the paramount standards in the ensuing conflicts, with numerous Great Houses claiming Imperial legitimacy by right of blood or noble ancestry. Modern Imperial scholars remember the early period of reunification as the era of the crusade, with one Great House after another manipulating the fanaticism of its subjects in an attempt to reunify the old Imperium under their own House banner. These kin wars quickly escalated throughout the Known Universe. While not as bloody or all-encompassing as the time of the Jihad, still hundreds of millions lost their lives. Many of the rivalries established during this period continue into the modern day, with current Great Houses fanning the flames of vendettas nearing ten thousand years of age.

The specter of the Great Revolt was an ever-present shadow looming over these conflicts, and many of the House leaders realized that some form of final resolution would be necessary to prevent the conflict from erupting into another galaxy-spanning holocaust.

Level heads eventually prevailed, and after a series of failed attempts the leaders of the Great Houses successfully reached a truce. The negotiations that followed led swiftly to the formation of the *Landsraad League*. Styled after the Landsraad Council of the old Imperium and created expressly to avert further conflict and unnecessary bloodshed, the League was a loose confederation of mutual support and arbitration. United under this tenuous association, the new League set forth a collection of basic rights and privileges. These benefits would be accorded to all member Houses so long as they remained in good standing with the League, and the membership agreed to be bound by this set of informal codes and conventions. As a result of the still-disparate natures of many Great Houses, problems arose immediately.

Because the Landsraad League possessed no enforcing agency or universal accountability, the attempt to create a universal set of precepts and governing laws proved premature. The members ignored or circumvented the body's resolutions, and its arbitration efforts proved largely ineffective. Many of the more powerful Great Houses continued their military campaigns, and in many cases, the formation of the League actually served to heighten tension and suspicion among its powerful members.

### The Battle of Corrin & Founding the Imperium

Lofty ambitions and noble intentions could not save the floundering Landsraad League. Its members quickly realized that it was ineffective as a governing body, and woefully inadequate as an arbitrating force.

These realizations served to re-ignite the old House conflicts with renewed ferocity. Great Houses rose and fell, and the universe once again descended dangerously close to wholesale war.

As the conflict wore on, new alliances took shape and greater powers formed. Centuries of warring and political maneuvering finally came to a head at the *Battle of Corrin*, where the remnants of the allied Landsraad League faced a seemingly unstoppable force under the direction of the vastly powerful House Sarda. House Sarda, supported by its fanatical Sardaukar legions, had been making considerable inroads throughout the Imperial core for decades, and its rivals knew that their only hope of victory lay in a final alliance and a final stand against the powerful House and its suicide troops. But such a victory was not to be. The Battle of Corrin established the preeminence of the deadly Sardaukar on the battlefield, and the remaining Landsraad allies were decimated. The Battle also saw the germination of one of the most notable rivalries in the history of the Imperium. During the battle, Bashar Abulurd Harkonnen abandoned his station in a grave act of cowardice that would later dictate the exile of his House. Leading his lancers to fill the Bashar's now open rearward position at the flank of the forward Sardaukar legion, Demetrios Atreides saved the Sarda forces from the final Landsraad offensive, thus earning House Atreides lasting accolades for the valorous conduct of its scion.

After the Battle of Corrin, the remaining Landsraad forces were decisively crippled. Few Houses could refuse the subsequent summons to Salusa Secundus, where the surviving Great Houses gathered to pay tribute and bear witness to the coronation of Sheseut Sarda as the first Emperor of the *Golden Lion Throne*. Immediately following his coronation, the new Emperor addressed the assembled nobles, formally claiming the Corrin name for the Imperial House so that none would ever forget the genesis of the second Imperium. Sheseut's coronation commenced the line of *Padishah Emperors* that would rule the Known Universe for the next ten thousand years.

Thus ended the opening convocation of the reunited Landsraad, now securely within the grasp of the new Imperial providence. Following the coronation ceremonies, the representatives of the Landsraad assembled to negotiate terms for a lasting Pax Imperium. It was during this first convention that Emperor Sheseut banished Abulurd Harkonnen for ignominious cowardice in the face of the enemy. It was also during these meetings that Sheseut bestowed great honor upon House Atreides for valor in same conflict. And so the ancient enmity between the Houses Atreides and Harkonnen began, on the floor of the Landsraad before their fellow peers of the realm.

Over the course of the three-week conclave, the new Emperor granted certain concessions to the defeated Houses in order to buy their fealty and ongoing loyalty. Thus was the *Order of the Faufréluches* born, along with a basic set of governmental edicts distilled from the original precepts set forth by the old Landsraad League. In time, these original edicts would form the basis for the *Great Convention*.

## AN IMPERIAL RENAISSANCE

With the aid of the reunited Houses of the Landsraad, House Corrin embarked on a policy of outright Imperialism, gradually bringing the whole of the Known Universe under its standard. Most citizens remember this period of expansion and conquest as a golden age, a time of colonization and discovery. The manifest destiny of the Imperial House seemed ordained by some higher power, as the Imperium itself grew to contain not hundreds or thousands of worlds, but tens of thousands of inhabited planets.

The old empire had been reborn, and its splendor and glory outshone anything the universe had ever known. By the advent of the Spacing Guild monopoly in the year now known as 0 BG, the Imperium had expanded many times beyond its ancient borders. The combined Greater and Lesser Houses of the Landsraad now numbered in the thousands, an amazing fact considering how little time had passed since the coronation of Sheseut. The unending spread of this new Imperialism spawned vast migrations, with millions of refugees fleeing the relentless approach of the conquerors and their now-legendary Sardaukar legions.

Most notable among these movements, the *Zensunni Migrations* continued for generations, jumping from world to world, and system to system. As Imperial troops advanced to conquer their most recent "homeworld," the Zensunni would flee to the next system. At some point during the course of their wanderings, the Zensunni stopped for a time on a seemingly barren world of endless deserts and fierce storms. Although they did not realize it at the time, their habitation of this savage planet may have been the most momentous event in the history of the Known Universe.

In later times, it became apparent to Bene Gesserit missionaries assigned to the world that its mysterious desert tribes—known as the *Fremen*—were descendants of ancient Zensunni forbears. And the planet that served briefly as their home, a planet that would one day become the true center of the universe, was called Arrakis.

## Arrakis & the Discovery of the Spice

Modern scholars suspect that the spice, *melange* was first discovered on Arrakis during the Zensunni migrations and that its secrets were carried off-planet when the refugees once again took flight. It is also believed that this knowledge made its way into the closely guarded halls of the founding Spacing Guild near the same time. Of course, with the Fremen and Spacing Guild being so notoriously reluctant to give details to outsiders, much of the history of melange and Arrakis proves highly speculative.

The founders of the Guild, along with several of its most trusted scientists and Navigators, conducted an extended series of deep experiments into the mind-altering and consciousness-raising properties of the spice-drug. The success of these early experiments eventually led to the development of an advanced program of human conditioning, ultimately resulting in the discovery of the fold-space metaphysics and prescience-driven navigational techniques employed by the Guild today.

With the discovery of the spice-drug also came knowledge of its unique geriatric properties, its ability to prolong life at the considerable cost of irreversible physiological addiction. Some scholars believe that it was those Zensunni who had become addicted to the spice that elected to remain when most of the Zensunni left Arrakis. Presumably, these stragglers took refuge in the planet's deserts to escape the Imperial scouring of the world; and after centuries of such existence, they adapted completely to their new home, evolving into the *Ichwawn Bedwine*, the brotherhood of all Fremen on Arrakis.

It may also be worth noting that the geriatric properties of the spice may be partly responsible for the strong Zensunni influence remaining in modern Fremen tradition. Certainly, longer life spans would contribute to the proliferation of cultural myth and folklore among the Zensunni remnants in their new home. Because of the circumstances of the migration, the wanderers would have had limited technological resources at their disposal. This, in conjunction with the harsh demands of a planet like Arrakis, probably explains the rich oral histories that developed on the world. It could also explain the strong Zensunni cultural grounding apparent in Fremen tradition today.

Although its geriatric properties are well known, the spice-drug is perhaps most famous for the strange metaphysical properties it possesses and the connections these properties provide to the two Great Schools—the *Spacing Guild* and *Bene Gesserit Sisterhood*. When the scientific forefathers of the Spacing Guild discovered the metaphysical properties of the spice, the subsequent revelation was reminiscent of Prometheus delivering the proto-fire on the mountain. With the time awareness and limited prescience provided by large doses of the spice-drug, complex fold-space metaphysics became possible in the absence of navigational computers or sophisticated machines.

The spice provided new hope for replacing the computers and sensors that had once guided starships through the uncertainties of fold-space. Using the powers imbued by the drug, Guild Navigators would become human navigational computers, more sophisticated and far-reaching than any machine had ever been. Their heightened awareness could see paths that normal humans had no hope of comprehending, and this ability would pave the way for a renewed age of space travel and exploration. It would also create a monopoly the

likes of which had never before existed in the Known Universe.

The spice also played a pivotal role in the founding and early development of the Bene Gesserit Sisterhood. Thought to be the fabled Truthsayer Drug, it remains uncertain whether the prescient properties of the spice were known to the Sisterhood prior to the advent of the first Reverend Mothers and Truthsayers. What is known is that the spice has played a prominent role in the Sisterhood's quest to understand the limits of human potential and ability. Its awareness-enhancing properties have certainly affected the direction of the Sisterhood's varied programs and experiments into the deepest reaches of human experience, and these properties have also had lasting effects on deeper rituals upon which the Sisterhood was founded.

Although the Sisterhood guards its secrets tightly, it is known that the Bene Gesserit use an array of *awareness spectrum* narcotics to enter the Truthtrance. Whether these substances were derived or developed as substitutes for melange, or whether the spice itself proved to be the most effective of a pre-existing selection, remains a carefully guarded mystery.

## FOUNDATION OF THE GREAT SCHOOLS

While the Great Houses of the Landsraad strove to reshape an empire and realize their political agendas, the emerging academic and scientific communities struggled in the wake of the Butlerian Jihad. Severely hampered by the proscriptions against technology, these reemerging disciplines were forced to turn inward for continued development.

Their leaders recognized the need to open new avenues of human understanding to institute programs designed to explore the possibly limitless vistas of human potential. Such programs would eventually succeed in replacing machines with competent and enlightened human counterparts. Their success would open the way for the evolving humanist attitudes that would eventually prevail in the new Imperium.

Although numerous movements began during this period, several Great Schools finally emerged, having assimilated or integrated various lesser schools to consolidate their efforts toward a common goal. The most influential of these Schools were the Bene Gesserit Sisterhood and the Spacing Guild, with the Mentat School, the Swordmaster's School of Ginaz and the Imperial Suk School emerging as prominent institutions that would endure to shape the modern Imperium.

### The Bene Gesserit Sisterhood

Seeing how the Great Houses were faltering in their political endeavors, the Bene Gesserit Sisterhood recognized the need to develop a new school for human training and development. On its surface, the Sisterhood embraced the caste system of the faufreluches. The feudal system's emphasis on pure bloodlines and ancient genealogy played perfectly into the Sisterhood's long-term breeding plans, furthering both their ambitions and their secret programs.

The foundation of the Sisterhood was based on three guiding principles. The first principle taught adepts that non-enlightened civilization requires tangible and recognizable threads of continuity in human affairs.

Since political leaders and governments represent those elements of society most able to support or hinder this security, the Sisterhood targeted politics as its key focus and made its practice the means of realizing its grand schemes. To this day, the Sisterhood remains a key player behind the Imperial scene, manipulating entire worlds from the shadows of relative anonymity.

The second principle taught the importance of genetic evolution and human supremacy. The Bene Gesserit breeding program resulted from the belief that without separating true humans from animals, genetic de-evolution would threaten the fate of the human race. Clearly only those possessing ideal genetic qualities were fit to rule in the new humanist order, thus ensuring both the progressive evolution of human civilization and the preservation of social and cultural continuity.



The third principle was one of preparation against adversity or times of crisis; it taught the importance of cultural manipulation and preparation. The *Missionaria Protectiva* consisted of teams of Sisterhood myth makers, adepts dispatched throughout the Known Universe to seed primitive cultures with legends and superstitions designed to aid adepts who might visit the cultures at a later time. Any adept could manipulate the resulting myths to assist in their own survival, should one become lost or stranded on one of the visited worlds.

Unofficially, such manipulation facilitated the Sisterhood's other ambitions by imbuing adepts with increased status within these societies. Such manipulation also allowed adepts to infiltrate a society to search for candidates to add to their breeding matrices. In the later Imperium, many worlds seeded long ago were actually forgotten. Arrakis was just such a planet.

## The Spacing Guild

The foundation of the Spacing Guild was predicated on the discovery of the spice-drug melange on the planet Arrakis. The enhanced awareness and limited prescience the drug afforded Guild Navigators allowed them once again to perform the delicate calculations necessary for successful fold-space navigation, this time without the benefit of sophisticated technology. The formation of the Guild served as one of the first real benchmark to the new concentration on human potential and capability.

Though the science of fold-space astrophysics was not lost during the Jihad, the act of navigating fold-space was far too complex for humans to assay without relying on the advanced navigational computers and sensors abandoned in the aftermath of the Great Revolt. The discovery of the time-awareness state imbued by spice overdose offered a solution to this problem. When heavily saturated with the spice-drug, a properly trained human mind could awaken to the complex abstractions of the space-time continuum, allowing the practitioner to see multiple lines of causality and spatial relationships in the ways simulated by the great thinking machines of old. It allowed a trained Navigator to see many possible paths, and gave him the enhanced insight to choose the proper way.

In many ways, this direct experience allows a Navigator to tap into the unused portions of the brain to "instinctively" interpolate the pattern of space-time, using the conscious mind to then select a course from point A to point B through the N-dimension of fold-space. In other words, Navigation Trance is like a combination of Mentat capacity and true prescience, except that the computational part occurs subconsciously as an instinctive manipulation of data not previously available to the human experience.

## An Imperial Golden Age

Scholars remember the years following the reunification of the Landsraad and the formation of the Great Schools as a kind of golden age for the Imperium. Most of the larger worlds formed planetary *Sysselraads* to govern planetary affairs. Modeled after the Landsraad, these individual *Sysselraads* were overseen by a Great House and counted all of a world's Houses Minor as members. On enlightened worlds, a *Sysselraad* served to protect the political and legal rights of these lesser Houses, giving their nobles a voice in the larger affairs of their Great House sponsors. On less-enlightened planets, a *Sysselraad* might serve as simple window dressing to satisfy Imperial overseers.

This period also saw significant advancements in space travel and interstellar communication, this time under the direction and auspices of the newly formed Spacing Guild. The construction of the first massive *Guild Heighliners* meant that Houses could now travel from world to world complete with extensive retinues and materiel. A new era of House movement and occupation had begun. Connected to these movements was the establishment of Junction as the Guild homeworld, and the planet (or planets) of Tupile as the political haven for renegade Houses. Although the Emperor initially tried to keep the Guild under his wing, these efforts ultimately proved fruitless. By the end of this period of growth, the legendary neutrality and independent political power of the Guild had become an established fact.

The continued pursuit of human experience and its resulting advances also reached its apex during this time. The Bene Gesserit breeding programs had their tendrils in almost every political structure in the Imperium, their massive genealogies reaching longingly for the "perfect human." The myth engineering of the Sisterhood's *Missionaria Protectiva* wing also continued apace, seeding countless worlds against the coming of another dark age.

The *Commission of Ecumenical Translators (C.E.T.)* convened on Old Earth, meeting in the "common belief that there exists a Divine Essence in the universe." Their stated purpose was a harmonic marriage of religion, a universal religious unification that would remove, once and for all, "any claim to the one and only revelation." The result of these meetings, which stretched several years past their intended duration, was the *Orange Catholic Bible*.

The unveiling of this new ecumenism, while greeted with initial praise and fanfare, did not become quite the new standard its creators had hoped. Instead, the members of the Commission were gradually vilified due in no small part to new "spiritual" movements they had failed to address and the "hubris of reason" evidenced in their work. Nonetheless, ninety generations later the *Orange Catholic Bible* and accompanying *C.E.T. Commentaries* saturated the Imperium and captured the hearts of the religious majority.

The concentration on human potential began to reach into other disciplines during this era as well. The establishment of the legendary *Mentat School* legitimized the role of these "human computers," and carried human-centric logic accomplishments to new heights. Every Great House soon had Mentats attached to its retinue, and no House head would think of entering into complex negotiations or political machinations without the benefit of Mentat analysis.

Other disciplines also began to solidify as coherent areas of study and training. Dueling academies and war colleges were founded on many worlds to compete with the eminent *Swordmaster's School of Ginaz*, and trained Swordmasters, Warmasters and Weapons Masters became valuable additions to House forces across the Imperium. The *Imperial Suk College* was founded on Salusa Secundus (although the First School was later relocated to Kaitain along with the Imperial seat); and for exorbitant fees, Suk doctors bearing the diamond tattoo of the *Imperial Conditioning* were dispatched to care for the wealthiest of the Imperial Houses. New centers of scholastic learning, assassin guilds and training centers, artistic schools of every proclivity—a human renaissance was sweeping across the Imperium, bearing standards of art, culture, and deep human understanding before it.

The legacy of the Jihad, while predictable in many ways, was perhaps also unlooked-for. While the age of computers and machines now seemed a distant memory, had the Imperium not embarked on a new age of thinking machines? Did flesh and blood dampen the potential of these new examples of enlightened human potential? Human development had far outstripped anything ever thought possible in the days of the old Imperium, had indeed outreached anything heretofore imagined. The reunited Imperium would assume its lofty place in history as the Age of the Human.

## Consolidation & Expansion

The centuries following the Great Revolt saw not only an aggressive expansion of the Imperium itself, but also a sweeping consolidation within the Imperial frontiers. Many Great Houses entrenched themselves on distant homeworlds, concentrating on internal resource and materiel development. New alliances were born, and old ties severed. During this tumultuous period, several Great Houses rose to positions of leadership and preeminence among their Landsraad peers. The actions of these Houses, as well as those of the Great Schools during the period, largely shaped the evolution of the modern Imperium.

## House Corrino

House Corrino remains the single most powerful Great House in the Imperium, having used its leverage as the House Imperial to manipulate its most ambitious rivals and consolidate its considerable gains for millennia. In the wake of an atomic disaster—resulting from an attempt to obliterate the Imperial family—House Corrino moved the

seat of Imperial government from Salusa Secundus to the more removed (and secure) planet Kaitain.

After the nuclear winter had ended, the Padishah Emperors converted Salusa Secundus into an Imperial prison planet, a fitting use for the ruined, inhospitable world. Today, Salusa Secundus secretly functions as a planet-wide breeding and training preserve for the dreaded Imperial *Sardaukar* troops.

Long known for its internal power struggles and intrigues, an ancient saying goes that Corrin heirs meet assassins before they meet their own mothers. While this is obviously an exaggeration, early and untimely deaths do seem to visit the House with alarming regularity. Short-lived Emperors aside, House Corrin rules the Imperium with a steady hand. The House motto—"Law is the ultimate science"—speaks volumes about the measured surety with which the House approaches both problems and threats. Although its actions remain careful, measured, and deliberate, its legions of *Sardaukar* ensure that none challenge its authority lightly.

## House Atreides

Held in high esteem since the earliest days of the new Imperium, House Atreides has produced a long line of honorable scions. Universally beloved by its subjects, the House has ruled its ancestral *siridar*-fief, the Duchy of Caladan, for some 26 generations. Not known for being one of the wealthier Houses, the Atreides have long been esteemed for their honorable conduct, and has held the respect of its *Landsraad* peers since the Battle of Corrin long ago.

Recognized for their fairness, morality, and unflagging sense of justice, other members of the *Landsraad* often turn to the Atreides for leadership in times of crisis. The House is currently beginning to feel the burden such leadership brings. Widely admired among the more placid Houses for taking a firm stand during the Ginaz Incident (as the Atreides call the Ginaz-Moritani War of Assassins), the political repercussions among the more powerful Houses remain uncertain. While open action on the part of its enemies remains doubtful, covert movement and intrigue are another matter. As Menelaus Atreides himself once said during an early Council session: "Calling the *Landsraad* an 'august body'—now *that's* duplicity."

## House Harkonnen

Readmitted to the *Landsraad* after a long exile brought on by actions during the Battle of Corrin, House Harkonnen quickly rose to prominence through a fortuitous series of economic successes. Their monopoly on the whale-fur and other luxury markets allowed it to build a vast commercial infrastructure, eventually making the House an unrivaled industrial power. Of course, its enemies are quick to point out that House Harkonnen has achieved power through ruthless exploitation of its homeworlds and debasement of its human subjects.

Although the House's ancestral fief remains the *siridar*-barony of Giedi Prime, its growing economic power and Imperial associations earned it governance over the quasi-fief of Arrakis, which it has now governed for some fifty-odd years.

Since replacing House Richese as *siridar*-governors of Arrakis, control of the spice and the resulting power this accorded solidified Harkonnen's place as one of the most powerful in the Imperium. Success on Arrakis will dictate long-term prospects, which seem bright indeed.

## House Wallach

The *siridar*-fief of Wallach VII was granted to Burse-General Maximilian Banarc during the sixth millennium, some 20 years after leading Imperial legions to victory during the massacre at Poritrin. House Banarc adopted the surname after receiving the title of *Siridar*-Baron von Wallach VII in recognition of loyal service to the Emperor.

Rallying beneath a standard bearing the ancient motto, "God, Imperium, House," House Wallach was renowned in past centuries for its considerable military prowess and resourcefulness. Although its heirs are still sent to Salusa Secundus for military training and education, in recent centuries the House has preferred to concentrate on diplomatic pursuits and statecraft. Its ambassadors and arbitrators have risen to prominence in many conflicts, serving both the

*Landsraad* and the Emperor with honor.

House Wallach also enjoys unusual political influence because of its uncertain association with the Bene Gesserit Sisterhood. Accepting an invitation from then-Baron Hurdan von Wallach, the Sisterhood moved their Mother School to the House-governed principality of Wallach IX, taking control of the planet by way of some inscrutable agreement. The arrangement seems to have benefited both parties, since relations between the House and the Sisterhood remain deeply intertwined to the present day.

## House Moritani

Descended from an ancient order of assassins, House Moritani has worked for generations to shake its black reputation. The House is perhaps best known for its wholesale destruction of the Ginaz (Atreides allies and age-old rivals of the Moritani) during a lightning-quick *war of assassins* on the planet Grumman in 10,166. Officially sanctioned by the current Emperor, Shaddam IV, the events that transpired reminded the *Landsraad* membership that the old forms were far from dead.

As the undisputed rulers of Grumman, House Moritani then retreated into relative obscurity once more, its ancient honor having been satisfied. Rumors persist that the House has initiated a widespread military and materiel buildup on the world, perhaps in an effort to restore social order, or perhaps to rebuild the Moritani forces sacrificed during the war. Other rumors whisper that the Moritani have revived one of the ancient *Bhotani* assassin schools, but so far those rumors remain unconfirmed.

## House Tseida

Caught up in the fervor of the Butlerian Jihad, the religious populace of Sikun produced some of the most ardent supporters of the reactionary movement. Legal virtuosos enlisted with religious fanatics to lead the Sunnivean Inquisition that oppressed the planet for innumerable generations. Though the resulting theocratic regime lost its hold early in the second millennium, it was during those formative centuries that the great legal tradition of Sikun was born.

Specializing at first in Butlerian strictures and Imperial law, the Sunnivas Academy spawned many sister schools in later generations. With the Inquisition in full force, the legal profession flourished on Sikun; and many of the schools began to earn reputations throughout the Imperium. But it wasn't until the theocratic regime had perished that newly risen House Tseida—promoted by the Spacing Guild—began to peddle its highly specialized legal services to a broad base of Imperial clients. As House Sunnivas (and its advocates) declined in both influence and popularity, the 'separatist movement' led by House Tseida now moved with increasing audacity. Volunteering advocates to represent other Great Houses in *Landsraad* and CHOAM litigation, House Tseida staunchly supported all of its legal schools, earning them varying degrees of fame and wealth as their victories began to accrue.

## The Great Schools

The centuries of consolidation were not limited to the Great Houses alone. The pioneers in the ongoing quest for human potential—Bene Gesserit Sisterhood, the Spacing Guild and other so-called Great Schools—evolved during this period into the modern Imperial powers they have become. Of these, the Sisterhood and Guild reveal the most dynamic of changes.

For the Sisterhood, this meant significant advancement along several fronts. After centuries of manipulation, their breeding program had become sophisticated and far-reaching enough to warrant a sub-school of its own. Ten millennia of selective breeding and genetic guidance had created many successes, many within the highest circles of the Sisterhood felt they were growing close to the culmination of their efforts—the so called *Kwisatz Haderach*—the universe's super being.

As an enhancement and aid to the Sisterhood's breeding and political programs, the tradition of educating female members of both the Great and Minor Houses began during this time as well.

While the Sisterhood may have seemed a logical teacher for young noble-women, the shadowy purpose behind these efforts was never far from the surface. As the Sisterhood gained more and more control over the young women most important to their breeding experiments, they were able to accelerate the steps needed to attain their ultimate goal—the creation and control of the Kwisatz Haderach, the male enlightened super-being capable of being “many places at once.”

The early centuries after the founding of the Guild also saw the acceleration of the so-called *Shari-A* projects of the Missionaria Protectiva. Sowing the *Panoplia Prophetica* across a thousand thousand primitive worlds, the Sisterhood was paving the way for its agents and representatives centuries before such interaction might occur. Always looking to the future, the Sisterhood had prepared hundreds of thousands of bases and subject worlds at their disposal by the end of the tenth millennium. Their melding of politics, myth, and ritual had proved powerful indeed.

During this period, the Spacing Guild kept apace of the Bene Gesserit Sisterhood and other Great Schools. With the establishment of the *Guild Bank*, the order's virtual monopoly over commercial transport and banking was complete. Using spice as a valuation tool, branches of the Guild Bank were established throughout the Imperium, becoming the centers around which all monetary exchange revolved.

Control over the movement of House monies and commerce made the Guild the primary agent of CHOAM, and the dual nature of Imperial commerce and trade that exists today began in earnest. By virtue of its monopoly over space travel, the Guild was able to enforce the *Guild Peace* through a combination of fees, sanctions, and unprecedented economic controls. Its agents had to approve all new CHOAM-sanctioned trade routes and commercial schedules, thus giving it extensive knowledge and power over all inter-House trade.

The practice known as the *Guild Security* began with the adoption of the new *Shipping Contract*, whereby none except Guild representatives would know the nature of a given transport's cargo or personnel manifests. A Great House could be engaged in open vendetta with a rival, and frigates from each House could be placed next to one another in the vast hold of a Guild Heighliner without either House fearing attack. While the Guild Security remained a necessary control in the new era of monitored commercialism, its secretive nature only served to make the already enigmatic Guild that much more mysterious in the eyes of the Great Houses.

## Into the Present

The current political climate in the Imperium can best be described as a hidden stand-off. With the rising popularity of the Atrides Duke, Leto the Just, in the Landsraad, other Houses have begun to establish secret allegiances behind the scenes. The Harkonnens do little to hide their open contempt for the Atrides, as do the Moritani. Houses Wallach and Tseida, with their mysterious connections to the Great Schools, have retreated to positions of distant observation. House Corrino has become the greatest unknown in an increasingly tense political atmosphere; it is common knowledge that Shaddam IV, the current Emperor, considers the Atrides leadership among the Landsraad Houses a threat. Whether the Imperial House will eventually act on these concerns remains uncertain.

## Institutions of the Imperium

One of the seminal documents in the long history of the Imperium, the *Great Convention* sets forth the guiding principles of law for the member Houses of the Landsraad. Considered a “universal truce” established during the early meetings of the Great Houses in the wake of the Jihad, the Convention is maintained by the tripartite powers of the Emperor, the Great Houses of the Landsraad, and the Spacing Guild. The Convention also details the structure and formation of the Imperial *CHOAM Company*, the chief development and economic instrument of both the Emperor and the Great Houses. It is no wonder, then, that most modern Imperial scholars look to this document as a kind of blueprint for the reunited Imperium. In its pages can be found the social and cultural mores that would guide an empire for more than ten thousand years.

## The Great Convention

Founded in the years following the Great Revolt, the Convention defines House rights and obligations, and sets forth the intricate hierarchies and relationships that perpetuate the *Order of the Faufreluches*. It also serves to formally establish the organization of the Imperium, laying out the structure of the *Landsraad High Council*, the *Rights of Succession*, and the *Articles of Kanly*.

The rules of the Convention were primarily designed to minimize human casualties during periods of vendetta or open House warfare. Mandated in part to prevent wholesale slaughters such as those which occurred during the Jihad, each commandment of the Convention begins, “The from must be obeyed...” The Convention's primary directive remains the most important: that no atomics shall be directed against human targets. The consequences of Convention violation differ according to the severity of the offense; such punishment can range from the sanctioned destruction of the House by the combined Landsraad membership, to loss of title, holdings, or caste.

The Articles of Kanly are those portions of the Great Convention dealing specifically with vendettas among individual nobles and their families. The Articles support three different forms for the legal settlement of such disputes—*Kanly Negotiation*, *Formal Duels*, and the *War of Assassins*. Kanly Negotiation remains the preferred method of settlement; including such options as marriage, ransom, political hostages, and financial or legal remuneration, such negotiations result in a peaceful resolution to a dispute.

Formal Duels and Wars of Assassins, while rare in the modern Imperium, still receive Imperial sanction from time to time. Such “open” forms of vendetta are largely self-explanatory. A formal duel involves personal combat between two House members; such combat normally ends in the death of one of the participants. Wars of Assassins entail concerted efforts over time to extinguish all members of a particular House through the formalized codes and conventions. Nearly anything short of atomics is permitted according to the Articles of Kanly.

## The Landsraad Council

The Landsraad High Council remains the principal governing body of the Imperium. The Council consists of members and delegates from every Great House, all of whom remain formally bound to obey the edicts and laws set forth by the Great Convention. With the Padishah Emperor at its head, the Council enacts resolutions, dispenses aid and other funding, initiates Imperial programs and projects, and hears grievances from its members. While the Emperor is not required to abide by the decisions of the Council, the awesome power of the Landsraad in the modern Imperium means that he will usually act in accordance with the body's wishes.

Landsraad memberships carry numerous rewards. Member Houses gain voting participation on Imperial referendums, a direct voice in Imperial affairs, and ongoing support in the form of diplomatic, legal, military, or economic aid. In return, member Houses must abide by the decisions of the Landsraad and its representatives, keeping their affairs and retinues in obeisance of the Great Convention, the Guild Peace and Rights of Kanly. They must also provide both financial and personnel support to the Emperor.

In addition to the legal and political intricacies at work beneath the surface of the Landsraad structure, the Guild Peace places additional economic restrictions on warfare among Houses.

Since all military transport is arranged through the Guild, the Guild can effectively stop a campaign before it begins. The Guild Peace also sanctions the Spacing Guild to use financial deterrents to quell upstart Houses; such deterrents include prohibitive transport rates, broad commercial embargoes, and material confiscation or extortion.

The Great Convention prevents any House from taking direct retributive action against the Guild; Tupile itself is protected by the Guild Peace. Although its location remains a carefully guarded secret, no House would dare move against the Guild homework. Its sanctity is inviolate. While the Guild rarely involves itself directly in such matters, its ultimate agenda remains a mystery to the Houses, and a Guild interdiction can ruin a House more surely than enemy troops ever could.

## The CHOAM Company

Established by the Great Convention as the Imperial financial reserve, the CHOAM (an acronym for *Combine Honette Ober Advancer Mercantiles*) company also serves as the principal development corporation within the Imperium. With offices and representatives on nearly every world and outpost, CHOAM and its countless subsidiaries reach into the daily lives of every Imperial citizen. Since it is controlled by the Emperor and the Great Houses themselves (with the Guild and Bene Gesserit as silent partners), CHOAM's interests extend into every conceivable area of production, research, and development. From the gas mines of Avara to the wilderness preserves on Ecax, from petrochemicals on Giedi Prime to vat-grown biologicals on Tleilax, the CHOAM banner is an ever-present symbol of the all-encompassing nature of Imperial power.

CHOAM control and influence permeates Imperial commerce and production. CHOAM representatives can be found on homeworlds throughout the Known Universe, overseeing the means of production and manufacturing on thousands of worlds. These representatives are responsible for enforcing and setting production quotas, collecting tithes, debts and company fees, maintaining the balance of trade in assigned regions and supporting or instituting official sanctions, bans or embargoes. Since they derive their power directly from the company's Board, such agents are considered untouchable by outside interests.

Most of the Great Houses control small interests in the CHOAM Corporation, with the Emperor and a small handful of powerful Houses retaining the controlling interest. The CHOAM *Board of Directors* hold the economic fate of the universe in their hands, and Board decisions reverberate throughout the Known Universe, dictating the fates of entire planets. The Great Houses, including the House Imperial, control approximately 60% of CHOAM with an additional 6% held by various Houses Minor, and final 34% controlled by a number of silent partners (including the Bene Gesserit Sisterhood and the Spacing Guild).

CHOAM Directors enjoy enormous power, and seats on the CHOAM board remain one of the most coveted Imperial appointments for any Great House. These seats are allocated according to CHOAM ownership, and at any time the Board represents a significant portion of the company's overall House-controlled assets.

With the company's virtual monopoly over the spice-drug mélange, among other things, its power serves as a significant counterbalance to the tremendous influence exerted by the Spacing Guild and its Guild Bank. The complex relationship between these two Imperial economic powers demands cooperation where there might otherwise exist only conflict.

## Commerce in the Imperium

In the modern Imperium, interplanetary and interstellar trade have both once again become commonplace. The controlled economy of the Imperium makes the wholesale exchange of goods and services a simple, if not particularly exciting matter. Most Great Houses have become extensive participants in the commercial and mercantile life of the Imperium. The Great Convention and the CHOAM Company charter set forth the general parameters for such commerce, regulating certain types of trade goods (weapons, technology, narcotics, etc.), establishing the standard transport rates found in the *Guild Shipping Contract*, and generally monitoring the widespread exchange of goods and services within the Imperium.

Individual Houses bear responsibility for regulating their own planetary marketplaces—certain goods deemed acceptable by the Guild or CHOAM may be banned by a House or planetary *Sysselraad* in the common planetary or interstellar marketplace. Similarly, on some worlds goods produced domestically may be banned by CHOAM but still deemed legal in the domestic or system-wide marketplace. Obviously, such goods cannot be legally transported out-system by the Guild.

A growing smuggler trade has become a prominent feature in many systems in the latter-day Imperium. Such black market enterprises

generally concentrate on planetary or system-wide commerce, preferring to avoid the added attention and difficulties of involving the Spacing Guild. These organizations bow to no law, and most openly defy both the CHOAM Company charter and any local or domestic legal enforcement. It is rumored that some of the boldest of these smugglers do traffic with the Guild, but such rumors cannot be confirmed. The sanctioned unit of exchange within the Imperium remains the *solari*, or sol. Once based on a convoluted precious metals standard, since the establishment of the Guild Bank, *solaris* have been valued according to the current price of the spice-drug mélange, on the Imperial CHOAM Exchange. This sets up a rather unique system of checks and balances, with the Guild controlling actual currency valuation and the Great Houses and the Emperor controlling the price of the spice. If the preeminence of Arrakis was ever in doubt following the discovery of the spice, that changed when the world became the de facto center of Imperial currency valuation.

On the floor of the CHOAM Exchange and within the currency pools of the Guild Bank, stocks, notes and vouchers change hands daily, representing billions of solaris in fiscal trade. In out-frey societies and Imperial backwaters, hard currency remains the tender of choice. On certain worlds, Houses and merchants still maintain a barter system, trading goods and services according to an accepted Sol Face (or solari face value, as it is known). While trade and commerce have become prevalent in this age of Guild transport and communication, the stranglehold enjoyed by CHOAM and the Guild over the spice ensures that modern enterprise is anything but free. Most routes and deals are scrutinized by CHOAM or Guild representatives, and enterprising merchants or Houses must satisfy their tribute to these powers above anything else.

## Standard Imperial Calendar

The system of chronology used for official purposes throughout the Imperium has been in use since the year 5000. Its basis is the time in which Kaitain completes one revolution around its primary: 360 days, 3.56 seconds. The units of measurement are: 60 standard seconds to a standard minute; 60 standard minutes to a standard hour; 24 standard hours to a standard day; 6 standard days to a standard week; 5 standard weeks to a standard month; 12 standard months to a standard year.

When House Corrino shifted its capital from Salusa Secundus to Kaitain in 1487, the emperors already knew that they were not only moving to a much more pleasant world, but to a stable and regular planet as well. The saying "You don't need a watch on Kaitain" was doubly significant: it referred not only to the more leisurely pace of the planet, but to the ease of keeping time by natural means.

The Alman Corrino emperors followed the immemorial custom, when arriving on Kaitain, of dividing the natural day into twenty-four parts, those parts into sixty, and those again into sixty. They retained the terms *hour*, *minute*, and *second* for these divisions even though the Kaitainian hour, for example, differed from the Salusan hour (as it did by lesser or greater amounts from the "hours" of the great majority of inhabited worlds).

Proclamations, edicts, bulletins, and the like—anything warranting both dating and preservation—were promulgated throughout the Imperium bearing the Kaitainian date followed by, e.g. "given in the seventeenth day, fourth month, tenth year of Saluso VII." Only the Spacing Guild had a continuing need to reference the local dates of one planet to those of another, and they employed their own method—pulsed, regular tones on the Holtzman Waves aimed at their mail drops—as the standard to which local times were compared. Those outside the Guild who had the occasional desire or need to relate the day, month, and year of one planet to those of another—factors, merchants, travelers—had to depend on Chronology Tables, or, where the need was recurrent (as in CHOAM), relegated the duty to Mentats. For thousands of years, local chronologies served local needs, and the Kaitainian calendar served bureaucratic needs.

# TIMELINE OF IMPORTANT EVENTS IN HUMAN HISTORY

## BEFORE GUILD

19000-16500	Early civilizations on Terra.
16500	Aleksandr creates FIRST EMPIRE.
16400-16000	ROMAN EMPIRE arises and conquers the known world, except for China, which resists until 14400.
15800	Imperial Seat moved to Byzantium in retreat before provincial rebellions and minor jihads.
14700-14608	THE GREAT STRUGGLE: The Century Without an Emperor.
14608	Discoveries in America allow Madrid to attain the status of the Imperial Seat.
14512	BATTLE OF ENGLICHANNEL. Empire Seat moved fm Madrid to London.
14500-14200	THE GOLDEN AGE OF INVENTION: Development of radio, television, atomics, rocketry, genetics and the computer.
14255	First atomics demonstrated in an intraprovincial war. Seat of Empire moved to Washington.
14100-13600	THE LITTLE DIASPORA: The solar system is colonized, and population of Terra is eventually outnumbered by 20:1.
13402	Ceres gains the Imperial Seat after a planetoid strikes Terra.
13402-13399	THE RESCUE OF THE TREASURES from Terra.
13360	Terra re-seeded and set aside (by Imperial edict) as a natural park.
13004	SUSPENSOR-NULIFICATION EFFECT discovered.
12200	THE EMPIRE OF TEN WORLDS. Communications becoming strained.
11200	THE EMPIRE OF A THOUSAND WORLDS (an empire in name only, as Imperial power was so diffuse as to be nonexistent).
11105	AGE OF PRETENDERS begins when Ceres is destroyed by rebellion, and the Imperial Seat ceases to exist as a single entity.
11100-7562	THE AGE OF TEN THOUSAND EMPERORS (sometimes called "The Great Dark Ages").
7593	I.V. Holtzman born on Liesco II.
7565	Holtzman disabled and cyborged.
7562	Holtzman reveals the "wave-effect" nature of the suspensor-nullification device.
7556	Holtzman severely damaged and thrown into a cometary orbit. Communications with him are lost.
7562-5022	THE WARS OF REUNIFICATION, consequent on the immediate communication made possible by Holtzman Effect.
5022	THE EMPIRE OF TEN THOUSAND WORLDS united under Ladislaus the Great.
5022-3678	THE FIRST GOLDEN AGE.
3832	Holtzman reappears at Liesco, and presents the theory for construction of the DEFENSIVE SHIELD.
3678	THE SILICON PLAGUE: the "Death of the Machines."
3678-2000	THE LITTLE DARK AGES, ending with the development of plague-resistant conductors.
2000-1800	THE RETURN OF THE COMPUTERS (sometimes called "The Second Reunification").
1970	Holtzman reappears, and presents his UNIFIED THEORY.
1800-400	THE SECOND GOLDEN AGE. Circa 700 the first anti-computer pogroms occur.
711-200	Tensions increase between programmites and humanity-firsters, tensions which Jehanne Butler was to exploit.
200-108	THE BUTLERIAN JIHAD.
108	Holtzman returns and is destroyed by forces of the Jihad.
c. 100	Ixians, refugees from the Jihad, led by Aurelius Venport, discover TUPLE, the Sanctuary Planet(s).
88	THE BATTLE OF CORRIN.
86	FOUNDATION OF HOUSE ATREIDES when Demetrios Atreides is made Baron Tantalos in reward for aiding the Corrinos.
84	First MELANGE-guided journey through hyperspace by Norma Cenva.
12 BG – 70 AG	The Reign of SAUDIR I, "The Great."
10	Corpus Luminis Praenuntiantis (the future Spacing Guild) begins negotiations with the Empire.
10-5	THE GREAT FINANCIAL SYNOD, on Aerarium IV, creates CHOAM.
0	THE LION THRONE, THE SPACING GUILD, and CHOAM (as the arm of the Landsraad) combine to establish the from of human society for the next ten thousand years.

## AFTER GUILD

123-184	Reign of NEGARA II.
207	Thomas Atreides helps restore Elrood II, and is made Duke of Jaddua.
337	THE GREAT CONVENTION is ratified.
1487	The Corrinos shift the Imperial Seat to Kaitain.
2800	Elrood V gives Poritrin, third planet of Epsilon Alangue, to House Maros. Siridar Baron Charles Mikarrol, planetary governor of Terra, sends two million ZENSUNNI to Poritrin, beginning the Zensunni Migration.
4492	Poritrin is given to House Alexin, and the Sardaukar are sent to remove t the Zensunni, sending five million to BELA TEGEUSE and five million to Salusa Secundus.
5122	First FACE DANCERS appear as entertainers at the Court of Corrin XIV.
5295	Ezhar VII releases the Zensunni on Salusa Secundus, sending them to ISHIA, second planet of Beta Tygri.
6049	Zensunni on Bela Tegeuse are transported again, with the majority sent to HARMONTHPEP, and the remainder to ROSSAK, the fifth planet of Alces Minor.
c. 6600	A. Sayyadina on Rossak discovers a plant whose ingestion unlocks the "voices within."
c. 6800	Harmonthep, a satellite of Delta Pavonis, is destroyed by unknown causes.
7193	Zensunni on Rossak buy passage to ARRAKIS from the Spacing Guild. By this time, all Zensunni from both Ishia and Rossak have reached A Arrakis.
8711	The Atreides family is awarded the Siridar-Dukedom of CALADAN.
9846	Invention of HUNTER-SEEKER.
c. 10000	Invention of the DISTRANS on Ix.
10092	Semuta extraction process discovered.
10110	House Harkonnen receives Arrakis fiefdom.
10140	LETO ATREIDES (Duke Leto I) born.
10154	LADY JESSICA born.
10155-10165	GURNEY HALLECK a Harkonnen slave on Giedi Prime.
10158	DUNCAN IDAHO (the human) born.
10175	PAUL ATREIDES born.
10179	First successful implant of the distrans in a human.
10190-91	House Atreides moves to Arrakis.
10191	The Sardaukar attack on Arrakis kills Duke Leto; Paul and Jessica go into the desert with the FREMEN.
10193	ALIA ATREIDES born.
10196	Paul regains control of Arrakis and its spice monopoly.
10196-10208	SHADDAM IV abdicates; Paul becomes Emperor.
10204	PAUL MUAD'DIB'S JIHAD.
10208	Count Dalak dies suspiciously in an ornithopter accident; Farad'n's last name is changed to Corrino.
10209	GHOLA HAYT (Duncan-10208) is created and presented to Paul.
10210	LETO II and GHANIMA born. CHANI dies. Paul goes into desert, and Alia becomes regent.
10218	Alia dissolves the FEDAYKIN, Paul's Death-Commandos.
10219	Duncan-10208 delivers Lady Jessica to House Corrinno.
10246	LETO II ascends to the throne.
10271	HARQ AL-HARBA born.
10941	REVOLT OF THE FREMEN crushed, and its leader, Duncan-10235 is put to death.
11745	Duncan-10895 reveals the ritual of SIAYNOQ.
12335	THE ORDER OF MENTATS is suppressed by Leto II.
12725	The execution of THE NINE HISTORIANS.
13724	The Festival City of ONN is built according to the design of Duncan-12720.
14702	The death of LETO II, GOD-EMPEROR.
15525	THE CROMPTON RUINS discovered.
15540	The finding of THE RAKIS HOARD.
	The publication of THE DUNE ENCYCLOPEDIA.

Compiled by W.D.I. and W.E.M.

## THE BASICS

*The beginning is a very delicate time...* With this compelling entry, Frank Herbert set in motion an epic that still entralls readers today. A mixture of space fantasy, high adventure, and mythology, countless readers have thrilled to the adventures of young Paul Atreides from his time facing the Gom Jabbar, to the decisions made out in the deep desert. How many of us imagined ourselves calling the great Shai-Hulud and riding against the vicious Harkonnen.

With the *DUNE: A Dream of Rain Roleplaying Game*, you can experience this epic saga in a whole new way. Imagine yourself as a noble of a Great House or a Fremen fighting against the Harkonnen, a gifted mentat or a cunning Bene Gesserit Adept. Whether you want to play the game or run it as the Gamemaster, this book is your passport to the action-packed *DUNE* universe of the Imperium.

### The Known Universe

The *DUNE* universe is huge. More than a billion star systems fall within the known reaches of space, offering countless opportunities for wonder, mystery, and danger. While humans are prevalent throughout known space, other species can be found everywhere. In this universe, the many worlds share a common history that extends thousands of years into the past. A universal Imperial government maintains order thanks to the faster-than-light travel provided by the Spacing Guild. Because "folding space" makes the vast distance between stars insignificant, trade, commerce, and cultures mix freely in regions as diverse as the Core and the Outer Rim.

### The Core Mechanic

*DUNE: A Dream of Rain Roleplaying Game* uses a core mechanic to resolve all actions. This central game rule keeps play fast and intuitive. Whenever you want to attempt an action that has some chance of failure, you roll a twenty-sided die (or "d20"). To determine whether you succeed at a task (such as an attack, using a skill or ability, or an attempt to save your character from harm) you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to the target number.

If the result equals or exceeds the target number (set by the GM or given in the rules), you succeed.

Die rolls are expressed in the format:

**[#] die type [+/- modifiers]**

**Example:** 3d6+2 means: "Roll 3 six sided dice. Add the result of the three dice together. Add 2."

### Basic Task Resolution System

These rules assume a standardized system for determining the success or failure of any given task. That system is:

#### d20 + Modifiers vs. Target Number

The Modifiers and Target Number are determined by the type of task. If the result of the d20 roll + the Modifiers equals or exceeds the Target Number, the test is successful. Any other result is a failure.

A "natural 20" on the die roll is not an automatic success. A "natural 1" on the die roll is not an automatic failure, unless the rules state otherwise.

### Rounding Fractions

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

**Exception:** Certain rolls, such as damage and hit points, have a minimum of 1.

## Multiplying

Sometimes a special rule makes you multiply a number or a die roll.

As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because 2 + 1 = 3).

## The Gamemaster

When you play *DUNE: A Dream of Rain Roleplaying Game*, you're participating in an interactive story. Players take the roles of unique characters, called heroes. One player serves as the Gamemaster—a combination of director, narrator, and referee. The GM describes situations, asks the players what their characters want to do, and resolves these actions according to the rules of the game. The GM sets each scene, keeps the story moving, and takes on the roles of the opponents and other characters that the players' heroes encounter in each adventure. If you're the GM, you should read through all sections of this book; you don't need to memorize it, but you do need to have an idea where to find things once play begins.

## The Heroes

If you're a player, you take the role of a hero—one of the "stars" of the *DUNE* saga that you, the other players, and the GM all help to develop.

You create your character with the help of the game rules that follow, according to your own vision for the type of hero you want to play. As your character participates in adventures, he or she gains experience points (XP) that help him or her improve and become more powerful.

## Class

A class represents a way of life embraced by a character. It serves as a starting point to help you define your hero, a hook on which you can hang the character's personality, skills, and other traits. Think of a class as a profession. You can build upon that profession as your hero improves, and you can even branch out into a different class if it better suits your vision of the character's development.

## Level

Level measures a character's advancement and relative amount of power. A 1st-level character, for example, isn't as powerful as a 5th-level character.

Characters generally begin at 1st level and attain additional levels as they complete adventures. Attaining a new level provides a character with improvements to important statistics, such as base attack bonuses, number of attacks, saving throws, bonuses to Defense, and vitality points.

## Abilities

Every character has six abilities that represent the character's basic strengths and weaknesses. These abilities—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—affect everything a hero does, from fighting to using skills.

A score of 10 or 11 in an ability is average. Higher scores give a character bonuses, and lower scores give penalties. When you create your character, you'll want to put your higher scores into the abilities most closely associated with your chosen class.

## Vitality & Wound Points

Each character can withstand a certain amount of damage before becoming fatigued, getting knocked unconscious, or dying. This ability to take damage and keep functioning is represented by the character's vitality and wound points. Vitality points represent the character's ability to turn deadly attacks into glancing blows and near misses. Only some characters (including all heroes) have vitality points. When a character suffers damage, his vitality points are reduced first.

### What Does That Mean?

As you read through this book, you may come across words and terms that aren't familiar, especially if this game is your first experience with either the **d20 System** or the **DUNE Universe**. Don't be dismayed — all the terminology is explained in later chapters of this book.

You'll find all the information you need as you continue to read — or, if you just can't wait, flip to the index in the back of the book and look up a topic that you want to know more about. There is also a glossary of terms for the Dune Universe as well.

This represents a loss of energy as rolling with the punches wears down the character, but it doesn't cause actual physical damage. When a character's vitality points are depleted, further damage reduces the character's wound points.

Wound points represent how much physical damage a character can suffer before dying. Damage reduces wound points only after a character has exhausted his vitality points or when the character is struck by a critical hit.

A character's class and level determine his number of vitality points, and that number increases (by at least 1) with each level gained. A character's wound points are equal to his Constitution score. They do not increase with level advancement, but can increase when specified by a class feature or a feat.

## Skills & Feats

Skills represent how well a character does at dramatic tasks other than combat. All characters are assumed to have a wide selection of average skills; the game only measures the skills in which a character has better than average ability and so can use these skills to attempt tasks in dramatic situations.

Skills are measured in ranks, which represent how much training a character has applied to a specific skill. Each rank adds +1 to checks (rolls) you make to use a skill. See the class descriptions in Chapter Three for the skills that are associated with each class. All skill descriptions can be found in Chapter Four.

Feats are special features that provide a character with new capabilities or improvements. All characters start with at least two feats, though certain classes and House templates provide additional feats. See Chapter Five for a list of available feats.

## Game Play

This overview gives you enough of the basics to get a feel for how this roleplaying game works. The chapters that follow take these basic concepts and expand upon them.

**Important!** You don't have to memorize the contents of this book to play the game. It's a game—not homework. Once you understand the basics, start playing! Use this book as a reference during play. The table of contents and index should help you find a specific topic easily. When in doubt, stick to the basics, keep playing, and have fun. You can always look up an obscure rule after your game session ends, but remember that you don't have to sweat the details in the middle of play.

## Rolling Dice

We've already explained the basic rule that forms the foundation of the game—roll a d20, add a modifier, and try to get a result that's equal to or greater than the target number. Whenever your character tries to accomplish something significant, the GM asks you to roll a d20.

**Important!** Not every action requires a die roll. Roll dice in combat and other dramatic situations when the success of an action is in doubt.

The d20 is used to determine results in combat and when making skill checks, ability checks, and saving throws. In other words, the d20 determines whether or not you succeed at an action.

The other dice (d4, d6, d8, 10, and d12) are used to determine what happens after you succeed. Usually, the other dice come into play after making a successful attack roll to determine how much damage the attack deals to the target.

## A Game Session

In the *DUNE: A Dream of Rain*, the Gamemaster (GM) and the players get together to tell a story through the play of the game. We call these group-created stories "adventures." A *DUNE* adventure features plenty of action, lots of opportunities for combat, cool villains, epic plots, devious machinations, and a sense of wonder and grandeur.

Typically, the game consists of adventures that resemble episodes in a movie saga. One adventure might play out in a single game session; another might stretch across several evenings of play. A session can last as long as you're comfortable playing, from as short as one hour to as long as a twelve-hour marathon. Most groups get together and play for two to four hours at a time. The game can be stopped at any time and restarted when the players get back together.

Each adventure consists of interrelated scenes. A scene might feature some kind of challenge or roleplaying encounter, or it could revolve around combat. When there's no combat going on, play is much more casual. The GM describes the scene and asks the players what their characters do. When combat breaks out, game play becomes more structured, and the action takes place in rounds.

## What Characters Can Do

A character can try to do just about anything you can imagine, just so long as it fits the scene the GM describes. Depending on the situation, your character might want to:

Listen at a door, explore a location, converse with a Mentat, bargain with a water-seller, intimidate a thug, talk to an ally, search for a clue, bluff an official, repair an item, ride a sandworm, duck behind a bulkhead, attack an opponent.

Characters accomplish things by making skill checks, ability checks, or attack rolls. While the rules for making these rolls follow the core mechanic, each type of roll is used for a slightly different purpose.

## Skill Checks

To make a skill check, roll a d20 and add your character's skill modifier for that particular skill. Compare the result to the Difficulty Class (DC) for the task at hand. The DC may be determined by the skill's description, set by the GM, or established by another character's check result.

**Unopposed Checks:** An unopposed skill check's success depends only on your character's action.

For example, climbing a chain to get out of a cargo hold on a ship depends only on your character's skill and a little luck, so the Climb check is compared to a target number provided by the skill's description or set by the GM. If your result is equal to or higher than the DC, the attempt succeeds.

**Opposed Checks:** An opposed check occurs when another character actively attempts to prevent your character from succeeding at a given task.

The DC for an opposed check is the check result of the character opposing your action. The opponent's check might be made using the same skill you are using, or a different skill—as defined in the description of the skill you are using. The character with the higher result succeeds at the action being performed, while the character with the

lower result fails. In the case of a tie, roll the checks again until one character achieves a higher result than the other.

For example, if your character tries to hide from an opponent, your Hide check is opposed by your enemy's Spot check. If your result is higher, your character successfully hides, and your opponent fails to spot him. If your result is lower, your opponent spots you, and your attempt to hide fails.

## Ability Checks

Ability checks are used when a character doesn't have any ranks in a particular skill and tries to use that skill untrained.

Note that some skills can't be used untrained.

For example, if your character wants to bluff a House guard but doesn't have any ranks in the Bluff skill, the GM calls for a Charisma check (the ability associated with the Bluff skill).

Ability checks are also used to determine success when no skill applies. Trying to move a heavy cargo container, for example, requires a Strength check. To make an ability check, roll a d20 and add your

### DUNE is Metric!

Measurements, distances and weights in *DUNE: A Dream of Rain Roleplaying Game* are all given in the metric system. Since you may not be familiar with the metric system, here's a quick summary of conversions.

Metric	Multiply By	Standard
Millimeters	0.04	Inches
Centimeters	0.4	Inches
Meters	3.3	Feet
Kilometers	0.62	Miles
Kilograms	2.2	Pounds
Liters	0.26	Gallons
Square meters	1.2	Square yards
Square kilometers	0.4	Square miles
Metric tons	1.1	Short tons

lower result fails. In the case of a tie, roll the checks again until one character achieves a higher result than the other.

For example, if your character tries to hide from an opponent, your Hide check is opposed by your enemy's Spot check. If your result is higher, your character successfully hides, and your opponent fails to spot him. If your result is lower, your opponent spots you, and your attempt to hide fails.

## Ability Checks

Ability checks are used when a character doesn't have any ranks in a particular skill and tries to use that skill untrained.

Note that some skills can't be used untrained.

For example, if your character wants to bluff a House guard but doesn't have any ranks in the Bluff skill, the GM calls for a Charisma check (the ability associated with the Bluff skill).

Ability checks are also used to determine success when no skill applies. Trying to move a heavy cargo container, for example, requires a Strength check. To make an ability check, roll a d20 and add your

character's modifier for the appropriate ability. If the result is equal to or greater than the DC of the task, the check succeeds.

## Attack Rolls

To attack an opponent, roll a d20 and add your character's attack bonus. If the result equals or exceeds the opponent's Defense, the attack succeeds.

On a successful attack, you roll to determine how much damage your attack deals to the opponent. Roll the type of dice indicated for the weapon used and add any modifiers that apply.

For example, if your character uses a lasgun, a successful attack deals 3d6 points of damage to the opponent. If your character uses a kindjal, a successful attack deals 1d6 points of damage plus your Strength bonus.

Damage reduces vitality points first. When all of a character's vitality points are gone, any additional damage reduces wound points.

A critical hit (a potent result on an attack—determined by weapon type) bypasses any vitality points a character might possess and strikes directly at that character's wound points. An attack may cause a critical hit if the attack roll is a natural 20 (or, for certain weapons, a 19 or 20). That result represents the threat of a critical hit. Then the attacker makes a second attack roll to confirm the critical hit. If this second attack roll succeeds, then the critical hit is confirmed and damage is applied to the target's wound points. See Chapter Seven and Eight for more details.

**Important!** There are two types of attacks in the game. A ranged attack uses a weapon that attacks opponents at a distance, as a lasgun or maula pistol. A melee attack uses a weapon that attacks opponents in close quarters, such as a kindjal, dagger, garrote or your own fists. Your character may have a different attack bonus for each type of attack.

## The Combat Round

Most of the time, game play is relaxed and casual. The GM sets the scene, and players take turns describing what their characters are doing. When the situation calls for it, the GM has the players make die rolls (skill checks or ability checks) to determine the results of their characters' actions. But when a scene involves combat or the imminent threat of combat, a structured sequence of combat rounds is used to govern play.

In a combat round, each character gets to do something. A round represents (roughly) 6 seconds in the game world, regardless of how long it takes the players to complete the round.

At the start of a battle, each player make an initiative check for his or her character, and the Gamemaster makes initiative checks for the opponents. The character with the highest result acts first, followed by the other characters in order (from highest result to lowest). This order of play is used in each round until the battle ends. When your turn in the order comes up, you perform all the actions you are entitled to in the current round.

There are four types of actions: attack actions, move actions, full-round actions, and free actions. In a round, you can do one of the following things (but see Chapter Eight for additional information):

- Attack and move.
- Move and attack.
- Move and move again.
- Perform a full-round action.

## Attack Actions

An attack action lets you do something. You can make an attack, use a skill or a feat (except those skills and feats that require a full-round action), or perform an equivalent action. You can perform an attack action and a move action—in either order—in a combat round.

## Move Actions

A move action lets you move a distance equivalent to your speed in a round or perform an equivalent action. Equivalent actions include climbing, drawing or loading a weapon, opening a door, and picking up an item. You can move and attack—in either order—in a round.

Alternately, you can perform two move actions in a round, using a second move action in place of an attack action.

## Full-Round Actions

A full-round action consumes all of your effort in a round. Attacking more than once (if you are of sufficient level to do so) or using a skill or feat that requires a full round to accomplish is considered a full-round action.

## Free Actions

Free actions consume almost no time or effort. Over the span of a round, the impact of these types of actions is so minor that they are considered to be free. Speaking to an ally or opponent, dropping an item, or activating an item are examples of free actions. You can perform a free action in addition to performing other actions in a round, though the Gamemaster can place limits on how much you can reasonably for free in a given round.

## Reactions

Some skill checks are instant reactions to specific events. The GM tells you when a reaction check is appropriate, depending on the situation. A reaction takes no time and is not considered to be an action.

## Action Points

Action points provide characters with the means to affect game play in significant ways. A character always has a limited amount of action points, and while the character replenishes this supply with every new level he or she attains, the character must use them wisely. A character can spend 1 action point to do one of these things:

- Alter a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw.
- Use a class talent or class feature during your turn for which the expenditure of 1 action point is required.

When a character spends 1 action point to improve a d20 roll, add 1d6 to the d20 roll to help meet or exceed the target number. A character can declare the use of 1 action point to alter a d20 roll after the roll is made—but *only* before the GM reveals the result of that roll. You can't use an action point on a skill check or ability check when taking 10 or taking 20.

When a character spends 1 action point to use a class feature, he or she gains the benefit of the feature but doesn't roll a d6. In this case, the action point is not a bonus to a d20 roll.

A character can only spend 1 action point in a round. If a character spends a point to use a class feature, he or she can't spend another one in the same round to improve a die roll, and vice versa.

Depending on the hero's character level, he may be able to roll more than one d6 when spending 1 action point. If the character does so, apply the highest result and disregard the other roll(s).

Character Level	Action Point Dice Rolled
1st – 7th	1d6
8th – 14th	2d6
15th – 20th	3d6

## What's Next?

If you're new to roleplaying, you might be wondering how to proceed. After you've read over these basics to get an understanding of the game, check out the example of play on the next page. It provides some insight into how a game session plays out. Review the first few chapters of this book. When you're ready, use the Character Creation overview and a copy of the character sheet to create a character. When you, your GM, and your group are ready, start playing!



## PLAYING DUNE: A DREAM OF RAIN

According to the books, and secondary sources, the Imperium spans several galaxies, though only a few planets are detailed. This provides the GM the possibility of limiting the scope of the campaign to a smaller scale of a galaxy or travel that spans multiple galaxies if desired. In any event, the Guild Navigators' ability to fold space should reflect relatively short travel times between inhabitable planets. In this universe, the many worlds of the Imperium share a common history that extends thousands of years into the past. A galaxywide government maintains law and order thanks to the Spacing Guild's ability to travel faster-than-light-speed through the power of folding space.

The *DUNE: A Dream Of Rain Roleplaying Game* lets you explore this imaginary universe. All you need is this book, some dice, a few willing friends, and your collective imaginations. The game works best with a group of five (one GM and four players). It can be played with as few as two participants (one GM and one player) or as many as seven.

## CHARACTER CREATION

Make sure you review the entire process before using this overview when creating a *DUNE* character. Make a copy of the character sheet from the back of this book to use as a record of your character.

### Generate Ability Scores

Use one of the methods described in Chapter One to generate your six ability scores.

### Choose Your Class

A class provides you with a starting point for your character, a frame upon which you can hang skills, feats, and various story elements.

### Choose Starting Occupation

A starting occupation provides new class skills, wealth, and possibly bonus feats.

### Assign Ability Scores

Now that you know what class you want your character to be, assign each score to one of the six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

### Write Down Your Class Features

Each class offers a combination of special features unique to that class.

### Vitality Points

Your class determines your character's vitality die—the die you roll to gain new vitality points at each new level. Record the die type (d6, d8, d10 or d12), then figure out what your starting number of vitality points are. A 1st-level character gets the maximum points from the vitality die, plus the character's Constitution modifier.

For example, if your character belongs to the Fremen class and you have a Constitution score of 12, you start with 11 vitality points (10, the maximum result of a d10 roll, plus 1 for your Constitution bonus).

The Quickness feat increases your vitality points.

### Wound Points

Your wound points equal your Constitution score. The Toughness feat increases your wound points.

### Defense

To determine your character's Defense, add the following numbers together:

$$10 + \text{class bonus} + \text{Dexterity modifier}$$

A 1st-level armsman (+3 class bonus) with Dex 12 would have a Defense of 14 (10 + 3 + 1 = 14).

### Initiative

Your initiative modifier equals the character's Dexterity modifier.

The Improved Initiative feat provides an additional modifier.

### Base Attack Bonus

Your character's class determines your base attack bonus.

### Reputation

Your character's class determines your base Reputation bonus.

### Action Points

Your characters starts play with a certain number of action points (usually 5). Indicate this in the space provided on the character sheet.

### Saving Throw Bonuses

Your class determines your base saving throw bonuses. To these base numbers, add the modifiers for the associated abilities as follows:

For Fortitude, add your Constitution modifier.

For Reflex, add your Dexterity modifier.

For Will, add your Wisdom modifier.

Some feats provide additional saving throw modifiers.

### Melee Attack Bonus

To determine your melee attack bonus, add your Strength modifier to your base attack bonus. Certain feats and special features might provide additional modifiers, so make adjustments as necessary.

### Ranged Attack Bonus

To determine your ranged attack bonus, add your Dexterity modifier to your base attack bonus. Certain feats and special features might provide additional modifiers, so make adjustments as necessary.

### Select Skills

Your character's class and Intelligence modifier determine how many skill points you can spend to buy skills.

Skills are measured in ranks. Each rank adds +1 to skill checks made using a specific skill. Some skills are considered to be class skills for your character's class. All other skills are considered to be cross-class skills.

At 1st-level, you can buy up to 4 ranks in a class skill for a cost of 4 skill points, or up to 2 ranks in a cross-class skill for the same cost. (You get more out of purchasing class skills.) Buying skills goes faster and provides maximum power if you spend 4 skill points (your maximum) on every skill you select.

Once you've selected your skills, determine the skill modifier for each skill. To do this, add together the skill ranks, the appropriate ability modifier, and any other modifiers that may apply.

For example, if you have 4 ranks in Climb and a Strength modifier of +2, your Climb skill modifier is +6.

### Select Feats

You start with at least two feats, though your class and starting occupation might provide additional feats at 1st level. Select your feats from Chapter Four and record them on the character sheet.

### Determine Starting Wealth & Buy Gear

Your character's class determines how many solaris you start play with. Some feats provide additional money as well. Use your solaris to purchase equipment for your character.

### Finishing Your Character

The last details you need to add to your character sheet help you visualize and roleplay your character. You need a name, of course—something that fits your class, starting occupation, and the *DUNE* universe. You should also determine your character's age, gender, height, weight, eye and hair color, skin color, and any relevant background information you want to provide. (Make sure you run your ideas past your Gamemaster so that she can fit them into the campaign.) Chapter Six provides guidelines that can help you with these details and characteristics.

# ONE: CHARACTERS

“He who controls the spice controls the universe!”

– Baron Vladimir Harkonnen

Nearly every die roll you make gets a bonus or penalty based on your character’s abilities. A robust character has a better chance of surviving a trek through the scorched deserts of Arrakis. A perceptive character is more likely to notice an attacker sneaking up from behind. A dim character is less likely to find a secret compartment. Your ability scores provide modifiers for these kinds of rolls.

Every character has six basic Ability Scores: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

Ability scores both define stereotypes and allow characters to deviate from them to become unique individuals. The normal human range is 3 to 18. The average score for a human is 10 or 11.

A character with a CON of 0 is dead. A 0 in any other score means the character is helpless and cannot move.

Keeping track of negative ability score points is never necessary. A character’s ability score can’t drop below 0.

## YOUR ABILITY SCORES

To generate ability scores for your character, use one of the following methods.

### Random Generation

To randomly generate an ability score for your character, roll four six-sided dice (4d6). Disregard the lowest die and total the three highest dice.

This roll gives you a number between 3 (horrible) and 18 (tremendous). The average ability score for the typical human is 10 or 11, but your character is not typical. The most common ability scores for heroes are 12 and 13. (Even the average hero is above average.)

Make this roll six times, recording the result each time on a scrap piece of paper. Once you have all six scores, assign each score to one of your six abilities.

If your scores are too low, you may scrap them and reroll all six scores. Your scores are considered too low if the total of your modifiers (before changes because of species) is 0 or lower, or if your highest score is 13 or lower.

Different character classes benefit from having high results in certain ability scores, and some templates and feats modify ability scores, so refer to those chapters for more information and ideas on how to best arrange your scores.

### Planned Generation

Instead of rolling dice, you may select the scores you want by using the planned generation method. This requires a bit more thought and effort on your part, since you need to know what kind of character you want to play—so you can select your scores appropriately. Determine your class beforehand, then select your scores as outlined below.

Your ability scores all start at 8. You have 25 points to spend to increase these scores, using the costs shown below. After you select your scores, apply any modifiers for advanced level creation.

Score	Cost	Score	Cost
8	0	14	6
9	1	15	8
10	2	16	10
11	3	17	13
12	4	18	16
13	5		

### Non-Standard Point Buy

Use the standard point buy method, except that the players have fewer or more points for buying scores, as shown on the table below.

Type of Campaign	Points Allowed
Low-powered campaign	15 points
Challenging campaign	22 points
Tougher campaign	28 points
High-powered campaign	32 points

### Standard Score Package

This third method of determining ability scores is the standard score package, a balanced mix of scores designed to quickly create hero characters. Assign the scores to the abilities as you like.

The standard score package is: 15, 14, 13, 12, 10, and 8.

### The Abilities

Each ability partially describes your character and affects some of your character’s actions.

#### Ability Modifiers

Each ability will have a modifier ranging from –4 to +4 for a beginning character. The modifier can be calculated using this formula:

$$(\text{ability}/2) - 5 \text{ [round result down]}$$

The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that ability. For example, you add your Strength modifier to your roll when you try to hit someone with a club. You also apply the modifier to some numbers that aren’t die rolls; for instance, your Dexterity modifier applies to your Defense to determine how hard you are to hit in combat.

A positive modifier is called a bonus, and a negative modifier is called a penalty.

#### Strength (Str)

A character adds his Strength modifier to melee attack and damage rolls, and to damage rolls when using a thrown weapon. Skills requiring physical power, such as Climb and Jump, use Strength modifiers to adjust the skill bonus. Strength is also used to determine carrying capacity.

Strength measures your character’s muscle and physical power. Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can’t exert force, usually because it has no physical body or because it doesn’t move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack instead of a Strength modifier.

#### Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. Any creature that can move has at least 1 point of Dexterity.

A character adds her Dexterity modifier to Defense and to attack rolls when using a ranged weapon. Skills requiring agility, such as Balance or Drive, use Dexterity modifiers to adjust the skill bonus. A character also adds her Dexterity modifier to her Reflex saving throw bonus.

A creature with no Dexterity score can’t move. If it can act, it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature fails all Reflex saves and Dexterity checks.

#### Constitution (Con)

Constitution represents health and stamina.

Table 1-1: Ability Modifiers

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
etc...	etc.

A character adds his Constitution modifier to his Vitality Die when he rolls for vitality points at each level. A character's Constitution is also equal to his starting Wound points. If a character's Constitution changes enough to alter his or her Constitution modifier, his or her hit points also increase or decrease accordingly at the same time. Skills requiring stamina, such as Concentration, use Constitution modifiers to adjust the skill bonus. A character also adds his Constitution modifier to his Fortitude saving throw bonus.

Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects. The creature is also immune to ability damage, ability drain, energy drain, and massive damage, and always fails Constitution checks.

## Intelligence (Int)

Any creature that can think, learn, or remember has at least 1 point of Intelligence.

A character adds her Intelligence modifier to her skill points when she gains them at each level. Skills requiring intellect, such as Disable Device or Knowledge, use Intelligence modifiers to adjust the skill bonus.

A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (compulsions, patterns and morale effects) and automatically fails Intelligence checks.

## Wisdom (Wis)

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom.

Skills requiring insight or perception, such as Spot and Sense Motive, use Wisdom modifiers to adjust the skill bonus. A character also adds his Wisdom modifier to his Will saving throw bonus.

Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score, and vice versa.

## Charisma (Cha)

Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma.

Skills requiring force of personality and charm, such as Intimidate and Gather Information, use Charisma modifiers to adjust the skill bonus.

Anything with no Charisma score is an object, not a creature.

Anything without a Charisma score also has no Wisdom score, and vice versa.

## Using Strength: Carrying Capacity

If you want to determine whether your character's gear is heavy enough to slow her down (more than the armor already does), total the weight of all her armor, weapons, and gear. Compare this total to the character's Strength on the "Carrying Capacity" table. See the "Carrying Loads" table to determine whether the weight is enough to slow your character down.

If your character is wearing armor, use the lower figure—either her speed in armor or her speed from the total load—for each category on the "Carrying Loads" table (maximum Dexterity, check penalty, and speed). Do not stack the penalties.

## Using Strength: Lifting and Dragging

A character can lift up to her maximum load over her head. Maximum load is the upper end of the heavy load range on the "Carrying Loads" table.

A character can lift up to double the maximum load off the ground, but can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defense and can move only 2 meters per round (as a full-round action).

A character can generally push or drag along the ground up to five times her maximum load at one-quarter her normal speed. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

## Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	1.5 kg	3 kg	5 kg
2	3 kg	6.5 kg	10 kg
3	5 kg	10 kg	15 kg
4	6.5 kg	13 kg	20 kg
5	8 kg	16.5 kg	25 kg
6	10 kg	20 kg	30 kg
7	11.5 kg	23 kg	35 kg
8	13 kg	26.5 kg	40 kg
9	15 kg	30 kg	45 kg
10	16.5 kg	33 kg	50 kg
11	19 kg	38 kg	57.5 kg
12	21.5 kg	43 kg	65 kg
13	25 kg	50 kg	75 kg
14	29 kg	58 kg	87.5 kg
15	33 kg	66.5 kg	100 kg
16	38 kg	76.5 kg	115 kg
17	43 kg	86.5 kg	130 kg
18	50 kg	100 kg	150 kg
19	58 kg	116.5 kg	175 kg
20	66.5 kg	133 kg	200 kg
21	76.5 kg	153 kg	230 kg
22	86.5 kg	173 kg	260 kg
23	100 kg	200 kg	300 kg
24	116.5 kg	233 kg	350 kg
25	133 kg	266.5 kg	400 kg
26	153 kg	306.5 kg	460 kg
27	173 kg	346.5 kg	520 kg
28	200 kg	400 kg	600 kg
29	233 kg	456.5 kg	700 kg
+10	x4	x4	x4

## Carrying Loads

Max Load	Dex	Check	Speed		Run
		Penalty	(10m)	(6m)	
Medium	+3	- 3	6m	4m	x4
Heavy	+1	- 6	6m	4m	x3

## Using Intelligence: Remembering

Whenever a character might remember something that happened to him either in actual play, from his own (pre-game) past, or something that happened "off stage," he should make a check. In the latter case, it may be remembering someone that the PCs saw while eating dinner the previous night, but the DM did not want to point her out then, because doing so would have aroused suspicions unnaturally.

The check for remembering is a simple Intelligence check. Do not allow retries or taking 20. Use the following as a guideline for setting the Difficulty Class:

DC	Condition
5	Something just about anyone would have noticed and remembered. The appearance of your father's killer, when you got a good look at him.
10	Something many people would remember, such as the location of the tavern across town they were at the day before.
15	Something only those with really good memories might recall, like the kind of rings that a woman was wearing when you spoke to her three days ago.
20	Something only someone with a phenomenal memory might recall, such as the name of a man you met once, when you were six.
25	Something only a Mental could remember, such as the 19th six-digit code on a list of 80 possible codes, when you only glanced at the list.

## Using Charisma: Influencing Others

It is possible to alter another's attitude with a Charisma check (1d20 + Charisma modifier). This check can be further modified by the Diplomacy skill. Roll the check, subtract the Hit Dice of the creature the character is attempting to influence, and consult the appropriate initial attitude line on the "Influencing Attitude" table to determine the result. For example, say a character with a Charisma modifier of +2 attempts to influence a 3 HD unfriendly inshon. The player rolls a 17, getting a total of 16 (17+2-3=16), so the inshon becomes indifferent rather than unfriendly. If the character had at least 9 ranks of the Diplomacy skill, the inshon would become friendly (17+9+2-3=25).

In general, a character cannot repeat attempts to influence someone.

## Changing Ability Scores

Over time, the ability scores your character starts with can change. Ability scores can increase with no limit.

Add 1 point to any ability score when your character attains 4th, 8th, 12th, 16th and 20th level.

Poisons, diseases, and other effects can cause temporary ability damage. Ability points lost to damage return naturally, typically at a rate of 1 point per day for each affected ability.

As a character ages, some ability scores go up and others go down.

When an ability score changes, the modifier associated with that score also changes. Fortitude saving throw bonus.

## Changing Ability Scores

Over time, the ability scores your character starts with can change. Ability scores can increase with no limit. Add 1 point to any ability score when your character attains 4th, 8th, 12th, 16th and 20th level.

Poisons, diseases, and other effects can cause temporary ability damage. Ability points lost to damage return naturally, typically at a rate of 1 point per day for each affected ability.

As a character ages, some ability scores go up and others go down.

When an ability score changes, the modifier associated with that score also changes.

## CHARACTER CLASSES

Characters in *DUNE: A Dream of Rain Roleplaying Game* seek wealth, glory, justice, honor, fame, influence, and knowledge, among other goals. Some of these goals are honorable, some base. Each character chooses a different way to achieve these goals, from combat prowess to skill mastery to connections and resources. Some characters prevail and grow with experience, wealth and power. Others die.

Character class represents a character's main focus in life. It is a general description of what a character can do. One's class can help define one's vocation, talents, training and predilections.

However, character class is only a framework. Not all nobles, for example, are the same. Skills, feats, starting occupations and equipment, not to mention background, outlook, personality, allies, enemies and loyalty all serve to distinguish two different nobles from each other. And some characters have more than one class. Those characters are generally more flexible and self-sufficient, but less focused.

### The Basic Classes

*DUNE: A Dream of Rain Roleplaying Game* offers nine basic classes that represent the wide range of skills and knowledge that citizens of the Padishah Emperor's universe have access to.

**Armsman:** A warrior with exceptional combat capabilities and unequalled skill with weapons.

**Bene Gesserit Adept:** Trained in a mystical tradition that develops both body and mind to supernatural levels.

**Duelist:** A specialized fighter trained with the Holtzman shield, and armed with a quick defense.

**Fremen:** Rugged survivors that make their lives in the open desert, fremen survive by cunning and stealth.

**Knave:** Rascals at large and rogues for hire, these scoundrels don't quite fit in to the Galactic Imperium's royal houses.

**Mentat:** Human supercomputers, these living calculators are often

employed as assassins and house guards.

**Noble:** Leaders of the galactic empire, nobles are masters of diplomacy that inspire confidence.

**Scientist:** Inventors, technicians, engineers and medical specialists all fit in this category.

## Gaining Levels

**Table 1-2: Experience & Level-Dependent Benefits**

Character Level	XP	Class	Cross-Class		Increase
		Skill Max Ranks	Skill Max Ranks	Ability Feats	
1st	0	4	2	1st, 2nd	—
2nd	1,100	5	2.5	—	—
3rd	3,300	6	3	3rd	—
4th	6,600	7	3.5	—	1st
5th	11,000	8	4	—	—
6th	16,500	9	4.5	4th	—
7th	23,100	10	5	—	—
8th	30,800	11	5.5	—	2nd
9th	39,600	12	6	5th	—
10th	49,500	13	6.5	—	—
11th	60,500	14	7	—	—
12th	72,600	15	7.5	6th	3rd
13th	85,800	16	8	—	—
14th	100,100	17	8.5	—	—
15th	115,500	18	9	7th	—
16th	132,000	19	9.5	—	4th
17th	149,600	20	10	—	—
18th	168,300	21	10.5	8th	—
19th	188,100	22	11	—	—
20th	209,000	23	11.5	—	5th

The measure of every character comes in the form of levels. A character who has gained more experience is at a higher level than other characters. Higher-level characters have more skills, abilities and vitality points, and are better prepared for dealing with and avoiding injury, traps, poisons, and other hazards.

Progress through levels is measured by experience points (XP). GMs award these points for overcoming challenges (defeating foes in combat, solving puzzles, negotiating past a guard), for good roleplaying, or for anything else GMs wish to reward their players or the characters for doing. The XP needed to reach each new level appear in Table 1-2: Experience & Level-Dependent Benefits.

### The Multiclass Character

As your character advances in level, he may add new classes. Adding a new

class gives the character a broader range of abilities, but all advancement in the new class is at the expense of advancement in the character's other class or classes.

A noble, for example, might become a noble/armsman. Adding the armsman class would give her proficiency in more weapons, better Fortitude saves, and so on, but it would also mean that she cannot gain new noble abilities and thus is not as powerful a noble as she otherwise would have become. Rules for creating and advancing multiclass characters can be found at the end of this chapter.

### Class & Level Bonuses

An attack roll or saving throw is a combination of three numbers, each representing a different factor: a random factor (the number you roll on the d20), a number representing the character's innate abilities (the ability modifier), and a bonus representing the character's experience and training. This third factor depends on the character's class and level. Each class table summarizes the figures for this third factor.

### Base Attack Bonus

Check the table for your character's class. On an attack roll, apply the bonus from the Base Attack Bonus column to the 1d20 roll. Use the bonus that corresponds to the character's class level. Numbers after a slash indicate additional attacks at reduced bonuses: "+12/+7/+2" means three attacks per round, with a base attack bonus of +12 for the first attack, +7 for the second, and +2 for the third. Ability modifiers apply to all these attacks normally, but other bonuses do not grant extra attacks.

If a character has more than one class, add the base attack bonuses for each class together to determine the character's total base attack bonus.

### Base Save Bonuses

Check the table for your character's class. You'll see the base saving throw bonuses for the three types of saves: Fortitude, Reflex, and Will. Use the bonuses that correspond to the character's class level. If a character has more than one class, add the base save bonuses for each class together (stack) to determine the character's total base save bonuses.

## BASIC CLASS DESCRIPTIONS

The next part of this chapter describes each basic class. These descriptions are general. Individual members of a class may differ in their attitudes, outlooks and other aspects.

### Game Rule Information

Game rule information follows the general class description and is divided into the following categories.

### Ability

This entry tells which ability is typically associated with that class. You may choose to “play against type,” but a typical character of a class puts her highest ability scores where they’ll do the most good.

### Action Points

The number of action points gained per level.

### Vitality Die

The die type used by characters of the class to determine the number of vitality points gained per level.

Die Type	Class
d6	Kvave, Noble, Scientist
d8	Bene Gesserit Adept, Mentat
d10	Armsman, Duelist, Fremen

A player rolls one die of the given type each time his or her character gains a new level. The character’s Constitution modifier is applied to the roll. Add the result to the character’s vitality point total. Even if the result is 0 or lower, the character always gains at least 1 vitality point. A 1st-level character gets the maximum vitality points (the Constitution modifier is still applied).

### Starting Solaris

The amount of solaris a character begins with is determined by class.

### Class Skills

This section of a class description provides a list of class skills and also gives the number of skill points the character starts with at 1st level and the number of skill points gained each level thereafter. A character’s Intelligence modifier is applied to determine the total skill points gained each level (but always at least 1 point per level, even for a character with an Intelligence penalty).

A 1st-level character starts with 4 times the number of skill points he or she receives upon attaining each level beyond 1st. The maximum ranks a character can have in a class skill is the character’s level +3.

A character can also buy skills from other classes’ skill lists. Each skill point buys a half rank in these cross-class skills, and a character can only buy up to half the maximum ranks of a class skill.

### Starting Feats

The feats gained at 1st level in the class.

### Class Table

This table details how a character improves as he or she attains higher levels in the class. It includes the following information.

**Level:** The character’s level in the class.

**Base Attack Bonus:** The character’s base attack bonus and number of attacks.

**Fort Save:** The base save bonus for Fortitude saving throws. The character’s Constitution modifier also applies.

**Ref Save:** The base save bonus for Reflex saving throws. The character’s Dexterity modifier also applies.

**Will Save:** The base save bonus for Will saving throws. The character’s Wisdom modifier also applies.

**Special:** Level-dependent class features, each explained in the section that follows.

**Defense Bonus:** The character’s bonus to Defense. The character’s Dexterity modifier and equipment bonus also applies.

**Reputation Bonus:** The character’s base Reputation bonus.

### Class Features

This entry details special characteristics of the class, including bonus feats and unique talents, gained as a character attains higher levels in the class.

### Class Level & Character Level

Class level pertains to a character’s level in a particular class.

Character level pertains to a character’s overall experience level.

## ARMSMAN

*“A plan depends as much upon execution as it does upon concept.”*

In the aftermath of the decades-long Butleriran Jihad, many hardened warriors have mustered out of their units and now seek adventure among the stars. Armsmen aren’t always combat veterans, however, most armsmen see adventures, military service, raids, and dangerous missions as their job. Some have patrons or commanders who pay them regularly. Other prefer to live like prospectors, taking great risks in hopes of the big haul. Some armsmen are more civic-minded, using their combat skills to protect those in danger who cannot defend themselves. Whatever their initial motivations, armsmen often wind up living for the thrill of combat and adventure.

Of all the classes, armsmen have the best all-around fighting capabilities. Armsmen are familiar with all the standard weapons and armors, including Holtzman shields. In addition to general fighting prowess, each Armsman develops particular specialties of his own. A given Armsman may be especially capable with certain weapons, another trained to execute specific fancy maneuvers.

Armsmen are found just about anywhere conflict exists. No noble dares travel without someone to protect them, and an armsman is a good candidate for such a post. The battle-hardened mercenary, the Harkonnen lieutenant, the Duke’s guard, and the elite foot soldier—all are armsmen. They can be stalwart defenders of those in need, cruel marauders, or gutsy adventurers. Some are among the universe’s best souls, willing to face death for the greater good or for loyalty to his lord. Others are among the worst, bullies with no qualms about killing for private gain—or sport. Armsmen who are not actively soldiering may be conscripts, guards, champions, bodyguards, or criminal enforcers.

### Game Rule Information

Armsmen have the following game statistics.

#### Abilities

Strength is especially important as it improves melee attack and damage rolls. Dexterity and Constitution are also important.

#### Vitality Die

The armsman gains 1d10 vitality points per level. The character’s Constitution modifier applies. A 1st-level armsman receives vitality points equal to 10 + his Constitution modifier.

#### Action Points

The armsman gains a number of action points equal to 5 + one-half their character level, rounded down, every time they attain a new level in this class.

#### Starting Solaris

A 1st-level armsman starts play with 1d6 x 500 solaris.

#### Class Skills

The Armsman’s class skills (and key ability for each skill) are:

Bluff (Cha), Demolitions (Int), Intimidate (Cha), Jump (Str), Pilot (Dex), Profession (Wis), Read/Write Language (none), Speak Language (none), and Treat Injury (Wis).

**Skill Points at 1st Level:** (3 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 3 + Int modifier.

### Class Features

The following features pertain to the Armsman class.

## Starting Feats

At 1st level, in addition to the two feats all characters get, an Armsman is proficient with Las-weapons, all Simple & Martial Weapons, as well as all armor & shields, including basic Holtzman shield proficiency.

## Bonus Feat

At every even numbered level, the armsman gets a bonus feat chosen from the following list. This bonus feat is in addition to the feats normally gained as the character advances in level.

The Armsman must meet all the prerequisites of the feat to select it.

Blind Fight, Combat Expertise, Combat Martial Arts, Combat Reflexes, Dodge (Mobility, Spring Attack, Whirlwind Attack), Duelist,

Exotic Melee Weapon Proficiency, Far Shot, Improved Critical, Improved Dodge, Improved Initiative, Parry, Point Blank Shot, Power Attack (Cleave, Sunder), Quick Draw, Rapid Shot, Riposte, Shield Conditioning, Shield Fighter, Shield Focus, Shot on the Run, Two-Weapon Fighting, Weapon Finesse, Weapon Focus.

## Weapon Specialization

At 3rd level, an Armsman gains weapon specialization with a specific melee or ranged weapon to which he also applied the Weapon Focus feat. This grants the Armsman a +2 bonus on damage rolls with the chosen weapon.

Table 1-3: The Armsman

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	Starting feats	+3	+0
2nd	+2	+3	+0	+0	Bonus feat	+3	+1
3rd	+3	+3	+1	+1	Weapon specialization	+4	+1
4th	+4	+4	+1	+1	Bonus feat	+4	+1
5th	+5	+4	+1	+1		+5	+1
6th	+6/+1	+5	+2	+2	Bonus feat	+5	+2
7th	+7/+2	+5	+2	+2		+6	+2
8th	+8/+3	+6	+2	+2	Bonus feat	+6	+2
9th	+9/+4	+6	+3	+3		+7	+2
10th	+10/+5	+7	+3	+3	Bonus feat	+7	+3
11th	+11/+6/+1	+7	+3	+3		+8	+3
12th	+12/+7/+2	+8	+4	+4	Bonus feat	+8	+3
13th	+13/+8/+3	+8	+4	+4		+9	+3
14th	+14/+9/+4	+9	+4	+4	Bonus feat	+9	+4
15th	+15/+10/+5	+9	+5	+5		+10	+4
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat	+10	+4
17th	+17/+12/+7/+2	+10	+5	+5		+11	+4
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat	+11	+5
19th	+19/+14/+9/+4	+11	+6	+6		+12	+5
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat	+12	+5

## BENE GESSERIT ADEPT

*"A process cannot be understood by stopping it. Understanding must move with the flow of the process, must join it and flow with it."*

The Bene Gesserit Sisterhood is one of the most powerful factions in the Imperium. Their membership is exclusively women—raised from childhood with strict temperance to their character, stamina, physical prowess, and mental strength. Extreme tests and training exercises push the capabilities of these girls to their limit, creatures often called "witches" for their seemingly magical and persuasive abilities.

The essence of the Bene Gesserit training philosophy seems to be that, if one can control oneself, or "know thyself," ultimately one can control the universe. Its first axiom is "My mind controls my reality." The training itself is based on a series of progressive exercises, lasting approximately ten years, which give the student power to control herself mentally, physically, and psychologically, and to control others. This control is used not to withdraw to an internal fantasy world but rather to observe and understand reality with detached objectivity.

Thus, the prana-bindu training, begun if possible during the child's first year of life, assures the candidate that mastery of herself is mastery of illusion, both of her own and of other people's.

The Sisterhood has acquired a reputation as keen analysts, expert "seers," and fearsome fighters. The "weirding ways" seen by outsiders are actually the results of a long process of self-discipline which developed the ability to analyze and synthesize information not only in an environment of peace but also under stress.

## Requirements

To qualify to become a Bene Gesserit Adept, a character must fulfill the following criteria.

**Gender:** Female only (or GM's approval).

**Pre-Selected Feat:** Weirding Way, taken either at character creation, or before class selection.

## Game Rule Information

Bene Gesserit Adepts have the following game statistics.

### Abilities

Wisdom is important for the Bene Gesserit because of the emphasis they put on Prana-Bindu skills. But, as many Bene Gesserit skills are based on Dexterity, it can be equally useful in Defense and Initiative.

### Vitality Die

The Bene Gesserit gains 1d8 vitality points per level. The character's Constitution modifier applies. A 1st-level Bene Gesserit receives 8 vitality points + her Constitution modifier.

### Action Points

The Bene Gesserit gains a number of action points equal to 5 + one-half character level, rounded down, every time she attains a new level in this class.

### Starting Solaris

A 1st-level Bene Gesserit adept starts play with 1d6 x 500 solaris.

### Class Skills

The Bene Gesserit's class skills (and key ability for each skill) are as follows.

Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Int), Intimidate (Cha), Knowledge (behavioral sciences, civics, history, philosophy & theology) (Int), Listen (Wis), Read/ Write Language (none), Sense Motive (Wis), Speak Language (none), and Spot (Wis).

**Skill Points at 1st Level:** (6 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

## Class Features

The following features pertain to the Bene Gesserit Adept class.

## Starting Feats

The Bene Gesserit Adept begins play with the following feats: Simple Weapons Proficiency.

## Minor Weirding Ability

At 2nd, 5th and 7th level, the Bene Gesserit Adept can choose one of the following abilities. No minor weirding ability may be selected more than once.

**Bonus Feat (Ex):** The Bene Gesserit Adept gains an additional general feat of her choosing. However, she must still meet all prerequisites, including ability score and base attack bonus minimums and prerequisite feats.

**Charmer (Ex):** The Adept gets a bonus on all Charisma-based skill checks made to influence members of her chosen gender. (Some characters are charming to members of the opposite gender, others to members of the same gender.) The bonus is equal to the character's Bene Gesserit Adept level.

**Evasion (Ex):** If the Adept is exposed to any effect that normally allows a character to attempt a Reflex save for half damage (such as a getting caught in a grenade blast), the Adept suffers no damage if she makes a successful save.

Evasion can only be used when wearing light armor or no armor.

**Empathy (Ex):** The Adept has a knack for being sensitive to the feelings of others—without having those feelings or thoughts communicated in any objectively explicit manner. This innate talent provides a bonus on checks involving interaction skills (Bluff, Diplomacy, Handle Animal, Intimidate, Perform, and Sense Motive), provided you spend at least 1 minute observing your target prior to making the skill check. The bonus is equal to the character's Bene Gesserit Adept levels.

**Fast-Talk (Ex):** The Adept has a way with words when attempting to con or deceive. With this ability, she applies her Adept level as a bonus on any Bluff, Diplomacy, or Gamble Checks she makes while attempting to lie, cheat, or otherwise conceal the truth.

**Skill Focus (Ex):** Using the Bene Gesserit training to hone her attention, the Adept focuses on one particular skill and gains a permanent, inherent +4 bonus in that skill.

**Sneak Attack (Ex):** Combining training in Bene Gesserit combat arts and attention to anatomy, the Adept is able to make devastating attacks. Any time the Adept's target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the Adept flanks the target, the Adept's attack deals +1d6 extra points of damage. Should the character score a critical hit with the sneak attack, do not multiply this extra damage. The Adept can make sneak attacks with ranged weapons, but only up to a range of 10 meters.

**Secret Language (Ex):** The Adept gains a free bonus language, Bene Gesserit Sign Language.

## Voice

At 3rd-level, an Adept can use powerful suggestions to command others. As a full-round action, a Bene Gesserit Adept can attempt to crush the will of an opponent, forcing them to do her bidding. The Adept can only attempt Voice on one target at a time, and the target must be within 10 meters and able to see, hear, and understand the Adept. A target that fails a Will save (DC 10 + 1/2 Adept's level + 1) becomes unable to do anything except obey the Adept for 1 round for each Bene Gesserit Adept level. The commanded target temporarily loses all previous allegiances and adopts a singular, unswerving allegiance to the Adept.

If the Adept commands its target to do something blatantly self-destructive, the target can make a Will save to break the Adept's control at the same DC. If the save succeeds, the target becomes free-willed and regains its previous allegiances.

The Adept can select from the following sample commands:

**Approach:** On his turn, the subject moves toward the Adept as quickly and directly as possible. The subject may do nothing but move during his turn, and he incurs attacks of opportunity for this movement as normal.

**Drop:** On the subject's turn, he drops whatever he is holding. The subject can't pick up any dropped item until commanded otherwise, or the Voice wears off.

**Fall:** The subject immediately falls to the ground and remains prone until commanded otherwise (or the Voice wears off). He may act normally while prone, but takes any appropriate penalties.

**Flee:** On the subject's turn, he or she moves away from the caster as quickly as possible until commanded otherwise, until the duration of the Voice. The subject may do nothing but move during his turn.

**Halt:** The subject stands in place until commanded otherwise (or the Voice wears off). The subject may not take any actions, but may defend him or herself normally.

If the subject can't carry out the caster's command on his next turn, the Voice automatically fails. At the GM's discretion, and at with the expenditure of an action point, higher level Adepts, Reverend Mothers or those powerful enough may use other commands.

At 6th level, the Will save DC bonus is +2. At 9th level, the Will save DC bonus is +3. At 12th level, the Will save DC bonus is +4. At 15th level, the Will save DC bonus is +5. At 18th level, the Will save DC bonus is +6.

## Bonus Feat

At 4th level and every four levels thereafter (8th, 12th, 16th and 20th) the Bene Gesserit Adept gains a bonus feat from the following list:

Alertness, All-Around Sight, Aware, Attentive, Bindu Conditioning, Bindu Strike, Confident, Dodge, Exotic Weapon Proficiency (Gom Jabbar), Iron Fist, Iron Will, Lie Adroit, Pain Touch, Persuasive, Prana Conditioning, Prana Strike, Scent, and Truthsaying.

## Minutiæ

At 4th level, the Bene Gesserit has trained her senses to notice minute details in body language, speech and posture that others wouldn't. The Adept gains a bonus equal to half her Bene Gesserit levels, rounded down, to all Spot and Sense Motive checks.

## Lesser Weirding Ability

At 8th, 10th and 13th level, the Bene Gesserit Adept can choose one of the following abilities. No lesser weirding ability may be selected more than once.

**Aware (Ex):** The Adept is intuitively aware of her surroundings. She adds her base Will saving throw bonus to Listen or Spot checks to avoid surprise.

**Bonus Feat (Ex):** The Bene Gesserit Adept gains an additional general feat of her choosing. However, she must still meet all prerequisites, including ability score and base attack bonus minimums and prerequisite feats.

**Defensive Focus (Ex):** The Adept trains, using her knowledge of battle and the expert mentors available, to defend herself well. She gains a permanent +1 dodge bonus to Defense and +1 competence bonus to all saving throws.

**Evasion (Ex):** If the Adept is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as a getting caught in a grenade blast), the Adept suffers no damage if she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.

**Skill Focus (Ex):** Using the Bene Gesserit training to hone her attention, the Adept focuses on one particular skill and gains a permanent, inherent +4 bonus in that skill.

If the Adept took Skill Focus as a minor weirding ability, the extra bonus stacks, or she can choose a new skill.

**Sneak Attack (Ex):** Combining training in Bene Gesserit combat arts and attention to anatomy, the Adept is able to make devastating attacks. Any time the Adept's target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the Adept flanks the target, the Adept's attack deals +1d6 extra points of damage.

Should the character score a critical hit with the sneak attack, do not multiply this extra damage. The Adept can make sneak attacks with ranged weapons, but only up to a range of 10 meters.

If the Adept took sneak attack as a minor weirding ability, or gained the ability to make sneak attacks elsewhere (such as through Mentat or Knave levels), the extra damage stacks.

**Intuition (Ex):** The Adept has an innate ability to sense trouble in the air. The Adept can make a Will saving throw (DC 15). On a successful save, the hero gets a hunch that everything is all right, or she gets a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. This ability is usable a number of times per day equal to the character's Adept level.

**Uncanny Dodge (Dexterity) (Ex):** The Adept retains her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (She still loses her Dexterity bonus to Defense if she's immobilized, however.)

### Greater Weirding Ability

At 14th, 16th, 17th and 19th level, the Bene Gesserit Adept can choose one of the following abilities. No greater weirding ability may be selected more than once.

**Bonus Feat (Ex):** The Bene Gesserit Adept gains an additional general feat of her choosing. However, she must still meet all prerequisites, including ability score and base attack bonus minimums and prerequisite feats.

**Captivate (Ex):** The Adept has the ability to temporarily build a target (a GM target) through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 10 meters of the hero, and must be able to see, hear, and understand the hero.

To captivate a target, the hero must use an attack action and make a Charisma check (DC 15), adding her Bene Gesserit Adept level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the captivation attempt by making a Will saving throw (DC 10 + Adept's class level + Adept's Cha bonus). If the saving throw fails, the hero becomes the target's sole focus. The target pays no attention to anyone else for 1 round and remains flat-footed. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.

An Adept can concentrate to keep a target captivated for additional rounds. The Adept concentrates all her effort on the task, and the target gets to make a new Will save each round. The effect ends when the hero stops concentrating, or when the target succeeds on the save. This is a Mind-Affecting ability.

**Cool Under Pressure (Ex):** The Adept selects a number of skills equal to 3 + her Wisdom modifier. When making a check with one of these skills, the Adept can take 10 even when distracted or under duress.

**Defensive Roll (Ex):** The Adept can roll with potentially fatal attacks to take less damage from them. When the Adept would be reduced to 0

vitality points or less by damage in combat (from a ranged or melee attack), the Fast hero can attempt to roll with the damage.

An Adept spends 1 action point to use this talent. Once the point is spent, she makes a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage. The Adept must be able to react to the attack to execute her defensive roll—if she is immobilized, she can't use this ability.

Since this ability would not normally allow a character to make a Reflex save for half damage, the minor weirding ability evasion doesn't apply to the defensive roll.

**Exploit Weakness (Ex):** After 1 round of combat, the Adept can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The Adept uses a move action and makes an Intelligence check (DC 15) with a bonus equal to one-half her Adept levels (rounded down). If the check succeeds, for the rest of the combat the Adept uses her Intelligence bonus instead of either her Strength or Dexterity bonus on attack rolls as she finds ways to outthink her opponent and notices weaknesses in her opponent's fighting style..

**Robust (Ex):** The Adept becomes especially robust, gaining a number of vitality points equal to her Adept level as soon as she selects this ability. Thereafter, the Adept gains +1 vitality point with each level of Adept she gains.

**Skill Focus (Ex):** Using the Bene Gesserit training to hone her attention, the Adept focuses on one particular skill and gains a permanent, inherent +4 bonus in that skill.

If the Adept took Skill Focus as a minor or lesser weirding ability, the extra bonus stacks, or the Adept can choose a new skill.

**Sneak Attack (Ex):** Combining training in Bene Gesserit combat arts and attention to anatomy, the Adept is able to make devastating attacks. Any time the Adept's target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the Adept flanks the target, the Adept's attack deals +1d6 extra points of damage.

Should the character score a critical hit with the sneak attack, do not multiply this extra damage. The Adept can make sneak attacks with ranged weapons, but only up to a range of 10 meters.

If the Adept took sneak attack as a minor or lesser weirding ability, or gained the ability to make sneak attacks elsewhere (such as through Mentat or Knave levels), the extra damage stacks.

### Opportune Strike

At 11th level, the Bene Gesserit's knowledge of human anatomy and controlled precision combine to allow her attacks to also weaken and hamper her opponents. Once per round, the Bene Gesserit can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. An opponent damaged by an opportune strike also takes 2 points of Strength damage.

Table 1-4: The Bene Gesserit Adept

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Weirding skills	+2	+1
2nd	+1	+0	+0	+3	Minor weirding ability	+2	+1
3rd	+2	+1	+1	+3	Voice (+1)	+3	+1
4th	+3	+1	+1	+4	Minutiae, bonus feat	+3	+2
5th	+3	+1	+1	+4	Minor weirding ability	+3	+2
6th	+4	+2	+2	+5	Voice (+2)	+4	+2
7th	+5	+2	+2	+5	Minor weirding ability	+4	+2
8th	+6/+1	+2	+2	+6	Lesser weirding ability, bonus feat	+4	+3
9th	+6/+1	+3	+3	+6	Voice (+3)	+5	+3
10th	+7/+2	+3	+3	+7	Lesser weirding ability	+5	+3
11th	+8/+3	+3	+3	+7	Opportune strike	+5	+3
12th	+9/+4	+4	+4	+8	Bonus feat, voice (+4)	+6	+4
13th	+9/+4	+4	+4	+8	Lesser weirding ability	+6	+4
14th	+10/+5	+4	+4	+9	Greater weirding ability	+6	+4
15th	+11/+6/+1	+5	+5	+9	Voice (+5)	+7	+4
16th	+12/+7/+2	+5	+5	+10	Greater weirding ability, bonus feat	+7	+5
17th	+12/+7/+2	+5	+5	+10	Greater weirding ability	+7	+5
18th	+13/+8/+3	+6	+6	+11	Voice (+6)	+8	+5
19th	+14/+9/+4	+6	+6	+11	Greater weirding ability	+8	+5
20th	+15/+10/+5	+6	+6	+12	Bonus feat	+8	+6



# DUELIST

*"Mood's a thing for cattle or making love. You fight when the necessity arises—no matter your mood."*

Embodying the concepts of daring and panache, a duelist favors agility and wit over brute force, excelling in both combat situations and social interactions (making her a versatile character indeed). The dueling culture evolved naturally out of the Imperium's reliance on archaic weapons following the popularity of personal shields rendered most ranged weapons of limited use.

The duelist combines skill and finesse with sheer combat prowess. Though duelists can't dish out quite as much damage as the typical armsman, they tend to be more agile and mobile than most melee combatants. When she can pick her battles carefully, a duelist becomes a very deadly opponent. Duelists also hold their own in social situations, unlike most armsmen. Many duelists hail from affluent backgrounds, but anyone valuing finesse over force can become a duelist, regardless of heritage. A common shared element among duelists' backgrounds is life in an urban environment, whether the back alleys of a slum or the cultured halls of royalty.

## Game Rule Information

Duelists have the following game statistics.

### Abilities

The lightly armored duelist depends on a high Dexterity for her Defense, as well as for many class skills. Intelligence and Charisma scores are also hallmarks of a successful duelist. Strength is not as important for a duelist as it is for other melee combatants.

### Vitality Die

Duelists gain 1d10 vitality points per level. The character's Constitution modifier applies. A 1st-level duelist receives 10 vitality points + her Constitution modifier.

### Action Points

The duelist gains a number of action points equal to 5 + one-half character level, rounded down, every time she attains a new level in this class.

### Starting Solaris

A 1st-level duelist starts play with 1d6 x 500 solaris.

### Class Skills

The duelist's class skills (and key ability for each skill) are as follows.

Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (any) (Int), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), and Swim (Str).

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

## Class Features

The following features pertain to the duelist class.

### Starting Feats

The duelist is proficient with all simple and martial weapons, and with light armor and the Holtzman energy shield.

### Weapon Finesse

A duelist gains Weapon Finesse as a bonus feat at 1st level, even if she does not normally qualify for the feat.

### Grace

A duelist gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level.

A duelist loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

### Insightful Strike

At 4th level, a duelist becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. A duelist cannot use this ability when wearing medium or heavy armor, or when carrying a medium or heavy load.

### Dodge Bonus

A duelist is trained at focusing her defenses on a single opponent in melee. Upon reaching 5th level, during her action, she may designate an opponent and receive a +1 dodge bonus to Defense against melee attacks from that opponent. She can elect a new opponent on any action.

This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th, and +4 at 20th). A duelist loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the duelist also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

### Acrobatic Charge

A duelist of 7th level or higher can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

### Improved Flanking

A duelist of 8th level or higher who is flanking an opponent gains a +4 bonus instead of the normal +2 bonus on attacks. (Other characters flanking with the duelist don't gain this increased bonus.)

### Lucky

Many duelists live by the credo "better to be lucky than good." Once per day, a duelist of 11th level or higher may reroll any failed attack roll, skill check, ability check, or saving throw. The character must accept the result of the reroll, even if it's worse than the original roll.

### Acrobatic Skill Mastery

At 13th level, a duelist becomes so certain in the use of his acrobatic skills that he can use them reliably even under adverse conditions. When making an Acrobatics or Jump check, he may take 10 even if stress and distractions would normally prevent him from doing so.

### Weakening Critical

A duelist of 14th level or higher who scores a critical hit against a creature also deals 2 points of Strength damage to the creature. Creatures immune to critical hits are immune to this effect.

### Slippery Mind

When a duelist reaches 17th level, her mind becomes more difficult to control. If the duelist fails her save against a mind-controlling or psionic effect, she can attempt the save again 1 round later at the same DC (assuming she is still alive). She gets only this one extra chance to succeed at a certain saving throw.

### Wounding Critical

At 19th level, a duelist who scores a critical hit against a creature also deals 2 points of Constitution damage to the creature. (This is in addition to the Strength damage dealt by the duelist's weakening critical class feature.) Creatures immune to critical hits are immune to this effect.

Table 1-5: The Duelist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	Weapon finesse	+2	+1
2nd	+2	+3	+0	+0	Grace +1	+2	+1
3rd	+3	+3	+1	+1	—	+3	+1
4th	+4	+4	+1	+1	Insightful strike	+3	+2
5th	+5	+4	+1	+1	Dodge bonus +1	+3	+2
6th	+6/+1	+5	+2	+2	—	+4	+2
7th	+7/+2	+5	+2	+2	Acrobatic charge	+4	+2
8th	+8/+3	+6	+2	+2	Improved flanking	+4	+3
9th	+9/+4	+6	+3	+3	—	+5	+3
10th	+10/+5	+7	+3	+3	Dodge bonus +2	+5	+3
11th	+11/+6/+1	+7	+3	+3	Grace +2, lucky	+5	+3
12th	+12/+7/+2	+8	+4	+4	—	+6	+4
13th	+13/+8/+3	+8	+4	+4	Acrobatic skill mastery	+6	+4
14th	+14/+9/+4	+9	+4	+4	Weakening critical	+6	+4
15th	+15/+10/+5	+9	+5	+5	—	+7	+4
16th	+16/+11/+6/+1	+10	+5	+5	Dodge bonus +3	+7	+5
17th	+17/+12/+7/+2	+10	+5	+5	Slippery mind	+7	+5
18th	+18/+13/+8/+3	+11	+6	+6	—	+8	+5
19th	+19/+14/+9/+4	+11	+6	+6	Wounding critical	+8	+5
20th	+20/+15/+10/+5	+12	+6	+6	Dodge bonus +4, grace +3	+8	+6

## FREMEN

*"The desert is a surgeon cutting away the skin to expose what is underneath."*

From the burning wastes of the deep desert come ferocious warriors, wearing no shield and wielding the holy crysknife to protect the land they hold dear. Proud, fierce, strong and deadly, the Fremen are a race of desert -dwellers who live in the cities and vast deserts of the planet Arrakis. They rarely interact with off-worlders except for traders or merchants. They implacably oppose the Harkonnen "rule" of their homeworld; even the infamous Sardaukar refer to the deep desert as *djevik k'shar*, the "dying ground," as very few of those who enter it ever escape with their lives.

However, Fremen do not limit their disdain to Harkonnens alone; they regard most off-worlders—"out-freyn" or "wetlanders" as weak, foolish, and generally contemptible in their weakness. The Fremen are a powerful force on Arrakis—a disciplined, stealthy people who have been betrayed and crushed under the cruel Harkonnen governorship of their planet.

### Game Rule Information

Fremen have the following game statistics.

#### Abilities

Strength is important for Fremen for its role in combat. But, as many Fremen skills are based on Wisdom it can be handy to have a high score there. Dexterity is almost as useful as Strength, as Fremen do not wear armor and rely so much on stealth and concealment.

#### Vitality Die

The Fremen gains 1d10 vitality points per level. The character's Constitution modifier applies. A 1st -level Fremen receives 10 vitality points + his or her Constitution modifier.

#### Action Points

The Fremen gains a number of action points equal to 5 + one-half character level, rounded down, every time he attains a new level in this class.

#### Starting Solaris

A 1st-level Fremen starts play with 1d4 x 500 solaris.

#### Class Skills

The Fremen's class skills (and key ability for each skill) are as follows.

Balance (Dex), Climb (Str), Craft (chemical, pharmaceutical, mechanical, structural, visual art) (Int), Handle Animal (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Ride (Dex), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

### Class Features

The following features pertain to the Fremen class.

#### Starting Feats

The Fremen begins play with the following feats: Exotic Weapon Proficiency (crysknife), Simple Weapons Proficiency.

#### Desert Creature

At 1st level, Fremen have trained themselves to walk in the desert so as not to attract the attention of the dreaded sand-worms. The character gains a +4 bonus to all Move Silently checks while in the desert.

#### Eyes of Ibad

The Fremen living on Arrakis have spent so much time in the spice-rich deserts that their blood stream has become saturated by melange, manifested in the Fremen's blue-within-blue eyes.

This bluing helps cut down on glare, granting the Fremen a +2 racial bonus to all Spot checks made while in a desert environment.

#### Weapon Focus (crysknife)

At 2nd level, a Fremen gains the Weapon Focus feat, granting them a +1 bonus to attacks with their favored weapon, the crysknife.

#### Call the Worm

At 3rd level, a Fremen learns the art of calling Shai-Hulud. This ability grants a Fremen a +2 competence bonus on all Ride and Balance checks while on the sandworm.

#### Bonus Feats

At 4th, 8th, 12th, 16th and 20th level, the Fremen may select a bonus feat from the following list. The Fremen must meet all the prerequisites of the feat to select it.

Alertness, Blind-Fight, Blooded, Brawl, Cleave, Combat Reflexes, Dodge, Elusive Target, Endurance, Fedaykin, Great Fortitude, Great Cleave, Heat Endurance, Improved Heat Endurance, Power Attack, Run, Stealthy, Sunder, Toughness, Track, Traceless Step, Weapon Finesse, Weapon Focus, Wormrider.

#### Survival

At 5th level, a Fremen gains a +2 competence bonus on Survival checks made in a desert environment. This bonus increases by +2 every 5 levels (+4 total at 10th level, +6 at 15th, and +8 at 20th).

## Uncanny Dodge

Starting at 6th level, the Fremen warrior gains the extraordinary ability to react to danger before his senses would normally allow him to. At 6th level and above, he retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by an unseen attacker. (He still loses his Dexterity bonus if immobilized.)

At 11th level, the Fremen can no longer be flanked; reacting to opponents on opposite sides as easily as he can react to a single attacker.

At 18th level, the Fremen gains an intuitive sense that alerts him to danger from traps, giving him a +2 bonus to Reflex saves made to avoid traps and +2 dodge bonus to Defense against attacks by traps.

## Stealthy Movement

Starting at 7th level a Fremen may add their Reflex save bonus to all

Move Silently and Hide checks.

## Ride the Worm

At 9th level, a Fremen is well versed in desert power. The Fremen gains a +2 bonus to all checks to attract a sandworm (this stacks with the 3rd level power Call the Worm) and grants an additional +2 circumstance bonus (for a total of +4) to all Ride and Balance checks while on the sandworm.

## Fast Movement

At 14th level, a Fremen is at home in the desert and is used to moving quickly when the need arises. The Fremen increases his natural base speed by +2 meters (making his base speed 12 meters) while wearing light or no armor and only light encumbrance.

**Table 1-6: The Fremen**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	Eyes of Ibad, desert creature	+2	+0
2nd	+2	+3	+0	+0	Weapon focus (crysknife)	+2	+0
3rd	+3	+3	+1	+1	Call the worm	+3	+0
4th	+4	+4	+1	+1	Bonus feat	+3	+0
5th	+5	+4	+1	+1	Survival +2	+3	+1
6th	+6/+1	+5	+2	+2	Uncanny dodge	+4	+1
7th	+7/+2	+5	+2	+2	Stealthy movement	+4	+1
8th	+8/+3	+6	+2	+2	Bonus feat	+5	+1
9th	+9/+4	+6	+3	+3	Ride the worm	+5	+2
10th	+10/+5	+7	+3	+3	Survival +4	+6	+2
11th	+11/+6/+1	+7	+3	+3	Uncanny dodge (flanking)	+6	+2
12th	+12/+7/+2	+8	+4	+4	—	+6	+2
13th	+13/+8/+3	+8	+4	+4	Bonus feat	+7	+3
14th	+14/+9/+4	+9	+4	+4	Fast movement	+7	+3
15th	+15/+10/+5	+9	+5	+5	—	+8	+3
16th	+16/+11/+6/+1	+10	+5	+5	Survival +6	+8	+3
17th	+17/+12/+7/+2	+10	+5	+5	Bonus feat	+9	+4
18th	+18/+13/+8/+3	+11	+6	+6	—	+9	+4
19th	+19/+14/+9/+4	+11	+6	+6	Uncanny dodge (trap sense)	+9	+4
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat, survival +8	+10	+4

## KNAVE

*“Like many culinary delicacies, revenge is a dish best savored slowly, after long and delicate preparation.”*

No society, no matter how advanced, is without its underworld, a place where the repressed or shunned thrive, feeding off the underbelly of society, taking from rich and poor alike to further their own survival in the dog-eat-dog world of crime. In such a seedy environment, even duelists often fear to tread. Not so the knave, an expert in navigating the deadly realm of cutthroats and backstabbers—whether they be thieves, spies or even noble lords.

No noble house can long stand without a corps of intelligence agents, and no guild could long maintain its monopoly without undercover operatives and sneak thieves. Even the Church needs invisible eyes and ears to uncover misuses of technology. For these tasks the factions turn to the knave, expert in all manner of unsavory skills.

Knives have a wide range of skills available to them, and quickly learn how to take out their enemies unseen. Knives are usually freemen who are either raised into a life of crime, choose such a life as soon as they can run away from home, or are chosen to become agents by the elite. They tend to have ambivalent attitudes toward class struggles.

Knives can provide vital skills to any noble entourage or adventuring group, working as scouts or spies. While members of the clergy may publicly look askance at such skills, certain noble houses—especially the Emperor’s—prize them.

## Game Rule Information

Knives have the following game statistics.

### Abilities

Dexterity affects many of the knave’s skills and provides a bonus to

Defense for better protection. A high Intelligence also gives the knave more skill points.

### Vitality Die

Knives gain 1d6 vitality points per level. The character’s Constitution modifier applies.

A 1st-level Knave receives 6 vitality points + her Constitution modifier.

### Action Points

The Knave gains a number of action points equal to 5 + one-half character level, rounded down, every time she attains a new level in this class.

### Starting Solaris

A 1st-level knave starts play with 1d6 x 500 solaris.

### Class Skills

The Knave’s class skills (and the key ability for each) are as follows. Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Forgery (Wis), Gather Information (Cha), Hide (Dex), Innuendo (Cha), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Speak Language, and Spot (Wis).

**Skill Points at 1st Level:** (8 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 8 + Int modifier.

### Class Features

The following are class features of a Knave.

#### Starting Feats

The knave is proficient with the use of all simple and martial weapons and with light armor, but not shields.

### Illicit Barter

Beginning at 1st level, a knave gains a +5 competence bonus on any Diplomacy checks made to buy or sell illicit or illegal goods.

### Lucky

The knave knows that it is often better to be lucky than good. Therefore, starting at 2nd level, the knave can reroll any failed ability check, attack roll, or saving throw. (In other words, any task resolution die roll, which are die rolls using a d20.) The second result must be used, regardless of whether it is better or worse than the first.

The knave can use this ability a number of times per day, depending on his level, but only once in any given encounter. At 2nd level the knave can use lucky once per day; at 18th level, he can use it up to four times in a day (but only once in any encounter).

### Precise Attack

Every round, the knave can add this bonus either to one attack roll or one damage roll using a Dexterity-based attack (but not to both). A Dexterity-based attack is an attack made with either a ranged weapon or a melee weapon using the Weapon Finesse feat. You must declare where the bonus applies at the start of the attack action.

### Skill Emphasis

At 4th, 8th, 12th, 16th, and 20th level, the knave gains the bonus feat Skill Emphasis. This feat may be applied to any class skill. The scoundrel may not select the same skill twice.

### Bonus Feat

A knave receives a bonus feat at 5th, 10th, and 15th levels. These feats be selected from the following list, and the knave must meet any prerequisites.

Alertness, Dodge, Fame, Great Fortitude, Headstrong, Heroic Surge, Improved Initiative, Infamy, Iron Will, Low Profile, Weapon Finesse, Weapon Focus.

### Evasion

At 7th level and higher, a knave can avoid attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the knave is wearing light armor or no armor. A helpless knave does not gain the benefit of evasion.

### Uncanny Dodge

Starting at 11th level, a knave can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

If a knave already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

### Improved Uncanny Dodge

A knave of 17th level or higher can no longer be flanked. This defense denies another knave the ability to sneak attack the character by flanking her, unless the attacker has at least four more knave levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum knave level required to flank the character.

### Improved Evasion

At 19th level, the knave has honed his ability to avoid danger to an almost supernatural level. This ability works like evasion, except that while the knave still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage even on a failed save. A helpless knave does not gain the benefit of improved evasion.

## Table 1-7: The Knave

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Illicit barter, infamy	+2	+0
2nd	+1	+0	+3	+0	Lucky (1/day)	+2	+0
3rd	+2	+1	+3	+1	Precise attack +1	+3	+1
4th	+3	+1	+4	+1	Skill emphasis	+3	+1
5th	+3	+1	+4	+1	Bonus feat	+4	+1
6th	+4	+2	+5	+2	Lucky (2/day)	+4	+1
7th	+5	+2	+5	+2	Evasion	+5	+2
8th	+6/+1	+2	+6	+2	Skill emphasis	+5	+2
9th	+6/+1	+3	+6	+3	Precise attack +2	+6	+2
10th	+7/+2	+3	+7	+3	Bonus feat	+6	+2
11th	+8/+3	+3	+7	+3	Uncanny dodge	+7	+3
12th	+9/+4	+4	+8	+4	Skill emphasis	+7	+3
13th	+9/+4	+4	+8	+4	Lucky (3/day)	+8	+3
14th	+10/+5	+4	+9	+4	Precise attack +3	+8	+3
15th	+11/+6/+1	+5	+9	+5	Bonus feat	+9	+4
16th	+12/+7/+2	+5	+10	+5	Skill emphasis	+9	+4
17th	+12/+7/+2	+5	+10	+5	Improved uncanny dodge	+10	+4
18th	+13/+8/+3	+6	+11	+6	Lucky (4/day)	+10	+4
19th	+14/+9/+4	+6	+11	+6	Improved evasion	+11	+5
20th	+15/+10/+5	+6	+12	+6	Skill emphasis	+11	+5

## MENTAT

*"It is by will alone I set my mind in motion."*

Human supercomputers, a mentat's greatest ability is the power to predict the future—through number crunching. A mentat can make predictions about possible outcomes based on even a small amount of information. For mentats who utilize their mind to see plots within plots within plots, and predict the most likely places for traps and the weakness of a House perimeter, calculating global economies are trivial.

Trained at a young age, mentats are often schooled at the academy on Bene Tleilax. Mentats often use the stimulant drug sapho to increase the speed of their mental functions. Mentats are often employed among both major and minor noble houses in the Landsraad

to plot out strategies of protection and plot weakness to predict attacks. Any attempt to engage another house is plotted through their Mentats first to test for effectiveness, and more importantly to stay within the laws of Kanly in the Landsraad. The protection of a noble household is of vital import to a loyal mentat. In this role, the mentat is usually denoted as Master of Assassins.

### Game Rule Information

Mentats have the following game statistics.

#### Abilities

Intelligence is obviously the most important ability for a mentat, but Wisdom and Dexterity also play key roles in skills and Defense.

## Vitality Die

The mentat gains 1d8 vitality points per level. The character's Constitution modifier applies. A 1st-level mentat receives 8 vitality points plus her Constitution modifier.

## Action Points

The mentat gains a number of action points equal to 5 + one half character level, rounded down, every time he attains a new level in this class.

## Starting Solaris

A 1st-level mentat begins play with 1d6 x 500.

## Class Skills

The mentat's class skills (and the key ability for each) are as follows.

Autohypnosis (Int), Craft (chemical, mechanical, pharmaceutical) (Int), Cryptography (Int), Demolitions (Int), Disable Device (Int), Investigate (Int), Knowledge (behavioral sciences, current events, earth & life sciences, history, physical sciences, tactics) (Int), Listen (Wis), Read/Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), and Spot (Wis).

**Skill Points at 1st Level:** (8 + Int modifier) x 4.

**Skill Points at Each Level:** 8 + Int modifier.

## Class Features

All of the following are class features of the mentat.

### Starting Feats

The mentat begins play with the following feats: Holtzmann Shield Proficiency, Simple Weapon Proficiency, Lasgun Proficiency.

### Mentat Trance

At 1st level, a mentat can engage in a meditative state to help organize data, sort facts, and memorize information. A mentat trance enables the mentat to recall a known fact or personal observation upon demand, regardless of whether she deemed the information to be important at the time of inception.

During the mentat trance, a character can attempt to surmise the basic truth, nature or character of what he observes, filtering and organizing the minutia for use when performing higher order mentat functions. Any time a mentat discovers a fact or motivation through the use of more conventional skills, she may attempt to enter a mentat trance to analyze the detail and commit it to memory. A successful Autohypnosis check indicates the fact has been analyzed and stored accurately—it may be recalled as a free action.

A mentat can also make basic (and advanced) mathematical calculations in her head without the need for a computer or calculator. This ability is always without error.

### Calculated Defense

By 2nd level, a mentat has learned to use brains as well as dexterity. From this point on, the mentat applies his Intelligence bonus as well as his Dexterity bonus to his Defense. Any situation that would deny the mentat his Dexterity bonus to Defense also denies the Intelligence bonus.

### Tactics

At 3rd level, a mentat can use his tactical knowledge to direct his allies during a battle. By using his attack action, the mentat can grant any one ally (not including himself) within range (see below) a competence bonus on attack rolls or a dodge bonus to Defense and Reflex saving throws. The bonus is equal to the mentat's Intelligence bonus and lasts a number of rounds equal to 1d4 + the mentat's Charisma modifier.

With a full-round action, the mentat can grant the selected bonus to himself and all of his allies within range. In this case, the bonus lasts a number of rounds equal to the mentat's Charisma modifier.

All allies to be affected must be within sight and voice range of the mentat, and must be able to understand him.

## Poison Use

By 4th level, a mentat has trained to use chemicals such as poisons to achieve the desired result. As such, a mentat never suffers a chance to accidentally apply any drugs or poisons to herself.

## Bonus Feat

At 5th level and every five levels thereafter, the Mentat gains a bonus feat. The bonus feat must be selected from the following list, and the mentat must meet all the prerequisites of the feat to select it.

Assassin, Cautious, Combat Expertise, Darting Weapon, Deceptive, Defensive Martial Arts, Dodge, Educated, Householder, Improved Initiative, Interrogator, Master Assassin, Master Duelist, Mentat Training, Mind Over Body, Modify Combat Style, Spot Weakness, Steely Gaze, Trustworthy, Ultimate Duelist, Valued Retainer.

## Trapfinding

Starting at 6th level, mentats (and only mentats) can use the Search skill to locate traps when the task has a DC higher than 20. Mentats (and only mentats) can use the Disable Device skill to disarm masterwork traps. A masterwork trap generally has a DC of 25 + the level of the trap setter. Finding a non-masterwork trap has a DC of at least 20, or higher if it is well hidden. Finding a masterwork trap has a DC of 25 + the level of the trap setter.

A mentat who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out who it works, and bypass it (with his companions) without the need to disarm it.

## Trap Sense

At 6th level, a mentat gains an intuitive sense that alerts him to danger from traps, giving him a +2 bonus on Reflex saves made to avoid traps and a +2 Dodge bonus to Defense against attacks made by traps. These bonuses rise to +4 when the mentat reaches 12th level, and to +6 when he reaches 18th level. Trap sense bonuses gained from multiple classes stack.

## Evasion

At 7th level, if a mentat is exposed to any effect that normally allows a Reflex saving throw for half damage (such as a grenade blast), the mentat suffers no damage with a successful saving throw. Evasion can only be used if the mentat is wearing light or no armor.

## Mentat Assessment

At 8th level, a mentat can assess the motives or background of a single enemy or assailant by analyzing the scene of a crime and studying minute clues.

The mentat relies on his familiarity with criminal behavior and his deep-rooted analytical abilities to piece together the available clues. When examining the scene of a crime or violent attack, the mentat can make a Sense Motive check.

The result determines what information the mentat can derive from the scene. Each time the mentat encounters another crime scene belonging to the same perpetrator, he gains a +5 circumstance bonus to this check. (The GM might wish to apply this bonus secretly if the mentat doesn't know the identity of the perpetrator.)

Task: Determine Perpetrator's...	Time	DC
Motive	10 min	15
Species and gender	30 min	20
Primary class	1 hour	25
Relative level	6 hours	30

By analyzing a crime scene extensively, a mentat can piece together a comprehensive picture of his enemy. "Relative level" is given in terms of being much lower than the mentat (four or more levels lower); approximately the same (within three levels); or higher than the Mentat (four or more levels higher).

A GM can allow a Mentat to gain other kinds of information as well, at his discretion.

### Advanced Tactics

At 9th level, the mentat requires less time to direct his allies. He can direct a single ally with a free action, or all allies with an attack action. Even so, the mentat can use advanced tactics only once per round.

### Mnemonic Conditioning

At 11th level, a mentat has conditioned his memory to take in everything down to the last detail with near perfect recall. To any Knowledge skill check the mentat makes, he adds his Intelligence bonus, if any, to the skill bonus again.

Additionally, the mentat can now make an Autohypnosis check to memorize large chunks of data as a free action.

### Sneak Attack

At 11th level, a mentat is especially deadly with the element of surprise. If he catches an opponent unable to defend himself from an attack, he can strike a vital spot for extra damage. The mentat's attack deals extra damage any time her target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the mentat flanks his target. This extra damage is 2d6 at 11th level, and it increases 1d6 every three Mentat levels thereafter. Should the mentat score a critical hit with a sneak attack, this extra damage is *not* multiplied. Ranged attacks can count as sneak attacks, but only if the target is within 10 meters.

With an unarmed strike or other stunning weapon, a mentat can make a sneak attack that deals non-lethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal non-lethal damage in a sneak attack, even with the usual -4 penalty.

### Mentat Projection

At 13th level, a mentat can make astonishing leaps in logic, even with a small amount of information. Mentat projection enables a mentat to forecast future actions, events or results based on accumulated data including motives, facts, actions or events. Whether predicting behavior stemming from identified motives or deducting probable outcomes for intended courses of action. Mentat projection extrapolates future

consequences from a wealth of factual data, and represents the ultimate science of cause and effect.

He adds his mentat level to his Sense Motive check opposed by the DCs listed below to deduce hidden links contained within the current scene or to glean connected facts and motivations contained in other scenes scripted further forward in the narrative chronology.

Attempted projection	Time	DC
Glean facts relevant to immediate future of characters in this scene	10 min	15
Predict future behavior of characters in future scenes based on info in this scene	30 min	20
Deduce motives of organization	1 hour	25
Deduce future behavior of character	6 hours	30
Deduce future motives of character based on actions the mentat predicts he will take	8 hours	40

### Mentat Awareness

At 16th level, a mentat has honed his logic and information skills to the point where he can read people as easily as books, developing the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Mentat must be able to see and hear the individual under scrutiny. With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Mentat can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies or necessarily reveal omissions in information.

### Machine Logic

At 19th level, a Mentat has let logic take over to the point where he is able to completely disengage his emotions while solving a problem. The Mentat may perform an additional Knowledge check each round that is normally a free action. If the Mentat wishes to perform this action while otherwise engaged, he may spend an action point to negate the need for a Concentration check.

**Table 1-8: The Mentat**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Mentat trance	+2	+1
2nd	+1	+0	+3	+0	Calculated defense	+3	+1
3rd	+2	+1	+3	+1	Tactics	+3	+1
4th	+3	+1	+4	+1	Poison use	+3	+2
5th	+3	+1	+4	+1	Bonus feat	+4	+2
6th	+4	+2	+5	+2	Trapfinding, trapsense +2	+4	+2
7th	+5	+2	+5	+2	Evasion	+5	+3
8th	+6/+1	+2	+6	+2	Mentat assessment	+5	+3
9th	+6/+1	+3	+6	+3	Advanced tactics	+5	+3
10th	+7/+2	+3	+7	+3	Bonus feat	+6	+4
11th	+8/+3	+3	+7	+3	Mnemonic conditioning	+6	+4
12th	+9/+4	+4	+8	+4	Trap sense +4	+7	+4
13th	+9/+4	+4	+8	+4	Mentat projection	+7	+5
14th	+10/+5	+4	+9	+4	—	+7	+5
15th	+11/+6/+1	+5	+9	+5	Bonus feat	+8	+5
16th	+12/+7/+2	+5	+10	+5	Mentat awareness	+8	+6
17th	+12/+7/+2	+5	+10	+5	—	+9	+6
18th	+13/+8/+3	+6	+11	+6	Trap sense +6	+9	+6
19th	+14/+9/+4	+6	+11	+6	Mechanical logic	+9	+7
20th	+15/+10/+5	+6	+12	+6	Bonus feat	+10	+7

## NOBLE

*"When you ask a question, do you truly want to know the answer, or are you merely flaunting your power?"*

A noble rules, either by blood or by ambition. Whether Noble-born or awarded noble titles for distinguished service to the Emperor, these rulers are skilled at manipulating the body politic, excelling at diplomacy and gathering resources. Their political and rhetorical experience and knowledge allows them to issue orders with little question of whether they will be obeyed and sets them apart from the common rabble.

Select this class if your character hails from one of the Noble Houses

of the Landsraad (Major or Minor), comes from a wealthy or powerful background; or if your character has achieved a position of leadership—being named Captain of the Guard or the Emperor's Own Protector, for example—and wishes to exploit the political benefits of the position.

Members of the noble class use their intelligence and natural charisma to make their way in the universe. Some bring honor to the name with a winning smile and a golden tongue, while others are sly, treacherous, and dishonest to the core, hiding behind broken promises and empty compromises.

Their powerful message and a knack for negotiation, the noble commands respect, makes friends, and inevitably influences people.

## Game Rule Information

Nobles have the following game statistics.

### Abilities

Charisma is undoubtedly a noble's most important ability score, as the noble's skill at interacting with others and projecting a sense of confidence are crucial for his or her success. Wisdom and Intelligence form the basis of other important skills, so these ability scores are also significant.

### Vitality Die

Nobles gain 1d6 vitality points per level. The character's Constitution modifier applies. A 1st-level Noble receives vitality points equal to 6 plus his or her Constitution modifier.

### Action Points

Nobles receive a number of action points equal to 5 + one-half character level, rounded down for each level.

### Starting Solaris

A 1st-level noble begins play with 1d6 x 1,000 solaris.

### Class Skills

The noble's class skills (and the key ability for each skill) are as follows.

Bluff (Cha), Command (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge\* (Int), Read/Write Language (none), Sense Motive (Wis), Speak Language (none).

**Skill Points at 1st Level:** (5 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 5 + Int modifier.

## Class Features

All of the following are class features of the noble.

### Starting Feats

The noble begins play with the following feats: Holtzman Shield Proficiency, Lasgun Proficiency, and Simple Weapons Proficiency.

### Favor

At 1st level, the Noble has the ability to call in favors from those she knows. By making a favor check, the noble can call upon contacts to gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents from influential acquaintances.

To call in a favor, the noble makes a favor check. Roll a d20 and add the character's favor bonus (+1 at 1st level, +2 at 3rd, +3 at 7th level, and so on).

The GM sets the DC based on the scope of the favor being requested (ranging from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors). The noble can't take 10 or take 20 on this check, nor can she retry the check for the same (or virtually the same) favor. Note that favors should help advance the plot of an adventure, but not circumvent an adventure. "Quick fix" favors should always be unavailable to the character, regardless of the results of a favor check.

A noble can try to call in a favor a number of times in a week of game time that's equal to half her noble levels, rounded down (minimum 1).

So, as a 1st-level noble, Garani Ordos can attempt to call in a single favor each week, while as a 7th-level noble, she can attempt to call in favors as many as three times a week from different contacts.

The GM should carefully monitor the noble's use of favors to ensure this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in favors shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.

### Right of Passage

Titles and prestige often open doors closed to the common folk. In lands in which the political force that granted the Noble his title hold sway, the Noble gains a circumstance bonus equal to one-half his

Noble class levels (minimum +1) on Bluff, Diplomacy, and Intimidate checks made to bypass guards, enter a celebration without an invitation, sit in the Purple Stands in the Arena of Kaitain without the proper identification, and other such situations requiring clout and political prestige. In lands unknown or hostile to the character's political entity, the character enjoys no such bonus.

### Inspire Confidence

Beginning at 2nd level, a noble can use oratory to inspire confidence in allies, bolstering them and improving their chances of success. An ally must listen to and observe the noble for at least one full round for the inspiration to take hold. The effect lasts for 5 rounds. The noble can inspire a number of allies equal to half her noble levels, rounded up. She can inspire confidence once per day for every four levels of noble she possesses (once per day from 1st to 4th level, twice per day from 5th to 8th level, and so on). An ally inspired with confidence gains a +2 morale bonus on all saving throws and a +1 morale bonus on attack and weapon damage rolls. The noble can't inspire confidence in herself—the ability only aids affects her allies.

### Resource Access

Beginning at 3rd level, a noble has access to an array of resources (usually from family, influential friends, or patrons). Once per day, the noble can make a Charisma check to use those resources during an adventure. The resources gained equals the noble class level multiplied by the result of the Charisma check multiplied by 20. Thus, a 3rd-level noble who gets a result of 16 on her Charisma check would gain 960 solaris worth of resources to use in the adventure (3 x 16 x 20 = 960).

These resources can take almost any form the noble chooses (within reason) and are hers to do with as she pleases. She can keep them, give them away, use them as bribes, or sell them as she sees fit. The resources gained arrive in the noble's possession 1d8 hours after she makes the check. These resources must be reasonably available when and where she chooses to make the check. For instance, a noble trekking through the vast deserts of Arrakis won't have access to many resources. Resource access tends to be monetary, whereas favors tend to be resource that can't necessarily be measured in solaris.

### Command

At 4th level, the noble can guide the operations of other characters by making a Command check (see the new Command skill in **Chapter 2: Skills**). The noble gains a +2 morale bonus to Command checks at 4th level. This bonus increases by two (to +4, +6, and so forth) every four levels (8th, 12th, and 16th). Commanding other characters falls under the Command skill detailed in Chapter 2: Skills.

### Bonus Class Skill

At 5th, 10th, 15th and 20th level, a Noble's access to a wide range of instructors and experts and extra time to indulge in extravagant hobbies allows him to select one cross-class skill (prerequisites may apply), changing it to a class skill. Newly gained ranks in the skill may be purchased at the reduced cost, but the change has no effect upon previously purchased class ranks.

### Bonus Feat

At 6th, 9th, 12th, 15th and 18th level, the Noble may select a bonus feat from the following list. The Noble must meet all the prerequisites of the feat to select it.

Ambassador, Code of Honor, Confident, Connected, Deceptive, Devotion, Good Impression, Influence, Leadership, Nobility, Old Debts, Personal Staff, Persuasive, Renown, Skill Emphasis, Smooth Talk, Trustworthy, Undermine, Windfall.

### Investiture

At 6th level, the noble gains a small territory or fief with a reasonable dwelling or manse upon it, such as a castle on Geidi Prime, a block of upper-floor apartments on Kaitain, or the like. He also gains a +3 Wealth bonus due to revenues related to his newfound prestige.

### Retinue

At 7th level, the Noble gains a number of loyal servants equal to her

Charisma bonus +1. Determine the servants' level by subtracting 5 from the Noble's character level. The GM determines the retinue's exact composition, but all are ordinaries as described on p. XX.

Despite the retinue's loyalty, they have their limit, and are not simply mindless drones. They meet orders to march into obvious death or to commit gross crimes with out-and-out refusal. Continued abuses force them to break for freedom at the earliest opportunity and report the offenses to the noble's superiors or family.

### Demand Obedience

At 8th level, the noble commands such prestige that his orders carry significant weight within his own realm. To issue an "impossible to refuse" order to an ordinary, the noble expends an action point, forcing a target to make a successful Will save (DC = 10 + the noble's class level + the noble's Charisma modifier) or obey instantly.

If following the order would result in the target's immediate death or injury, the target receives a +10 circumstance bonus to the saving throw. If following the order "merely" results in punishment or execution, however, the target receives no bonus. Thus, a character ordered to "attack that charging zorl!" would likely receive a bonus, but a character ordered to "release those prisoners into my custody immediately!" would receive no bonus.

This effect only works on ordinaries, and has no effect upon regular characters.

### Inspire Greatness

## Table 1-9: The Noble

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Favor +1, right of passage	+2	+1
2nd	+1	+0	+2	+3	Inspire confidence	+3	+1
3rd	+2	+1	+2	+3	Favor +2, resource access	+3	+1
4th	+3	+1	+2	+4	Command +2	+3	+2
5th	+3	+1	+3	+4	Coordinate +2	+4	+2
6th	+4	+2	+3	+5	Bonus feat, investiture	+4	+2
7th	+5	+2	+4	+5	Favor +3, retinue	+5	+2
8th	+6/+1	+2	+4	+6	Command +4, demand obedience	+5	+3
9th	+6/+1	+3	+4	+6	Bonus feat	+5	+3
10th	+7/+2	+3	+5	+7	Coordinate +4	+6	+3
11th	+8/+3	+3	+5	+7	Inspire greatness	+6	+3
12th	+9/+4	+4	+6	+8	Bonus feat, command +6	+7	+4
13th	+9/+4	+4	+6	+8	Greater investiture	+7	+4
14th	+10/+5	+4	+6	+9	Favor +4	+7	+4
15th	+11/+6/+1	+5	+7	+9	Coordinate +6, bonus feat	+8	+4
16th	+12/+7/+2	+5	+7	+10	Command +8	+8	+5
17th	+12/+7/+2	+5	+8	+10	—	+9	+5
18th	+13/+8/+3	+6	+8	+11	Bonus feat	+9	+5
19th	+14/+9/+4	+6	+8	+11	Favor +5	+9	+5
20th	+15/+10/+5	+6	+9	+12	Bonus class skill, planetary fief	+10	+6

## TECHNICIAN

*"To know what one ought to do is not enough."*

Technicians combine expert training with natural genius to reach the top of their chosen field. Technicians can be dedicated physicians, curious scientists, brilliant researchers, or gifted mathematicians. Most seek to help people or simply gain knowledge, to create technical gadgets or develop new scientific theories. Every adventuring team benefits from the talents of a technician.

Some technicians become adventurers for the money and the glory. Others see the field as the best place to test their skills and add to their body of knowledge and training. Some believe it is their duty to provide the kind of help that is available nowhere else. A technician might be a doctor or a xenobiologist, a starship mechanic or a weaponsmith, a mek programmer or an electrical engineer.

Technicians have the best all-around technical abilities, and an individual specialist develops skills and techniques that set him apart from his peers. A given technician might be especially capable in a certain field of study, another trained to use a specific set of tools. As technicians gain experience, they get more opportunities to develop their technical proficiencies.

Beginning at 11th level, the noble can inspire greatness in an ally, granting extra fighting capability. This works similarly to inspire confidence, except it affects only a single ally. An ally inspired to greatness gains +2d6 temporary vitality points, a +2 competence bonus on attacks, and a +2 morale bonus to saving throws. The effect lasts for 5 rounds. The noble can inspire greatness once per day. For every three noble levels attained beyond 11th level, the noble can inspire greatness in one additional ally.

The noble can't inspire greatness in herself. The ability aids only her allies.

### Greater Investiture

At 13th level, the Noble receives an extremely valuable grant from his political entity, such as a Major or Minor House, CHOAM, or the Emperor himself. Possible greater investitures include a large fief with an estate and small village, a rooftop mansion on Geidi Prime, or a luxurious large sky yacht above Kaitain. The prestige and revenues associated with the greater investiture grant the noble an additional +3 Wealth bonus.

### Planetary Fief

At 20th level, the Noble has achieved universally acknowledged status and has been granted fiefdom over an entire planet, directed by CHOAM contract granted by the Emperor. The prestige and revenues associated with the greater investiture grant the Noble a +4 Wealth bonus.

## Game Rule Information

Technicians have the following game statistics.

### Abilities

Intelligence is by far the most important ability for a technician. Wisdom and Dexterity serve the technician well, providing the ability to better perceive the world around him and interact at an advanced level.

### Vitality Die

The technician gains 1d6 vitality points per level. The character's Constitution modifier applies. A 1st-level technician receives 6 vitality points + his or her Constitution modifier.

### Action Points

The technician gains a number of action points equal to 5 + one half character level, rounded down, every time he attains a new level in this class.

### Starting Solaris

A 1st-level technician begins play with 1d6 x 500 solaris.



## Class Skills

The technician's class skills (and key ability for each skill) are as follows.

Craft (chemical, mechanical, pharmaceutical, structural) (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Knowledge (art, behavioral science, business, civics, current events, earth & life sciences, history, physical sciences, popular culture, tactics, technology, theology & philosophy) (Wis), Pilot (Dex), Read/Write Language (none), Speak Language (none), Spot (Wis), and Treat Injury (Wis).

**Skill Points at 1st Level:** (7 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 7 + Int modifier.

## Class Features

The following features pertain to the scientist class.

### Starting Feats

The scientist begins play with the following feats: Simple Weapons Proficiency.

### Skill Emphasis

At 1st, 7th, and 13th level, the scientist gains the Skill Emphasis feat. This feat must be applied to a skill from the following list, thus guiding your scientific specialty.

As per the feat, no skill emphasis may be taken more than once.

Craft (select one), Knowledge (select one), Treat Injury, Repair, or Research.

### Research

The scientist has a knack for finding technical information of all types. Starting at 2nd level, he gets to add his scientist level to any Knowledge check whenever he searches through databases or other sources when seeking technical information.

### Bonus Feat

At 3rd, 6th, 9th, 12th, 15th and 18th level, the scientist may select a bonus feat from the following list. He must meet all prerequisites of the feat to select it.

Aircraft Operation, Builder, Cybernetic Surgery, Educated, Gearhead,

Imperial Conditioning, Improvised Invention, Iron Will, Low Profile, Meticulous, Pyretic Conscience, Renown, Skill Emphasis [Knowledge (any), Repair, or Treat Injury], Studious, Surgery, Vehicle Expert.

### Instant Mastery

At 3rd and 16th level, the scientist gains 4 ranks in any Intelligence-based skill (including cross-class skills, but not Weirder skills) that he currently has no ranks in.

### Specialty

At 4th, 8th, 11th, 14th, 17th, and 19th levels, the scientist gains a tech specialty. Each time, the scientist selects a specialty from among those described below. It can be a different specialty each time, or the scientist can choose the same specialty as many as three times over the course of the six selections.

**Mastercrafter:** Applying this specialty to a specific Craft skill allows you to build mastercraft items using that skill. The types of items that can be mastercrafted, and the relevant Craft skill for each type, are as follows.

**Mechanic:** Receive a +1 bonus on Repair checks. Additional selections of this specialty can improve the bonus to +2 and +3.

**Medical Specialist:** Receive a +1 bonus on Treat Injury checks. Additional selections of this specialty can improve the bonus to +2 and +3.

**Surgical Specialist:** Improve the number of wounds you can restore using the Treat Injury skill and the Surgery feat by +1. Additional selections of this specialty can improve the bonus to +2 and +3.

### Expert

At 5th, 10th, 15th, and 20th, level, the scientist selects a specific Craft, Knowledge or Profession skill. Each time, he must select a different skill. For example, an scientist might select Craft (mechanical) at 5th level, Profession (weaponsmith) at 10th level, and Knowledge (engineering) at 15th level.

You receive a +2 expert bonus on checks made using the selected skill. Note that expert bonuses do not stack.

**Table 1-10: The TECHNICIAN**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Skill emphasis	+2	+0
2nd	+1	+0	+1	+1	Research	+3	+0
3rd	+2	+0	+1	+2	Bonus feat, instant mastery	+3	+1
4th	+3	+1	+2	+2	Specialty	+3	+1
5th	+3	+1	+2	+2	Expert	+4	+1
6th	+4	+2	+3	+3	Bonus feat	+4	+1
7th	+5	+2	+3	+3	Skill Emphasis	+5	+2
8th	+6/+1	+3	+3	+4	Specialty	+5	+2
9th	+6/+1	+3	+4	+4	Bonus feat	+5	+2
10th	+7/+2	+4	+4	+4	Expert	+6	+2
11th	+8/+3	+4	+5	+5	Speicalty	+6	+3
12th	+9/+4	+5	+5	+5	Bonus feat	+7	+3
13th	+9/+4	+5	+5	+6	Skill Emphasis	+7	+3
14th	+10/+5	+6	+6	+6	Specialty	+7	+3
15th	+11/+6/+1	+6	+6	+6	Bonus feat, expert	+8	+4
16th	+12/+7/+2	+7	+7	+7	Instant mastery	+8	+4
17th	+12/+7/+2	+7	+7	+7	Specialty	+9	+4
18th	+13/+8/+3	+8	+7	+8	Bonus feat	+9	+4
19th	+14/+9/+4	+8	+8	+8	Sspecialty	+9	+5
20th	+15/+10/+5	+9	+8	+8	Expert	+10	+5

## STARTING OCCUPATIONS

Select one occupation for your 1st-level character. This represents the training and life experience you've had prior to the start of the campaign. You may hold other jobs as your career unfolds, but the benefits of an occupation are only applied once, at the time of character creation. Many occupations have a prerequisite that you must meet to qualify for the occupation. Each occupation provides a number of additional permanent class skills that the character can select from a list of choices. Once selected, a permanent class skill is always considered to be a class skill for the character. If the skill selected is already a class skill for a character, she gains a one-time competence bonus for that skill.

Some occupations provide a Reputation bonus or bonus feat (in addition to the two feats a 1st-level character already receives). Also, an occupation may increase the character's starting wealth. Choose one occupation from the available selections and apply the benefits as noted in the occupation's description.

### Academic

Academics include librarians, archaeologists, scholars, mentors, and other education professionals.

**Prerequisite:** Age 19+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (writing), Cryptography, Gather Information, Knowledge (any), Research, or add a new Read/Write Language or a new Speak Language.

**Wealth Bonus Increase:** +1d6 x 500 solaris.

### Adventurer

Adventurers include professional thrill-seekers, big-game hunters, relic hunters, explorers, field scientists, and others called to face danger for a variety of reasons.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Climb, Demolitions, Disable Device, Drive, Escape Artist, Intimidate, Jump, Knowledge (history, streetwise, tactics, or technology), Move Silently, Pilot, Ride, Spot, Survival, Swim, Treat Injury.

**Bonus Feat:** Select one of the following: Archaic Weapons Proficiency, Martial Arts, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1d4 x 500 solaris.

### Aristocrat

Aristocrats usually get their wealth from family holdings or trust funds. Most aristocrats personify the term "idle rich"—no job, few real responsibilities, but unlike dilettantes, the aristocrat has at least one driving passion that occupies their day.

**Prerequisite:** Age 16+.

**Skills:** Choose one of the following skills as a permanent class skill. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Command, Diplomacy, Gamble, Intimidate, Knowledge (current events or popular culture), Perform (any), Ride, or add a new Speak Language.

**Reputation Bonus Increase:** +2.

**Wealth Bonus Increase:** +2d6 x 500 solaris.

### Athlete

Athletes include both amateur athletes and professional athletes of all types, including gymnasts, weight trainers, wrestlers, boxers, martial artists, swimmers, and those who engage in any type of competitive sport.

**Prerequisite:** Str 13+ or Dex 13+.

**Skills:** Choose three of the following skills as permanent class skills.

If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Acrobatics, Climb, Drive, Jump, Ride, or Swim.

**Bonus Feat:** Select either Archaic Weapons Proficiency or Brawl.

**Wealth Bonus Increase:** +1d8 x 500 solaris.

### Blue Collar

Blue collar occupations include factory work, service jobs, construction, and other jobs that are usually not considered to be desk jobs.

**Prerequisite:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Craft (electronic, mechanical, or structural), Climb, Drive, Handle Animal, Intimidate, Repair, Ride.

**Wealth Bonus Increase:** +1d8 x 500 solaris.

### Bureaucrat

Bureaucrats are skilled at navigating the systems, networks, and confusing arrays of rules and regulations inherent in galactic corporate and political processes. Bureaucrats include Guild representatives, water merchants, smugglers, Guild Bank functionaries, mentats, and anyone else involved in keeping the wheels of business turning.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Craft (writing), Diplomacy, Forgery, Gather Information, Knowledge (business, civics, current events, history, or popular culture), Listen, Research, Sense Motive, or add a new Read/Write Language or a new Speak Language.

**Bonus Feat:** Select either Educated or Renown.

**Wealth Bonus Increase:** +2d6 x 500 solaris.

### Cloistered

You grew up in a secret fortress, hidden training ground, or other place separated from society at large. Often the wards of a secret society, cloistered characters benefit from rigorous training, but often know little about the outside world.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Autohypnosis, Concentration, Cryptography, Knowledge (art, behavioral sciences, history, tactics, or theology & philosophy), Research, Sense Motive.

**Bonus Feat:** Select one of the following: Acrobatic, Archaic Weapons Proficiency, Athletic, Blind-Fight, Martial Arts, Mentat Training, Educated, Exotic Weapon Proficiency, Focused, Nimble, Stealthy.

**Wealth Bonus Increase:** +1d4 x 500 solaris.

### Cosmopolitan

You are a world traveler—you've been there, done that, and never did get used to the spiciness of the curry. Many cosmopolitan characters are wealthy, but others have seen the universe because their parents were diplomats (or perhaps they are accomplished stowaways).

**Prerequisite:** Age 25+.

**Skills:** Choose two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Drive, Gamble, Gather Information, Knowledge (civics, current events, or history), Navigate, Survival.

**Bonus Feat:** Select one of the following: Attentive, Confident, Educated, Guide, Renown, Trustworthy.

**Other:** You speak, read, and write two other languages fluently, in addition to your native tongue.

**Wealth Bonus Increase:** +2d4 x 500 solaris.

## Creative

Artists of all types who fan their creative spark into a career, including graphic artists, novelists, actors, sculptors, and musicians, all fall under this occupation.

**Prerequisite:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills.

If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Craft (visual art or writing), Disguise, Forgery, Knowledge (art, current events, or popular culture), Perform (act, dance, musical instrument, or sing), Spot.

**Wealth Bonus Increase:** +1d6 x 500 solaris.

## Criminal

This illicit starting occupation reveals a background from the wrong side of the law. This occupation includes con artists, burglars, thieves, work-for-hire soldiers, and other types of career criminals.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Disable Device, Disguise, Forgery, Gamble, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1d6 x 500 solaris.

## Doctor

A doctor can be a physician (general practitioner or specialist), a surgeon, a career student, or even a psychiatrist.

**Prerequisite:** Age 25+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Craft (pharmaceutical), Knowledge (behavioral sciences, earth & life sciences, physical sciences, technology, or theology & philosophy), Search, Treat Injury.

**Wealth Bonus Increase:** +2d6 x 500 solaris.

## Entrepreneur

Entrepreneurs have an obsession about being their own boss. They believe in themselves, have an abundance of confidence, and the ability to acquire the funds necessary to bankroll their newest moneymaking venture. They rarely want to stick around after the launch, however, as they prefer to put their energies into the next big thing.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Gamble, Knowledge (business, current events, or technology).

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +2d6 x 500 solaris.

## Fugitive

You're being chased by law enforcement, a shadowy government agency, or a sinister but well-connected secret society. Perhaps you're wanted for a crime you didn't commit—or one you did. Whatever the reason for your status, you're a tough quarry to catch.

**Prerequisite:** Age 18+.

**Skills:** Choose three of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Disguise, Escape Artist, Forgery, Gather Information, Hide, Knowledge (streetwise), Move Silently, Sense Motive.

**Bonus Feat:** Select one of the following: Martial Arts, Dodge, Low Profile, Personal Firearms Proficiency, or Stealthy.

**Wealth Bonus Increase:** +1d4 x 500 solaris.

## Heir

Heirs are the elite sons and daughters of powerful magnates, influential nobles, heads of households, and imperial monarchs. Unlike aristocrats, however, they are bound by their lineage to certain responsibilities, with the assumption that they might someday rise to lead their families into the future... as long as they do nothing to jeopardize their birthright.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Command, Craft (visual art, writing), Diplomacy, Knowledge (art, business, civics, current events, history), Perform (any), Ride, Sense Motive.

**Pre-Selected Feat:** An heir must choose the Educated feat as one of his starting feats at 1st level.

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +6d4 x 500 solaris. An heir may permanently reduce her Reputation bonus by 1 to increase her starting wealth by an additional +1d6 x 1,000 solaris; this expenditure must be made before the character begins play.

## Investigative

There are a number of jobs that fit within this occupation, including private investigators, criminologists, criminal profilers, espionage agents, and others who use their skills to gather evidence and analyze clues.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Cryptography, Forgery, Gather Information, Investigate, Knowledge (behavioral sciences, civics, earth & life sciences, or streetwise), Research, Search, Sense Motive.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +2d4 x 500 solaris.

## Military

The military occupation covers any of the branches of the armed forces, including house militias and forces, as well as the various elite training units such as the Sardaukar terror troops and the Fedaykin.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Command, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim.

**Bonus Feat:** Select one of the following: Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1d6 x 500 solaris.

## Politico

Politicos are born deal makers. Drawn to situations where money, goods, and power are bartered, they are people without whom deals cannot be made. Negotiators, politicians, and those who make their livings by getting groups or individuals to come to terms and consummate deals are all politicos.

**Prerequisite:** Charisma 13+.

**Skills:** Choose two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (behavioral sciences, civics, current events, history, popular culture, or theology & philosophy), Sense Motive, or add a new Read/Write Language or a new Speak Language.

**Bonus Feat:** Select one of the following: Bureaucratic Flair, Renown, Trustworthy.

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +3d6 x 500 solaris.

## Religious

Ordained clergy of all persuasions, Orange Catholic Bible scholars and experts on religious studies fall within this starting occupation.

**Prerequisite:** Age 23+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Concentration, Cryptography, Knowledge (art, behavioral sciences, history, or theology & philosophy), Listen, Sense Motive.

**Wealth Bonus Increase:** +2d4 x 500 solaris.

## Rural

Farm workers, hunters, and others who make a living in rural communities fall under this category.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Drive, Handle Animal, Repair, Ride, Survival, or Swim.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1d4 x 500 solaris.

## Servant

This occupation includes members of the servant class of society, employed or sometimes indentured in the service of the wealthy. Butlers, maids, stewards, cooks, nannies, and housekeepers—and their families—fall into this category.

**Prerequisite:** Age 12+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Drive, Gather Information, Handle Animal, Knowledge (streetwise), Repair or Sense Motive.

**Wealth Bonus Increase:** +1d4 x 500 solaris.

## Slave

This occupation represents bonded laborers, whether indentured servants or workers stolen from their homes to work for a conquering military force. It is generally assumed that a heroic character has escaped from slavery or fulfilled the terms of his indenture and is now free, though the stigma of his slavery might haunt him for the rest of his days—through mental scars or physical ones.

**Prerequisite:** Age 12+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Climb, Craft (mechanical, structural), Disguise, Escape Artist, Gather Information, Handle Animal, Hide, Jump, Move Silently, Repair, Sleight of Hand, Survival, or Swim.

**Bonus Feat:** Select one of the following: Endurance, Martial Arts, Personal Firearms Proficiency, or Toughness.

**Wealth Bonus Increase:** none.

## Technician

Scientists and engineers of all types fit within this starting occupation.

**Prerequisite:** Age 23+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (chemical, mechanical, pharmaceutical, or structural), Knowledge (behavioral sciences, business, earth & life sciences, physical sciences, or technology), Repair, Research.

**Wealth Bonus Increase:** +3d4 x 500 solaris.

## Tribal

Tribal characters come from a culture or group that functions distinctly and separately from mainstream society. Often these are aboriginal populations, whose way of life dates back to before the area was “civilized,” or who refuse to give up their traditional ways in order to

conform to popular convention. Others have purposely eschewed the rules and regulations of modern society and formed a less complex culture of their own.

**Prerequisite:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Acrobatics, Climb, Craft (structural, or visual art), Handle Animal, Hide, Jump, Listen, Move Silently, Ride, Sense Motive, Spot, Survival, or Swim.

**Bonus Feat:** Select one of the following: Animal Affinity, Archaic Weapons Proficiency, Athletic, Guide, or Track.

**Wealth Bonus Increase:** +1d4 x 500 solaris.

## VITAL STATISTICS

What does your character look like? How old is he (or she)? What sort of first impression does he make? What led him to become a hero in the first place? This section covers a miscellany of topics that apply to your character. Answers to the questions above help you establish your character's identity and place in the *Dune* universe and make him more lifelike—like one of the main characters in a *Dune* novel. For many players, this is the true expression of role-playing: defining the character that you are going to play.

When you play a character, it's fine to leave some of the details sketchy. Over time, as adventures play out, you'll get a better sense of who you want your character to be. You'll develop your character's details much the way an author develops a character over several chapters in a novel or over several novels in a series.

### Name

Select a name for your character. Invent or choose a name that fits your character's ethnic background and class. A name is a great way for you to start thinking about your character's background. For instance, a Wallach noble might be named after a famed Wallach ancestor, and the scion may be striving to live up to that heritage. Alternatively, the name could be that of an infamous traitor, and the hero could be bent on proving that she's not like her namesake.

### Gender

Your character can be either male or female—gender has no effect on physical characteristics, but can limit (or expand) certain class choices.

### Age

How old is your character? That's up to you and your GM. A character reaches 1st-level in his or her class the moment they step out of ordinary life and into the dramatic existence of the story, either by choice or by circumstances. On occasion, a GM's campaign requires heroes of a particular age group.

Most players create characters within the young adult or adult age range. However, you can play a character who is younger or older than this, based on your character concept and the needs of the campaign. As your character ages, her physical ability scores decrease and her mental ability scores increase, as detailed on **Table 1-9**. The effects of each aging step are cumulative.

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the GM's campaign and the character's starting occupation. Alternatively, you may create a random starting age of 2d6+15 years for young adult characters, or 1d6+20 for adults.

## Table 1-11: Aging Effects

Age Category	Ability Adjustment
Child (1-11 years old)	-3 to Str and Con; -1 to Dex, Int, Wis, & Cha
Young adult (12-15 years old)	Original scores
Adult (16-39 years old)	Original scores
Middle age (40-59 years old)	-1 to Str, Dex, and Con; +1 to Int, Wis, & Cha
Old (60-79 years old)	-1 to Str, Dex, and Con; +1 to Int, Wis, & Cha
Venerable (80+ years old)	-1 to Str, Dex, and Con; +1 to Int, Wis, & Cha

For those who want to start a campaign with more experienced characters, use **Table 1-10** as a guide.

Remember that this table is a guideline. You and your GM are encouraged to decide these details based on the campaign and the character you want to play.

## Table 1-12: Starting Level & Age

Age Category	Typical Level
Child	–
Young adult	1st
Adult	1st
Adult (limited experience)	3rd
Adult (moderate experience)	5th
Adult (extensive experience)	7th
Middle age (moderate experience)	6th
Middle age (high experience)	8th
Old	9th
Venerable	10th

Remember also that the use of the spice-drug *mélange* can drastically alter a human's lifespan.

## Height & Weight

Determine your character's height and weight using **Table 1-11**. Think about what your character's abilities might say about her height and weight. If she is weak but agile, she may be thin. If she is strong and tough, she may be tall or heavily built. Feel free to select an appropriate height and weight for your character, or roll dice for random results.

The die roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the die roll given in the Weight Modifier column determines the character's extra weight beyond the base weight.

The table provides a range of heights and weights for typical human heroes and also gives average height and weight figures for each gender. It is possible to play distinctive heroes that do not fit in to this average.

## Table 1-13: Height & Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 0 in.	+2d10 in.	120 lb.	x2d4 lb.
Female	4 ft. 7 in.	+2d10 in.	85 lb.	x2d4 lb.
<b>Average Height</b>		<b>Average Weight</b>		
Male	5 ft. 10 in.	170 lb.		
Female	5 ft. 6 in.	140 lb.		

## Appearance

What does your hero look like? What color are his eyes? How does he wear his hair? What kind of clothes does he typically dress in? Is he right- or left-handed? Getting a handle on your character's appearance helps you visualize how he fits into the universe around him. Here are a few suggestions to get you started.

Characters with high Charisma scores tend to be more attractive than those with low Charisma scores, though a character with a high Charisma could have strange looks, giving him an exotic appearance. Those with high Strength, Dexterity, or Constitution scores may be more athletic or tough-looking than those with low scores in those abilities.

You can use appearance to tell something about your character's personality and background. For example:

Suk Doctor Canir Betrao, a Scientist hero, has a deep scar along one cheek. She received it during her first year of service to House Wallach. When she's angry, the scar stands out as a pale line on her livid face.

Malek of Twin-Knives Sietch, a Fremen hero, is a broad-shouldered, solidly-built Fremen with long brown hair drawn back in a ponytail and a close-cropped beard. He uses an ancient crysknife, and wears a stillsuit that is badly in need of replacing.

Pary Lirish, a Bene Gesserit Adept hero, has fiery red hair, green eyes, and as a concubine to House Wallach, dresses in the most modern styles. She has clothing in her wardrobe for every occasion, ranging from a party dress for diplomatic functions to traditional black robes of the Bene Gesserit Sisterhood.

## Personality

Decide how your character behaves, what she likes, what she wants from her life, what scares her, and what makes her angry. Stereotypes (the bookworm scholar, the dedicated young officer, the hedonistic aristocrat) are often good places to start when thinking about your character's personality, but they don't tell the whole story.

Conflict provides a handy trick for creating an interesting personality. Pary Lirish, for example, wants to be taken seriously as a member of the Bene Gesserit. Unfortunately, her current position as a concubine provides little excitement or opportunity for intrigue—she tries to wait patiently for her chance.

Your character's personality can change over time. Let your character grow and evolve the way real people do as the campaign unfolds.

## Your Story So Far

Decide what your character's life has been like up until now. Here are a few questions you can consider.

When did he first realize he wanted to make a difference? What was he doing when he became a hero?

How did he acquire his initial class? A knave character, for example, could have been a petty thief, a pickpocket, a member of a thieves' guild, a ne'er-dowell, or a pirate.

Where did he get his starting equipment? Did he assemble it piece by piece over time? Is it a parting gift from a mentor organization? Do any of his personal items have special sentimental significance?

What's the worst thing that's ever happened to him? What's the best? Does he stay in contact with his family members? What do they think of him and his career?

## ACTION POINTS

Action points provide characters with the means to affect game play in significant ways. A character always has a limited amount of action points, and while the character replenishes this supply with every new level he or she attains, the character must use them wisely. A character can spend 1 action point to do one of these things:

- Alter a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw.
- Use a class talent or class feature during your turn for which the expenditure of 1 action point is required.

When a character spends 1 action point to improve a d20 roll, add 1d6 to the d20 roll to help meet or exceed the target number. A character can declare the use of 1 action point to alter a d20 roll after the roll is made—but only before the GM reveals the result of that roll (whether the attack or check or saving throw succeeded or failed). A character can't use an action point on a skill check or ability check when he or she is taking 10 or taking 20.

When a character spends 1 action point to use a class feature, he or she gains the benefit of the feature but doesn't roll a d6. In this case, the action point is not a bonus to a d20 roll.

Character Level	Action Point Dice Rolled
1st–7th	1d6
8th–14th	2d6
15th–20th	3d6

A character can only spend 1 action point in a round. If a character spends a point to use a class feature, he or she can't spend another one in the same round to improve a die roll, and vice versa.

Depending on the hero's character level (see the table below), he or she may be able to roll more than one d6 when spending 1 action point. If the character does so, apply the highest result and disregard the other rolls.

## ALLEGIANCES

What is important to your hero? What beliefs does he or she hold above other? Where does your hero's loyalty lie? The allegiances system that follows is optional. Your GM will tell you whether she is using it in the campaign.

When creating a character, you may choose up to three allegiances, ranking them in order from most important to least important. These allegiances are indications of what your character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiance as he or she goes through life.

Also, just because you fit into a certain category of people doesn't mean you have to choose that category as an allegiance. You might be an Arrakeen citizen, but perhaps you're not devoted to the ruling House. You may have a family, but you might hold no loyalties to it.

Allegiance is primarily a roleplaying tool to determine how your character acts in particular situations. In choosing an allegiance for your character you are stating your intent to play that character a certain way. If your character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip your character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

## Pledging Allegiance

A hero's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, a noble house, or to an ethical or moral philosophy. In general, you can discard an allegiance at any time, but you may only gain a new allegiance when you attain a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

**Person or Group:** This includes a leader or superior, a family, a group of linked individuals (such as a tribe, a band of adventurers, or a cell of secret agents), or a discrete unit within a larger organization (such as members of your squad or platoon, or individuals whose safety you are responsible for).

**Organization:** This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, planetary or galactic government, a university, an employer, or an otherwise established authority. Police officers, for example, have an allegiance to their local government and its legal system.

**House:** This may or may not be the noble house that the hero currently serves under. It may be where the individual was born, or where the hero's loyalty still resides after moving to a new home.

**Belief System:** This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs (conservatism, liberalism, libertarianism, and so on) or philosophical outlooks (Taoism, existentialism, objectivism—the teachings of Ayn Rand).

**Ethical Philosophy:** This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his word, respect authority and honor tradition, expects others to do likewise. An individual with a chaotic outlook tends to follow his instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner when dealing with others.

**Moral Philosophy:** This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

## Allegiance Example

Malek chooses the following allegiances, in the following order: Twin Knives tribe, Fremmen, and good. Now, Malek can choose to act as the situation demands and according to his own conscience, but when all else fails, he tries to adhere to decisions that promote the good of the tribe, his fellow Fremmen and the greater good, in that order.

## Allegiances & Influence

In addition to providing your character with roleplaying opportunities, an allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, your character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with some-one of the same allegiance—as long as you have had some interaction with the other character to discover the connections and bring the bonus into play.

In general, you just can't look at another character and ascertain his or her allegiances.

## LOYALTY

Loyalty measures the depth of commitment to a given allegiance and is covered separately in **Chapter 5**. One of the most prevalent species-compulsions is the theory of strength in numbers. People gather together along family lines, political affiliations, mercantile associations, and even just hobbies and interests, to pool their abilities and resources in the furtherance of their common philosophies and goals.

In *DUNE*, the most famous examples are the Noble Houses of the Landsraad and CHOAM—groups whose power and influence spread across the galaxy, touching lives everywhere for good or ill. Anyone can join these or other organizations, and the following section explains not only how heroes can go about joining, but what benefits they derive from membership—and what risks they face.

In the *DUNE Roleplaying Game*, some of the benefit of good relations and fame within an organization is represented by a character's Reputation bonus. A positive Reputation grants a bonus on skill checks involving interaction with other characters (Bluff, Diplomacy, Entertain, Gather Information, and Intimidate). This bonus can become a penalty in some situations, when the character is better known for disreputable deeds than for good ones.

Highest Loyalty Score	DC
1 – 2	5
3 – 4	10
5	15

Loyalty, on the other hand, determines how strongly affiliated a character is with a given faction or organization. The higher the Loyalty with a given faction, the more trust and aid that faction affords the character. Loyalty and Reputation are related in terms of effect. The following system explains how to award and apply Loyalty bonuses.

## REPUTATION

Every hero gains a reputation of one sort or another as his or her career progresses, expressed as a Reputation bonus. Reputation is used to determine whether another character (a GM character) recognizes you.

While a hero might try to take advantage of his reputation from time to time, usually the hero's reputation precedes him—whether he wants it to or not. Those who recognize the hero are more likely to help him or do what he asks, provided the reputation has a positive connotation to the character who recognizes him. A high Reputation bonus also makes it difficult for the hero to mask his identity, which can be a problem if he's trying not to be noticed.

Most of the time, a hero doesn't decide to use his reputation. The GM decides when a hero's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the GM makes a Reputation check for a GM character who might be influenced in some fashion due to the hero's fame or notoriety, as detailed below.

## Famous or Infamous?

It's all a matter of perspective. That is, what the hero's reputation represents is in the eye of the beholder—the GM character he interacts with. Most characters with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle.

Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the hero. When a character has a positive opinion of a hero's reputation, the hero is considered to be famous by that character.

Fame, when recognized, provides a bonus to certain Charisma-based skill checks. When a character has a negative opinion of a hero's reputation, the hero is considered to be infamous by that character. Also, at the GM's option, a hero might be considered infamous in certain situations due to events that have transpired in the campaign. For example, if your hero got into trouble with the local Harkonnen garrison on Geidi Prime, he or she would be considered infamous when attempting to interact with people in that town. Infamy, when recognized, provides a penalty to certain Charisma-based skill checks.

## Using the Reputation Bonus

Whenever the GM decides that a character's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the GM character involved. A Reputation check is 1d20 + the hero's Reputation bonus + the GM character's Int modifier. (Some Knowledge skill modifiers might apply instead of the Int modifier, such as Knowledge [popular culture] if the hero is otherwise in the public eye.) Modifiers to the Reputation check depend on the hero and the GM character in question, as shown below. Note that if the GM character has no possible way of recognizing a hero, then the Reputation check automatically fails.

If the GM character succeeds at the Reputation check, he or she recognizes the hero. This provides a +4 bonus or a -4 penalty on checks involving the following skills for the duration of the encounter: Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

Situation	Reputation Modifier
You are famous, known far and wide with either a positive or negative connotation	+10
GM character is part of your professional or social circle	+5
You have some small amount of fame or notoriety	+2

**Bluff:** In general, being either famous or infamous aids Bluff checks. However, any Bluff check made to deny or hide your identity ["No, I'm not *that* smuggler. You must be thinking of someone else."] automatically turns the character's Reputation bonus into a penalty for that check.

**Diplomacy:** Infamous characters use their Reputation bonus as a penalty when making Diplomacy checks (it's tough to negotiate a peace treaty when they think you're a killer).

**Gather Information:** People are more willing to help someone they know, whether happily (for a famous individual) or fearfully (for an infamous individual).

**Intimidate:** A famous character can use his reputation to "throw his weight around," but he gets to use only half of his Reputation bonus (round down). An infamous character, on the other hand, uses his full Reputation bonus when making an Intimidate check.

**Perform:** A famous individual generally gets a better reception for his performances than an infamous one.

The GM must decide that a character's fame or infamy can come into play in a given situation to make a Reputation check necessary. A character who doesn't know you or know of you can't be influenced by your reputation.

## Followers

In addition to the normal benefits of a high Reputation bonus, a character can make a Reputation check to attract followers to her cause. These followers may be troops, minions, personal servants, accomplices, trainees, acolytes, or whatever other type of dedicated follower the player chooses. (If a character stands for some cause, she may win followers to the cause as well as personal followers, but that should be handled on a case-by-case basis.)

Beginning a 10th level and at each level thereafter, a hero may make a special Reputation check (DC 20) to see if she attracts one or more followers to her cause. (This check isn't mandatory; if the character doesn't want followers, she doesn't have to roll.) If the roll fails, the hero can't try again until she gains another level.

**Example:** Arani Korden, a 10th-level noble with a Reputation bonus of +6 (+3 for her class, +3 for the Fame feat), decides it's time to build a power base of loyal protectors and servants. Her player rolls an 18 on 1d20, which is modified to 24—a success. Going for a mix of quality

and quantity, Arani decides that she wants a single 2nd-level armsman (as a personal bodyguard), two 1st-level thugs (as a private retinue), a 2nd-level diplomat (as her major-domo), and a 2nd-level knave (as a general troubleshooter). The 2nd-level armsman is "worth" two levels, the two 1st-level thugs are worth one more level, the 2nd-level diplomat is worth one level, and the 2nd-level knave is worth two levels, for a total of six levels.

After the first successful roll, a character can continue to try to attract additional followers every time she gains another point of Reputation bonus. Followers remain loyal to the character unless treated with extreme abuse or disdain (GM's discretion). Followers who leave the character's service (or die while serving) create "open space" under the total level cap. These open spaces can be filled with later successful Reputation checks made to attract additional followers.

**Note:** The GameMaster is free to disallow the use of followers, particularly during missions when it simply wouldn't be feasible for a player to run both a main hero and an array of minor characters.

## GAINING EXPERIENCE & LEVELS

Experience points (XP) measure how much your character has learned and how much he or she has grown in personal power. Your character earns XP by defeating opponents and successfully completing adventures. The GameMaster assigns XP to the heroes at the end of each adventure based on what they have accomplished. Heroes accumulate XP from adventure to adventure. When a character earns enough XP, he or she attains a new character level (see Table 3-1: Experience and Level-Dependent Benefits).

### Advancing a Level

When your character's XP total reaches at least the minimum XP needed to advance a new character level (see Table 1-2), he or she goes up a level. For example, when Karden Saar, the 1st-level Noble hero, obtains 1,000 or more XP, she becomes a 2nd-level character. Once she accumulates 3,000 or more XP, she reaches 3rd level.

Attaining a new level provides a character with several immediate benefits (see below).

A character can only advance one level at a time. If, for some extraordinary reason, a character gains enough XP to advance two or more levels at once, he or she instead advances one level and gains just enough experience points to be 1 XP short of the next level. For example, if Karden has 5,000 XP (1,000 points short of 4th level) and gains 6,000 more, that would put her at 11,000—enough for 5th level. Instead, she only attains 4th level, and her XP total becomes 9,999. The additional XP are lost.

### Level Advancement

Each character class (both basic and prestige classes) has a table that shows how the class features and statistics increase as a member of that class advances in level. When your character attains a new level, make these changes:

#### 1. Choose Class

When a character qualifies for a new level, decide if you're going to take that new level in the character's existing class or in a new class. For example, from 1st to 3rd level, Stan advanced his character as a Noble hero. Upon attaining 4th level, he can decide to add another level of Noble or add a level in a different class to become a multiclass character. So, Stan's character could become a 4th-level Noble hero or a 3rd-level Noble/1st-level Duelist hero, for example. (See multiclass characters, page 40.)

#### 2. Base Attack Bonus

If your character's base attack bonus increases, record the new value on your character sheet. Recalculate the character's melee and ranged attack bonuses based on this new number.

#### 3. Base Save Bonus

Check the base save bonuses for your character's new class level to see if any of them increase. If so, recalculate the character's saving throw bonuses based on this new number.

#### 4. Special Class Features

Check the table for your new class level for new capabilities you may receive. Characters gain a variety of class features to choose from as they advance in levels.

#### 5. Defense Bonus

If your character's Defense bonus increases, record the new value on your sheet.

#### 6. Reputation Bonus

Each class has a Reputation bonus that may increase when the character attains a new level.

#### 7. Ability Score

If your hero has just attained his or her 4th, 8th, 12th, 16th, or 20th character level, raise one of his or her ability scores by 1 point.

#### 8. Vitality Points

Roll the appropriate vitality die for the class you just gained a level in, add the character's Constitution modifier, and add the total to your character's vitality points. A character always gains at least 1 vitality point for each new level, even if a Constitution penalty would produce a result of 0 or lower.

#### 9. Skill Points

At each new level, a character gains skill points to spend on skills, as detailed in the particular class description.

For class skills, each skill point buys 1 rank. A character's maximum rank in a class skill is his or her character level + 3.

For cross-class skills, each skill point buys 1/2 rank. A character's maximum rank in a cross-class skill is one-half that of a class skill (don't round up or down). Remember that you buy skills based on the class you have advanced in, so that only those skills given as class skills for that class can be purchased as class skills for this level, regardless of what other classes you may have levels in.

#### 10. Feats

Upon reaching your 3rd character level and every third level thereafter (6th, 9th, 12th, 15th, and 18th), you gain one feat of your choice (see Chapter Three), though you must meet all the prerequisites to select this feat.

#### 11. Action Points

For basic classes, you gain a number of action points each level equal to 5 + one-half your character level, rounded down. Prestige classes have a faster rate of accrual (see Chapter Six).

## MULTICLASS CHARACTERS

A character may add new classes as he or she progresses in levels. The class abilities from a character's different classes combine to determine the multiclass character's total abilities. Multiclassing improves a character's versatility at the expense of focus.

## GAINING EXPERIENCE & WEALTH

First off, the allegiances system is optional. It will greatly help your *DUNE: A Dream of Rain* experience, but it is not *necessary*, in the strictest sense of the word, for game play.

### Class & Level Features

As a general rule, the abilities of a multiclass character are the sum of the abilities provided by each of the character's classes.

### Level

"Character level" is a character's total number of levels. It derives from overall XP earned and is used to determine when feats and ability score increases are gained, as per Table 3-1: Experience and Level-Dependent Benefits.

"Class level" is the character's level in a particular class, as per the individual class tables. For the single-class hero, character level and class level are the same.

### Vitality Points

A hero gains vitality points from each class as his or her class level increases, adding the new vitality points to the previous total. For example, Arani is a 4th-level noble/2nd-level armsman. Her total number of vitality points would be 1d6 + 1d6 + 1d6 + 1d6 + 1d10 + 1d10. Her Constitution modifier applies to each vitality point die roll.

### Base Attack Bonus

Add the base attack bonuses for each class to get the hero's base attack bonus. A resulting value of +6 or higher provides the hero with multiple attacks.

Base Attack Bonus	Additional Attacks at
+6	+1
+7	+2
+8	+3
+9	+4
+10	+5
+11	+6/+1
+12	+7/+2
+13	+8/+3
+14	+9/+4
+15	+10/+5
+16	+11/+6/+1
+17	+12/+7/+2
+18	+13/+8/+3
+19	+14/+9/+4
+20	+15/+10/+5

Note that to use multiple attacks in the same round, a character must use a full attack, which is a full-round action.

### Saving Throws

Add the base save bonuses for each class together. The base save bonuses stack.

### Defense Bonus

Add the Defense bonuses for each class together. The class Defense bonuses stack.

### Reputation Bonus

A multiclass hero's Reputation bonus is equal to the total of the bonuses provided by all of the classes he has levels in.

So, a 4th-level noble/4th-level armsman has a +2 Reputation bonus for being a scout. The hero's total Reputation bonus is +3.

### Skills

A multiclass hero uses his or her character level to determine the maximum ranks the hero can have in a skill. If a skill is a class skill for any of a multiclass hero's classes, then use character level to determine a skill's maximum rank. (The maximum rank for a class skill is 3 + character level.)

When a multiclass hero gains a level in a class, he or she spends that level's skill points as a member of that class.

Only that class's class skills may be purchased as class skills. All other skills, including skills for another class the hero has levels in, are considered cross-class skills when ranks in those skills are purchased at this level.

### Class Features

The character gets all class features (talents, bonus feats, or other special abilities) of all classes for the levels he or she possesses.

### Feats

A multiclass character receives a new feat every three character levels, regardless of individual class level. Taking one level in a new class does not entitle a character to receive the two feats that a beginning 1st-level character gets.



## Ability Increases

A multiclass character increases one ability score by +1 every four character levels, regardless of individual class level.

## Adding a Second Class

When a single-class character gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. This could be a basic class or, if the character qualifies for it, an prestige class. The GM may restrict the choices available according to how he or she handles classes, skills, experience, and training. For instance, the character may need to find a suitable teacher to instruct him in the ways of the new class. Additionally, the GM may require the player to declare what class his or her hero is "working on" before he or she makes the jump to the next level, so the character has time to practice new skills. In this way, gaining the new class is the result of previous effort rather than a sudden development.

The character gains all the 1st-level base attack bonuses, base save bonuses, class skills, other class features of the new class, as well as vitality points of the appropriate die type. In addition, the character gets the new class's per-level skill points.

Picking up a new class is not exactly the same as starting a character in that class. Some of the benefits for a 1st-level hero represent the advantage of training while young and fresh, with lots of time to practice. When picking up a new class, a hero does *not* receive the maximum vitality points from the first die or quadruple the per-level skill points.

To add a Weirding class (such as Bene Gesserit), a character must meet all prerequisites before gaining any levels in that class, such as the Weirding Talent feat.

## Advancing a Level

Each time a multiclass character attains a new level, the hero either increases one of his or her current class levels by one or picks up a new class at 1st level. When a multiclass character increases one of his or her class levels by one, the character gets all the standard benefits that characters receive for attaining the new level in that class: more hit points, possible bonuses on attack rolls, Defense, and saving throws (depending on the class and the new level), a new class feature (as defined by the class), and new skill points.

Skill points are spent according to the class that the multiclass character just advanced in. Skills are purchased at the cost appropriate for that class. In general, a character can have levels in as many different classes as there are classes.

## How Multiclassing Works

Arani, a 4th-level noble, decides she wants to expand her repertoire by learning some soldiering. When Arani achieves 10,000 XP, she becomes a 5th-level character. Instead of becoming a 5th-level noble, however, she becomes a 4th-level noble/1st-level armsman. (How exactly she picked up this new area of focus isn't critical to the campaign, though the player and the GM are encouraged to create an in-game reason and opportunity for the hero to do so.)

## ORDINARIES

"Ordinaries" are nonheroic supporting characters and extras. Ordinaries are built using the NPC classes (Thug, Diplomat, and Expert) and have starting occupations, skills, and feats. As they gain levels, ordinaries increase their skill points, base attack bonus, saving throw modifiers, Defense bonus, and Reputation bonus—just as heroes do. However, ordinaries differ from heroes in several ways.

An ordinary character has:

- The standard starting ability score package.
- Random starting vitality points.
- No action points.
- No levels in an prestige class.

## Starting Ability Scores

Ordinaries do not roll their ability scores. They start with the standard score package: 15, 14, 13, 12, 10, 8. The GM can assign the scores as he or she sees fit. At 4th level and every four character levels thereafter (8th, 12th, and so on), an ordinary adds 1 point to one ability score—just as heroes do.

## Vitality Points

Unlike heroes, ordinaries do not automatically receive maximum vitality points at 1st level. The GM should roll an ordinary's starting vitality points normally.

## Action Points

Unlike heroes, ordinary characters do not receive action points. They do not gain action points as they increase in level, either.

## Class Features

Ordinary characters gain none of the Class Features (talents or bonus feats) listed under each basic class.

## Prestige Classes

Although ordinaries can multiclass freely between the six basic classes, they cannot take levels in any prestige class. Ordinaries are limited to the six basic classes.

## Children

Children (newborns to age 11) are handled differently from other characters. They do not have classes or levels. They begin with the same ability score package as ordinaries (15, 14, 13, 12, 10, 8), but their ability scores are reduced as follows: -3 Str, -1 Dex, -3 Con, -1 Int, -1 Wis, -1 Cha.

Children have 1d4 hit points plus their Constitution modifier (minimum 1 hit point). They have no skills, feats, action points, or occupations. Their base attack bonus is +0, they have a +0 modifier on all saving throws (plus any modifiers for high or low ability scores), and their Reputation bonus is +0. Children have a +0 modifier to Defense and a normal speed of 20 feet. Children have no effective attacks and should be treated as noncombatants.

When a child turns 12, he or she is considered a young adult and takes his or her first level in one of the eight basic classes. At that point, the character becomes an ordinary (or hero, in some cases).

## Challenge Ratings

An ordinary character has a Challenge Rating equal to his or her character level -1. A 1st-level ordinary has a Challenge Rating of 1/2. Children have a Challenge Rating of 0, and heroes receive no experience points for "defeating" them.

## Heroic GM Characters

Heroic allies and antagonists are built the same way as heroic player characters. Challenge Rating: A heroic supporting character has a Challenge Rating equal to his or her character level.

**Vitality Points:** Heroic supporting characters gain maximum vitality points at 1st level, just as heroic player characters do.

**Action Points:** Heroic supporting characters gain action points. However, few of them have the maximum number of action points for their level (because they will have spent some of them). Assume that a heroic supporting character has a number of action points remaining equal to one-half his or her class level.

**Class Features:** Heroic supporting characters gain all the class features (talents and bonus feats) available to the six basic heroic classes. Access to Prestige Classes: Supporting characters with levels in one or more heroic basic classes can take levels in an prestige class, provided they meet the prerequisites for that class.

# TWO: SKILLS

*"Justice? Who asks for justice? We make our own justice. We make it here on Arrakis—win or die... Let us not rail about justice as long as we have arms and the freedom to use them."*

– Duke Leto Atreides

## SKILL BASICS

Melak, a Fremen hero, can quietly slip past a Harkonnen security detail and disappear into the shadows. If Beshat, an Armsman hero, tries to do the same thing, he probably makes just enough noise to alert the guard to his presence. He could, however, climb over the tall fence to avoid the patrol, or perhaps even jump across the rooftops of nearby buildings to get into the compound unseen.

These actions and many more are determined by the skills that characters in *DUNE: A Dream of Rain* have (in this case, Move Silently, Hide, Climb, and Jump).

### Getting Skills

At each level, a character gets skill points that are used to buy skills. The character's class and Intelligence modifier determine the number of points received.

If the character buys a class skill, he or she gets 1 rank in the skill for each skill point spent. If the character buys a cross-class skill, he or she gets 1/2 rank per skill point. The maximum rank in a class skill is equal to character level + 3. The Talented feat can increase this maximum. The maximum rank in a cross-class skill is one-half of this number.

### Using Skills

When you use a skill, you make a skill check to see how well you do. The higher the result, the better you do. Based on the circumstances, your result must equal or exceed a certain number (a DC or the result of an opposed skill check) for you to use the skill successfully. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. If you're free to work without distractions, you can make a careful attempt and avoid simple mistakes. If you have lots of time, you can try over and over again, assuring that you eventually succeed. If others help you, you may succeed where otherwise you would fail.

To make a skill check, roll:

$$1d20 + \text{skill modifier}$$

**(Skill modifier = skill ranks + ability modifier + misc. modifiers)**

The higher the roll, the better. You're either trying to get a result that equals or exceeds a certain Difficulty Class (DC), or you're trying to beat another character's check result.

**Skill Ranks:** A character's ranks in a skill is based on the number of skill points the character has invested in the skill. Some skills can be used even if the character has no ranks in the skill; doing this is known as making an untrained skill check.

**Ability Modifier:** The ability modifier used in the skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of a skill is noted in its description.

**Miscellaneous Modifiers:** Miscellaneous modifiers include bonuses provided by feats and class features, and penalties such as the ones associated with the nonproficient use of armor, among others.

## ACQUIRING SKILL RANKS

Ranks indicate how much training or experience a character has with a given skill. Each skill has a number of ranks, from 0 (for a skill in which a character has no training at all) to 23 (for a 20th-level character who has increased a class skill to its maximum rank). When making a skill check, a character adds his or her skill ranks to the roll as part of the skill modifier.

The rules assume that a character can always find a way to learn any skill. However, the GM can impose limits depending on circumstances and a given situation.

### Acquiring Skills at 1st Level

Use the following steps when picking skills for your 1st-level character.

**1. Determine the number of skill points you get.** This number depends on your class and Intelligence modifier, as shown on Table X-1: Skill Points per Level. For example, Dreel Sool is a 1st-level knave with an Intelligence score of 14 (+2 Intelligence bonus). At the start of play, he has 40 skill points ( $8 + 2 = 10$ ,  $10 \times 4 = 40$ ).

A character gets at least 4 skill points ( $1 \times 4 = 4$ ) even if he has an Intelligence penalty.

**2. Spend the skill points.** Each skill point you spend on a class skill buys you 1 rank in that skill. Cross-class skills are skill not found on your character's class skill list. (Half ranks do not improve your skill modifier, but two half-ranks make 1 rank.)

Your maximum rank in a class skill at 1st level is 4. In a cross-class skill, it's 2.

Spend all your skill points—you can't save them to spend later.

### Skills at Higher Levels

When you attain a new experience level, follow these steps to gain new skills and improve those you already have.

**1. Determine the number of skill points you get.** Listed in the class description.

Every character gets at least 1 skill point every level, even if he has an Intelligence penalty.

**2. Spend the skill points.** You can improve any class skill that you've previously "maxed out" by 1 rank or any cross-class skill that you've previously maxed out by a half rank.

If you haven't maxed out a skill, you can spend extra skill points on it and increase its rank up to its maximum.

### Skill Checks

A skill check takes into account your training (skill ranks), natural talent (ability modifier), and luck (the die roll), among other things. To make a skill check, roll 1d20 and add your skill modifier for that skill. The skill modifier incorporates the ranks you purchased in that skill, your ability modifier for that skill's key ability, and any other miscellaneous modifiers you have. The higher the result, the better.

Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success when making a skill check, and a natural roll of 1 is not an automatic failure.

### Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that a character must attain to succeed. For example, climbing the side of a spice storehouse may have a DC of 15. To climb the wall, you must get a result of 15 or better on a Climb check.

A Climb check is  $1d20 + \text{Climb ranks (if any)} + \text{Strength modifier} + \text{any other modifiers}$ . **Table: Difficulty Class Examples** shows example DCs for skill checks.

**Table 2-1: Difficulty Class Examples**

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching security guard (Listen)
Tough (15)	Disarm an explosive (Demolitions)
Challenging (20)	Swim against a strong current (Swim)
Formidable (25)	Break into a secure facility (Move Silently)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Superheroic (35)	Convince the guards that even though have no ID and aren't on their list, they should let you in (Bluff)
Insanely hard (40)	Track a commando unit through the Caladan forest at night after 12 days of rainfall (Survival)

## Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, usually another character's skill check result. For ties on opposed checks, the character with the higher key ability score wins. If those scores are the same, roll again.

**Table 2-2: Example Opposed Checks**

Task	Skill	Opposing Skill
Sneak up on someone	Move Silently	Listen
Con someone	Bluff	Sense Motive
Hide from someone	Hide	Spot
Win a car race	Drive	Drive
Pretend to be someone else	Disguise	Spot
Steal a key chain	Sleight of Hand	Spot
Create a fake ID	Forgery	Forgery

## Trying Again

If a character fails on a skill check, he or she can sometimes try again. Check the skill description to find out if, and under what circumstances, a character can try again. Many skills, however, have natural consequences for failing that must be accounted for. Some skills can't be tried again once a check has failed for a particular task.

If the use of a skill carries no penalty for failure, a character can take 20 and assume that he or she keeps trying until he or she eventually succeeds.

## Untrained Skill Checks

Generally, if a character attempts to use a skill he or she doesn't have any ranks in, the character makes a skill check as described. The character's skill modifier don't include skill ranks because the character doesn't have any. The character does get other modifiers, though, such as the ability modifier for the skill's key ability.

Some skills can be used only if the character is trained in the skill.

## Favorable & Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier or a change to the skill check's DC.

The GM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character, or working under conditions that are significantly better than normal.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience when making a Perform check or searching for information on an extremely well documented topic with a Research check.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as making a Perform check in front of a hostile audience or searching for information on a very poorly documented topic with a Research check.

Conditions that affect a character's ability to perform the skill change the character's skill modifier. Conditions that modify how well the character must perform the skill to succeed change the DC. A bonus on a character's skill modifier or a reduction in the DC of the check have the same result—they create a better chance for success. But they represent different circumstances, and sometimes that difference is important.

## Time & Skill Checks

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. See the skill description for specifics on how long a skill takes to use.

In general, using a skill that requires concentration while in close combat is dangerous. Nearby opponents can make attacks of opportunity against a character when he or she lets his or her guard down.

## Automatic Success & Failure

A natural 1 (an actual roll of 1 on a d20) is always a failure, while a natural 20 (an actual roll of 20 on a d20) is always a success. A natural 20 might also be a critical success (see below), while a natural 1 might be a critical failure (see below).

## Critical Success

Whenever you roll a natural 20 (the d20 is actually showing a 20) for a skill check, you automatically succeed, and you've scored a threat – a potential critical success. In order to turn a threat into a critical success, you must spend one action die. If you choose not to do so, then your skill check is just a normal success.

In addition, you can sometimes score a threat with a roll lower than 20 (usually because of a feat or special ability). Any roll lower than a 20 is not an automatic success, and if the skill check fails, it doesn't count as a threat.

The effects of a critical success vary from skill to skill, and are subject to the GM's discretion, but suggestions are listed in each skill's description.

## Critical Failures

Whenever you roll a natural 1 (the d20 is actually showing a 1) for a skill check, you automatically fail and you've scored an error – a potential critical failure. In order to turn an error into a critical failure, your GM must spend one action point. If your GM chooses not to do so, then your skill check is just a normal failure.

In addition, you can sometimes score an error with a roll higher than 1 (usually because you're using experimental or shoddy equipment). Any roll higher than a 1 is not an automatic failure, and if the skill check succeeds, it doesn't count as an error.

The effects of a critical failure vary from skill to skill, and are subject to the GM's discretion, but suggestions are listed in each skill's description.

## Tools

Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If the character doesn't have the appropriate tools, he or she can still attempt to use the skill, but the character takes a -4 penalty on his or her check. A character may be able to put together some impromptu tools to make the check. If the GM allows it, reduce the penalty to -2 (instead of -4) for using impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require a skill check as well.

## Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually in the face of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

## Taking 10

When a character is not being threatened or distracted, he or she may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 10 (an average roll on a d20). For many relatively routine tasks, taking 10 results in a success.

Distractions and threats make it impossible for a character to take 10. A character also can't take 10 when using a skill untrained, though the GM may allow exceptions for truly routine activities.

## Taking 20

When a character has plenty of time, is faced with no threats or distractions, and the skill being attempted carries no penalty for failure, a character can take 20. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 20.

Taking 20 is the equivalent of attempting the check over and over again until the character gets it right. Taking 20 takes twenty times as long as making a single check (2 minutes for a skill that can normally be checked in 1 round).

## Aiding Another

In some situations, characters can cooperate to accomplish a given task. One character is designated as the leader in the effort, while the others try to aid the character in his or her efforts. A character aids another by making a skill check (DC 10). This is an attack action, and the character can't take 10 on this check. If the check succeeds, the character's ally gains a +2 circumstance bonus to apply to his or her skill check to complete the task.

In many cases, only a limited number of characters can help at the same time. The GM may limit aid another attempts as he sees fit.

## Skill Synergy

Sometimes, the GM may decide that having one skill provides a bonus when a character uses another skill in certain situations.

The character must have at least 5 ranks in the related skill to gain this synergy bonus, and the GM must agree that the two skills can complement each other in the given situation. In such cases, the character receives a +2 synergy bonus on the skill check.

## Action Points & Skill Use

Action points can be spent to affect your skill checks in the following ways.

### Adding to Skill Checks

You may spend an action point after any skill check you make. You then roll an additional die (as per normal action point rules) and add it to the result of your skill check. You may continue spending action points to add to the skill check as long as you have any left.

When rolling an action die, if you roll the highest number possible on the die (such as a 6 on a d6), it "explodes," meaning that you re-roll the die, adding the number you roll to the previous total. So, if you roll a 6 on a d6, and then re-roll it, getting a 4, the total value for that action die is 10. An action die can keep exploding as long as you keep rolling its maximum value.

**Example 1:** A 1st-level armsman rolls a 17 for an Intimidate check, just shy of the 20 he needs. He decides to spend an action point and, rolling a d6, gets a 3. Adding 3 to his previous total of 17, he now has a total of 20, enough to succeed.

**Example 2:** A 6th-level knave with the Action Boost feat rolls a 12 for a Move Silently check and needs a 20. Spending an action point, her rolls a d8 and gets an 8. The die explodes, so he re-rolls it, this time getting a 3. When added to the previous 8, this gives a total of 11, which is enough to increase the original roll of 12 to 22, a success.

## Activating Critical Successes

When you roll a threat, you may spend an action point to score a critical success. The effects of critical successes vary with the skill used and the current circumstances. Because of this, your GM must ultimately decide upon the effects of each critical success, but there are suggestions listed under each skill to give you an idea of what you can expect when you score a critical success with it. In some cases, your GM may decide that a critical success has no effect. In that case, you get your action point back, if you spent one.

## Ability Checks

Sometimes a character tries to do something to which no specific skill applies. In these cases, the character makes an ability check: Roll 1d20 and apply the appropriate ability modifier.

The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. In some cases, a test of one's ability doesn't involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

Example Ability Check	Key Ability
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Recognize a stranger you've seen before	Wisdom
Getting yourself noticed in a crowd	Charisma

## Modifier Types & Stacking

Modifiers provide a bonus (a positive modifier) or a penalty (a negative modifier) to a die roll. Bonuses with specific descriptors, such as "equipment bonus," generally don't stack (combine for cumulative effect) with others of the same type. In those cases, only the best bonus of that type applies.

The only bonuses that stack are dodge bonuses, synergy bonuses, and, *sometimes* circumstance bonuses. Circumstance bonuses stack only if they're provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they don't stack.

Specific bonuses that don't stack include competence, cover, equipment, morale, natural armor, and size. If the game setting includes magic or other supernatural effects, there can also be deflection, enhancement, enlargement, haste, inherent, insight, luck, profane, resistance, and sacred bonus descriptors. None of these bonuses stack.

Any bonus without a descriptor (such as simply a "+1 bonus") stacks with other bonuses. All penalties stack, regardless of their descriptors.

## NEW & MODIFIED SKILLS

*DUNE: A Dream of Rain* uses most of the skills from *d20 MODERN Roleplaying Game* without change. However, due to the bizarre nature and uniqueness of the Galactic Imperium, some skills have been added, and a number of skills require additional rules or minor alterations, as explained below.

### Acrobatics (Dex)

The skills of Balance and Tumble have been combined under this new heading. It cannot be used untrained.

### Command (Cha)

A new skill for *DUNE: A Dream of Rain*, Command is the ability to direct troops in war. See skill description below for more details.

### Computer Use (Int)

This skill does not exist in the world of *DUNE: A Dream of Rain*. With the galaxy-wide religious prohibition against computers and thinking machines, the Computer Use skill is not only lost to the majority of the galaxy, but under a very strict taboo as well.

### Cryptography (Int)

Cryptography is the new name for the Decipher Script skill.

### Use Invention (Int)

This skill is used to determine the function and origin of scientific technology and strange inventions.

## SKILL DESCRIPTIONS

The remainder of this chapter describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for other purposes than those discussed here. For example, when infiltrating a band of smugglers, you might be able to impress them with a showy stunt—using the Drive skill—instead of attempting a Diplomacy check.

Skills are presented in alphabetical order, in the following format.

### Skill Name (Key Ability)

*Trained Only; Armor Penalty*

The skill name line and the line beneath it include the following information:

**Key Ability:** The abbreviation for the ability whose modifier applies to the skill check.

*Exceptions:* Speak Language and Read/Write Language have “None” given as their key ability because the use of these skills never requires a check.

**Trained Only:** If “Trained Only” appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If any particular notes apply to trained or untrained use, they are covered in the Special section.

**Armor Penalty:** If “Armor Penalty” appears on the line beneath the skill name, apply the armor penalty for the armor the character is wearing to checks involving this skill.

**Check:** What a character can do with a successful skill check, and the check’s DC.

**Try Again?:** Any conditions that apply to repeated attempts to use the skill for a particular purpose.

**Special:** Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.

**Untrained:** Any details about using a skill untrained. If this entry doesn’t appear, it means the skill works the same when used untrained, or that an untrained character can’t make checks with this skill (true for skills that are designated “Trained Only”).

**Time:** How much time it takes to make a check with this skill.

## Acrobatics (Dex)

*Armor Penalty, Trained Only*

Accomplished in feats of balance and gymnastics, you can keep your balance while walking on a tightrope, a narrow beam, a slippery ledge, or an uneven floor—as well as dive, roll, somersault, flip, and execute other types of gymnastic moves.

Many types of armor, and excessive load of carried items, make it more difficult to use this skill.

**Check:** You can walk on a precarious surface. A successful check lets you move at half your speed along the surface as a move action. A failure indicates that you spend your move action keeping your balance and do not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface.

Narrow Surface	DC*	Difficult Surface	DC
7–12 in. wide	10	Uneven or angled	10
2–6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20		

\*Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.

**Being Attacked While Balancing:** While balancing, you are flat-footed (you lose your Dexterity bonus to Defense, if you have one), unless you have 5 or more ranks in Acrobatics. If you take damage, you must make an Acrobatics check again to remain standing.

**Accelerated Movement:** You can try to cross a precarious surface more quickly than normal. You can move your full speed, but you take a –5 penalty on your Acrobatics check. (Moving twice your speed in a round requires two checks, one for each move action.)

You can attempt to charge across a precarious surface. Charging requires one Acrobatics check at a –5 penalty for each multiple of your speed (or fraction thereof) that you charge.

**Special:** You can take 10 with an Acrobatics check, but not 20.

The Focused feat grants a +2 bonus on all Acrobatics checks.

**Time:** Balancing while moving one-half your speed is a move action. Accelerated movement, allowing you to balance while moving your full speed, is also a move action.

**Check:** You can land softly when you fall, tumble past opponents in combat, or tumble through opponents.

**Land Softly:** You can make an Acrobatics check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

**Tumble past Opponents:** With a successful Tumble check (DC 20), you can weave, dodge, and make an Acrobatics check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

**Tumble through Opponents:** With a successful Acrobatics check (DC 20), you can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren’t there. Failure means you moves as planned, but provoke attacks of

opportunity as normal.

**Try Again?:** No.

**Special:** If you have 5 or more ranks in Acrobatics, you gain a +3 dodge bonus to Defense (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defense.

You can take 10 when making an Acrobatics check, but not 20.

A character with the Acrobatic feat and at least 1 rank in this skill gets a +2 bonus on all Acrobatics checks.

**Time:** You can try to reduce damage from a fall as a reaction once per fall. You can attempt to tumble as a free action that must be performed as part of a move action.

**Critical Success:** You move at twice the speed you were trying to move at (up to double your speed).

**Critical Failure:** You fall. Alternately, you freeze up where you are, requiring someone else to help you.

## Autohypnosis (Wis)

*Exclusive Skill; Trained Only*

Through rigorous exercises, you have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

**Check:** The DC and effect depend on the task you attempt.

Task	DC
Resist fear	15
Memorize	15
Tolerate poison	Poison’s DC
Willpower	20

**Litany Against Fear:** In response to a fear effect, you can make an Autohypnosis check on your next action even if you’ve been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

**Memorize:** You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on a 8<sup>1/2</sup>-by-11 inch sheet of paper. You always retain this information; however, you can only recall it by making a successful Autohypnosis check.

**Transmute Poison:** In response to ingesting poison, you can make an Autohypnosis check on your next action. A successful check grants a +4 morale bonus on your saving throw to resist the poison’s secondary damage.

**Willpower:** If reduced to 0 vitality points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage as normal.

**Try Again?** For resist fear and memorize, you can make a check once per round. You can’t try again to tolerate poison. You can’t try again in the same round for willpower.

**Special:** You can take 10 on Autohypnosis checks, but not 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

## Bluff (Cha)

You can make outrageous claims or outright untrue statements seem plausible. This skill encompasses conning, fast-talking, misdirection, prevarication, and deception through body language. Use a bluff to sow temporary confusion, get someone to turn his head in the direction you point, or simply to look innocuous.

You can also use Bluff to send and understand secret messages while appearing to be talking about something else entirely. Using a combination of body language, hand signals, and your own personal code, you can communicate and understand secret messages while appearing to talk about something else entirely. Alternately, you can intercept and understand such messages if you hear them.

**Check:** A Bluff check is opposed by the target’s Sense Motive check when trying to con or mislead. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two

circumstances can work against the character: The bluff is hard to believe, or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality, or orders.

If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him or her to believe.

A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed.

**Check (1 minute):** You may communicate or intercept a secret message while disguising the conversation as something else. You can only use Innuendo to communicate messages to another person with ranks in this skill. Your Gamemaster makes this check in secret for you.

**Check (10 minutes):** You can attempt to seduce someone. For more about this use of the Innuendo skill, see the disposition system.

Sense Motive Example	Modifier
The target wants to believe the character.	-5
The bluff is believable and doesn't affect the target much one way or the other.	+0
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there; it's almost too incredible to consider.	+20

**Feinting in Combat:** A character can also use Bluff to mislead an opponent in combat so that the opponent can't dodge the character's attack effectively. If the character succeeds, the next attack the character makes against the target ignores his or her Dexterity bonus to Defense (if the opponent has one), thus lowering his or her Defense score. Using Bluff in this way against a creature of animal intelligence (Int 1 or 2) requires a -8 penalty on the check. Against a nonintelligent creature, feinting is impossible.

**Creating a Diversion to Hide:** A character can use Bluff to help him or her hide. A successful Bluff check gives the character the momentary diversion needed to attempt a Hide check while people are aware of the character. (See the Hide skill)

**Sending a Secret Message:** A character can use Bluff to send and understand secret messages while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realizes that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he or she understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

**Seduction:** You can use Bluff to convince members of the opposite sex to believe that your romantic intentions are sincere (assuming that they aren't). You make a Bluff check opposed by the target's Sense Motive. Success allows you to persuade him or her to do a small favor for you, such as looking the other way while you do something suspicious, or providing you with information that is meant to be secret. This form of seduction is only temporary; this use of Bluff is not the way to another person's heart. It only ensures their complicity for a short time.

This action cannot be performed in combat.

**Try Again?:** Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances. For feinting in combat, the character may try again freely. You may retry when communicating a secret message, but not when receiving or intercepting a message.

**Special:** A character can take 10 when making a bluff (except for feinting in combat), but can't take 20.

A character with the Deceptive feat gets a +2 bonus on all Bluff checks.

If you have 5 or more ranks in Sense Motive, you receive a +2 synergy bonus to receive or intercept messages.

**Time:** A bluff takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate. Using Bluff as a feint in combat is an attack action.

**Critical Success:** If seducing someone, they have become infatuated with you, and may possibly fall in love with you. If bluffing or creating a diversion, your opponents are absolutely fooled. If using feint against an opponent, he becomes flat-footed. If shadowing someone, you don't need to make another check for half an hour.

**Critical Failure:** Your target isn't fooled for a second, and instantly realizes your intent. If you were attempting to seduce someone, they may refuse to have anything else to do with you. If shadowing someone, you are immediately spotted but believe that you have not been seen. For the duration of the scene, any further Bluff, Sense Motive, or Spot checks made on you by your target receive a +2 bonus.

## Climb (Str)

### Armor Penalty

Use this skill to scale a cliff, to get to a window on the second story of a building, or to climb up a steep slope.

**Check:** With each successful Climb check, you can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds). A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check indicates that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you had already attained (unless you are secured with some kind of harness or other equipment).

The DC of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5.

Since you can't move to avoid an attack, you are flat-footed while climbing (the character loses any Dexterity bonus to Defense).

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against, knotted rope, surface with sizable ledges to hold and stand on.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence, or unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small footholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface can't be climbed.
-10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
-5*	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).

\*These modifiers are cumulative; use any and all that apply.

**Accelerated Climbing:** You can try to climb more quickly than normal. You can move your full speed, but you take a -5 penalty on your Climb check. (Moving twice your speed in a round requires two checks, one for each move action.)

**Making Handholds and Footholds:** You can make handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.

**Catching Yourself When Falling:** It's practically impossible for a character to catch themselves on a wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).

**Grab My Arm!** You can catch someone who is falling past you. If you can make a melee touch attack against someone falling within your reach, you may then attempt a Climb check (DC = wall's DC + 10) to prevent their fall. (The DC for catching someone falling on a slope is the slope's DC + 5.)

If you fail the Climb check, you fail to stop the person's fall. If you fail by 5 or more, you are pulled off the wall and fall as well. The person's total weight (including equipment worn) cannot exceed your heavy load, or you automatically fall.

**Special:** Someone using a rope can haul a character upward (or lower them) by means of sheer strength. Double a character's maximum load to determine how much weight they can lift.

A character can take 10 while climbing, but can't take 20.

Without climbing gear, you take a -4 penalty on Climb checks. At the GM's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just hands and feet, rather than a full set of climbing gear to avoid the penalty.

The Athletic feat grants a +2 bonus on all Climb checks.

**Time:** Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth the character's speed) is a move action.

Accelerated climbing, allowing you to climb at your full speed, is a full-round action. You can move half that far (one-half your speed) as a move action.

## Command (Cha)

You know how to get soldiers and men-at-arms to follow orders. While rank is enough for easy tasks, it takes true skill to get men to charge an encampment over open ground, or to stand fast against a charging foe.

**Check:** Most Command checks involve getting the NPC troops under your command to follow orders. Basic tasks like standing guard and drilling do not require a check. Sample DCs for other orders can be found on the table below. Command checks are a standard action.

Order	DC
Hold a position on an active front	10
Attack	10
Hold position against charging enemy	20
Rally troops	15
Assault a bunker	20
Act as rearguard against an overwhelming force	25

**Try Again?:** Yes, but each additional attempt suffers a cumulative -2 circumstance penalty.

## Concentration (Con)

You are particularly good at focusing your mind.

**Check:** You make a Concentration check whenever you may potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include using skills that provoke attacks of opportunity while in a threatened square. In general, if an action would not normally incur an attack of opportunity, you don't need to make a Concentration check to avoid being distracted.

If the check succeeds, you may continue with the action. If the Concentration check fails, the action automatically fails. The check DC depends on the nature of the distraction.

**Try Again?:** Yes, though a success doesn't cancel the effects of a previous failure, such as the disruption of an action that was being concentrated on.

**Special:** By making a check against DC 15, you can use Concentration to attempt an action defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might

incur attacks of opportunity (such as moving). If the Concentration check succeeds, you may attempt the action normally without incurring any attacks of opportunity. A successful Concentration check still doesn't allow you to take 10 on a check when you are in a stressful situation; you must roll the check as normal.

If the Concentration check fails, the related action automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

**Special:** Since Concentration checks are called for in stressful situations, you cannot take 10 or 20 on such checks.

The Focused feat grants a +2 bonus on all Concentration checks.

The concentration skill has further uses for characters using psionics.

**Time:** Making a Concentration check doesn't require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

Distraction	DC
Damaged during the action <sup>1</sup>	10 + damage dealt
Taking continuous damage during the action <sup>2</sup>	10 + ½ damage dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, belowdecks in a storm-tossed ship, riding a horse)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappling or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10

## Craft (Int)

This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.

To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials (and thus no Wealth check is required to use the skill).

**Note:** The *d20 DUNE: A Dream Of Rain Roleplaying Game* is all about action. Skills provide the tools to keep the action moving between combat and in noncombat-oriented dramatic scenes. While the Craft skill could be used to make money, it has more application as a tool for characters with a scientific focus. Plus, the cost of hand-crafting an object in the modern world usually winds up being higher (both in time and money) than simply buying the same object from a retail outlet.

## Craft (chemical) (Int)

*Trained Only*

This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.

Type of Acid	Purchase		Acid/Base	Time
	DC	DC		
Mild (1d6/1d10)	8	15	10	1 min.
Potent (2d6/2d10)	12	20	15	30 min.
Concentrated (3d6/3d10)	16	30	20	1 hr.

<sup>1</sup> The dice rolls in parentheses are typical splash damage/immersion damage caused per round of exposure to the acid.

**Acids and Bases:** Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

**Explosives:** Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Type of Scratch-Built Explosive	Purchase DC	Craft DC	Time
Improvised (1d6/5 feet) <sup>1</sup>	6	10	1 round
Simple (2d6/5 feet)	12	15	10 min.
Moderate (4d6/10 feet)	16	20	1 hr.
Complex (6d6/15 feet)	20	25	3 hr.
Powerful (8d6/20 feet)	25	30	12 hr.
Devastating (10d6/25 feet)	30	35	24 hr.

<sup>1</sup>The figures in parentheses are typical damage/burst radius for each type of explosive.

**Poisonous Substances:** Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons.

**Save DC:** The Difficulty Class of the Fortitude save to negate the effects of the poison.

**Initial Damage:** The damage a character takes immediately upon failing his or her Fortitude save.

**Secondary Damage:** The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

**Purchase DC:** The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

**Restriction:** The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

**Craft DC:** The DC of the Craft check to create a quantity of the poison.

**Time:** The amount of time required for the Craft check.

If the Craft check succeeds, the final product is a synthesized solid or

liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

**Special:** A character without a chemical kit takes a –4 penalty on Craft (chemical) checks. A character with the Builder feat gets a +2 bonus on all Craft (chemical) checks.

## Craft (mechanical) (Int)

### Trained Only

This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Mechanical Device (Examples)	Purchase DC	Craft DC	Time
Simple (tripwire trap)	5	15	1 hr
Moderate (engine component, light armor)	12	20	12 hr.
Complex (vehicle engine)	16	25	24 hr.
Advanced (jet engine, new weapon)	20	30	60 hr.

**Special:** A character without a mechanical tool kit takes a –4 penalty on Craft (mechanical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

## Craft (pharmaceutical) (Int)

### Trained Only

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease.

The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Disease Save	Fortitude DC	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.	
15–18	10	20	3 hr.	
19–22	15	25	6 hr.	
23 or higher	20	30	12 hr.	

**Special:** A character without a pharmacist kit takes a –4 penalty on Craft (pharmaceutical) checks.

A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

**Table 2-5: Poisons**

Poison	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue-ringed viper	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconscious 1d3 hours	12	Res (+2)	28	8 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hrs.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	28	8 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconscious 1d3 hours	12	Res (+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr.
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.
Tear gas	Inhaled	15	Blindness 1d6 rounds	—	9	Res (+2)	21	4 hr.

<sup>1</sup>Chloroform vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons can't be made with the Craft skill. Instead, such poison must be extracted it from the creature in question.



## Craft (structural) (Int)

This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the GM decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Type of Scratch-Built Structure (Examples)	Purchase DC	Craft DC	Time
Simple (bookcase, false wall)	5	15	12 hrs.
Moderate (catapult, shed, house deck)	10	20	24 hrs.
Complex (bunker, domed ceiling)	15	25	60 hrs.
Advanced (house)	20	30	600 hrs.

**Special:** A character without a mechanical tool kit takes a -4 penalty on Craft (structural) checks.

A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.

## Craft (visual art) (Int)

This skill allows you to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.

When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work.

Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment (such as a camera), the basic components (paints and brushes, canvas, pens, paper, pencils, film, videotape, and so on) have a purchase DC of 5.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10 - 19	Talented amateur
20 - 24	Professional
25 - 30	Expert
31 or higher	Master

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope and complexity of the project.

**Special:** A character with the Creative feat gets a +2 bonus on all Craft (visual art) skill checks.

## Craft (writing) (Int)

This skill allows you to create short stories, novels, scripts and screenplays, newspaper articles and columns, and simple works of writing.

When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work. No wealth check is necessary to use this Craft skill.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10 - 19	Talented amateur
20 - 24	Professional
25 - 30	Expert
31 or higher	Master

Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.

**Special:** A character with the Creative feat gets a +2 bonus on all Craft (writing) skill checks.

## Cryptography (Int)

*Trained Only*

Use this skill to piece together the meaning of ancient runes carved into the wall of an archaeological dig or to break a coded message.

**Check:** You can decipher writing in an ancient language or in code, or interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes, and 30 or higher for intricate or complex codes or exotic messages.

Helpful texts or algorithms can provide a bonus (usually +2) on the check, provided they are applicable to the script in question.

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.) The GM secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.

**Try Again?:** No, unless conditions change or new information is uncovered.

**Special:** A character can take 10 with Cryptography, but not 20.

The Studious feat grants a +2 bonus on all Cryptography checks.

**Time:** Cryptography takes 1 minute or more, depending on the complexity of the code.

## Demolitions (Int)

*Trained Only*

Use this skill to set explosive devices for maximum effect.

**Check:** Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

**Set Detonator:** Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

You can make an explosive difficult to disarm. To do so, choose the disarm DC before making your check to set the detonator (10+). Your DC to set the detonator is equal to the disarm DC.

**Place Explosive Device:** Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.

The GM makes the check (so you don't know exactly how well you've done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

**Disarm Explosive Device:** Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If you fail the check, you do not disarm the explosive. If you fail by more than 5, the explosive goes off.

**Special:** You can take 10 when using the Demolitions skill, but not 20. A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks. A character without a demolitions kit takes a -4 penalty on Demolitions checks. Making an explosive requires the Craft (chemical) skill. See that skill for details.

**Time:** Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the job.

## Diplomacy (Cha)

Use this skill to persuade the gurd to let you into the exclusive meeting, to negotiate peace between feuding tribes, or to convince an enemy agent to release you instead of killing you. Diplomacy includes etiquette, social grace, tact, subtlety, and a way with words. A skilled character knows the formal and informal rules of conduct, social expectations, proper forms of address, and so on. This skill represents the ability to give the right impression, to negotiate effectively, and to influence others.

**Check:** You can change others' attitudes with a successful check (see the table below). In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt/avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insults
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited aid
Helpful	Will take risks to help you	Protect, back up, heal, aid

Diplomacy can be used to influence a GM character's attitude. The GM chooses the character's initial attitude based on circumstances.

Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The DCs given in the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table on the next page.

Initial Attitude	New Attitude				
	Hostile	Unf.	Indif.	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15

**Try Again?** Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile.

**Special:** A character can take 10 when making a Diplomacy check, but can't take 20.

A character with the Trustworthy feat gets a +2 bonus on all Diplomacy checks.

**Time:** Diplomacy is at least a full-round action. The GM may determine that some negotiations require a longer period of time.

## Bribery & Diplomacy

Offering money or another form of favor can, in the right situation, improve a character's chances with a Diplomacy skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering.

An illegal act, bribery requires two willing participants—one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a hero's Diplomacy check automatically fails if a bribe isn't attached to it. If a bribe isn't required, a hero can add a bribe to get a bonus on his or her skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the hero to the proper authorities. Business isn't normally conducted in this fashion, but you can sometimes find someone in authority who is either willing to accept a bribe—or actually demands a bribe to perform a normal function of his or her position. Of course, if you offer a bribe to an unwilling participant, you run the risk of punitive action, including fines, imprisonment, or both.

Tipping a waiter to get a better table or to circumvent a reservation line is an example of a minor bribe.

Bribe Target	Purchase DC
Bouncer	6
Bureaucrat	10
Informant	7
Military or police officer	10

To bribe a character, make a Wealth check. Typical DCs are shown on the table, but the GM may modify the DC as he sees fit. If the hero succeeds in the check, he or she gains a +2 bonus on the Diplomacy check. For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

## Disable Device (Int)

### Trained Only

Use this skill to disarm a security device, get past a pry-door, or rig the wiring on an ornithopter to fail when it reaches a certain altitude. You can examine a simple or fairly small mechanical device and disable it. You usually need appropriate tools to use this skill.

**Check:** The GM makes the Disable Device check so that the character doesn't necessarily know whether he or she has succeeded.

**Open Lock:** A character can pick conventional locks, finesse combination locks, and bypass electronic locks. The character must have a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

**Disable Security Device:** A character can disable a security device, such as an electric fence, motion sensor, or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed.

When disabling a monitored device, the character can prevent his or her tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10.

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultra-high security (motion detector at Area 51)	40

**Traps and Sabotage:** Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

**Try Again?:** Yes, though the character must be aware that he or she has failed in order to try again.

**Special:** A character can take 10 when making a Disable Device check. A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent his or her tampering from being noticed.

Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Opening a locked car calls for a car opening kit. Disabling a security device requires either a mechanical tool kit or an electronic tool kit, depending on the nature of the device. If the character does not have the appropriate tools, he or she takes a -4 penalty on your check.

A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Disable Device checks.

**Time:** Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

## Disguise (Cha)

Use this skill to change your appearance. The effort requires at least a few props and some makeup. A disguise can include an apparent change of height or weight of no more than one-tenth the original unless specially crafted prosthetics or costumes are used.

You can also impersonate people, either individuals or types. For example, you might make yourself seem like a street person with little or no actual disguise.

**Check:** Your Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes your Disguise check secretly so you are not sure how well the

disguise holds up to scrutiny.

If you don't draw any attention to yourself, however, others don't get to make Spot checks. If you come to the attention of people who are suspicious, the suspicious person gets to make a Spot check. (The GM can assume that such observers take 10 on their Spot checks.)

The effectiveness of your disguise depends in part on how much you are attempting to change your appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	-2
Disguised as different age category	-2 <sup>1</sup>

<sup>1</sup>Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).

If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

Familiarity	Bonus
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Spot check to detect a disguise immediately upon meeting the character and each hour thereafter. If the character casually meets many different people, each for a short time, the GM checks once per day or hour, using an average Spot modifier for the group (if they take 10).

**Try Again?:** No, though the character can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if the character assumes the same disguise again.

**Special:** A character can take 10 or 20 when establishing a disguise.

A character without a disguise kit takes a -4 penalty on Disguise checks.

The Deceptive feat grants a +2 bonus on all Disguise checks.

A character can help someone else create a disguise for him or her, treating it as an aid another attempt.

**Time:** A Disguise check requires 1d4 x10 minutes of preparation. The GM makes Spot checks for those who encounter the character immediately upon meeting the character and again each hour or day thereafter, depending on circumstances.

## Drive (Dex)

Use this skill to drive a general-purpose motor vehicle (air car, rocket-cycle, etc.) to avoid collisions, or to lose someone chasing or tailing you while you're operating the motor vehicle.

**Check:** Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. See Driving a Vehicle for more details.

**Try Again?:** Most driving checks have consequences for failure that make trying again impossible.

**Special:** A character can take 10 when driving, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Drive checks.

There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a -4 penalty on Drive checks.

**Time:** A Drive check is a move action.

## Escape Artist (Dex)

### Armor Penalty

Use this skill to slip binders or manacles, to wriggle through tight spaces, or to escape the grip of an angry foe.

**Check:** Make a check to escape from restraints or to squeeze through a tight space.

For ropes, a character's Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a +20 bonus on his or her Dexterity check.

Restraint	DC
Ropes	Opponent's Dex check +20
Net	20
Manacles	35
Tight space	30
Grappler	Opponent's grapple check
Shigawire†	40

For a tight space, a check is only called for if the character's head fits but his or her shoulders don't. If the space is long, such as in an airshaft, the GM may call for multiple checks. A character can't fit through a space that his or her head doesn't fit through.

A character can make an Escape Artist check opposed by his or her opponent's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is an attack action, so if the character escapes the grapple he or she can move in the same round.

**Try Again?:** A character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks as long as he or she is not being actively opposed.

**Special:** A character can take 10 on an Escape Artist check. A character can take 20 if he or she is not being actively opposed (a character can take 20 if he or she is tied up, even though it's an opposed check, because the opponent isn't actively opposing the character).

A character with the Nimble feat gets a +2 bonus on all Escape Artist checks.

**Time:** Making a check to escape from being bound by ropes, handcuffs, or other restraints (except a grappler) requires 1 minute.

Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.

## Forgery (Int)

Use this skill to fake a document from the governor instructing a warden to release prisoners, to create an authentic-looking government identification, to falsify a permit or license—or to detect forgeries that others try to pass off on you.

**Check:** Forgery requires materials appropriate to the document being forged, and some time. To forge a document you need to have seen a similar document before. The complexity of the document, your degree of familiarity with it, and whether you need to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below.

Document Type	Check Modifier	Time
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead, business form)	-2	20 min.
Complex (stock certificate, driver's license)	-4	1 hr.
Difficult (passport)	-8	4 hr.
Extreme (military/law enforcement ID)	-16	24 hr.

Familiarity	Modifier
Unfamiliar (seen once for less than a minute)	-4
Fairly familiar (seen for several minutes)	+0
Quite familiar (on hand, or studied at leisure)	+4
Forger has produced other documents of same type	+4
Document includes specific signature	-4

Some documents require security or authorization codes, whether authentic ones or additional forgeries. The GM makes the check secretly so you are not sure how good the forgery is.

The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the examiner of the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent.

The examiner gains bonuses or penalties on his or her check as given in the table below.

Condition	Examiner's Check Modifier
Type of document unknown to examiner	-4
Type of document somewhat known to examiner	-2
Type of document well known to examiner	+0
Document is put through additional tests 1	+4
Examiner only casually reviews the document 1	-2

1 Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favorable circumstances for the examiner's opposed Forgery check).

**Try Again?:** No, since the forger isn't sure of the quality of the original forgery.

**Special:** To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

You can take 10 when making a Forgery check, but not 20.

With the Meticulous feat, you get a +2 bonus on all Forgery checks.

Without a forgery kit, you take a -4 penalty on Forgery checks.

**Time:** Forging a short, simple document takes about 1 minute.

Longer, complex documents take 1d4 minutes per page or longer.

## Gamble (Wis)

Use this skill to earn money through games of chance, including poker, roulette, and betting on horse or dog races. Gamble does not apply to games in which luck is the only factor—such as slot machines or lotteries.

**Check:** To join or start a game, a character must first pay a stake. The character sets the purchase DC of the stake if he or she starts the game, or the GM sets it if the character joins a game. Stakes run from penny-ante (purchase DC 4) to astronomical (purchase DC 24). A character cannot take 20 when purchasing a stake.

If the stake is within the character's means (it is equal to or less than his or her Wealth bonus), the character stands no chance of winning any significant amount. The character might come out ahead, but the amount is not enough to affect his or her Wealth bonus. Since paying the stake didn't cost any points of Wealth bonus, the character doesn't lose anything either.

If the stake is higher than the character's Wealth bonus (before applying any reductions from purchasing the stake), the character gets a +1 bonus on his or her Gamble check for every point the purchase DC is above the character's Wealth bonus.

The character's Gamble check is opposed by the Gamble checks of all other participants in the game. (If playing at a casino, assume the house has a Gamble skill modifier equal to the stake purchase DC. Regardless of the stake purchase DC, the house does not get a bonus on its Gamble check for the purchase DC.) If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus to the check.

If the character beats all other participants, he or she wins and gains an increase to his or her Wealth bonus. The amount of the increase depends on the difference between the character's check result and the next highest result among the other participants.

Check Result Difference	Wealth Bonus Increase
1-9	+1d6x10 solaris
10-19	+2d8x10 solaris
20-29	+3d10x10 solaris
30-39	+4d12x10 solaris
40 or more	+5d20x10 solaris

**Try Again?:** No, unless the character wants to put up another stake.

**Special:** You can't take 10 or 20 when making a Gamble check. A character with the Confident feat gets a +2 bonus on Gamble checks.

**Time:** A Gamble check requires at least 1 hour.

## Gather Information (Cha)

Use this skill to make contacts in an area, find out local gossip, spread rumors, and collect general information.

**Check:** By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information.

If the situation doesn't require the expenditure of money, no Wealth check is necessary.

Information ranges from general to protected, and the cost and DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

Type of Information	DC	Purchase DC
General	10	5
Specific	15	10
Restricted	20	15
Protected	25	20

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.

The character can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money). Increase the Wealth check DC by 2 for each +1 circumstance bonus the character wants to add to his or her skill check.

**Chain of Command:** You can get a broad overview of the command structure of an organization: who its officers or leaders are; how many layers of command exist between the highest-level officers and the average soldiers (or entry-level operatives); how to identify ranks within the organization; and what kind of authority the various ranks have.

Discovering names of specific members of the organization adds another +10 to the DC of the Gather Information check, and acquiring their locations adds another +5.

The more secretive the organization, the more difficult this information is to obtain. Publicly recognized organizations are much easier to learn about than those that officially don't exist at all.

**Try Again?:** Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

**Special:** A character can take 10 when making a Gather Information check, but cannot take 20.

A character with the Trustworthy feat gets a +2 bonus on all Gather Information checks.

**Time:** A Gather Information check takes 1d4+1 hours.

## Handle Animal (Cha)

*Trained Only*

Use this skill to drive a team of horses pulling a wagon over rough terrain, to teach a dog to guard, to raise a wolf as a devoted pet, or to teach an elephant to "trumpet" on your command.

**Check:** The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle an animal	Move action	10
"Push" an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

**Handle an Animal:** This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by +5.

If the check is successful, the animal performs the task or trick on its next action.

**“Push” an Animal:** To push an animal means to get it to perform a task or trick that it doesn't know, but is physically capable of performing. If the check is successful, the animal performs the task or trick on its next action.

**Teach an Animal a Trick:** The character can teach an animal a specific trick, such as “attack” or “stay,” with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.

The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a –10 penalty on his or her Handle Animal check.

Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character.

Possible tricks include, but are not limited to, the following.

**Attack (DC 20):** The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as undead and aberrations if they exist in your campaign) counts as two tricks.

**Come (DC 15):** The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

**Defend (DC 20):** The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.

**Down (DC 15):** The animal breaks off from combat or otherwise backs down.

**Fetch (DC 15):** The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.

**Guard (DC 20):** The animal stays in place and prevents others from approaching.

**Heel (DC 15):** The animal follows the character closely, even to places where it normally wouldn't go.

**Perform (DC 15):** The animal does a variety of simple tricks such as sitting up, rolling over, and so on.

**Seek (DC 15):** The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest.

To understand that it's looking for a specific object, the animal must make an Intelligence check (DC 10).

**Stay (DC 15):** The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

**Track (DC 20):** The animal tracks the scent presented to it.

**Work (DC 15):** The animal pulls or pushes a medium or heavy load.

**Train an Animal:** Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.

**Combat Riding (DC 20, 6 weeks):** An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be “upgraded” to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.

**Fighting (DC 20, 3 weeks):** An animal trained for combat knows the

following tricks: Attack, Down, and Stay.

**Guarding (DC 20, 4 weeks):** An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.

**Laboring (DC 15, 2 weeks):** An animal trained for heavy labor knows Come and Work.

**Hunting (DC 20, 6 weeks):** An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.

**Performing (DC 15, 4 weeks):** An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.

**Riding (DC 15; 3 weeks):** An animal trained to bear a rider knows Come, Heel, and Stay.

**Try Again?:** Yes.

**Special:** A character can take 10 or take 20 when handling animals.

An untrained character uses Charisma checks to handle and push animals, but he or she can't teach or train animals.

A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 bonus on all Handle Animal checks.

**Time:** See above. Teaching or training an animal takes a number of days. The character does not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.

## Hide (Dex)

### Armor Penalty

Use this skill to sink back into shadows and move unseen, approach a guard post under cover of local scenery, or tail someone through the streets of a busy city without being noticed.

**Check:** Your Hide check is opposed by the Spot check of anyone who might see you. The character can move up to half his or her normal speed and hide at no penalty. At more than half and up to the character's full speed, the character takes a –5 penalty. It's practically impossible (–20 penalty) to hide while attacking, running, or charging.

The hide check is also modified by the character's size:

Size	Modifier	Size	Modifier
Fine	+16	Large	–4
Diminutive	+12	Huge	–8
Tiny	+8	Gargantuan	–12
Small	+4	Colossal	–16
Medium-size	+0	Awesome	–20

If people are observing the character, even casually, he or she can't hide. The character can run around a corner so that he or she is out of sight and then hide, but the others then know at least where the character went.

Cover and concealment grant circumstance bonuses to Hide checks, as shown below. Note that a character can't hide if he or she has less than one-half cover or concealment.

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

**Creating a Diversion to Hide:** A character can use the Bluff skill to help him or her hide. A successful Bluff check can give the character the momentary diversion needed to attempt a Hide check while people are aware of the character. While the others turn their attention from the character, he or she can make a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank the character has in Hide.) This check, however, is at a –10 penalty because the character has to move fast.

**Tailing:** A character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he or she can make a Spot check (opposed by the character's Hide check) every time he or she changes course (goes around a street corner, exits a building, and so on). If he or she is unsuspecting, he or she generally gets only a Spot check after an hour of tailing.

**Special:** You can take 10 when making a Hide check, but not 20.

A character with the Stealthy feat gets a +2 bonus on all Hide checks.  
**Time:** A Hide check is an attack action.

## Intimidate (Cha)

Use this skill to get someone to do something they don't want to do by means of verbal threats, force of will, and imposing body language.

**Check:** With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's level check (1d20 + the target's character level or Hit Dice).

Any modifiers that a target may have on Will saving throws against fear effects apply to this level check. If the character succeeds, he or she may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in the character's presence. (That is, the target retains his or her normal attitude, but will chat, advise, offer limited help, or advocate on the character's behalf while intimidated.)

Circumstances dramatically affect the effectiveness of an Intimidate check. Holding a weapon on a flat-footed opponent, backed by a crowd of like-minded onlookers, or holding a target at his mercy should get a +2 circumstance bonus on his check.

Alternately, if the target clearly has an advantage over the intimidator, a -2 penalty might be appropriate.

There are limits to what a successful Intimidate check can do. You can, for example, cause an adversary to back down from a confrontation, surrender one of his possessions, reveal a piece of secret information, or flee from you for a short time. You can't force someone to obey your every command or do something that endangers their life.

If you fail by more than 5, the target may actually do the opposite of what the character wishes, frustrating your efforts or providing you with incorrect or misleading information.

**Try Again?:** No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again doesn't help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.

**Special:** A character can take 10 when making an Intimidate check, but can't take 20.

A character immune to fear effects can't be intimidated.

You may add a +2 bonus to his or her Intimidate check for every size category the character is larger than his or her target. Conversely, the character takes a -2 penalty to his or her check for every size category the character is smaller than his or her target.

The Confident feat grants a +2 bonus on all Intimidate checks and on level checks to resist intimidation.

**Time:** An Intimidate check is a full-round action.

## Investigate (Int)

### Trained Only

Use this skill to analyze a crime scene and use an evidence kit. Investigate allows you to discern patterns in clues, turn clues into evidence, and otherwise prepare a crime scene and evidence for further analysis by a crime lab.

**Check:** A character generally uses Search to discover clues and Investigate to analyze them. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.

**Analyze Clue:** The character can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found.

The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

**Collect Evidence:** The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit. To collect a piece of evidence, make an Investigate check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a -5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.

This function of the Investigate skill does not provide the character with evidentiary items. It simply allows the character to collect items he or she has found in a manner that best aids in their analysis later, at a crime lab.

**Try Again?:** Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.

**Special:** A character can take 10 when making an Investigate check, but cannot take 20.

Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a -4 penalty on his or her check.

A character with the Attentive feat and at least 1 rank in this skill gets a +2 bonus on all Investigate checks.

**Time:** Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

## Jump (Str)

### Armor Penalty

Use this skill to leap over pits, vault low fences, or reach a tree's lowest branches.

**Check:** You jump a minimum distance plus an additional distance depending on the amount by which your Jump check exceeds 10. The maximum distance of any jump is a function of your height.

For example, Malek the Fremen has a Jump skill modifier of +3 (2 ranks, +1 Strength bonus) and a base speed of 10 meters. He attempts a running jump across a 4-meter-wide chasm, and his player rolls a 13 for a result of 16 (13 + 3 = 16). That's 6 more than 10 (DC), so he clears 2 meters (6 x 1/3 = 2) more than the minimum distance (2 m), or 4 meters. Malek just makes it.

Your Jump check is modified by your speed. The DCs specified below assume a speed of 10 meters (the speed of a typical human). If your speed is less than 10 meters, you take a penalty of -6 for every 4 meters of speed less than 10. If your speed is greater than 10 meters, you gain a bonus of +4 for every 4 meters over 10.

If you have ranks in the Jump skill and succeeds on a check, you land on your feet (when appropriate) and can move as far as your remaining movement allows. If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more. Standing from a prone position is a move action.

Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

Type of Jump	Minimum Distance	Additional Distance	Maximum Distance
Running jump	2 m	+ 1/3 m per 1	Height x 6
Standing jump	1 m	+ 1/3 m per 2	Height x 2
Running high jump	1 m	+ 1/3 m per 4	Height x 1.5
Standing high jump	1 m	+ 1/3 m per 8	Height
Jump backwards	1/3 m	+ 1/3 m per 8	Height

<sup>1</sup> Requires a 20-foot move. Without a 20-foot move, double the DC.

The difficulty of reaching a given height varies according to the size of the character or creature. Generally, the maximum height a creature can reach without jumping is given in the table below. (As a Medium-size creature, a typical human can reach 8 feet without jumping.)

If the creature is long instead of tall, treat it as one size category smaller.

Creature Size	Maximum Height
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium-size	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	0.5 ft.

**Hop Up:** The character can jump up onto an object as tall as his or her waist with a Jump check (DC 10). Doing so counts as 10 feet of movement. The character does not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

**Jumping Down:** If you intentionally jump from a height, you take less damage than if you just fall. The DC to jump down from a height is 15. You do not have to get a running start to jump down (the DC is not doubled if you do not get a running start).

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

**Special:** Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by the character's speed.

A character can take 10 when making a Jump check. If there is no danger associated with failing, the character can take 20.

A character with the Acrobatic feat gets a +2 bonus on all Jump checks. A character with the Run feat gains a +2 competence bonus on Jump checks preceded by a 20-foot move.

Tumble can provide a +2 synergy bonus on Jump checks (see Skill Synergy).

**Time:** Using the Jump skill is either a move action or a full-round action, depending on whether the character starts and completes the jump during a single move action or a full-round action.

## Knowledge (Int)

### Trained Only

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

**Check:** A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not.

The fourteen Knowledge categories, and the topics each one encompasses, are as follows.

**Art:** Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

**Behavioral Sciences:** Psychology, sociology, and criminology.

**Business:** Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.

**Civics:** Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

**Current Events:** Recent happenings in the news, politics,

entertainment, and foreign affairs.

**Earth & Life Sciences:** Biology, botany, genetics, geology, and paleontology. Medicine and forensics.

**History:** Events, personalities, and cultures of the past. Archaeology and antiquities.

**Physical Sciences:** Astronomy, chemistry, mathematics, physics, and engineering.

**Popular Culture:** Popular music and personalities, genre films and books, urban legends and the like.

**Streetwise:** Street and urban culture, local underworld personalities and events.

**Tactics:** Techniques and strategies for disposing and maneuvering forces in combat.

**Technology:** Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.

**Theology & Philosophy:** Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

**Try Again?:** No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

**Special:** An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

You can take 10 when making a Knowledge check, but not 20.

A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.

The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check. Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

## Listen (Wis)

Use this skill to hear approaching enemies, detect someone sneaking up on you from behind, or eavesdrop on a conversation.

**Check:** Make a Listen check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Move Silently check.

The GM may call for a Listen check by a character who is in a position to hear something. A character can also make a Listen check voluntarily if he or she wants to try to hear something in the character's vicinity.

The GM may make the Listen check in secret so that the character doesn't know whether not hearing anything means that nothing is there or that the character failed the check.

A successful Listen check when there isn't anything to hear results in the character hearing nothing.

DC	Sound
-10	A battle
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise
10	Unarmored person walking at a slow pace, trying not to make any noise
15	A 1st-level Fast hero sneaking up on someone <sup>1</sup>
20	A tiger stalking prey <sup>1</sup>
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

<sup>1</sup> This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

Condition	Check Penalty
Per 10 feet of distance	-1
Listener distracted	-5

**Try Again?:** A character can make a Listen check every time he or she has the opportunity to hear something in a reactive manner.

As a move action, the character may attempt to hear something that he or she failed (or believes he or she failed) to hear previously.

**Special:** When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.

You can take 10 or 20 when making a Listen check. Taking 20 means you spend 1 minute attempting to hear something that may or may not be there to hear.

With the Alertness feat, you get a +2 bonus on all Listen checks.

A sleeping character can make Listen checks, but takes a -10 penalty on the checks.

**Time:** A Listen check is either a reaction (if called for by the GM) or a move action (if you actively take the time to try to hear something).

## Move Silently (Dex)

### Armor Penalty

You can use this skill to sneak up behind an enemy or slink away without being noticed.

**Check:** Your Move Silently check is opposed by the Listen check of anyone who might hear the character. You can move up to half your normal speed at no penalty. At more than half speed and up to your full speed, you take a -5 penalty. It's practically impossible (-20 penalty) to move silently while attacking, running, or charging.

**Special:** You can take 10 for a Move Silently check, but not 20.

With the Stealthy feat gets a +2 bonus on all Move Silently checks.

**Time:** Move Silently is a move action.

## Navigate (Int)

Use this skill to prevent yourself from becoming lost, to plot a course, or to identify your location by checking the stars, landmarks, ocean currents, or a GPS device.

**Check:** Make a Navigate check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, the or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his or her mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Navigate check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

**Special:** A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when traveling.

A character with the Guide feat gets a +2 bonus on all Navigate checks.

**Time:** A Navigate check is a full-round action.

## Perform (Cha)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Perform categories is kept purposely finite. When trying to determine what Perform skill a particular type of performance falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

**Check:** The character is accomplished in some type of artistic expression and knows how to put on a performance. The character can impress audiences with his or her talent and skill. The quality of the character's performance depends on his or her check result.

The four Perform categories, and the qualities each one encompasses, are as follows.

**Act:** The character is a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.

**Dance:** The character is a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.

**Sing:** The character is gifted with a talent for producing musical tones with their voice.

**Musical Instruments:** The character is gifted with a talent for playing musical instruments, such as baliset, harp, lute, sitar, or violin.

Result	Performance
10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

**Try Again?:** Not for the same performance and audience.

**Special:** A character can take 10 when making a Perform check, but can't take 20.

A character without an appropriate instrument automatically fails any Perform (instrument) check he or she attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a -4 penalty on the check because his or her equipment, although usable, is inappropriate for the skill.

Every time a character takes the Creative feat, he gets a +2 bonus on checks involving two Perform skills she designates.

**Time:** Perform checks usually require at least several minutes to an hour or more.

## Pilot (Dex)

### Trained Only

Use this skill to fly a general-purpose fixed-wing aircraft.

**Check:** Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).

Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.

**Special:** You can take 10 when making a Pilot check, but not 20.

With the Vehicle Expert feat, you get a +2 bonus on all Pilot checks.

There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Aircraft Operation feat, or else the character takes a -4 penalty on Drive checks.

**Time:** A Pilot check is a move action.

## Read/Write Language (None)

### Trained Only

The Read/Write Language skill doesn't work like a standard skill. You automatically know how to read and write your native language as long as they have an alphabet or written form; you need no ranks to do so.



Each additional language costs 1 rank. When you add a rank to Read/Write Language, choose a new language that you can read and write. You never make Read/Write Language checks, you either know how to read and write a specific language or you don't.

To be able to speak a language that you can read and write, you must take the Speak Language skill for the appropriate language.

You can choose any language, modern or ancient. (See Speak Language below for suggestions.) The GM might determine that you can't learn a specific language due to the circumstances of the campaign.

## Repair (Int)

### *Trained Only*

You can repair or jury-rig damaged machinery or electronic devices.

**Check:** Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a Wealth check. If the GM decides this isn't necessary for the type of repair the character is attempting, then no Wealth check is needed.

Repair Task (Example)	Purchase DC	Repair DC	Time
Simple (tool, simple weapon)	4	10	1 min.
Moderate (mechanical or electronic component)	7	15	10 min.
Complex (mechanical or electronic device)	10	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	13	25	10 hr.

**Jury-Rig:** A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

You can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

**Try Again?:** Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

**Special:** A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical or electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices.

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

**Time:** See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

## Research (Int)

Use this skill to learn information from filmbooks, libraries, or other standard sources. Research allows you to navigate a library, office filing system, newspaper morgue, or the Bene Gesserit archives (though access is another matter). It doesn't include talking to people and asking questions; that's handled by Gather Information or roleplaying encounters.

**Check:** Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research.

Information ranges from general to protected.

Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected information.

The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

**Try Again?:** Yes.

**Special:** You can take 10 or take 20 on a Research check. A character with the Studious feat gets a +2 bonus on Research checks.

**Time:** A Research check takes 1d4 hours.

## Ride (Dex)

Use this skill to ride any kind of mount, including horses, mules, elephants, and sandworms, among others. Animals ill suited as mounts provide a -2 penalty on their rider's Ride check.

**Check:** Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

**Guide with Knees (DC 5):** The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount.

**Stay in Saddle (DC 5):** The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.

**Fight while Mounted (DC 20):** While in combat, the character can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.

For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his or her move action to have the animal perform a trick (commonly, to attack). The character can use his or her attack action normally.

**Cover (DC 15):** The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can't attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.

**Soft Fall (DC 15):** The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of falling damage.

**Leap (DC 15):** The character can get his or her mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check (DC 15) to stay on the mount when it leaps.

**Fast Mount or Dismount (DC 20; armor penalty applies):** The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character can't attempt a fast mount or dismount unless he or she can perform the mount or dismount as a move action this round, should the check fail.)

**Special:** If the character is riding bareback, he or she takes a -5 penalty on Ride checks. A character can take 10 when making a Ride check, but can't take 20.

A character with the Animal Affinity feat gets a +2 bonus on all Ride checks.

**Time:** Ride is a move action, except when otherwise noted for the special tasks listed above.

## Search (Int)

You can make a detailed examination of a specific area, looking for lost objects, hidden compartments, and traps—or to discern other details that aren't readily apparent at a casual glance. The Search skill lets a character detect some small detail or irregularity through active effort, whereas the Spot skill lets you notice something with a quick scan.

**Check:** The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check.

A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the creature or creatures went or came from.

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

**Special:** A character can take 10 or take 20 when making a Search check. A character with the Meticulous feat gets a +2 bonus on all Search checks.

**Time:** A Search check is a full-round action.

## Sense Motive (Wis)

Use this skill to tell when someone is bluffing or lying to you. This skill represents sensitivity to the body language, speech habits, and mannerisms of others.

**Check:** A successful check allows the character to avoid being bluffed (see the Bluff skill). The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness.

In addition, a character can use this skill to make an assessment of a social situation. With a successful check (DC 20), the character can get the feeling from another's behavior that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable.

**Combat Readiness:** By studying your opponent, you get a good idea of their general combat skill. This use of the skill requires you to spend a minimum of 3 rounds observing an opponent who is engaged in combat. You can take no other actions in that time other than moving your normal movement rate. You must keep your subject in view at all times. The DC is 20 +1 for every character level your opponent has attained. If successful, you gain a +4 bonus on your first attack roll against the observed opponent. This attack must come within 24 hours of the observation, or the bonus is lost. You cannot gain this bonus against the same opponent twice unless the character's level changed since you last observed him. When using this ability in a vehicle combat, the DC of the check is 20 + the character level of the vehicle's commander.

**Discern Strategy:** You can assess a combat situation and determine its true purpose. Using this ability is a full-round action. The DC is 15 + 1 for every opponent you face. If successful, you determine your opponents' true motive (distract you, delay you, or simply destroy you). When using this ability in vehicle combat, the DC is 15 + 1 for every vehicle or ship you face. (A fighter wing counts as one ship for this purpose.)

**Try Again?:** No, though the character may make a Sense Motive check for each bluff made on the character.

**Special:** A character can take 10 when making a Sense Motive check, but can't take 20.

A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.

A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.

**Time:** A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the GM may roll the

character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

## Sleight of Hand (Dex)

*Trained Only; Armor Penalty*

You can lift a wallet and hide it on your person, palm an unattended object, conceal a small weapon in your clothing, or perform some feat of adroitness with an object no larger than a hat or a loaf of bread.

**Check:** A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing.

When a character performs this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

When a character tries to take something from another person, the character's opponent makes a Spot check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his or her check result beats the character's check result, whether the character takes the object or not.

A character can use Sleight of Hand to conceal a small weapon or object on his or her body.

**Try Again?:** A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.

**Special:** You can take 10 with a Sleight of Hand check, but not 20.

A character can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10.

A character with the Nimble feat and at least 1 rank in this skill gets a +2 bonus on all Sleight of Hand checks.

**Time:** A Sleight of Hand check is an attack action.

## Speak Language (None)

*Trained Only*

The Speak Language skill doesn't work like a standard skill.

A character automatically knows how to speak her native language(s); the character does not need ranks to do so. Each additional language costs 1 rank.

When a character adds a rank to Speak Language, she chooses a new language she speaks. A character never makes Speak Language checks, she either knows how to speak and understand a specific language or doesn't.

To be able to read and write a language that the character can speak, he or she must take the Read/Write Language skill for the appropriate language.

A character can choose any language, modern or ancient. (See the table accompanying Read/Write Language for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

## Language Groups

There are thousands of languages to choose from when a character buys ranks in Speak Language or Read/Write Language. A few are listed here, sorted into their general language groups.

*Secret Language* (House or Organization)

*Ancient Hunting Language*

Bhotani Jib

Chakobsa

Mirabhasa

*Out-frey* (any).

## Spot (Wis)

Use this skill to notice an enemy waiting in ambush, to see an assassin lurking in the shadows, or to discern a sniper hiding on a rooftop by making a quick scan of your surroundings.

**Check:** The Spot skill is used to notice items that aren't immediately obvious and people who are attempting to hide. The GM may call for a Spot check by a character who is in a position to notice something. A character can also make a Spot check voluntarily if he or she wants to try to notice something in his or her vicinity.

The GM may make the Spot check in secret so that the character doesn't know whether not noticing anything means that nothing is there or that the character failed the check.

A successful Spot check when there isn't anything to notice results in the character noticing nothing.

Spot is often used to notice a person or creature hiding from view. In such cases, the character's Spot check is opposed by the Hide check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill), or to notice a concealed weapon on another person.

A character's Spot check is modified by a -1 penalty for every 10 feet of distance between the character and the character or object he or she is trying to discern. The check carries a further -5 penalty if the character is in the midst of activity.

**Try Again?:** A character can make a Spot check every time he or she has the opportunity to notice something in a reactive manner. As a full-round action, a character may attempt to notice something that he or she failed (or believe he or she failed) to notice previously.

**Special:** A character can take 10 or take 20 when making a Spot check.

With the Alertness feat, you get a +2 bonus on all Spot checks.

**Time:** A Spot check is either a reaction (if called for by the GM) or a full-round action (if a character actively takes the time to try to notice something).

## Survival (Wis)

Use this skill to follow tracks, hunt wild game, guide a party safely through the wilderness, identify signs that a pack of wild dogs live nearby, or avoid quicksand and other natural hazards.

**Check:** A character can keep his or herself and others safe and fed in the wild, as well as find their way to safety.

DC	Task
10	Get along in the wild. Move up to half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half the character's overland speed, or gain a +4 circumstance bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the character's check result exceeds 15.
18	Avoid getting lost and avoid natural hazards, such as quicksand.

**Navigate:** Make a Survival check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Survival check. The DC depends on the length of the trip. If the character succeeds, she moves via the best reasonable course toward her goal. If the character fails, she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting her path). If the character fails by more than 5, she travels the expected time, but only gets halfway to her destination, at which point the character becomes lost.

A character may make a second Survival check (DC 20) to regain her path. If the character succeeds, she continues on to her destination; the total time for the trip is twice the normal time. If the character fails, she loses half a day before the character can try again. The character keeps trying until she succeeds, losing half a day for each failure.

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Survival check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a

successful check, the character realizes her mistake. A character cannot use this function of Survival to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Survival check for the character in secret, so she doesn't know from the result whether the character is following the right or wrong path.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

A character can use Survival to determine his or her position on the planet without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

With the Track feat, a character can use Survival checks to track a character or animal across various terrain types.

**Special:** A character can take 10 when making a Survival check. A character can take 20 when tracking, to determine their location, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild.

A character with the Guide feat gets a +2 bonus on all Survival checks.

**Time:** Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat. A Survival check to navigate a path from one point to another is a full-round action.

## Swim (Str)

### Armor Penalty

Using this skill, a land-based creature can swim, dive, navigate underwater obstacles, and so on.

**Check:** A successful Swim check allows a character to swim one-quarter his or her speed as a move action or half the character's speed as a full-round action. Roll once per round. If the character fails, he or she makes no progress through the water. If the character fails by 5 or more, he or she goes underwater.

If the character is underwater (from failing a swim check or because the character is swimming underwater intentionally), the character must hold his or her breath. A character can hold his or her breath for a number of rounds equal to the character's Constitution score, but only if the character does nothing but take move actions or free actions. If the character takes an attack action or a full-round action, the amount of breath the character has remaining is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the check increases by 1. If the character fails the check, the character begins to drown.

The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20. If the character fails, he or she becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to drown.

**Try Again?:** A new check is allowed the round after a check is failed.

**Special:** You take a penalty of -1 for every 5 pounds of gear you carry, including armor and weapons.

A character can take 10 when making a Swim check, but not 20.

With the Athletic feat, you get a +2 bonus on all Swim checks.

**Time:** A Swim check is either a move action or a full-round action, as described above.

## Treat Injury (Wis)

Use this skill to help characters that have been hurt by damage, poison, or disease.

**Check:** The DC and effect depend on the task attempted.

**Diagnose (DC 10):** You can assess the level of injury someone else has sustained—determining whether the other person is dazed, knocked out, stunned, out of vitality points, fatigued, poisoned, diseased, and so on. The DC for this check is 10. If you fail the check by 5 or more, the GM may decide that you have misdiagnosed the ailment, generally by assuming that it is less serious than it appears. The GM should roll this check in secret. This check can also determine whether someone is alive or not (or merely in Bindu Suspension).

**Long-Term Care (DC 15):** Some injuries require treatment that stretches over a number of days. The successful application of this skill allows a patient to recover wound points and ability points lost to temporary damage at twice the normal rate (2 wound points or 2 ability points restored per day of complete rest, instead of the normal 1 per day). A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.

A character can tend up to as many patients as he or she has ranks in the skill. You need medical supplies, and the patients need to spend all their time resting. The character needs to devote at least 1 hour of the day to each patient the character is caring for.

**Revive Dazed, Stunned, or Unconscious Character (DC 15):** With a first aid kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action.

A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at  $-1$  hit points or lower without first stabilizing the character.

**Stabilize Dying Character (DC 15):** With a medical kit, a character can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no wound points, but he or she stops losing them. The character must have a medical kit to stabilize a dying character.

**Surgery (DC 20):** With a surgery kit, a character can conduct field surgery. This application of the Treat Injury skill carries a  $-4$  penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative wound points, add an additional hour for every point below 0 the patient has fallen.

Surgery restores 1d6 wound points for every character level of the patient (up to the patient's full normal total of wound points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period.

A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

**Treat Disease (DC 15):** A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his or her ranks in this skill.

**Treat Poison (DC 15):** A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his or her ranks in this skill.

**Use Medical Kit (DC Varies):** With a medical kit and a little skill you can keep a badly wounded character from dying or restore vitality points. This check is an attack action.

If a character has negative wound points and is losing wound points (at 1 per round, 1 per hour, or 1 per day), you can stabilize the character. The character regains no wound points, but he or she does stop losing them. A character can be stabilized as often as necessary.

If a character has lost vitality points, you can restore some of them by giving the character's system a boost. A successful check restores a number of vitality points equal to the number of ranks you possess in the skill. The number restored can never exceed the character's full normal total of vitality points. This application can only be used successfully on a character once in a 24-hour period.

**Use Medpac (DC Varies):** A medpac is a simple medical device that is applied to a wounded character and activated. A medpac restores 1d2 wound points to any wounded character (up to the character's full normal total of wound points) with a successful check as an attack action. This application can only be used successfully on a character once in a 24-hour period.

**Try Again?:** Yes, for restoring hit points, reviving dazed, stunned, or unconscious characters, stabilizing dying characters, and surgery. No, for all other uses of the skill.

**Special:** The Surgery feat gives a character the extra training he or she needs to use Treat Injury to help a wounded character by means of an operation.

A character can take 10 when making a Treat Injury check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters.

Long-term care, restoring hit points, treating disease, treating poison, or stabilizing a dying character requires a medical kit. Reviving a dazed, stunned, or unconscious character requires either a first aid kit or a medical kit. Surgery requires a surgical kit. If the character does not have the appropriate kit, he or she takes a  $-4$  penalty on the check.

You can use the Treat Injury skill on yourself only to administer first aid, treat disease, or treat poison and only if you have a first aid or medical kit. In either case, the character takes a  $-5$  penalty on their check.

A character with the Medical Expert feat gets a  $+2$  bonus on all Treat Injury checks.

**Time:** Treat Injury checks take different amounts of time based on the task at hand, as described above.

## Use Invention (Int)

Use this skill to figure out how the inventions of other scientists (and other eras) work.

**Check:** You can use this skill to activate an invention that you didn't create (you activate your own inventions automatically). By studying the various controls and readouts on the strange invention, you can puzzle out what it does and how it works.

Task	DC
Determine device's function	10 + power level
Activate invention	15 + power level

You must make a check each time you use the strange invention. If you fail by 10 or more, you suffer a mishap. A mishap means that the device activates, but not in the way you (or perhaps even the inventor) intended. The GM determines the result of the mishap. Typical mishaps include (but are not limited to) the invention targeting the wrong subject or releasing an electrical shock that deals 2d6 points of damage to you.

**Try Again?:** Yes, but if you ever roll a natural "1" while attempting to activate an invention and you fail, then you can't try to activate it again for a day.

# THREE: FEATS

*“A world is supported by four things -- the learning of the wise, the justice of the great, the prayers of the righteous and the valor of the brave.”*  
**– Reverend Mother Gaius Mohaim**

A feat is a special feature that either gives your character a new capability or improves one she already has. For example, Malek ur-Sahar, a Fremen hero, chooses to start with Improved Initiative and Combat Martial Arts feats at 1st level. Improved Initiative adds a +4 circumstance bonus to her initiative checks, and Combat Martial Arts allows her to deal more damage when she uses her martial training. She gains a new feat at 3rd level and chooses Dodge. This feat allows Malek to more easily avoid the attacks of an opponent she selects, improving her Defense against that opponent.

## Acquiring Feats

Unlike skills, feats are not bought with points. You simply choose them for your character. All available feats are listed and described in **Table 3-1: Feats**. Each character gets two feats at character creation. At 3rd level, and then again at 6th, 9th, 12th, 15th, and 18th level, she gains another feat. For multiclass characters, feats are gained according to total character level, not by individual class levels.

Additionally, some starting occupations offer bonus feats, and many classes get extra class-related feats to choose from special lists (see the class descriptions in Chapter One: Characters).

### Prerequisites

Some feats have prerequisites. You must have the indicated ability score, feat, skill ranks, and/or base attack bonus in order to select or use that feat. You can gain a feat at the same level at which he gains all the prerequisites. For example, a 2nd-level armsman who already has the Martial Arts feat accumulates enough experience points to attain 3rd level as an armsman. His base attack bonus goes up from +2 to +3. He now qualifies for the Combat Martial Arts feat, because the prerequisites are the Martial Arts feat (which he had already) and a base attack bonus of +3 or higher (which he just obtained).

A prerequisite that contains a numerical value is a minimum; any value higher than the one given also meets the prerequisite. For instance, the prerequisites for the Frightful Presence feat are Charisma 15 and Intimidate 9 ranks. Any character with a Charisma score of 15 or higher and at least 9 ranks in Intimidate meets the prerequisite.

You cannot use a feat if you've lost a prerequisite. For example, if your Strength temporarily drops below 13 because you are fatigued, you can't use the Power Attack feat until your Strength returns to 13 or higher.

### Stackable & Ranked Feats

Some feats stack with others to increase a chosen ability (such as Dodge, Improved Dodge, and Supreme Dodge), while other feats are ranked, such that taking the feat multiple times increases the overall value of a given feat (such as Assets).

## FEAT DESCRIPTIONS

Here is the format for feat descriptions.

### Feat Name

The name of the feat and brief description.

**Prerequisite:** A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite. A character can gain a feat at the same level at which he or she gains all the prerequisites. A character can't use a feat if the character has lost a prerequisite.

**Benefit:** What the feat enables a character to do.

**Normal:** What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

**Special:** Additional facts about the feat.

### Acrobatic

Either through rigorous training or natural ability, you are very agile.

**Benefit:** You get a +2 bonus on all Acrobatics and Jump checks.

**Special:** Remember that the Acrobatics skill can't be used untrained.

### Action Boost

You have the ability to alter your luck drastically in dire circumstances.

**Benefit:** When you spend an action point, you roll d8s instead of d6s.

### Advanced Combat Martial Arts

You are a master of unarmed combat due to your advanced training.

**Prerequisites:** BAB +8, Improved Combat Martial Arts.

**Benefit:** When you score a critical hit on an opponent with an unarmed strike, you deals triple damage.

**Normal:** An unarmed strike critical hit deals double damage.

### Advanced Laser Weapon Proficiency

You can use firearms set on autofire.

**Prerequisites:** Laser Weapon Proficiency.

**Benefit:** You can fire laser weapons on autofire without penalty (provided, of course, that the weapon has such a setting).

**Normal:** Without this feat, you take a –4 penalty on attack rolls made with laser weapons set on autofire.

### Advanced Two-Weapon Fighting

You are a master at fighting with a weapon in each hand. Unlike the Two-Weapon Fighting feat, this feat allows you to use a melee weapon in one hand and a ranged weapon in the other.

**Prerequisites:** BAB +11, Dex 13+, Two-Weapon Fighting, Improved Two-Weapon Fighting.

**Benefit:** You get a third attack with your offhand weapon, albeit at a –10 penalty. This feat also allows you to use a melee weapon in one hand and a ranged weapon in the other.

### Agile

Exceptionally nimble, you are hard to keep off balance.

**Benefit:** You get a +2 bonus on all Acrobatics checks and Escape Artist checks.

### Agile Riposte

You know how to strike when your opponent is most vulnerable.

**Prerequisites:** Dex 13+, Dodge.

**Benefit:** Once per round, if the opponent you have designated as your dodge target makes a melee attack or melee touch attack against you and misses, you may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even with Combat Reflexes, Agile Riposte can't be used more than once per round. It does not grant more attacks of opportunity than the character is normally allowed in a round.

### Aircraft Operation [type]

Select a class of aircraft (glider, ornithopter, or sky barge) that you are proficient in operating. The sky barge class includes large cargo planes, carryalls, heavy bombers, and any other aircraft with three or more engines. Ornithopters include transport and personal combat aircraft of all types. Gliders include non-powered craft.

**Prerequisite:** Pilot 4+ ranks.

**Benefit:** The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

**Normal:** Characters without this feat take a –4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons.

# MASTER FEAT LIST

- Acrobatic
- Action Boost
- Agile
- Agile Riposte
- Aircraft Operation
- Alertness
  - Instinctive Shot
- All Or Nothing
- Ally
- Ambassador
- Ambidexterity
- Ambush
- Animal Affinity
- Armor Proficiency (light)
  - Armor Focus
  - Armor Proficiency (medium)
  - Armor Proficiency (heavy)
- Arterial Strike
- Athletic
- Attentive
- Battle-Scarred
- Blind Fight
  - Blindsight 2-m Radius
- Blooded
- Builder
- Bureaucratic Flair
- Cautious
- CHOAM Advisor
- Chokehold
- Code of Honor
- Combat Awareness
- Combat Expertise
  - Darting Weapon
  - Assassin
    - Chaumurky
    - Master Assassin
  - Improved Combat Expertise
- Improved Disarm
- Improved Feint
- Improved Trip
  - Whirlwind Attack
- Modify Combat Style
- Combat Instincts
- Combat Martial Arts
  - Improved Combat Martial Arts
  - Advanced Combat Martial Arts
- Combat Reflexes
  - Dual Strike
- Commendation
- Concealed Weapon
- Confident
- Connected
- Contact
- Creative
- Deceptive
- Defensive Martial Arts
  - Combat Throw
    - Improved Combat Throw
  - Elusive Target
  - Unbalance Opponent
  - Improved Grapple
- Devotion
- Diligent
- Disciplined
- Dodge
  - Agile Riposte
  - Defensive Strike
  - Improved Dodge
    - Greater Dodge
    - Supreme Dodge
- Mobility
  - Spring Attack
  - Whirlwind Attack
- Sidestep
  - Swift Strike
- Drive-By Attack
- Dyed In The Wool
- Educated
- Endurance
- Etiquette
- Exotic Melee Weapon Proficiency
- Exotic Firearms Proficiency
- Expert Advice
- Family Ties
- Far Shot
  - Dead Aim
- False Start
- Favored Terrain
- Fedaykin
- Focused
- Frightful Presence
- Great Fortitude
  - Astonishing Fortitude
- Hamstring
- Headstrong
- Heat Endurance
  - Improved Heat Endurance
- Heroic Spirit
- Heroic Surge
- Holtzman Shield Proficiency
  - Improved Holtzman Shield Bash
  - Improved Holtzman Shield Proficiency
  - Shield Fighter
    - Shield Conditioning
    - Shield Focus
- Householder
- Human
- Imperial Conditioning
- Improved Critical
- Improved Initiative
- Improved Skill Mastery
  - Advanced Skill Mastery
  - Grand Skill Mastery
- Improved Weapon Familiarity
- Infamy
- Influence
- Information Network
- Investigator
- Iron Will
  - Astonishing Will
  - Jump Up
- Kit Bashing
- Laser Weapon Proficiency
  - Advanced Lasewapon Proficiency
  - Burst Fire
- Leadership
  - Inspire
  - Inspired Leader
- Linguist
- Living History
- Lover's Fury
- Low Profile
- Martial Weapon Proficiency
- Mastercrafter
  - Inventor
- Medical Expert
- Mentat Training
- Meticulous
- Military Rank
- Mind Over Body
- Mounted Combat
- Natural Swordsman
- Nimble
- Noble Title
  - Assets
  - Diplomatic Immunity
- Oathbound
- Old Debts
- Parry
  - Deflect Missiles
  - Riposte
    - Cloak Fighting
- Peasant Hero
- Perfect Memory
- Personal Staff
- Persuasive
- Planetary Adaptation
- Point Blank Shot
  - Precise Shot
  - Improved Precise Shot
  - Multishot
  - Rapid Shot
  - Snap Shot
  - Shot on the Run
- Political Favors
- Power Attack
  - Cleave
    - Great Cleave
    - Cleaving Charge
    - Trail of Blood
  - Improved Bull Rush
  - Improved Overrun
  - Sunder
    - Improved Sunder
- Prized Bloodline
- Pyretic Conscience
- Quickness
- Quick Draw
  - Flick of the Wrist
- Quick Use
- Remove Yourself!
- Renown
- Retainer
- Ride-By Attack
- Run
  - Increased Speed
- Sandskimmer
- Sand Camouflage
- Savoir-Faire
- Self Improvement
- Self-Sufficient
- Shield Proficiency
- Silver Palm
- Simple Weapons Proficiency
- Skill Emphasis
- Smooth Talk
- Speed Demon
- Stamina
- Stealthy
- Steezy Gaze
- Strategist
  - Master Strategist
  - Tactical Genius
- Suicidal Charge
- Surface Vehicle Operation
  - Vehicle Dodge
- Surgery
  - Cybernetic Surgery
- Survivor
- Talented
- Terrible Purpose
- Total Recall
- Tough-As-Nails
- Toughness
- Track
  - Guide
  - Traceless Step
- Training
- Trustworthy
- Two-Weapon Fighting
  - Crack Shot
    - Armed to the Teeth
  - Improved Two-Weapon Fighting
    - Advanced Two-Weapon Fighting
  - Off-Hand Parry
  - Two-Weapon Defense
    - Improved Two-Weapon Defense
    - Greater Two-Weapon Defense
- Undermine
- Unlocked Potential
- Unshakable
- Untouchable
- Vehicle Expert
- Veteran
- Weapon Finesse
  - Flashing Weapon
    - Double Strike
    - Snake Strike
  - Improved Weapon Finesse
  - The Slow Blade...
    - ...Penetrates the Shield
- Weapon Focus
  - Attack Sinister
  - Improved Weapon Focus
    - Greater Weapon Focus
  - Weapon Master
    - Master Duelist
      - Ultimate Duelist
  - Weapon Specialization
    - Greater Weapon Specialization
- Weirding Way
  - All-Around Sight
  - Bindu Conditioning
    - Bindu Strike
      - Iron Fist
        - Shattering Blow
      - Pain Touch
- Lie Adroit
- Prana Conditioning
  - Intuitive Sense
    - Improved Intuitive Sense
  - Prana Strike
- Truthsaying
- Weirding Combat
- Whipcord Reflexes
  - Astonishing Reflexes
- Withering Insult
- Word of Honor
- Zen Focus
  - Zen Shot
    - Zen Mastery
- Zero-G Training

**Special:** The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

### Alertness

You have finely tuned senses.

**Benefit:** You get a +2 bonus on all Listen checks and Spot checks.

### All-Around Sight [Weirding]

You have honed your senses so that you cannot be taken unawares.

**Prerequisite:** Weirding Way.

**Benefit:** Your awareness extends in a 360-degree radius around you, allowing you to see in all directions at once. You cannot be flanked and gain a +4 bonus on skill checks to avoid surprise.

### All Or Nothing

You are willing to sacrifice your own safety, and throw yourself into an all-out, last ditch melee attack.

**Prerequisite:** BAB +4.

**Benefit:** Whenever you make a full attack, you can make it an all or nothing attack. You receive an additional melee strike at your highest base attack bonus. However, you lose one full action on your next initiative turn, and suffer a -4 circumstance penalty to Defense until you are able to perform another action.

### Ally [Ranked]

You have a close relationship with someone in a position of power, and they will often go out of their way to aid you.

**Benefit:** Your ally holds a noble title, Orange Catholic Church ordination, Spacing Guild commission, or some other rank that provides him with a degree of power over others of his kind. The ally's actual rank is equal to the second degree of rank for someone of his faction (noble baronet, Church canon, Guild chief). This feat is stackable and may be taken multiple times to increase the rank level of the ally or to add a new ally. For instance, three levels of this feat can allow for a noble earl ally.

To gain the ally's aid, you must address him personally or get a message to him. The GM then makes an Ally check. To the roll result, he adds 10 + your Charisma modifier + any modifiers based on the situation. If you have recently done the ally a favor, you may get a +2 on the check. If you recently risked your life for the ally, you may get a +4 or +6 on the check (GM's discretion).

The DC depends on the type of aid asked. If it's a simple request for an ornithopter ride or dinner invitation, the DC is 10. Asking your ally to introduce you to one of his friends or even rivals might be DC 15 or 20. Request for military aid would be 25 or higher, depending on the nature of the ally (priests can rarely supply troops).

You may make a request of the same ally once per month. Two successive months of such requests causes the DC to rise for each successive attempt. Should the DC ever get as high as 40, that ally will no longer heed your requests until at least a year has passed during which he has no requests from you—but he might ask you to perform favors to bring the relationship (and the DC) back to normal.

**Special:** This feat may be taken multiple times. The effects stack to raise the ally in rank or to add an additional ally (Player's discretion).

### Ambassador

You fight through words rather than deeds, considering physical combat to be the last option when it comes to reconciling differences.

**Benefit:** You gain a +2 competence bonus to all Diplomacy and Sense Motive checks.

### Ambush

You know how to set ambushes for greatest effect.

**Prerequisites:** BAB +4, Wis 13+.

**Benefit:** When setting an ambush, you receive a +4 circumstance bonus to your Initiative check, and also in determining awareness to see if the enemy perceives you. The bonus applies to Hide or Move Silently rolls, or whatever the DM deems appropriate to the situation.

### Animal Affinity

You are good with animals.

**Benefit:** You get a +2 bonus on all Handle Animal and Ride checks.

**Special:** Remember that Handle Animal can't be used untrained.

### Archaic Weapons Proficiency

**Benefit:** The character takes no penalty on attack rolls when using any kind of archaic weapon.

**Normal:** A character without this feat takes the -4 nonproficient penalty when making attacks with archaic weapons.

### Armed to the Teeth

You can use a melee weapon in your primary hand and a pistol in your off-hand to gain an extra attack.

**Prerequisites:** BAB +6, Crack Shot.

**Benefit:** When attacking with a melee weapon in your primary hand and a firearm in your off-hand, you gain a free attack with the pistol. Standard penalties for two-weapon fighting (and firing a pistol in melee, if applicable) apply, except you halve the two-weapon penalties (just as with the Two-Weapon Fighting feat).

### Armor Proficiency (heavy)

You are proficient with heavy armor.

**Prerequisites:** Armor Proficiency (light), Armor Proficiency (med).

**Benefit:** See Armor Proficiency (light).

**Normal:** See Armor Proficiency (light).

### Armor Proficiency (light)

You are proficient with light armor.

**Benefit:** When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense.

Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks.

**Normal:** A character who wears armor with which he or she is not proficient adds only the armor's nonproficient equipment bonus to his or her Defense. Also, he or she suffers its armor check penalty on attack rolls and on all skill checks that involve moving.

### Armor Proficiency (medium)

You are proficient with medium armor.

**Prerequisite:** Armor Proficiency (light).

**Benefit:** See Armor Proficiency (light).

### Armor Focus [armor]

Trained with one type of armor until you are an expert, even in combat conditions—where it counts the most.

**Prerequisite:** Armor Proficiency (light or medium).

**Benefit:** Choose one type of armor that you are proficient with (battle armor, assault vest, etc.). While wearing that type of armor, your speed is reduced by 2 m. less than usual (a speed penalty of -4 m. becomes -2 m., a speed penalty of -2 m. is negated, etc.). Further, your armor check penalty while wearing the chosen type of armor is reduced to -1.

**Special:** This feat may be taken multiple times. Each time it is taken, you must specify a new type of armor.

### Arterial Strike

Your sneak attacks leave wounds that cause massive blood loss.

**Prerequisites:** BAB +4, sneak attack ability.

**Benefit:** If you hit with a sneak attack, you may choose to forgo +1d6 of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound caused in this manner saps an extra point of damage per round from the victim, until the victim receives the benefit of a DC 15 Treat Injury check.

Wounds from multiple arterial strikes result in cumulative bleeding loss (two successful arterial strikes cause an extra 2 points of damage per round until healed). You may deliver only one bleeding wound per successful sneak attack.

## Assassin

You are trained to target your opponents' vital areas.

**Prerequisites:** BAB +6, Darting Weapon.

**Benefit:** Your threat range is increased by 1 with all melee weapons.

## Assessment

You're trained to size up someone's combat capabilities. As a move action, choose a target you can accurately perceive and make a Sense Motive check opposed by the target's Bluff check result. If you succeed, the GM tells you the target's attack and defense bonus relative to yours (lower, higher, or equal). You don't know the target's exact bonus unless it equals your own, only a rough estimate of relative ability. In cases of a 5-point or greater difference, the GM may choose to tell you the target's bonus is considerably greater (or less) than your own. If you lose the opposed roll, the GM should over- or under-estimate the target's bonus.

## Assets [Ranked]

You rule a fief or run a business, providing you annual income.

**Prerequisites:** Noble Title, Church Ordination, or Guild Commission.

**Benefit:** You have real wealth, as opposed to mere savings or wages: land rulership or control of a business.

This asset provides you with regular income and is usually tied to your rank and affiliation. You don't actually own the land or business—your house or guild does—but through birthright, luck or hard work, you have gained control over it and thus reap its benefits (and suffer its responsibilities). You cannot sell the business, but may abdicate your position or temporarily place someone else in charge; during this time, you do not gain the income associated with the asset.

This feat provides you with an income and responsibilities. Each time you take this feat (maximum of five times), it increases the amount of your income (and the amount of your responsibilities).

The money is listed in solaris: this is how much the asset brings the character in yearly income after paying expenses, barring no disasters or dramatic changes in circumstance for good or ill. It also provides a small amount of extra starting money.

**Fief:** You rule or own a substantial portion of land and the serfs who work that land, creating wealth from its commodities (food, minerals, crafts, etc.) or by taxation. While any freeman can own a plot of land, it is nobles who own the most valuable land and hold contracts of indenture on serfs. A portion of the land's wealth must go to support these serfs, and bad years where no money is made—or where natural disasters destroy crops—can cause negative debt to accumulate. Technically, the character does not own the land—his noble house does.

Except for the Emperor of the Known Universe, a lord always has a lord above him to whom he must answer; misuse of lands is often cause for loss of rank (at least). A lord does not necessarily oversee the daily demands of the fief; usually seneschals or chamberlains undertake this task.

The size of a fief is not the most important factor determining its value, though its resources—from raw materials to manufacturing capability—must also be considered. A small parcel with a single gold mine might be as valuable as an entire province of prime farmland.

While there were once rank requirements to rule the most valuable properties, the chaotic land-grabbing of the Emperor Wars has left knights in charge of fiefs once ruled by counts, while certain dukes now rule lands once considered barely fit for baronets. While such extreme cases are the exceptions, it shows that your rank is not necessarily a determination of your wealth. Nonetheless, suggested traditional ranks are listed with each fief size. In some places, CHOAM owns and operates fiefs; diplomats and ambassadors are placed in charge of such assets.

A 1st-level Asset feat might provide a shire or village (usually lorded by a baronet), with tenant farms as its resources. A 2nd Asset feat might provide a borough or town (baron) with a silver mine. A 3rd Asset feat is worthy of a province or city (earl or marquis) hosting prime farmlands. A 4th Asset feat is a county or capital city (count) that derives most of its wealth from taxation.

A 5th Asset feat is a continent or moon (duke) hosting raw or refined resources (mineral or otherwise).

**Business:** You own a business that creates wealth for you. This usually means that you employ a number of people in a variety of positions to keep the business running, from manual laborers to accountants. Bad business can mean the firing of employees and even loss of assets, or you must throw all your profits back in to the business just to keep it alive. This is a risky but potentially very good investment. You do not necessarily oversee the daily operations of the business; you can leave that in the hands of a trusted employee or partner.

A 1st Asset feat business might be a hospital, catering to those who can afford medical care (rather than stand in line with the serfs at the local parish). A 2nd Asset feat might signify the crafting or manufacture of luxury items. A 3rd Asset feat could be a weapons crafter mill that produces firearms or artillery. A 4th Asset feat suggests a high-tech manufacturing plant, perhaps a ceramsteel smelter, energy-shield mill, or even a fusion generator supplying power to a local grid. A 5th Asset feat is usually reserved for the highest-profile businesses, such as a starport, shipyard or starbase.

## Attack Sinister (melee weapon)

You are skilled in evading the mindless defense of a Holtzman shield.

**Prerequisites:** Dex 13+, BAB +3, Weapon Focus (chosen weapon).

**Benefit:** Before making any attack rolls for the round, you can subtract an amount equal to your base attack bonus or less from all melee attack rolls with your chosen weapon, and then subtract that same amount from all energy shield activation rolls your attacks induce. This amount cannot be higher than your base attack bonus. The penalty applies until your next action.

**Special:** This feat may be gained multiple times. The effects do not stack. Instead, each additional feat allows you to choose a different weapon.

## Attentive

You are highly observant and details rarely escape your notice.

**Benefit:** You get a +2 bonus on all Investigate and Sense Motive checks.

**Special:** Remember that the Investigate skill can't be used untrained.

## Battle-Scarred

You have seen blood shed in battle—both your enemy's and your own. You know your limits—and how to push them. Enemies find it difficult to intimidate you or scare you with mere physical pain.

**Benefit:** You get a +2 bonus on all Fortitude saves and Sense Motive checks in combat.

## Bindu Conditioning [Weirding]

Your training in muscular control allows you to perform incredible feats of physical prowess.

**Prerequisites:** Weirding Way.

**Benefit:** You may use the following nerve-based abilities.

**Dao Trance:** You may enter a Bindu suspension that slows your metabolism, allowing you to survive for extended periods of time with very little air, water or food. You may enter this suspension at will; doing this requires a full-round action. It also takes a full-round to awaken from the trance. While in Bindu suspension, your heartbeat slows, your breathing all but ceases, and you appear to be dead.

A character in Bindu suspension uses only 10% as much air as a sleeping person and needs no food or water for an extended period of time. For purposes of natural healing, a Bindu suspension is the equivalent of assisted healing.

**Increase Save:** By spending an action point, you may temporarily increase one saving throw. The save, chosen at the time you use this ability, increases for a number of rounds equal to your Charisma modifier. The DC for the save determines the amount of temporary Increase. DC 10 +1, DC 15 +2, DC 20 +3, DC 25 +4, DC 30 +5.



## Bindu Strike [Weirding]

Your anatomical training allows you to paralyze foes with a touch.

**Prerequisites:** BAB +1, Bindu Conditioning, Weirding Way.

**Benefit:** Make an unarmed attack against a living creature. If the attack succeeds, the target takes no damage but must succeed on a Fortitude save (DC 12 + one-half your character level + your Str modifier) or be paralyzed for 1d4+1 rounds.

If the target's attack of opportunity hits you and deals damage, the bindu strike automatically fails.

## Blind-Fight

While in melee, you can sense the approximate location of foes without being able to see them.

**Benefit:** When attacking an opponent with an unarmed or melee attack, reduce concealment bonuses to your target's Defense by half (rounding down).

In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits.

The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

## Blindsight [2-meter Radius]

You can sense nearby opponents even in total darkness.

**Prerequisites:** BAB +4, Wis 13+, Blind-Fight.

**Benefit:** When attacking an opponent with an unarmed or melee attack, ignore concealment bonuses to your target's Defense.

## Blooded

You know what it means to fight for your life, and value quick wits and quicker reactions. Enemies find it difficult to catch you off guard.

**Benefit:** You get a +2 bonus on Initiative and a +2 bonus on all Spot checks.

## Builder

You have a knack for constructing things.

**Benefit:** Pick two of the following skills: Craft (chemical), Craft (pharmaceutical), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with those skills.

**Special:** You can select this feat twice. The second time, it applies to the two skills you didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

## Bureaucratic Flair

You have a talent for divining the workings and intricacies of bureaucracy in all its forms. Whether you're attempting to free your impounded starship or pass a trade bill, you are adept at manipulating a bureaucracy's institutions and members to your benefit.

**Benefit:** You gain a +2 aptitude bonus on all Diplomacy checks and a +2 aptitude bonus on all Knowledge (bureaucracy) checks.

## Cautious

You are especially careful with tasks that involve lethal risk.

**Benefit:** You get a +2 bonus on all Demolitions checks and Disable Device checks.

**Special:** Remember that these skills can't be used untrained.

## Chaumurky [Moritani]

You are skilled in the subtle measures used to dispose of rivals and enemies, and have few qualms against using hired killers and assassins.

**Prerequisite:** Loyalty [Moritani] +2, Assassin.

**Benefit:** You gain a +2 competence bonus on Craft checks to prepare and identify poisons, and a +2 competence bonus to Treat Injury checks to treat poison. Additionally, if you are ever poisoned because of a botched roll, you may spend an action point to re-roll the failure.

## CHOAM Advisor

You have served a noble house as a financial officer, supervising various economic, financial and mercantile ventures. Having served as a corporate officer, treasury exchequer, or financial officer, you thrive in the world of finance.

**Benefit:** You gain a +2 bonus to all Diplomacy and Knowledge (finances) checks.

## Cleave

You can follow through with a powerful melee attack.

**Prerequisites:** Str 13+, Power Attack.

**Benefit:** If you deal an opponent enough damage to reduce his wound points to below 0, you get an immediate extra melee attack against another opponent in the area. The character can't take a 2-meter step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

## Cleaving Charge

You can wade through your opponents.

**Prerequisites:** BAB +6, Str 15+, Great Cleave.

**Benefit:** As Great Cleave, except that you may move one 2m square before each extra attack. You may not exceed half your speed during the action.

## Cloak Fighting

You can use a cloak or cape in your off-hand to disarm your opponent.

**Prerequisites:** Parry, Riposte.

**Benefit:** As your free-action riposte, you can attempt to disarm your opponent with your off-hand cloak. Unlike a normal disarm action, this does not provoke an attack of opportunity. A cloak (or cape) is a Large weapon.

**Note:** You suffer normal off-hand weapon penalties, which you can lessen with the Ambidexterity and Two-Weapon Fighting feats. A cloak is considered to be a light weapon for you, for the purposes of figuring off-hand penalties only. This feat is popular among nobles who suffer ruffian assaults while traveling incognito and cannot use a shield.

## Code of Honor

You have a sterling reputation among the members of a particular organization, noble House or other group.

**Prerequisites:** At least one allegiance.

**Benefit:** Select one allegiance your character has already formed.

You gain a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks when dealing with characters who have the same allegiance. You gain a -4 circumstance penalty on these same checks when dealing with characters who have an opposed allegiance.

**Special:** You may take this feat multiple times; each time it applies to a different allegiance.

## Combat Awareness

Your battle sense helps minimize the threat of flanking attacks.

**Prerequisites:** Wis 13+, BAB +1 or higher.

**Benefit:** Attackers do not gain the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect when you are denied your Dexterity modifier to Defense, such as when you are flat-footed.

You may still be sneak attacked when flanked.

## Combat Expertise

You are trained in using your combat skill for defense.

**Prerequisite:** Int 13+.

**Benefit:** When you use the attack action or the full attack action in melee, you can take a penalty of up to -5 on your attack roll and add the same number (up to +5) to your Defense. This number may not exceed your base attack bonus. The changes to attack rolls and Defense last until your next action.

The bonus to your Defense is a dodge bonus (and as such it stacks with other dodge bonuses you may have).

**Normal:** Without the Combat Expertise feat, you can fight defensively while using the attack or full attack action to take a –4 penalty on attacks and gain a +2 dodge bonus to Defense.

## Combat Instincts

You react instinctively when an opportunity presents itself in combat.

**Benefit:** If you are not flat-footed when an adjacent opponent's melee attack roll misses you by more than 5, you may immediately make a single attack at your highest attack bonus as a free action against that opponent. You may use this feat a number of times per round equal to your Dexterity modifier.

## Combat Martial Arts

You are skilled at attacking and dealing unarmed damage.

**Prerequisite:** BAB +1.

**Benefit:** With an unarmed strike, you deal lethal or nonlethal damage (your choice) equal to 1d4 + your Strength modifier. Your unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when you attack them unarmed. You may make attacks of opportunity against opponents who provoke such attacks.

**Normal:** Without this feat, you deal only 1d3 points of non-lethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants can't normally make attacks of opportunity.

## Combat Reflexes

You can respond quickly when opponents let their guard down.

**Benefit:** The maximum number of attacks of opportunity the character may make each round is equal to the character's Dex modifier +1. The character can still only make one attack of opportunity on a single opponent.

With this feat, the character may also make attacks of opportunity when flat-footed.

**Normal:** A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

**Special:** The Combat Reflexes feat doesn't allow a Fast hero with the opportunist talent to use that talent more than once per round.

## Combat Throw

You can use an opponent's momentum against them.

**Prerequisite:** Martial Arts, Defensive Martial Arts.

**Benefit:** You gain a +2 bonus on opposed Strength and Dexterity checks any time you attempt trip or grapple attacks, or when you try to avoid a trip or grapple attack made against you.

## Commendation

You have been rewarded for your loyalty, courage or actions in combat—either by the Emperor or your House leader.

**Benefit:** Each commendation grants its own bonus to either Loyalty or Reputation. See below for examples.

Commendation	Bonus
Emperor's Guards Badge	+1 Loyalty [Corrino]
Cluster of the Hawk	+2 Reputation
Envoy of the Realm	+1 Loyalty [Corrino]
Service Medal	+2 Reputation
Order of the Imperial Hero	+1 Reputation
Order of Bravery	+2 Reputation
Guards Badge	+2 Reputation
Ambassador Emeritus	+2 Reputation
Medal for Valor	+2 Loyalty [House]
House Spokesman	+1 Loyalty [House]
Guardian of the Empire	+3 Reputation
Order of Victory	+2 Reputation
Order of the Protector	+3 Reputation
Order of Pyrrhus	+2 Reputation
Order of Corrin	+3 Reputation
Order of Valor	+2 Reputation
Order of Glory	+3 Reputation
Order of Honor	+2 Reputation
Wound Stripes	+3 Reputation
Medal for Battle Merit	+3 Reputation

## Concealed Weapon

You are never without a weapon, even if you've been searched or patted down by the best.

**Prerequisite:** Sleight of Hand skill 4+.

**Benefit:** Whenever you are searched, you gain a +10 competence bonus to your Sleight of Hand checks to conceal one small item or weapon (e.g. a lasgun, a knife, or a wallet). This feat cannot defeat full body mechanical sensors (such as sonar probes or poison snoopers).

## Confident

You exude a natural self-confidence.

**Benefit:** The character gets a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

## Connected

You are able to use your influence and connections to get what you want with all possible speed.

**Prerequisite:** Noble level 6+.

**Benefit:** You gain a +2 bonus on all favor checks and a +2 bonus on all Charisma checks when using the resource access feature when dealing with politicians.

## Contact

You have friends who can occasionally afford to lend you their aid.

**Prerequisite:** Noble level 5+.

**Benefit:** You gain a contact. See the rules on Favors and Contacts in Chapter Twelve.

**Special:** You may take this feat multiple times. Each time, you gain a different contact.

## Crack Shot

When wielding a lasgun or other handheld firearm (such as a slug-thrower or maula pistol), you are considered "armed." You threaten your adjacent areas and can thus make attacks of opportunity against those who leave them.

**Prerequisite:** BAB 1+, Two-Weapon Fighting.

**Benefit:** You threaten a 2-meter area around you in any direction with a pistol, just as with a melee weapon.

## Creative

You have a creative streak and have learned how to express yourself.

**Benefit:** Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (musical instruments), and Perform (sing). You get a +2 bonus on all checks with those two skills.

**Special:** You can select this feat as many as five times. Each time, you select two new skills from the choices given above.

## Cybernetic Surgery

You can perform the surgical procedures necessary to graft mechanical components onto living flesh.

**Prerequisites:** Treat Injury 8 ranks, Surgery.

**Benefit:** You can make a Treat Injury check to install cybernetic prosthetics on a living being. See Cybernetics in Chapter Six: Equipment for more information.

## Darting Weapon

Your melee attacks are incredibly fast.

**Prerequisites:** Combat Expertise, BAB +3.

**Benefit:** At the start of the combat round, you may subtract a number from all melee attack rolls and add the same number to your initiative check. This number may not exceed your base attack bonus, and the effects last until the start of the next round. You may not make ranged attacks this round.

## Dead Aim

You are capable of lining up deadly shots with ranged weapons.

**Prerequisites:** Wis 13+, Far Shot.

**Benefit:** Before making a ranged attack, you may take a full-round action to line up your shot. This grants you a +2 circumstance bonus on your next attack roll. Once you begin aiming, you can't move, even to take a 5-foot step, until after you make your next attack, or the benefit of the feat is lost. Also, if your concentration is disrupted or you are attacked before your next action, you lose the benefit of aiming.

### Deceptive

You are especially good at misleading and giving false impressions.

**Benefit:** You get a +2 bonus on all Bluff and Disguise checks.

### Defensive Martial Arts

You are skilled at avoiding harm in battle.

**Benefit:** You gain a +2 dodge bonus to Defense against melee attacks.

**Special:** A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

### Defensive Strike

You can turn a strong defense into a powerful offense.

**Prerequisites:** Dex 13+, Int 13+, Combat Expertise, Dodge.

**Benefit:** If an opponent attacks you and misses while you are using the total defense action, you can attack that opponent on your next turn with a +4 bonus on your attack roll. You gain no bonus against an opponent that does not attack you or against an opponent that attacks and hits you.

**Special:** An armsman may select Defensive Strike as one of his armsman bonus feats.

### Deflect Missiles

When wearing an activated Holtzman shield, you can attempt to deflect weapon fire directed at you.

**Prerequisites:** Dex 16+, Parry, Holtzman Shield Proficiency.

**Benefit:** By readying an action to parry, you can attempt to deflect any ranged weapon attack that targets you. After a successful ranged attack is made against you, make a parry check using your BAB + Dex modifier. If the result is higher than the result of the attack against you, you deflect the attack and it misses.

**Special:** This won't work on non-targeted or area-effect attacks.

### Devotion [Loyalty]

Your men are insanely loyal and will do nearly anything you ask.

**Prerequisite:** House Loyalty +3, Command 6+ ranks.

**Benefit:** You may reroll the result of a failed Command check. The second roll is final.

### Diligent

You are trained to pay close attention to details.

**Benefit:** You get a +2 bonus on all Cryptography and Search checks.

### Diplomatic Immunity

You have a certain immunity from legal prosecution for acts committed while on business for your affiliated faction.

**Prerequisite:** Noble Title, Church Ordination, or Guild Commission.

**Benefit:** If you commit a crime while on official business, you cannot be prosecuted for it. You can still be expelled from a fief depending on whom you wronged, but you cannot be imprisoned, fined or sold into slavery for your actions. This includes such acts as espionage or even murder. However, this does not make you immune from the condemnation of your own superiors.

If your deed caused a great deal of trouble or loss of political power, you may find your self out of favor or even stripped of rank. Sure, you've avoided jail time, but Diplomatic Immunity is not an excuse to act with impunity against your enemies and get away scot-free.

### Disciplined [Wallach]

Members of House Wallach are admired for their single-minded determination and devotion to the Emperor. You are difficult to distract

by word or blow.

**Prerequisite:** House Loyalty [Wallach] +1 or higher.

**Benefit:** You gain a +1 bonus on Will saves and a +2 bonus on Concentration checks.

### Dodge

You are adept at dodging attacks.

**Prerequisite:** Dex 13+.

**Benefit:** During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defense against any subsequent attacks from that opponent.

The character can select a new opponent on any action.

**Special:** A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

### Double Blow

You attack quicker than most when using a melee weapon.

**Prerequisite:** BAB +12, Snake Strike.

**Benefit:** Each time you use an attack action to make a melee attack, you may choose to make two melee attacks. If you do so, every attack roll you make this round, including each melee attack, suffers a -5 penalty. This effect does not stack with the benefits of Flashing Weapon (you may only benefit from one or the other in any single round), but you may use Double Blow with all of your melee attacks in a single round (allowing up to twice as many melee attacks as you have half actions that round).

### Drive-By Attack

You are skilled at attacking from a moving vehicle.

**Benefit:** You take no vehicle speed penalty when making an attack while in a moving vehicle. If you are the driver, you can use an attack action to make an attack at any point along the vehicle's movement.

**Normal:** When attacking from a moving vehicle, you take a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his attack action either before or after the vehicle's movement.

### Dual Strike

Your combat teamwork makes you a more dangerous foe.

**Prerequisite:** BAB +3, Combat Reflexes.

**Benefit:** If you and an ally both flank an opponent, you gain a +4 bonus on your attack roll.

**Normal:** The standard flanking attack roll bonus is +2.

**Special:** An armsman or duelist may take this as one of their bonus feats.

### Dyed In The Wool [Harkonnen]

You viciousness extends to your fighting style.

**Prerequisites:** House Loyalty [Harkonnen] 1+, Intimidate 6+ ranks.

**Benefit:** You may make a *coup de grace* attack on a helpless opponent as a standard action.

Additionally, you gain a +2 circumstance bonus on Intimidate checks against anyone viewing the execution.

**Normal:** Delivering a *coup de grace* is a full-round action.

### Educated

You are especially skilled at certain fields of study.

**Benefit:** Pick two Knowledge skills. The character gains a +2 bonus on all checks with those skills.

**Special:** A character can select this feat as many as seven times.

Each time, the character selects two new Knowledge skills.

A character who selects the Heir starting occupation must select this feat as one of their two starting feats.

## Elusive Target

You can use opponents as cover when engaged in melee.

**Prerequisites:** Dex 13+, Defensive Martial Arts.

**Benefit:** When fighting an opponent or multiple opponents in melee, other opponents attempting to target you with ranged attacks take a –4 penalty. This penalty is in addition to the normal –4 penalty for firing into melee, making the penalty to target to you –8.

**Special:** An opponent with the Precise Shot feat has the penalty lessened to –4 when targeting the character.

## Endurance

You are capable of amazing feats of stamina.

**Benefit:** The character gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running and to hold your breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from extreme environments, and saves to resist suffocation or drowning. Also, the character may sleep in medium or light armor without becoming fatigued.

**Normal:** A character without this feat who sleeps in armor is automatically fatigued the following day.

## Etiquette

You can use your knowledge of proper manners to smooth over social blunders.

**Prerequisites:** Int 13+.

**Benefit:** You may attempt to smooth over bad feelings from a social *faux pas* and/or vulgar breach of etiquette, committed either by you, your compatriots, or someone you feel sympathy for. You cannot undo the mistake, but you can erase the social stigma from whoever committed the error—thereby avoiding the consequences of such a gaffe.

For instance, if Dame Chingmy inadvertently insulted Baron Esquivel by mistaking him for the stable boy, you can step in to cool rising tempers or tarnished pride by quoting maxims from Count Edvard Torenson's *The Nobility of the Steed and its Admirers*, a classic volume expounding on the important relationship between a master horseman and his staff (not to mention his horse). Hence, you can convince them that there is no shame in such a mistaken identity—as long as it doesn't occur again...

Etiquette may also be used to counter a Wither Insult feat directed at you or others. You and the target both make a Will save, using the higher result. If the insult is directed at you, add +2 to the Will save result.

If someone is intentionally trying to cause a social incident (such as provoke a duel), make opposed Diplomacy checks with all relevant modifiers. Those with Etiquette gain a +2 bonus for this check.

You can use your Etiquette a number of times per day equal to your Charisma modifier.

## Exotic Weapon Proficiency

Choose one exotic melee weapon from the list, such as the gom jabbar, inkvine whip, or hunter/seeker. The character is proficient with that melee weapon in combat.

**Prerequisite:** BAB +1.

**Benefit:** The character makes attack rolls with the weapon normally.

**Normal:** A character who uses a weapon without being proficient with it takes a –4 penalty on attack rolls.

## Exotic Weapon Proficiency (Weirding Module)

You are proficient with the sonic-based Weirding modules.

**Prerequisite:** Loyalty [Atreides] 2+, Personal Firearms Proficiency.

**Benefit:** You make attack rolls with the weapon normally.

**Normal:** A character who uses a weapon without being proficient with it takes a –4 penalty on attack rolls.

**Special:** The weirding modules are sonic-based ranged weapons created solely for the 1984 David Lynch movie version of *Dune*. They are not canonical devices and should only be included at the GM's discretion. They are presented solely for a sense of thoroughness.

## Expert Advice

You are widely recognized as an authority in an activity or area of knowledge. Choose a single skill for this feat to affect; you may not choose Profession, Read/Write Language, or Speak Language.

**Prerequisites:** At least 1 rank in the skill selected.

**Benefit:** When making checks with the selected skill, you may use your Reputation bonus instead of the usual ability modifier.

**Special:** You may gain this feat multiple times, its effects do not stack. Each time you take it, you select a different skill.

## False Start

You have become so accustomed to using your skills that you automatically know when your use of them is flawed.

**Prerequisites:** Chosen basic skill feat.

**Benefit:** If you fail a check with a skill that would take longer than one round to complete, you may begin again (starting the attempt over) as follows.

If the skill check requires materials, half the materials are used up and must be replaced before you can begin again.

**Special:** You may take 20 using only 15 times the normal amount of time. The effects only apply to the basic feat it is chosen for.

## Family Ties [Ranked]

You have strong ties to your blood kin, such as they would delay important tasks to come to your aid.

**Benefit:** Blood can be thicker than wine. You can draw on some exceptionally loyal allies of similar status to yourself. Of course, this cuts both ways—if someone kills your father, you will have to hunt his murderer down to the farthest planet.

To gain your family's aid, you must address a member personally or get a message to him. The GM then makes a Family Ties check. To the roll result, he adds 10 + your Charisma modifier, plus any modifiers based on the situation. If you have recently done a favor for your family, you may get a +2 on the check. If you recently risked your life for them, you may get a +4 or +6 on the check (GM's discretion).

The DC depends on the type of aid asked. Asking to vacation at a relative's house might be a 10 or 15, depending on how well he knows you or how much he owes your side of the family. Requesting your brothers and sisters to meet you in Cady's Hollow with lasguns for a midnight raid on your rivals might be a 15 if it's part of an ongoing feud or 20 if not. Asking them to help you kidnap the local lord and hold him ransom might be a 30 or 35, and could get you disowned if it failed.

Your family may not have the high status or power that the Ally feat provides, but they are more loyal and persistent. A request may be attempted from the family only once per month. Two successive months of such requests cause the DC to rise for each successive attempt. Should the DC ever get as high as 40, the family will no longer heed your requests—you are an ungrateful, whining black sheep for the next year. However, you can perform favors to try and lower the DC back to normal.

**Special:** This feat may be taken multiple times. Its effects stack to raise the status of the family or involve higher-level family members who could not be bothered with your requests at lower levels.

## Far Shot

You can get greater distance out of a ranged weapon.

**Benefit:** When the character uses a ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled.

## Favored Terrain (type)

Through experience or special training, you favor one type of terrain.

**Prerequisite:** Survival 4+ ranks.

**Benefit:** Choose one type of terrain from the following list: arctic, desert, forest, jungle, mountain, or swamp. When in this terrain, you gain a +3 competence bonus on Survival checks and any cover bonuses to Defense you gain are increased by +1.

**Special:** You may take this feat multiple times. Each time you take this feat, it applies to a different terrain.

## Fedaykin

You belong to the *fedaykin*, a fierce vanguard of death commandoes who serve to right a wrong.

**Prerequisite:** Loyalty [Fremen] 3+, Fremen level 4+.

**Benefit:** You gain a +2 competence bonus to all Hide, Move Silently, and Survival checks. Additionally, you know a secret language, *Kirath*, which consists of bird whistles and hand signals.

## Flashing Weapon

You are able to wield a melee weapon with increased speed, but at decreased accuracy.

**Prerequisites:** BAB +3, Weapon Finesse.

**Benefit:** During your first attack of the round, you may make one extra melee attack that normally takes a half action. Every attack you make this round (including those during your first attack action) suffer a –2 penalty. This effect does not stack with the benefits of Double Blow (you may only benefit from one or the other in any single round).

## Flick of the Wrist

With a single motion, you can draw a light weapon and make a devastating attack.

**Prerequisite:** Dex 16+, Sleight of Hand 5+ ranks, Quick Draw.

**Benefit:** If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You may use this feat only once per round and once per opponent during any single combat encounter.

## Focused

You maintain your focus even under difficult circumstances.

**Benefit:** The character gets a +2 bonus on all Autohypnosis checks and Concentration checks.

**Special:** Remember that the Autohypnosis and Concentration skills cannot be used untrained.

## Frightful Presence

Your mere presence is enough to terrify those around you.

**Prerequisites:** Cha 15+, Intimidate 9+ ranks.

**Benefit:** When you use this feat, all opponents within 10 feet who have fewer levels than you must make a Will saving throw (DC 10 + 1/2 your level + your Charisma modifier). An opponent who fails her save is shaken, taking a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + your Charisma modifier. You can use the feat once per round as a free action.

A successful save indicates that the opponent is immune to your use of this feat for 24 hours. This feat cannot affect creatures with an Intelligence of 3 or lower.

If you have the Renown feat, the Will save's DC increases by 5.

## Great Cleave

You can wield a melee weapon with such power that you can strike multiple times while dropping your opponents.

**Prerequisites:** BAB +4, Str 13+, Power Attack, Cleave.

**Benefit:** As Cleave, except that you have no limit to the number of times you can use it per round.

## Great Fortitude

You are far tougher than normal.

**Benefit:** You get a +2 bonus on all Fortitude saving throws.

## Greater Dodge

Your skill at dodging attacks is preternatural.

**Prerequisites:** Dex 13+, Dodge, Improved Dodge.

**Benefit:** Your skill with the Dodge feat is such that you receive a +3 dodge bonus to Defense against attacks from your chosen opponent.

## Greater Weapon Focus (weapon)

Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, character level 8+.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

**Special:** You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

An armsman may select Greater Weapon Focus as one of his fighter bonus feats.

## Greater Weapon Specialization (weapon)

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, armsman level 8th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including Weapon Specialization (below).

**Special:** You can take Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon. An armsman may select Greater Weapon Specialization as one of his armsman bonus feats.

## Guide

You keep your wits about you in the great outdoors.

**Prerequisite:** Track.

**Benefit:** The character gets a +4 bonus on all Survival checks to track and navigate while in the wild.

## Headstrong

You are obstinate and often unwilling to yield.

**Benefit:** You get a +1 synergy bonus on all Will saving throws and +2 synergy bonus on all Intimidate checks.

## Heat Endurance

Either as a result of growing up in the waste, or by training your mind and body to ignore the effects of searing heat, you can exist with ease in high-temperature environments.

**Prerequisite:** Base Fortitude save +2.

**Benefit:** You gain a +2 bonus on saving throws against fire effects. You can exist comfortably in temperatures up to 120° F without having to make Fortitude saves (see *Heat Dangers*, p. 12). Your protection against heat is level 1 (see Protection against Heat, p. 14).

## Heroic Spirit

You have a larger reservoir of luck than the average hero.

**Benefit:** Your action point maximum per level is increased by 3. Thus, you now gain a number of action points equal to 8 + 1/2 your character level at each new level you attain. This number also represents the total number of action points you can have at each level.

**Normal:** Without this feat, player characters receive and are limited to action points equal to 5 + 1/2 their character level at each new level they attain.

**Special:** NPCs normally do not have action points. By taking this feat, NPCs may gain and use 3 action points every level.

## Heroic Surge

You can perform additional actions in a round.

**Benefit:** The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st—4th	1
5th—8th	2
9th—12th	3
13th—16th	4
17th—20th	5

### Holtzman Shield Proficiency

You are proficient with using the Holtzman shield in combat.

**Benefit:** You can use a Holtzman energy shield and take only the standard penalties. In addition, you may activate a Holtzman personal shield as a free action.

**Normal:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

**Special:** Some classes automatically gain Holtzman Shield Proficiency as a bonus feat. They need not select it.

### Householder [Noble House]

You work for a noble house but are not an actual member of the family: a servant, seneschal, weaponmaster, etc. This allows you some privileges with regards to that house.

**Benefit:** You are considered a freeman in voluntary employ to the house, and gain a limited degree of protection from that house. You gain a +2 to Diplomacy and Bluff checks when dealing with members of that house. Should you ever betray their trust, punishment can be harsh—expulsion from house employ, enforced slavery and even execution for extreme treason.

### Human

Having been tested with the Sisterhood's terrible gom jabbar—and survived, you enjoy limited respect among the Bene Gesserit who now consider you a fellow "human," rather than the animals of mankind.

**Benefit:** Once per session, the character may call upon the Sisterhood to seek advice, request small favors, or provide some morsel of information or support. If doing so does not interfere with their plans, the Sisterhood will usually provide some assistance to the character, though when it comes to information, the Sisterhood prefers cryptic lessons to simple answers.

### Imperial Conditioning

You cannot harm (or by omission of action allow to be harmed) a human being. You have received the highest order of conditioning against taking human life—qualifying you as a graduate of the Suk medical school.

The character now bears the marks of Imperial Conditioning—a diamond tattoo on his forehead and silver Suk ring for his long hair—indicating his superior medical training and absolute trustworthiness.

**Prerequisites:** Pyretic Conscience, Treat Injury 8+ ranks, Wis 13+, House affiliation.

**Benefit:** In addition to stabilizing, you can make a Treat Injury check to perform combat medicine. The DC of a combat medicine check is 20 +current wound points of the target.

A successful check heals the target 1 wound point for every point that the roll is over the DC up to the target's normal maximum wound total. Combat medicine is a full-round action (that precludes a 2-m step) for both you and the target.

### Improved Bull Rush

You know how to push opponents back.

**Prerequisites:** Str 13+, Power Attack.

**Benefit:** When the character performs a bull rush, the character does not provoke an attack of opportunity from the defender.

### Improved Combat Expertise

You have mastered the art of defense in combat.

**Prerequisite:** Int 13+, Combat Expertise, BAB +6.

**Benefit:** When you use Combat Expertise to improve your Defense, the number you subtract from your attack roll and add to your Defense can be any number that does not exceed your base attack bonus.

**Special:** An armsman may select Improved Combat Expertise as one of his bonus feats.

### Improved Combat Martial Arts

You are highly skilled at attacking and dealing damage when unarmed.

**Prerequisites:** Combat Martial Arts, BAB +4.

**Benefit:** The character's threat range on an unarmed strike improves to 19–20.

**Normal:** A character without this feat threatens a critical hit with an unarmed strike only on a 20.

### Improved Combat Throw

You excel at using an opponent's momentum against them.

**Prerequisites:** Defensive Martial Arts, Combat Throw, BAB +3.

**Benefit:** In melee combat, if an opponent attacks and misses you, you may immediately make a trip attack against the opponent. This counts as an attack of opportunity. Attacking unarmed in this way does not provoke an attack of opportunity.

**Special:** This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

### Improved Critical (weapon)

Choose one type of weapon with which you are proficient.

**Prerequisite:** BAB +8, Proficient with weapon.

**Benefit:** When using the weapon you selected, the weapon's normal threat range is doubled.

**Special:** You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon. This effect doesn't stack with any other effect that expands the threat range of a weapon.

An armsman may select Improved Critical as one of his bonus feats.

### Improved Disarm

You are skilled at disarming opponents in melee combat.

**Prerequisites:** Int 13+, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent get a chance to disarm you.

### Improved Dodge

You excel at dodging attacks.

**Prerequisites:** Dex 13+, Dodge.

**Benefit:** Your skill with the Dodge feat improves such that you now receive a +2 dodge bonus to Defense against subsequent attacks from your chosen opponent.

### Improved Feint

You are skilled at misdirecting your opponent's attention in combat.

**Prerequisites:** Int 13+, Combat Expertise.

**Benefit:** You can make a Bluff check in combat as a move action. You receive a +2 bonus on Bluff checks made to feint in melee combat.

**Normal:** Feinting in combat requires an attack action.

### Improved Grapple

You are adept at grapple attacks.

**Prerequisites:** Dex 13+, Defensive Martial Arts.

**Benefit:** You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

**Normal:** Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

**Special:** An Armsman may select Improved Grapple as one of his bonus feats. A Fremmen may select Improved Grapple as a bonus feat at 1st level, even if he does not meet the prerequisites.

### Improved Heat Endurance

You can survive even in the most extreme natural heat conditions.

**Prerequisite:** Base Fortitude save +6, Heat Endurance.

**Benefit:** You gain fire resistance 5. If you already have fire

resistance, it increases by 5. You can exist comfortably in high temperatures without having to make Fortitude saves (see Heat Dangers, p. 12). Your protection against heat is level 3 (see Protection against Heat, p. 14).

### Improved Holtzman Shield Bash

You can knock back opponents with your Holtzman shield.

**Prerequisite:** Holtzman Shield Proficiency.

**Benefit:** When you perform a shield bash with an activated Holtzman shield, you do not draw attacks of opportunity.

**Normal:** Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

**Special:** An Armsman may select Improved Shield Bash as one of his bonus feats.

### Improved Initiative

You react faster than normal during a fight.

**Benefit:** The character gets a +4 circumstance bonus on initiative checks.

### Improved Overrun

You are skilled at running your opponents down.

**Prerequisites:** Str 13+, Power Attack.

**Benefit:** When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

**Normal:** Without this feat, the target of an overrun can choose to avoid you or to block you.

**Special:** An armsman may select Improved Overrun as one of his fighter bonus feats.

### Improved Precise Shot

You have a knack for timing and aiming ranged attacks.

**Prerequisites:** BAB +11, Dex 19+, Point Blank Shot, Precise Shot.

**Benefit:** Your ranged attacks ignore the Defense bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment.

Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

**Normal:** See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

**Special:** An armsman may select this feat as one of his bonus feats.

### Improved Sunder

You are adept at attacking an opponents' weapon.

**Prerequisites:** Str 13+, Power Attack, Sunder.

**Benefit:** When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity (see Sunder, page 158).

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

**Special:** A fighter may select Improved Sunder as one of his fighter bonus feats (see page 38).

### Improved Trip

You are trained in upending opponents in melee combat and following through with an attack.

**Prerequisites:** Int 13+, Combat Expertise.

**Benefit:** The character does not provoke an attack of opportunity when the character tries to trip an opponent while the character is unarmed.

If the character trips an opponent in melee combat, the character immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

### Improved Two-Weapon Defense

You gain a defensive advantage while fighting with two weapons.

**Prerequisite:** BAB +6, Dex 17+, Two-Weapon Defense, Two-Weapon Fighting.

**Benefit:** When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +2 shield bonus to your Defense.

When you are fighting defensively or using the total defense action, this shield bonus increases to +4.

**Special:** An armsman may select Improved Two-Weapon Defense as one of his armsman bonus feats.

### Improved Two-Weapon Fighting

You are quite adept at fighting with two weapons at once.

**Prerequisites:** BAB +6, Dex 13+, Two-Weapon Fighting.

**Benefit:** The character gets a second attack with his or her offhand weapon, albeit at a –5 penalty. Also, this feat allows the character to use a melee weapon in one hand and a ranged weapon in the other.

**Normal:** Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

### Improved Weapon Familiarity

You are familiar with many exotic weapons.

**Prerequisite:** Armsman level 1+.

**Benefit:** You can treat a number of exotic weapons equal to your level of armsman as martial weapons.

**Normal:** Without this feat, you must select the Exotic Weapon Proficiency feat to eliminate the non-proficiency penalty you take when wielding an exotic weapon with which you are not familiar.

### Increased Speed

You move significantly faster than normal.

**Prerequisites:** Run.

**Benefit:** Your base speed is increased by 2m per round.

### Infamy

You are known for crimes or evil deeds (whether you actually committed them or not).

**Benefit:** The character's Reputation bonus increases by +3 and the character is considered Infamous.

**Special:** You can't select both the Renown feat and the Infamy feat. You're either famous or infamous, not both.

### Influence

You have a knack for getting the desired result and swaying opinion.

**Benefit:** You get a +2 synergy bonus on all Reputation checks and favor checks.

### Information Network [Ranked]

You have a series of informants who keep you up to date in certain locations.

**Benefit:** You gain a +2 bonus to Gather Information checks for subjects within your network's reach. Your informants may be cackling old nobles who let you know which lords have committed breaches of etiquette, merchants who let you know who is buying what, or farmers who are more than glad to tell you who has gone through their area recently.

This feat may be taken multiple times to enlarge your network's area (successive levels do not increase the Gather Information bonus, but do enlarge the area your check can draw information from).

1st-level feat lets you check a country- or county-wide area in one day. At 2nd-level, you may make a planet-wide check that takes one week. A 3rd-level feat allows you to check an entire Royal House's holdings in the period of one month. At 4th-level, your network can check the Known Universe in approximately three months.

### Inspire

You can inspire allies to greatness.

**Prerequisites:** Cha 15+, Leadership, character level 8+.

**Benefit:** By spending an action point and taking a half action, you can give a number of allies equal to your Charisma bonus one of the following benefits: A +2 bonus on attack rolls and saving throws for the next round; Immediately shake off a stunned or dazed condition; Gain an immediate new Will saving throw against a mental power affecting them, with a +2 bonus; Reduce current vitality point damage by 3.

The same benefit must be given to all affected allies, and they must all be able to hear and understand you. Inspire bonuses stack with all other bonuses (including those provided by the Leadership feat.)

### Inspired Leader

You are trained to command others—whether they be troops in the field, acolytes in a training hall or spice miners and their crews—having learned to use your leadership to its full ability.

**Prerequisite:** Inspire or inspire confidence class feature.

**Benefit:** When using the inspire confidence class feature on a ship's crew, those affected by the ability deal one more damage die of the appropriate type with shipboard weapons. For example, when firing a lasgun from a carryall that deals 4d10 x 2 points of damage, an inspired character deals 5d10 x 2 points of damage with that weapon.

**Normal:** A character without this feat only grants a +1 bonus to damage regardless of the type of weapon being used.

### Instinctive Shot

You can take a shot even when surprised.

**Prerequisite:** Wis 13+, Alertness.

**Benefit:** When you have a pistol in hand and ready, you can take a partial action to fire even if surprised. However, the target is treated as having total concealment (50% miss chance).

### Intuitive Sense [Weirding]

Your weirding powers make you extremely difficult to surprise.

**Prerequisite:** Weirding Way, Prana Conditioning.

**Benefit:** You do not lose your Dexterity bonus to Defense when flanked or attacked by an unknown opponent. You are always considered "aware" of all incoming attacks for purposes of Dexterity and Dodge bonuses to Defense.

### Improved Intuitive Sense [Weirding]

Your weirding powers make you extremely difficult to flank. Your intuition becomes so canny you can deal with two attackers at once, the way others deal with just one.

**Prerequisite:** Weirding Way, Intuitive Sense, Prana Conditioning.

**Benefit:** Thanks to the character's enhanced sense of danger, she cannot be flanked.

### Inventor

You are able to design and create items of exceptional quality and can do so with ease and confidence.

**Prerequisite:** Master crafter.

**Benefit:** When using the master crafter feat, you are only required to pay 1/3 the ordinary item's cost in XP.

**Normal:** A character without this feat must pay 1/2 the ordinary item's cost in XP to make the mastercraft item.

### Investigator

You have a knack for investigation and searching out clues.

**Benefit:** You get a +2 bonus on all Gather Information and Search checks.

### Iron Fist [Weirding]

You have practiced a variety of breaking and smashing techniques, and can easily shatter objects with your attacks.

**Prerequisites:** Weirding Way, Combat Martial Arts, Bindu Strike.

**Benefit:** When you attempt to break an object using brute force, the object's Break DC is reduced by 4. Also, while making a Strike an Object action, you attack as if you are using a melee weapon even if making an unarmed attack, and you double your Strength modifier for damaging objects (including armor and weapons). You are not considered to be using a melee weapon for any other purpose,

including the use of melee combat feats and attack options.

### Iron Will

You have a much stronger willpower than normal.

**Benefit:** You get a +2 bonus on all Will saving throws.

### Jump Up

You are able to quickly jump back up after a fall.

**Prerequisite:** Dex 13+.

**Benefit:** You can stand up from a prone position as a free action rather than a half action.

### Kit Bashing

Your technical expertise allows you to assemble simple devices out of scavenged parts.

**Prerequisite:** Int 15+, Repair 8+ ranks.

**Benefit:** By "cannibalizing" available components from other equipment, you can construct a primitive, limited-use version of a weapon, electronic device, or even a very rudimentary vehicle.

The device you build has only a limited lifespan, after which the components become useless for any other purpose (including further kit-bashing).

Thus for example, if you remove the energy cell from a comlink to create a crude vibrodagger, at the end of the weapon's lifespan, the energy cell cannot simply go back into the comlink to make that device useable again.

Use the table below to determine the Repair check DC, the components needed, the time required for construction, and the operational lifespan of the device you construct.

**Special:** You must have a Craft specialty related to the device you are attempting to build. For example, to build a crude datapad, you must have the Craft (electronic devices) skill.

A scientist can select this feat as one of his scientist bonus feats.

Device	Repair DC	Components Needed	Time Needed
Las-gun	18	Barrel, power pack, trigger, collating spring	30 mins.
Breath mask	13	Mouthpiece, regulator, air supply	5 mins.
Comlink	13	Acoustic sensor, speaker, energy cell	10 mins.
Datapad	13	Display, interface, energy cell	30 mins.
Fus-lantern	13	Chemical reactant, energy cell	5 mins.
Glow rod	10	Chemical reactant	1 min.
Maula pistol	15	Barrel, accelerator, trigger, power pack	10 mins.

### Laser Weapon Proficiency

You know how to use laser weapons, including lasguns and las-rifles.

**Benefit:** You make attack rolls with laser weapons normally.

**Normal:** If you use a weapon without being proficient, you take a -4 penalty on your attack rolls.

### Leadership

You're a natural leader, good at coordinating and directing of others.

**Prerequisite:** Character level 6+.

**Benefits:** Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you. See the table below for what sort of cohort and how many followers you can recruit.

**Leadership Modifiers:** Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). Your reputation (from the point of view of the cohort or follower you're trying to attract) raises or lowers his Leadership score:

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruel streak	-2
Has a stronghold or base of operations	+2
Moves around alot	-1
Caused the death of other followers	-1



**Leadership Score:** A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

**Cohort Level:** The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own.

**Cohorts earn XP as follows:** The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted the cohort).

Leadership Score	Cohort Level	Number of Followers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total. If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.

**Number of Followers by Level:** The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

## Lie Adroit [Weirding Talent]

You are adept at deception, to the point where your falsehoods can even fool Truthsayers.

**Prerequisite:** Bluff 10+ ranks, Voice special ability, Weirding Way.

**Benefit:** You can add any Weirding class levels (Bene Gesserit Adpet and Reverend Mother) to Bluff checks made to deceive others.

## Linguist

You are adept at learning new languages.

**Prerequisite:** Int 13+.

**Benefit:** You acquire Language skills for half the normal cost.

**Normal:** Speak Language is bought as any other skill.

## Living History

The past, far from being an irrelevant collection of moldering facts, is a living resource you draw from in all walks of life.

**Benefit:** You may add your Wisdom modifier (in addition to your Intelligence modifier and any ranks) on all Knowledge and Research checks to recount facts from the past.

## Lover's Fury

You are especially deadly when someone you love is in danger.

**Benefit:** If you are in combat, and someone you love is clearly threatened (in a square which an enemy threatens, exposed to ranged weapons fire, at -1 or fewer hit points, or the like), you gain a +1 morale bonus on all attack and damage rolls.

However, you cannot withdraw from combat so long as your love is threatened. You may only have one "love" at a time, and the relationship must be approved by the GM.

## Low Profile

You are less famous than others of your class and level, or you wish to maintain a less visible presence than others of your station.

**Benefit:** Reduce the character's Reputation bonus by 3 points.

## Martial Weapon Proficiency

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

**Benefit:** You make attack rolls with the selected weapon normally.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

## Master Assassin

You are an expert at striking your enemy's weakest spots.

**Prerequisites:** Assassin, BAB +10.

**Benefit:** Your threat range is increased by 2 when using a melee weapon (this stacks with the benefit of the Assassin feat). In addition, you no longer have to spend an action point to turn a threat into a critical hit when using a melee weapon.

## Master Crafter

You are adept at creating mastercraft mechanical devices (including tools, vehicles, weapons, constructs and armor).

**Prerequisites:** Craft (mechanical) 8+ ranks.

**Benefit:** When successfully completed, a mastercraft electronic or mechanical object provides an equipment bonus on skill checks made to use the object (in the case of mastercraft vehicles, this includes Drive or Pilot checks).

A mastercraft weapon provides a bonus on attack or damage rolls (your choice), but not both.

A mastercraft suit of armor improves the armor's equipment bonus to Defense.

In each case, the bonus can be +1, +2, or +3, and no single object can have more than one mastercraft feature. (For instance, you cannot build a mastercraft weapon that gains a bonus on attack rolls *and* damage rolls.)

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the object (or components) + the bonus provided by the mastercraft feature (+1, +2, or +3).

In addition to the normal equipment craft costs, you must also pay a cost in experience points equal to 250 x the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop you below the minimum needed for your current level, then the experience points can't be paid and you can't make the mastercraft object until you have sufficient XP to remain at your current level after the expenditure is made. Apply modifiers to the Craft DC for mastercraft items as follows:

Mastercraft Feature	DC Modifier
Mastercraft (+1)	+3
Exemplary Mastercraft (+2)	+5
Superior Mastercraft (+3)	+10

You can add the mastercraft feature to an existing ordinary object or a lower-grade mastercraft object by making a Wealth check and then making the Craft check as though you were constructing the object from scratch.

## Master Duelist

You are an expert with a certain type of weapon.

**Prerequisites:** BAB +12, Weapon Master with selected weapon.

**Benefit:** Your bonuses from Weapon Master are increased to +3 to attack rolls and +6 to damage rolls when using the selected weapon. Finally, once per game session, you may choose to re-roll a failed attack roll when using the selected weapon. You may not re-roll a critical failure.

**Special:** This feat may be taken multiple times, each time applying it to a different weapon.

## Master Strategist

You have the ability to efficiently direct your allies during a battle.

**Prerequisites:** Strategist, Knowledge (tactics) 5+ ranks.

**Benefit:** By using a full-round action, you can grant a competence bonus equal to your Intelligence bonus on attack rolls or a dodge bonus to Defense and Reflex saving throws to all of your allies (including yourself) within range (see below). This bonus lasts a number of rounds equal to your Charisma modifier.

All allies to be affected must be within sight and voice range and must be able to understand you.

## Medical Expert

You have a knack for aiding the sick and injured.

**Benefit:** You get a +2 bonus on all Craft (pharmaceutical) and Treat Injury checks.

## Mentat Training

Trained from a young age as a potential Mentat, a voluntary decision was required to continue with the program. You have an innate understanding of the filtering and categorization of information that aids computation and memory.

**Prerequisites:** Int 13+, Research 1+ ranks, Cryptography 1+ ranks.

**Benefit:** You gain a +2 bonus to all Research and Cryptography checks. Additionally, the mentat gains a +4 bonus to Intelligence checks to remember past events. He also proves immune to psionic (weirding) attempts to modify his memory (such as with the power *modify memory*).

## Meticulous

You are thorough and painstakingly complete.

**Benefit:** You get a +2 bonus on all Forgery and Search checks.

## Military Rank

You have served in the armed forces and have the rank to prove it.

**Prerequisites:** Noble Title (for officer ranks), or armsman or duelist level 1+ (for enlisted ranks).

**Benefit:** You bear a military rank in the armed or space naval forces of a noble house, a League guild, a Church order, or other military organization. Your title depends on how many levels of this stackable feat you possess. Each successive level raises you in rank one title (see the chart below). Titles provide different benefits for officers and enlisted.

**Officers:** Each officer rank grants you +1 to your Leadership score. This bonus is stackable with each successive rank (i.e., a Major gets a +3 Leadership bonus).

**Enlisted:** Each enlisted rank grants you +1 to any Gather Information checks performed wherever soldiers hang out (in the barracks or a bar popular among mustered out or retired troops). Your rank more easily provides you the necessary background to mix with troops and loosen their lips. This bonus is stackable with each

successive rank (i.e., a corporal gets a +3 Gather Information bonus). The drawback is that you may be called back to active duty in times of crisis. Refusing such a call is grounds for a court-martial and removal of rank.

**Special:** This feat may be taken multiple times, and its effects stack. This feat may also be awarded to a player at the GM's discretion to simulate a field-promotion or other situation not covered by the rules of standard feat accrual.

Officer (Noble)		Enlisted Householder/Guild/Church	
Army	Navy	Army	Navy
Lieutenant	Midshipman	Private	Starman
Captain	2nd Lieutenant	Pvt 1st Class	Able Starman
Major	1st Lieutenant	Corporal	Mate
Bursege	Captain	Sergeant	Chief
Bashar	Admiral	Master Sgt	Master Chief

\*Note: Some mercenaries rate themselves with non-standard ranks instead of military ranks.

## Mind Over Body

The training of some orders, such as the Mentats and the Bene Gesserit Sisterhood have learned to overcome the frailties of the body with the unyielding power of the mind.

**Prerequisites:** Mentat or Bene Gesserit Adept class level 1+.

**Benefit:** Upon gaining this feat, and each level thereafter, you may use your Intelligence modifier instead of your Constitution modifier to determine your bonus vitality points.

## Mobility

You are adept at moving past opponents and dodging blows.

**Prerequisites:** Dex+ 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Defense against attacks of opportunity provoked when you move out of a threatened square.

**Special:** A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

## Modify Combat Style

You can adapt your combat moves to counter an opponent's style.

**Prerequisites:** BAB +7, Combat Expertise.

**Benefit:** Spend at least one full round in melee with an opponent, then make a Spot check (DC = 10 + the opponent's base attack bonus). If you succeed, you spot a weakness in your foe's combat style and modify your own style to take advantage of it. You gain a +2 competence bonus to attack rolls against the foe for the rest of that combat session.

## Mounted Combat

You are skilled in mounted combat.

**Prerequisite:** Ride 1+ ranks.

**Benefit:** Once per round when your mount is hit in combat, you may make a Ride check to negate the hit. The hit is negated if your Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Defense bonus if it's higher than the mount's regular Defense).

**Special:** An armsman or Fremmen may choose this feat as one of his bonus feats.

## Multishot

You can use the multifire and autofire option on las-weapons with exceptional accuracy.

**Prerequisite:** Dex 13+, Point Blank Shot, Rapid Shot.

**Benefit:** When using multifire or autofire options on las-weapons, reduce the penalty for each attack to -2 (for multifire) or -4 (for autofire).

**Normal:** See multifire and autofire rules in Chapter Seven: Combat.

## Natural Swordsman [Initial]

You have a natural affinity for swords of all kinds.

**Prerequisite:** Character level exactly 1.

**Benefit:** You gain a +1 competence bonus to damage rolls made from attacks with swords (short swords, longswords, greatswords,

bastard swords, rapiers, and so on). Further, if a foe attacks you with a sword, you gain a +1 dodge bonus to Defense.

**Special:** GMs wishing to create similar feats for other melee weapons (such as knives, axes, or polearms) may do so.

## Nimble

You have exceptional flexibility and manual dexterity.

**Benefit:** You get a +2 bonus on all Escape Artist and Sleight of Hand checks.

**Special:** Sleight of Hand skill can't be used untrained.

## Noble Title [Ranked]

You were born a member of a noble family or have been knighted as a lord of a noble house.

**Prerequisites:** Noble level 1+ or any character class level 4+.

**Benefit:** You bear a noble rank, its title dependent on how many levels of this stackable feat you possess. Each successive level raises you in rank one title. In addition, each rank grants you +1 Diplomacy among other nobles, even those of rival houses.

This bonus is stackable with each successive rank (i.e., a baronet gets a +2 Diplomacy bonus). Nobles have the right to impress any serf beholden to their house into temporary combat service. Most serfs are poor combatants, however, and will usually run from a fight the first chance they get. Nonetheless, they may provide an adequate vigilante posse for hunting down escaped criminals. If the impressed serf is killed in such service, the noble must pay a stipend to his family, although this rarely costs more than three years of that serf's wages.

Gaining this feat without first taking levels in the Noble class requires GM permission and a good roleplaying reason (it usually represents a battlefield knighting, which is extremely rare).

1st-level feat is equivalent to the rank of Knight or Dame. A 2nd-feat grants the Baronet title. At 3rd-level, you are granted the Baron or Baroness title. A 4th-feat grants the title of Earl or Marquis (or Marquessa). The 5th-level feat is equivalent to Count or Countess. And a 6th-level feat grants the title of Duke or Duchess.

There is one higher title for each house: the Prince, the head of the entire household. Such a rank must be gained through arduous gameplay as is usually only awarded by the GM—the Machiavellian schemes necessary to supplant a current Prince are practically unimaginable.

## Oathbound (Allegiance)

You swear undying allegiance to a person, group, organization, planet, stellar empire, ethical or moral philosophy, or belief system. By doing so, you can better influence others who share your allegiance and more effectively oppose those who don't.

**Prerequisite:** At least one declared allegiance.

**Benefit:** Choose one of your allegiances to which you have dedicated at least one loyalty point. The allegiance you select becomes your primary allegiance and cannot be broken, except by you. The strength of your allegiance enables you to better assist other beings who have the same allegiance; if your aid another attempt succeeds, your ally gains a circumstance bonus (equal to your loyalty to that allegiance) on his skill check result or attack roll. Your dedication also grants you a +1 bonus on attack rolls made against creatures that do not have this allegiance.

**Special:** You cannot apply the benefits of this feat to multiple allegiances. If you break your oathbound allegiance, you forever lose the benefits of this feat—but may take the feat again and apply the benefits to a new allegiance.

## Off-Hand Parry

You are adept at using the weapon in your off-hand to defend against incoming blows.

**Prerequisite:** BAB +3, Dex 13+, Two-Weapon Fighting.

**Benefit:** While fighting with two melee weapons, you can designate an opponent during your action and receive a +2 equipment bonus to Defense against attacks from that opponent.

You can select a new melee opponent on any action. A condition that makes you lose your Dexterity bonus also makes you lose this

bonus. This feat has no effect against opponents in missile combat or ranged attacks.

## Old Debts

Friends help you move. Real friends help you move the bodies. Old friends know where the bodies are hidden...

**Prerequisite:** Contact class ability.

**Benefit:** Once per session, you may pressure a contact you are calling upon to support you as if he is an ally.

## Pain Touch [Weirding]

You cause intense pain in an opponent with a successful nerve attack.

**Prerequisite:** BAB +2, Wis 15+, Bindu Strike, Weirding Way.

**Benefit:** Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1d4 rounds following the round they are stunned. Creatures one size category larger than the feat are immune to this pain touch attack.

## Parry

You can use a weapon to parry melee attacks. You are skilled at using your weapon to prevent melee blows from landing on your person.

**Prerequisite:** BAB +2, Dex 13+, proficient with weapon.

**Benefit:** By readying an action to parry, you may try to deflect any melee attack against you. After a successful attack against you, make a parry check using your base attack bonus + Dex modifier. If the result is higher than the result of the attack against you, you deflect the attack and it misses you.

Roll damage on the parrying weapon as per the *strike an object* combat action.

## Peasant Hero

You are known for your stance against tyrants in defense of the common man.

**Benefit:** You gain a +2 Diplomacy and Gather Information bonus when dealing with peasants, pyons and other down-trodder or oppressed peoples. Additionally, you may more easily be able to convince them to hide you (and your allies) from the authorities.

## ...Penetrates the Shield

You are highly skilled at getting by your opponent's Holtzman shielded in melee combat.

**Prerequisite:** BAB 5+, The Slow Blade...

**Benefit:** When you make a melee attack against a shielded opponent, the shield activation roll is decreased by 2 points for every point of damage penalty you elect to take.

## Perfect Memory

Your recall of details and obscure facts is almost supernatural.

**Prerequisites:** Int 15+.

**Benefit:** You may take an Intelligence check with a +4 aptitude bonus to recall stray information about notable people, popular rumors, or noteworthy places. You may not take 10 or take 20 on this check.

The relative obscurity of the information sets the DC of the check: DC 10 for common knowledge, DC 20 for uncommon details (known to locals or scholars), DC 25 for obscure data (known to a rare few), and DC 30 for extremely obscure information (forgotten lore).

## Personal Staff

You have a small network of servants, assistants, and aides you may call upon in non-combat situations.

**Prerequisite:** Noble level 10+.

**Benefit:** You gain a number of non-combatant minions (major domos, secretaries, cooks, drivers, etc) equal to your Cha modifier +2. You may fire or replace them, and they are considered to be helpful to their employer.

## Persuasive

You have a way with words and body language.

**Benefit:** You get a +2 bonus on all Bluff checks and Intimidate checks.

## Planetary Adaptation [Initial]

Your physiology has been altered by life on a planet with a harsh climate or adverse environmental conditions.

**Benefit:** You gain one of the benefits listed below, depending on your planet of adaptation.

**Barren World:** You gain a +4 bonus on Survival checks and a +4 bonus on Constitution checks against starvation and thirst.

**Cold World:** You gain a +4 bonus on Fortitude saves against extreme cold, as well as cold resistance 5.

**Dark World:** You gain darkvision out to a range of 30m. This vision is black and white only, but otherwise works as normal sight.

**High-G World:** You gain a +2 bonus to your Strength score. Reduce your base height by 6 inches.

**Hot World:** You gain a +4 bonus on Fortitude saves against extreme heat, as well as fire resistance 5.

**Low-G World:** You gain a +2 bonus to your Dexterity score. Increase your base height by 6 inches.

**Water World:** You gain a +4 bonus on Swim checks and can hold your breath for a number of rounds equal to twice your Constitution score.

**Special:** You may only take this feat at 1st level (or by GM's permission). You may select this feat more than once, however; each time you choose this feat, you gain a different benefit.

## Point Blank Shot

You are skilled at making well-placed shots with ranged weapons at close range.

**Benefit:** The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 10 meters.

## Political Favors [Ranked]

You have put critical information in front of powerful individuals in the past. Now they owe you a little *quid pro quo*.

**Prerequisite:** Noble level 5+.

**Benefit:** You receive a +2 bonus on all favor checks and all Charisma-based skill checks targeting politicians and all attempts to gain government intervention.

**Special:** You may take this feat multiple times. Its effects stack.

## Power Attack

You can make exceptionally powerful melee attacks.

**Prerequisite:** Str 13+.

**Benefit:** On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

## Prana Conditioning [Weirding]

Your training in nerve control allows you to perform incredible feats of coordination and strength. Trained to react faster, take more punishment and to be mentally disciplined, you are learning to master your physical form.

**Prerequisites:** Weirding Way.

**Benefit:** You gain a permanent inherent +2 bonus to all your saving throws.

## Prana Strike [Weirding]

Your training in nerve control allows you to hit where it counts.

**Prerequisites:** Weirding Way, Prana Conditioning.

**Benefit:** This feat grants you the following abilities.

**Knuckle Punch:** If you make a successful unarmed attack, deal normal damage, plus Strength modifier multiplied by 1.5 (rounded up).

**Palm Strike:** When you strike an opponent with a successful unarmed attack, the force of your blow shoves him one 2-meter square directly away from you. If the target square is occupied, your opponent remains where he is and suffers 1 point of subdual damage in addition to any damage from your successful attack.

## Precise Shot

You are skilled at timing and aiming ranged attacks.

**Prerequisite:** Point Blank Shot.

**Benefit:** The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.

**Normal:** A character takes a -4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

## Prized Bloodline

Your genealogy figures into the Bene Gesserit Mating Index, and your bloodline earns you special consideration among the rank and file.

**Prerequisite:** Human (feat).

**Benefit:** Viewed as a potential contributor to their breeding program, the Sisterhood makes a reasonable effort to protect you from harm, alerting you to danger or providing sanctuary and even assistance as the situation permits.

On the darker side, the Sisterhood aims to breed you with one of their own, and will eventually attempt to pair you with a spouse or mate in spite of your wishes or personal commitments.

Provided you have access to appropriate communications channels and adequate transportation, you can reach the Bene Gesserit Chapter House and request an audience, which will be granted up to 1d10x5 hours (or GM's discretion) after making the request.

Being granted an audience with the Sisterhood does not automatically guarantee that any requests made of them will be granted. While the Bene Gesserit can provide resources, support, and even occasional direct help, the Sisterhood rarely grants any more assistance to a non-member than it would to a young Adept.

**Normal:** Petitioning the Sisterhood for an audience can take days or even weeks, and even then audience is rarely granted to non-Adepts.

**Special:** The more you depend on the Sisterhood for assistance, the more severe will be the repercussions should you prove unwilling to participate in their secretive program.

## Pyretic Conscience

Your pacifism is one of the centers of your existence.

**Prerequisite:** Treat Injury 4+ ranks, Wis 12+.

**Benefit:** Considered safe enough to administer treatment even to the Emperor himself, the character enjoys high demand for his services, deriving many social and material benefits as a result. The character finds that most people entrust him with matters having little to do with his medical training or pacifistic conscience. They confide their personal problems, solicit his honest advice or confess their darkest secrets as if he were their psychologist, counselor and confessor combined.

You gain a +2 competence bonus to all Sense Motive and Treat Injury checks. Additionally, when attempting to befriend a Gamemaster character (NPC), you may add your Wisdom modifier as a bonus to such checks.

## Quickness

You are faster than normal.

**Benefit:** The character gains +3 vitality points.

**Special:** A character may gain this feat multiple times. Its effects stack.

## Quick Draw

You can bring a weapon into action with inhuman speed.

**Prerequisite:** BAB +1.

**Benefit:** The character can draw a weapon as a free action. A character with this feat may throw weapons at his or her full normal rate of attacks.

**Normal:** A character can draw a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

## Quick Use

You are very efficient with a particular skill.

**Prerequisites:** Chosen skill 1+ ranks.

**Benefit:** Choose one of your skills. If that skill normally takes more than 1 round to use (up to one minute), each action with it now takes half the standard time. If that skill normally takes a full action to use, it now takes you only a half action. If that skill normally takes a half action to use, it is now a free action for you. You may use only one skill as a free action per round by virtue of this feat.

**Special:** You may take this feat multiple times. Each time you take the feat, it applies to a new basic skill feat.

## Rapid Shot

You can use ranged weapons with exceptional quickness.

**Prerequisites:** Dex 13+, Point Blank Shot.

**Benefit:** You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack (the extra one and the normal ones) has a -2 penalty. You must use a full-round action to use this feat.

## Renown

You are more likely to be recognized.

**Benefit:** Your Reputation bonus increases by +3.

**Special:** You may take this feat multiple times. Its effects stack.

## Retainer

You have a devoted servant or friend who will follow you to the ends of the universe in return for food and upkeep.

**Benefit:** Whether it is the loyal seneschal who has always served your family or the childhood friend who hasn't risen in social class like you but still keeps his blood-brother oath through thick and thin, your retainer is devoted to your needs.

Your retainer is a 1st-level Professional (Diplomat, Expert or Thug) trained in whatever line of work he needs to best serve you. He goes up in level once for every two levels you rise. He (or she) is considered to have whatever outfit is needed for his work, but you must provide their weapons or armor.

Additional hired help can be gained with money during gameplay, but they don't exhibit the fierce loyalty your retainer does. In other words, when the money runs out, they're gone—but the retainer always stays.

## Ride-By Attack

You are skilled at attacking from a moving vehicle or mount.

**Benefit:** The character takes no vehicle speed penalty when making an attack while in a moving vehicle or on a moving animal. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement.

**Normal:** When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

## Riposte

After parrying an attack, you may quickly follow with your own attack.

**Prerequisites:** BAB +6, Parry.

**Benefit:** After a successful parry attempt, you get an attack as a free action at your base attack bonus. You may only perform one Riposte per round.

## Run

You are able to run faster than normal.

**Benefit:** When running, the character moves a maximum of five times his or her normal speed instead of four times. If the character is in heavy armor, the character can move four times his or her speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his or her Jump check.

## Sand Camouflage

You can hide yourself in sand with a moment's notice.

**Prerequisite:** Hide 5 ranks, Sandskimmer.

**Benefit:** As a standard action, you can quickly camouflage yourself in any area of ash, dust, loose earth, or sand that is at least 1 inch deep. In areas with 1 to 11 inches of appropriate loose soil, you gain a +4 bonus on Hide checks. In areas with 12 or more inches of appropriate loose soil, you instead gain a +10 bonus on Hide checks. You must still have cover or concealment to make a Hide check, per the rules for that skill.

## Sandwalker

You are particularly adept at moving over sand.

**Benefit:** You treat shallow sand as normal terrain and deep sand as shallow sand. Sand crust does not break beneath your feet, allowing you to move atop it as if it were normal terrain.

**Special:** This feat can be taken twice, allowing a creature to treat all sand as normal terrain. Its effects also stack similarly with other abilities that improve movement over sand. For example, if a fremen takes Sandskimmer, she treats all sand as normal terrain and never breaks through sand crust by moving across it.

## Savoir-Faire

You have a certain flair, dashing style, élan, or bravura that marks you as someone special.

**Prerequisites:** Cha 15+.

**Benefit:** Everything you do is done with style, whether it be entering a room and turning heads, carving your initials into a tapestry with your rapier, or even savoring a meal at a banquet to impress the hostess.

You can intentionally attempt to impress others with your style in any task. You make any required checks normally, but if your result is five or more levels higher than the required DC to succeed at the task, you have performed the deed with stunning flair.

The GM is free to dictate any rules effects from this, but possible outcomes include: You gain an initiative bonus on successive actions or a bonus to Charisma-based skills to further impress those who witnessed your deed.

Additionally, it is very difficult to embarrass you, for you can turn even a pratfall into an elegant dance. Anytime you fail very badly at something, you can make a Bluff skill check as a free action to mitigate the failure and make it look intentional. The DC depends on the nature of what you've done wrong, but it's usually 15 or 20. The higher your result, the better your reaction to failure appears.

As a free action, you may make a Diplomacy check to oppose anyone trying to embarrass you, even if you are unaware of what's going on (the GM can make the roll for you).

## Self-Sufficient

You can take care of yourself in harsh environments and situations.

**Benefit:** You get a +2 bonus on all Survival and Treat Injury checks.

**Special:** A Fremen may select this feat as one his bonus feats.

## Shattering Blow

You have mastered a variety of breaking and shattering techniques, allowing you to destroy inanimate objects with alarming ease.

**Prerequisites:** Iron Fist, melee attack bonus +6 or higher.

**Benefit:** All of your unarmed attacks do at least 1d8 damage (if not higher due to other feats, class features and abilities). Also, you quadruple (4x) your Strength modifier when damaging an object.

When you attempt to break an object using brute force, the object's Break DC is reduced by 8 instead of 4.

## Shield Conditioning

You are conditioned to fighting with the Holtzman shield.

**Prerequisites:** Holtzman Shield Proficiency, Shield Fighter.

**Benefit:** While using an activated Holtzman energy shield, the DR that the shield provides is raised by +2, but are at -2 to attack whenever you do not have a shield.

**Normal:** An activated Holtzman shield provides a DR of 15, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

### Shield Fighter

You are skilled at fighting with the Holtzman shield.

**Prerequisites:** Holtzman Shield Proficiency.

**Benefit:** While using an activated Holtzman energy shield, the activation DC that the shield provides is raised by +2.

**Normal:** An activated Holtzman shield has an activation roll of 15.

### Shield Focus

You have trained rigorously with the Holtzman shield, learning to wield it like a natural extension of your body.

**Prerequisites:** Holtzman Shield Proficiency.

**Benefit:** You gain a +1 dodge bonus to Defense when wearing an activated Holtzman shield. In addition, the armor check penalty for the shield is reduced by one, to no less than zero.

### Shield Proficiency

You are trained to use a physical shield in combat.

**Benefit:** You can use a shield and take only the standard penalties.

**Normal:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

**Special:** This feat does *not* cover Holtzman personal energy shields. See Holtzman Shield Proficiency. Some classes automatically gain Shield Proficiency as a bonus feat. They need not select it.

### Shot on the Run

You are highly trained in skirmish ranged weapons tactics.

**Prerequisites:** Dex 13+, Point Blank Shot, Dodge, Mobility.

**Benefit:** When using an attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his or her speed.

Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from others, as normal).

### Sidestep

Able to do more than just dodge, you are highly skilled at evading attacks.

**Prerequisites:** Dex 13+, Dodge.

**Benefit:** During your action, you may select an opponent and receive a +2 dodge bonus to your Defense against all attacks made by that opponent.

Alternately, you may designate all opponents attacking you and gain a +1 dodge bonus to your Defense against attacks made by any and all of the designated opponents. This effect lasts until your next action.

### Silver Palm

You are fluent in the custom of barter and the art of the deal.

**Benefit:** You get a +2 bonus on all Diplomacy and Bluff checks.

### Simple Weapon Proficiency

You understand how to use all types of simple weapons in combat.

**Benefit:** The character makes attack rolls with simple weapons normally.

**Normal:** A character without this feat takes the -4 nonproficient penalty when making attacks with simple weapons. Most character classes gain this feat for free at first level.

### Skill Emphasis

You are particularly talented with one skill.

**Benefit:** Choose a skill. You get a +3 competence bonus on all checks involving that skill.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

### Smooth Talk

Accustomed to dealing with strangers and foreigners, you need no weapons to make your point.

**Benefit:** You get a +2 bonus on all Diplomacy and Sense Motive checks.

### Snap Shot

You are able to get a shot off faster than most.

**Prerequisite:** Rapid Shot.

**Benefit:** At the start of the round, you may subtract a number from all ranged attack rolls and add the same number to your initiative check. This number may not exceed your base attack bonus, and the effects last until the start of the next round. You may not make melee attacks this round.

### Snake Strike

You are so fast at drawing your weapon that you consistently take your opponents by surprise.

**Prerequisites:** BAB +6, Flashing Weapon, Quick Draw.

**Benefit:** When you draw a melee weapon to attack an opponent that you are not currently engaged in combat with, you may first make a feint attempt against that opponent as a free action.

### Speed Demon

You have the uncanny ability to squeeze more speed out of the vehicles you control.

**Benefit:** Any vehicle you control has its maximum speed increased by 10% (round down to the nearest 2m increment).

### Spring Attack

You are trained in fast melee attacks and fancy footwork.

**Prerequisites:** Dexterity 13, Dodge, Mobility, base attack bonus +4.

**Benefit:** When using an attack action with a melee weapon, you can move both before and after the attack, provided that the total distance moved is not greater than your speed.

Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from others, as normal). You can't use this feat if you are carrying a heavy load or wearing heavy armor.

### Stamina

You have an amazing amount of stamina.

**Prerequisite:** Con 13+.

**Benefit:** You recover vitality points twice as fast as normal. So, if you would normally recover 1 vitality point per level per hour, with this feat you recover 2 vitality points per level per hour.

### Stealthy

When a situation calls for stealthiness, you are at your best.

**Benefit:** You get a +2 bonus on all Hide and Move Silently checks.

### Steely Gaze

Just looking into your eyes can be a frightening experience.

**Benefit:** You get a +2 bonus on Intimidate checks, and you can Intimidate as a move-equivalent action.

**Normal:** Attempts to Intimidate are generally full-round actions.

### Strategist

You have the ability to use your tactical knowledge to direct your allies during a battle.

**Prerequisites:** Knowledge (tactics) 4+ ranks.

**Benefit:** By using an attack action, you can grant any one ally (not including yourself) within range (see below) a competence bonus on attack rolls *or* a dodge bonus to Defense and Reflex saving throws.

The bonus is equal to your Int bonus and lasts a number of rounds equal to 1d4 + your Cha modifier. All allies to be affected must be within sight and voice range and must be able to understand you.

## Suicidal Charge

You can unnerve your foe with a fierce battle cry and brash charge.

**Prerequisites:** BAB +3, Loyalty [Sardaukar] 1+.

**Benefit:** When you charge, one opponent of your choice must make a successful Will save (with a DC equal to 10 + your character level) or become dazed for one round. Dazed characters can take no actions, but defend themselves normally. You must end the charge in melee combat with the chosen opponent.

**Normal:** Charges do not have a daze effect.

**Special:** Though most common for Sardaukar troops, this feat can be taken by any character, representing fearsomeness in melee combat.

## Sunder

You are skilled at hitting an opponent's weapon, or some other object with a melee attack.

**Prerequisites:** Str 13+, Power Attack.

**Benefit:** When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity.

You gain a +4 bonus on any attack roll made to attack an object held or carried by another character. You deal double normal damage to objects, whether they are held or carried or not.

**Normal:** A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

## Surface Vehicle Operation

Select a class of surface vehicle (hovercraft, skimmer, crawler, or tracked). You are proficient at operating that class of vehicle.

**Prerequisite:** Drive 4+ ranks.

**Benefit:** You take no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

**Normal:** Characters without this feat take a -4 penalty on Drive checks made to operate surface vehicles, and to attacks made with vehicle weapons.

## Surgery

You are trained to perform surgical procedures to heal wounds.

**Prerequisite:** Treat Injury 4+ ranks.

**Benefit:** You can use Treat Injury to perform surgery without penalty. See the Treat Injury skill description.

**Normal:** Characters without this feat take a -4 penalty on Treat Injury checks made to perform surgery.

## Survivor

Able to thrive in a region that others find uninhabitable, you excel at uncovering the secrets of the wilderness and surviving to tell the tale.

**Benefit:** You get a +1 bonus on all Fortitude saves and a +2 bonus on all Survival checks.

## Swift Strike

You may move while making a melee attack.

**Prerequisites:** BAB 4+, Mobility, Sidestep.

**Benefit:** When you take the standard attack action while making a melee attack, you can move up to half your speed. You may move part of this distance before your attack and part after your attack, or any combination desired, as long as you don't exceed half your speed during the action.

## Tactical Genius

Your tactical knowledge is invaluable to directing your allies for maximum efficiency on the field.

**Prerequisites:** Knowledge (tactics) 8+ ranks, Strategist, Master Strategist.

**Benefit:** You can direct a single ally with a free action or all allies with an attack action. Even so, this feat may only be used once per round.

## Talented [Initial]

You are extraordinarily gifted with one particular skill.

**Prerequisites:** Character level exactly 1, ability linked to chosen skill 13+, chosen skill 4+ ranks.

**Benefit:** You gain one rank in the chosen skill, the maximum rank you may have in the skill is permanently increased by one, and the chosen skill is always considered a class skill regardless of class.

**Special:** This feat may only be taken once and must be taken at 1st level only.

## Terrible Purpose [Cinematic]

You are one of the potential Kwisatz Haderach of the Bene Gesserit breeding program.

**Prerequisites:** Human, Prized Bloodline.

**Benefit:** Your actions and presence cannot be sensed by users of prescience. All attempts at *augury*, *divination* or similar forms of precognition are blind to you, and automatically omit or exclude you and your actions.

## The Slow Blade...

You have trained to bypass an opponent's Holtzman shield in melee combat.

**Prerequisites:** Weapon Finesse, Dex 13+.

**Benefit:** When you make a melee attack, you can reduce the damage (to a minimum of 1) by any number up to your Dex bonus. You may then subtract this number from the shield activation roll to bypass a Holtzman energy shield.

You must choose how much, if any, to reduce the damage by before you roll damage.

## Total Recall

You have perfect recall of everything you've experienced. You easily remember names, faces, facts read in books, or smells from your past. You can use Total Recall to memorize and recount experiences with complete accuracy, though unlike Mentat Trance, Total Recall only allows minute details to be retained in short-term memory for a short period (12 hours per Intelligence bonus). After that time, the character must either rehearse the experience or allow it to convalesce into long-term memory, losing much of the fine detail as it commingles with other memories.

**Prerequisite:** Int 16+.

**Benefit:** You can recall everything you've seen, heard, read, or experienced perfectly. If you forget some detail your character should remember, you can ask the GM to remind you. You also get a +2 bonus on any skill rolls for which rote memorization is useful (at GM's discretion).

## Tough-As-Nails [Initial]

You can take punishment and come back for more.

**Prerequisite:** Con 13+, character level exactly 1.

**Benefit:** Your vitality die increases by one type (d6 to d8, d8 to d10, d10 to d12), to a maximum of d12.

**Normal:** Your vitality die type is determined by your class.

**Special:** You may take this feat once at 1st level only.

## Toughness

You are tougher than normal.

**Benefit:** The character gains +3 wound points.

**Special:** A character may gain this feat multiple times. Its effects stack.

## Traceless Step

You have developed a habit of removing signs of your presence. Hiding your trail has become natural to you.

**Prerequisites:** Int 13+, Track.

**Benefit:** The DC for any attempt to notice your presence or passage (i.e. whether you're in the same room as them now or have been before) is increased by a number equal to your Intelligence modifier.

If you are no longer present and this adjusts the DC to spot you to 10 or more, the Track feat is required to trace your steps.

Further, no one may take 10 or 20 when making a skill check to notice your presence or passage. This ability works whether the pursuer is making an opposed skill check or not.

## Track

You can follow the trails of both creatures and characters.

**Benefit:** To find tracks or follow them for one mile requires a Survival check. The character must make another Survival check every time the tracks become difficult to follow.

The character moves at half his or her normal speed (or at the character's normal speed with a –5 penalty on the check, or at up to twice the character's speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20

**Very Soft:** Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

**Soft:** Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

**Firm:** Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

**Hard:** Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks.

If the character fails a Survival check, he or she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

## Trail of Blood

You mow down your enemies, leaving a swath of death in your wake.

**Prerequisites:** BAB 12+, Cleaving Charge.

**Benefit:** As Cleaving Charge, except that you may move up to three 5-ft. squares before each extra attack. You may not exceed your speed during the action.

## Trustworthy

You have a friendly demeanor that people tend to like.

**Benefit:** The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

## Truthsaying [Weirding]

You have been trained to notice the minute signs of deception, and recognize the truth when you hear it.

**Prerequisites:** Wis 13+, Weirding Way.

**Benefit:** You may add your Intelligence modifier in addition to your Wisdom modifier to any Sense Motive checks to determine the veracity of a statement.

Additionally, after a successful Sense Motive check, you may immediately spend an action point to determine if the character is lying outright, telling a half-truth, or if the target truly believes what they are saying.

**Normal:** You add your Wisdom modifier to all Sense Motive checks.

## Two-Weapon Defense

You are especially good at defending yourself with weapons in both hands.

**Prerequisites:** Dex 15+, Two-Weapon Fighting.

**Benefit:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 bonus to your Defense.

When you are fighting defensively or using the total defense action, this bonus increases to +2.

## Two-Weapon Fighting

You can fight with a weapon in each hand, making 1 extra attack each round with the second weapon. Both weapons must be melee weapons or both be ranged (you can't mix types).

**Prerequisite:** Dex 13+.

**Benefit:** The character's penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for the off hand.

## Ultimate Duelist (weapon)

You have mastered a certain type of weapon.

**Prerequisites:** Master Duelist with selected weapon, BAB +18.

**Benefit:** Your bonuses from Master Duelist are increased to +4 to attack rolls and +10 to damage rolls when using the selected weapon. In addition, three times per game session, you may choose to re-roll a failed attack roll when using the selected weapon.

**Special:** This feat may be taken multiple times, each time applying it to a different weapon.

## Unbalance Opponent

You are skilled at keeping your opponents off balance in melee.

**Prerequisites:** Defensive Martial Arts, BAB +6.

**Benefit:** During your action, you designate an opponent no more than one size category larger or smaller than yourself. That opponent doesn't get to add their Strength modifier to attack rolls when targeting you. (If your target has a Strength penalty, he still takes that penalty.)

The opponent's Strength modifier applies to damage, as usual.

The character can select a new opponent on any action.

## Undermine

You excel at playing with people's insecurities.

**Prerequisite:** Cha 13+, Intimidate 2+ ranks, Sense Motive 2+ ranks.

**Benefit:** You may use cunning suggestions to undermine another character's resolve. After speaking to them for a full round, you may make an Diplomacy check opposed by the target's Sense Motive. If you succeed, a seed of doubt has been planted in the target and he suffers a –1 penalty to all skill checks and a –4 penalty to his initiative for a number of rounds equal to twice your Charisma modifier.

**Special:** You must be able to understand and be understood by the target before you can undermine them. Any single character can be undermined only once per game session.

## Unlocked Potential (Skill Name)

You have incredible potential for improvement with one of your skills.

**Benefit:** Choose one class skill. The rank limit for that skill only is increased by 3. (Thus, its rank limit becomes your character level +6.)

**Special:** You may take this feat multiple times, and you may apply it to the same skill more than once. Its effects stack.

## Unshakable

You remain icily calm during crises that cause hysteria in others.

**Benefit:** In situations where chaos reigns, you can focus and block out distractions, becoming a still point in a sea of confusion—to summon a steady hand while defusing a bomb in the middle of a firefight or panicking populace. This is more than a simple Concentration check to maintain your action. Instead, it can add bonuses to the chosen undertaking.

Will Save DC	Bonus
10	+1
15	+2
20	+3
25	+4
30	+5

You may steady your hand as a full-round action once per day by making a Will save. Success means you gain bonuses to perform a particular, non-combat task—defusing a bomb, fixing an ornithopter's engine in flight, etc. This effect (considered extraordinary) lasts for 10 minutes, after which the bonuses go away. How unshakable you are depends on the DC you achieve.



## Untouchable

Your status as a noble house member makes it difficult for criminal charges to stick, thanks to the influence your position gives you.

**Prerequisite:** Noble House [any] Loyalty +3.

**Benefit:** When dealing with law enforcement or government officials, you may double your Reputation bonus.

**Special:** You must have joined a noble house to take this feat. If you later leave the noble house, you lost the benefits of this feat.

## Vehicle Dodge

You are adept at dodging attacks while driving a vehicle.

**Prerequisites:** Proficient with weapon, base attack bonus +1.

**Benefit:** The character gains a +1 bonus on all attack rolls he or she makes using the selected weapon.

**Special:** A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

## Vehicle Expert

You are adept at operating vehicles.

**Benefit:** You gain a +2 bonus on all Drive and Pilot checks.

## Veteran

You are known for your prowess at a significant battle, and may even bear a medal proving it.

**Benefit:** You may invoke your past to change others' opinions about you and solicit their aid. This may be used against the same person only once. It allows you to gain a +2 on Diplomacy or Gather Information checks against that person. In addition, you are considered (for just this one-time request) to be one rank higher than normal, including gaining any skill bonuses the higher rank imparts.

**Special:** This feat may be taken multiple times. Its effects stack, representing a greater deed performed in battle or a more important medal. Two levels of this feat provides a +4 to Diplomacy or Gather Information checks and two additional (temporary) rank levels, and so on with each additional level.

## Weapon Finesse (melee weapon)

By relying more on your dexterity than your strength, you have learned to master one melee weapon in particular.

**Prerequisites:** Proficient with weapon, BAB +1.

**Benefit:** Choose one light melee weapon, such as a rapier (if the character can use it with one hand), or a chain. You can choose unarmed strike or grapple as a weapon for the purposes of this feat. With the selected light melee weapon, you may use your Dexterity modifier instead of your Strength modifier on attack rolls.

**Special:** You can gain this feat multiple times. Each time you take the feat, select a different weapon. Its effects do not stack.

## Weapon Focus (weapon)

Choose a specific weapon. You may choose unarmed strike or grapple for your weapon for purposes of this feat.

**Prerequisites:** Proficient with weapon, BAB +1.

**Benefit:** You gain a +1 bonus on all attack rolls made using the selected weapon.

**Special:** You may gain this feat multiple times. Each time you take the feat, you must select a different weapon. Its effects do not stack.

## Weapon Master (weapon)

You are skilled with a certain type of weapon.

**Prerequisites:** BAB +6, Improved Weapon Focus with weapon.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with the benefits of Weapon Focus and Improved Weapon Focus.

**Special:** You may take this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

## Weapon Specialization (weapon)

Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple for purposes of this feat. You deal extra damage when using this weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, Armsman level 4+.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

An armsman may select Weapon Specialization as one of his armsman bonus feats.

## Weirding Combat [Weirding]

Trained in the Weirding ways of combat, you may attack your foes with a flurry of blows.

**Prerequisites:** Weirding Way, Combat Martial Arts.

**Benefit:** You may make one extra unarmed attack in a round at your highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. Using this ability is a full-round action.

**Special:** You must be unarmored to use this talent, and you must make unarmed strikes to gain the benefit.

## Weirding Way [Weirding]

Whether through a commissioned proctor, assigned mentor, or a renegade sister, you have been trained in the secret "witching" talents of the Bene Gesserit.

**Benefit:** You gain Autohypnosis and Concentration as permanent class skills. Additionally, you gain one Minor Weirding Ability from the list on page 26.

## Whipcord Reflexes

You have faster reflexes than normal.

**Benefit:** The character gets a +2 bonus on all Reflex saving throws.

## Whirlwind Attack

You can hit nearby opponents in an amazing, spinning melee attack.

**Prerequisites:** BAB +4, Dex 13+, Int 13+, Dodge, Mobility, Spring Attack, Combat Expertise.

**Benefit:** When the character performs a full-round action, the character can give up his or her regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent.

## Withering Insult

You may deliver an insult guaranteed to get a rise out of your rival.

**Prerequisite:** Int 13+.

**Benefit:** Social rank and the respect it provides are vital to survival in the chaotic world of the Landsraad. People are rather protective of their reputations and don't take kindly to people disparaging them. However, most people can readily choose which insults to challenge or ignore. Nonetheless, some villains are particularly good at baiting their rivals; their biting words rarely fail to get a passionate response.

Once per day, you may deliver a withering insult to someone. That person must fight to control his temper or lose all self-control, discarding all norms of social propriety and common sense until he has extracted an apology from you. The target of the insult must make a Will save with a DC equal to 10 + your Charisma modifier + your Reputation.

Success means he can choose to deal with the insult however he likes, although he cannot pretend it wasn't vile. Failure means he loses control and immediately seeks satisfaction from you: either challenging you to a duel, invoking Kanly on the spot, whistling for a gang of street toughs to descend on you, etc.

He will stop whatever he is doing, as long as doing so doesn't put him in obvious danger. In other words he won't turn his attention from the rampaging Laza tigers just to deal with an insult. However, the insult still hurts, and he will deal with it as soon as the danger has passed.

**Example:** A Wallach noble is constantly baited at a social affair by an offensive Ordos, who keeps implying that the Wallach's intimate undertakings are a joke. Finally, the innuendoes are too much to bear. The GM asks the Wallach noble's players to make a Will save to avoid throwing down a gauntlet then and there, challenging a rival who to all appearances is a better fencer than himself.

### Word of Honor

You come from the aristocracy, where honor is a vital part of everyday life—despite the fact that so many nobles constantly plot against one another. You, however, are a paragon of honor, though if you should ever fail to live up to noble standards, the consequences could be dire.

**Prerequisite:** House Loyalty 1+.

**Benefit:** You gain a +1 bonus to your Reputation. This bonus increases to +2 when dealing with other nobles.

If you break your word to another noble, you immediately become infamous. You can remove this stain on your honor (and no longer be considered infamous) by expending 1 Action Point the next time you advance a level.

### Zensunni Focus

You can sense the approximate location of foes without being able to see them.

**Prerequisites:** Wis 13+.

**Benefit:** When attacking an opponent with a ranged attack, reduce concealment bonuses to your target's Defense by half (rounding

down).

### Zensunni Shot

You have the uncanny ability to precisely track your enemies when firing at them.

**Prerequisites:** Zensunni Focus, BAB +4.

**Benefit:** When attacking an opponent with a ranged attack, ignore concealment bonuses to your target's Defense.

### Zensunni Mastery

You may use your inner clarity to guide an attack more accurately to its target.

**Prerequisites:** Zensunni Shot, BAB +9.

**Benefit:** You may add your Wisdom modifier to your attack bonus when attacking with any hurled weapon. This bonus is in addition to any other modifiers to the roll, including any other ability modifiers.

### Zero-G Training

You can function normally in low or null gravity.

**Prerequisites:** Dex 13+, Tumble 4+ ranks.

**Benefit:** You take no penalty to actions in low or zero gravity.

**Normal:** Without this feat, most actions in zero gravity have a –4 penalty, and actions in low gravity environments incur a –2 penalty.

# FOUR: HOUSE

“What do you despise? By this are you truly known.”

—from Manual of Muad'Dib by the Princess Irulan

## Noble Houses of the Landsraad

Many planets throughout the universe have become wealthy and prosperous over millennia, developing groups of nobles who dominate the political structures of their worlds. Regardless of how or why they came to be – whether legitimate bloodlines or bloody coups—noble Houses are the backbone of society throughout the civilized universe, and their strength often reaches beyond the bounds of their home systems and into the galaxies around them.

Formally recognized houses exist in a body called the Landsraad, a council of minor and major houses that hold political sway. These houses are constantly embroiled in politics, both on a local and a galactic scale. The Landsraad have large numbers of nobles on the books, as they are typically chosen to represent their respective planets in the political scene. Additionally, bureaucrats and businessmen frequently rise from the ranks of the noble houses, and many of the galaxy's most prominent corporations are owned and operated by noble houses, such as TaggeCo and CHOAM.

Much like crime families of modern day, noble houses often partake in feuds and conflicts among themselves as they struggle for power and prestige. This intrigue is so common, in fact, that it has both a name and formalized rules. Kanly, as the ancient art of vendetta is called, has strict rules as to who can and cannot be a target of formal assassination, as well as the methods used (i.e. poison, knives, etc.). These conflicts are fierce and deadly more often than not, especially between houses that hail from the same planet or system. From duels to assassinations, the perils of being a prominent noble from a house with any sort of power are many and prevalent, even more so for those noble who are particularly vocal or visible. Many simply see that as the price of their power, or a necessary side effect of furthering their families' goals. Many of these feuds can last hundreds, and even thousands of years.

Noble houses are both common and powerful. On Kaitan, the current seat of the Padishah Emperor Shaddam IV, nobles have all the luxuries they could ever need and still remain close to the action. On other worlds, some of the most wealthy and powerful noble houses in the galaxy dominate their planets. A crude distinction between major and minor houses is the size of the Imperial fief they command. So close to the cultural hub of the galaxy, major house nobles stay on the cutting edge of politics, fashion, and business—and often times they control the trends and attitudes of surrounding systems. These nobles are often arrogant and self-possessed, and their knowledge of their own importance frequently gives them a haughtier attitude than most other nobles exhibit.

Major house nobles are often confident to the point of arrogance. Living in the center of the universe, the major houses of the Landsraad come to think that since life on their planet revolves around their actions, the lives of citizens of faraway worlds revolve around them as well.

These noble houses are not all bluster and conceit; they do wield considerable power, often using their clout to further good and charitable causes. Their sense of self-importance, however, sometimes leads them to meddle in the affairs of others.

Regardless, most noble houses of the Landsraad are good to their friends and vicious to their enemies. It's always better to remain on good terms with such houses, rather than find oneself on the bad end of a noble's power.

The chronicle of the Imperium—its history, laws and customs—emerges as a collection of tales about each of its ruling houses. Lording over the myriad worlds of the Imperium, the *Federated Houses of the Landsraad* rule the Known Universe according to a feudalistic hierarchy headed by the Padishah Emperor and the Imperial household—currently House Corrino. Serving as the Emperor's vassals, the Federated Houses assume their feudal stations as

planetary governors, each ruling a homeworld in *siridar fief*, and participating in the governing assembly called the *Landsraad Council*. Though the member Great Houses share in the Emperor's noble heritage and political authority, not one of them rivals the power of the Imperial House. Only in their combined strength do the Federated Houses of the Landsraad counter-balance the Emperor's immense political, economic and military might.

## Noble House Loyalty

The noble houses are like factions unto themselves; they have their own goals, methods, and distinct modes of operation that set them apart from each other. While being allied with one noble house does not automatically mean one is the enemy of all other noble houses, anyone showing favor to one house or another can become entangled in a vast and dangerous web of political intrigue. Simply working for or doing routine business with a noble house is rarely enough to flag one as an ally to that particular house. However, long-term contracts or sensitive assignments attract the attention of rival houses.

One can often earn the trust of a noble house by simply proving reliable when given a job to do and performing it in a way that reflects positively on the house itself. Secret assassinations and dependable spy work are commonplace enough in the struggles between nobles that those with the ability to perform such unsavory tasks with as little fanfare as possible are also highly valued. Any character who repeatedly and reliably works for a given noble house is almost assured to gain their favor, and along with any benefits they may gain comes considerable danger from house rivals.

## Joining a Noble House

Noble houses do not compose a single faction; rather, each major (and minor) noble house is a faction in its own right. A character pledges allegiance to, and joins, a particular noble house. Beings who live on a planet or in a sector owned or run by a noble house are generally considered commoners in the service of that noble house. Those who work for the various organizations and corporations owned by a noble house are also frequently under their protection, and are likewise expected to show a certain amount of loyalty. That does not make them members of the noble house, however, or even imply that they are sympathetic to the house.

Actually joining a noble house is far more complicated than simply being a good servant. Nobles look for someone with leadership and social skills to add to their ranks. They do not simply grant titles to great workers, either; rather, they seek out those who can add something unique and beneficial to the house's reputation, only inviting them into the fold when these special qualities have been identified. A noble house favors men and women of high standing, elegant looks, wit, and charm.

Being granted a title and any sort of power is something of a rarity, but those who have achieved such a position have definitely earned it by showing dedication to the ideals held by the rest of the noble house.

## Leaving a Noble House

Like a crime family, a noble house is not to be abandoned lightly. Though it is possible to leave a noble house on good terms, often nobles take offense at what they see as a slight and mark the person leaving as an enemy or a traitor.

Leaving on good terms usually means resigning and yielding any position or title to a designated successor. This can be due to retirement, to accepting a high-ranking position outside the house (such as head of a corporation or CHOAM directorship), or to a simple desire to escape the politics. Leaving a noble house in this way reduces a character's Loyalty to half its previous level (rounded down).

Leaving on bad terms is another matter entirely.

Deserting a noble house is risky, as its members hold grudges and have the resources available to catch and bring back deserters. Noble houses can afford to post exorbitant bounties on the heads of former members, and sometimes the bounty is as good as a death warrant. Leaving a noble house this way results in the loss of all noble Loyalty.

## Role of the Great Houses

First among the Emperor's subjects, the noble families who rule the Great Houses each bear the responsibility of ruling one or more planets under the aegis of the Golden Lion Throne. In return for their noble titles and planetary holdings, the Great Houses owe fealty to the Emperor and homage to the throne, paid in the currency of monetary tithes and military conscripts. As due compensation, the Great Houses enjoy political representation in the Landsraad Council, and share in the profits of the universal development corporation known as the CHOAM Company. Controlled by the Emperor and the member Great Houses, these time-honored institutions form the heart of Imperial civilization, establishing the forms and traditions that regulate all political and economic interchange.

## Landsraad Membership

Under the leadership of the Emperor, the Landsraad Council administers the body of Imperial laws dubbed the Great Convention. In accordance with the ancient traditions fixed some 10,000 years ago, the Houses of the Landsraad are charged with upholding its forms and enforcing its conventions. Whether adhering to the terms set forth by the Guild Peace, or observing the codified Articles of Kanly—the member Houses of the Landsraad must abide by the laws of the Great Convention. Failure to conform bears terrible consequences, and willful transgression constitutes high treason—the most serious crime in the Imperium. As a member of the Landsraad, each Great House enjoys one or more seats in that powerful assembly—based largely on their planetary holdings and political favor. While some of the wealthiest Houses have leveraged additional influence through CHOAM, the Landsraad tradition honors birthright and bloodline above all.

In addition to legislating Imperial matters in the Landsraad Council, their membership obligates the Great Houses to establish and maintain order within their native homeworld and planetary fiefs. Because autonomy confers legal responsibility, most Houses draft constitutions incorporating the spirit, if not the letter, of the Great Convention. Such documents invariably maintain the rigid caste-system of the faufreluches, ensuring “a place for every man, and every man in his place.” Thus the Houses help to cement the social hierarchy that constitutes the basis for Imperial civilization and planetary rule.

## CHOAM Membership

Chaired by the Emperor and an elect board of directors, the CHOAM Company (or Combinne Honnete Ober Advancer Mercantiles) controls all Imperial commerce and enterprise. The Great Houses hold ownership interest in the CHOAM Company, sharing in its regulation and profit. In addition to the holder shares, most of the Great Houses enjoy CHOAM entitlements, comprised of mercantile charters and governing directorships. Such grants enable Houses to control production, manipulate markets and make investments that contribute to the welfare of CHOAM in addition to the House itself.

Of the Houses holding CHOAM charters and directorships, each must answer for production setbacks, quota failures or trade deficits. As custodians the Great Houses bear full responsibility for CHOAM profits, and may lose their charters or directorships for abusive stewardship and poor administration. Though corruption remains commonplace, mismanagement of CHOAM entitlements can result in serious fines or punitive measures.

## House Characteristics

In addition to Landsraad and CHOAM obligations, the Great Houses share certain characteristics—House history, prominent members, inter-House relations and noble ancestry. While such factors distinguish the Great Houses from other political institutions, they also accentuate the differences among the Houses, revealing their unique cultural and familial identities.

## House Legacy

The chronicle of the Imperium begins with the Great Houses. Older than any other Imperial institution, the Great Houses predate the Spacing Guild and Bene Gesserit Sisterhood, remembering times prior to the Butlerian Jihad. Living relics born of antiquity, the Houses send their legacies from a processional history, each generation bringing new hope for evolution, each millennia revealing how little has changed.

For over 10,000 years, such existence chronicles Imperial history. Still clutching to their hoary traditions, the Great Houses revel in their ancient heritage. From generation to generation, the ruling patriarchs pass the mantle of power from father to son, noble to heir, knowing that each new successor engenders hope for the bloodline to survive.

For their legacy, successors inherit the planetary fiefdoms, noble titles and CHOAM entitlements, treasures greater than the most priceless of jewels or most valuable of heirlooms. Only when Great Houses fall or their bloodlines perish do the family holdings and noble titles revert to the Emperor's charge. Thus the legacy of the Houses defines their moment in history, each a unique story, one small part of the whole.

## Holdings

Each Great House rules one siridar-fief as its native homeworld, a whole planet over which the House lords as sole and absolute authority. Houses may also govern additional siridar fiefs as well as any number of lesser quasi-fiefs—planets governed by Imperial appointment, subject to Imperial regulation and retraction. Nearly of equal importance, CHOAM entitlements, such as interminable charters and irrevocable directorships, constitute a major portion of a House's holdings.

## Noble Title

Noble titles identify the scope and importance of the family Holdings. If a House governs a siridar-duchy then it will hold the title of Duke (or siridar-Duke for formal occasions). If it holds an additional fiefdom, such as barony or quasi-fief, then titles such as siridar-Baron or siridar-governor may also be claimed.

In addition to its highest titles, Great Houses also claim ownership of all the lesser titles bequeathed to the Houses Minor who govern as their vassals. The Great Houses reserve titles such as Magistrate, Chevalier and lord for the Houses Minor who rule portions of their fiefdoms at their command.

## House Ethos

What stamp each House leaves on history results largely from their ruling ethos. Whether a House becomes renowned for just governance, venerated for honor or reviled for tyranny depends on its ethos. Considering the immense responsibility that a House bears for its subject, House ethos often draws the line between the famous and infamous, serving as a hallmark of the individual House.

Within the jurisdiction of their siridar holdings each House prevails as the autonomous source of law and order. House Law governs everything within their planetary domain, from commerce to citizenship, from misdemeanors to capital crimes. Laws vary tremendously from planet to planet, resulting from the divergent tendencies and ethos of the governing Houses.

## House Entourage

To govern their holdings and subjects well requires each House to employ a competent and diversified entourage. The House entourage includes the immediate kin of the ruling family and its innermost circle of household retainers. More removed, the extended entourage encompasses the entire body of household retainers, the governing staff and the Houses Minor.

## House Relations

As members of the Landsraad Council or CHOAM board of directors, the Great Houses interact on numerous fronts, establishing historical relationships among their allies and rivals.

Though the Great Convention exists to foster peace among the Houses, inter-House warfare remains the traditional—if not inevitable—means for resolving long-standing enmity between adversaries. Yet political necessity dictates that the Houses cooperate, settling their differences to find common ground.

## Houses Minor

Each of the Great Houses takes pride in its noble heritage and ancestral bloodline. Typically the ruling House can trace its genealogy to the Imperial dynasty, while their lesser kindred, the lords and ladies of the Houses Minor, share more distant ties to the royal family by virtue of the lineage they share with their patron Great House.

Because the survival of a House depends upon the preservation of its bloodline, noble households treat their lesser kindred as extended family, favoring them with titles and entrusting them with lesser planetary holdings. In the event the Great House should ever be deprived of an heir, the worthiest of the Houses Minor could—upon the Emperor's decree—ascend as the House successor, inheriting the familial name in addition to the House's aggregate holdings and titles. Of the Houses Minor who serve each Great House, three of the most prominent families are listed.

## HOUSE AFFILIATION

House Affiliation indicates whether a character was born into nobility or to the commons. It encompasses Social Status, old blood lines, and family traditions. While Westeros is ruled by the machinations of the great houses, the bold and sly small houses are also able to shift their fortunes when opportunity strikes. As houses rise and fall, nobles from different tiers may find themselves not so far apart as they once believed. A young lord or lady born into a great house will be witness to tremendous wealth and power—but he or she will also have far more enemies, including rival houses, aspiring minor nobles, and perhaps even ambitious siblings or cousins. Of course, not all great houses are equal—House Harkonnen is famously wealthy, while House Corrino seems to make kings—but all command tremendous respect, after their fashion.

Conversely, being born into a small house gives some the protection of anonymity. Such nobles must still be wary, however; they must respect their oaths of fealty or else face the fury of angry lords. Still, a shrewd minor noble can curry favour with his or her liege and earn incredible opportunity, or even work with skilful and deadly preparation to replace a weak ruler with someone he or she favours more.

Those born without names or stations have a harder time in the world, but when they prove themselves worthy, the songs and stories are so much sweeter. Nobles are expected to be handsome and brave. When a hedge knight tilts and wins against the crown prince, or a dashing rogue steals a noble lady, the smallfolk roar with joy and admiration as they see themselves in the outsider who conquers all.

In *DUNE: A Dream of Rain*, a character's House Affiliation determines whether he or she was born to a great house, a small house, or no house at all. Although a character's Background (see Chapter X) indicates where he or she was raised, House Affiliation reveals the gifts the character was born with or earned by nature of his or her name.

One's House Affiliation needs to be a role-playing choice, however, as well as a campaign concept decision. Therefore, to ensure you don't create a bastard of Moritani when the GM wants everyone to be knights of House Corrino, make sure you talk to the GM about the scope and focus of the campaign. Likewise, while the characters of Great houses do command more power than a lesser noble and dominate the lives of commoners, consciously choosing a weaker character can make a more powerful story.

Players and GMs are encouraged to remember that characters from great houses command significant authority and resources in the Landsraad. "The Beast" Rabban regularly displays the benefits of being a Harkonnen, while Christhaad von Wallach becomes the ruling member on Wallach VII when his father leaves for Kaitain. Nobles also carry the baggage of their name, though—the concerns and cares of

the house, and its enemies, are also your character's, whether he or she wants them or not.

Your choice of House Affiliation provides a framework that surrounds your character. Knowing the house history and reputation gives you an idea of whether to make a favoured child (Paul Atreides, for example, who makes his parents proud), or a character whose personality or actions run against the grain of the family (such as Irulan Corrino, who vexes her father to no end).

House Affiliations complement the Backgrounds. Starks are often from the North, but this does not have to be the case; with careful thought, you can design a character like Theon Greyjoy (a Greyjoy raised in the North). As you think about your character's House Affiliation, you may also wish to ponder his or her character class, since some classes match more closely with certain House Affiliations.

## House Descriptions

Governing the myriad planets of the vast Imperium, the Great Houses of the Landsraad number in the thousands—impossible to detail and impractical to list. The following families represent six of the mightiest Great Houses. Each is described in terms of its House Legacy, prevailing Ethos, family Entourage and inter-House Relations. Each description also features three Houses Minor, one bearing complete numerical statistics as needed for play.

There are three types of House Affiliations: Great Houses, Minor Houses, and No House. Each type of House Affiliation also provides one or more options for the character's starting Social Status.

### Great Houses

There are a myriad of Great Houses in the Landsraad, but listed below and detailed in this chapter are just a few of the most prominent.

**Corrino:** *As High As Honour*. One of the oldest and purest lines of Andal blood in Westeros, they rule the Vale of Arryn.

**Atreides:** *Ours Is The Fury*. The youngest of the great houses, who took the Iron Throne by breaking the Targaryen dynasty.

**Harkonnen:** *We Do Not Sow*. Lords of the Iron Islands, they still remember the old ways of raiding and plunder.

**Moritani:** *Hear Me Roar*. The masters of Casterly Rock are a line of Andals: all blonde, beautiful, and wealthy beyond even a king's dreams.

**Tseida:** *Winter Is Coming*. Once the Kings in the North, they still remember the old gods and the ways of the First Men.

**Wallach:** *Fire and Blood*. A broken house, the blood of the Dragon were once the conquerors of all Seven Kingdoms of Westeros.

### Minor Houses

There are also dozens of small houses throughout the Univers, each sworn to support a Great house in time of need. Beyond the small lords, there are also houses of landed knights (see the Smallest of Small Lords, page 90). There are too many to provide a full listing, therefore two examples are detailed as a model for other minor houses: **House Umber** and **House Frey**.

### No House

Not everyone in the Known Universe is born to a noble family. Commoners and smallfolk should take the No House Affiliation. Lowborn characters who are connected to a noble house (a sworn sword, appointed maester, etc.), should take the No House Affiliation, although their Social Status may start anywhere from Rank 0 - 3 (GM's discretion) or be raised in the course of play (see the Feats Raised Status, page 180, and Command, page 175, and Gaining Titles, page 192).

### House Affiliation Characteristics

Each House Affiliation has a description of: the house, including its known and legendary history; the nature of those who bear its name; and its major holdings.

House History describes the legends of the founding of the noble houses, and recounts what is known about their place in the history of the Landsraad.

House Position describes the house's situation in the Landsraad in the current campaign year, set as a default to 10,161. It details relations with the Lion Throne and any prominent positions held by members of the house. It also lists the goals of the house, and the means the house will use to achieve them.

House Destiny suggests what the future holds for the house and its prominent members at the end of the first novel—after the death of Baron Harkonnen, and the declaration of Paul Atreides as Emperor of the Known Universe. It raises questions and hooks for GMs who would like to explore alternate destinies of the DUNE universe.

House Affiliation provides a list of Feats that are commonly learned by its members. House Affiliation acts as a prerequisite for these Feats (see Chapter XX: Feats for more information). It also indicates the Rank of Social Status bestowed to any members, although individual members of a house may have less Influence, be the heir apparent, or even be the lord of the house.

## Losing House Affiliation

A member of a noble house who turns away from his family to enter the Bene Gesserit Sisterhood, become a member of the Spacing Guild, or join the Sardaukar essentially loses his House Affiliation. Once the vows have been said, the character traditionally loses his place with the family. In the case of the Sisterhood, she will even lose her family name. The character loses all Influence Points over his house gained through Social Status, and his Social Status changes to reflect his new brotherhood (see Social Status, page 90). He retains his House Affiliation for the sake of House Feats, though, and may still select them later in life assuming he meets all the prerequisites and gets GM's approval.

The character will, however, retain any Class Influence Points (those gained per Level) assigned to the house or organization, even if the character loses his or her name and House Affiliation. This reflects enhanced connections to the house, and acknowledges that blood can sometimes be stronger than vows.

This rule should be applied to any brotherhood, guild, sisterhood, or tradition wherein the character loses connection with his or her house or organization. See In Service, page 201. For example, Paul's character Heldan was born to House Harkonnen. As a fourth son to a lesser cousin, he had no chance of inheritance, but instead was sent to Salusa Secundus to train with the Sardaukar. Paul creates Heldan as a 1st Level Noble, with House Affiliation Harkonnen (Social Status Rank 3, ECL +2). His Social Status gives him Base Influence Harkonnen +15. As a 1st Level Noble, he also gains 8 Influence Points (+0 Cha Modifier). He spends 4 Influence on his house, bringing it to Harkonnen +19, and 4 on a childhood friend, Alisan Tully. A year later, Heldan Harkonnen is sent to Salusa Secundus, where he trains to become a Sardaukar.

## House ATREIDES

*Semper Paratus, Semper Fidelis*

Long venerated for its honorable conduct and pursuit of justice, House Atreides exemplifies the noble traditions and high ideals upon which the Great Convention and the Landsraad are founded. House Atreides has faithfully served the Imperium for some ten thousand years, building its considerable reputation over millennia of proven leadership, unyielding courage, and steadfast morality.

### House History

More than once an Atreides nobleman has boasted descent from the mythical House of Atreus named in ancient Terran legends; but such prideful jests hardly diminish the noble ancestry of the venerable Atreides bloodline. Their progenitor being a distaff cousin to the Emperor Sarda I and a Bashar of the Corps serving in the Imperial fleet, House Atreides has proven its loyalty on many occasions, earning numerous Imperial titles and holdings. Having governed the siridar-duchy of Caladan now for some 26 generations, the Atreides seem content to rule over Caladan as their adopted homeworld.

### House Personality

Now led by Siridar Duke Leto Atreides, oft dubbed Duke Leto the Just (or "The Red Duke"), House Atreides stands as the informal spokesman for many federated Houses of the Landsraad. Revered by the lesser members as staunch supporters of House rights, House Atreides enjoys great popularity by maintaining its reputation as a champion of reformation within the Landsraad High Council.

Though not one of the wealthier Houses, House Atreides wields considerable political influence as a result of its noble titles and benevolent ideology. Because it contends that personal honor, just governance, and conventional morality are traits to be prized above all others, House Atreides lays an attractive hearth around which many Houses assemble. While detractors of House Atreides argue that its ideals show signs of tarnish and its methods grow brittle with age, few deny that the Atreides hone sincerity to a fine edge—pledging loyalty for loyalty—and paying such debts from seemingly bottomless coffers.

### House Holdings

House Atreides has held planet Caladan in Siridar Duchy for more than 26 generations, and the Red Duke has increased his position among the Council of the Landsraad as an unofficial spokesman for many of the smaller, more honorable houses.

Castle Caladan is a small, beautiful castle, widely considered one of the most formidable strongholds in the Known Universe.

### House Position

A strong voice is a popular voice, and a popular voice arouses the jealousy of those in authority. Though Duke Leto is a good man, his righteous stance for House rights has unfortunately made him a target of his sovereign—the Emperor Shaddam IV. Using this opening to exploit their desire for revenge, House Harkonnen could leverage this opportunity into a terribly dangerous situation for the Duke and his family.

### Atreides House Minor — House Demios

Most closely related of the Houses Minor, House Demios traces its spear lineage back to the pre-Caladanan era. House Demios is favored by the Atreides for its strident political support and deft statesmanship. Of those tools of statecraft held within its arsenal, House Demios specializes in political intrigue and adroit negotiation.

### House Demios Profile

**Name:** Demios  
**Ancestry:** Atreides  
**Homeworld:** Caladan  
**Title:** +3 (Regent-Governor)  
**Fiefdom:** +2 (Free City)  
**Renown:** +1  
**Assets:** 10

### Atreides House Minor — House Parthenope

The eldest of the Houses Minor, House Parthenope has served House Atreides for nearly 1800 generations, tracing its ancestry through the distaff side of the family. Known for its amassed influence and popularity within the Sysselraad, the Parthenope family exercises extreme caution to the point of reactionary conservatism.

### Atreides House Minor — House Spiridon

Climbing in popularity, House Spiridon presents the talons of the Atreides warbird. Sponsoring a military academy, House Spiridon trains cadres of the finest soldiers and military commanders to be found on the planet Caladan.

### House Relations

**House Corrino:** The Lion Throne must be preserved, though the Emperor needs to reform his policies if he's to rule with our consent.

**House Harkonnen:** The Harkonnens are perverse animals—nothing more. In time, their lust for power will once again prove their undoing.

**House Moritani:** Though responsible for the destruction of our

former allies House Ginaz, the Moritani are pawns in a greater game.  
**House Tseida:** We admire their legal acumen and diplomatic grace. In the past they have served our allies, and we're happy to act as their proxy in the Landsraad Hall of Oration.

**House Wallach:** The strongest of our allies, House Wallach shares many of our traditions, supporting our struggle against tyranny.

## Caladan

Third planet of Delta Pavonis, Caladan is the home world of House Atreides. The Atreides have lived in Castle Caladan for twenty-six generations, from Siridar-Duke Paulus XVI to Duke Leto the Just.

**Planet Type:** Terrestrial

**Climate:** Temperate

**Terrain:** Islands, oceans

**Atmosphere:** Breathable

**Gravity:** Standard

**Diameter:** 10,308 kilometers

**Length of Day:** 52 standard hours

**Length of Year:** 323 standard days

**Languages:** Basic (Gallach)

**Population:** 2.1 million

**Government:** Siridar Duchy held by House Atreides

**Major Exports:** Caladanian pundi rice

**Major Imports:** Various

**System/Star:** Delta Pavonis

## House Destiny

The lords of the Vale—at least those not pursuing Lady Lysa's hand — are restive under her rule. Bronze Yohn Royce, the greatest of the Arryn bannermen, is outspoken in his desire to join the war against the Lannisters. Other great lords echo him, shamed by continued inaction. One source of dismay is Lady Lysa's refusal to lend her uncle, Ser Brynden Tully, even a single sword to bring to Riverrun's aid.

Consequently, the Blackfish gives up his office as the Knight of the Gate and departs the Vale with his niece, Lady Catelyn Stark, to join Robb Stark's host.

## Prominent Members

Son of Duke Paulus Atreides—whose spectacular demise in the *corrida* has become legend among the Atreides subjects—and Lady Helena of Richese, Duke Leto Atreides stands as the titular head of House Atreides. His Mentat and Master of Assassins Thufir Hawat serves at his side, entering a second generation of service to House Atreides. The Lady Jessica, an adept from the Bene Gesserit Mother School on Wallach IX, graces Castle Caladan as the Duke's bound concubine and mother of the ducal heir—the young Paul Atreides. In military matters the Duke relies not only on Thufir Hawat, but also on two valorous souls—the troubadour-warrior Gurney Halleck, and Duncan Idaho, legendary Swordmaster of the Ginaz School. Rescued from the Harkonnen slave pits on Giedi Prime, Gurney Halleck repays his debt serving as Atreides Warmaster and House Minstrel. Sharing Gurney's hatred of the Harkonnens, Duncan Idaho pledges his military expertise and legendary swordsmanship, serving House Atreides as one of the finest duelists in the Known Universe.

## House Traits

**Feats:** Able Body; As High As Honour; Blood of the Andals; Gold Breeder; Noble Spirit.

**Social Status:** Rank 4 (Member of a Great House)

## House CORRINO

*Veni. Vidi. Vici.*

For more than 10,000 years, House Corrino has ruled the Known Universe from its Golden Lion Throne situated at first on Salusa Secundus, and later on the Imperial Kaitain. Sarda I established himself as the first of the Padishah Emperors—a dynasty continued by the Imperial House taking the name 'Corrino' upon Sarda's coronation. Still backed by its dreaded legions of Sardaukar soldier-fanatics, the

military might of House Corrino remains the key to its power. But over the millennia, House Corrino has fortified its sovereignty by amassing vast holdings, negotiating artful diplomatic treaties, and establishing firm control of the CHOAM Company.

## House History

Head of the Landsraad High Council and interminable chairman of the CHOAM Company, the Padishah Emperor commands such might that his official duties overshadow his role as leader of House Corrino. Often his responsibilities demand he put the interests of the Imperium before those of his House, inevitably causing strife and conflict among the Corrino Houses Minor. Though the same holds true for most Great Houses, so alluring is the promise for the Imperial throne that House Corrino suffers more insurrection and in-fighting than any other Great House. In their private journals, more than one Emperor has lamented the notion that instead of greatness and riches, internal conflict and self-predation have become the true legacy of House Corrino.

## House Personality

Both envied and feared by the Great Houses of the Landsraad, House Corrino rules the Imperium with a deliberate and purposeful hand. Though as quick to anger as any great lord, the Padishah Emperors have perfected the art of statecraft, exercising patience, tolerance and even beneficence to quell impending conflict or preempt political discontent. However, such regal magnanimity always carries with it the implicit threat of violence, a subtle reminder of the real power behind the Emperor's will and authority.

Proclaiming "law is the ultimate science" as its manifesto, House Corrino militarily enforces its will only as a last resort. Nonetheless, it keeps its fanatic legions of Sardaukar at the ready, and continues to supplement its militia with the obligatory conscripts required from each of the Landsraad Houses. In addition, House Corrino's intelligence network stands without equal, infiltrating nearly every homeworld within the Known Universe. With such resources at its command, House Corrino remains invulnerable to external assault, historically finding its greatest threats to originate from within the ranks of its own nobility.

## House Holdings

House Corrino (flavor text).

## House Position

House Corrino (flavor text).

## Corrino House Minor — House Aingeru

The perennial favorite of the Corrino, House Aingeru claims spear lineage dating back to Salusa Secundus. Considered to be the Champions of the Golden Lion Throne, House Aingeru embraces a strict military doctrine inherited from their traditional servitude among the Padishah's Sardaukar legions.

## House Aingeru Profile

**Name:** Aingeru

**Ancestry:** Corrino

**Homeworld:** Kaitain

**Title:** +2 (Governor)

**Fiefdom:** +2 (Free City)

**Renown:** +1

**Assets:** 11

## Corrino House Minor — House Evangelos

A distaff line descended from an illegitimate son of Elrood II, House Evangelos is the most withdrawn and secretive of the Corrino Houses Minor. Specializing in erudite knowledge, House Evangelos serves from the shadows, striking fear into the hearts of its enemies.

## Corrino House Minor — House Schiavonna

Splintered from the legionnaire's Order of the Lion, House Schiavonna owes its noble status to its progenitor Vladeshar I, exalted for military genius. Unpopular in the Syssehraad, House Schiavonna favors

returning the Imperial seat to Salusa, fearing the Sardaukar grow soft in the absence of a strong supreme commander.

## House Relations

**House Atreides:** We admire the Atreides, but political necessities make us enemies. Of all the Houses, they've become our most ardent detractors.

**House Harkonnen:** The Harkonnens move too boldly for our liking, but they unwittingly serve our greater interests. We indulge their audacity for now.

**House Moritani:** Their allegiance more assured than the Harkonnens', the Moritani have proven reliable agents in undermining the Atreides' support.

**House Tseida:** We are not fooled by their façade. Tseida is a meddlesome House with hands in too many pockets when they should be pulling strings.

**House Wallach:** Retired to his books, the Baron von Wallach presents no immediate threat. His antiquated views and Sardaukar indoctrination provide the leash to guide him.

## Kaitain

The Imperial Court was removed to Kaitain from Salusa Secundus in 1487 A.G. following a failed attempt to sterilize the planet with atomics.

The death of Robert Baratheon has thrown the house of the king into disarray. Although the daring and bold warrior he once was had vanished in a haze of wine and women, he alone held the other ambitious lords of House Baratheon in check and solidified the house's place among kings.

**Planet Type:** Terrestrial

**Climate:** Temperate

**Terrain:** Islands, oceans

**Atmosphere:** Breathable

**Gravity:** Standard

**Diameter:** 10,308 kilometers

**Length of Day:** 52 standard hours

**Length of Year:** 323 standard days

**Languages:** Basic (Gallach)

**Population:** 2.1 million

**Government:** Siridar Duchy held by House Atreides

**Major Exports:** Caladanian pundi rice

**Major Imports:** Various

**System/Star:** Delta Pavonis

## House Destiny

Robert's death creates a vacuum on the Iron Throne that not even Lannister intrigues can fill. When one sits the Iron Throne, it is hard to distinguish between friends and enemies. This is equally true for the lords who stand in line for the throne, causing fractious and uncertain behaviour as the various parties attempt to align their resources and sworn swords.

## Prominent Members

Directly descended from Sarda I, Padishah Emperor Shaddam IV rules the Imperium in House Corrino's name. Succeeding Elrood IX who succumbed to chaumurky (poisoned drink), Shaddam IV is assisted by a formidable council of noble delegates from the Corrino Houses Minor. Among them, Count Hasimir Fenring—product of the Bene Gesserit breeding program and legendary swordsman—serves the Imperium as Shaddam's closest friend. While the Count's wife Lady Margot faithfully serves the Sisterhood, she accompanies the Count on most missions of import, and currently resides on Arrakis where her Count serves as Imperial ambassador. The Emperor's Truthsayer, Reverend Mother Gaius Helen Mohiam, also owes her allegiance to the Sisterhood, as do the Emperor's five daughters (Irulan, Chalice, Wensicla, Josifa and Rugi). Shaddam's wife Anirul died a few years hence, leaving him without any legal sons from which to designate a royal heir. Rumors supported by the heavy presence of Bene Gesserit agents within the Corrino entourage suggest Anirul denied Shaddam a son at the command of the Sisterhood—whom she apparently served

as a Sister of Hidden Rank.

**Noble Titles:** Padishah Emperor, Siridar-rulers of Salusa Secundus and Kaitain

**House Holdings:** Kaitain (Imperial Seat) and Salusa Secundus

## House Traits

**Feats:** Blood of the Andals; Giant's Blood; Noble Spirit; Ours Is The Fury; Stubborn

**Social Status:** Rank 5 (Member of the Royal Family)

## House HARKONNEN

### *As High As Honour*

The antithesis of House Atreides, the name Harkonnen is reviled throughout the Imperium for its tyrannical brutality and flagrant contempt for the high traditions of the Landsraad. Spurned by the assembled Houses for an act of cowardice at the Battle of Corrin, House Harkonnen fled into exile upon decree of Emperor Sarda I. After nearly a millennia of disgrace and hardship, the Harkonnens earned pardon for its crimes and began building a dynasty from the ruins of its ignominy.

## House History

Through deft manipulation of the whale-fur market and careful investment in other luxury markets, the lords Harkonnen methodically increased their station to Great House status, achieving a siridar-barony on Giedi Prime as final recognition of their economic prowess. Grudgingly acceded by the Landsraad council, readmission brought House Harkonnen once again within striking distance of their ancient enemies—the Atreides—who were directly responsible for their banishment so many millennia ago. The Harkonnens have not forgotten the shame suffered by their progenitor Bashar Abulurd Harkonnen, unjustly accused by the Atreides, self-styled heroes of Corrin. But the Harkonnens learned patience in their exile and secretly anticipate the day their vengeance upon the Atreides will be complete.

Driven by their hatred and yearning for revenge, House Harkonnen initiated a voracious campaign to increase their strength. Having established a power-base on their heavily polluted and overly exploited homeworld of Giedi Prime, the Harkonnens chose Arrakis—source of *mélange*, the most precious commodity in the universe—as their most ambitious project. Years of diligent enterprise paid off when the Emperor and CHOAM awarded them the siridar governorship of Arrakis. In the eighty-plus years of their control, the Harkonnens have pleased the Emperor by milking Arrakis of spice, meeting CHOAM's ever-increasing quotas while still managing to secretly stockpile a hoard of wealth unimagined by its fellow Landsraad Houses.

## House Personality

Directed by the nefarious Baron Vladimir Harkonnen, a grossly corpulent tyrant notorious for his perversion and cunning, House Harkonnen exploits its immense power and wealth to make bold and daring gains. Committing the worst abuses and enacting the most vile of practices, the Harkonnens mercilessly drive their subjects, oppress their territories, and defile their titles, inspiring fear and loathing among the majority of the other Great Houses.

Unabashed, House Harkonnen is proud of its success, perhaps made callous from its many years of inglorious exile. They embrace the ideology of the carnivore, accepting the natural order of predator and prey. While this philosophy makes them unpopular in the Landsraad, they accept condemnation from the "lesser beasts who flock together for mutual protection." Nonplussed by their censure, House Harkonnen aims to cut them from the herd, permitting no shepherd, especially the damnable Atreides Duke, to thwart them in their return to the top of the political food chain.

## House Holdings

Rulers of Giedi Prime in Siridar-Barony and Arrakis as siridar-fief.

## House Position



Flavor text.

## Harkonnen House Minor — House Ivilonette

Deviously clever, House Ivilonette enjoys the epithet "villains of Narsaire." Of piratical heritage, the Ivilonette lead the mercantile Houses Minor in wealth and favor, distributing contraband and illegal goods in return for favors within the Sysselfraad.

### House Ivilonette Profile

**Name:** Ivilonette  
**Ancestry:** Harkonnen  
**Homeworld:** Giedi Prime  
**Title:** +2 (Governor)  
**Fiefdom:** +3 (Territory)  
**Renown:** +1  
**Assets:** 10

## Harkonnen House Minor — House Ruymandiaz

Brashest of Houses Minor, House Ruymandiaz traces parallel ancestry to the family Rabban, emulating their penchant for brutal oppression. Feared for its military prowess and favor with the Baron, House Ruymandiaz enjoys its reputation as House defender.

## Harkonnen House Minor — House Truscantos

An ancient family, House Truscantos master the art of political intrigue. Risen from the vaunted Cantosaar Assassins Guild, House Truscantos has relinquished the stalker's ways to perfect their skills in the subtle craft of statesmanship.

### House Relations

**House Atreides:** Though we must crush our enemies, vengeance will be sweeter if Leto realizes his fate before he meets his end.

**House Corrino:** We conspire with the Emperor, serving to remove the hated Atreides. In the end, Harkonnens will control the throne.

**House Moritani:** Able schemers the Moritani, but their vision is limited. Ginaz's defeat hurt Leto, so we count them as allies.

**House Tseida:** The Tseida are too disinterested to be trusted. In discovering their secrets, we'll find their weakness.

**House Wallach:** This "noble" House deserves nothing but contempt. Like the Atreides whom they support, we'll bring them to their knees.

### Giedi Prime

Giedi Prime, the lone planet of 36 Ophiuchi B, the second star of a binary system. The home world of House Harkonnen and, as a consequence, the evil pole of the Imperium's moral dialectic. Named after a star: Alpha1 Capricorni, one can only assume that this was done to commemorate some historical event or relationship unknown to us. The name may have been motivated by another sort of symbolism: The Zodiacal constellation Capricorn is "the goat" and "Giedi" means the "kid of a goat." This might be a comment on the habits of the Harkonnens, especially their sexual habits, carnality often being associated with that animal. Certainly the similarities between the goat and the Harkonnen's coat-of-arms "griffin" is not to be denied. If one wished to gloss this over, one could say that the goat's head was the arms of the barony; and the griffin, that of the family.

**Planet Type:** Terrestrial  
**Climate:** Polluted  
**Terrain:** Urban, forests, mountains  
**Atmosphere:** Breathable  
**Gravity:** Standard  
**Diameter:** 29,000 kilometers  
**Length of Day:** 31 standard hours  
**Length of Year:** 299 standard days  
**Languages:** Basic (Gallach)  
**Population:** 2.7 billion  
**Government:** Siridar Barony held by House Harkonnen  
**Major Exports:** Various  
**Major Imports:** Slaves  
**System/Star:** 36 Ophiuchi B

### House Destiny

Vicious thugs with a penchant for revenge, House Harkonnen holds a deep and murderous grudge against House Atreides. Their formal Karly proclamations have been in effect for generations, and now the Harkonnens may have found a trap in which to finally rid themselves of their hated rivals.

### Prominent Members

A man of megalomaniacal delusion and insatiable appetite, the Baron Vladimir Harkonnen rules House Harkonnen with a clenched and brutal fist. At his side stands the twisted Mentat Piter deVries, a sadistic killer and accomplished assassin. Though the Baron's deviant perversions leave him without a direct heir, his young nephew Glossu Rabban, former Count of Lankiveil, now serves him as regent-governor of Arrakis. While the handsome Feyd-Rautha is yet too young to be designated heir, he shows amazing potential and seems the perfect candidate for continuing the Baron's designs to claim the Golden Lion Throne for House Harkonnen.

**Noble Titles:** Siridar-Baron of Giedi Prime, Governor of Arrakis

**Houses Minor:** House Ivilonette, House Ruymandiaz, and House Truscantos

**House Holdings:** Giedi Prime (Siridar Barony), Arrakis (CHOAM Governorship)

### House Traits

**Feats:** Dyed-In-The-Wool; Blood of the Andals; Gold Breeder; Noble Spirit.

**Social Status:** Rank 4 (Member of a Great House)

## House MORITANI

### *As High As Honour*

Descended from the ancient Bhotani assassins—mercenary killers employed during the early wars of assassins—House Moritani climbed to eminence some six millennia ago, risen under the auspices of a bloody moon. The forerunners in a political battle to determine the successors of House D'artanna, House Moritani narrowly escaped a Process Verbal several months after their inauguration, when House Ginaz brought a Bill of Particulars before the Landsraad Council. Of all the charges, the most damning alleged the Moritani responsible for the false Suk, Reginald Demian blamed for the rash of deaths wiping out the entire D'artanna family within a span of a single year. Because Demian escaped arrest, the Bill of Particulars lacked sufficient conviction to bring the matter to trial. To this day, the most complete, though largely fantastic account appears in the popular drama "Diamond Reggie," recounting the tragic tale of D'artanna's defeat and the Moritani's rise to power.

### House History

For the personal grudge they harbored against the Ginaz, House Moritani sought retribution for their defamation. After scores of private skirmishes and clandestine intrigues, the current Emperor Shaddam IV sanctioned an official War of Assassins, finally granting the Moritani their revenge. In a relatively short span of time, House Moritani succeeded in routing their ancient rivals, forcing the remaining Ginaz loyalists to flee Grumman—either seeking refuge on Tupile or enlisting with other Houses who owed social debts to the Ginaz family.

### House Personality

Though the Moritani's history runs black with treachery, its ideals seem no more malevolent than the other Great Houses. Seeking prosperity through the customary political, economic and military avenues, House Moritani balances its approach to planetary governance. Since its recent victory over House Ginaz, the Moritani now seem focused on internal development, devoting their attention to healing the wounds left by the war. Though possibly an attempt to disengage from political controversy, most of the Great Houses hope the Moritani feel vindicated, having finally vanquished their longstanding enemies.

Now enjoying unopposed rule over their homeworld Grumman, House Moritani strives to fill the void of purpose left from victory over

their foes. In recent years, Imperial agents report an increase in military and security exercises on planet, though the nature of the maneuvers seem bent toward planetary defense and civil control. But more disturbing intelligence suggests the Moritani have revived several ancient training schools, including the *Fraternus Electi*, a secret order of assassins now based within the compound of the ancient monastery of Dur. Whether simply a measure of self-promotion or a sincere resurrection of their Bhotani heritage, such acts may turn their supporters against House Moritani should further evidence manifest itself.

**House Holdings**  
Planet Grumman.

**House Position**  
Flavor text.

**Moritani House Minor — House Laurentii**  
Greatest proponent of the young na-Count, House Laurentii governs the Irbasan steppes, wilderness preserve for the primal saber-tooth tigers employed by the Bhotani assassins long ago. Since the revival of their Bhotani ways, House Laurentii's fiscal prospects have improved dramatically.

### House Laurentii Profile

**Name:** Laurentii  
**Ancestry:** Moritani  
**Homeworld:** Grumman  
**Title:** +3 (Regent-Governor)  
**Fiefdom:** +3 (Territory)  
**Renown:** +1  
**Assets:** 9

**Moritani House Minor — House Kazimierz**  
Ardent supporter of the Moritani-Ginaz war, House Kazimierz now suffers neglect in the court of the head-strong young na-Count. Having heard whispers of the na-Count's interest in resurrecting the Bhotani order of assassins, House Kazimierz fears the days of its own Indrin school are numbered.

**Moritani House Minor — House Prinzporio**  
A merchant House Minor specializing in legal vices, House Prinzporio manages nearly one-twelfth of all Moritani commercial contracts. Operating from its family owned spaceport near Fal-Dansken, the Prinzporio household controls enormous wealth, brokering favors among the other Houses Minor to increase its ever-growing enterprise.

### House Relations

**House Atreides:** Friends of our enemies, the Atreides remain too powerful to oppose openly. We must tread with caution.  
**House Corrino:** We appreciate the Emperor's non-interference in our war against the Ginaz. Yet we remain wary of his underlying motives.  
**House Harkonnen:** The Harkonnens are a great power within the Imperium. Daring what we dare not, learning from them what we may.  
**House Tseida:** Our arrangement with the Tseida will prove our salvation if we need to defend our House projects against Landsraad opposition.  
**House Wallach:** Knowing that they consort with the Sisterhood may provide the lever to move their planet.

**Grumman**  
Grumman flavor text.

**Planet Type:** Terrestrial  
**Climate:** Polluted  
**Terrain:** Urban, forests, mountains  
**Atmosphere:** Breathable  
**Gravity:** Standard  
**Diameter:** 29,000 kilometers

**Length of Day:** 31 standard hours  
**Length of Year:** 299 standard days  
**Languages:** Basic (Gallach)  
**Population:** 2.7 billion  
**Government:** Siridar Barony held by House Harkonnen  
**Major Exports:** Various  
**Major Imports:** Slaves  
**System/Star:** 36 Ophiuchi B

**House Destiny**  
Flavor text.

### Prominent Members

Son of the crazed Count Ferdinand, the na-Count Tycho di Moritani now presides over all household affairs. Advised by Delbreth Umbrico, his father's aging Swordmaster-Mentat, young Tycho broods in council awaiting the day his father either abdicates office or succumbs to chronic madness. His mother, the Bene Gesserit-trained Lady Redolyn has proven instrumental in wresting much of Ferdinand's power, entrusting all Landsraad affairs to the na-Count. Tycho's thrifid influence eternally stooping over his lordship to whisper into the young master's ear. Obviously distrusted by both Delbreth and Redolyn, Paimon officiously rebukes his detractors. He reminds them *his* was the first appointment Tycho made of his own recognizance, a fact that should be of special interest to those who wish to remain in the lord's good graces. Witnessing such exchanges from the shadows, Valdemar and Eguski—Tycho's fickle demi-sisters—observe the proceedings with apparent displeasure, all too aware that should some mishap befall the na-Count one of them would be eligible to marry and conceive the heir to the Moritani household.

**Noble Titles:** Siridar-Governor of Grumman and Count of the Imperium  
**Houses Minor:** House Laurentii, House Kazimierz, and House Prinzporio

### House Traits

**Feats:** Assassin; Duelist; Gold Breeder; Noble Spirit.  
**Social Status:** Rank 4 (Member of a Great House)

## House TSEIDA

### *As High As Honour*

The least conventional of the Great Houses, the House of the Phoenix presents an enigmatic history and isolationist façade which few of the other Houses can truly understand. Descended from staunch supporters of the Butlerian Jihad, House Tseida rose from a fanatical theocratic regime (led by House Sunnivas) early in the second millennium.

Sponsored by Emperor Faradan II (a proven agnostic) and underwritten by the Spacing Guild, House Tseida emerged as an immediate power, inviting jealous hostility and petty bitterness from many of the more established member Houses. Further incensed by the Tseida's exotic grace, eloquent diplomacy, and formidable legal mastery, several Houses banded together forming an anti-Tseidan league, disseminating malicious propaganda tainting the Tseidan reputation to this day. In a display of support, Duke Aramis Atreides is said to have spoken, "such was the splendor of the risen phoenix that the lesser birds could naught but call and hoot for all their plainness."

### House History

Rising from the ashes brought on by the Great Revolt, House Tseida did in truth resemble the phoenix as it struggled for centuries in the aftermath of its own holy Inquisition—a period of theocratic tyranny marked by legal oppression and a largely profit-driven anti-technological movement. Recovering their technological roots and religious stability during the second millennia, by its end House Tseida had routed the last of House Sunnivas' avid supporters. Soon after the House proved successful in its campaign to earn the Emperor's support in its bid for the siridar-marquisate of Sikun. Firmly established

as a legalistic culture in the early second millennium, the Tseida joined the Landsraad at the beginning of its golden age, and has continued its growth to become a forerunner in legal consultation—from Landsraad ordeals and CHOAM acquisitions to Spacing regulations and Kanly disputes.

### House Personality

Adapting its ancient legal traditions to create a prosperous, service-based economy, House Tseida owes its identity to its strange heritage of reformation and perseverance, symbolized by their complementary emblems—the phoenix and the willow. House Tseida emulates the Spacing Guild in composing its façade—finding a mask of political neutrality and reclusive self-interest less threatening to its peers and more conducive to business.

Well cognizant of the dangers arising from popular revolution, House Tseida has withdrawn from the incendiary politics of the Landsraad community. Rather than taking a stance on this side or that, House Tseida straddles the line riding most issues with a foot in each cart. Regarded for its almost unparalleled mastery in matters of law, House Tseida profits from all forms of legal representation—from criminal proceedings and Kanly disputes to spacing violations and Butlerian infractions. While its isolationist tendencies and exotic cultural identity give its detractors plenty of fodder for ridicule, House Tseida conducts all of its affairs with stately diplomacy and consummate detail, ever mindful of their public perception and self-created mystique.

### House Holdings

Planet Sikun (Siridar Fief).

### House Position

As Hand to the King, Lord Jon spoke with King Robert's voice. This authority gave House Arryn more influence than it had ever had. Unfortunately, Lord Jon's sudden death following his investigations into the parentage of Robert's children reverses the house's fortunes significantly and leaves the Vale without a strong ruler. One cause of this turmoil is the loss of the Warden of the East position. King Robert is loath to bestow the title on a child, and so he takes the position away from House Arryn—the traditional holders of the title—and bestows it on Ser Jaime Lannister. This act angers Lady Lysa so greatly that she insists that her subjects call her son, Robert, the True Warden of the East.

Since Jon Arryn's death, his wife Lysa rules in her son's name as Lady of the Eyrie. She withdraws from the outside world in an attempt to protect her son and stays apart from the conflict that troubles the realm. She undermines this effort, however, by accusing the Lannisters of murdering her husband, then denying aid to her father against them. Lady Lysa's chief concern is the safety of herself and her son, and she is willing to sacrifice the honour of the Vale and the lives of everyone else to that end.

**Allied Houses:** Wallach, Corrino

**Enemy Houses:** Harkonnen

### Tseida House Minor — House Ikeni

House Ikeni acts as the sole legal representatives of the Tseidan royal family. Specializing in Imperial law as it pertains to the government of Houses and the conduct of landed nobility, House Ikeni truly serves as the defenders of the Tseidan name.

### House Ikeni Profile

**Name:** Ikeni

**Ancestry:** Tseida

**Homeworld:** Sikun

**Title:** +2 (Governor)

**Fiefdom:** +2 (Free City)

**Renown:** +1

**Assets:** 11

### Tseida House Minor — House Sunnivas

A fanatical supporter of the Butlerian Jihad, the forebears of House Sunnivas once ruled Sikun under an oppressive theocratic regime. The

noble family founded the Sunnivas Academy—specializing in the Butlerian strictures—and was reinstated as its controlling House Minor in the seventh millennium.

### Tseida House Minor — House Wyrkiru

Acting in secret partnership with the Guild, House Wyrkiru often acts as liaison, translating the complicated terms of the Guild's transport contracts into lay terms. In addition to handling much of the legal documentation and bureaucratic legwork, House Wyrkiru also acts in a limited capacity as legal consultants, registrars of disputes or arbiters of claims, subject to the various terms of their agreement with various clients.

### House Relations

**House Atreides:** The Atreides have ever been gracious supporters, and we are happy to return the favor.

**House Corrino:** We owe the Imperial House our gratitude, but we tire of their meddling in our affairs.

**House Harkonnen:** Though we admire their ability to slip through loopholes, we foresee a day when the loophole becomes a noose.

**House Moritani:** Though the Moritani retain the services of our best legal schools, we take no responsibility for their actions—or intentions.

**House Wallach:** Though we fight our battles in different arenas, we both understand the needs of Imperial politics.

### Sikun

Sikun flavor text.

**Planet Type:** Terrestrial

**Climate:** Polluted

**Terrain:** Urban, forests, mountains

**Atmosphere:** Breathable

**Gravity:** Standard

**Diameter:** 29,000 kilometers

**Length of Day:** 31 standard hours

**Length of Year:** 299 standard days

**Languages:** Basic (Gallach)

**Population:** 2.7 billion

**Government:** Siridar Barony held by House Harkonnen

**Major Exports:** Various

**Major Imports:** Slaves

**System/Star:** 36 Ophiuchi B

### House Destiny

Tseida flavor text.

### Prominent Members

Since the passing of her father, the Marquise Catriona Tseida presides as Daughter-Regent of Sikun, until her nephew Iorgu comes of legal age to assume the marquisate. Iorgu's mother Ilema, a Bene Gesserit Sister of unknown rank, tutors her son in the fundamentals of politics, while his aunt Catriona frequently permits him to spy on the functions of court, using a hidden device monitoring all activities occurring in the official reception hall. The Mentat-Suk, Dorian Mu, serves as Iorgu's distinguished chaperone and private instructor, teaching lessons in science, law, ethics and customs in both galach and the native Sikunese tongue. Guarding the heir apparent falls upon the capable shoulders of Hiro Okusa, aging Swordmaster of House Tseida. Quick to discipline with his blunted sword, Hiro's harsh discipline has oft brought him before the Daughter-Regent to explain his rough methodology.

Yet in spite of this (or because of it), Iorgu promises to be one of the finest duelists on the planet Sikun.

**Noble Titles:** Siridar-Marquisate of Sikun, Marquis de Tseida

### House Traits

**Feats:** Able Body; As High As Honour; Blood of the Andals; Gold Breeder; Noble Spirit.

**Social Status:** Rank 4 (Member of a Great House)

# House Wallach

*God, Imperium, House*

Renowned as a conqueror of worlds House Wallach procured its name and titles nearly 5 millennia past, under the leadership of Maximillian Banarc, a former Burseg General of the Imperial Sardaukar.

Designated Caid of the homeworld Wallach VII, Maximillian demonstrated extraordinary aptitude in his newly appointed station. After nearly a decade of planetary governance, Maximillian was honored by the Emperor Marasuet II, given the noble title of Siridar-Baron and full charge of his adopted home on Wallach VII. In appreciation of this honor and out of love for his planet, the Baron relinquished his given surname, choosing "Wallach" for his House banner and Imperial monogram.

## House History

From that day forth, House Wallach swore a chivalric oath to defend the Imperium with the blood of its line. And in emblazoning the motto "*God, Imperium, House*" upon his coat of arms, the Baron instituted a tradition of Imperial service that House Wallach continues to this day.

Perhaps the most fortuitous of their sovereign acts, House Wallach enticed the Bene Gesserit Sisterhood to relocate their Mother School to Wallach IX. Accepting their gracious offer, the Sisterhood moved their headquarters under secret agreement, entering into a mysterious relationship adding to House Wallach's already formidable influence.

## House Personality

Once preoccupied with strict discipline and the glory of battle, House Wallach currently affects a much more placid demeanor, reflecting the mellowing attitude of its aging ruler. Baron Wolfram von Wallach, once a Colonel-Bashar in the Imperial Sardaukar, now spends most of his leisure time recounting his military exploits, filling volumes of journals and shigawire reels. Admitting his pastime appears somewhat self-indulgent, the Baron argues that such activity keeps his mind sharp, providing invaluable perspective on the art of governance and politics.

Whether true or not, the fact remains that Baron von Wallach is perhaps one of the greatest statesmen to be found in the Landsraad. Still fit enough to best three men in physical combat, the Baron now applies his strategic thinking to matters of social and political nature. While not overly affluent in holdings or monies, House Wallach presents the calm assurance and steadfast conviction found only in those who are rich in self-assurance.

## House Holdings

Wallach VII.

## House Position

Flavor text.

**Allied Houses:** Wallach, Corrino

**Enemy Houses:** Harkonnen

## Wallach House Minor — House Brugge

Noted for their gift of intellect, House Brugge tempers its militarism with scholarship, renowned as the most learned of the Wallach Houses Minor. Having established an ongoing relationship with the Sisterhood, House Brugge enjoys the appointment of a Bene Gesserit proctor who tutors their heirs and advises their lords.

## House Brugge Profile

**Name:** Brugge

**Ancestry:** Wallach

**Homeworld:** Wallach VII

**Title:** +3 (Regent-Governor)

**Fiefdom:** +2 (Free City)

**Renown:** +1

**Assets:** 10

## Wallach House Minor — House Ottovaar

Tracing its roots to Salusa Secundus, House Ottovaar exerts strict military discipline throughout its landed holdings. Perhaps the most

ardent of the Wallach Houses Minor, the Ottovaar family frowns upon the Sisterhood's meddling in House affairs, often voicing their resentment before the other Houses Minor of the Sysselraad.

## Wallach House Minor — House Roinesprit

Champions of their patron, House Roinesprit sponsors a military academy dedicated to training the finest guard commanders and security personnel. Assigning their most loyal graduates to the court of House Wallach, House Roinesprit's unswerving devotion earns it great favor with its patron House.

## House Relations

**House Atreides:** A puissant and honorable family, the Atreides are our allies, though we've been fierce competitors in the past.

**House Corrino:** Long rule the Padishah Emperor! As His Majesty commands, so shall we lend our blades and our lives.

**House Harkonnen:** A vile menace to the Emperor and the noble Duke Leto, His Majesty should declare a pogrom against Giedi Prime.

**House Moritani:** The sly fox cannot forever evade the royal huntsmen. So may the Moritani find themselves cornered by our wolfhounds.

**House Tseida:** Their ways are not our own; but we acknowledge their service to the Imperium.

## Wallach VII

Wallach VII flavor text.

**Planet Type:** Terrestrial

**Climate:** Polluted

**Terrain:** Urban, forests, mountains

**Atmosphere:** Breathable

**Gravity:** Standard

**Diameter:** 29,000 kilometers

**Length of Day:** 31 standard hours

**Length of Year:** 299 standard days

**Languages:** Basic (Gallach)

**Population:** 2.7 billion

**Government:** Siridar Barony held by House Harkonnen

**Major Exports:** Various

**Major Imports:** Slaves

**System/Star:** 36 Ophiuchi B

## House Destiny

Ruling in name if not in fact, Lord Robert is a sickly child, given to tantrums, weeping, and shaking fits when overexcited. His mother is no help, protective to the point of hysteria. Though Lady Lysa was once full of hope, her unhappy marriage has left her a shadow of her former self. She guards her son jealously, suspicious of anyone who might try to take young Robert from her. Lysa spends most of her time doting on her son, enjoying the attentions of the suitors who seek her hand, and ignoring the pleas of Tullys and Starks to join the war against the Lannisters.

The lords of the Vale—at least those not pursuing Lady Lysa's hand—are restive under her rule. Bronze Yohn Royce, the greatest of the Arryn bannermen, is outspoken in his desire to join the war against the Lannisters. Other great lords echo him, shamed by continued inaction. One source of dismay is Lady Lysa's refusal to lend her uncle, Ser Brynden Tully, even a single sword to bring to Riverrun's aid.

Consequently, the Blackfish gives up his office as the Knight of the Gate and departs the Vale with his niece, Lady Catelyn Stark, to join Robb Stark's host.

## Prominent Members

As the direct descendants of Burseg-General Maximillian Banarc, commander of countless legions of Imperial Sardaukar, House Wallach continues its ancestral heritage by sending all of its noble scions to be trained with the Sardaukar. Raised in accordance with tradition, Baron Wolfram von Wallach served the Imperium as Colonel-Bashar of the Corps for nearly three decades before finally retiring to assume his rightful station as head of House Wallach. Having sired numerous

offspring over his decades of military campaigning, the Baron claims but a single heir for his fortunes—the na-Baron Christhaad von Silgaimaar. His mother, a Bene Gesserit concubine specially appointed to Wolfram by the Mother School on Wallach IX, the Lady Gersha maintains her youthful appearance in spite of her many years. Preparing Christhaad in the secret 'weirding ways,' Gersha insists she abides her liege's commandments, giving their son special training to make him excel in his service to the Sardaukar. The Baron's wily Mentat Olifer Mangrove supports his Lady's arguments, often chiding the Baron not to interfere with the Sisterhood's unspoken agendas. Now making ready to ship off to Salusa Secundus, the courageous Christhaad has proven a most formidable young man, strong like the father, sharp like the Mentat, and keenly observant like the Bene Gesserit mother.

**Noble Titles:** Siridar-Baron of Wallach VII

**Houses Minor:** House Brugge, House Ottovaar, and House Roinesprit

**House Holdings:** Wallach IX (Siridar Fief)

### House Traits

**Feats:** Disciplined; As High As Honour; Gold Breeder; Noble Spirit.

**Social Status:** Rank 4 (Member of a Great House)

## LOYALTY

One of the most prevalent species-compulsions is the theory of strength in numbers. People gather together along family lines, political affiliations, mercantile associations, and even just hobbies and interests, to pool their abilities and resources in the furtherance of their common philosophies and goals.

In *DUNE*, the most famous examples of strength in numbers are the Noble Houses of the Landsraad and CHOAM—groups whose power and influence spread across the galaxy, touching lives everywhere for good or ill. Anyone can join these or other organizations, and the following section explains not only how heroes can go about joining, but what benefits they derive from membership—and what risks they face.

In the *DUNE: A Dream of Rain Roleplaying Game*, some of the benefit of good relations and fame within an organization is represented by a character's Reputation bonus. A positive Reputation grants a bonus on skill checks involving interaction with other characters (Bluff, Diplomacy, Gather Information, and Intimidate). This bonus can become a penalty in some situations, when the character is better known for disreputable deeds than for good ones.

Loyalty, on the other hand, determines how strongly affiliated a character is with a given faction or organization. The higher the Loyalty with a given faction, the more trust and aid that faction affords the character. Loyalty and Reputation are related in terms of effect. The following system explains how to award and apply Loyalty bonuses.

### Gaining Loyalty

A character gains a point of Loyalty whenever she completes an adventure. The player can apply that point of Loyalty to any of the factions with which she interacted positively during the adventure. A character's Loyalty score for any given faction can never exceed +5. Each player needs to keep track of his Loyalty bonuses for each faction with which he has Loyalty.

Loyalty works the same as, and stacks with, Reputation. Whenever a character interacts with a member of a faction with which he has Loyalty, and would normally get to add his Reputation bonus to a roll, he can also add his Loyalty bonus.

For example, Verius is a 7th-level Armsman, with a Reputation bonus of +2. He has just completed his first spice-running contract for the Spacing Guild, and he gains a Loyalty point. He dealt positively with the Spacing Guild, so he decides to apply this point of Loyalty to that faction. He can now add his +1 Loyalty bonus as well as his Reputation bonus to Bluff, Diplomacy, Entertain, Gather Information, and Intimidate checks when dealing with members or representatives of the Spacing Guild. Verius now has a +3 total bonus.

Intimidate interacts differently with Reputation, and this difference

applies to Loyalty as well. Characters with a bad reputation (such as those with the Infamy feat) add the full Reputation bonus, and thus the full Loyalty bonus, to Intimidate checks. Characters who are not considered infamous only add half their combined Reputation and Loyalty bonuses, rounded down.

For example, Verius the smuggler is a 7th-level knave, with a Reputation of +2. He has just completed his first spice-running contract for the Harkonnens, and he gains a Loyalty point. He dealt positively with House Harkonnen, so he decides to apply this point of Loyalty to that faction. He can now add his +1 Loyalty bonus as well as his Reputation bonus when dealing with members or representatives of House Harkonnen. Verius now has a +3 total bonus.

Intimidate interacts differently with Reputation, and this difference applies to Loyalty as well. Characters with a bad reputation (such as those with the Infamy feat) add the full Reputation bonus, and thus the full Loyalty bonus, to Intimidate checks. Characters who are not considered infamous only add half their combined Reputation and Loyalty bonuses, rounded down.

For example, Verius tries to browbeat one of the Harkonnen's messengers. But Verius has a fairly good public image (he's not infamous), so his combined Reputation and Loyalty bonus of +3 is halved to +1.5, rounded down to +1. Verius adds only +1 to his Intimidate check against the Harkonnen.

### Conflicting Loyalties

Characters can develop Loyalty for more than one faction—and sometimes these Loyalties conflict. What happens when a character has, for example, both Harkonnen and Atreides Loyalties? When the GM judges that a conflict of interest exists—for example, the character is negotiating with House Harkonnen to buy weapons, which may or may not be intended for House Atreides—apply the appropriate Loyalty as a bonus and the conflicting Loyalty as a penalty. In effect, the difference between the two Loyalties is the total modifier.

For example, Verius has developed a good working relationship with both Houses during the Change of Fief of Arrakis. He has a +2 Loyalty bonus for House Harkonnen and a +4 Loyalty bonus for House Atreides. When dealing with House Atreides in matters involving Arrakis, he gains only a +2 bonus (+4 Atreides Loyalty, minus +2 Harkonnen Loyalty). Conversely, when dealing with House Harkonnen in matters involving Arrakis, Verius suffers a -2 penalty (+2 Harkonnen Loyalty, minus +4 Atreides Loyalty). If Verius were trying to use Intimidate, though, remember that the total bonus provided by his Reputation and Sympathy scores is halved (giving him a +1 bonus for dealing with the Atreides, and a -1 penalty for dealing with the Harkonnens).

### Losing Loyalty

Loyalty bonuses are not permanent, like Reputation bonuses are. Characters can lose Loyalty bonuses with a faction in two different ways: by overtly working against the faction, or by neglecting the faction.

**Betrayal:** When a character works against a faction with whom she has Loyalty, at the end of the adventure she automatically loses a point of Loyalty with that faction. For example, a character with Atreides Loyalty who hijacks an Atreides supply ship during an adventure loses one point of Loyalty with House Atreides.

This Loyalty loss is cumulative. A character who actively opposes a faction multiple times in the same adventure can lose multiple Loyalty points. Loyalty points can never drop below zero, however.

**Neglect:** When a character stops working with a faction, the faction begins to lose interest in working with the character. Every time a character advances a level, the player rolls a d20 for each faction and adds the character's Loyalty score for that faction. The player does not roll for the highest-rated faction. The character's highest Loyalty score sets the DC. (If two or more scores are tied for the highest, the player chooses which sets the DC; the player must then roll for the others.) If the check fails, the character loses a point of Loyalty for that faction.

Highest Loyalty Score	DC
1 – 2	5
3 – 4	10

For example, after an adventure, Verius adds a point to his Atreides Loyalty score, and advances a level. He now has a +5 Spacing Guild Loyalty, a +4 Atreides Loyalty, and a +2 Harkonnen Loyalty. His Guild Loyalty score sets the DC for the checks at 15. He rolls 1d20 and adds +4 for his Atreides Loyalty, and gets a 12, for a total of 16—just enough. He repeats the process for his Harkonnen Loyalty, and gets a 7, for a total of 9—short of what he needs. Verius loses a point of Harkonnen Loyalty, but maintains his good relations with House Atreides.

### Joining a Faction

A character can officially join a faction or organization. Doing so usually requires the organization's approval, and such approval often only follows a period of observation or a test of loyalty (see the individual faction descriptions). There may be a minimum Loyalty bonus requirement as well.

Joining a faction offers a number of advantages. For starters, the character gains 1 point of Loyalty for that faction. Also, he can take faction-specific feats and prestige classes.

However, there is a down side. When a character joins a faction, he loses 1 point of Loyalty for all other factions with which he has Loyalty. A character can also join only one faction at a time and must leave his current faction before joining a different one. Leaving a faction often has its own set of disadvantages.

## Bene Gesserit Sisterhood

The Bene Gesserit Sisterhood is a quasi-mystical religious order (at least publicly) who, along with CHOAM, and the Emperor, have a great deal of control in the daily lives of a majority of the citizens of the Known Universe. Not all those who are loyal to the Bene Gesserit are female, however. The Sisterhood employs male agents as well. Some do the bidding of the Sisterhood freely—while others must be compelled.

The Bene Gesserit Sisterhood dates back to Ancient Terra, where they were a wandering band of religious people. Now they are secretly engaged in politics of every kind, with a hand in every major and minor House in the Landsraad. Bene Gesserit Truthsayers are used even by the Emperor. They are also involved in a long-term breeding program to create a super-human male who can possess all of the powers of their Reverend Mothers.

### Bene Gesserit Loyalty

Though not technically a political force, a corporation, or a noble House, the Bene Gesserit nonetheless command a deep respect (and fear) throughout the universe. The Sisterhood has a vast network of spies and loyal minions who would gladly give their lives for the witches who see the future and know their ways without being taught.

### Joining

Very few members of the Bene Gesserit Sisterhood actually choose to join the organization without prompting from (or indeed, selection by) an existing member. The Sisterhood continually keeps a monitoring eye on family lines with particular strengths that could be employed to their benefit. Bene Gesserit training also imparts a deep-rooted allegiance to the order, and of course, most members are female—though this need not be exclusive.

## Fremen

The native people of Arrakis, the Fremen were not always indigenous to the harsh planet. The final stop on the great Zensunni Wandering, Arrakis was the perfect place to settle—because nobody wanted it. The Zensunni felt they could finally be left alone here for it was such a forsaken place. Little did they know that thousands of years later it would become the center of the Universe.

With the discovery of *mélange* on the planet Arrakis, the Fremen people have been brutalized by one tyrannical governor after another,

the Harkonnen being the worst of a long line of despots trying to squeeze their planet for wealth.

The Fremen are a fierce people with a fanatical religious culture second only to their ritualization of water preservation. As there is no rain or standing water anywhere on the planet, a lifestyle of water conservation become absolutely necessary for their survival. Most everything in the Fremen culture focuses on or centers around water.

### Fremen Loyalty

Though not technically a political force, a corporation, or a noble House, the Bene Gesserit nonetheless command a deep respect (and fear) throughout the universe. The Sisterhood has a vast network of spies and loyal minions who would gladly give their lives for the witches who see the future and know their ways without being taught.

### Joining

With a few prominent exceptions, the Fremen do not take outsiders.

## Spacing Guild

A character can officially join a faction or organization. Doing so usually requires the organization's approval, and such approval often only follows a period of observation or a test of loyalty (see the individual faction descriptions). There may be a minimum Loyalty bonus requirement as well.

### Spacing Guild Loyalty

Though not technically a political force, a corporation, or a noble House, the Bene Gesserit nonetheless command a deep respect (and fear) throughout the universe. The Sisterhood has a vast network of spies and loyal minions who would gladly give their lives for the witches who see the future and know their ways without being taught.

### Joining

Very few members of the Bene Gesserit Sisterhood actually choose to join the organization without prompting from (or indeed, selection by) an existing member. The Sisterhood continually keeps a monitoring eye on family lines with particular strengths that could be employed to their benefit. Bene Gesserit training also imparts a deep-rooted allegiance to the order, and of course, most members are female—though this need not be exclusive.

## Bene Tleilax

A character can officially join a faction or organization. Doing so usually requires the organization's approval, and such approval often only follows a period of observation or a test of loyalty (see the individual faction descriptions). There may be a minimum Loyalty bonus requirement as well.

### Bene Tleilax Loyalty

Though not technically a political force, a corporation, or a noble House, the Bene Gesserit nonetheless command a deep respect (and fear) throughout the universe. The Sisterhood has a vast network of spies and loyal minions who would gladly give their lives for the witches who see the future and know their ways without being taught.

### Joining

Very few members of the Bene Gesserit Sisterhood actually choose to join the organization without prompting from (or indeed, selection by) an existing member. The Sisterhood continually keeps a monitoring eye on family lines with particular strengths that could be employed to their benefit. Bene Gesserit training also imparts a deep-rooted allegiance to the order, and of course, most members are female—though this need not be exclusive.

## LANDSRAAD HOUSES MINOR

Scions of the Great Houses, the Houses Minor serve their patrons in much the same manner as the Great Houses serve the Imperium. Ruling holdings and titles delegated by their Great Houses, the Houses Minor govern subfiefs of their parent homeworld and manage subsidiaries of their sponsor's CHOAM industries. Whereas the Great Houses abide the Great Convention and assemble before the Emperor in the Landsraad Council, Houses Minor answer to House law, congregating in the planetary Sysselfraad. And like their noble kind, the Houses Minor fight and squabble amongst themselves, vying to rise above their peers and bring their households to greatness.

The role of the Houses Minor is twofold—serving their Great House by governing sub-fiefs, and managing subsidiary industries guided by House economic policy. While the burden of administering entire planets and major CHOAM industries falls upon the Great Houses, much of the day-to-day, routine management filters down to the Houses Minor. Fortunately, the feudal hierarchy subordinating the vassal Houses to their patron House entitles them to economic, political and military assistance as their liege is able to give. In return for such assistance, the Houses Minor owe tribute to their ruling House, paid in the form of tithes and military conscripts just as the Great Houses support the Imperial House.

### House Minor Characteristics

The Houses Minor also share characteristics similar to their Great House idols. While the body of Houses descended from a given Great House bear closer similarity to one another than they do to those under another Great House, even minor households reveal substantial differences among their shared characteristics.

### House Legacy

The legacy of the Houses Minor invariably results from their noble heritage. Sharing the same blood as their patron Great Houses, Houses Minor inherit lesser ancestry, holdings and titles. These they pass along from generation to generation within their family bloodline, continuing the tradition established by the Great Houses.

### House Ancestry

Most Houses Minor trace their bloodlines to one of the Great Houses of the Landsraad. From their House ancestry, Houses Minor trace their family lineage to an original progenitor, or common ancestor who is considered the founder of their line. Genealogical descent from the mother's family is called *distaff*, or maternal lineage. Ancestry traced back to the father's family yields paternal lineage, called *spear* lineage. Regardless of the type of heritage they share, Houses Minor all claim blood relation and noble birth as a result of their Great House ancestry.

- **Name** – Houses Minor adopt traditional surnames to identify their clan lineage, noble ancestry, or familial relations. Examples of family names appearing in *Dune* include the surnames Rabban and Rautha, both of which share Harkonnen pedigree and family genealogy.
- **Homeworld** – Except for the rarest of cases, Houses Minor maintain residence upon their ancestral homeworlds. Claiming noble titles and territorial fiefdoms as a result of their ancestral ties, Houses Minor have a decided interest in supporting their governing Great House, and may further prosper by demonstrating astute governance and proper stewardship of their familial holdings. More than once history tells of lesser families rising to greatness as a result of sickness or infirmity leaving the ruling House without a suitable heir. In such cases, the most able and honored of the Houses Minor may be called upon by the Emperor to assume the mantle of the Household name, raising their familial station to that of a Great House.

### House Holdings (Fiefdom & Title)

Entrusted with the administration and governance of particular territories or regions of their homeworld, Houses Minor rule fiefdoms or "fees" under the aegis of their patron House. Typically inherited along with noble titles and other economic holdings, Fees, like fiefdoms, confer political, economic, and military power unto their governing families.

In addition, fees provide natural resources, indigenous labor forces, and the required infrastructure to make the locality self-sufficient, if not profitable to the governing family.

### Table 5-2: House Minor Fees

Fiefdom Level/Cost	Description
1	City District
2	Free City
3	Territory
4	Province
5	Subfief

Along with fiefdoms, Houses Minor inherit titles of rank and nobility from their ancestral Houses. Titles confer political and social privileges to their custodian families. Most importantly, titles denote the House's status within the regional Sysselfraad, representing a certain number of elective votes in addition to a certain amount of political sway. Titles may also provide historical or genealogical information about your family ancestry, identifying various holdings (e.g. Count of Lankiveil) or governing status (e.g. *sirdar-absentia*).

### Table 5-3: House Minor Noble Titles

Level/Cost	Description
1	Magistrate
2	Governor
3	Regent-Governor/Knight/Chevalier
4	Lord/Noble Cousine
5	Sirdar Governor/Baronet

### House Renown

Over time, Houses Minor develop renown for their actions, performance and character, gaining any number of positive or negative reputations. As family renown increases, so does their general clout and social recognition. Though a House's renown does not directly affect their innate status or influence, it does affect their negotiations with their Great House patron and noble peers within the planetary Sysselfraad.

### Table 5-4: House Renown

Level/Cost	Description
1	Celebrated throughout your fee; acknowledged by your patron
2	Prominent among the Houses Minor of the Sysselfraad
3	Renowned within your homeworld capital and subfiefs
4	Noted throughout your homeworld
5	Recognized on other homeworlds

House Renown also factors whenever there exists a question of name recognition. In game terms, House Renown determines the likelihood that another individual recognizes a House Minor by name, associating them with one or more of their common reputations. During such checks, the GM adds a bonus equal to the House's Renown level.

### House Assets

House assets represent the entirety of household collateral reserves, measured in leveraged status, solvent wealth, expendable influence and security infrastructure. Much like personal experience or saved earnings, assets embody the aggregate experience and resources upon which the House may draw to implement its programs and further its agenda.

During game play, House lords may use assets as Wealth.

### House Attributes

Attributes represent the family's innate social and material qualities, providing an overview of its political clout, economic resources, social reputation, and defensive capabilities. Attribute levels range from 1 to 5 for Houses Minor, higher levels indicating greater degrees of achievement.

## HOUSE MINOR CREATION

The rise and fall of noble Houses is central to the DUNE milieu. How could the legend of Paul Atreides be conveyed without recounting the great rivalry between House Atreides and their mortal enemy House Harkonnen?

How could the reader understand the motivations behind the Padishah Emperor, Ginaz Swordmaster Duncan Idaho, or even the Lady Jessica of the Bene Gesserit Sisterhood without detailed knowledge of the political framework and familial relationships extant between the ruling Houses of the Imperium? Thus the concept of House, with its political and social implications, sets the stage for much of the characterization and drama occurring in the DUNE universe.

*DUNE: A Dream of Rain Roleplaying Game* portrays this symbiosis between character and House by encouraging the players and GM to share in the creation of their own, unique families. By populating the Imperium with your own noble Houses, you'll not only fill in the gaps where DUNE leaves off, but also establish a firm basis for telling original, politically-charged narratives. Your characters who share the burdens of the family household will engender gripping drama, their acts of self-sacrifice or strides toward glory deciding the fate of their parent House. By binding characters to House so inextricably, you'll not only make your stories more true to the DUNE archetypes, but you'll also raise your character's actions to heroic magnitude (or tragic dimension) as their personal fate determines the destiny of an entire House Minor bloodline.

Players unfamiliar with the DUNE universe can begin playing immediately by selecting one of the Houses Minor described within any of the preceding House descriptions. Read over the Great House descriptions and select the one you find the most interesting. Next, examine the three Houses Minor listed for your chosen Great House and select one that appeals to your group.

## House Service

Least of the Imperial aristocracy, the Houses Minor still enjoy luxury beyond the imagining of the Imperial citizenry and lower castes, but immense responsibility accompanies such privilege; and the Houses Minor must loyally serve their House and Emperor or suffer social disgrace and political ruin. To accomplish their lofty objectives, the Houses Minor emulate their patron Houses in selecting the finest men and women to serve as members of their household retinue. These honored vassals benefit from their elevated stations, gaining significant responsibility and authority as members of their household entourage.

Assuming advisory roles and positions of command, House vassals manifest a wide array of skills and knowledge, replete with field experience and ongoing training. House Mentats, Swordmasters, Warmasters and Spymasters typically round out the household entourage led by a Noble heir or Sysselraad Spokesman. Bene Gesserit Adepts, Suk physicians and House Assassins fill in the gaps, providing an arsenal of personal expertise capable of handling even the most arduous of tasks.

Under the direct command of the household vassals serve the managing bureaucrats, teams of analysts, departments of professionals and divisions of workers who all strive to implement the policies and programs directed by the division commander. In any given family, all house-hold operatives, including the commanding officer, fall within one of three primary divisions—House Affairs, Mercantile Enterprises, and House Security. Each division contains one or more House agencies responsible for the administration and handling of specific types of issues such as diplomatic relations, commercial industries or covert operations.

## Household Affairs

House Affairs covers a broad spectrum of official duties relating to planetary government and House politics. Every household devotes at least three entire agencies or divisions to handle the various aspects of House affairs, including fief administration, Household stewardship, and Sysselraad representation. While nobles typically command such operations, it is not uncommon for Bene Gesserit Adepts and Mentats to head up one or more agencies responsible for administering House Affairs.

Of primary importance, each household must successfully govern its allotted subfief, whether administering a city district or ruling an entire province. Beginning in their early childhood lessons, nobles train in the art of statecraft, preparing for the day they'll assume their position as governors of the family holdings.

To ease the burden of the voluminous paperwork and regimental bureaucracy, reigning nobles typically employ Mentats and Master Strategists to assist them in implementing matters of policy and executive orders.

Of more immediate concern, each household must efficiently administrate the family compound and cadres of household retainers. This duty typically falls on the nobleman's wife or bound concubine, bonded Adepts make consummate stewards—their powers of observation and supreme administrative talent ensuring that no threat, however small, goes unnoticed by House security. Though seemingly mundane in nature, household stewardship proves vital to family security and essential for household organizational efficiency.

Sysselraad representation, including inter-House relations, House legislation, and secular law, accounts for the third main division falling under the auspices of House affairs. While nobles commonly attend the Sysselraad conclaves, the day-to-day administration falls on house-hold Mentats or Master Strategists specializing in diplomacy, law, and public relations. Serving these functionaries, teams of advocates and leagues of clerks manage the volumes of legal paperwork and bureaucratic minutia.

## Mercantile Enterprises

House Minor mercantile enterprises deal mainly with the routine administration of cottage industries and commercial ventures occurring within the family fiefdom. Agriculture, mining, manufacturing—as well as service-based industries and merchant enterprises—represent some of the mercantile enterprises falling under the jurisdiction of the Houses Minor. In addition, most families sponsor one or more primary industries, establishing the basis of their family revenue which, of course, is supplemented by property tithes, regional taxes, and export tariffs.

In cases where the Houses Minor are entrusted to supervise their patron's CHOAM entitlements, strict production quotas or profit goals define the House's expectations which must be met if the family intends to retain their sub-contract. In addition, most Great Houses impose a flat rate tithe (usually 25% of House Minor profits) the Houses Minor must pay as tribute for their entrusted holdings.

To oversee their revenue-generating operations, Houses Minor usually assign a lesser noble or CHOAM advisor as the director of mercantile enterprises. Under his guidance, bureaus of analysts, investors, financiers and bankers busy themselves with the numerous economic challenges associated with successful economic administration. Beneath these, a small army of accountants, clerks and go-betweens handle the routine details of business operations and tax collection.

## Household Security

Headed by the Security Commander, household security covers everything from guarding the family compound to establishing underground spy networks to patrolling the streets. Though Houses Minor rarely seek permission to wage war against one another, the possibility of civil war and public rioting warrant assembling House militias and military armament. Maintaining active militias for such reasons, the Houses Minor also develop significant intelligence operations for monitoring Imperial affairs as well as inter-House intrigue. The tradition of covert warfare runs strong among the Houses Minor as well as the Great Houses, each House engaging in covert operations for the purpose of political dominance and self-preservation.

Responsible for overseeing all large-scale military operations, the House Warmaster attends to strategic planning, personnel deployment and mission logistics. Expeditionary invasions and defense of the territorial fiefdom fall under his supervision, including the administration of all military installations, armament and personnel. Though few Houses Minor possess atomics, demolitions arsenals, lasgun batteries and vehicular support also count among the Warmaster's many responsibilities.

Whereas Warmasters plan and coordinate military campaigns and territorial defense, matters of family security—including protection of the family stronghold, training of the noble heirs, and management of the House guard—typically fall within the domain of the household



Swordmaster. Experts in armament, weapon instruction and skirmishing tactics, House Swordmasters are directly responsible for protecting the nobility from physical harm, whether the threat manifests from external invaders or internal sleeper agents. Toward this end, all security divisions within the compound answer directly to the family Swordmaster.

Matters of law enforcement and civil patrol fall upon the shoulders of the household Security Commander. The Security Commander administrates garrisons, the arsenals, police headquarters and watch stations located in the household precincts. Occassionally, Security Commanders coordinate intelligence efforts with a Spymaster, establishing cadres of secret police, networks of informants and teams of covert agents.

The most pervasive of all departments, household intelligence plays a role in nearly every other division. More important than battalions, more effective than even House atomics, Information serves as the most powerful weapon in the family arsenal. To know when an attack will come, to estimate its form or direction and to calculate the best counter-measures—these are the tasks required of household intelligence.

With no detail too trivial, no factor unworthy of intensive exploration and analysis, Mentats handle such information with ease, processing data and calculating solutions with speed and precision surpassing even the “thinking machines” of the pre-Butlerian era. Generalizing in information analysis and computation, Mentats coordinate the efforts of the House Spymasters and Masters of Assassins, combining intelligence and espionage efforts of both divisions into a manageable weapon to be wielded with deadly cunning.

Spymasters direct all intelligence-gathering household operations. From establishing secret spy networks to inserting agents in rival families, House Spymasters supervise most espionage activity, consulting the Security Commander on domestic matters such as the deployment of household security systems, such as prudence-barriers, palm locks and poison snoopers.

Masters of Assassins assume a much more pro-active role, focusing on the commissioning and training of household assassins, saboteurs and anti-terrorist personnel. Working with the Spymaster in addition to the House Warmaster or possibly the House Swordmaster, Masters of Assassins lend their special forces to each of these commanders as needed, deploying personnel and equipment to achieve accurate results.

# FIVE: EQUIPMENT

*“Freedom is an elusive concept. Some men hold themselves prisoner even when they have the power to do as they please and go where they choose, while others are free in their hearts, even while shackles restrain them.”*

—Zensunni Wisdom, *The Wandering*

Life in the DUNE universe is (in a word)—diversified. From one dwelling to the next, family lifestyles can differ greatly. While there is little to separate a serf’s existence from that of a pauper in the Middle Ages, for those with a little money, the entire world can change. In DUNE, the difference between living in a hovel with a hastack for your bedding and living in a weather-controlled apartment with a hoverbed is the amount of money you can spend.

Sadly, this discrepancy goes far beyond mere dwellings. For most serfs, anything even close to advanced medical care is legendary, the stuff of kings. Poultices and home remedies are the rule, surgery and antiseptic the exceptions.

In this chapter are a few examples of what DUNE characters might be able to afford to add to their accoutrements, depending on how successful they are. The costs listed are averages on the open market; better-designed or manufactured versions will be more expensive. These are mere samplings of the vast amount of gear available in the Known Worlds. If a piece of equipment is not listed here, the gamemaster should feel free to come up with it on his own.

## TECHNOLOGY

There are a number of reasons why technology is rare in the Known Worlds. Perhaps the greatest cause is the Church. After the Butlerian Jihad, the Church zealously enforced its anti-technology stance.

The Universe of Dune is considered to be PL 8 with some major anomalies. Most of these anomalies can be attributed to the various advancements afforded by the Holtzman discoveries. They include faster-than-light travel, faster-than-light communications, force shields, and contragravity. These elements all exist in an otherwise ‘standard’ PL 8 setting.

The second major deviation from the Energy Age is the almost complete lack of computers or thinking machines in the Dune Universe. Computers above Complexity 1 are very rare; those above Complexity 4 do not exist. This seemingly gaping hole in the technological fabric of the universe is filled by several elements, the most notable of which are mentats. Mentats are ‘human computers’ trained from birth to perform complex logical and analytical functions at very high rates of speed and reliability. The Bene Gesserit Sisterhood also performs several similar duties, although with a strikingly different purpose and ideological bent.

## MONEY

The economy of the Imperium turns on the wealth and products of a billion worlds. Throughout the history of known space, money has gone by different names on different planets, but the basic Imperial unit has almost always been the “solari.”

### Solaris

The basic unit of commerce in the Imperium is the “solari” (§), so called for it’s sunburst symbol on one side (and the Padishah’s likeness on the other). This unit is broken into quarters and halves. Solari are minted only on Kaitain using a unique metal called prismium, which requires Second Republic technology to forge (while this technology is not technically forbidden by the Butlerian Proscriptions, it does require specific machines). Its value is actually equal to the coin it represents—one coin holds about one solari in value in its metal alone.

In the course of playing the game, your character might get a lucrative surveillance contract from an heiress, be hired as a mentat for a noble house, earn a big reward for apprehending a wanted felon, or “find” a stash of Melange. In such situations, the GM will award you with monetary rewards, which you’ll record on your character sheet. Throughout the book, costs for items are given in solaris (1/4, 1/2, or whole).

When converting from modern, 21st-century U.S. currency, figure that one solari is worth (roughly) 10 dollars. A crest is worth about 5 dollars, and a wing is worth about one dollar.

There is no central stock exchange for the Known Worlds. The Imperium (along with CHOAM and the Spacing Guild) tries to set a fixed solari rate for certain items, such as military construction contracts, but outside of Kaitain and Salusa Secundus, merchants and manufacturers can charge literally whatever they can get away with.

The advantage that the Landsraad has over the Guild is that they can set their own fixed rates across the Known Worlds, providing travelers some stable spending base—as long as they trade with Landsraad merchants. On certain worlds, they will even lower their prices somewhat to compete with local prices. However, since they are inter-stellar and depend on both the Spacing Guild for transport and need repeat business, they rely instead on more expensive but dependable goods. Travelers can’t always be sure what they are buying when they buy local.

The cost listed for items represents this fixed rate set by the League, although costs will fluctuate somewhat (and sometimes wildly) depending on local supply and demand.

### Wealth Beyond Solaris

The economy of the Universe deals in commodities. Characters might be legitimate traders (or smugglers), buying and selling commodities to pay their way across the galaxy (and subsidize the adventures in which they wind up participating). Guilds and governments regulate trade. Charters and licenses are granted, primarily through CHOAM, cargo is regularly inspected, trade routes established, and port fees posted.

Table 6-1: Trade Goods gives baseline prices for fairly broad categories of goods. The GM can get more specific, add or remove items, depending on supply and demand in the campaign, adjusting prices to reflect such fluctuations in the market. Also, prices can vary greatly in different regions of space, different star systems, and even between different planets within the same system.

Table 6-1: Trade Goods

Commodity	Cost
Animal, common	100 solaris
Animal, exotic	2,000 solaris
Animal, livestock	500 solaris
Art	1,000± solaris
Food, common, 1 kg	10 solaris
Food, quality, 1 kg	20 solaris
Food, exotic, 1 kg	50 solaris
Fuel, 1 kg	50 solaris
Gems, semicprecious, 1 kg	100 solaris
Gems, precious, 1 kg	1,000 solaris
Ore, common, 1 kg	200 solaris
Ore, rare, 1 kg	2,000 solaris
Spice, melange, 1 g	250 solaris
Textiles, 1 meter	10 solaris
Water, 1 liter	10 solaris

### Selling Items

Sometimes, you’re going to come into possession of an item that you don’t want. We’re not talking about commodities here. Commodities are valuable goods that can easily be exchanged (almost like cash). We’re talking about individual items from the lists presented later in this chapter. In general, a merchant will buy used equipment at half its listed price. If you have a lasgun and want to upgrade to a heavy lasgun, you can sell the smaller weapon for half price.

### Starting Solaris

Each class has a separate listing for the average starting solaris a 1st-level character can expect to have to purchase equipment and armor.

## WEAPONS

The Known Universe can be a dangerous place. Most people have access to some kind of weapon, and those who travel the space lanes often carry at least a sword, if not the more rare lasgun or maula pistol as a means of defense. A weapon's legality depends on where you are.

### Weapon Qualities—Masterwork Levels

The high-tech science of the Galactic Imperium have developed all sorts of ways to improve craftsmanship. This is represented in *DUNE: A Dream of Rain* by three different levels of masterwork.

#### Masterwork (+1) [Craft DC 20]

**Masterwork weapon:** Add +\$350 to weapon cost, +1 attack bonus and 1 wound point.

**Masterwork armor:** Add +\$150 to armor cost, -1 armor check penalty.

**Masterwork tool:** Add +\$50 to tool cost, +2 nonstackable circumstance bonus to a related skill check.

#### Exemplary Masterwork (+2) [Craft DC 25]

**Exemplary weapon:** Add +\$1400 to weapon cost, +2 attack bonus and 2 wound points.

**Exemplary armor:** Add +\$600 to armor cost, -2 armor check penalty and -5 lb from the weight.

**Exemplary tool:** Add +\$200 to tool cost, +4 nonstackable circumstance bonus to a related skill check.

#### Superior Masterwork (+3) [Craft DC 30]

**Superior weapon:** Add +\$5,500 to weapon cost, +3 attack bonus and 3 wound points.

**Superior armor:** Add +\$2,500 to armor cost, +1 max Dex bonus, -3 armor check penalty and -10 lb from the weight.

**Superior tool:** Add +\$800 to tool cost, +6 nonstackable circumstance bonus to a related skill check.

### Weapon Categories

Weapons are grouped into several interlocking sets of categories.

These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

#### Simple, Martial and Exotic Weapons

Knives, kindjal, slip-tips, swords and axes still see use throughout the Imperium. All classes except the scientist are proficient with all simple weapons. Armsmen, Fremmen, Duelists, and Mentats are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly also some martial or even exotic weapons. A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.

#### Melee & Ranged Weapons

Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

**Reach Weapons:** Glaives, guisarmes, lances, longswords, rapiers, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

**Double Weapons:** Dire flails, dwarven urgroshes, gnome hooked

hammers, orc double axes, quarterstaves, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon.

The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

**Thrown Weapons:** Daggers, clubs, shortswords, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table: Weapons), but a character who does so takes a -4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

**Projectile Weapons:** Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

**Ammunition:** Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons), and what happens to them after they are thrown.

#### Light, One-, & Two-Handed Melee Weapons

This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

**Light:** A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it's used in the primary hand, or one-half the wielder's Strength bonus if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only.

An unarmed strike is always considered a light weapon.

**One-Handed:** A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or 1/2 his or her Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times the character's Strength bonus to damage rolls.

**Two-Handed:** Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

## Weapon Size

Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

**Inappropriately Sized Weapons:** A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative  $-2$  penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon a  $-4$  nonproficiency penalty also applies.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

## Improvised Weapons

Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a  $-4$  penalty on attack rolls made with that object.

To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 4 meters.

## Weapon Qualities

Here is the format for weapon entries (given as column headings on Table: Weapons, below).

**Cost:** This value is the weapon's cost in solaris (§). The cost includes miscellaneous gear that goes with the weapon, such as a scabbard or holster. This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

**Damage:** The Damage columns give the damage dealt by the weapon on a successful hit. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. Table: Tiny & Large Weapon Damage gives weapon damage values for weapons of those sizes.

**Critical:** The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

**Exception:** Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

**x2:** The weapon deals double damage on a critical hit.

**x3:** The weapon deals triple damage on a critical hit.

**x3/x4:** One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

**x4:** The weapon deals quadruple damage on a critical hit.

**19–20x2:** The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

**18–20x2:** The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

**Range Increment:** Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative  $-2$  penalty on the attack roll. A thrown weapon has a

maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

**Weight:** This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

## Table 6-2: Tiny & Large Weapon Damage

Medium Weapon Damage	Tiny Weapon Damage	Large Weapon Damage
1d2	1	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

**Type:** Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons. Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon. In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

**Special:** Some weapons have special features. See the weapon descriptions for details.

## Weapon Descriptions

These are among the simplest weapons of all. Used in close combat, melee weapons inflict bludgeoning, slashing, or piercing damage—depending on the weapon's design.

### Arrows

An arrow used as a melee weapon is treated as a light improvised weapon ( $-4$  penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

### Baradye Pistol

A static-charge dust gun developed on Arrakis for laying down a large dye marker area on sand.

### Bolts

A crossbow bolt used as a melee weapon is treated as a light improvised weapon ( $-4$  penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

### Bow

You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

**Longbow, Composite:** You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a  $-2$

penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency.

A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 *şolaris* to its cost.

For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

## Bullets, Sling

Bullets are lead spheres, much heavier than stones of the same size. They come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

## Club

Clubs are among the most ancient of weapons. While the materials used to manufacture them may have improved over the centuries, they still function the same way: Powered by the wielder's brute strength, clubs break an opponent's bones, or worse. They are the favored weapons of thugs. Batons (a variety of the club) are used by police and military forces on relatively peaceful worlds in crowd-control situations.

## Combat Gloves

A pair of padded gloves provides extra hitting power thanks to their weight and the materials used to construct them. Anyone who expect to get into a fist-fight or a brawl probably wants to wear combat gloves. They provide a +2 bonus to damage on a successful unarmed strike.

For example, a human deals 1d3+2 points of damage when wearing combat gloves. Because of how they are worn, combat gloves can't be disarmed or dropped.

A character with the Combat Martial Arts, Defensive Martial Arts, Improved Martial Arts, or Advanced Martial Arts can use combat gloves to deal great amounts of damage.

## Crossbow

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

**Crossbow, Heavy:** You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

**Crossbow, Light:** You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with those for one-handed firing.

**Crossbow, Repeating:** The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

## Crysknife

The Fremen weapon of choice is the *crysknife*, a knife made from the tooth of a sandworm. It is considered most sacred by the Fremen. The tip, the hollow once occupied by the tooth's nerve, customarily holds a small amount of the most deadly poison available, most often a mixed derivative of the native desert plants. Fremen usually attempted to avoid killing a respected enemy with the tip of the blade; poison was considered a weapon more suitable for use against animals than humans.

Two varieties of crysknives are produced by the Fremen: fixed and unfixed. A "fixed" blade was treated with electrical current so that it might be stored indefinitely. Far more common among the Fremen, an "unfixed" blade remains stable only so long as it remains in contact with a living human body. Deprived of the body's electrical field, the knife weakens and crumbles within a matter of hours.

Treat both varieties as large knives of masterwork quality. They cannot be purchased, but must be created by the user, received as a gift, or earned in duty to the *sietch*. A successful impaling attack with the knife is necessary in order to deliver the poison to the victim.

## Flip-dart

A flip-dart relies upon a small needle-like barb to deliver a potent drug or poison upon penetrating the skin of the intended victim. Flip-darts are so named for the protective 'flip cover' used to conceal the needle and protect its user from inadvertent harm. Concealed within ornamented finger rings, fighting girdles, wrist bracers or weapon sheaths, flip-darts prove difficult to discern with the naked eye and impossible to detect with a poison snoop (so long as the cover remains hermetically sealed). Requiring close proximity and subtle manipulation, the flip-dart is preferred by Nobles and Adepts who routinely enter into close proximity with potential assailants.

## Garrote, Monofilament (Shigawire)

This simple, age-old assassination weapon has been improved by substituting shigawire in place of rope, cord, or wire. Strong and sharp, shigawire strands easily sever skin and bone, delivering fatal wounds to the victim's throat and neck.

## Gom Jabbar

An esoteric weapon reserved for Reverend Mothers of the Bene Gesserit Sisterhood, the Gom Jabbar, or "high-handed enemy" resembles a thimble-like finger crown fitted with a sharp, evenenomed needle. Its barb contains a highly toxic poison of secret composition, bringing instant, yet painless death to those who feel its prick.

Constructed of gold, silver or similar precious metal, the Gom Jabbar is venerated as a symbol of Bene Gesserit rank, and rarely finds use beyond the confines of the Sisterhood's private cloisters.

## Hunter-Seeker

An ingenious assassination device which consists of two parts: the control console, from which the operator directs the weapon's movement; and the hunter-seeker proper, a thin metal sliver measuring five centimeters or less. The sliver is powered by a compressed suspensor field, which gives the operator the combined advantages of speed (the hunter-seeker can travel, in short bursts, at speeds in excess of 100 kph [30 m]) and high maneuverability. In the hands of a skilled operator, it can be moved with the exquisite timing necessary to penetrate a personal force shield.

Once contact is made, the outcome is inevitable. Regardless of what portion of the body it struck, the sliver, attracted to electric impulses, is drawn into the nearest nerve pathway. It then follows this course to the major organs, leaving a path of torn and destroyed tissue in its wake.

When sufficient damage had resulted to cause death, the flow of energy through the nervous system stopped, and the sliver freezes in place. The unstable metal is designed to disintegrate within half an hour of losing its energy contact, leaving only the tiny—and easily overlooked—crystal eye inside the corpse.

A successful attack roll ignores the DR of any personal shield the victim may be wearing. After a successful attack, the hunter-seeker does 2d6 impaling damage every turn, until the victim dies. Reflex saves to grab the device out of the air before it attacks are made at DC

20. The hunter-seeker is attracted to movement. A successful Hide check against DC 15 will hide the target until he moves. The hunter-seeker's diminutive size grants the operator a +8 size bonus to his ranged attack roll.

A critical hit cannot be deflected, but a miss by 5 or less is required before the device can be grabbed.

The console weighs 4 pounds and has a remote control range of 30 meters. It uses a modified Holtzman wave to relay commands and does not require line-of-sight between the console and the hunter-seeker to acquire the target. The entire device costs \$4,000 on the black market, and is Legality Class 0. The hunter-seeker's power cell lasts for 30 minutes, and the console is powered by a cell which provides enough power for 3 months of continuous use.

## Kindjal

A kindjal is a double-bladed short sword (or long knife) constructed of any metal such as plasteel. The traditional form reveals a gracefully curved, double-edged blade terminating in a sharp point. Handguards consisting of short quillions or a simple disc-like ring enable blocking and parrying.

Kindjals are the standard blade for military personnel, but also remain a favorite among dueling noble-men and Swordmasters alike.

## Knife

While many weapons rely on highly advanced technology, knives still see wide use. Cheap to manufacture and easy to conceal, knives don't need power packs. The sharp blade cuts and slashes according to the wielder's own strength and skill. A knife is completely silent and serves well in close-combat skirmishes.

"Knife" refers to any short, light blade constructed of tempered metal or sharpened material such as plastic or bone.

Knives possess short, simple grips with either small, simple handguards or no guard whatsoever.

Curved or straight, their blades possess at least one edge and a sharpened point for stabbing. Knives endure for their concealable nature and overall utility, being preferred by assassins, Mentats and Adepts as well as civilians and common criminals.

You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

## Lasguns

Lasguns are high-energy beam projectors fashioned into a heavy pistol or carbine design (called a lasrifle). Their weighty power cells are secreted into their grips and stocks, making the weapon entirely portable, if somewhat cumbersome. Lasguns emit a visible beam of powerful energy. Unequaled in its destructive power, the lasgun is reserved for almost exclusively for elite military personnel and guardsmen.

Because their beams initiate pseudo-atomic reactions when intersecting with hot shields, Houses issue lasguns only to their most disciplined troops. Under extraordinary circumstances, a trusted vassal or retainer (such as a Swordmaster) may be outfitted with a lasgun for missions of utmost importance; but rarely do Houses issue lasguns to any individual on a permanent or ongoing basis.

Though the potency of their beams remains constant, lasguns feature three optional firing settings—Pulse Fire, Lasing Arc, and Full Burn—affecting power consumption, operational usage and physical damage resulting from the blast.

**Pulse Fire:** The standard operational setting, pulse fire emits a single burst of energy observed as a short bar streaking from the muzzle. Each time the triggering mechanism is depressed, the resultant pulse consumes a single charge of power. To use the Pulse Fire setting without penalty, a character needs the Lasgun Proficiency feat.

Though the triggering mechanism and power supply allow for semiautomatic fire, discharging more than 3 pulses in a single round increases the chances of the weapon's overheating—activating the mechanical failsafe, preventing any further attacks until the weapon is recalibrated (requiring a Repair skill check DC 12).

**Lasing Arc:** This setting causes the projector mechanism to emit a short-duration burn—seen as a long streak of blazing fire—each time

the trigger is deployed. Consuming 5 charges per burn from the power cell, this setting permits an Autofire or Covering fire maneuver, fanning the beam over a short firing arc to hit one or more targets. At the shooter's option, lasing arcs may also be concentrated on a single point, releasing the full burst on a single target. Each Lasing Arc maneuver may cover an arc radius of approximately 15 degrees, generally targeting one person at point blank, 2 persons at short range, 3 persons at medium range, and as many as 5 persons at long range.

To use the Lasing Arc setting without penalty, a character needs the Autofire Lasgun Proficiency feat.

**Full Burn:** Full Burn is a fully manual setting over-riding the servok fail-safe and permitting the gun to emit a continuous beam for as long as the trigger remains deployed. Like a series of Lasing Arcs, Full Burn mode allows the user to fan fire over a larger firing arc (or to concentrate fire upon a single point) until either the barrel overheats or the power cell dies. Because Full Burn usage requires extreme skill and caution, many Houses fit their lasguns with special restraining devices preventing unauthorized deployment.

To use the Full Burn setting without penalty, a character needs the Autofire Lasgun Proficiency feat.

## Mace

A mace is a club-like weapon made of metal, consisting of a heavy weight atop a handle.

## Maula Pistols

A maula pistol is a simple, spring-mechanized handgun known for its clunky design and low-maintenance construction. Fabricated from lightweight plasteel or similar plasmeld alloys, the maula pistol employs a high-tension spring and articulate cocking mechanism to load its small dart or pellet projectiles into the firing chamber and propel them up to a range of 40 meters. The sliding trigger cock draws a round of ammunition from the magazine clip while rewinding the propulsion coil simultaneously, allowing the pistol to be readied in a fluid, pulling motion. Once the magazine has been emptied, a simple lever ejects the spent clip from the butt of the pistol, allowing the user to quickly reinsert a fresh one.

Because of its compact size, cheap construction and general reliability, the maula pistol is favored by both military and civilian users (hence its derogatory name—"maula" meaning "slave").

Though its small projectiles inflict relatively minor damage of their own, they are designed to contain small doses of poison or narcotics—versatile enough to kill a target with a swift-acting poison or knock him unconscious with a strong anaesthetic. Unfortunately, the velocity of a maula dart is too rapid to penetrate a defensive shield (making the weapon useless against shielded targets).

## Needle Gun

Needle guns are small projectile weapons, resembling wristwatches in size and form. Too small to contain more than a single, envenomed dart, these devices are preferred for defensive purposes, being easy to conceal and uncumbersome to wear. Typically hidden beneath long, baggy sleeves, the user needs only point his arm toward his target and lift his hand from the missile trajectory to trigger the reflexive firing mechanism and discharge the weapon.

Often worn in palms, needle guns are preferred by non-military personnel such as Nobles, Mentats, diplomats and spies. Military personnel and hired assassins prefer maula pistols or stunners for their longer range and greater capacity for storing ammunition.

## Quarterstaff

A quarterstaff is a simple weapon, traditionally made of wood, plasteel or a metal alloy. A user can strike with either end of the quarterstaff, taking full advantage of any openings in an opponent's defenses.

A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon.

## Rapier

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

### Sling

A sling hurls lead bullets. It's not as easy to use as the crossbow nor as powerful as a bow, but it's cheap and easy to improvise from common materials. A character can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets, so they deal only 1d3 points of damage and impose a -1 penalty on attack rolls.

### Slip-tip

A specialized form of fighting knife designed for off-hand use, a slip-tip earns its name for the comparative ease with which its slender blade slips through shields and bodily ribs. Its blade reveals a long, double-edge gently tapering to a sharp point; and its hilt incorporates a deliberate cross-guard for catching and diverting incoming weapons. Considered primarily a companion blade to a kindjal or sword held in the dominant hand, slip-tips traditionally present drugged or envenomed blades, especially when used against shielded opponents. When used by Nobles or Swordmasters during ritual duels, envenomed slip-tips must be born in a white-gloved hand (indicating poison) while the primary blade rests in the black-gloved hand indicating purity.

### Slug Gun

While bullet-firing guns are not exactly rare in the Known Universe, they are outlawed among the peasantry. Thus, the majority of the Known Worlds population is forbidden to handle a gun, leaving the sport up to freemen and nobles.

### Spear

A common weapon used by hunting tribes and warrior cultures throughout history and throughout the Imperium, the spear is a long wooden pole with a sharp end fashioned from stone or metal. Members of more advanced cultures enjoy using spears for sport, though these weapons are usually constructed out of a durable metal alloy. Some are even balanced for throwing. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

A long spear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a long spear against a charge, you deal double damage on a successful hit against a charging character.

### Strike, Unarmed

A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

### Stunner

Designed to breach an active shield, stunners employ pneumatic compression to launch "slow-pellets" at relatively low velocities. By

partially depressing the trigger mechanism, the user leaks an amount (between 1 and 6 metric liters) of compressed gas from the pneumatic cartridge into the weapon's firing chamber, pressurizing the gun for discharge. When the stunner is fired, the triggering mechanism releases the compressed gas from the firing chamber to propel the projectile at a velocity and distance commensurate with the chamber pressure. With practice, an experienced user can easily adjust the weapon to fire at maximum efficiency for penetrating an active shield, regardless of its active setting or linear distance from the shooter.

Like maula pistols, stunners feature magazines to store their ammunition, which also carries a poison or soporific drug. Stunners typically store 15 projectiles in their magazines and their pneumatic canisters contain 120 ML of compressed gas. Replacing either the magazine or cartridge requires a full-round action, while preparing the firing chamber and discharging the weapon requires a full attack action.

### Sword

An ancient weapon wielded throughout the galaxy, this weapon is used on some less technologically advanced worlds, and throughout noble courts in duels. The sword remains a noble weapon bearing a long, curved or straight-edged blade. Invariably sword blades terminate in an acute point, instrumental in thrusting attacks. Constructed of resilient metal, such as forged titanium or cold-cast plasteel, sword blades feature either a double or single edge. Their blades protrude from elaborate cross-guards or basket hilts designed to deflect opposing blades.

All in all, the dueling sword prevails as the most elegant of the archaic weapons, quick in balance and precise in motion.

### Weirding Modules

A new (cinematic) weapon created by the scientists and engineers of House Atreides, it is a sonic weapon unique to that noble House.

Available in either a compact, handheld unit or a larger, chest-mounted (or on a tri-pod) unit, the "weirding" module converts the user's voice into sonic energy. Different words or sounds have different effects, depending on the user's intent. Any creature damaged by the sonic pulse must succeed on a Fortitude save (DC 15) or be deafened and shaken for 1d4 rounds.

Weirding modules do not use ammunition, but are instead powered by power packs. The weirding module is an exotic weapon that requires specific training to use effectively.

### Whip

A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

Table 6-3: Weapons

Melee Weapon	Damage	Crit.	Dmg Type	SZ	Wt.	Cost	Restriction
<b>SIMPLE WEAPONS—Melee</b>							
Unarmed	1d3+Str <sup>c</sup>	—	Bludgeoning	—	—	—	—
Unarmed (small)	1d2+Str <sup>c</sup>	—	Bludgeoning	—	—	—	—
<b>Light Melee Weapons</b>							
Dueling dagger	1d4+Str <sup>b</sup>	19-20	Piercing/Slashing	T	2 kgs.	\$5	Noble
Dagger, punching	1d4+Str <sup>b</sup>	x3	Piercing	T	2 kgs.	\$5	—
Mace, light	1d4+Str <sup>b</sup>	19-20	Bludgeoning	S	2 kgs.	\$5	—
<b>One-Handed Melee Weapons</b>							
Club	1d6+Str	19-20	Bludgeoning	S	2.5 kgs.	—	—
Mace, heavy	1d4+Str <sup>b</sup>	19-20	Bludgeoning	S	2 kgs.	\$10	—
Shortspear	1d4+Str <sup>b</sup>	x3	Piercing	M	2 kgs.	\$2	Fremen
<b>Two-Handed Melee Weapons</b>							
Longspear	1d6+Str	x2	Piercing	L	3 kgs.	12	—
Quarterstaff	1d6+Str	18-20	Bludgeoning	M	2.5 kgs.	13	—
<b>MARTIAL WEAPONS—Melee</b>							
<b>Light Melee Weapons</b>							
Axe, throwing	1d6+Str	x2	Slashing	S	3 kgs.	12	—
Hammer, light	1d6+Str	18-20	Bludgeoning	S	2.5 kgs.	13	—
Handaxe	1d6+Str	x2	Slashing	S	3 kgs.	12	—
Sap	1d6+Str	18-20	Bludgeoning	T	2.5 kgs.	13	—
Shield, light	1d3+Str	x2	Bludgeoning	M	3 kgs.	12	—
Short sword	1d6+Str	19-20	Piercing/Slashing	S	3 kgs.	12	—
<b>One-Handed Melee Weapons</b>							
Battleaxe	1d8+Str	x3	Slashing	M	3 kgs.	12	—
Longsword	1d8+Str	x2	Piercing/Slashing	L	7 kgs.	16	—
Rapier	1d6+Str	18-20	Piercing	M	2.5 kgs.	13	—
Sabre	1d8+Str	x3	Slashing	L	4 kgs.	15	—
<b>Two-Handed Melee Weapons</b>							
Falchion	1d8+Str	x3	Slashing	S	3 kgs.	12	—
Glaive	1d8+Str	x2	Piercing/Slashing	L	7 kgs.	16	—
Greataxe	1d6+Str	18-20	Piercing	M	2.5 kgs.	13	—
Greatclub	1d8+Str	x3	Slashing	L	4 kgs.	15	—
Greatsword	1d8+Str	x3	Slashing	S	3 kgs.	12	—
Halberd	1d8+Str	x2	Piercing/Slashing	L	7 kgs.	16	—
Lance	1d6+Str	18-20	Piercing	M	2.5 kgs.	13	—
Ranseur	1d8+Str	x3	Slashing	L	4 kgs.	15	—
<b>EXOTIC WEAPONS—Melee</b>							
<b>Light Melee Weapons</b>							
Crysknife <sup>a</sup>	1d6+Str <sup>b</sup>	x2	Piercing*/Slashing	T	2 kgs.	**	—
Inkvine whip	1d2+Str	x3	Slashing	S	4 kgs.	6	—
Garrote, cord	1d6+Str <sup>d</sup>	19-20	Bludgeoning	T	0.5 kgs.	5	—
Garrote, shigawire	1d8+Str <sup>d</sup>	18-20	Slashing	T	0.5 kgs.	10	—
Slip-tip	1d4+Str <sup>b</sup>	18-20	Piercing	T	1.5 kgs.	10	—
<b>One-Handed Melee Weapons</b>							
Sword, bastard	1d6+Str <sup>b</sup>	x2	Piercing*/Slashing	T	2 kgs.	**	—
Whip, inkvine	1d2+Str	x3	Slashing	S	4 kgs.	6	—
<b>Two-Handed Melee Weapons</b>							
Chain, spiked	1d6+Str <sup>b</sup>	x2	Piercing*/Slashing	T	2 kgs.	**	—
Sword, two-bladed	1d2+Str	x3	Slashing	S	4 kgs.	6	—

<sup>a</sup> This mastercraft weapon grants a +1 bonus on attack rolls.

<sup>b</sup> Poisons may also be used in addition to regular melee damage. See *d20 MODERN Roleplaying Game* p. 54.

<sup>c</sup> Unarmed attacks

<sup>d</sup> Damage is per round of successful grappling.

\*\*Not generally for sale.

Ranged Weapon	Dmg	Crit.	Dmg Type	Cell Charges	Range	SZ	Wt.	Purchase DC	Restriction
<b>Laser Weapons—Ranged</b>									
Lasgun		20	Energy	100	40 m.	M	3 kgs.	12	Mil (+3)
Pulse Fire	3d6			1/pulse					
Lasing Arc	5d6			5/arc					
Full Burn	10d6			15/round					
Lasrifle		20	Energy	100	70 m.	L	8 kgs.	17	Mil (+3)
Pulse Fire	3d8			1/pulse					
Lasing Arc	5d8			5/arc					
Full Burn	10d8			15/round					
<b>Exotic Weapons—Ranged</b>									
Stunner	2d6 <sup>b</sup>	20	Ballistic	15	10 m.	M	2 kgs.	10	Res (+2)
Maula pistol	2d6 <sup>b</sup>	19-20	Ballistic	10	5 m.	S	2 kgs.	10	Res (+2)
Needle gun	2d6‡	19-20	Pierce	1	5 m.	T	—	14	Illegal (+4)
Hunter-Seeker	2d6‡	18-20	Piercing	1	25 m.	D	—	15	Illegal (+4)
Weirding module	3d6§	19-20	Sonic	100	30 m.*	M	2 kgs.	**	Mil (+3)
			+special						



## ARMOR

Everyone needs a little protection from time to time, especially when traveling off world or in uncertain political climes. Naturally, most of the protective gear available comes in the form of heavily padded clothing or leathers enhanced with metals and plastics.

### Armor Qualities

To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most classes are automatically proficient with the armors that work best for them. Armor and shields can take damage from some types of attacks.

Here is the format for armor entries (given as column headings on Table: Armor and Shields, below).

**Cost:** The cost of the armor for Small or Medium humanoid creatures. See Armor for Unusual Creatures, below, for armor prices for other creatures.

**Armor/Shield Bonus:** Each armor grants an armor bonus to Defense, while shields grant a shield bonus to Defense. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus.

**Maximum Dex Bonus:** This number is the maximum Dexterity bonus to Defense that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities.

Even if a character's Dexterity bonus to Defense drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to Defense. Your character's encumbrance (the amount of gear he carries) may also restrict the maximum Dexterity bonus that can be applied to his Defense.

**Shields:** Shields do not affect a character's maximum Dex bonus.

**Armor Check Penalty:** Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks.

A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

**Shields:** If a character is wearing armor and using a shield, both armor check penalties apply.

**Nonproficient with Armor Worn:** A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

**Sleeping in Armor:** A character who sleeps in medium or heavy armor is automatically fatigued the next day. He or she takes a -2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

**Speed:** Medium or heavy armor slows the wearer down. The number on Table: Armor and Shields is the character's speed while wearing the armor. Humans, elves, half-elves, and half-orcs have an unencumbered speed of 30 feet.

They use the first column. Dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

**Shields:** Shields do not affect a character's speed.

**Weight:** This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

### Armor Materials

There are a few high-tech materials that have proved particularly useful as armor.

**Polymer Knit:** A plastic-and-cloth weave highly resistant to projectiles. Civilian-grade polymer knit can be worn with an energy shield. Polymer is nonconductive and nonferrous.

**Synthsilk:** One of the finest inconspicuous armors, synthsilk is comfortable and lightweight. Used for construction and utility worker uniforms during the Second Empire, it comes in a variety of colors, but is quite expensive. Most of the synthsilk made today is manufactured using precariously maintained Second Empire textile mills. Synthsilk was first designed and used in the Diaspora era. Later improvements allowed for thinner, lighter materials until, by the time of the Second Empire, the fabric was as light as cotton and just as comfortable to wear. Synthsilk can be worn with an energy shield. Synthsilk is nonconductive and nonferrous.

**Stiffsynth:** Heavy, leatherlike material, stiffsynth even looks like leather until it is struck. Upon impact, stiffsynth hardens temporarily into an inflexible shell, and then softens a second later. Stiffsynth is nonconductive and nonferrous.

Stiffsynth was originally used as protective gear by Second Republic athletes during vigorous sparring events. Stiffsynth suits are passed down from generation to generation. The secret of their manufacture has been lost (except perhaps among a few secret guilds). Most existing suits still bear the insignias of various sporting teams. Stiffsynth is stretchable and can fit just about anyone of the same relative height it was originally manufactured for.

**Plasteel:** A semi-flexible, lightweight, high-impact resistant plastic. Plasteel is nonconductive and nonferrous.

**Hephaestium:** A high-rech metal alloy that is tougher than steel. Hephaestium is conductive and ferrous (it is adversely affected by electrical and magnetic attacks).

**Mercurium:** A lightweight, high-rech metal alloy that is tougher than steel. Mercurium is conductive but nonferrous (it is adversely affected by electrical attacks but not magnetism).

**Ceramsteel:** The strongest known substance, made from a high-rech blend of special alloys and ceramics. This heavy duty, thick-formed armor is designed to withstand amazing impacts. It is composed of the high-rech ceramics and metal combination used to make starship hulls. Most suits are lacquered or painted by the owner to represent their house, sect or guild affiliation. Ceramsteel is nonconductive and nonferrous.

### Armored Flight-Suit

A combat-ready flight suit that provides additional protection against vacuum for limited periods, this armor comes in various models.

This suit provides a +4 equipment bonus on Fortitude saves made to resist cold temperatures.

### Armored Spacesuit

This bulky coverall contains a sealed life support system that provides everything the wearer needs to survive for 10 days in space or any other hostile, anaerobic environment.

Unarmored versions provide only life support, while the armored model also protects against attacks.

This suit provides a +5 equipment bonus on Fortitude saves made to resist cold temperatures.

### Battle Armor (Plasmesh, Plasfiber)

Battle armor combines protective metal or composite plates with a padded jumpsuit to form a layer of protection. While off-the-rack battle armor is available, most users cobble together their gear from various sources. Padded battle armor has more padding than solid plates, making it somewhat lighter but less protective.

Heavy battle armor features more plating than padding, including various pieces molded to fit the user, such as breast plates and arm and leg armor. Medium battle armor falls between the those two.

### Battleframe

A battleframe fits around its wearer and operates not unlike a personal vehicle, though it isn't very fast or maneuverable. Instead, it offers limited protection while providing mounts for heavy weapons and extra ammunition and energy reserves, which permit the wearer to carry and

utilize more firepower than he would normally be allowed. The price of a battleframe includes no weapons, ammunition canisters, or energy packs, just the mounts. Each attachment must be purchased separately.

The frame has six mounts, each one capable of holding a weapon or the ammunition or energy pack a weapon needs to operate. When fully equipped, a battleframe can hold up to three different heavy weapons as well as each weapon's accompanying ammo canister or energy pack.

### Blast Helmet & Vest

This armor consists of a lightweight helmet and a composite vest that, when worn together, offers limited protection against shrapnel, melee weapons, slungthrowers and even lasguns.

### Brigandine

Essentially a studded leather coat, this flexible torso armor consists of small plates riveted inside a leather or fabric covering.

### Brigandine, Heavy

As the name implies, this armor resembles brigandine, but it has reinforced areas of chainmail covering vital areas. Also, the metal plates are larger and more substantial, making the armor bulky and more difficult to move in than normal brigandine.

### Combat Jumpsuit

This heavily padded jumpsuit is designed to provide limited protection against physical and energy trauma without overly restricting the wearer's movement.

### Leather Coat

Portions of this long coat around the chest, shoulders, and bottom edges are made rigid from boiling, but most of the armor is composed of softer and more flexible leather.

### Leather Jack

This short jacket-like garment is really more of a leather breastplate with shoulder protectors. The leather has been stiffened by boiling in oil.

### Padded Flight Suit

Favored by pilots all over the Imperium, the one-piece padded flight suit protects against decompression, g-forces, and harmful environments. It provides limited protection against attacks as well. A padded flight suit comes with a matching helmet and gloves that seal around the wearer and provide up to 10 hours of life support in a hostile environment.

A padded flight suit provides a +2 equipment bonus on Fortitude saves made to resist cold temperatures.

### Masterwork Armor

Just as with weapons, you can purchase or craft masterwork, exemplary masterwork or superior masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1.

The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon. You can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item.

### Getting Into & Out of Armor

The time required to don armor depends on its type; see **Table:**

#### Donning Armor.

**Don:** This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is only a move action.

**Don Hastily:** This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

**Remove:** This column tells how long it takes to get the armor off.

Loosing a shield (removing it from the arm and dropping it) is only a move action.

**Table 6-4: Armor**

Type	Cost	Armor Bonus	Max. Dex	Check Penalty	Speed 30 ft.	20 feet	Weight
<b>LIGHT</b>							
Armored Flight Suit	2500	1.5 kg	10	15	7	10	15
Armored Spacesuit	3500	5 kg	15	15	7	10	15
Blast Helmet & Vest	15,000	3 kg	15	15	7	10	15
Leather Coat	30,000	4 kg	20	15	7	10	15
Leather Jack	2500	1.5 kg	10	15	7	10	15
<b>MEDIUM</b>							
Battle Armor	3500	5 kg	15	15	7	10	15
Combat Jumpsuit	15,000	3 kg	15	15	7	10	15
Brigandine	30,000	4 kg	20	15	7	10	15
Combat Jumpsuit	2500	1.5 kg	10	15	7	10	15
<b>HEAVY</b>							
Battle Armor	3500	5 kg	15	15	7	10	15
Brigandine, Heavy	15,000	3 kg	15	15	7	10	15
<b>POWERED</b>							
Battle Armor	3500	5 kg	15	15	7	10	15
Battle Frame	15,000	3 kg	15	15	7	10	15

## SHIELDS

In some ways, shields are treated more like weapons than armor. A character using a shield as an off-hand weapon can bash an opponent with it. Damage is based on the size of the wielder and the size of the shield. Shields inflict  $\times 2$  criticals. Used this way, the shield becomes a bludgeoning martial weapon. For purposes of attack penalties, treat a shield as a light weapon. A character using the shield as a weapon loses its Defense bonus until her next action (usually until the next round).

### Shield, Energy (Holtzman)

The most common defense in the Imperium, an energy shield, or Holtzman shield, is a complete body shield made of energy.

Shields are impact- and energy-activated, meaning that they automatically engage when their field is compromised by a kinetic or energetic force of a certain magnitude.

**Activating energy shields:** When hit, the energy shield wearer makes an activation check. For melee attacks, the DC is 17. Ranged weapon fire DC is 15. The damage delivered by the attack acts as a positive modifier to the roll. For instance, if a heavy revolver does 7 points of damage, that number is added to the result of the roll. If the check is successful, the shield activates and provides its damage reduction and/or resistance against the attack.

**Example:** A heavy autofeed slug gun hits Gurney Halleck for 12 points of damage. He is wearing an activated energy shield, so he makes his shield check, adding 12 to the roll. He rolls a 10, which makes for a total result of 22. The DC for ranged weapon fire is 15, so the shield activates and blocks 15 points of damage (the amount of its damage reduction). Old Gurney doesn't suffer a scratch and cackles as he lets loose with his own maula pistol.

**Features:** Because of the wide use of shields (designed to defend against firearms and melee weapons), a dueling culture has arisen, where swords are the main method of attack. The skill in fighting is to attack an opponent slow enough to penetrate the shield, but fast enough that he cannot evade it—the more damage delivered (the faster the blow), the more likely the shield will activate and deflect the attack.

Shield cores are small devices that are most commonly a belt-mounted device, but some Nobles prefer gilded brooches or amulets. The devices are usually bulky and obvious to all who know what to look for, although some models are concealable in a small piece of jewelry or wristwatch.

Shields use medium-sized fusion cells. Since they are activated only when field integrity is breached, they are rated by the number of hits they can take. Each time a shield blocks damage, mark it; when it takes more hits than it has, its battery is dead and the field is shut down until a fresh cell is placed in the device (a standard action).

**Burn Out:** Shields are designed to activate for direct impacts in a small area—a bullet, sword point or even an axe blade, for instance. The force field hardens only at the point(s) of impact. When confronted

with a broad-are impact—such as hitting the ground after leaping off a building—the shield may burn out. Roll the activation check normally to see if the shield activates to reduce damage, but also make a burn out check. This is a Reflex save against DC 20. Modifiers maybe added for shield quality (+1 for masterwork, +2 for exemplary, +3 for supreme).

If the burn-out check succeeds, the shield works (and will continue to work) as normal. If it fails, the shield will work for this impact only and then burn out for 10 rounds, after which is can be used again. If the roll is a natural “1,” the shield burns out immediately (fusion cell dead) and will not even block this impact.

**Lasgun-Shield Interaction:** Defensive shields react explosively upon contact with the coherent light of laser-energy weapons. When such a laser impinges upon a planar-effect field from either surface, all pseudo-matter bound in the shield is instantly converted to real matter. This converted matter then converts explosively to pure energy.

Fortunately the actual mass of a planar field is quite small, on the order of .005g for a personal shield. Thus, a typical personal defensive shield if touched by a laser beam, would result in an atomic blast with a power of 0.1 kilotons.

The center of this blast is quite erratic, sometimes originating within the shield, sometimes within the laser weapon, sometimes both, with no way to determine it beforehand, making the tactic of using laser weapons to take out shields explosively suicidal.

**Table 6-5: Energy Shields**

Type	Cost	Weight	Hits	Damage Resistance		Energy Resistance	
				Melee	Ranged	Fire	Electricity
Standard (ST)*	2500	1.5 kg	10	15	7	10	15
Dueling (DU)*	3500	0.5 kg	15	15	7	10	15
Assault (AS)**	15,000	3 kg	15	15	7	10	15
Battle (BA)***	30,000	4 kg	20	15	7	10	15

\*Only padded, leather, synthsilik and civilian polymer knit armors can be worn with these shields. Any other armor type will prevent the shield from activating (no check allowed).

\*\*Most light & medium armor may be worn with an assault shield; won't prevent activation.

\*\*\*Most light, medium, & heavy armors may be worn with a battle shield; won't prevent activation.

### *“The slow blade penetrates the shield...”*

As the **Holtzman Personal Shield** dominates the modern battlefield, intimate knowledge is essential to those whose chief concern is warfare. Personal shields have made almost all forms of projectile weapons completely ineffective for man-to-man combat. Therefore, a return to the ancient terran melee fighting styles has come about.

Activating the shield requires a move action (though some feats may reduce this to a free action), presuming a hand is free.

The standard form of the Holtzman Shield provides full-body defense, permitting objects to pass through them, albeit only slowly. An object attempting to pass through a planar field at a right-angle vector speed of more than the strike speed is faced with resistance; which grows more intense as the fourth power of the velocity. When the speed is sufficiently high, the field becomes essentially solid to the impinging object. Shields have varying strike speeds—the speed at which a normal object can pass a planar Holtzmann field—that depends upon the electromagnetic admissions spectrum of the planar field. It is never less than 5.8 cm/s for one-angstrom fields, and increases only to 9.3 cm/s for all-absorptive fields. Typical shields have a strike speed of about 7 cm/s admitting most visible light, x-rays and gamma rays. Standard shields have only one setting, certain unique shields have other settings—for example the demi-shield, and the expensive concealable shields of certain House Major nobles.

In hand-to-hand combat, most hand-to-hand attacks are carefully timed impaling attacks with fencing-style weapons like the foil or the knife. Those not rigorously trained in shield fighting may take -4 on an attack to attempt to bypass this protection. Those properly trained suffer no penalty to hit those ensconced in a personal shield.

Against ranged attacks of high velocity (bullets, rockets, grenades, etc.) the shield is extremely effective, providing a DR of 50. Slow velocity slug-throwers do exist, but are rare and not very effective.

Bludgeoning attacks are very ineffective, but locks, holds and throws are just as effective against shielded opponents as against unshielded opponents. Against such attacks shields provide no defense.

The shield can also be used as an active defense like its medieval counterpart.

However, because of its full coverage, it can be used not only to block incoming attacks but also to parry them. A skilled fighter can use his shielded arms to parry an incoming weapon attack without fear of being injured in the attempt.

Proficient shield users can parry with the whole body. This grants an effective +2 Defense bonus, similar to that granted by the Dodge feat against a single target (stacks, both must be directed at same target). They can also use the shield in attack. Even disarmed, the shielded warrior is always considered armed—suffering no penalty against an armed opponent.

However, the Holtzman planar field is not impermeable, and several shield-fighting styles have developed to exploit this weakness. Moreover, a very skilled combatant is familiar with the workings of a shield, and can compensate in such a manner, as to make the shield's defensive value less than optimum. The focus, over-specialisation infact, required to defeat the shield leaves wielders at a disadvantage in certain circumstances.

The conditioning demanded of the expert shield fighter leaves them some-what at a disadvantage against those not so protected. Those who have dedicated their lives to fighting with the full body shield suffer -2 to hit those not similarly equipped.

## OTHER EQUIPMENT

Prices and weights for a variety of items are listed on tables starting on the next page. Indicated weights are for the items' filled weights, except where otherwise designated.

### Acid

You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 5 meters. A direct hit deals 1d6 points of acid damage. Every creature within 2 meters of the point where the acid hits takes 1 point of acid damage from the splash.

### All-Temperature Cloak

This wrap-around cloak protects its wearer from the elements and hostile conditions. An all-temperature cloak provides a +2 equipment bonus on Fortitude saves made to resist severe weather.

### Antitoxin

If you consume antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

### Bene Gesserit Pain Box

A small cube of greenish metal, this innocuous box is approximately 15 cm on each side and is open on one end. The box is not technically a weapon, since it does no actual physical damage, but causes anyone who puts their hand in the box to make a Will saving throw each round, with a +1 successive increase, starting at DC 10 + ½ user's Bene Gesserit levels.

### CommuniNet (ComNet) Transceiver

A personal communications transceiver, the comlink consists of a receiver, a transmitter and a small power source. Comlinks come in a variety of small, palm-sized cylindrical shapes and styles. Some are built into helmets and armor; Sardaukar armor includes a helmet equipped with a comlink.

The range for a typical comlink is 50 kilometers or low orbit. For greater range, a comlink must be larger and connected to a more powerful energy source, such as those built into vehicles. For an added expense (ten times the base cost of a regular comlink), a comlink can be equipped with encrypting routines.

### Duracable

Strong as steel, flexible as rubber, and almost as light as normal rope, duracable replaces most cables and ropes as the standard device for lifting, pulling, and support. Duracable s made of lightweight and durable wiring wrapped hundreds of times in a swirl that reinforces itself as more stress is placed on the coil. Duracable is able to support up to 10 metric tons of weight.

## Fighter Mek

An automated fight-simulator/trainer that is generally stationary. The automaton does not have artificial intelligence capabilities or the capacity to learn (aside from how it is programmed) and thus does not violate the Butlerian proscriptions. A typical fighter mek has an attack bonus that can be varied (either by the user, or by remote) from +1 to +5 and is programmable with up to 5 different combat feats (though it must meet the prerequisites as normal) with the following stats: Str 14, Dex 16, Int —.

## Filmbook

These small, low-cost, handheld books can serve as data storage devices or as personal reprints of important historic documents.

A filmbook provides the user with a +2 equipment bonus on Intelligence, Knowledge, or Research checks relating to specific information contained on the book.

## Glow Globe

A glow globe is a portable organic illumination device fitted with a small Holtzman suspensor field (to let it float in a room) that projects variable-colored light. It can function as a directional-lighting device (like a flashlight) or as an area-covering lantern. Glow globes are self-sustaining organic devices that never need to be replaced, and can be adjusted to provide light in any radius up to 15 meters.

## Grappling Hook

Throwing a grappling hook successfully requires a Strength check (DC 5, +2 per 4 meters of distance thrown).

## Lamp, Common

A lamp clearly illuminates a 6-meter radius, provides shadowy illumination out to a 10-meter radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

**Lantern, Bullseye:** A bullseye lantern provides clear illumination in a 20-meter cone and shadowy illumination in a 40-meter cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

**Lantern, Hooded:** A hooded lantern clearly illuminates a 10-meter radius and provides shadowy illumination in a 20-meter radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

## Lock

The DC to open a lock with the Disable Device skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40). Most modern security systems (such as pru-doors) have a DC of 30 or higher.

## Maker Hooks

A simple device of Fremen design and manufacture, used to mount and direct sandworms for transportation. These grant a +4 to Ride checks to mount or control a sandworm. Ride checks made to mount or control a sandworm without maker hooks are attempted at -4. The maker hooks weigh 2 lbs. Each, and at least two are normally used when controlling a sandworm. They are not commonly available outside the sietch or Fremen community.

## Manacles

Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 wound points.

Most manacles have locks; add the cost of the lock you want to the cost of the manacles. For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

## Oil-Lens Binoculars

These binoculars are personal magnification devices that can enhance vision up to one kilometer in most lighting conditions. An internal set of lenses allow for various focusing for zooming and wide-vision observation.

Oil-lens binoculars reduce the range penalty for Spot checks to -1 for every 10 meters of distance (instead of -1 every 4 meters).

## Paracompass

A navigational aid of Fremen design and manufacture used on planets with weak or chaotic magnetic systems. Anyone attempting to navigate on Arrakis without one will become hopelessly lost unless extremely familiar with the surroundings. They are powered for a year on a small energy cell.

A paracompass provides a +4 equipment bonus on all Survival checks to determine direction.

## Poison Snooper

A portable scanning device, the snooper is a bulky rectangle featuring a variety of dials and switches, a readout display, and a scanning dish. It grants a +2 equipment bonus on Search and Spot checks to determine if a substance contains poisons harmful to humans.

A mastercraft snooper provides a higher equipment bonus (+3 for a +1 item, +4 for a +2 item, or +5 for a +3 item).

## PolyVox

The polyvox translates the languages of different cultures and planets.

## Pru-Door

The idiomatic term for "prudence door" or prudence barrier, a penta-shield situated in a passageway or escapeway primarily intended to halt or slow pursuers. These penta-shields allowed passage only to people wearing the properly coded dissembler. They were used during the late Imperial period in hidden escapeways and, as a safety feature, in gladiatorial arenas.

Their cost and difficulty of maintenance limited their use to the very wealthy. The harsh realities of Imperial culture forced even the most powerful rulers to employ such sophisticated safety precautions.

## Pseudo-Shield

A sabotage device designed for use only on Arrakis. It produced an unusable field that emitted radiation like a true defensive shield, driving sandworms berserk. Nothing could stop a worm that had been angered by this maddeningly painful device. The huge creature would attack and destroy the pseudo-shield and all nearby objects.

## Rope, Hemen

This rope has 2 wound points and can be burst with a DC 23 Strength check.

## Rope, Krimskell (a.k.a. "Claw Fiber")

A lightweight rope woven from strands of *hufuf* vine, a growth native to Ecaz, later successfully transplanted to Yorba. It was the rope of choice for bonds, snares and similar uses for many centuries owing to special properties of the vines from which it was produced.

Krimskell rope has 10 wound points, and can be burst by a DC 30 Strength check. When used to secure a prisoner, provides a +5 DC against an opponent's Escape Artist check. In addition, a failed attempt increases any further attempt's DC by +1, cumulative.

## Rope, Silk

This rope has 4 wound points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.

## Sonar Probe

Another portable scanning device, the sonar probe is a large motion tracking device—roughly oblong—featuring a variety of dials and switches, a readout display, and a scanning sensor.

It grants a +2 equipment bonus on Search and Listen checks to determine moving objects and their approximate location.

A mastercraft snooper provides a higher equipment bonus (+3 for a +1 item, +4 for a +2 item, or +5 for a +3 item).

## Spyglass

Objects viewed through a spyglass are magnified to twice their size.

## Stillsuit

A full-body water reclamation garment of Fremen design and manufacture for survival on the Arrakeen desert. The garment allows desert survival by cooling the wearer and by preventing water loss. An unprotected man, without access to a staggeringly large water supply, can last no more than a day on the sands; one wearing a stillsuit of Fremen manufacture, however, can keep water loss under fifteen milliliters a day, a thimbleful.

Less efficient versions of the suits produced in village factories by the Arrakeen *pyons* are inferior and offer no such level of protection. A functioning stillsuit eliminates the need to make Constitution checks to avoid dehydration. It raises the level of protection from heat dangers by two steps (see Environments), and its mask functions as a filter mask.

A Fremen stillsuit weighs 4 kgs, provides DR 1/-, and is not generally available for sale. Cheaper (and inferior) designs are available in nearby cities starting at \$1,000.

## Thumper

A long, cylindrical device of Fremen design and manufacture resembling a thick spear. Used to summon sandworms, thumpers imitate the rhythmic thumping noise made by a female sandworm as she prepares her nest. They weigh approximately 1.5 kgs. each, and are not commonly available outside a sietch.

## GADGET SYSTEM

The gadget system is a way to customize weapons, armor, and equipment to more appropriately fit a campaign or character. Since the Dune Universe is its own unique place, the following gadgets are available for use with approval from the GM.

Using the gadgets below is a simple matter of mixing and matching various elements of a piece of gear until it fits what is needed. First, pick a base weapon, armor, or piece of equipment to be modified. Select a gadget for the appropriate type (armor gadgets for armor, and so on) that is either a universal gadget or a gadget from Progress Level 8 (or below). Modify the Purchase DC of the base item according to the gadget's instructions, and then purchase the gadget-modified item as normal. Some gadgets have additional restrictions placed on them that must be considered before making the gadget modification.

### Universal Equipment Gadgets

The following example gadgets are universal and can apply to equipment, weapons, or armor found in any era, provided all gadget-specific restrictions are observed.

#### Compact

By eliminating wasted space and using smaller components, some engineers are capable of producing equipment far smaller than its standard counterparts. Any piece of equipment that makes use of the compact gadget is one size smaller than normal, to a minimum size of Diminutive.

**Restrictions:** Ranged weapons or equipment only.

**Purchase DC Modifier:** +1.

#### Environmental Seal

Since many armors are designed with a particular environment in mind, this gadget provides the wearer protection from harsh conditions, transforming any armor into a stable and insulated artificial environment. This provides the wearer with the right amount of breathable air and external pressure to assure comfort and survival for up to eight hours, ensuring that the armor can function in the extremes of the deep sea or deep space, along with any environment in

between. Only certain types of armor can handle this modification and those that do usually integrate a sealed helmet, body glove, and emergency air tanks to generate internal atmosphere.

**Restrictions:** Medium, heavy, or powered armor only.

**Purchase DC Modifier:** +4.

#### Miniaturized

By eliminating wasted space and using microscopic components, some engineers are capable of producing equipment vastly smaller than normal. Any piece of equipment that makes use of the miniaturized gadget is two size categories smaller than normal, to a minimum size of Diminutive.

**Restrictions:** Ranged weapons or equipment only.

**Purchase DC Modifier:** +3.

#### Spring-Loaded

Some weapons are designed to be concealed from sight and then quickly drawn into the hand at a moment's notice. The spring-loaded gadget ensures that small weapons can remain hidden under layers of clothes or armor and still be called to action at any time. The bearer of a weapon with this gadget automatically gains the benefit of the Quick Draw feat with this weapon only, even if the weapon is hidden from sight on the that character's person.

**Restrictions:** Weapons of size Small or smaller only.

**Purchase DC Modifier:** +2.

#### Storage Compartment

A simple but often overlooked modification that can be of great benefit in almost any situation is the ability to store and carry small items in a safe place. The storage compartment gadget accomplishes just that, incorporating an empty space where other objects can be carried by the wearer with relative ease. Each storage compartment gadget allows the wearer to carry two items of size Small or smaller in a container built into the armor. This gadget may be taken multiple times, each time providing another compartment where items may be carried.

**Restrictions:** None.

**Purchase DC Modifier:** +1 per compartment.

## TOOLS & SKILL KITS

A variety of tools and skill kits provide valuable assistance to some skill checks; in fact, some skills are not useable without the proper kit.

### Chemist's Lab

A chemist's lab always has the perfect tool for making chemical items, so it provides a +2 circumstance bonus on Craft (chemistry) checks. It has no bearing on the costs related to the Craft (chemistry) skill. Without this lab, a character with the Craft (chemistry) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

### Climber's Kit

This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.

### Craftsman's Tools

These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (-2 penalty on Craft checks), if you can do the job at all.

### Craftsman's Tools, Masterwork

These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

### Disguise Kit

The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks. A disguise kit is exhausted after ten uses.

## Field Kit

The standard field pack for House troops, it is essentially a backpack full of survival gear. The typical field kit contains two condensing canteens with built-in water purification systems, a sunshield roll, a week's worth of food rations, two small glow globes, two breath masks, 24 filters, 12 atmosphere canisters, and an all-temperature cloak.

## FremKit

The basic desert survival kit of the Fremen of Arrakis, made up of the following equipment: literjons of water, recaths, repkit, filtplugs, thumper, stilltent, sandsnork, sinkchart, para-compass, fire pillar, energy caps, binoculars, baradye pistol, and maker hooks.

A complete kit, packed in a small bundle and cleverly fitted with shoulder straps, weighs in the vicinity of 10 kg.

## Healer's Kit

It is the perfect tool for healing and provides a +2 circumstance bonus on Treat Injury checks. A healer's kit is exhausted after ten uses.

## Magnifying Glass

This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. It also grants a +2 circumstance bonus on Forgery checks to discern validity of a document.

## Medical Kit

This small kit of implements and medicines allows a skilled user such as a Suk Doctor to stabilize a dying character or restore lost vitality points through the use of the Treat Injury skill. It is also necessary for treating dazed, knocked out, or stunned characters.

## Medpac

This disposable emergency kit includes a variety of life-saving drugs and ointments to promote rapid healing. Any character who has suffered wound damage can benefit from the application of a medpac.

A medpac restores 1d2 lost wound points when applied to a wounded character and activated. This application requires a full-round action and a Treat Injury check (DC 15). A medpac can't restore more wound points than an injured character has lost.

A mastercraft medpac provides more healing (1d2+1 for +1 item, 1d2+2 for a exemplary item, or 1d2+3 for a superior item).

A character can only benefit from the use of a medpac once every 24 hours. Medpacs are one-use items; using a medpac depletes its contents.

## Musical Instrument

A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use. A mastercraft instrument provides a higher equipment bonus (+3 for a +2 (exemplary) item, or +4 for a +3 (superior) item).

## Surgery Kit

This small kit contains the instruments a properly trained character with the Surgery feat needs to operate on a wounded character.

## Thieves' Tools

This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Locks checks.

## Thieves' Tools, Masterwork

This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device and Open Lock checks.

## Tool Kit

A set of tools for repairing most simple devices, typically including a

variety of pliers, hammers, wrenches circuit testers and a fusion cutter ray. A toolkit provides a +2 equipment bonus on Repair checks.

## Tool, Masterwork

This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

## FOOD, DRINK, & LODGING

Accommodations are generally a secondary thought for most of the wealthy and privileged in the Imperium, but for some less fortunate, their next meal and the location of tonight's bed is a very real concern.

### Inn

Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

### Meals

Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

## MOUNTS & RELATED GEAR

Thorses are a common mode of transportation where anti-grav cars are a monetary impossibility.

### Barding, Medium Creature & Large Creature

Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: Armor and Shields.

Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see Armor for Unusual Creatures). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

### Donkey or Mule

Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

### Feed

Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

### Thorse

A thorse (other than a pony) is suitable as a mount for a human. Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

### Saddle, Exotic

An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

### Saddle, Military

A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

### Saddle, Pack

A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

### Saddle, Riding

The standard riding saddle supports a single rider.

## TRANSPORT

Of the million ways to get around (other than your own feet), this is but a sampling.

### Carriage

This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

### Cart

This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

### Galley

This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 45 meters long and 8 meters wide, and it can carry 150 tons of cargo or 250 soldiers. For \$8,000 more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 2 km/h when being rowed or under sail.

### Keelboat

This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

### Longship

This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

### Sailing Ship

This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

### Sled

This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

### Wagon

This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

### Warship

This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers.

This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

## SERVICES

Sometimes the best solution for a problem is to hire someone else to take care of it.

### Coach Cab

The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, \$1 usually takes you anywhere you need to go.

### Hireling, Trained

The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

### Hireling, Untrained

The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

### Messenger

This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

### Road or Gate Toll

A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

### Ship's Passage

Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

## CYBERNETICS

Cybernetics in the *DUNE* universe is a very touchy subject. Prosthetic replacements in the frequently take the form of mechanical simulations powered by tiny high-capacity battery packs and motivated by the recipient's bioelectrical impulses. Just barely skirting the Butlerian taboo against thinking machines, someone who loses a limb or an extremity can have an electronic replacement that acts (and in some cases, looks) just like the original.

In *DUNE*, cybernetic replacements are not only unusual, but also come dangerously close to violating one of the universe's strongest religious taboos. Cybernetics take two forms: prosthetics, as with replacing eyes or limbs, and augmentations (mostly illegal). Prosthetics are far more common, and in most cases less physiologically (if not philosophically) problematic for the recipient. They merely replace what was lost, and thus, present less of a drain on the subject. Augmentations, however, are additions rather than replacements, and thus put more of a drain on the body's resources. Recipients of augmentations frequently suffer physical or mental side effects, which can increase in severity if more augmentations are added. Only mental functions can be augmented; new physical capacity (such as extra limbs or eyes) cannot be granted through augmentation.

Because cybernetics can have negative side effects, their use is not universal. Most people simply use mundane equipment, which is generally cheaper, safer, and less troublesome to repair, replace, or upgrade. Cybernetics are generally only the preferred choice when

mundane equipment is impractical or unavailable—or, sadly, when the recipient has an unwholesome fixation on self-improvement.

## Cybernetic Technology

Cybernetics of both types work much the same as mek components. Just as a mek component acts according to signals from its processor, a cyborg component responds to bio-electrical signals from the brain—the same signals normally sent to muscles and other body parts. These signals are carried along the subject's nerves to the part that does the actual work: in the case of ordinary people, the muscle tissue, and in the case of cybernetics, the machine.

Because that bio-electrical impulse is so minute, however, it does not carry the necessary power to actually perform the operation of the cybernetic component—not the same way that it can muscle relax or contract. Instead, when the cybernetic part receives instructions, it draws the power to carry out the operation from onboard power cells. These power cells must be replaced every so often, which is why nearly all cybernetic components include a small access hatch, located in an inconspicuous area, that allows the subject (or a qualified technician) to perform such routine maintenance. Cybernetics are available to most of the upper castes in the galaxy.

## Limitations of Cybernetics

Living beings are not built to accommodate radical variations in power level between body parts. The upper limit of physical strength and agility takes into account the body's overall structure—not just how mighty the arms are, or how nimble the legs can be. Thus, while some expensive, high-end components can offer improvements on the original body parts, in general these improvements are not radical. Most baseline prosthetics offer no improvements, but simply deliver the same performance as the original body part. A character with a 16 Strength before losing a limb has a 16 Strength when the limb is replaced with a baseline prosthetic. With a more expensive model, the character might gain a bonus on some sorts of Strength checks.

## Disabling Injuries

The standard damage system used in the *DUNE: A Dream of Rain Roleplaying Game* never results in lost limbs or body parts. Since cyborg components are generally fitted as replacements to such losses, new rules are needed to account for them. These rules are optional; if preferred, the GM and player can simply agree that a particular wound is severe enough to result in the lost body part. (This is usually appropriate only when the player has expressed an interest in cyborg replacements.)

## Lost Limbs

A critical hit may result in a lost body part. Any time a confirming attack roll also comes up with a result in the weapon's threat range, the victim suffers a severed or destroyed limb. (See Disabled in Chapter Eight.) For example, a lasgun threatens a critical hit on a result of 19-20. If the attacker rolls a natural 20 on his attack roll, threatening a crit and then rolls a natural 19 on the confirmation roll, the target loses a body part.

To determine which limb is lost, roll on the following table.

**Table 6-5: Disabled Limb**

1d20 Roll	Limb Affected
1-8	Primary arm
9-14	Off-hand arm
15-20	Leg

Once the affected limb is known, roll on the following table to determine the point at which the limb is severed (which determines the kind of prosthetic necessary to replace the limb), adding +1 to the roll for every five points of damage dealt by the attack.

**Table 6-6: Limb Sever Point**

1d20 Roll	Arm	Leg
1-15	Wrist	Ankle
16-20	Elbow	Knee
21+	Shoulder	Hip

## Installing Cybernetics

The surgeon who attempts to install cybernetic equipment on a subject must possess the Cybernetic Surgery feat. The surgeon must have the proper surgical tools available. She can take 10 to perform this procedure, but she cannot take 20. Also, because of the concentration required for this type of procedure, a surgeon cannot perform cybernetic surgery under combat conditions.

Obviously, a crucial piece of cybernetic surgery is the prosthesis itself. The baseline models (the ones that look like droid parts) may be purchased and installed "off the rack." More advanced models (with additional functions, or more natural-looking appearances) cost more and may take more time to create if a custom order is called for. A model completely indistinguishable from the subject's natural body parts requires a custom fitting, as well as the cost of the Craft (cybernetics) skill.

Once the prosthetic is prepared, the surgery to install it requires 2 hours per component. (The DC varies according to the type of component.) For example, installing a cybernetic arm requires 2 hours, while installing a pair of cybernetic eyes requires 4, (2 hours per eye).

The GM should make the Treat Injury check in secret. If the check to install the cybernetic prosthetic succeeds, the cybernetics work as intended. If the Treat Injury check fails, the replacement fails to perform correctly, resulting in a side effect (see the component descriptions for specific side effects). If the check fails by 10 or more, the subject rejects the cybernetic replacement, perhaps with catastrophic results to the subject, as detailed below.

Side effects and cybernetic rejection are not immediately apparent. They only manifest when the character uses the component in a situation where failure carries with it some kind of penalty (such as in combat), unless the description of the side effect indicates otherwise.

Side effects and cybernetic rejection can be corrected with further surgery. The DC and time required for the surgery are identical to the original surgery to install the component.

## Cybernetic Rejection

When a Treat Injury check to install cybernetics fails by 10 or more, the recipient's body balks at accommodating the new equipment. In addition to suffering the listed side effect, the character must attempt a Fortitude save whenever using the cybernetic equipment, with the DC equaling the Treat Injury DC to install the component. If this save fails, the character suffers 1d4 points of Constitution damage. If the character fails the save by 10 or more, he is also knocked unconscious for 2d10 minutes. Unlike ordinary ability damage, this damage cannot be recovered, treated (using Treat Injury), or healed (using Heal Another or Heal Self) until the cybernetic component is removed.

After the component is removed, the surgery can be attempted again, to install the same or a different component. In essence, this process of removing and reattaching the component attempts to correct the mistakes made on the previous try.

## Elective Cybernetic Surgery

While voluntarily having limbs removed to replace them with improved cybernetic versions is not a blatantly evil act, it is usually an act of unreasoning pride—and such extreme pride can lead to a character's ruin. The GM may award social interaction penalties for any character who voluntarily removes perfectly functioning body parts (such as limbs or eyes) in favor of "better" versions. This "upgrading" skirts dangerously close to the prohibitions of the Butlerian Jihad and indeed, some stricter, more zealous believers may see this body augmenting as a violation of the proscriptions against making a computer in the image of man's mind. (In some societies, however—such as the Tleilaxu—this is a perfectly acceptable practice. The GM should take this into consideration as well.)

## Cybernetic & Ion Weapons

Because characters with cybernetics have electronic components connected directly to their nervous systems, they are susceptible to ion or electro-magnetic energy in much the same way as other mechanical systems are. Thus, an ion gun on full power can destroy a cybernetic component, rendering it useless, while the bio-feedback generated by



an ion gun on stun setting can knock the character out. Ion-shielded components (see below) can negate this effect.

## Ion Shielding

Because cybernetics leave living beings just as vulnerable to ion weapons as mechanical systems are, cybernetic components can be upgraded to include in-line surge suppressors that reduce the effects of ion weapons somewhat.

A subject with ion shielded cybernetic components gains DR 15 against ion weapons and a +4 equipment bonus on Fortitude saves against the stun effect of ion weapons.

Ion shielding increases the cost of a cybernetic component by 25% and increases the install DC by +5.

Ion shielding only works if every cybernetic component is ion shielded. If a character has any cybernetic component that is not shielded, the shielding of other components has no effect.

## Cybernetic Equipment

The following pages cover the basic list of equipment that may be installed in characters. The equipment is described in more detail in the following pages. Each entry follows this format:

**Equipment Name:** A general description of the item.

**Effect:** What the cybernetic equipment does for the recipient. Some components simply replace body parts, offering identical functionality with no special features (such as a cybernetic leg that simply functions like the user's old leg); these are noted "no special effect."

**Install DC:** The Treat Injury DC to install the equipment; also the Fortitude save DC if the recipient's body rejects the equipment.

**Common Side Effects:** The possible effects of improperly installed equipment.

**DR/Wounds:** The damage reduction and wound points of the equipment itself. These only come into play when an attack directly targets the component.

**Price:** The price of the equipment (in solaris), followed by the price of the surgery to install it (if a GM character surgeon must be hired).

## Prosthetic Limb

A prosthetic limb replaces a lost arm or leg. A variety of types are available, many with features beyond those of the original body part.

**Effect:** The prosthetic's effect varies according to type.

**Baseline:** Baseline prosthetic limbs have no special effect. Other variants have different advantages, as shown on Table 6-7: Prosthetic Limbs. Since the actual process of powering and controlling cybernetic components is not terribly dissimilar to the way robotic components function, the baseline model cybernetic prosthetic more or less resembles part of a robot. Such parts are not pretty to look at but have the redeeming feature of being affordable. The price goes up as the capability of the prosthetic increases: a stronger arm or leg costs correspondingly more.

**Custom Duplicate:** Custom duplicate prosthetics are designed to exactly mimic the appearance of natural flesh—and what's more, to carry nerve impulses from the synthetic flesh to the subject's brain. They employ a sophisticated sensor network within an artificial skin that allows the subject to experience tactile sensations: pain, pleasure, heat, cold, and so on. A distinct advantage such top-of-the-line models have over actual flesh is that if the prosthesis experiences catastrophic damage—such as being crushed (or worse)—the neural path is designed to disconnect. Thus, the subject does not experience the excruciating pain that would result from damage to actual nerves.

**Improved and Advanced:** An improved or advanced limb offers an equipment bonus on Strength or Dexterity ability checks and Strength- or Dexterity-based skills. The bonus only applies to activities that primarily make use of the cybernetic portion of the limb. For example, a Dexterity bonus from a cybernetic hand might apply to Sleight of Hand checks, but not to Acrobatics checks.

A cybernetic limb includes the full components (that is, an arm comes with a forearm and hand), and these are not interchangeable with other cybernetic limbs. Thus, a +4 Strength cybernetic arm could not have a +4 Dexterity cybernetic hand attached.

**Leg Packages:** Leg packages factor in the cost of two legs of the appropriate quality, along with the accompanying increase in leg strength.

**Install DC:** See Table 6-7.

**Common Side Effects:** See Table 6-7.

**DR/Wounds:** See Table 6-7.

**Price:** See Table 6-7. The cost of paying someone to surgically install the prosthetic limb is given in parentheses.

## Cybernetic Eye

A cybernetic eye replaces a lost eye. A character can have multiple cybernetic eyes, up to the number his species naturally has (two for most creatures). Different cybernetic eyes can have different effects, allowing a character to enjoy the benefit of, for example, flare suppression and an IR sensor.

**Effect:** The cybernetic eye's effect varies according to type.

**Baseline:** The baseline model cybernetic eye is clearly an artificial device, looking much like a metallic ball fitted over the eye socket. Baseline cybernetic eyes have no special effect. Other variants provide unique advantages, as shown on Table 6-8: Cybernetic Eyes.

**Flare Suppressor:** Blinding effects produced by bright lights have no effect on the character.

**IR Sensor:** The subject can detect heat patterns. He gains the darkvision ability to a range of 30 meters.

**Optical Enhancer:** One of the character's eyes is equipped with a suite of electronic filters and receptors, increasing the subject's ability to pick out visual details. The recipient gains a +3 equipment bonus on Spot and Search checks.

**Table 6-7: Prosthetic Limbs**

Item	Effect	Install DC	Common Side Effect	DR/Wounds	Price
Baseline hand	No special effect	10	Trembling: -2 Dexterity with hand	1/6	1,000 (3,000)
Baseline forearm	No special effect	8	Trembling: -2 Dexterity with hand	1/9	1,500 (4,500)
Baseline arm	No special effect	8	Trembling: -2 Dexterity with arm	1/12	2,000 (6,000)
Baseline foot	No special effect	5	Limp: -2 meters base speed	1/10	800 (2,400)
Baseline knee	No special effect	5	Limp: -2 meters base speed	1/12	1,200 (3,600)
Baseline leg	No special effect	8	Limp: x3/4 base speed	1/15	1,500 (4,500)
Baseline leg package	+2 m base speed	+5	Joint damage: 2d4 damage per use/a		4,000 (12,000)
Improved hand (Str)	+1 Str-based checks	12	Trembling: -4 Dexterity with hand	2/9	2,000 (6,000)
Improved hand (Dex)	+1 Dex-based checks	10	Weakness: -4 Strength with hand	2/8	2,000 (6,000)
Improved forearm	+1 Str-based checks	12	Trembling: -4 Dexterity with arm	2/12	3,000 (9,000)
Improved arm	+1 Str-based checks	13	Trembling: -4 Dexterity with arm	2/15	4,000 (12,000)
Improved knee	+1 Str-based checks	10	Limp: x3/4 base speed	2/15	1,500 (4,500)
Improved leg	+1 Str-based checks	13	Limp: x1/2 base speed	2/18	3,000 (9,000)
Improved leg package	+4 base speed	+8	Joint damage: 3d4 damage per use/a		9,000 (27,000)
Advanced hand (Str)	+2 Str-based checks	20	Trembling: -6 Dexterity with hand	0/3	5,000 (15,000)
Advanced hand (Dex)	+2 Dex-based checks	20	Weakness: -6 Strength with hand	0/3	5,000 (15,000)
Advanced forearm	+2 Str-based checks	18	Trembling: -6 Dexterity with arm	0/3	7,500 (22,500)
Advanced arm	+2 Str-based checks	18	Trembling: -6 Dexterity with arm	3/18	10,000 (30,000)
Advanced knee	+2 Str-based checks	15	Limp: x1/4 base speed	3/18	4,000 (12,000)
Advanced leg	+2 Str-based checks	18	Limp: x1/4 base speed	3/20	6,500 (19,500)
Advanced leg package	+6 m base speed	+10	Joint damage: 4d4 damage per use/a		18,000 (54,000)

**Telescopic Eye:** A telescopic eye reduces the range penalty for Spot checks to -1 for every 10 meters of distance (instead of -1 for every 4 meters). Because telescopic eyes physically alter their shape to give an extended visual range, custom duplicate versions are not available.

**Install DC:** See Table 6-8.

**Common Side Effects:** See Table 6-8.

**DR/Wounds:** See Table 6-8.

**Price:** See Table 6-8. The cost of paying someone to surgically install the prosthetic limb is given in parentheses.

## BioTech Superstruct Skeletal Reinforcement

Using medical technology developed for sufferers of degenerative bone disorders, the subject has his skeleton augmented with high-impact polymers, increasing his ability to shrug off physical damage.

**Effect:** The subject gains DR4 against bludgeoning, piercing, and slashing damage.

**Install DC:** 25

**Common Side Effects:** Muscle fatigue. Because the skeletal reinforcements must be integrated with the subject's tendons and ligaments, an oversight can result in chronic muscle fatigue as muscles overextend and pull free of the reinforced bones. The subject suffers 1d4 points of Strength damage. This damage cannot be recovered until the cybernetic component is removed.

**DR/Wounds:** 4/36.

**Price:** \$10,000 (surgery: \$50,000).

## DRUGS & POISONS

The Known Universe is full of assassins with poison-dripping knives, alien beasts with venomous fangs, soldiers with chemical bombs, and merchants dealing in illicit substances. Drugs and poisons come in many varieties; some samples are listed below.

Not to place inappropriate influence on drug use, but the use of Melange as a mind-expanding and life-extending drug is widespread throughout the galaxy—indeed, the very economy of the Imperium depends on the mining of this spice.

### Melange

Melange appears as a fine orange-brown powder that smells heavily of cinnamon. At low doses, melange becomes mildly addictive; at high doses, it becomes fatally so. Consumed over a lifetime, melange adds years to your life and may even grant insight into the future.

A complex bio-polymer originating only on Arrakis, its several biological activities include interaction with various centers of the central nervous system (CNS), interaction with the immune system, and deposition within the sclera of the eyes. To date, the biologically active portion of spice has not been isolated, although it is known that other portions of the molecule contain clycoprotein, a cupric heme and cinnamic acid.

If quantities in excess of 2 grams per 70 kilograms of body weight are ingested, addiction is encountered. Withdrawal of the spice from an addict results in insanity and eventual death due to the action of the breakdown products of K-K cells on other cells of the CNS.

The anti-agathic properties of melange are considerable. The addict's predicted lifespan is increased two to four times that of normal, depending upon the age at which the spice was first ingested as well as the dose. When the spice is digested, certain as yet unidentified breakdown products are absorbed into the bloodstream. These products interact with T-cells of the immune system, rendering the addict immune to most bacterial, fungal, parasitic and viral agents of disease. Spice also imparts an immunity to many common poisons.

A crucial use of melange is to aid the Guild Navigators with the intricacies of space travel. The effects of spice upon the K-K cells in the mutated and highly trained Guildsmen allows them to "see" into the future and guide their starships around disaster. Some Reverend Mothers are reported to have a similar foreknowledge in conjunction with spice usage, but such talents are very rare and require extensive

training to use effectively.

One of the most striking results of a diet high in melange is what the native Fremens call the "Eyes of Ibad," the characteristic "blue on blue" eye color: the whites and irises of the eyes turn a deep blue. Visual acuity is not reduced by the deposition of the blue pigment. In fact, in the white sun light of Arrakis, the pigment acts as a blue filter, increasing contrast and enhancing vision.

Due to its rarity, melange is very expensive. However, because of the preponderance of spice on the planet Arrakis, addiction to melange will occur naturally within one or two years of living there. It can be postponed a year or two by including many off-world foods into the diet, but is inevitable.

Melange acts much like a disease, and in some ways like a drug. Some actively seek exposure to melange for its beneficial qualities, oblivious to the dangers. Others, especially those who live near areas high in melange (such as inhabitants of Arrakis), cannot help but become exposed to it, for good or ill. As long as you ingest a steady amount of melange in your diet, you suffer no ill effects. The following table outlines the effects of melange.

**Frequency:** This lists how often you must either consume a dose of melange or else make a Fortitude save. You set this frequency by the length of time between your previous two doses of melange, although you can never move higher on the chart (you cannot wean yourself off melange over time). Once you've established a frequency of use, you can only maintain that frequency, increase the frequency of use, or quit melange altogether. If your frequency of consumption falls between two of the levels on the chart, use the more frequent level. For example, if you consume two doses of melange 6 months apart, your frequency becomes 1 month, and you must thereafter consume a dose of melange or make a Fortitude save every month.

Dose	Special Qualities	Fort SV	Number of Saves	Damage	Lifespan Increase
Yearly	—	8	2	1d2 Wis	—
Monthly	Guidance (1st)	16	3	1d2 Wis + 1d4 Str	10d4 years
Weekly	Augury (3rd)	24	4	1d2 Wis* + 1d4 Str + 1d6 Con	10d8 years
Daily	Divination (7th)	32	5	2d2 Wis* + 2d4 Str* + 2d6 Con	10d10 years

\*Permanent drain, not temporary damage.

**Special Quality (SQ):** This indicates which special quality you gain from the spice you consume, as well as the level of that ability. The special qualities are cumulative, so you gain all of the special qualities higher on the list. You may use a particular special quality once per dose you consume, and you may not use any special abilities if you don't consume spice (whether or not you make your Fortitude save).

**Fort DC:** This is the DC of the Fortitude save you must make if you miss consuming a dose at the appropriate frequency interval.

**Number of Saves:** This is how many consecutive Fortitude saves you must make in or der to break your reliance on melange. If you later take a dose of spice after making the appropriate number of saves in a row, your frequency reverts back to its previous level and you must succeed at this number of consecutive Fortitude saves to quit again.

**Lifespan Increase:** The spice grants a longer life if you're exposed to it over long periods of time.

The GM adds the indicated number of years onto your maximum age when he makes your maximum age roll.

A dose of melange costs \$500 solaris and has no appreciable weight. A typical addict requires two grams of spice per day. On Arrakis, melange is common enough in nature to meet an addict's requirements through normal food and drink.

### Elacca

Elacca drug was discovered by accident during the re-exploration of Ecaz. Members of the Voiun expedition (1403) camped in a stand of Elacca and used some of the dried stalks for a campfire. When expedition members noticed that they were developing an unusual orange-red flush, their first reaction should have been absolute panic. They were astonished to realize that they had no craving for the safety of the shuttle nor the base's medics. Instead, an utter disregard for their own well-being gripped them.

This abandon puzzled the members of the expedition, but only theoretically. For the first time since landing on Ecaz, they were unworried that they might not get off the planet. But the scientists did not appreciate the danger of their state until an insect landed on the entomologist's arm: he calmly waited for it to bore a hole so he could determine its effects on human physiology.

Even after such a display, the others were unable to prevent themselves from similar reckless inactions. When the drug wore off a few hours later, three of the twelve expedition members were dead, and another four had severe infections. The expedition did, however, gain more knowledge than any other on the effects of various Ecazian flora and fauna on humans.

Elacca drug has few legitimate uses and because of the characteristic flush produced by the drug, it cannot be used secretly. Generally, Elacca is employed only to evoke an ersatz bravery among arena slaves or suicide assassins (especially "shield-blowers," who seek their quarry armed only with a body shield and a hand laser).

### Nerve Poison

A single dose injected into the body (by hypo, needler, crysknife, etc.) requires a Fort save DC 12 roll to avoid being paralyzed for 3d4 minutes. An additional 3d6 damage is taken if an antidote is not taken within 5 minutes. A dose costs \$5. Nerve poison is Legality Class 0.

### Sapho

Sapho is an energizing liquid extracted from Ecaz plants. It is a trap to which Simulationist Mentats both in training and in the field are most susceptible. Although Sapho amplifies speculation and extrapolation, it subjects its user to unpredictable outbursts of emotion or long periods of passivity. The Mentat-addict's lethargy leads him to neglect the constant updating of information upon which his accuracy depends.

This drug temporarily grants the user a 1d4 Intelligence bonus per dose taken. To obtain the desired effect, a user must make a Fortitude save (DC 15) at -1 for every dose taken. If the roll is successful, the attribute is raised by the number of doses taken, for a number of hours equal to the amount by which the Fortitude save exceeds the DC (or one hour if the DC was rolled exactly). If the roll fails, the attribute is raised by only 1 for one hour, regardless of the dose, and Intelligence decreases by the number of doses taken after the hour is up. On a critical failure, Intelligence is decreased immediately for 1d4+1 hours. When the effect is over, the user becomes lethargic as per the for 1d6 hours.

Sapho comes in a liquid form which will gradually stains the lips of the user a deep, permanent red. It take approximately 10 minutes to take effect after ingestion. It is provided to Mentats training at school, and can be found with little difficulty on the open market. Cost is usually \$25/dose. Sapho is mildly addictive with heavy use. At the end of each month that a character has used Sapho more than once per week, he must make a Will roll to avoid addiction. Most Mentats of Simulationist rank or higher do use Sapho, however, they do so sparingly, in order to avoid becoming addicted.

### Semuta

A highly addictive narcotic derived from Elacca drug (residue produced from burning the blood-grained elacca wood of Ecaz). The drug is either taken in capsule form or dissolved in wine, and produces a feeling of "timeless ecstasy," of separation from all pain and trouble. Accentuating this overpowering sense of well-being is the "semuta music" -- rhythmic, atonal vibrations composed to affect the sympathetic nervous system -- that accompanies the drug experience.

Most often a single dose suffices to cause severe physiological addiction. Addicts are prone to fits of depression between doses, and are incapacitated when under the effect of the drug. Semuta is expensive, at \$250 per dose. Each dose lasts one hour plus 5d10 minutes. It takes approximately 15 minutes to take effect after ingestion. Semuta is expensive, incapacitating, and totally addictive.

### Verite

A drug derived from the Truthtree (*Isoetes certus*), Verite is a member of the same class (*Lycopsida*) as fogwood. Verite was developed by careful experimentation with specimens of the then-unnamed tree.

After its discovery, Verite enjoyed brief popularity among the younger members of the nobility, who thought it would be amusing to be unable to lie at parties. This practice ended very quickly, though, when it was discovered that the drug really did function exactly as advertised.

Currently, Verite is used only in interrogation.

## VEHICLES

The distinguishing difference between vehicles and starships is that vehicles cannot generally travel in the vacuum of space. However, this distinction does not make all vehicles alike. Some vehicles crawl along the ground, others hover a meter above it, and still others fly just like starships—except that they are limited to atmospheric travel. The various classes of vehicles are discussed below.

**Wheeled [Ground] Vehicles:** The most basic vehicles in the Imperium, wheeled ground vehicles need to be in contact with a solid surface to operate. They are generally slower than speeders, and the ride at top speed is always bumpy. While traveling at its maximum speed, a wheeled vehicle suffers twice the listed penalty on Pilot checks (see **Table 10-1: Conditional Modifiers to Vehicle Movement & Pilot Checks**).

**Tracked [Ground] Vehicles:** These vehicles are more stable and versatile than wheeled ground vehicles, but also tend to move more slowly. They have treads or tracks looped around a large number of wheels, providing great traction but making them less maneuverable at higher speeds—and extremely loud at any speed. Tracked vehicles gain a +2 equipment bonus when the driver attempts a turn maneuver, they take no movement penalty in undergrowth, and they take a x3/4 penalty in thick undergrowth rather than x1/2 (see **Table 10-1**).

**Speeder [Ground] Vehicles:** Speeders are common on the civilized worlds of the Imperium. Equipped with suspensor drive technology, they hover a few centimeters to several meters and can achieve remarkable speeds. Ground speeders take no movement penalty for terrain, and penalties for obstructions are lessened by x1/4 (see **Table 10-1**).

**Airspeeders:** Airspeeders are suspensor-lift vehicles that can travel anywhere up to 300 kilometers above ground level. Because they fly so high above the ground, they ignore penalties for terrain or obstructions. Of all vehicles, airspeeders are the most maneuverable. Because airspeeders move in three dimensions, as starships do, they use the rules for airspeeder combat presented in Chapter Eleven.

### Vehicle Qualities

Vehicles are described by a number of statistics, as shown on Table 4-13. For more information on vehicle attributes and how to operate vehicles, see Vehicle Movement and Combat, page 155.

**Class:** The vehicle's type: Wheeled [Ground], Tracked [Ground], Speeder [Ground] or Airspeeder.

**Size:** The vehicle's size category (and its length in meters). Vehicle size categories are defined differently from the size categories for weapons and other objects (a Medium-size vehicle, for example, is not the same size as a Medium-size weapon or other object).

**Passengers:** The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 50 kilograms of cargo.

**Cargo Capacity:** The amount of cargo the vehicle is designed to carry. Many vehicles can, in a pinch, carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 100 kilograms of unused cargo capacity.

**Speed:** The number of squares the vehicle can cover in 1 move action at character scale (with the number of squares at chase scale in parentheses). If the vehicle uses two move actions, it can move twice this far in a round. A vehicle can also use all-out movement (full-round action) and move four times its listed speed.

**Max Velocity:** The vehicle's maximum overland speed. This is the fastest the vehicle can move. For more on character scale and chase scale, see page 155.

**Cost:** This is the cost to acquire the vehicle new. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market. If two prices are given, the second is for a used version of the vehicle. If only one price is given, the vehicle is not generally available used.

**Restriction:** The restriction rating for the vehicle, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the vehicle on the black market.

**Crew:** The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

**Initiative:** The modifier added to the driver's or pilot's initiative check when operating the vehicle.

**Maneuver:** The modifier added to any Pilot checks when operating the vehicle.

**Defense:** The vehicle's Defense.

**Shield Points:** The vehicle's maximum shield points. Most vehicles do not have shields.

**Hull Points:** The vehicle's maximum hull points (and the vehicle's damage reduction in parentheses). Subtract the vehicle's DR from any damage dealt to both the vehicle's shields and its hull. If this subtraction reduces the damage to 0 or lower, no damage is dealt by the attack.

**Weapon:** The name of the vehicle's weapon. In parentheses, the number of weapons of this type, their configuration, and any special characteristics.

**Fire Arc:** The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

**Fire Control:** The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

**Damage:** The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

**Range Increment:** The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

## Vehicle Descriptions

All vehicles, from one-seaters to Guild Heighliners, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of airgoing vehicles that might be available to characters.

### Air Yacht

A true luxury vehicle, the air yacht is a general type of flitter capable of flying at high speeds or hovering imperiously off the ground. Its crew consists of a pilot and copilot, both of whom need the Pilot (skybarge) skill. While one person can pilot it in a crisis, two are always recommended. It can seat 12 passengers in extreme comfort, and more if needed. Of course, an air yacht's traits hardly reflect its true value. Its primary purpose is to impress other nobles, and to this end its owner will customize it in dozens of ways—reentry ability, gold trim, retractable roof, arboretum, in-air torture chamber, etc.

**Class:** Flitter [Air]; **Size:** Huge (9.75 m long); **Passengers:** 12; **Cargo Capacity:** 2 tons; **Speed:** 500 mph/240 ft.; **Max Velocity:** xxx km/h; **Cost:** \$25,000; **Crew:** 2 (Normal +2); **Initiative:** -6 (-8 size, +2 crew); **Maneuver:** -6 (-8 size, +2 crew); **Defense:** 14\* (-4 size, +8 armor); **Shield Points:** 0; **Hull Points:** 10 (DR 10).

*\*Provides full cover to crew and passengers.*

### Armored Assault Tanks

Used by assault forces in the Imperium, these heavily armored vehicles use wheels, treads, powered legs, or suspensor-lifts to move about the battlefield. Although not very maneuverable, they pack incredible firepower and can safely transport small teams of troops into

hostile territory.

The Sardaukar use assault tanks propelled by heavy suspensor-lifts on the front lines of a battlefield to soften up the enemy before deploying waves of armed commandos. This example occupies an area 5 squares long by 3 squares wide.

**Class:** Speeder [Ground]; **Size:** Gargantuan (9.75 m long); **Passengers:** 6 (troops); **Cargo Capacity:** 500 kg; **Speed:** 40 m; **Max Velocity:** 120 km/h; **Cost:** Not available for sale; **Crew:** 4 (Normal +2); **Initiative:** -2 (-4 size, +2 crew); **Maneuver:** -2 (-4 size, +2 crew); **Defense:** 14\* (-4 size, +8 armor); **Shield Points:** 0; **Hull Points:** 20 (DR 10).

**Weapon:** Heavy las-cannon; **Fire Arc:** Front; **Attack Bonus:** +0 (-4 size, +0 crew, +4 fire control); **Damage:** 5d8; **Range Increment:** 30 m.

**Weapon:** Rockets (6 front-mounted); **Fire Arc:** Front; **Attack Bonus:** -2 (-4 size, +2 crew, +0 fire control); **Damage:** 3d10x6; **Range Increment:** 100 m.

*\*Provides full cover to crew and passengers.*

### Carry-All

A large freighter-type aircraft, designed to be highly maneuverable and able to carry large loads (up to 4 harvesters at a time).

**Class:** Speeder [Ground]; **Size:** Gargantuan (9.75 m long); **Passengers:** 6 (troops); **Cargo Capacity:** 500 kg; **Speed:** 40 m; **Max Velocity:** 120 km/h; **Cost:** Not available for sale; **Crew:** 4 (Normal +2); **Initiative:** -2 (-4 size, +2 crew); **Maneuver:** -2 (-4 size, +2 crew); **Defense:** 14\* (-4 size, +8 armor); **Shield Points:** 0; **Hull Points:** 20 (DR 10).

**Weapon:** Heavy las-cannon; **Fire Arc:** Front; **Attack Bonus:** +0 (-4 size, +0 crew, +4 fire control); **Damage:** 5d8; **Range Increment:** 30 m.

### Ground Car

Used primarily by the nobility, there is a wide variety of ground car types—from modified convertibles to armored transport, there are as many types of ground cars as there are people to use them.

**Class:** Speeder [Ground]; **Size:** Gargantuan (9.75 m long); **Passengers:** 6 (troops); **Cargo Capacity:** 500 kg; **Speed:** 40 m; **Max Velocity:** 120 km/h; **Cost:** Not available for sale; **Crew:** 4 (Normal +2); **Initiative:** -2 (-4 size, +2 crew); **Maneuver:** -2 (-4 size, +2 crew); **Defense:** 14\* (-4 size, +8 armor); **Shield Points:** 0; **Hull Points:** 20 (DR 10).

**Weapon:** Heavy las-cannon; **Fire Arc:** Front; **Attack Bonus:** +0 (-4 size, +0 crew, +4 fire control); **Damage:** 5d8; **Range Increment:** 30 m.

### Harvester

All aircraft, from one-seaters to Guild Heighliners, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of airgoing vehicles that might be available to characters.

**Class:** Speeder [Ground]; **Size:** Gargantuan (9.75 m long); **Passengers:** 6 (troops); **Cargo Capacity:** 500 kg; **Speed:** 40 m; **Max Velocity:** 120 km/h; **Cost:** Not available for sale; **Crew:** 4 (Normal +2); **Initiative:** -2 (-4 size, +2 crew); **Maneuver:** -2 (-4 size, +2 crew); **Defense:** 14\* (-4 size, +8 armor); **Shield Points:** 0; **Hull Points:** 20 (DR 10).

### House Frigate

During the reign of Shaddam IV, Ix and Richese manufactured gunships through its subsidiary, Rothanian Heavy Engineering, for a variety of clients all across the galaxy—most notably Great Houses of the Landsraad.

The 17.4-meter-long, 17-meter wide attack gunship can deliver up to thirty troops to a landing zone. It is armed with two forward-facing dorsal mass driver missile launchers (fired by the copilot) and a trio of ball-joint-mounted point-defense laser cannons on the gunship's nose and wings (operated either by the pilot or co-pilot). For landings equipped with crew-operated gunnery pods mounted with laser cannons—one on either side of the main compartment. These latter pods are mounted on extendable swivel-arms designed to swing out when the main hatches are opened, providing troops with a wall of laser fire to clear their way.

The typical attack gunship stocks four military swoops in a rear cargo hold. The swoops cannot be dropped as fast as troops; unloading a single swoop requires 5 rounds, and only two can be unloaded at any one time.

**Class:** Airspeeder; **Size:** Gargantuan (17.5 m long); **Passengers:** 30 (troops); **Cargo Capacity:** 2 tons; **Speed:** 620km/h (10 squares/action); **Max Altitude:** 1,000 m; **Cost:** \$65,000 (new), \$40,000 (used); **Crew:** 6 (Very Skilled +6); **Initiative:** +2 (-4 size, +6 crew\*); **Maneuver:** +2 (-4 size, +6 crew\*); **Defense:** 16\* (-4 size, +10 armor); **Shield Points:** 0; **Hull Points:** 80 (DR 10).

**Weapon:** Mass driver missile launchers (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +12 (-4 size, +14 crew, +2 fire control); **Damage** 6d10; **Range Increment:** 300 m.

**Weapon:** Heavy anti-personnel las-cannon; **Fire Arc:** Partial turret (1 front/right/left, 1 front/right/rear, 1 front/left/rear); **Attack Bonus:** +10/+5+0 (-4 size, +14/+9/+4 crew, +4 fire control); **Damage** 4d8; **Range Increment:** 40 m.

**Weapon:** Composite-beam pinpoint las-turrets (4); **Fire Arc:** Turret; **Attack Bonus:** +14/+9/+4 (-4 size, +14/+9/+4 crew, +4 fire control); **Damage** 3d8; **Range Increment:** 30 m.

**Weapon:** Rocket launchers (2. 4 missiles each); **Fire Arc:** Front; **Attack Bonus:** +12 (-4 size, +14 crew, +2 fire control); **Damage** 5d10; **Range Increment:** 200 m.

## Ornithopter

A popular aircraft used by both civilians and military forces on countless worlds. An ornithopter is two squares wide and seven squares long.

It provides three-quarters cover for crew and passengers.

**Class:** Speeder [Ground]; **Size:** Huge (9.75 m long); **Passengers:** 6 (troops); **Cargo Capacity:** 500 kg; **Speed:** 40 m; **Max Velocity:** 120 km/h; **Cost:** Not available for sale; **Crew:** 4 (Normal +2); **Initiative:** -2 (-4 size, +2 crew); **Maneuver:** -2 (-4 size, +2 crew); **Defense:** 14\* (-4 size, +8 armor); **Shield Points:** 0; **Hull Points:** 20 (DR 10).

**Weapon:** Heavy las-cannon; **Fire Arc:** Front; **Attack Bonus:** +0 (-4 size, +0 crew, +4 fire control); **Damage** 5d8; **Range Increment:** 30 m.

## Troop Carrier

All aircraft, from one-seaters to Guild Heighliners, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of airgoing vehicles that might be available to characters.

**Class:** Speeder [Ground]; **Size:** Gargantuan (9.75 m long); **Passengers:** 6 (troops); **Cargo Capacity:** 500 kg; **Speed:** 40 m; **Max Velocity:** 120 km/h; **Cost:** Not available for sale; **Crew:** 4 (Normal +2); **Initiative:** -2 (-4 size, +2 crew); **Maneuver:** -2 (-4 size, +2 crew); **Defense:** 14\* (-4 size, +8 armor); **Shield Points:** 0; **Hull Points:** 20 (DR 10).

**Weapon:** Heavy las-cannon; **Fire Arc:** Front; **Attack Bonus:** +0 (-4 size, +0 crew, +4 fire control); **Damage** 5d8; **Range Increment:** 30 m.

## SEVEN: COMBAT

*"Enemies strengthen you. Allies weaken you. I tell you this in the hope that it will help you understand why I act as I do in the full knowledge that great forces accumulate in my Empire with but one wish—the wish to destroy me. You who read these words may know full well what actually happened, but I doubt you will understand."*

—The Stolen Journals, Leto II

The *DUNE* universe is a dangerous place, and sometimes you have to fight to survive. Whether the enemy takes the form of fighter meks or Sardaukar, a Sandworm or a troop of soldiers, you need to be able to defend yourself. Using lasguns, kindjals, rapiers, and energy shields, heroes regularly get caught up in blazing firefights, wild brawls, and intense duels. You can try to bluff your way out of a tough situation, attempt to sneak away when your opponent is distracted, or even dazzle an enemy with your charming personality. But when all else fails, nothing beats having a good lasgun at your side.

Opportunities for battle, both physical and political, abound for those not hampered by fear or good sense. Whether it's combating Sardaukar terror troops before they launch a deadly plot, assaulting a Harkonnen lord's hidden den, or confronting a cabal of Bene Gesserit Sisters, combat is inevitable in galactic epic adventure stories.

This chapter details the combat rules, starting with an example, then covering the basics, before moving on to some of the more unusual situations heroes may face or combat strategies they can employ. Many special abilities and forms of damage that affect combat are covered in **Chapter Twelve: Gamemastering**.

### HOW COMBAT WORKS

This example of combat demonstrates the most commonly used combat rules.

#### Setup

The Naib of your sietch has sent a team of 4th-level Fremen on a mission. Tal'miet, Malek, Ardokas, and Nayr must investigate rumors of Harkonnen activity near an important Imperial Botanical Research Station. The Fremen have been using this Research Station covertly to begin a long-term project to change the surface of Arrakis, and the Harkonnens must never learn of their ultimate goal. The heroes must find out whatever they can about near-by Harkonnen activity, including the members of the cell and its leaders, as well as gauge the mood of the people in the surrounding villages. Should the villagers decide to side with the Harkonnen occupying forces, it would cost the Fremen movement dearly.

The trail has led the heroes to an ornithopter factory near Carthag. The door leading to the construction bay is closed. The heroes stand before it. The GM sets a pencil on the table to represent the door, then asks the players to tell her where their characters are. Malek is closest to the door. Tal'miet and Nayr stand to either side of it, while Ardokas is behind Tal'miet. The players are using miniatures, so they arrange them to show where everyone is standing. On the tabletop, Malek is by the middle of the pencil, Ardokas to the left of the pencil, Tal'miet to the right, and Nayr behind Tal'miet. Everyone except Nayr has a weapon in hand.

The GM looks at her notes, rolls some dice, and determines that the heroes are walking into a trap. A squad of four Harkonnen armsmen wait on the other side of the door. The soldiers know the heroes are coming: the heroes think they're looking for a meeting of Harkonnen agents and villagers and have no idea what's waiting for them.

Malek tries the door. It's locked. He motions for Nayr to come forward and open it.

Nayr pulls out his security kit and reluctantly steps up to the control panel beside the door. His player rolls a Disable Device check and succeeds. The heavy door slides open, revealing total darkness on the other side.

The GM has to decide if any of the characters notice anything. Those caught unaware will be surprised by the Harkonnen soldiers. The GM asks each player to make a Listen check (DC 15). Tal'miet and Malek succeed. Nayr and Ardokas fail to hear anything.

#### Surprise Round

During the surprise round, only characters that are aware of their opponents can act. The Harkonnens, Malek and Tal'miet all act during the surprise round. (Nayr and Ardokas can't act because they failed their Listen checks.)

The GM asks Malek's and Tal'miet's players to make initiative checks. Malek gets a 9; Tal'miet gets a 15. The GM rolls once for the four Harkonnen guards, and once for the Harkonnen officer, getting results of 11 and 14. The order of battle during the surprise round is Tal'miet first (15), followed by the Harkonnen officer (14), followed by the Harkonnen guards (11), followed by Malek (9).

The GM calls on Tal'miet's player. Tal'miet hears the scrape of metal on metal from somewhere within the dark construction bay. It sounds pretty close, but because there's an echo, Tal'miet can't be sure. He steps to the side of the door to gain cover and draws his crysknife.

The Harkonnen officer goes next, so the GM determines what it's going to do. The officer fires his lasgun at Tal'miet. The officer stands about 20 meters away from Tal'miet, directly across from the open door. His laser bolt briefly illuminates the construction bay. In the red flash, the heroes see the dark blue uniforms of the officer and the guards positioned closer to the door. They also catch a glimpse of the rest of the bay—it has been turned into a construction facility for las-weapons! The GM rolls for the officer's attack, getting a result of 15.

Nayr doesn't get to add his Dexterity bonus to his Defense because he's caught flat-footed, so the officer's attack hits. The GM rolls damage, getting a total of 15. Damage is applied to Nayr's vitality points first, so he is reduced from 35 vitality points to 20.

The Harkonnen guards act next. In unison, they turn to march toward the open door as they fire some quick shots from their own lasguns. They're closer than the officer; two are right on the other side of the door, while the other two are about 10 meters into the bay. One guard shoots at Tal'miet, another at Nayr, another at Ardokas, and another at Malek.

Tal'miet has one-half cover (since he stepped to the side of the door), giving him a +4 cover bonus to his Defense. The GM rolls and gets a result of 6, so the guard's lasgun misses Tal'miet.

Nayr is standing exposed. The Harkonnen guard gets a result of 18, hitting Nayr with the lasgun. It deals 13 points of damage, reducing Nayr's vitality points from 20 to 7.

The third guard gets a result of 11, not good enough to hit Ardokas.

The fourth guard fires at Malek and gets a result of 8: The lasgun misses the Fremen warrior.

Now Malek takes his action. With crysknife drawn, he slashes at the closest guard. His player rolls a natural 20—a critical hit! Malek doubles his normal damage, dealing the guard 14 points of damage. The Harkonnen guard (ordinary) has no vitality points, so the damage is applied directly to its wound points, reducing them from 10 to -4. The Harkonnen guard falls to the metal floor, bleeding to death. Three Harkonnen guards remain standing, as well as the Harkonnen officer.

With that, the surprise round ends.

#### First Regular Round

The GM asks Ardokas' and Nayr's players to make initiative checks because they haven't done so yet. Ardokas gets a 12 and Nayr a 17. Those results change the order of battle to this: Nayr, Tal'miet, Harkonnen officer, Ardokas, Harkonnen guards, Malek.

Nayr finally gets a chance to give back some of what he's taken. He blasts away at the Harkonnen officer with his own lasgun, using the multifire mode of his weapon to take two shots instead of just one. Each attack has a -4 penalty, but the two attacks give Nayr a chance to deal extra damage to the officer if he hits with both of them. He also

gets a -4 penalty due to range (the destroyer droid is 20 meters away). With the penalties, he gets results of 18 and 12. Only one of the laser shots hits. He deals 12 points of damage to the officer. As an ordinary, the officer doesn't have vitality points, but he does have a lot of wound points. Its wound points are reduced from 15 to 3.

Tal'miet acts next. He fires his lasgun at a nearby guard. He gets a result of 15, hitting the guard. He deals 10 points of damage, seriously injuring the Harkonnen and reducing the guard's wound points to -1.

The Harkonnen officer takes another shot at Nayr. This time, because he's no longer flat-footed, Nayr adds his Dexterity bonus to his Defense. The officer gets a result of 18, though, clearly hitting the Freman again. The GM rolls for damage and deals 16 points to Nayr. This damage eliminates Nayr's 5 remaining vitality points, then reduces his wound points by 11. Nayr only had 14 wound points, so he's left with 3. Nayr's player immediately makes a Fortitude saving throw against DC 16 (5 + wounds lost). The result is 17, so Nayr doesn't get knocked out, but he does become fatigued.

Ardokas isn't at all happy about what just happened to his buddy Nayr. He roars a Freman war-cry and fires his lasgun at the Harkonnen officer. The range also forces a -4 penalty on Ardokas' attack roll, but he gets a result of 18 anyway. The explosive energy blast hits its mark. Ardokas' player rolls for damage and deals a huge 17 points of damage, reducing the Harkonnen officer to -10 wound points. The officer's chest explodes, raining pieces of Harkonnen finery all over the bay floor.

The remaining two Harkonnen guards act next. One fires at Tal'miet and the other at Malek. The GM rolls for the guards (while declaring who's getting attacked with each roll) and gets results of 8 and 16. The attack on Tal'miet misses, but Malek takes a lasgun blast. The GM rolls and deals 11 points of damage to Malek, reducing the Freman's vitality points from 31 to 20.

Finally, Malek takes action. He strides to one of the remaining guards and slashes him with his crysknife. Malek's player rolls the dice and gets a 17 this time—a hit! He deals 6 points of damage, reducing the guard (who only had 3 wound points left) to -3, slicing the guard's head almost clean off.

## Second Regular Round

Nayr's hurt, but he's not down. He fires his lasgun at the remaining Harkonnen guard, getting a result of 14. The Freman warrior hits, dealing 10 points of damage and reducing the guard's wound points to -2. The final guard goes down.

With all of the opponents defeated, the combat ends.

## What's Next?

The heroes need to help Nayr, since he took wound damage. In the meantime, the group notices that the construction bay has been modified to turn out lasguns and other weapons. One wall contains row upon row of storage racks filled with neatly stacked component pieces, all waiting to be used. Is this the beginning of renewed attacks on the Freman? Is the population of Arrakis in danger? Who's really behind this? The heroes have a lot to figure out.

What happens next? That depends on the actions of the players and how the Gamemaster lets the story develop.

## COMBAT SEQUENCE

As seen in the example, combat is cyclical; Everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.

2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the

battle aware, there is no surprise round.

3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.

4. Combatants act in initiative order (highest to lowest).

5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

## COMBAT STATISTICS

Several fundamental statistics determine how well you do in combat. This section summarizes these statistics, and then details how to use them.

### Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a single d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Defense, you hit and deal damage. Lots of modifiers affect the attack roll, such as a +1 bonus if you have the Weapon Focus feat with your weapon, a +2 bonus if your opponent is stunned, and so forth.

**Automatic Misses and Hits:** A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

### Attack Bonus

Your attack bonus with a melee weapon is:

**Base attack bonus + Strength modifier + size modifier**

With a ranged weapon, your attack bonus is:

**Base attack bonus + Dex modifier + size modifier + range penalty**

### Strength Modifier

Strength helps you swing a weapon harder and faster, so your Strength modifier applies to melee attack rolls.

### Dexterity Modifier

Since Dexterity measures coordination and steadiness, your Dexterity modifier applies to attacks with ranged weapons.

### Size Modifier

The smaller you are, the bigger other opponents are relative to you. A Human is a big target to a Tleilaxu, just as a Sandworm is a big target to a Human. Since this same size modifier applies to Defense, two characters of the same size strike each other normally, regardless of what size they actually are.

Creature size categories are defined differently from the size categories for weapons and other objects. Creature sizes are compatible with vehicle sizes.

## Table 7-1: Size Modifiers (Attack & Defense)

Size (Example)	Size Modifier
Colossal (blue whale [90 ft. long])	-8
Gargantuan (gray whale [40 ft. long])	-4
Huge (elephant)	-2
Large (rya wolf)	-1
Medium-size (human)	+0
Small (mastiff)	+1
Tiny (housecat)	+2
Diminutive (kangaroo mouse)	+4
Fine (horsefly)	+8

### Range Penalty

The range penalty for a ranged weapon depends on what weapon the character is using and how far away the target is. All ranged weapons and thrown weapons have a range increment (see **Table: Ranged Weapons** and **Table: Melee Weapons**). Any attack from a distance of less than one range increment is not penalized for range.

However, each full range increment causes a cumulative -2 penalty

on the attack roll. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can shoot up to ten increments.

## Damage

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.

Damage reduces a target's current hit points.

## Minimum Weapon Damage

If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

## Strength Modifier

When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.

**Off-Hand Weapon:** When you deal damage with a weapon in your off hand, you add only 1/2 your Strength modifier (if it's a bonus).

**Wielding a Weapon Two-Handed:** When you deal damage with a weapon that you are wielding two-handed, you add one and a half times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon with two hands or to weapons that are smaller than your size category.

## Multiplying Damage

Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. *Note:* When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.

**Exception:** Extra damage dice over and above a weapon's normal damage are never multiplied.

## Ability Damage

Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score).

## Critical Hits

When a character makes an attack roll and gets a natural 20 (the d20 shows 20), the character hits -- regardless of the target's Defense, and the character has scored a threat of a critical hit. To find out if it is *actually* a critical hit, the character immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defense, the attack is a critical hit. (The second roll just needs to hit to confirm a critical hit; the character doesn't need to roll a second 20.) If the second roll is a miss, then the attack just deals the damage of a regular hit. A critical hit multiplies the character's damage. Unless otherwise specified, the multiplier is x2.

(It is possible for some weapons to have higher multipliers, doing more damage on a critical hit.) Some weapons have expanded threat ranges, making a critical hit more likely. However, even with these weapons, only a 20 is an automatic hit. The Critical column on **Table: Ranged Weapons** and **Table: Melee Weapons** indicates the threat range for each weapon on the tables.

Bonus damage represented as extra dice is not multiplied when a character scores a critical hit.

**Exception:** Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

**Increased Threat Range:** Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

**Increased Critical Multiplier:** Some weapons deal better than double damage on a critical hit.

**Psionics and Critical Hits:** A Weirding power that requires an attack roll can score a critical hit. A Weirding attack that requires no

attack roll cannot score a critical hit.

## Defense

Your Defense (Def) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you.

Your Defense is equal to the following:

**10 + armor bonus + shield bonus + Dex modifier + size modifier**

## Class Bonus

A character's class and level grant the character an innate bonus to Defense. This bonus measures your combat savvy and applies in all situations, even when the character is flat-footed or when the character would lose his or her Dexterity bonus for some other reason.

## Dexterity Modifier

If a character's Dexterity is high, he or she is particularly adept at dodging blows or gunfire. If a character's Dexterity is low, he or she is particularly inept at it. Characters apply their Dexterity modifier to Defense.

Sometimes a character can't use his or her Dexterity bonus. If a character can't react to a blow, that character can't use his or her Dexterity bonus to Defense.

Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your Defense.

## Equipment Bonus

If a character wears armor, it provides a bonus to his or her Defense. This bonus represents the armor's ability to protect the character from blows.

Armor provides a minimum bonus to anyone who wears it, but a character who is proficient in the use of a certain type of armor receives a larger bonus to Defense.

Sometimes a character can't use his or her equipment bonus to Defense. If an attack will damage the character just by touching him or her, that character can't add his or her equipment bonus (see **Touch Attacks**, below).

## Size Modifier

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature doesn't have a hard time attacking another creature of the same size. Size modifiers are shown on **Table: Size Modifiers**.

## Other Modifiers

Many other factors can modify your Defense.

**Feats:** Some feats give a bonus to a character's Defense, such as Dodge, which grants a +1 to your Defense.

**Natural Armor:** Some creatures have natural armor, which usually consists of scales, fur, or layers of thick muscle.

**Dodge Bonuses:** Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies a character his or her Dexterity bonus also denies his or her dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

**Mystical Effects:** The *DUNE: A Dream of Rain* campaign includes a mystical element known as Weirding powers or Prana Bindu. Some mystical effects offer enhancement bonuses to armor (making it more effective) or deflection bonuses that ward off attacks.

## Touch Attacks

Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your Defense doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally.



## Vitality Points & Wound Points

Your vitality points and wound points tell you how much punishment you can take before dropping. Your vitality points are based on your class, your level, and your Constitution modifier. Your wound points are equal to your Constitution score. Certain feats such as Quickness can alter this total.

When your vitality point total reaches 0, you no longer have the innate energy to roll with the attack. The next successful attack against you deals damage that reduces your wound points, representing a physical injury. (If an attack reduces your vitality points to 0 and damage remains to be applied, the damage immediately reduces your wound points.)

When you take any wound damage, you become fatigued (see page 288). In addition, you must make a Fortitude saving throw (DC 5 + the number of wound points lost in this round). If the save fails, the character is knocked out (see page 288).

When your wound points reach 0, you're disabled. When your wound points are reduced to a number between -1 and -9 inclusive, you're dying. A dying character makes a Fortitude saving throw (DC 10). If the save fails, the character loses 1 wound point. If the save succeeds, the character stabilizes and stops dying, no longer losing 1 wound point every round (though he or she remains unconscious).

## Speed

Your speed tells you how far you can move in a round and still do something, such as attack or use a special ability. Your speed depends mostly on what you're carrying or what armor you're wearing.

Humans have a speed of 10 meters (5 squares), or 8 meters (4 squares) in medium or heavy armor.

You can move up to your speed and attack in the same round. If you don't attack, you can move up to twice your normal speed in a single round (sometimes called a "double move" action), allowing you to move up to double your speed.

If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor).

## Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level, and an ability score.

Your saving throw modifier is:

$$\text{Base save bonus} + \text{ability modifier}$$

## Saving Throw Types

The three different kinds of saving throws are Fortitude, Reflex, and Will:

**Fortitude:** These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.

**Reflex:** These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws.

**Will:** These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

## Saving Throw Difficulty Class

The DC for a save is determined by the attack itself.

## Automatic Failures & Successes

A natural 1 (the d20 comes up 1) on a saving throw is always a failure (and may cause damage to exposed items; see Items Surviving after a Saving Throw). A natural 20 (the d20 comes up 20) is always a success.

## Initiative

Every round, each combatant gets to do something. The combatants' initiative checks, from highest to lowest, determine the order in which they act, from first to last.

## Initiative Checks

At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions).

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

## Flat-Footed

At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus to Defense (if any) while flat-footed. Some classes have the uncanny dodge extraordinary ability, which allows them to avoid losing their Dexterity bonus to Defense due to being flat-footed.

A flat-footed character can't make attacks of opportunity.

## Inaction

Even if you can't take actions, you retain your initiative score for the duration of the encounter.

## Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

## Determining Awareness

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are.

Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for Listen checks, Spot checks, or other checks.

## The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

## Unaware Combatants

Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to AC.

## Attacks of Opportunity

Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.

## Threatened Squares

You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally).

An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.

## Reach Weapons

Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures

up to 5 feet (1 square) away.

However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

## Provoking an Attack of Opportunity

Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.

## Moving

Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot-step and the withdraw action (see below).

## Performing a Distracting Act

Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Table: Actions in Combat notes many of the actions that provoke attacks of opportunity.

Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

## Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and you can only make one per round. You don't have to make an attack of opportunity if you don't want to. An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus—even if you've already attacked in the round.

An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

## Additional Attacks of Opportunity

If you have the Combat Reflexes feat you can add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you, you could make two separate attacks of opportunity (since each one represents a different opportunity).

Moving out of more than one square threatened by the same opponent in the same round doesn't count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

# ACTIONS IN COMBAT

The fundamental actions of moving and attacking cover most of what a character wants to do in a battle. They're described here. Other, more specialized options are touched on in **Table 5-2: Actions in Combat**, and covered in Special Initiative Actions and Special Attacks.

## The Combat Round

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in 1 round.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his or her entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it

usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

## Action Types

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. The four types of actions are attack actions, move actions, full-round actions, and free actions. In a normal round, a character can perform an attack action and a move action (or two move actions; a character can always take a move action in place of an attack action), or a character can perform a full-round action. A character can also perform as many free actions as the GM allows.

In some situations (such as in the surprise round) a character may be limited to taking only a single attack or move action.

## Attack (or Standard) Action

An attack action allows a character to do something. A character can make an attack, use a skill or a feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, a character can take an attack action and a move action. A character can take a move action before or after performing an attack action.

## Move Action

A move action allows you to move your speed or perform an action that takes a similar amount of time. See Table: Actions in Combat.

You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 1-meter step either before, during, or after the action.

## Full-Round Action

A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below).

Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions, below, detail which actions allow this option.

## Free Action

Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

## Not an Action

Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

## Restricted Activity

In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

# Attack Actions

Most common attack actions are described below. More specialized attack actions are covered in **Special Attacks**.

## Melee Attacks

With a normal melee weapon, you can strike any opponent within 2 meters. (Opponents within 2 m are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a

typical reach weapon, you can strike opponents 4 m away, but you can't strike adjacent foes (those within 2 m).

**Fighting Defensively:** You can choose to fight defensively while making a melee attack. If you do, you take a -4 penalty on your attack in a round to gain a +2 dodge bonus to Defense in the same round.

## Table 7-2: Actions in Combat

Attack Actions	Attack of Opportunity
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Escape a grapple	No
Feint (see the Bluff skill)	No
Ready (triggers an attack action)	No
Make a dying character stable	Yes
Attack a weapon	Yes
Attack an object	Maybe <sup>2</sup>
Total defense	No
Use a skill that takes an attack action	Usually
Move Actions	Attack of Opportunity
Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter speed)	No
Climb, accelerated (one-half speed)	No
Crawl	No
Draw a weapon <sup>3</sup>	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a box magazine or speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	No
Start/complete full-round action	Varies
Swim	No
Use a skill that takes a move action	Usually
No Action	Attack of Opportunity
Delay	No
5-foot step	No
Full-Round Actions	Attack of Opportunit
Bull rush (charge)	No
Charge	No
Coup de grace	Yes
Full attack	No
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Use a skill that takes a full round	Usually
Reload a firearm with an internal magazine	Yes
Free Actions	Attack of Opportunity
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No
Action Type Varies	Attack of Opportunity
Disarm <sup>4</sup>	Yes
Grapple <sup>4</sup>	Yes
Load a weapon	Yes
Trip an opponent <sup>4</sup>	No
Use a feat <sup>5</sup>	Varies

<sup>1</sup> Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

<sup>2</sup> If the object is being held, carried, or worn by a creature, yes. If not, no.

<sup>3</sup> If the character has a base attack bonus of +1 or higher, he or she can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he or she can draw two light or one-handed weapons in the time it would normally take to draw one.

<sup>4</sup> These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

<sup>5</sup> The description of a feat defines its effect.

## Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following:

**Attacks of Opportunity:** Attacking unarmed provokes an attack of opportunity from the character you attack, provided she is armed. The attack of opportunity comes before your attack. An unarmed attack doesn't provoke attacks of opportunity from other foes nor does it provoke an attack of opportunity from an unarmed foe. An unarmed character can't take attacks of opportunity (but see "Armed" Unarmed Attacks, below).

**"Armed" Unarmed Attacks:** Sometimes a character's unarmed attack counts as an armed attack. Character with the Combat Martial Arts feat, and creatures with natural physical weapons all count as being armed. Note that being armed counts for both offense and defense (the character can make attacks of opportunity).

**Unarmed Strike Damage:** An unarmed strike from a Medium character deals 1d3 points of damage (plus Strength modifier, as normal). All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

**Dealing Lethal Damage:** You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a -4 penalty on your attack roll. With some feats, you can deal lethal damage with an unarmed strike without taking a penalty on the attack.

## Ranged Attacks

With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

**Shooting or Throwing into a Melee:** If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a -4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target (or the part of your target you're aiming at, if it's a big target) is at least 4 meters away from the nearest friendly character, you can avoid the -4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character.

**Precise Shot:** If you have the Precise Shot feat you take no penalty.

**Fighting Defensively:** You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense for the same round.

## Total Defense

Instead of attacking, you can use your attack action simply to defend. This is called a total defense action. You don't get to attack or perform any other activity, but gain a +4 dodge bonus to Defense for 1 round. Your Defense improves at the start of this action, so it helps against any attacks of opportunity while performing your move action.

## Move Actions

With the exception of specific movement-related skills, most move actions don't require a check.

## Movement

The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 2-meter step.

Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

**Accelerated Climbing:** You can climb one-half your speed as a move action by accepting a -5 penalty on your Climb check.

**Crawling:** You can crawl 5 meters as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

# COMBAT BASICS

A quick summary of combat and how it works.

## Rounds

Combat is divided into 6-second rounds. Each round, every combatant gets to do something.

## Initiative

Before the 1st round, each player makes an initiative check. GM making checks for the NPCs. Characters act from highest to lowest, with one check applying to all rounds of combat.

A character is flat-footed until she takes her first action.

## Actions

The four types of actions are attack, move, full-round and free. Each round, you may take an attack and a move action (in either order), two move actions (called a double-move), or one full-round action. You may also perform one or more free actions along with any of these combinations.

**Attack Action:** An attack roll allows you to make one attack or do some similar action. Not all attack actions involve making attacks (some skill checks count as attack actions, for example).

**Move Action:** A move action allows you to move or perform some similar action (such as stand up, if you've been knocked prone). Not all move actions involve movement (drawing a weapon, for example, is a move action).

If none of your actions in a round involve literal movement from one location to another, you can take a free 2-meter step.

**Full-Round Action:** Some activities take more time than a single attack or move action. If you take a full-round action, it replaces both your move and your attack action for the round.

**Free Action:** Some activities, such as saying a few words, don't take up even a fraction of an action. You can take these actions in addition to your other actions. The GM may limit the number of free actions a character can undertake in a single round.

## Attacks

You may attempt a melee, ranged, or unarmed attack as your attack action. Making a ranged attack provokes attacks of opportunity from enemies that threaten you (see below).

To score a hit that deals damage on your attack roll, your result must equal or exceed the target's Defense.

**Melee Attack Roll:**  $1d20 + \text{base attack bonus} + \text{Strength modifier} + \text{size modifier}$

**Ranged Attack Roll:**  $1d20 + \text{base attack bonus} + \text{Dexterity modifier} + \text{range modifier} + \text{size modifier}$

## Damage

If you score a hit, roll damage and deduct it from the target's current vitality points. If the target has run out of vitality points, or if the target has no vitality points to begin with, damage is deducted from the target's wound points.

Add your Strength modifier to damage from melee and thrown weapons. If you're using a melee weapon in your off hand, add half your Strength modifier (if it's a bonus). If you're wielding a melee weapon with both hands, add one and a half times your Strength modifier to the damage (if it's a bonus).

## Vitality & Wound Points

Damage is usually deducted from your vitality points. Vitality points represent your character's ability to roll with an attack and avoid physical damage.

Wound points represent how much physical damage a character can take before falling unconscious or dying. Damage is deducted from your wound points only after you've exhausted your vitality points—or when you are struck by a critical hit.

## Attack Options

When attacking, you have several options.

**Attack:** You can make a single attack.

**Charge:** You can charge an opponent, but doing so is a full-round action (it replaces both your attack action and your move action). When making a charge, you move in a straight line for up to twice your speed and then make one attack with a +2 bonus on the attack roll. You take a -2 penalty to your Defense until your turn the following round.

**Full Attack:** Some characters can strike more than once each combat round, but doing so is a full-round action.

## Movement

Each character has a speed measured in meters (humans normally have a speed of 10 meters). You can move that distance as a move action. You can take a move action before or after taking an attack action.

You can use your attack action as an extra move action, allowing you to move your speed again. Or you can run all-out, which takes your entire turn but lets you move four times your speed. (Five times with the Run feat.)

## Attacks of Opportunity

During melee combat, you threaten the area around you, even when it's not your turn to act. An opponent who takes certain actions while in your threatened area provokes an attack of opportunity from you. An attack of opportunity is a free melee attack that does not use up one of your actions. It is a single attack. You can make one and only one attack of opportunity in a round.

You provoke an attack of opportunity in three ways—when you move out of a threatened area, when you move through or within a threatened area, and when you take an action that distracts you from defending yourself while you're within a threatened area (such as using the Treat Injury skill on an injured ally, using a Weirder power that takes a full-round action, or picking up an item).

You may disengage (a full-round action) to move out of a threatened area without provoking an attack of opportunity. If you take only a 2-meter step, you may move out of a threatened area without provoking an attack of opportunity.

You can make an attack of opportunity with any melee weapon, including an unarmed strike. You cannot use ranged weapons, grenades, or heavy weapons.

## Saving Throws

When you are subject to an unusual attack, you generally get a saving throw to negate or reduce its effect. To succeed at a saving throw, you need a result equal to or higher than the given DC.

**Fortitude Saving Throw:**  $1d20 + \text{base Fort save bonus} + \text{Constitution modifier}$

**Reflex Saving Throw:**  $1d20 + \text{base Ref save bonus} + \text{Dexterity modifier}$

**Will Saving Throw:**  $1d20 + \text{base Will save bonus} + \text{Wisdom modifier}$

## Death, Dying, & Healing

Combat is dangerous. As you vitality points and wound points, you begin to suffer various adverse effects.

## 0 Vitality Points

If you run out of vitality points, you can no longer avoid physical damage. Any additional damage you receive is deducted from your wound points.

## Lost Wound Points

If your character takes any wound damage, he or she becomes fatigued. A fatigued character can't run or charge and takes a -2 penalty to Strength and Dexterity.

Additionally, in each round in which your character takes wound damage, you must make a Fortitude saving throw. The DC is  $5 + \text{the number of wound points you lost in the round}$ . If the save fails, you are knocked out.

## 0 Wound Points

If your wound points drop to 0, you are disabled. A disabled character can only take a single move action or attack action in a round; he or she can't perform full-round actions. A disabled character who takes an attack action takes 1 point of wound damage.

## -1 to -9 Wound Points

If your wound points drop to a number between -1 and -9 (inclusive), your character is unconscious and dying. A dying character loses 1 wound point every round. Each round, before losing that wound point, the character makes a Fortitude saving throw (DC 10). If the save succeeds, the character becomes stable. A stable character remains unconscious but stops losing wound points. If the save fails, the character loses the wound point and makes another save in the next round.

A dying character can be stabilized with the Treat Injury skill.

## -10 Wound Points

A character whose wound points fall to -10 or lower is dead.

## Healing

The Treat Injury skill and the proper tool (first aid kit, medical kit, or surgery kit) can help characters become stable and restore vitality points.

## Manipulating Objects

In most cases, moving or manipulating an item is a move action.

This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door. Examples of this kind of action, along with whether they incur an attack of opportunity, are given in Table: Actions in Combat.

## Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

## Activate or Disengage a Shield

Taking up a physical shield or activating a Holtzman personal shield to gain its shield bonus to your Defense (or unstrapping and dropping a physical shield so you can use your shield hand for another purpose) requires a move action. If you have a base attack bonus of +1 or higher, you can activate, ready or loose a shield as a free action combined with a regular move.

Disengaging an active Holtzman shield, and dropping a carried (but not worn) shield is a free action.

## Stand Up

Standing up from a prone position requires a move action and provokes attacks of opportunity.

## Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.

**Fast Mount or Dismount:** You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

## Start/Complete Full-Round Action

The "start/complete full-round action" move action lets a character start undertaking a full-round action (such as those listed on Table: Actions in Combat) at the end of his or her turn, or complete a full-round action by using a move action at the beginning of his or her turn in the round following the round when the character started the full-round action.

If the character starts a full-round action at the end of his or her turn, the next action that character takes must be to complete the full-round action.

## Full-Round Actions

A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

### Aimed Shots

You can take a full-round action to aim a ranged weapon, using the weapon's sights to get a better bead on your target. On the following round, you can then fire at the target as a full-round action (you cannot move in the same round in which you take an aimed shot).

An aimed shot gets a +1 attack and damage bonus.

### Charge

Charging is a special full-round action that allows a character to move

more than his or her speed and attack during the action. However, there are tight restrictions on how and when a character can charge.

**Movement during a Charge:** The character must move before his or her attack, not after. The character must move at least 10 feet and may move up to twice his or her speed. All movement must be in a straight line, with no backing up allowed. The character must stop as soon as he or she is within striking range of his or her target (the character can't run past the target and attack from another direction). A character can't take a 5-foot step during the same round as a full charge.

During the surprise round (or any other time a character is limited to taking no more than a single attack action on his or her turn) the character can still use the charge action, but he or she is only allowed to move up to his or her speed (instead of up to twice his or her speed).

**Attacking after a Charge:** After moving, the character may make a single melee attack. The character gets a +2 bonus on the attack roll. The character also takes a -2 penalty to his or her Defense for 1 round (until the beginning of the character's turn in the following round).

Even if the character has extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, a character only gets to make one attack after a charge.

Instead of attacking the target, a character can attempt to push the target back. See Bull Rush.

### Full Attack

If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon or for some special reason you need use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks. If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

**Committing to a Full Attack Action:** After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

**Fighting Defensively:** You can choose to fight defensively when taking a full attack action. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

**Attacking with Two Weapons:** If the character wields a second weapon in his or her off hand, the character can get one extra attack per round with that weapon. Fighting in this way is very difficult, however—the character takes a -6 penalty on the regular attack or attacks with his or her primary hand and a -10 penalty on the attack with his or her off hand. A character can reduce these penalties in two ways.

1. If the off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

2. The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

**Table: Two-Weapon Fighting Penalties** summarizes the interaction of all these factors.

**Double Weapons:** A character can use a double weapon to make an extra attack as if he or she were fighting with two weapons.

The penalties apply as if the off-hand weapon were light.

**Cleave:** The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

## Run

A character can run all out as a full-round action. When a character runs, he or she can move up to four times his or her speed in a straight line. (The character does not get a 2-meter step.) The character loses any Dexterity bonus to Defense since he or she can't avoid attacks. However, the character gets a +2 bonus to Defense against ranged attacks while running.

A character can run for a number of rounds equal to his or her Constitution score, but after that the character must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which he or she continues to run, and the DC of this check increases by 1 for each check the character makes. When the character fails this check, he or she must stop running. A character who has run to his or her limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move normally, but can't run.

A run represents a speed of about 14 miles per hour for an unencumbered human.

## Use Special Ability

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

## Withdraw

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't take a 2-meter step during the same round in which you withdraw.

If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal. You may not withdraw using a form of movement for which you don't have a listed speed. Note that despite the name of this action, you don't actually have to leave combat entirely.

**Restricted Withdraw:** If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

## Move 2 meters through Difficult Terrain

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 2 meters (1 square) in any direction, even diagonally.

Even though this looks like a 2-meter step, it's not, and thus it provokes attacks of opportunity normally.

## Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

## Drop an Item

Dropping an item in your space or an adjacent square is a free action.

## Drop Prone

Dropping to a prone position in your space is a free action.

## Speak

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

## Miscellaneous Actions

Other allowable actions not covered above.

### Take 2-Meter Step

You can move 2 meters in any round when you don't perform any other kind of movement. Taking this 2-meter step never provokes an attack of opportunity. You can't take more than one 2-meter step in a round, and you can't take a 2-meter step in the same round when you move any distance.

You can take a 2-meter step before, during, or after your other actions in the round.

You can only take a 2-meter step if your movement isn't hampered by difficult terrain or darkness. Any creature with a speed of 2 meters or less can't take a 2-meter step, since moving even 2 meters requires a move action for such a slow creature.

You may not take a 2-meter step using a form of movement for which you do not have a listed speed.

### Use Feat, Skill or Talent

Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Most skill or talent uses in combat are attack actions, but some might be move actions, full-round actions, free actions, or something else entirely. The individual skill descriptions tell you what sorts of actions are required to perform skills.

### Attacks of Opportunity

The melee combat rules assume that combatants are actively avoiding attacks. A player doesn't have to declare anything special for his or her character to be on the defensive. Sometimes, however, a combatant in a melee lets his or her guard down, and doesn't maintain a defensive posture as usual. In this case, combatants near him or her can take advantage of this lapse in defense to attack for free. These attacks are called attacks of opportunity.

### Weapon Type

A character can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see Provoking an Attack of Opportunity, below). In addition, a character can make attacks of opportunity with unarmed attacks if the character's unarmed attacks count as armed (see "Armed" Unarmed Attacks).

### Threatened Squares

A character threatens the squares into which he or she can make a melee attack, even when it is not the character's action. Generally, that's all squares adjacent to the character's position. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from the character. A character can only make attacks of opportunity with melee weapons, never with ranged weapons.

### Provoking an Attack of Opportunity

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that distracts from defending and lets the character's guard down.

**Moving out of a Threatened Square:** When a character moves out of a threatened square, that character generally provokes an attack of opportunity. There are two important exceptions, however. A character doesn't provoke an attack of opportunity if all he or she moves is a 5-foot step, or if the character withdraws. If the character doesn't start in a threatened square, but moves into one, the character has to stop there, or else he or she provokes an attack of opportunity as he or she leaves that square.

**Performing an Action that Distracts the Character:** Some actions, when performed in a threatened square, provoke attacks of opportunity because they make a character divert his or her attention from the fight

at hand. Using a ranged weapon, in particular, provokes attacks of opportunity. **Table: Actions in Combat** notes many additional actions that provoke attacks of opportunity.

### Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and a character can only make one per round. A character does not have to make an attack of opportunity if he or she doesn't want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. A character makes his or her attack of opportunity, however, at his or her normal attack bonus—even if the character has already attacked in this round.

## INJURY & DEATH

Your vitality and wound points measure how hard you are to hurt and kill. The damage from each successful attack and each fight accumulates, dropping your vitality or wound point totals until you run out of points or even drop into the negative range. Then you're in trouble. Luckily, you also have a number of ways to regain vitality points and wound points. If you have a few hours (or days) to rest, you can recover lost vitality (or wound) points on your own. Technology provides faster ways to restore lost vitality points and wound points.

### What Vitality Points Represent

Vitality points represent your character's ability to avoid the nastiest effects of being hit in combat, turning a potentially lethal blow into a glancing blow as you roll with the attack. Losing vitality points from a lasgun shot doesn't mean the beam hits you, but rather that you just barely avoided taking significant damage from it. As you lose vitality points, you become tired and less able to roll with potentially deadly attacks. A high-level character has a much greater pool of vitality points, and so he or she is much better able to avoid deadly damage.

### What Wound Points Represent

Wound points represent your character's capacity to withstand physical trauma. Losing wound points from a lasgun attack means the las-beam hit you squarely, dealing deadly damage.

### Effects of Damage

For heroic characters, damage first reduces vitality points. You only take wound damage after all your vitality points have been exhausted—or if you take a critical hit.

### 0 Vitality Points

At 0 vitality points, you can no longer avoid taking physical damage. Any additional damage you receive reduces your wound points.

### Fatigued (Lost Wound Points)

If you take wound damage, you become fatigued. A fatigued character cannot run or charge and takes a -2 penalty to Strength and Dexterity until his wounds are healed.

In addition, in a round in which you take wound damage, you must make a Fortitude saving throw. The DC for this save is 5 + the number of wound points you lost in the round. If the save fails, you become knocked out.

For example, Malek gets hit with a Harkonnen lasgun in the fourth round of combat. The damage wipes out the last of his vitality points with 2 points of damage left over. Those points of damage reduce Malek's wound points by 2. Now Malek is fatigued and he has to make a Fortitude save. The DC is 7 (5 + 2 = 7). He rolls a d20 and gets a result of 12, so the physical damage doesn't knock him out... this time.

### Disabled (0 Wound Points)

When your current hit points drop to exactly 0, you're disabled.

You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points,

you are now at -1 hit points, and you're dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see *Stable Characters and Recovery*, below).

### Dying (-1 to -9 Wound Points)

When your current hit points drop to exactly 0, you're disabled.

You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at -1 hit points, and you're dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see *Stable Characters and Recovery*, below).

### Dead (-10 Wound Points)

When your current hit points drop to exactly 0, you're disabled.

You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at -1 hit points, and you're dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see *Stable Characters and Recovery*, below).

### Damage Reduction

Armor provides damage reduction. A character wearing armor or a Holtzman shield reduces the number of wound points lost to wound damage by the amount of the armor or shield's damage reduction. Damage reduction does not apply to vitality points.

### Damaging Helpless Defenders

Even if you have lots of vitality points, a lasgun in the face is still a lasgun in the face. When a character can't avoid damage or deflect blows—when he's really helpless—he's in trouble.

### Stable Characters & Recovery

A dying character (one with -1 to -9 wound points) is unconscious and loses 1 wound point every round until he becomes stable or dies.

**Recovering with Help:** Each round, a dying character makes a Fortitude saving throw (DC 10). If the save fails, the character loses 1 wound point and must make another save in the next round.

If the save succeeds, the character becomes stable. A stable character stops losing wound points each round and remains unconscious.

If no one tends to the stable character, he now makes a Fortitude save every hour. If the save succeeds, the stable character regains consciousness. (If a dying character is stabilized and conscious, treat him as though he were disabled as far as actions and movement are concerned.) Each time the character fails the hourly save, he loses 1 wound point.

An unaided stable, conscious character who has negative wound points or who is disabled has a 10% chance to start recovering wound points naturally that day. If the roll is greater than 10%, the character loses 1 wound point.

Once an unaided character starts recovering wound points naturally, he is no longer in danger of losing additional wound points (even if his current wound point total is still negative).

**Recovering without Help:** A severely wounded character left alone usually dies. A dying character can be stabilized by the use of a

medical kit and the Treat Injury skill (DC 15). He also has a small chance, however, of recovering on his own.

One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of regaining consciousness, at which point treat him as though he were disabled. If he remains unconscious, he has the same chance to regain consciousness every hour. Even while unconscious, he recovers wound points naturally, and he can return to normal activity when his wound points rise to 1 or higher.

## Healing

After taking damage, you can recover vitality and wound points through natural healing (over the course of hours or days) or by using medical equipment (the rate varies). In any case, you can't regain vitality points or wound points past your full normal totals.

## Natural Healing

You recover 1 vitality point per character level per hour of rest, 1 wound point per day of rest, and 1 ability core per day of rest. For example, a 5th-level armsman recovers 5 vitality points per hour of rest and 1 wound point per day of rest. You may engage in light, nonstrenuous travel or activity while healing naturally, but any combat prevents you from healing during that hour (or day).

Any significant interruption during your rest prevents you from healing that night. If you undergo complete bed rest for an entire day and night, you recover twice your character level in vitality points.

**Healing Ability Damage:** Ability damage is temporary, just as vitality point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

Higher-level characters recover lost vitality points faster because they're tougher and also because a given number of lost vitality points represents less of a loss for a higher-level character. A 5th-level armsman who has lost 10 vitality points isn't seriously hampered, but a 1st-level armsman who has lost 10 vitality points is.

## Assisted Healing

A trained healer can double the rate at which a person recovers lost wound points and ability score points. Using the long-term care option of the Treat Injury skill, a healer can increase the rate of recovery to 2 wound points or ability score points per day.

## Equipment Healing

Certain items can restore lost vitality or wound points. A medical kit helps a character with the Treat Injury skill to stabilize a dying character or restore a number of vitality points. Medpacs can restore a number of wound points. The Surgery feat, combined with the Treat Injury skill, allows a character to restore a greater number of lost wound points.

## Healing Limits

You can never get back more vitality points or wound points than you lost.

## MOVEMENT, POSITION, & DISTANCE

Miniatures are on the 30mm scale—a miniature figure of a 2-meter-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 2-meter-by-2-meter area.

When using a grid to represent character's movement, the standard scale equates 1 inch (or a 1 inch square) to 5 feet in the game world.

### Table 7-3: Standard Scale

#### Standard Scale

One inch (or one square) = 2 meters

"Next to" or "adjacent" = 1 inch (2 meters) away (or in adjacent square)

30mm figure = A human-size creature

A human-size creature occupies an area 1 inch (2 meters) across (or 1 square)

One round = 6 seconds

## Tactical Movement

Where can a character move, how long it takes to get there, and

whether he or she is vulnerable to attacks of opportunity while moving are key questions in combat.

## How Far Can a Character Move?

Humans normally move 10 meters, although armor can slow a character down. Some creatures move faster or slower. A character's speed when unarmored is sometimes called base speed.

**Encumbrance:** A character encumbered by carrying a large amount of gear or a fallen comrade may move slower than normal.

**Movement in Combat:** Generally, a character can move his or her speed as a move action. If a character uses his or her attack action as a move action, the character can move again (for a total movement of up to twice the character's normal speed). If the character spends the entire round to run all out, he or she can move up to four times his or her normal speed. If a character does something that requires a full round, he or she can only take a 2-meter step.

**Movement in Darkness:** If a character moves when he or she can't see, such as in total darkness, his or her speed is limited to one-half normal. The Blind-Fight feat reduces this penalty.

### Table 7-4: Tactical Speed

Size	No/Light Armor	Medium Armor	Heavy Armor
Medium-size	10 meters	8 meters	6 meters
Small	6 meters	4 meters	2 meters

## Moving Through A Square

Sometimes a character can pass through an area occupied by another character or creature.

**Friend:** You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

**Opponent:** You can't move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. (Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

**Ending Your Movement:** You can't end your movement in the same square as another creature unless it is helpless.

**Overrun:** During your movement or as part of a charge, you can attempt to move through a square occupied by an opponent.

**Tumbling:** A trained character can attempt to tumble through a square occupied by an opponent (see the Tumble skill).

**Very Small Creature:** A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

**Square Occupied by Creature Three Sizes Larger or Smaller:**

Any creature can move through a square occupied by a creature three size categories larger than it is.

A big creature can move through a square occupied by a creature three size categories smaller than it is.

**Designated Exceptions:** Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Tumble skill or similar special abilities.

## Flanking

If you are making a melee attack against an opponent and an ally directly opposite you is threatening the same opponent, you and your ally flank the opponent. You gain a +2 flanking bonus on your attack rolls. The ally must be on the other side of the opponent so that the opponent is directly between you and your ally.

You don't gain a flanking bonus when making a ranged attack.

## Combined Fire

If a group of characters make a ranged attack at a single target, they can combine fire to improve the chance of scoring a single hit. For each character who contributes to the effort, the primary shooter gains a +1 synergy bonus on his attacks (to a maximum synergy bonus of +5). The contributing characters essentially give up any chance of



hitting the target to increase the primary shooter's bonus. Combining fire is a full-round action for both the contributing and primary shooters.

**Example:** A squad of twelve Sardaukar troopers fires at a fleeing Fremen (Defense 18). The GM picks two of the Sardaukar to be primary shooters; each one is assisted by five other troopers. Each primary shooter gains a +5 bonus on their attacks.

## Big & Little Creatures in Combat

Creatures smaller than Small or larger than Medium have special rules relating to position.

**Tiny, Diminutive, and Fine Creatures:** Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

**Large, Huge, Gargantuan, and Colossal Creatures:** Very large creatures take up more than 1 square. Creatures that take up more than 1 square typically have a natural reach of 2 meters or more, meaning that they can reach targets even if they aren't in adjacent squares.

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 2 meters) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of opportunity is not provoked if you take a 2-meter step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

## Character Condition Summary

A number of adverse conditions can affect the way a character operates, as defined here. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

**Ability Damaged:** The character has lost 1 or more ability score points. The loss is temporary, and these points return at a rate of 1 per evening of rest. This differs from "effective" ability loss, which is an effect that goes away when the condition causing it goes away.

**Ability Drained:** The character has lost 1 or more ability score points. The loss is permanent.

**Blinded:** The hero can't see at all, and thus everything has total concealment to him or her. The character has a 50% chance to miss in combat. Furthermore, the blinded character has an effective Dexterity of 3, along with a -4 penalty on the use of Strength-based and Dexterity-based skills.

This -4 penalty also applies to Search checks and any other skill checks for which the GM deems sight to be important. The character can't make Spot checks or perform any other activity (such as reading) that requires vision. Heroes who are blind long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

**Cowering:** The hero is frozen in fear, loses his or her Dexterity bonus, and can take no actions. In addition, the character takes a -2 penalty to his or her Defense. The condition typically lasts 10 rounds.

**Dazed:** Unable to act, a dazed character can take no actions, but still gets the benefit of his or her normal Defense. This condition typically lasts 1 round.

**Dead:** A character dies when his or her hit points drop to -10 or lower, or when his or her Constitution drops to 0.

**Deafened:** The hero can't hear and takes a -4 penalty on initiative

checks. The character can't make Listen checks. Heroes who are deafened long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

**Disabled:** The character has 0 hit points. The character can take only a single move action or attack action, and takes 1 point of damage after any action.

**Dying:** The character is near death and unconscious, with -1 to -9 wound points. The character can take no actions, and each round a dying character loses 1 hit point until he or she dies or becomes stable.

**Entangled:** An entangled character takes a -2 penalty on attack rolls in addition to a -4 penalty to Dexterity. If the entangling bonds are anchored to an immobile object, the entangled hero can't move. Otherwise, the character can move at half speed, but can't run or charge.

**Exhausted:** Heroes who are exhausted move at half speed and cannot run or charge. Furthermore, they take a -6 penalty to Strength and Dexterity. After 1 hour of complete, uninterrupted rest, an exhausted character becomes fatigued.

**Fatigued:** Characters who are fatigued can't run or charge and take a penalty of -2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, a fatigued character is no longer fatigued.

**Flat-Footed:** A character who has not yet acted during a combat is flat-footed, not reacting normally to the situation. A flat-footed character loses his or her Dexterity bonus to Defense.

**Grappled:** When grappled, a hero can't undertake any action other than attacking with his or her bare hands, attacking with a light weapon, or attempting to break free from his or her opponent. The character loses his or her Dexterity bonus to Defense, except on attacks from characters with whom he or she is grappling.

**Helpless:** Paralyzed, sleeping, or unconscious characters are helpless. A helpless character has an effective Defense of 5 + size modifier. An attacker can attempt a coup de grace against a helpless character.

**Nauseated:** Characters who are nauseated are unable to attack or do anything else requiring attention or concentration. The only action such a character can take is a single move action per turn.

**Panicked:** A panicked character flees as fast as possible and cowers (see Cowering, above) if unable to get away. The character defends normally but cannot attack.

**Paralyzed:** Heroes who are paralyzed fall to the ground, unable to move (they have an effective, but not actual, Dexterity and Strength of 0). They are helpless.

**Pinned:** A pinned character is held immobile (but not helpless) in a grapple. The character takes a -4 penalty to Defense against melee attacks and loses his or her Dexterity bonus to Defense.

**Prone:** An attacker who is prone (lying on the ground) takes a -4 penalty on melee attack rolls and can't use bows or thrown ranged weapons. The character gains a +4 bonus to Defense against ranged attacks, but takes a -4 penalty to Defense against melee attacks.

**Shaken:** A shaken character takes a -2 penalty on attack rolls, saving throws, and skill checks.

**Stable:** A stable character is no longer dying, but is still unconscious.

**Stunned:** A character who becomes stunned loses his or her Dexterity bonus, drops what he or she is holding, and can take no attack or move actions. In addition, the character takes a -2 penalty to Defense. The condition typically lasts 1 round.

**Unconscious:** An unconscious character is unable to defend him or herself. The character is helpless and typically falls prone.

## Terrain & Obstacles

**Difficult Terrain:** Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

**Obstacles:** Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it each

obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles.

**Squeezing:** In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a -4 penalty on attack rolls and a -4 penalty to AC.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a -4 penalty to AC, and you lose any Dexterity bonus to AC.

## Special Movement Rules

These rules cover special movement situations.

**Accidentally Ending Movement in an Illegal Space:** Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

**Double Movement Cost:** When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

**Minimum Movement:** Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 2-meter step).

## COMBAT MODIFIERS

This section covers offensive and defensive modifiers provided by position.

### Favorable and Unfavorable Conditions

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's Defense. The GM judges what bonuses and penalties apply, using Table: Defense Modifiers and Table: Attack Roll Modifiers as guides.

### Cover

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to Defense).

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

**Low Obstacles and Cover:** A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

**Cover and Attacks of Opportunity:** You can't execute an attack of opportunity against an opponent with cover relative to you.

**Cover and Reflex Saves:** Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

**Cover and Hide Checks:** You can use cover to make a Hide check. Without cover, you usually need concealment (see below) to make a Hide check.

**Soft Cover:** Creatures, even your enemies, can provide you with cover against melee attacks, giving you a +4 bonus to Defense. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.

**Big Creatures and Cover:** Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

**Total Cover:** If you don't have line of effect to your target he is considered to have total cover from you. You can't make an attack against a target that has total cover.

**Varying Degrees of Cover:** In some cases, cover may provide a greater bonus to Defense and Reflex saves. In such situations the normal cover bonuses to Defense and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks.

## Table 7-5: Defense Modifiers

Circumstance	Melee	Ranged
Defender sitting or kneeling	-2	+2 <sup>1</sup>
Defender prone	-4	+4 <sup>1</sup>
Defender stunned or cowering	-2 <sup>2</sup>	-2 <sup>2</sup>
Defender climbing	-2 <sup>2</sup>	-2 <sup>2</sup>
Defender flat-footed	+0 <sup>2</sup>	+0 <sup>2</sup>
Defender running	+0 <sup>2</sup>	+2 <sup>2</sup>
Defender grappling (attacker not)	+0 <sup>2</sup>	+0 <sup>3</sup>
Defender pinned	-4 <sup>4</sup>	+0 <sup>4</sup>
Defender helpless (such as paralyzed, sleeping, or bound)	+0 <sup>2</sup>	+0 <sup>2</sup>
Defender has cover	— See Cover —	
Defender concealed or invisible	— See Concealment —	

<sup>1</sup> May instead improve bonus to Defense granted by cover. See Cover, below.

<sup>2</sup> The defender loses any Dexterity bonus to Defense.

<sup>3</sup> Roll randomly to see which grappling combatant the character strikes. That defender loses any Dexterity bonus to Defense.

<sup>4</sup> Treat the defender's Dexterity as 0 (-5 modifier).

## Table 7-6: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender <sup>1</sup>	+2	—
Attacker on higher ground	+1	+0
Attacker prone	-4	-2
Attacker invisible	+2 <sup>3</sup>	+2 <sup>3</sup>

<sup>1</sup> A character flanks a defender when he or she has an ally on the opposite side of the defender threatening the defender.

<sup>2</sup> Some ranged weapons can't be used while the attacker is prone.

<sup>3</sup> The defender loses any Dexterity bonus to Defense.

### Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers. The GM determines the value of cover. This measure is not a

strict mathematical calculation, because a character gains more value from covering the parts of his or her body that are more likely to be struck. If the bottom half of a character's body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of a character's body is covered, the character gets one-half cover.

### Cover Defense Bonus

**Table: Cover** gives the Defense bonuses for different degrees of cover. Add the relevant number to the character's Defense. This cover bonus overlaps (does not stack) with certain other bonuses.

### Cover Reflex Save Bonus

Table: Cover gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover.

### Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Defense or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his or her Dexterity bonus to Defense and/or his or her dodge bonus, if the character so desires.

## Table 7-7: Cover

Degree of Cover (Example)	Cover Bonus to Defense	Reflex Saves
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half (fighting from around a corner or a tree, standing at an open window; behind a creature of same size)	+4	+2
Three-quarters (peering around a corner or a big tree)	+7	+3
Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+10	+4 <sup>1</sup>
Total (on the other side of a solid wall)	—	—

<sup>1</sup> Half damage if save is failed; no damage if successful.

### Concealment

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

## Table 7-8: Concealment

Concealment (Example)	Miss Chance
One-quarter (light fog; light foliage)	10%
One-half (shadows; dense fog at 2m)	20%
Three-quarters (dense foliage)	30%
Nine-tenths (near total darkness)	40%
Total (attacker blind; total darkness; smoke grenade; dense fog at 5m)	50% and must guess target's location

### Degree of Concealment

Concealment is subjectively measured as to how well concealed the

defender is. Examples of what might qualify as concealment of various degrees are given in **Table: Concealment**. Concealment always depends on the point of view of the attacker.

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you use the rules for determining concealment from ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

**Concealment Miss Chance:** Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

**Concealment and Hide Checks:** You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.

**Total Concealment:** If you have line of effect to a target but not line of sight he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

**Ignoring Concealment:** Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Hide checks if moving, or a +40 bonus on Hide checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).

**Varying Degrees of Concealment:** Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

### Flanking

When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

**Exception:** If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.

Only a creature or character that threatens the defender can help an attacker get a flanking bonus.

Creatures with a reach of 0 feet can't flank an opponent.

### Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

**Regular Attack:** A helpless character takes a -4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks.

A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it were -5 (and a rogue can sneak attack him).

**Coup de Grace:** As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target.

You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt)

or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents.

You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

## Regular Attack

A helpless defender has an effective Defense of 5 + his or her size modifier. If a character is attacking with a ranged weapon and is not adjacent to the target, the character can use a full-round action to make the attack, and gain a +5 bonus on the attack roll. If the character is attacking with a melee weapon, or with a ranged weapon from an adjacent square, the character can use a full-round action to deliver a coup de grace.

## Coup de Grace

As a full-round action, a character can use a melee weapon to deliver a *coup de grace* to a helpless foe. A character can also use a ranged weapon, provided the character is adjacent to the target. The character automatically hits and scores a critical hit. If the defender survives the damage, he or she still must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character can't deliver a coup de grace against a creature that is immune to critical hits.

## Knockout Blow

As a full-round action, a character can make an unarmed attack or use a melee weapon that deals nonlethal damage to deliver a knockout blow to a helpless foe. A character can also use a melee weapon that deals lethal damage, but the character takes a -4 penalty on any attempt to deal nonlethal damage with the weapon. The target has an effective Defense of 5 + his or her size modifier. If the character hits, he or she automatically scores a critical hit (see Nonlethal Damage).

Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character can't deliver a knockout blow against a creature that is immune to critical hits.

## Maiming

As a full-round action, a character can use a melee weapon to deliver a maiming blow to a helpless foe. A character can also use a ranged weapon, provided the character is adjacent to the target. The character automatically hits and scores a critical hit. If the defender survives the damage, he or she still must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a maiming blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action. A character can't deliver a maiming blow against a creature that is immune to critical hits.

## Two-Weapon Fighting

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways:

- If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
- The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

**Table: Two-Weapon Fighting Penalties** summarizes the interaction of all these factors

**Double Weapons:** You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

## Table 7-9: Two-Weapon Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light (rapier)	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

**Thrown Weapons:** The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

## Special Initiative Actions

Usually a character acts as soon as he or she can in combat, but sometimes a character wants to act later, at a better time, or in response to the actions of someone else.

### Delay

By choosing to delay, the character takes no action and then acts normally at whatever point in the initiative count the character decides to act. When a character delays, he or she voluntarily reduces his or her own initiative result for the rest of the combat. When the character's new, lower initiative count comes up later in the same round, the character can act normally. The character can specify this new initiative result or just wait until some time later in the round and act then, thus fixing the character's new initiative count at that point.

A character cannot interrupt anyone's action with a delayed action (as a character can with a readied action; see below).

### Delaying Limits

The longest a character can delay before taking an action is until after everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round.

If multiple characters are delaying, the one with the highest initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest initiative modifier gets to go last; the others must go first or lose their action for the round.

### Ready

The ready action lets a character prepare to take an action later, to interrupt another character. Essentially, the character splits his or her action, taking the move action on the character's initiative count and the attack action at a later point. On the character's turn, he or she prepares to take an action later, if a specific trigger is met. Then, later in the round, if the readied action is triggered, the character takes it, acting before the triggering action.

Readying does not provoke an attack of opportunity. (The character's move action, and the attack action he or she readies, may both provoke attacks of opportunity normally.)

### Readying an Action

A character can ready an attack action or a move action. To do so, the character specifies the action he or she will take and the conditions under which the character will take it. Then, any time before the character's next action, the character may take the readied attack action in response to those conditions. The readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, the readied action interrupts the other character. The other character continues his or her actions once the readied action is completed.

The character's initiative count changes. For the rest of the encounter, it is the count on which the character took the readied

action, and the character acts immediately ahead of the character whose action triggered the readied action.

A character can take a 5-foot step as part of his or her readied action, but only if the character didn't otherwise move any distance during the round.

If the character comes to his or her next action and has not yet performed the readied action, the character doesn't get to take the readied action (though the character can ready the same action again). If the character takes his or her readied action in the next round, before his or her regular turn comes up, the character's initiative count rises to that new point in the order of battle, and he or she does not get your regular action that round.

## Special Attacks

This section covers firearms, grappling, explosives, attacking objects, and an assortment of other special attacks.

## Aid Another

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If the character is in position to attack an opponent with which a friend of the character is engaged in melee combat, the character can attempt to aid the friend as an attack action. The character makes an attack roll against Defense 10. If the character succeeds, he or she doesn't actually damage the opponent—but the character's friend gains either a +2 circumstance bonus against that opponent or a +2 circumstance bonus to Defense against that opponent (aiding character's choice) on the friend's next turn.

## Aiming

By taking this action, a character aims a ranged weapon at a specific target. As long as the target doesn't move more than 5 ft. before the character's next attack on it, and the character does nothing to disturb the weapon's aim, she receives a +1 circumstance bonus to her next attack roll against that target. The character may aim and brace a granged weapon, stacking the bonuses from each (for a total of +3).

## Firearms

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Personal Firearms Proficiency feat allows a character to make this sort of attack without penalty. If a character isn't proficient in personal firearms, he or she takes a -4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he or she fires more than one bullet as part of a single attack at a single target. (If a character doesn't have those feats, he or she can still fire more than one bullet—but the extra bullets don't have any effect, and are just wasted ammunition.)

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a -4 penalty on attacks against adjacent opponents.

## Autofire

If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Defense of 10. (If the character does not have the Advanced Firearms Proficiency feat, he or she takes a -4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If a character fires a blast of automatic fire at a specific target without the Burst Fire feat, it's treated as a standard attack. The attack, if successful, only deals normal damage—all the extra ammunition the character fired is wasted.

Some firearms—particularly machine guns—only have autofire

settings and can't normally fire single shots.

## Grenades & Explosives

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them.

Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

## Thrown Explosives

An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. (A character can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to.

d4	Corner of targeted square
1	Upper Left
2	Upper Right
3	Lower Right
4	Lower Left

If the target square is more than one range increment away, make an attack roll. The square has an effective Defense of 10. Thrown weapons require no weapon proficiency, so a character doesn't take the -4 nonproficiency penalty. If the attack succeeds, the grenade or explosive lands in the targeted square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to.

If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (5 to 10 meters), roll 1d8.

d8	Location Struck
1	upper left corner, one square beyond target
2	upper right corner, one square beyond target
3	upper right corner, one square right of target
4	lower right corner, one square right of target
5	lower right corner, one square short of target
6	lower left corner, one square short of target
7	lower left corner, one square left of target
8	upper left corner, one square left of target

For ranges of up to five range increments (11 to 20 meters), roll 1d12.

d12	Location Struck
1	upper left corner, two squares beyond target
2	upper right corner, two squares beyond target
3	upper right corner, one square beyond and right of target
4	upper right corner, two squares right of target
5	lower right corner, two squares right of target
6	lower right corner, one square short and right of target
7	lower right corner, two squares short of target
8	lower left corner, two squares short of target
9	lower left corner, one square short and left of target
10	lower left corner, two squares left of target
11	upper left corner, two squares left of target
12	upper left corner, one square beyond and left of target

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

## Planted Explosives

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off.

When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon.

The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

## Splash Weapons

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects.

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters don't take the -4 nonproficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 2 meters of the target.

A character can instead target a specific 2-meter square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, creatures within 2 meters are dealt the splash damage, and the direct hit damage is not dealt to any creature.

If the character misses the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the object landed, it deals splash damage to all creatures within 2 meters.

## Attack an Object

Sometimes a character needs to attack or break an object, such as when you want to shoulder open a door or break apart a pair of handcuffs.

## Strike an Object

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off damage from each blow.

**Object Defense and Bonuses to Attack:** Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on Table: Size and Defense of Objects.

## Table 7-10: Size & Defense of Objects

Size (Example)	Defense
Colossal (jetliner)	-3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his or her attack roll with a ranged weapon.

An object being held, carried, or worn has a Defense equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defense. Striking a held, carried, or worn object provokes an attack of opportunity from the character who holds it. (If a character has the Sunder feat, he or she doesn't incur an attack of opportunity for making the attempt.)

**Hardness:** Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).

**Hit Points:** An object's hit point total depends on what it is made of or how big it is (see Table Substance Hardness and Hit Points and Table Object Hardness and Hit Points).

**Energy Attacks:** Acid and sonic attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

**Ineffective Weapons:** The GM may determine that certain weapons just can't deal damage effectively to certain objects.

**Immunities:** Objects are immune to nonlethal damage and critical hits.

**Saving Throws:** Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

## Table 7-11: Hardness & Wound Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

## Breaking Objects

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material.

If an object has lost half or more of its hit points, the DC to break it decreases by 2.

## Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. Without the tools, a character takes a -4 penalty.

At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's hit points.

## Sunder

You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you're attempting to sunder a weapon or shield, follow the steps outlined here.

## Table 7-12: Hardness & Wound Points

Object	Hardness	Hit Points	Break DC
<b>Lock</b>			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
<b>Manufactured objects<sup>1</sup></b>			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Handcuffs	10	10	30
Metal bars	10	15	30

<sup>1</sup>Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.

## Table 7-13: Hardness & Wound Points

Weapon	Hardness	Wound Points
Light blade	10	2

One-handed blade	10	5
Two-handed blade	10	10
Projectile	5	5

#### Shield<sup>1</sup>

Buckler	5	5
Light wooden	5	7
Heavy wooden	5	15
Light steel	10	15
Heavy steel	10	20
Tower	5	20
Holtzman (energy)	*	20

<sup>1</sup>Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.

**Step 1: Attack of Opportunity.** You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder. (If you have the Improved Sunder feat, you don't incur an attack of opportunity for making the attempt.)

**Step 2: Opposed Rolls.** You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

**Step 3: Consequences.** If you beat the defender, roll damage and deal it to the weapon or shield. See Table: Common Armor, Weapon, and Shield Hardness and Hit Points to determine how much damage you must deal to destroy the weapon or shield.

If you fail the sunder attempt, you don't deal any damage.

**Sundering a Carried or Worn Object:** You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's AC. A carried or worn object's AC is equal to 10 + its size modifier + the Dexterity modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see Disarm. You can't sunder armor worn by another character.

## Bull Rush

You can make a bull rush as a standard action (an attack) or as part of a charge (see Charge, below). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.

**Initiating a Bull Rush:** First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. (If you have the Improved Bull Rush feat, you don't provoke an attack of opportunity from the defender.) Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than you against the defender likewise has a 25% chance of accidentally targeting you. (When someone makes an attack of opportunity, make the attack roll and then roll to see whether the attack went astray.)

Second, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

**Bull Rush Results:** If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result.

You can't, however, exceed your normal movement limit. (Note: The defender provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other, however.)

If you fail to beat the defender's Strength check result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

## Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.

**Movement During a Charge:** You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)

If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent.

You can't take a 5-foot step in the same round as a charge.

If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn.

**Attacking on a Charge:** After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your AC until the start of your next turn.

A charging character gets a +2 bonus on the Strength check made to bull rush or overrun an opponent (see Bull Rush, above, and Overrun, below).

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

**Lances and Charge Attacks:** A lance deals double damage if employed by a mounted character in a charge.

**Weapons Readied against a Charge:** Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

## Overrun

A character can attempt an overrun as an attack action made during his or her move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the overrun attempt. With an overrun, the character attempts to move through an opponent's area, going past or over the opponent. A character can only overrun an opponent who is one size category larger than the character, the same size, or smaller. A character can make only one overrun attempt per action.

First, the character must move at least 10 feet in a straight line into the target's square (provoking attacks of opportunity normally).

Then the target chooses either to avoid the character or to block the character. If the opponent avoids the character, the character keeps moving. (A character can always move through a square occupied by someone who lets the character by.) If the opponent blocks the character, make a trip attack against the opponent (see Trip). If the character succeeds in tripping his or her opponent, the character can continue his or her movement as normal.

If the character fails and is tripped in turn, the character falls prone in the target's square. If the character fails but is not tripped, the character has to move 5 feet back the way he or she came, ending his or her movement there. If that square is occupied, the character falls prone in the square.

## Trip

A character can try to trip an opponent, or otherwise knock him or her down, as an unarmed melee attack. A character can only trip an opponent who is one size category larger than the character, the same size, or smaller.

## Making a Trip Attack

Make an unarmed melee touch attack against the target. Doing this incurs an attack of opportunity from the target as normal for unarmed attacks.

If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his or her check if he or she has more than two legs or is otherwise exceptionally stable. If the character wins, he or she trips the target.

If the character loses, the target may immediately react and make a Strength check opposed by the character's Dexterity check or Strength check to try to trip the character.

## Being Tripped (Prone)

A tripped character is prone (see Table: Defense Modifiers). Standing up from a prone position is a move action.

## Tripping with a Weapon

Some weapons, such as the chain and the whip, can be used to make trip attacks. A character doesn't incur an attack of opportunity when doing so. If the character is tripped during his or her own trip attempt, the character can drop the weapon to avoid being tripped.

## Disarm

As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon the defender may still oppose you with an attack roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.

**Step 1: Attack of Opportunity.** You provoke an attack of opportunity from the target you are trying to disarm. (If you have the Improved Disarm feat, you don't incur an attack of opportunity for making a disarm attempt.) If the defender's attack of opportunity deals any damage, your disarm attempt fails.

**Step 2: Opposed Rolls.** You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. (An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike.) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a melee weapon, the defender takes a -4 penalty on the roll.

**Step Three: Consequences.** If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.

If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

**Note:** A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet gets a +10 bonus to resist being disarmed.

## Feint

Feinting is a standard action. To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check.

If your Bluff check result exceeds your target's Sense Motive check result, the next melee attack you make against the target does not

allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn.

When feinting in this way against a nonhumanoid you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a nonintelligent creature, it's impossible.

Feinting in combat does not provoke attacks of opportunity.

**Feinting as a Move Action:** With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

## Grabbing Items

A character can also use disarm to snatch away an object worn by a target. Doing this works the same as a disarm attempt (see above), except for the following.

**Attack of Opportunity:** If the target's attack of opportunity inflicts any damage, the attempt to grab the object automatically fails.

**Modifiers:** If the object is well secured or otherwise difficult to grab from the target, the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus.

**Failed Attempts:** Failing an attempt to grab an object doesn't allow the target to attempt to disarm the character.

## Grapple

Grappling means wrestling and struggling hand-to-hand. It's tricky to perform, but sometimes you want to pin foes instead of killing them, and sometimes you have no choice in the matter. For a creature, grappling can mean trapping you in its toothy maw or holding you down so it can chew you up.

There are three stages to grappling: grabbing, holding, and pinning.

## Grabbing

Normally, a grab is just the first step to starting a grapple. If the character grabs an opponent, but fails to go on to hold him or her, the character doesn't actually start a grapple. However, sometimes all a character wants to do is grab the target.

## Holding

Once a character has established a hold, he or she is involved in a grapple. From a hold, a character can attempt a number of actions, including damaging the opponent or pinning the opponent. A character can't get a hold on any creature more than two size categories larger than the character. (However, such a creature can get a hold on the character—so while a character can't initiate a grapple with a creature more than two size categories larger than, a character can still end up in one.)

## Pinning

Getting the opponent in a pin is often the goal of a grapple. A pinned character is held immobile.

## Grapple Checks

Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

**Base attack bonus + Strength modifier + grapple modifier**

## Grapple Modifier

A creature's size works in its favor when grappling, if that creature is Large or larger in size. Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a melee or ranged attack roll), use the appropriate grapple modifier from Table: Grapple Modifiers.

## Table 7-14: Grapple Modifiers

Size (Example)	Grapple Modifier
Colossal (sandworm [90+ ft. long])	+16
Gargantuan (gray whale [40 ft. long])	+12
Huge (elephant)	+8



Large (D-wolf)	+4
Medium-size (human)	+0
Small (hunting dog)	-4
Tiny (house cat)	-8
Diminutive (rat)	-12
Fine (horsefly)	-16

## Starting a Grapple

To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).

**Step 1: Attack of Opportunity.** You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when they attempt to grapple, nor do characters with the Improved Grapple feat.) If the attack of opportunity misses or fails to deal damage, proceed to Step 2.

**Step 2: Grab.** You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

**Step 3: Hold.** Make an opposed grapple check as a free action. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.

If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you.

In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

**Step 4: Maintain Grapple.** To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round.)

Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.

If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

## Grappling Consequences

While you're grappling, your ability to attack others and defend yourself is limited.

**No Threatened Squares:** You don't threaten any squares while grappling.

**No Dexterity Bonus:** You lose your Dexterity bonus to Defense (if you have one) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

**No Movement:** You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.

## If You're Grappling

When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.

**Attack Your Opponent:** You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a -4 penalty on such attacks.

You can't attack with two weapons while grappling, even if both are light weapons.

**Use a Psionic Power:** You can attempt to use weirding powers while grappling or even while pinned (see below), provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any power that requires precise and careful action is impossible to cast while grappling or being pinned. If the power is one that you can cast while grappling, you must make a Concentration check (DC 20 + power level) or lose your concentration. You don't have to make a

successful grapple check to use the power.

**Damage Your Opponent:** While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a -4 penalty on your grapple check.

**Draw a Light Weapon:** You can draw a light weapon as a move action with a successful grapple check.

**Escape from Grapple:** You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you so desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).

**Move:** You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and you must beat all the other individual check results to move the grapple.

**Note:** You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

**Pin Your Opponent:** You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (see below).

**Break Another's Pin:** If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.

**Use Opponent's Weapon:** If your opponent is holding a light weapon, you can use it to attack him. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a -4 penalty (doing this doesn't require another action).

You don't gain possession of the weapon by performing this action.

## If You're Pinning an Opponent

You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt (see Disarm).

You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).

You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell component, pin another character, or break another's pin while you are pinning an opponent.

## If You're Pinned by an Opponent

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a -4 penalty to your AC against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the pin, but you're still grappling.

## Joining a Grapple

If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check

to become part of the grapple.

If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.

## Multiple Grapples

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

## Garrote Attacks

Technical text, see Song & Silence.

A garrote is more difficult to use than most weapons because the attack must be carefully set up to have a reasonable chance of success. A garrote attack uses the grappling rules from Chapter 7, with a few additions.

**Attack of Opportunity:** You provoke an attack of opportunity from the target you are trying to garrote. If the attack of opportunity deals you damage, your garrote attack fails.

**Getting the Garrote into Place:** To attack with a garrote, you first need to loop the weapon over your opponent's head and work it into place around his or her neck. To accomplish this, you must be able to reach the target's head. This means you cannot garrote an opponent two or more size categories larger than yourself unless that opponent is sitting or lying down, or you are attacking from overhead.

If you can reach the target's head, you must make a successful melee touch attack to grab him or her. Unlike a normal melee touch attack, this does not allow you to ignore all your opponent's armor. If your foe's neck is protected, you might not be able to place the garrote properly. To determine the opponent's Armor Class against a garrote attack, use his or her size modifier (see Combat Statistics in Chapter 7), plus any of the following special armor modifiers that apply.

Armor Type	Target's Defense modifier against Garrote Attack
Natural armor	Provides normal protection (equal to the bonus of the natural armor)
Full plate	Provides a +4 armor bonus
Leather collar	Provides a +4 circumstance bonus
Gorget	Provides a +10 circumstance bonus

If you fail to hit with your melee touch attack, your garrote attack fails. If you are entitled to multiple attacks in a round, you can attempt to place the garrote multiple times at successively lower base attack bonuses.

**Strangle:** Make a grapple check (see Grapple in Chapter 7). If you succeed, you have started to strangle your opponent. You immediately deal 1d6 or 1d8 points of damage, depending on the type of garrote. Your Strength modifier applies to this damage, and if that modifier is a bonus, you get one and one-half times that bonus because you're using both hands for the attack.

If you fail the grapple check, you don't start strangling or deal damage. Your opponent slips free of the garrote and is no longer considered grappled. You do not automatically lose the grapple check if your opponent is two or more size categories larger than you are, as you would with a normal grapple check. Your opponent is considered grappled if you succeed.

**Move In:** Unless you used a locking garrote to make your attack, you must move into the target's space in order to maintain the strangle. Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from your target.

**Maintaining a Garrote Attack:** Once you have a cord garrote or a wire garrote in place, have won the grapple check, and have moved into your opponent's space, you can continue to deal garrote damage with successful grapple checks as often as you are entitled to attempt them. If you have multiple attacks, you can attempt multiple grapple

checks each round to deal damage. Each time you succeed with a grapple check, you deal garrote damage, modified as above by your Strength modifier. The garrote remains in place until you release your opponent or until he or she escapes by breaking your hold (see Grapple in Chapter 7).

Unless you used a locking garrote to make your attack, you and your opponent are considered grappled while you maintain a garrote attack. You cannot attempt to pin your opponent during your garrote attack, nor can you attack with another weapon.

**While You're Being Garroted:** Being garroted is just like being grappled, except that you suffer normal damage. You can attempt to escape the garrote by making a successful grapple check on your turn. If you're allowed multiple attacks, you can attempt to escape multiple times. You can also attack with a light weapon. Spellcasting is difficult, since no verbal (V) or somatic (S) component is possible. You may cast spells requiring only material components or focuses only if you have them in hand. If the spell is one you can cast while being strangled, you must still make a Concentration check (DC 20 + spell level) to avoid losing it.

Cutting a garrote from your own throat is possible using the Attack an Object action, but it's difficult. Since a garrote is a Small weapon, it has a Defense of 11; however, since it's buried in your neck, it gets a +10 cover bonus to Armor Class, for a total Defense of 21. In addition, you incur a -4 circumstance penalty on your attack because you have to avoid damaging your own neck in the process. You cannot use the disarm action against an attacker who has a garrote wrapped around your neck.

**Strategy:** The garrote is a good weapon for one-on-one surprise attacks, when there's a good chance of taking the target unaware. Hence, this weapon is a favorite among assassins, spies, knaves and other sneak thieves. It makes a poor melee weapon against multiple opponents, since its wielder is vulnerable to attacks from the target's friends while holding the garrote in position and waiting for the victim to die. Locking garrotes, while rare, are good for causing major distractions, since friends of the victim typically break off pursuit of the attacker to save their companion from the garrote.

## Mounted Combat

**Horses in Combat:** Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. If you don't dismount, you must make a DC 20 Ride check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full round action and you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.

A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

**Combat while Mounted:** With a DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.

If your mount charges, you also take the AC penalty associated with a charge.

If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance (see Charge).

You can use ranged weapons while your mount is taking a double move, but at a -4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a -8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move

actions normally

**Using Psionics while Mounted:** You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + spell level).

**If Your Mount Falls in Battle:** If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

**If You Are Dropped:** If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage.

Without you to guide it, your mount avoids combat.

## Overrun

You can attempt an overrun as a standard action taken during your move, or as part of a charge. (In general, you cannot take a standard action during a move; this is an exception.) With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

If you're attempting to overrun an opponent, follow these steps.

**Step 1: Attack of Opportunity.** Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

**Step 2: Opponent Avoids?** The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect.

If you were attempting the overrun as part of a charge, you may keep moving. (You can always move through a square occupied by someone who lets you by.) In either case, the overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square). If your opponent doesn't avoid you, move to Step 3.

**Step 3: Opponent Blocks?** If your opponent blocks you, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. You gain a +2 bonus on your Strength check if you made the overrun as part of a charge. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.

**Step 4: Consequences.** If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.

**Improved Overrun:** If you have the Improved Overrun feat, your target may not choose to avoid you.

**Mounted Overrun (Trample):** If you attempt an overrun while mounted, your mount makes the Strength check to determine the success or failure of the overrun attack (and applies its size modifier, rather than yours). If you have the Trample feat and attempt an overrun while mounted, your target may not choose to avoid you, and if you knock your opponent prone with the overrun, your mount may make one hoof attack against your opponent.

## Vehicle Movement & Combat

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles—cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.

## Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

**Driver:** The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his or her attack action. There can be only one driver in a vehicle at one time.

**Copilot:** A copilot can help the driver by taking an aid another action. The copilot must be seated in a location where he or she can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time.

**Gunner:** Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

**Passenger:** All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

## Scale

These rules use two scales. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves only vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use chase scale.

**Character Scale:** Character scale is identical to the standard movement scale: It's carried out on a grid in which each square equals 5 feet.

In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description.

When moving a vehicle, count the squares from the vehicle's rear. When turning, pivot the vehicle on the rear square toward which it is turning. When firing weapons, count squares from the location of the weapon.

In character scale, more than one ground vehicle cannot occupy the same square.

**Chase Scale:** In chase scale, each square of the grid represents 50 feet and most commonly encountered vehicles occupy only one square. (Some especially large vehicles, such as ships or jumbo jets, might occupy more than one square.) More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

## Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics on Table: Vehicles)

Table 7-15: Vehicle Sizes

Vehicle Size	Size Modifier	Examples
Colossal	-8	Yacht, semi with trailer
Gargantuan	-4	Tank, limousine
Huge	-2	SUV, armored car
Large	-1	Economy car, Harley
Medium-size	+0	Racing bike, dirt bike

## Facing & Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can be mounted to fire in one of four directions—forward, aft (rear), right, or left—or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

## Getting Started

Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it applies.

## Initiative

There are two options for determining initiative in vehicle combat.

First, is individual initiative just as in normal combat, where each character rolls separately.

This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

## Vehicle Speed

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see Table: Vehicle Speeds and Modifiers). Each round, a vehicle moves according to its current speed category.

## Declaring Speed

At the beginning of his or her action, a driver must declare his or her speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed in the previous round. A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

**Stationary:** The vehicle is motionless.

**Alley Speed:** This speed is used for safely maneuvering a vehicle in tight spaces, such as alleys and parking garages. It tops out at about the speed a typical person can run.

**Street Speed:** The vehicle is traveling at a moderate speed, up to about 35 miles per hour.

**Highway Speed:** The vehicle is moving at a typical highway speed, from about 35 to 80 miles per hour.

**All-Out:** The vehicle is traveling extremely fast, more than 80 miles per hour.

**Table 7-16: Vehicle Speeds & Modifiers**

Speed Category	Character Scale Movement <sup>1</sup>	Turn Number <sup>2</sup>	Defense Modifier	Check/Roll Modifier
Stationary <sup>3</sup>	0	—	+0	—
Alley speed	1–20	1	+0	+0
Street speed	21–50	2	+1	–1
Freeway	51–150	4	+2	–2
All-out	151+	8	+4	–4

Speed Category	Chase Scale Movement <sup>1</sup>	Turn Number <sup>2</sup>	Defense Modifier	Check/Roll Modifier
Stationary <sup>3</sup>	0	—	+0	—
Alley speed	1–2	1	+0	+0
Street speed	3–5	1	+1	–1
Freeway	6–15	2	+2	–2
All-out	16+	2	+4	–4

<sup>1</sup> The number of squares a vehicle can move at this speed.

<sup>2</sup> The number of squares a vehicle must move at this speed before making a turn.

<sup>3</sup> A stationary vehicle cannot move or maneuver.

## Moving

On his or her action, the driver moves the vehicle a number of squares that falls within the vehicle's speed category.

Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category).

Every vehicle has a top speed, included in its statistics on Table: Vehicles. A vehicle cannot move more squares than its top speed. This means that some vehicles cannot move at all-out speed, or even highway speed.

Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it's moving in reverse).

## The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one—but it's also harder to control, and to attack from.

As shown on Table: Vehicle Speeds and Modifiers, when a vehicle travels at street speed or faster, it gains a bonus to Defense. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the vehicle—including Drive checks to control the vehicle and attacks made from it.

## Driving a Vehicle

Driving a vehicle is a move action, taken by the vehicle's driver. During his or her move action, the driver moves the vehicle a number of squares that falls within its speed category. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his or her attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

**Simple Maneuvers:** A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he or she moves the vehicle. However, simple maneuvers do cost movement—so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

**Stunts:** Stunts are difficult and sometimes daring maneuvers that enable a driver to change his or her vehicle's speed or heading more radically than a simple maneuver allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Drive checks.

## Simple Maneuvers

During a vehicle's movement, the driver can perform any one of the following maneuvers.

**45-Degree Turn:** Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on Table: Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

**Ram:** At character scale, a driver does not have to perform a maneuver to ram another vehicle—he or she only needs to drive his or her vehicle into the other vehicle's square, and a collision occurs (see Collisions and Ramming).

At chase scale, however, more than one vehicle can occupy the same square and not collide—so ramming another vehicle requires a simple maneuver. The driver moves his or her vehicle into the other vehicle's square and states that he or she is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half.

**Sideslip:** A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or

weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

## Stunts

Stunts are maneuvers that require a Drive check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers affects all Drive checks made by the driver and attack rolls made by all occupants of the vehicle.

**Avoid Hazard:** Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a driver cannot make a check (if he or she has used all his or her actions for the round in performing other stunts), he or she automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC for a hazard varies with the nature of the hazard. On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops). An oil slick forces the driver to make a Drive check (DC 15) to retain control of the vehicle (see Losing Control). Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

Hazard	DC
Caltrops	15
Oil slick	15
Object	
Small (tire, light debris)	5
Medium-size (crate)	10
Large (pile of wreckage)	15
Structure	Cannot be avoided

**Bootleg Turn:** By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop. Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.

The DC for a bootleg turn depends on the change in facing. On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

**Dash:** With a dash stunt, a driver can increase the vehicle's speed by one category. (This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, he or she can accelerate a total of two categories in the same round.) The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category. (The squares it has already moved before attempting the dash count against this total.)

The DC for a dash is 15. On a failed check, the vehicle does not change speed categories.

**Hard Brake:** With a hard brake stunt, a driver can reduce the vehicle's speed by up to two categories. (This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he or she can drop a total of three categories in the same round.) The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement immediately.)

The DC for a hard brake is 15. On a failed check, the vehicle does

not change speed categories. Make a Drive check (DC 15) to retain control (see Losing Control).

**Hard Turn:** A hard turn allows a vehicle to make a turn in a short distance without losing speed.

A hard turn functions like a 45-degree turn simple maneuver, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down).

The DC for a hard turn is 15. On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Drive check (DC 15) to retain control (see Losing Control).

**Jump:** A driver can attempt to jump his or her vehicle across a gap in his or her path.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

Gap Width	DC
1-3 ft. (ditch)	15
4-8 ft. (culvert)	20
8-15 ft. (creek, small ravine)	25
16-25 ft. (narrow road, small pond)	35
26-40 ft. (wide road, small river)	45

Vehicle Speed Category	DC Modifier
Alley speed	+10
Street speed	+5
Highway speed	+0
All-out	-5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

**Sideswipe:** During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his or her vehicle. At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction.

Attempting a sideswipe costs 1 square of movement. At chase scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost. If the stunt is successful, both vehicles take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is 1/4, and the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half of that result. The driver of the sideswiped vehicle must succeed at a Drive check (DC 15) at the beginning of his or her next action or lose control of the vehicle.

The DC for a sideswipe is 15. It's modified by the relative size and speed of the target.

Target Condition	DC Modifier
Each size category larger	-5
Each size category smaller	+5
Each speed category of difference	-2

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to

make a check to retain control.

## Driver Options

Here is what a vehicle driver can do in a single round:

**Choose the Vehicle's Speed:** The driver may increase or decrease his or her vehicle's speed category by one (or keep it the same).

**Optional Attack Action:** If the driver wants, he or she can use his or her attack action before moving the vehicle. If the driver does so, however, he or she will be limited to a single stunt during movement.

**Movement:** Move the vehicle any number of squares within the vehicle's speed category. Along the way, perform any number of simple maneuvers (limited only by their movement cost). The driver may also attempt a single stunt as part of the movement (or two, if the driver didn't take his or her attack action before moving).

**Optional Attack Action:** If the driver did not take an attack action before moving, and performed one or fewer stunts, the driver has an attack action left.

## Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

## Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

Highest Speed	Damage Die Type
Alley speed	d2
Street speed	d4
Highway speed	d8
All-out	d12

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium-size	4
Small	2
Tiny	1
Smaller than Tiny	0

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult Table: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

Colliding Vehicle's Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or 45 degrees from head-on	x 2
A moving vehicle, striking perpendicular	x 1
A moving vehicle, striking from the rear or 45 degrees from the rear	x 1/2
A vehicle being sideswiped (see Sideswipe)	x 1/4

The driver of the vehicle that caused the collision must immediately make a Drive check (DC 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (DC 15) at the beginning of his or her next action or lose control of his or her vehicle.

## Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters (or more)	None

Each of the occupants may make a Reflex save (DC 15) to take half damage.

## Losing Control

A collision or a failed stunt can cause a driver to lose control of his vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers applies to all Drive checks.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

**Spin:** The vehicle skids, spinning wildly.

At character scale, the vehicle moves in its current direction a number of squares equal to the turn number for its speed, then ends its movement. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Reorient the vehicle accordingly.

At chase scale, the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above.

**Roll:** The vehicle tumbles, taking damage.

At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly).

At chase scale, the vehicle rolls one square before stopping and reorienting.

At either scale, a vehicle takes damage equal to 2d6 x the turn number for its speed. The vehicle's occupants take damage equal to 2d4 x the turn number for its speed (Reflex save, DC 15, for half damage).

## Hide & Seek

When being pursued, a driver can attempt a Hide check to lose the pursuer in heavy traffic, or a Bluff check to misdirect the pursuer before turning onto an off-ramp or a side street. To make a Hide check, use the normal rules for hiding (see the Hide skill description). The normal size modifiers apply, but because the driver is hiding among other vehicles, most of which are size Large or Huge, he or she gains a +8 bonus on the check. This use of the Hide skill can only be attempted in fairly heavy traffic; in lighter traffic, the GM might not allow it or might apply a penalty to the check.

A driver can use Bluff to make a pursuer think he or she is going a different direction from what the driver intends. Just before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If the driver is successful, the pursuer takes a -5 penalty on any Drive check needed to make the turn to follow the driver. If the other driver can make the turn using only simple maneuvers and does not have to make a Drive check, the Bluff attempt has no effect.

## Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

## Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions

during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

**Free Actions:** Communicating orders and ducking down behind a door are examples of free actions. Characters can perform as many free actions as the GM permits in a single round.

**Move Actions:** Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

**Attack Actions:** Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

**Full-Round Actions:** Since the driver must use a move action to control the vehicle, he or she can't take a full-round action unless he or she starts it in one round and completes it on his or her next turn (see Start/Complete Full-Round Action).

## Crew Quality

Rather than force the GM to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems.

Table: Vehicle Crew Quality shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Drive and Repair checks). Use the attack bonus for all attack rolls performed by the crew. For quick reference, Table: Crewed Vehicles shows the typical crew quality, and the crew's total initiative and maneuver modifiers, for the vehicles covered in this book.

This by no means restricts the GM from creating unique vehicles where the crew's statistics are included, or from using GM characters' abilities when they drive or attack from vehicles. It's merely a shortcut to save time if the GM doesn't have particular characters behind the wheel.

**Table: Vehicle Crew Quality**

Crew Quality	Check Modifier	Attack Bonus
Untrained	-4	-2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

## Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier. A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving. Some military vehicles are equipped with systems that grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

**Driving Defensively:** Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a -4 penalty on attack rolls made by occupants of the vehicle.

**Total Defense:** A driver can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

**Full Attack Action:** A driver cannot normally make a full attack, since controlling the vehicle requires a move action.

Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his or her own weapon. A gunner can make multiple attacks with one or more weapons controlled from his or her position.

## Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants. An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides.

## Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any maneuvers except a 45-degree turn.

Unlike characters, vehicles don't "die" when they reach -10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

**Exploding Vehicles:** If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of damage to everyone within the vehicle (Reflex save, DC 20, for half damage), and half that much to everyone and everything within 10 meters of the explosion (Reflex save, DC 15, for half damage).

## Repairing Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a -4 penalty on their Repair check. Without the garage, the character takes a -10.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 vitality points.

## EIGHT: PRANA-BINDU

"I know the Secret Things and the Ways of the Dark Mother."

--Lady Jessica, Bene Gesserit Sister and Bound-Concubine of Duke Leto Atrides

The **Bene Gesserit** are a key social, religious and political force in the universe of *Dune*. Described as a secretive sisterhood whose members train their bodies and minds through years of physical and mental conditioning to obtain powers and abilities that can easily be seen as magical to outsiders, due to their secretive nature and misunderstood abilities, outsiders often call them witches.

Trained at the Mother School on Wallach IX, and later headquartered at a hidden world known as Chapterhouse, the Bene Gesserit are loyal only to themselves. However, to obtain their goals and avoid outside interference, they often screen themselves with an illusion of being loyal to other groups or individuals.

### THE WEIRDING WAY

The Weirding Way is a program of physical training designed to give an Adept complete control over her physical form. The essence of the Bene Gesserit training philosophy was that if once can control oneself, or "know thyself," ultimately one can control the universe. The first axiom is "My mind controls my reality." The training itself is based on a series of progressive exercises, lasting approximately ten years, which give the student the power to control herself mentally, physically, and psychologically, and to control others. This control is used not to withdraw into an internal fantasy world but rather to observe and understand reality with detached objectivity. Thus, the prana-bindu training, begun if possible during the child's first year of life, assures the candidate that mastery of herself is mastery of illusion, both of her own and of other people's. Most of the information available concerning traditional Bene Gesserit training is taken from an analysis of the texts and manuals found in the Irulan materials at Dar-es-Balat. The modern Sisterhood will not release its contemporary material for research use, and has withdrawn the texts formerly available in the open collection of the Wallach IX library.

But even reading the Irulan material allows one to understand why the Sisterhood acquired a reputation as keen analysts, expert "seers," and fearsome fighters. The "weirding ways" seen by outsiders are actually the results of a long process of self-discipline which developed the ability to analyze and synthesize information not only in an environment of peace, but also under stress. Two precepts found in Reverend Motehr Darius Kate Clenhana's *Amor Fati: The Key to the Way* show this philosophy. The first shows the necessity for discipline: "To use raw power is to make yourself infinitely vulnerable to greater powers," and the second deals with practical application of the training: "The mind can go in either direction under stress—toward positive or toward negative: think of it as a spectrum whose extremes are unconsciousness at the negative end and hyperconsciousness at the positive end." Thus the goal of the training is ever to insure that the Sister will have her power under control whatever the situation. Clenhana also points out the fatal weakness inherent in this training: great control can lead to great confidence, to overconfidence, and finally, to an ultimate loss of objectivity—to vanity and pride. Therefore, candidates were continually evaluated and given tasks which forced them to work with people more skilled than themselves. *Fundamentals of the Way: A Bene Gesserit Mental Exercise Book* also includes exercises specifically designed to prevent vanity about the student's growing strength. For example, the third-year training section opens with this caution: "All proof inevitably leads to propositions which have no proof. All things are known because we want to believe in them."

### Early Training

A two-part training program was pursued simultaneously by a candidate: the training of the mind and the training of the body. Thus a small child would spend hours learning the many languages in use in her culture, and later spend more hours sitting rock-still, lowering

her body temperature or slowing her heartbeat, moving one muscle at a time as she catalogued the stimulus/response pattern of her body. The physical training program, the prana-bindu school, is perhaps the best way to illustrate the unification of these two primary branches of training.

The clearest analysis to date of the system is in Reverend Mother Maxius Claire Beeghler's *Prana and Bindu: Control for Power*. She identifies the basic premise of the training as that found in an ancient Terran religion in which the path to the truth was called *Sabda* and closely resembled what is known to the Bene Gesserit as the "Way." *Sabda* allowed an internal realization of truth which identified the knower with an immutable reality. The Bene Gesserit Way also identifies the knower with reality, but denies immutability. Thus the Bene Gesserit axiom: "The purpose of argument is to change the nature of truth." The same conditioning processes, however, are used to attain both *Sabda* and the Way. The key to both is achieving harmony and tranquility through establishing balance within the individual. This balance is achieved through *tapas* (austere regimens which control and organize the psychic and physical forces of the body, and concentrate one's powers) and *upsana* (the meditation which allows one to go deep within oneself to find the link between the internal forces, the point of balance between knowing the body and knowing the mind).

The mental self is trained through *nayana*—a discipline which controls reasoning. *Nayana* pairs linguistics and logic in order that the individual can distinguish between language and meaning. The student is constantly taught that a sentence means more than the meaning of the individual words, that it includes the physical activity which accompanies the act of speaking. The observer, therefore, must be able to "read" and "register" the gestalt of the speaker, must be able to understand the linguistic patterns of thought conveyed through the immediate language, and must be able to synthesize all these channels instantly in order to understand completely what actually is being "said." Thus, in the process of learning, the student must always control the internal sources—her own physical, mental, and emotion condition at the time of synthesis—and totally perceive the external sources—the environment of the speaker, the physical and psychic gestalt of the speaker, the cultural undertones of the language, and the actual overtones of the word sets being used. In general, this technique of data collection, synthesis, and understanding was only perfected after the Butlerian Jihad. The aim was to replace thought machines with people who were not only capable of instantaneous logic computations, as were the machines, but who were also able to assimilate sensory and emotional information. Through a rational/intuitive process, such people would come to conclusions that were human rather than mechanistic but objectively detached rather than egotistically biased.

Specifically, *prana* (nerve) and *bindu* (muscle) training prepared one for the state of concentration need to understand the reality of a situation. (This state of concentration is also essential to the Bene Gesserit observational skills and martial art techniques.) To gain the proper attitude for complete concentration, one must first remove oneself, mentally if not physically, from all distractions. To do this one uses relaxation techniques which eliminate the distraction from extraneous stimuli. At this point in her studies, the student also learns how to distinguish primary information from secondary or unessential information—"to see the facts and discard the ghafla." Once one has relaxed and has begun to observe proper information, one must learn to observe closely and clearly. In this state of observation one assimilates pertinent data from the present situation and recalls all pertinent data from memory.

If possible, the observer next assumes a positive physical posture of relaxation and concentration. When the analytical work is being done under private, leisurely conditions, the person relaxes in one of



thirty-three postures, each appropriate to a specific type of analytical work. In public situations, the observer assumes an immediate but unobtrusive ritualistic posture which calls the muscles and tissues into alertness. If under great stress or immobilized, one can alter this posture to accommodate the restraints. Next, one begins controlled breathing for concentration, relaxation, and an oxygen supply sufficient to support accelerated mental activity. Finally, as the last step before entering the concentration mode one withdraws sensory and emotional awareness from all internal areas of distraction. In most cases, the Sister performs a simple calmness ritual, but in times of great danger, she recites the litany against fear to subdue any instinctual, primal terror, particularly those stimulated by a race-memory fear:

*Fear is the mind killer. Fear is the little death that leads to total obliteration. I will face my fear. I will permit it to pass over me and through me. And when it has gone past me, I will turn to see fear's path. Where the fear has gone there will be nothing. Only I will remain.*

At this point, the observer can being the concentration mode.

The concentration mode involves three stages of observational analysis. First, one must not severely limit the attention to only the past and present data concerning the topic. Second, one must enter a state of total contemplation in which the attention flows in a steady stream over the topic—the observer completely enclosing the topic. Third, one must be conscious not of the techniques of observation, not of the presence of self, but of the topic—one must become the topic. At the moment of unity, the observer understands the topic as she understands herself. Thus, all knowledge depends on the observation of detail and on one's body being trained to support close observation, on objective classification and cataloguing, and on maximum retention of data. Only complete control of nerves and tissues, muscles, blood and chemistry, can detach one enough from the demands of the self to allow objective detachment during the observation, analysis, and synthesis process. The control of the body leads to the purification of the mind necessary to separate the real from the unreal.

Although the process of preparation, control, and analysis seems complicated and time consuming, after a woman has trained for ten years, first in the separate steps and then in the entire process, she can, if necessary, perform the entire function in less than a second. One of the controls learned is the ability to release oneself from the artificial confines of the human notion of "time." There is no "time" in the concentration mode—all activities can be managed simultaneously.

Once the basic processes have been mastered, second-level functional states can be invoked such as *Dao*, *Prajna*, and *Adab*. *Dao* is the dormancy trance, a type of bindu suspension in which an adept can slow her physiological activities to a level just on the edge of life-maintenance, a trance useful for survival under threatening conditions and also necessary to rejuvenate cells. The *Prajna* meditation trance is used for deep understanding and for the special state of "seeing" some Sisters are capable of performing (a state usually augmented with enhancement by chemicals such as *mélange*). *Adab*, on the other hand, is a retrieval process accessible to all skilled Bene Gesserits; this state of recall is also called the "demanding memory," a recollection of necessary stimulated externally or by the gestalt of a situation rather than being triggered consciously by the woman herself. *Adab* is different from the "consciousness impression/complete recall" method used regularly to store and process data. The normal mnemonic process allows complete reproduction of any conversation, even simulating the tone and pitch control of the original speaker (a practice always used by Sisters or novices who acted as messengers). But *Adab* not only stores material in the subconscious, it also uses the subconscious to integrate new information with stored data, thus producing completely accurate and logically assimilated memory, a memory so

strong that when stimulated it will overwhelm the woman's consciousness.

Prana-bindu training is also used by the adept in all the daily functions of her life. For example, the famous Bene Gesserit martial arts, the "weirding ways of battle," are based upon complete prana-bindu control. The hand-to-hand combat techniques retained from ancient Terran cultures depend upon supreme muscle control for their astonishing ferocity. Not only the unarmed combat maneuvers depend on this training but the extraordinary knife and whip skills also require this command of muscles and nerves. Prana-bindu control can heal wounds and retard aging. The Bene Gesserit knew their cellular structure so intimately that they could analyze and neutralize most poisons within their bodies. The great test of this ability occurred during a woman's initiation as a Reverend Mother in neutralizing the "Water of Life" within her system. Occasional women were found to have cellular allergies and incompatibilities with the chemical and were unable to neutralize it, but fortunately this occurred rarely.

The training program had a secondary objective: the ability to control others whether as individuals, masses, or cultures. The Bene Gesserit is taught to "read" and "register" a person in order to manipulate him by Voice. In "reading" one observes and identifies the clue tones which will control the other person. In "registering" one uses a brief mnemonic trance to retain the clue tones, making that person controllable in future situations. Finally, through the use of *rihani decipherment*, a Bene Gesserit can recognize a registered individual no matter what overt change in behavior or appearance he assumes. *Rihani decipherment* also allowed sisters to unerringly identify Face Dancers and gholas, even when they assumed the appearance of individuals unknown to the Sister herself. The decipherment pattern allowed her to discern the non-human characteristics.

Through Voice, a subtle manipulation of vocal tones, a Bene Gesserit could manipulate individuals or large groups by triggering clue tones. Certain voice patterns trigger primal human responses, and the registered person could be controlled in any situation. Women specially gifted with The Great Control could manage any number of people in any situation, and could even control other Bene Gesserits. Particular subtleties of Voice usage are the *Lie Adroit*—manipulation through concealed falsehood; the *Zensunni Codex*—a play of words that confuses or obscures the truth; and the implantation of auto-suggestive cue words (for example, the most common word thus implanted is "Uroshnor," a word itself empty of meaning, but which, when spoken, triggers a state of immobilization). These techniques, however, are taught only for specific professional work.

In order to learn how to control large groups of people and even cultures, during her final three years of education a candidate enters a series of courses teaching the characteristics of mob behavior (e.g., history, politics, anthropology, and mythology). Unless a woman is to be a political determiner when she graduates or is being groomed for political roles within the order, these courses are theoretical. For those who enter the Missionaria Protectiva, however, a special training program teaches the manipulation of cultural attitude through mythos-manipulation. Truthsayers, economists, and women preparing to be MBAs are all trained in practical group manipulation as well as in theory.

Of course, as a secondary part of the entire training program, candidates are also taught survival techniques. For example, a rudimentary course is "Hand and Finger Signals," while a more advanced course in the same discipline is "Tactile Encoding Methods." Though the techniques of setting and breaking palm locks is designated as an advanced course, there is evidence that each middle-school girl prided herself in mastering the technique. Such primary regimens as the waiting stance, the sense-cleansing regimen, and tranquility mode were taught to children in the kinder houses.

# NINE: Prestige CLASSES

*"When I set out to lead humanity along my Golden Path I promised a lesson their bones would remember. They say they seek security and quiet, conditions they call peace. Even as they speak, they create seeds of turmoil and violence."*

—Leto II, the God Emperor

Sooner or later, your character is going to want to specialize, sending his heroic career in a particular direction. In addition to multiclassing freely among the basic classes, eventually your character will qualify to take levels in a prestige class.

A prestige class represents a focus and a calling for the experienced character. It provides specialization and a range of power and ability to give a character that something extra to set him apart from the masses. Although each prestige class naturally builds from a certain basic class, every prestige class is available to all characters who fulfill the prerequisites of the class, regardless of what basic classes are mentioned below.

Prestige classes allow a Gamemaster to create specific, exclusive roles as classes especially tied to his or her campaign. These special roles as offer abilities otherwise not accessible to characters, as well as direction and purpose tied to a specific concept. A character with an prestige class will be more specialized, and perhaps more powerful, than a hero who gains levels in just the basic classes.

Still the best characters combine levels of basic and prestige classes to their ultimate advantage, selecting the class at each level that will give them the skills and talents they need to develop further.

Although each prestige class builds naturally from a certain basic class, every prestige class is available to all characters who fulfill the pre-requisites of the class, regardless of what basic classes they have previously gained levels in.

The Gamemaster may design and add prestige classes specifically suited to his or her campaign. Conversely, the GM can decide that certain prestige classes aren't available in the campaign. Check with your GM before selecting an prestige class.

## Creating a Prestige Class

Prestige classes are like basic classes, except that they have requirements that must be met before you can attain 1st level in the class. A character who qualifies can choose an prestige class as an additional class as he or she gains levels, using the multiclassing rules. Some combination of base attack bonus, feats, and skill ranks determines whether a character is eligible to gain a level in an prestige class. See **Chapter One: Characters** for details on multi-classing, skill ranks, and advancing in level.

According to the rules of level advancement, you must choose your new class first. Then you gain new abilities or features, such as an increased base attack bonus or more skill points to spend. If those new abilities or features make you eligible for an prestige class, you can take your first level in that class the next time you attain a new level. For example, if you obtain the number of ranks you need in a particular skill upon reaching 4th level, then you can select the prestige class that has that prerequisite at 5th level. Or, if you obtain the required base attack bonus upon reaching 3rd level, you can select the prestige class with that prerequisite when you're ready to rise to 4th level.

Additionally, the GM may set in-game requirements, such as professional fees, special training, or membership in a specific group.

Prestige classes are designed so that characters can select them as early as 4th level with a little planning, though some characters may not be able to qualify for an prestige class until later in their careers. Requirements vary, but there are some general rules. Most characters should have a chance of working toward qualifying. Class and level, for example, are rarely used as requirements. A prestige class based around being the "Emperor's personal guard," for example, wouldn't require a prospective character to be an armsman of a given level, even though that would be most appropriate. Instead, it might require a base attack bonus of +8. Thus, armsmen or duelists at 8th level could take up the prestige class, but other classes would qualify at 11th level. This requirement in effect, then encourages certain types (and

levels) of characters, but precludes none.

Sometimes, prestige classes can be created to be more discriminating. The Reverend Mother prestige class, for example, requires that the qualifying character be a female. This sort of restriction further develops the differences in gender and helps quantify the game world in very tangible ways.

Examples of good requirements include:

- Species
- Base attack bonus
- Number of ranks in a specific skill
- Specific feats, including specific weapon or armor proficiencies
- A minimum Reputation score
- Specific special abilities such as sneak attack, uncanny dodge, or the like.

Prestige classes should offer a number of special abilities, including at least some not available in any other way. Qualifying for a prestige class is difficult, and taking levels in the new class is a sacrifice, so the rewards should be substantial. When designing a prestige class, look to hero class special abilities and use them, modify them, and build upon them for guidelines. A prestige class should be at least as beneficial and powerful as a normal hero class, and—if the requirements are high—might even be more powerful. Always balance the power of a prestige class with its requirements. If the requirements dictate that a particular prestige class won't be available to heroes below 10th level, it can be better than one available to character at 5th.

## AMBASSADOR

Skilled diplomats and dignitaries armed with an understanding of politics and a heightened awareness of the importance of compromise, ambassadors can deftly mediate disputes among individuals, organizations, guilds, noble houses or even empires divided by opposing ideologies, philosophies, and politics. They bring keen perception and insight to the table, striving to advance their employer's (or their own) agendas without compromising their own integrity or betraying the trust placed in them as representatives of factions, noble houses and stellar empires.

As the authorized representative of her faction, noble house, guild, or empire, the Ambassador is entitled to privileges beyond the rights of ordinary people. These privileges apply only when the Ambassador's allegiance to a faction, noble house, guild, or empire is recognized. Select this prestige class if you want your character to excel at negotiations and have political connections and "clout."

### Requirements

To qualify to become an Ambassador, a character must fulfill the following criteria.

**Skills:** Diplomacy 6+ ranks, and Knowledge (civics) 6+ ranks.

**Feat:** Favor class feature, and one of the following feats: Ambassador, Bureaucratic Flair, or CHOAM Advsiior.

**Allegiance:** An Ambassador must pledge her primary allegiance to a faction, noble house, guild, or stellar empire and remain a dutiful servant of this body; if the Ambassador breaks this allegiance, she loses all the benefits of the Diplomatic Immunity and Open Arms class features (see Class Features, below).

### Class Information

The following information pertains to the Ambassador prestige class.

#### Vitality Die

The Ambassador gains 1d6 vitality points per level. The character's Constitution modifier applies.

## Action Points

Ambassadors gain action points equal to 6 + one-half character level, rounded down, every time they attain a new level in this class.

## Class Skills

The Ambassador's class skills are as follows.

Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, history, theology & philosophy) (Int), Profession (Wis), Read/Write Language, Research (Int), Sense Motive (Wis), and Speak Language.

**Skill Points at Each Level:** 5 + Int modifier.

## Class Features

The following features pertain to the Ambassador prestige class.

### Diplomatic Immunity

Starting at 1st level, if the Ambassador is arrested for a crime, she can make a Diplomacy check to invoke her diplomatic credentials and not suffer the usual legal penalty or punishment. The severity of the crime determines the DC of the Diplomacy check, and how authorities react if the Ambassador succeeds. See Table 1-3: Diplomatic Immunity for Diplomacy check DCs based on the severity of the crime.

If one of the Ambassador's consuls (see the select consul class feature, below) is arrested for a crime and unable to secure her own release, the Ambassador may intercede on the consul's behalf. One may aid the other's Diplomacy check (see Aiding Another on page 47).

An Ambassador who routinely invokes the privilege of the diplomatic immunity—either on her own behalf or to protect her selected consuls—is likely to be recalled or terminated by those she has sworn to represent (at the GM's discretion).

### Open Arms

Beginning at 2nd level, the Ambassador is skilled at initiating peaceful negotiations. She may add a competence bonus equal to one-half her Ambassador class level on all Diplomacy checks.

### Bonus Feats

At 3rd, 6th and 9th level, the Ambassador gets a bonus feat. The bonus feat must be selected from the following list and the Ambassador must meet all the prerequisites of the feat to select it.

Attentive, Dodge, Educated, Householder, Improved Initiative, Low Profile, Oathbound, Old Debts, Renown, Trustworthy.

### Information Access

Starting at 4th level, the Ambassador can make Gather Information checks without spending money, provided she is dealing with individuals or organizations that we helpful, friendly, indifferent, or unfriendly toward her or those she represents. Dealing with individuals or organizations that are hostile requires the Ambassador to spend the regular amount (as usual) when using the Gather Information skill.

### Stipend

Skilled diplomats are well paid for their loyalty and dedication, and they are accustomed to traveling in style. At 5th level, and again at 8th level, the Ambassador gains a one-time solari increase of 1d8 x 1,000.

### Restricted Access

At 7th level, the Ambassador gains clearance to access restricted files or classified information from any source that recognizes her faction, organization, nation, world, or stellar empire. She gains a +5 circumstance bonus on Research checks.

### Select Consuls

At 10th level, the Ambassador may appoint a number of individuals equal to her Reputation bonus as "consuls" or attachés." These appointed individuals gain all the benefits of the diplomatic immunity, information access, and restricted access class features (described above). The Ambassador may revoke these privileges at any time and appoint replacement consuls as she sees fit. It takes 1d4 hours for an Ambassador to invoke or revoke a consul's or attaché's privileges.

Table 8-1: The Ambassador

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Diplomatic Immunity	+1	+1
2nd	+1	+0	+0	+3	Open arms	+1	+1
3rd	+2	+1	+1	+3	Bonus feat	+2	+1
4th	+3	+1	+1	+4	Information access	+2	+2
5th	+3	+1	+1	+4	Stipend	+3	+2
6th	+4	+2	+2	+5	Bonus feat	+3	+2
7th	+5	+2	+2	+5	Restricted access	+4	+3
8th	+6	+2	+2	+6	Stipend	+4	+3
9th	+6	+3	+3	+6	Bonus feat	+5	+3
10th	+7	+3	+3	+7	Select consuls	+5	+4

## ASSASSIN

Masters of dealing quick, lethal blows, assassins also excel at infiltration and disguise. Assassins often function as spies, informants, killers-for-hire, or agents of vengeance—especially in formal Kanry disputes. Their training in anatomy, stealth, and poison allows them to carry out missions of death with shocking, terrifying precision.

Mentats, Bene Gesserit adepts and Knaves make for the classic skulking assassin in the shadows with a blade carrying certain death. Duelists and armsmen operate as warrior-assassins, with as much ability to kill in combat as from the shadows. As NPCs, assassins work in guilds or secret societies found hidden throughout the universe, or based in remote fortresses. Sometimes they serve more powerful evil characters singly or in a group. Occasionally an assassin works alone, but only the most capable are willing to operate without any sort of support or backup.

## Requirements

To qualify to become an Assassin, a character must fulfill the following criteria.

**Skills:** Move Silently 8+ ranks, Hide 8+ ranks, Disguise 4+ ranks.

**Special:** In addition to the skill ranks above, the assassin must kill someone for no other reason than to join the assassins.

## Class Information

The following information pertains to the Assassin prestige class.

### Vitality Die

The Assassin gains 1d6 vitality points per level. The character's Constitution modifier applies.

### Action Points

Assassins gain a number of action points equal to 6 + one-half character level, rounded down, every time they attain a new level in this class.

### Class Skills

The Assassin's class skills are as follows.

Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (chemical) (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Knowledge (current events, history) (Int), Move Silently (Dex), Read/Write Language, Search (Int), Sense Motive (Wis), Spot (Wis), and Speak Language.

**Skill Points at Each Level:** 7 + Int modifier.

## Class Features

The following features pertain to the Assassin prestige class.

### Proficiencies

An assassin's training focuses on weapons suitable for stealth and sneak attacks. Assassins are proficient with archaic weapons, light armor, and Holtzman energy shields. Note that armor check penalties for armor heavier than light apply to the skills Acrobatics, Climb, Escape Artist, Hide, Jump, and Move Silently, and that carrying heavy gear imposes a check penalty on Swim checks.

### Sneak Attack

If an assassin can catch an opponent when she is unable to defend

herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the assassin's target would be denied her Dexterity bonus to Defense (whether she actually has a Dexterity bonus or not), the assassin's attack deals +1d6 points of damage.

This extra damage increases by +1d6 points every other level. Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 10 meters away or less. With a sap or unarmed strike, the assassin can make a sneak attack that deals subdual damage instead of normal damage.

He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

The assassin must be able to see the target well enough to pick out a vital spot—and able to reach that vital spot. The assassin cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If an assassin gets a sneak attack bonus from another source (such as knave levels), the bonuses to damage stack.

### Death Attack

If the assassin studies his victim for at least 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy (GM's discretion).

If the victim of such an attack fails her Fortitude saving throw (DC 10 + the assassin's class level + assassin's Intelligence modifier) against the kill effect, she dies (immediately reduced to -10 wound points). If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin.

If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

### Poison

Assassins are trained in the use of poison and by 1st level, never risk accidentally poisoning themselves when applying poison to a blade.

### Saving Throw Bonus vs. Poison

Assassins train with poisons of all types and slowly grow more and more resistant to their effects. This is reflected by a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two levels the assassin gains (+1 at 2nd level, +2 at 4th level, +3 at 6th level, and so on).

### Uncanny Dodge

Starting at 2nd level, the assassin gains the extraordinary ability to react to danger before his senses would normally allow him to even be aware of it. At 2nd level and above, he retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (He still loses his Dexterity bonus to Defense if immobilized.)

At 5th level, the assassin can no longer be flanked, and can react to opponents on opposite sides of him as easily as he can to a single attacker. This denies the knave (or other assassins) the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a knave or assassin at least four levels higher than the assassin can flank him (and thus sneak attack him).

At 10th level, the assassin gains an intuitive sense that alerts him to

avoid danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps. If the assassin has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

## Table 8-2: The Assassin

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison	+2	+0
2nd	+1	+0	+3	+0	+1 save vs. poison, uncanny dodge (Dex)	+2	+0
3rd	+2	+1	+3	+1	Sneak attack +2d6	+3	+1
4th	+3	+1	+4	+1	+2 save vs. poison	+3	+1
5th	+3	+1	+4	+1	Sneak attack +3d6, uncanny dodge (flank)	+4	+1
6th	+4	+2	+5	+2	+3 save vs. poison	+4	+2
7th	+5	+2	+5	+2	Sneak attack +4d6	+5	+2
8th	+6	+2	+6	+2	+4 save vs. poison	+5	+2
9th	+6	+3	+6	+3	Sneak attack +5d6	+6	+3
10th	+7	+3	+7	+3	+5 save vs. poison, uncanny dodge (traps)	+6	+3

## BODYGUARD

A bodyguard makes security his specialty. He knows how to keep someone safe and how to provide personal protection to the utmost degree. The bodyguard can be more than a security specialist, however. He might be part private detective, part hired muscle. He might serve as a pilot or other personal aide, in addition to being ready at all times to offer protection to his charge. The bodyguard has the ability to avoid trouble, and when trouble can't be avoided, he can protect a client through a variety of other means.

Select this prestige class if you want your character to excel at security and safekeeping, both from a tactical perspective and through the use of whatever level of force is required. A staple in many Noble Houses throughout the Imperium, the bodyguard might be a householder in voluntary service to a lord, or simply a hired mercenary.

### Requirements

To qualify to become a Bodyguard, you must fulfill the following criteria.

**Base Attack Bonus:** +3.

**Skills:** Concentrate 6+ ranks, Intimidate 6+ ranks.

**Feat:** Martial Arts, Laser Weapons Proficiency.

### Class Information

The following information pertains to the Bodyguard prestige class.

#### Vitality Die

The Bodyguard gains 1d12 vitality points per level. The character's Constitution modifier applies.

#### Action Points

The Bodyguard gains a number of action points equal to 6 + one-half character level, rounded down, every time he attains a new level in this class.

#### Class Skills

The Bodyguard's class skills are as follows.

Concentration (Con), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Read/Write Language, Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

The following features pertain to the Bodyguard prestige class.

#### Starting Feats

The Bodyguard is proficient with all simple and martial weapons, as well as light and medium armor, and Holtzman shields.

## Harm's Way

Once per round, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Bodyguard can subject him or herself to the attack in the ally's stead. If the attack hits the Bodyguard, he or her takes damage normally. If it misses, it also misses the ally.

The Bodyguard must declare his or her intention to place him or herself in harm's way before the attack roll is made. The Bodyguard selects his or her ally either prior to combat or immediately after the Bodyguard makes his or her initiative check. The Bodyguard can't change his or her ally for the duration of the combat.

## Combat Sense

This ability allows a Bodyguard of 2nd level or higher to designate a single opponent during his or her action and receive a +1 competence bonus on attacks against that opponent. The Bodyguard can select a new opponent on any action.

At 8th level, the competence bonus increases to +2.

## Bonus Feat

At 3rd, 6th, and 9th level, the Bodyguard gets a bonus feat.

The bonus feat must be selected from the following list, and the Bodyguard must meet all the prerequisites of the feat to select it.

Advanced Laser Weapons Proficiency, Armor Proficiency (heavy), Attentive, Combat Expertise, Combat Martial Arts, Combat Reflexes, Dodge, Improved Dodge, Improved Feint, Precise Shot, Quick Draw, Quick Healer, Vehicle Expert.

## Sudden Action

Once per day, a Bodyguard of 4th level or higher can focus his or her effort to burst into sudden action when the situation calls for it. The Bodyguard can change his or her place in the initiative order, moving higher in the count by a number less than or equal to his or her class level, as the Bodyguard sees fit. The Bodyguard can declare the use of this ability at the start of any round, before anyone else takes an action.

## Improved Charge

A Bodyguard of 5th level or higher can make a charge without having to move in a straight line. All other charge rules apply, but the Bodyguard can alter his or her direction when making a charge to avoid obstacles.

## Defensive Strike

At 7th level, if an opponent makes a melee attack against the Bodyguard and misses while the Bodyguard is using the total defense option, the Bodyguard can attack that opponent on his or her next turn (as an attack action) with a +4 bonus on his or her attack roll. The Bodyguard gains no bonus against an opponent who doesn't attack the Bodyguard or against an opponent who makes a successful attack.

## Blanket Protection

At 10th level, a Bodyguard can use his expertise to provide protection for up to six allies (not including himself) within sight and voice range of his position.

The Bodyguard spends 1 action point and takes a full-round action to issue orders and directions. Doing this provides the Bodyguard's allies with a +1 insight bonus to Defense for 3 rounds.

## Table 8-3: The Bodyguard

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	Harm's way, starting feats	+2	+0
2nd	+1	+2	+3	+0	Combat sense +1	+2	+0
3rd	+2	+2	+3	+1	Bonus feat	+3	+1
4th	+3	+2	+4	+1	Sudden action	+3	+1
5th	+3	+3	+4	+1	Improved charge	+4	+1
6th	+4	+3	+5	+2	Bonus feat	+4	+2
7th	+5	+4	+5	+2	Defensive strike	+5	+2
8th	+6/+1	+4	+6	+2	Combat sense +2	+5	+2
9th	+6/+1	+4	+6	+3	Bonus feat	+6	+3
10th	+7/+2	+5	+7	+3	Blanket protection	+6	+3

## ENGINEER

Engineers are vital members of any industrialized society, responsible for building and maintaining weapons, vehicles, starships and more. Although many Engineers confine themselves to workshops, garages and shipyards, some are drawn to a life of adventure and prefer to work "in the field." Some of the best and brightest Engineers ply their trade aboard starships on distant colonized worlds and on the battlefield. Every organization and nation that depends on technology relies on their knowledge. Engineers use their knowledge of how things are put together to move effectively take things apart and are often called in to bypass security measures or whip up special weapons for field troops in dangerous situations.

Select this prestige class if you want your character to excel at building, modifying, repairing, and disabling electrical and mechanical equipment, including weapons.

## Requirements

To qualify to become an Engineer, you must fulfill the following criteria.

**Skills:** Craft (mechanical) 6+ ranks, Disable Device 6+ ranks, Knowledge (technology) 6+ ranks, Repair 6+ ranks.

## Class Information

The following information pertains to the Engineer prestige class.

### Vitality Die

The Engineer gains 1d6 vitality points per level. The character's Constitution modifier applies.

### Action Points

The Engineer gains action points equal to 6 + one-half character level, rounded down, every time he attains a new level in this class.

### Class Skills

The Engineer's class skills are as follows.

Craft (mechanical, structural) (Int), Disable Device (Int), Drive (Dex), Knowledge (physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Read/Write Language (none), Repair (Int), Search (Int), Speak Language (none).

**Skill Points at Each Level:** 7 + Int modifier.

## Class Features

The following class features pertain to the Engineer prestige class.

### Builder

At 1st level, the Engineer gains the bonus feat Builder.

### Improve Kit (+1)

An engineer can use his know-how to upgrade an electrical or mechanical tool kit at no additional cost.

**Electrical Tool Kit, Basic:** For the cost of a basic electrical tool kit, an Engineer can assemble a mastercraft (+1) version of the kit that grants a +1 equipment bonus on all Repair checks made to fix electrical devices.

**Electrical Tool Kit, Deluxe:** For the cost of a deluxe electrical tool kit, an Engineer can assemble a mastercraft (+1) version that grants a +3 equipment bonus (instead of the usual +2 equipment bonus) on all Repair checks made to fix electrical devices and a +1 equipment bonus on all Craft (electrical) checks.

**Mechanical Tool Kit, Basic:** For the cost of a basic mechanical tool kit, an Engineer can assemble a mastercraft (+1) version of the kit that grants a +1 equipment bonus on all Repair checks made to fix mechanical devices.

**Mechanical Tool Kit, Deluxe:** For the cost of a deluxe mechanical kit, an Engineer can assemble a mastercraft (+1) version that grants a +3 equipment bonus (instead of the usual +2 equipment bonus) on all Repair checks made to fix mechanical devices and a +1 equipment bonus on all Craft (mechanical) and Craft (structural) skill checks.

## Quick Craft

At 2nd level, an engineer learns how to craft ordinary scratch-built electronic, mechanical, and structural objects more quickly than normal.

When using the Craft (electronic), Craft (mechanical), or Craft (structural) skill to build an ordinary scratch-built item, the Engineer reduces the building time by one-quarter. For example, a complex electronic device that normally takes 24 hours to build takes the Engineer just 18 hours to build.

At 5th level, the Engineer reduces the building time of ordinary objects and mastercraft objects by half.

## Superior Repair

At 2nd level, an Engineer learns improved ways of repairing meks, vehicles, starships, weapons, and cybernetic attachments.

An engineer with a mechanical tool kit and an appropriate facility (a workshop, garage, or hangar) can repair damage to a mek, vehicle, weapon, starship, or cybernetic attachment. (Without a mechanical tool kit, the Engineer takes a -4 penalty on the Repair check.) With 1 hour of work, the engineer can restore a number of wound points based on his Repair check result, as shown in the table below. If damage remains, the Engineer may continue to make repairs for as many hours as needed to fully repair the damaged item.

Repair Check Result	Damage Repaired
Less than 20	None
20 - 29	2d6 + Engineer class level
30 - 39	3d6 + Engineer class level
40+	4d6 + Engineer class level

## Bonus Feats

At 3rd, 6th, and 9th level, the Engineer gets a bonus feat. The bonus feat must be selected from the following list, and the Engineer must meet all the prerequisites of the feat to select it.

Aircraft Operation, Cautious, Educated, Gearhead, Mastercrafter, Salvage, Surface Vehicle Operation, Vehicle Expert, Zero-G Training.

### Improve Kit (+2)

At 4th level, the Engineer can assemble exemplary mastercraft (+2) electrical and mechanical tool kits. This ability works the same as the 1st-level improve kit class feature, except that the equipment bonuses improve by an additional +1.

### Reconfigure Weapon

At 4th level, an Engineer can reconfigure a melee or ranged weapon, improving one aspect it. Reconfiguring a weapon requires 1 hour of work and a successful Repair check (DC 20); reconfiguring a mastercraft weapon is slightly harder (DC 20 + the weapon's mastercraft bonus feature). An Engineer may take 10 or take 20 on this check.

The reconfiguration imposes a -1 penalty on attack rolls made with the weapon but grants one of the following benefits indefinitely:

**Changed Rate of Fire:** The reconfiguration changes the weapon's rate of fire. A semiautomatic-only weapon switches to an automatic only weapon (or vice versa). This benefit applies only to ranged weapons with either semiautomatic or automatic fire settings.

**Greater Ammo Capacity:** The reconfigured weapon can hold 50% more ammunition than normal. This benefit applies only to weapons that take ammunition.

**Greater Concealment:** The reconfiguration grants a +2 bonus on Sleight of Hand checks made to conceal the reconfigured weapon.

**Greater Range Increment:** The reconfigured weapon's range increment increases by 4 meters. This benefit applies only to weapons with range increments.

**Signature User:** This weapon is reconfigured for a single individual's use only and is treated as a unique exotic weapon. Anyone else who uses the weapon takes a -4 nonproficiency penalty on attack rolls.

## Sabotage

At 4th level and beyond, the Engineer can sabotage an electrical or mechanical device so that it operates poorly. The Engineer must

succeed on a Disable Device check (DC 20) to accomplish the downgrade, and sabotaging a mastercraft object is slightly harder (DC 20 + the mastercraft object's bonus feature). Noticing the Engineer's handiwork without first testing the sabotaged device requires a successful Search check (DC = the Engineer's Disable Device check result). Fixing the sabotaged item requires a successful Repair check (see the Repair skill description in Chapter Three).

**Sabotage Device:** As a full-round action, the Engineer can reconfigure a device with electrical or mechanical components (such as a tool kit, cybernetic device, or a vehicle) so that anyone who uses it suffers a penalty equal to the Engineer's class level on skill checks made to use the device.

**Sabotage Weapon:** As a full-round action, the Engineer can sabotage a weapon so that it misfires or breaks the next time it is used. A sabotaged weapon cannot be used effectively until repaired.

This use of sabotage also applies to meks and vehicle weapons.

## Craft XP Reserve

Starting at 5th level, an Engineer with the Mastercrafter feat can build mastercraft electronic and mechanical devices without investing as much of himself in the process.

At 5th level and every level thereafter, an Engineer gains a special reserve of experience points equal to 100 x his Engineer class level. These extra experience points are separate from experience gained through level advancement and can only be used to make mastercraft items: they do not count toward level gain.

An Engineer must spend the extra experience points he gains at each level, for when the Engineer gains a level, he loses any unspent experience points in his reserve. For example, at 6th level, the Engineer gains 600 XP to spend on making mastercraft items; any unspent experience points in his reserve from the previous level are lost, and these XP do not carry over when he attains 7th level.

### Improve Kit (+3)

At 7th level, the Engineer can assemble superior mastercraft (+3) electrical and mechanical tool kits. This ability works as the 4th-level improve kit class feature, except the equipment bonuses improve by an additional +1.

## Quick Fix

At 7th level, the Engineer can repair a mechanical or electrical device in half the normal time; see the Repair skill description in Chapter Three for normal repair times. However, cutting the repair time increases the Repair check DC by 5.

## Weapon Upgrade

At 8th level, an Engineer can upgrade handheld or mek-installed weapons, as well as on-board weapon systems in vehicles or ships.

Handheld / Mek Weapon Upgrade	DC
Weapon also dazes target for 1 round	25
Weapon also knocks target prone	30
Weapon leaves target shaken for 1d4 rounds	35
Weapon also stuns target for 1d4 rounds	49

Vehicle / Starship Weapon Upgrade	DC
Weapon deals an extra two dice of damage	25
Weapon ignores 5 points of target's hardness/DR	30
Weapon's critical hit multiplier increases by 1	35
Weapon ignores 10 points of target's hardness/DR	49

The Engineer must spend 1 hour tinkering with the weapon, after which he must succeed at a Craft (mechanical) check. The DC varies depending on how the weapon is modified, as shown in the table above. If the skill check fails, the attempt to modify the weapon also fails, although the Engineer may try again. (The Engineer may take 20 on the skill check, but the upgrade takes 20 hours to complete.) an upgraded weapon has a 10% chance of breaking after each time it is used; it cannot be used again until repaired, and repairing it requires 1 hour and a successful Repair check (DC 40).

## Unflustered

A 10th-level, Engineer can perform complicated tasks without provoking attacks of opportunity from adjacent foes.

During any round in which the Engineer uses the Craft, Demolitions, Disable Device, or Repair skill, he can first make a Concentration check (DC 15) to use the desired skill without provoking attacks of opportunity. Making the Concentration check doesn't cost the Engineer an action. He may take 10 on the Concentration check, but not 20.

**Table 8-4: The Engineer**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Builder, improve kit	+2	+0
2nd	+1	+2	+2	+0	Quick craft, superior repair	+2	+0
3rd	+2	+2	+2	+1	Bonus feat	+3	+1
4th	+3	+2	+2	+1	Improve kit, reconfigure weapon, sabotage	+3	+1
5th	+3	+3	+3	+1	Craft XP reserve, quick craft	+3	+2
6th	+4	+3	+3	+2	Bonus feat, craft XP reserve	+4	+2
7th	+5	+4	+4	+2	Craft XP reserve, improve kit, quick fix	+4	+3
8th	+6	+4	+4	+2	Craft XP reserve, weapon upgrade	+5	+3
9th	+6	+4	+4	+3	Bonus feat, craft XP reserve	+5	+4
10th	+7	+5	+5	+3	Craft XP reserve, unflustered	+6	+4

## FEDAYKIN

From the burning wastes of The most dreaded warriors of their time, more feared than the Sardaukar of the Padishah Empire, the Fedaykin were considered by some to have been the equal of the Fish Speakers. To a man the Fedaykin were Fremen who served Paul Muad'Dib in his first battle against House Corrino and the Harkonnen forces—and then as his elite troops in the Second Jihad. With the possible exception of the Sardaukar, no other troops were more fanatical or more skilled in the art of killing. In every recorded battle between the Sardaukar and Fedaykin, the Fedaykin soundly defeated their foes.

### Requirements

To qualify to become a Fedaykin, a character must fulfill the following criteria.

**Base Attack Bonus:** +2.

**Skills:** Command 6 ranks, Ride (sandworm) 3 ranks, Survival 6 ranks.

**Feats:** Toughness, and one of Blooded, Disciplined or Survivor.

### Class Information

The following information pertains to the Fedaykin prestige class.

#### Vitality Die

The Fedaykin gains 1d10 hit points per level. The character's Constitution modifier applies.

#### Action Points

The Fedaykin gains a number of action points equal to 6 + one-half character level, rounded down, every time he attains a new level in this class.

#### Class Skills

The Fedaykin's class skills are as follows.

Climb (Str), Command (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (tactics) (Int), Move Silently (Dex), Ride (sandworm) (Dex), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

**Skill Points at Each Level:** 5 + Int modifier.

### Class Features

The following features pertain to the Fedaykin prestige class.

#### Traceless Step

At 1st level, Fedaykin have trained themselves to remove all traces of their presence. See the feat.

#### Greater Weapon Focus

At 2nd level, the Fedaykin are superior knife fighters. The Fedaykin gains the feat Greater Weapon Focus for free, and the character level prerequisite is waived if the character has not already reached 8th level.

#### Bonus Feats

At 3rd, 6th, and 9th level, the Fedaykin may select a bonus feat from the following list. He must still meet all the prerequisites of the feat to select it.

Alertness, Blind-Fight, Blooded, Cleave, Combat Reflexes, Combat Martial Arts [Improved Combat Martial Arts, Advanced Combat Martial Arts], Disciplined, Dodge, Duelist, Elusive Target, Great Fortitude, Run, Stealthy, Weapon Finesse, Power Attack.

#### Fighting Force

At 4th level, a Fremen has learned the art of leading men in battle. This ability grants the Fedaykin the power to attract followers (but not a cohort) as per the Leadership feat.

#### Call the Worm

At 5th level, a Fedaykin learns the art of calling Shai-Hulud. This ability grants a Fedaykin a +2 competence bonus on all checks to attract a sandworm, stacking with a Fremen's ability of the same name.

#### Heat Endurance

At 7th level, the Fedaykin gains Heat Endurance as the feat of the same name.

If the character already has the feat Heat Endurance, the Fedaykin gains Improved Heat Endurance.

#### Superior Conditioning

Beginning at 8th level, a Fedaykin learns how to shake off adverse conditions. When a Fedaykin is subjected to one of the following conditions, the duration of the condition's effect is halved: cowering, dazed, exhausted, fatigued, nauseated, panicked, paralyzed, shaken, and stunned. If the condition's duration is only 1 round, the Fedaykin is not affected.

#### Decisive Attack

At 10th level, when a Fedaykin spends an action point to modify the result of an attack roll, he may roll an additional 1d6 and take the best result, discarding the lower roll(s).

**Table 8-5: The Fedaykin**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	Traceless step	+2	+0
2nd	+2	+3	+0	+0	Greater weapon focus	+2	+0
3rd	+3	+3	+1	+1	Bonus feat	+3	+1
4th	+4	+4	+1	+1	Fighting force	+3	+1
5th	+5	+4	+2	+2	Call the worm	+3	+2
6th	+6	+5	+2	+2	Bonus feat	+4	+2
7th	+7	+5	+3	+3	Heat Endurance	+4	+3
8th	+8	+6	+3	+3	Superior Conditioning	+5	+3
9th	+9	+6	+4	+4	Bonus feat	+5	+4
10th	+10	+7	+4	+4	Decisive Attack	+6	+4

## FIELD OFFICER

The Field Officer coordinates armed forces in the field. A natural leader with the heart of a warrior, he knows how to direct allies and lead by example. His tactical knowledge gives him and his team an edge in any conflict, and he's not afraid to get his hands dirty (or bloody) in the process of completing a mission. A Field Officer might command a small counter-terrorist team, a group of well-trained soldiers assigned to "black ops" missions, or a team of undisciplined mercenaries who require strong leadership.

## Requirements

To qualify to become a Field Officer, a character must fulfill the following criteria.

**Base Attack Bonus:** +2.

**Skills:** Diplomacy 6+ ranks, Knowledge (tactics) 6+ ranks.

**Feat:** Laser Weapons Proficiency, Military Rank (officer).

## Class Information

The following information pertains to the Field Officer prestige class.

### Vitality Die

The Field Officer gains 1d8 vitality points per level. The character's Constitution modifier applies.

### Action Points

A Field Officer gains action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

### Class Skills

The Field Officer's class skills are as follows.

Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, history, tactics, theology & philosophy) (Int), Read/Write Language (none), Sense Motive (Wis), and Speak Language (none).

**Skill Points at Each Level:** 5 + Int modifier.

## Class Features

The following features pertain to the Field Officer prestige class.

### Leadership

By providing supervision and guidance, a Field Officer can improve an ally's chances of succeeding at a skill check. Instead of making a skill check to aid another, the Field Officer makes a Diplomacy check (DC 10). He cannot take 10 or take 20 on the check. Success grants a competence bonus on the ally's skill check equal to the Field Officer's Charisma bonus or Reputation bonus, whichever is greater. The ally must be within sight and hearing distance of the Field Officer and must be able to understand him.

A Field Officer cannot use this ability on himself.

### Uncanny Survival

Beginning at 2nd level, a Field Officer can add one-half his class level to his Defense for 1 round, once per day. (The bonus applies to the Field Officer's touch and flat-footed Defense, as well.) He must declare he is doing this at the beginning of his turn, and the Defense bonus lasts until his next round of actions.

### Bonus Feats

At 3rd, 6th, and 9th level, the Field Officer gets a bonus feat. The bonus feat must be selected from the following list, and the Field Officer must meet all the prerequisites of the feat to select it.

Advanced Laser Weapon Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Combat Expertise, Dodge, Improved Combat Expertise, Improved Dodge, Improved Initiative, Iron Will, Mobility, Precise Shot, Quick Draw, Renown, Shot on the Run.

### Tactical Expertise

Starting at 4th level, as a full-round action, a Field Officer can use his tactical knowledge to coordinate allies. Allies to be affected must be within sight and hearing distance and must be able to understand him.

The Field Officer makes a Knowledge (tactics) check with (DC 15 + the number of allies affected). He cannot take 10 or 20 on the check. If the check succeeds, all affected allies gain a competence bonus on attack rolls or a dodge bonus to Defense equal to the Field Officer's Reputation bonus. The Field Officer chooses which of the two benefits to impart and must impart the same benefit to all affected allies. The benefits last for 1 round. If the check fails, the Field Officer's allies gain no benefit, but the action is still spent.

A Field Officer cannot apply the benefits of this ability to himself.

### August Leadership

The Field Officer gains this ability at 5th level. It works like the leadership ability (see above), except the Field Officer adds his Charisma bonus and his Reputation bonus to the ally's skill check.

### Tactical Mastery

At 7th level, the Field Officer requires less time to direct his allies. This ability is similar to tactical expertise (see Tactical Expertise, above) but requires an attack action instead of a full-round action.

### Commanding Presence

At 8th level and beyond, a Field Officer can use an attack action and his commanding presence to enable an ally or weaken a single foe's resolve. Enabling an ally requires an attack action and a successful Diplomacy check (DC 20). If the check succeeds, the Field Officer can negate any one of the following harmful conditions affecting a single ally: cowering, dazed, fatigued, nauseated, panicked, shaken, or stunned. The ally to be affected must be within sight and hearing distance of the Field Officer and must be able to understand him.

The Field Officer cannot use this ability on himself. Weakening a foe's resolve requires an attack action and a successful Intimidate check (DC = target's level check). If the check succeeds, the target is shaken for a number of rounds equal to 1d6 + 1/2 the Field Officer's class level + the Field Officer's Cha modifier. The target must be within sight and hearing distance of the Field Officer and must be able to understand him. A target that resists the Field Officer's attempt to weaken its resolve is immune to the Field Officer's use of this ability for 24 hours.

### Action Trust

At 10th level, the Field Officer's mere presence inspires, safeguards, and motivates his allies.

As a free action, a Field Officer may spend one of his action points to modify an ally's attack roll, skill check, ability check, level check, or saving throw result by +2d6 (applying a bonus of +2 to +12).

The ally to be affected must be within sight and hearing distance of the Field Officer to gain the benefits of the Field Officer's spent action point. A Field Officer may use this ability once per round, and not on himself (he gains the normal benefits for spending an action point on himself).

Any character may transfer some or all of her action points to the Field Officer as a free action. The Field Officer must consent to the transfer, and these action points become the Field Officer's to spend as he sees fit.

## Table 8-6: Field Officer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+0	+2	Leadership	+1	+1
2nd	+2	+0	+0	+3	Uncanny survival	+1	+1
3rd	+3	+1	+1	+3	Bonus feat	+2	+1
4th	+4	+1	+1	+4	Tactical expertise	+2	+2
5th	+5	+1	+1	+4	August leadership	+3	+2
6th	+6	+2	+2	+5	Bonus feat	+3	+2
7th	+7	+2	+2	+6	Tactical mastery	+4	+3
8th	+8	+2	+2	+6	Command Presence	+4	+3
9th	+9	+3	+3	+7	Bonus feat	+5	+3
10th	+10	+3	+3	+7	Action trust	+5	+4

## HOUSE LORD

Some more successful nobles are often referred to as "Lords of the Expanse," because of the large domains they rule. The Major Houses, such as Atreides, Corrino, Harkonnen, Tseida and Wallach, each rule an entire system (or systems) and millions of sentient beings. These House Lords control the very lives of their subjects, granting prosperity through their benevolence or suffering through their malice, often as the whim strikes them.

## Requirements

To qualify to become a House Lord, a character must fulfill the following criteria:

**Skills:** Bluff 6+ ranks, Diplomacy 8+ ranks, Gather Information 6+



ranks.

**Feat:** Noble Title.

**Reputation:** +5.

**Special:** The character must be a member in good standing of a noble house in the Landsraad.

### Class Information

The following information pertains to the House Lord prestige class.

#### Vitality Die

A House Lord gains 1d6 vitality points per level. The character's Constitution modifier applies.

#### Action Points

A House Lord gains a number of action points equal to 6 + one-half her character level, rounded down, at each level in this class.

#### Class Skills

The House Lord's class skills are as follows.

Bluff (Cha), Craft\* (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge\* (Int), Perform\* (Cha), Read/Write Language (none), Sense Motive (Wis), and Speak Language (none).

**Skill Points at Each Level:** 6 + Int modifier.

### Class Features

The following are features of the House Lord prestige class.

#### Starting Feats

A House Lord gains the following feats if he does not already possess them: Holtzman Shield Proficiency, Laser Weapon Proficiency.

#### Moment of Weakness

A House Lord has trained himself to see the weaknesses of others and knows how to exploit them to his advantage. A House Lord may make one additional attack of opportunity per round.

#### Minions

Beginning at 2nd level, a House Lord can add his House Lord class level to any Reputation checks made to attract followers.

#### Resource Access

At 3rd level, a House Lord has access to a wide array of resources. Once per day, the House Lord can make a Charisma check to use those resources.

#### Commanding Presence

A House Lord has an unnerving aura of leadership that is easily perceived by others. Starting at 4th level, the Lord of the Expanse gains a +2 inherent bonus on all opposed checks.

#### Personal Transport

At 5th level, the House Lord gains a starship for his personal use. This ship is always a space transport and is most commonly a stock *Guardian*-class light cruiser (though the GM can assign the character any space transport, at her discretion).

#### Expanded Retinue

At 5th level, the House Lord gains a number of loyal servants equal to his Charisma bonus +1. Determine the servants' level by subtracting 5 from the House Lord's character level.

The GM determines the retinue's exact composition, but all are ordinaries as described on p. XX. Consult the player for ideas on the type of retinue he'd enjoy, and do your best to make the NPCs fun background characters.

#### Greater Investiture

At 7th level, the House Lord receives an extremely valuable grant from his political entity. Possible greater investitures include a large plot of land with an estate and small village, a rooftop mansion on Geidi Prime, or a luxurious large sky yacht. The prestige and revenues

associated with the greater investiture grant the House Lord a +3 Wealth bonus.

#### Bonus Class Skill

At 7th level, the House Lord receives an extremely valuable grant from his political entity.

#### Bonus Feat

At 7th level, the House Lord receives an extremely valuable grant from his political entity.

#### Demand Obedience

At 10th level, the House Lord commands such prestige that his orders carry significant weight within his own realm. To issue an "impossible to refuse" order to an ordinary, the Noble expends an action point, forcing a target to make a successful Will save (DC = 10 + the Noble's class level + the Noble's Charisma modifier) or obey instantly.

If following the order would result in the target's immediate death or injury, the target receives a +10 circumstance bonus to the saving throw. If following the order "merely" results in punishment or execution, however, the target receives no bonus.

Thus, a character ordered to "attack that charging zor!!" would likely receive a bonus, but a character ordered to "release those prisoners into my custody immediately!" would receive no bonus. This effect only works on ordinaries, and has no effect upon regular characters.

### Table 8-6: House Lord

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Starting feats, moment of weakness	+1	+1
2nd	+1	+1	+2	+3	Minions	+2	+2
3rd	+2	+1	+2	+3	Resource access	+2	+3
4th	+2	+2	+2	+4	Command presence	+2	+3
5th	+3	+2	+3	+4	Personal transport	+3	+4
6th	+3	+2	+4	+4	Expanded retinue	+2	+4
7th	+4	+2	+4	+4	Greater investiture	+2	+5
8th	+4	+2	+4	+4	Bonus class skill	+3	+5
9th	+5	+3	+4	+4	Bonus feat	+3	+6
10th	+5	+3	+5	+5	Demand obedience	+3	+6

## INFILTRATOR

The Infiltrator can break into places others wouldn't dream of, find what she's looking for and get back out again while eluding or evading anyone who would try to stop her. The Infiltrator is a master of stealth, breaking and entering, and second-story work. She has connections to the underworld, or at least knows her way around the seedier parts of a community.

An Infiltrator can be a thief or a spy, or she just may have all the skills necessary to accomplish missions for whatever agency pays her salary. Select this prestige class if you want your character to excel at rough activity and stealthy endeavors.

### Requirements

To qualify to become an Infiltrator, a character must fulfill the following criteria.

**Base Attack Bonus:** +2.

**Skills:** Hide 6+ ranks, Move Silently 6+ ranks.

### Class Information

The following information pertains to the Infiltrator prestige class.

#### Vitality Die

The Infiltrator gains 1d8 vitality points per level. The character's Constitution modifier applies.

#### Action Points

Infiltrators gain action points equal to 6 + one-half character level, rounded down, every time they attain a new level in this class.

#### Class Skills

The Infiltrator's class skills are as follows.

Acrobatics (Dex), Climb (Str), Disguise (Cha), Disable Device (Int),

Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (art, business, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Read/Write Language, Search (Int), Sleight of Hand (Dex), Speak Language.

**Skill Points at Each Level:** 7 + Int modifier.

## Class Features

The following features pertain to the Ambassador prestige class.

### Sweep

An Infiltrator knows how to size up an area and get the lay of the land in a single sweep of her eyes that often isn't perceptible to those around her. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 10 meters away from the Infiltrator (but not behind her). The Infiltrator can use this bonus at the start of an encounter to look for obvious enemies, alarms and surveillance devices, traps, escape routes, and any expensive objects that can easily be concealed and carried away if she so chooses.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

### Improvised Implements

The Infiltrator becomes an expert at using improvised weapons and tools. Sometimes, a mission calls for the Infiltrator to enter a situation without a weapon. In such cases, she can turn ordinary objects into lethal weapons. A chair, a vase, a heavy film-book, a broken bottle, an ash-tray—these and other ordinary objects can become weapons in the Infiltrator's hands.

At 2nd level, an Infiltrator no longer takes a –4 penalty when wielding an improvised weapon (see Chapter 7). Also, the Infiltrator is able to make do without proper equipment in certain circumstances: She no longer takes a –4 penalty when using the Climb and Disable Device skills without the proper tools.

### Bonus Feats

At 3rd, 6th, and 9th level, the Infiltrator gets a bonus feat.

This bonus feat must be selected from the following list, and the Infiltrator must meet all the prerequisites of the feat to select it.

Acrobatic, Alertness, Armor Proficiency (light), Athletic, Attentive, Cautious, Defense Martial Arts, Dodge, Elusive Target, Low Profile, Martial Arts, Meticulous, Mobility, Nimble, Renown, Run, Stealthy.

### Improved Evasion

If an Infiltrator of 4th level or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as getting caught in a grenade blast), the Infiltrator suffers no damage if she makes a successful saving throw and only half damage on a failed save. Improved evasion can only be used when wearing light armor (or no armor).

For an Infiltrator who does not have evasion, improved evasion counts as evasion for the purpose of meeting the prerequisites for that ability.

### Skill Mastery

At 5th level, an Infiltrator selects a number of skills from her class list equal to 3 + her Intelligence modifier. When making a check using one of these skills, the Infiltrator may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so accomplished in the use of these skills that she can reliably use them even under adverse conditions.

### Improvised Weapon Damage

At 7th level, an Infiltrator's attacks with improvised weapons deal more damage. She treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

### Improved Sweep

At 8th level, an Infiltrator's ability to get the lay of the land improves. Now she not only spots potential perils with a successful check, she

can determine the relative strength of these dangers. A successful check relates the danger's strength compared to the Infiltrator: stronger, on par (same level or CR), or weaker.

### Without a Trace

At 10th level, an Infiltrator becomes so good at what she does that she leaves almost no trace behind when she uses any of the following skills: Acrobatics, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand. Those using Investigate, Listen, Search, or Spot to detect the Infiltrator's activity take a –4 penalty.

## Table 8-7: The Infiltrator

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Sweep	+1	+1
2nd	+1	+0	+3	+0	Improvise implement	+2	+1
3rd	+1	+1	+3	+1	Bonus feat	+2	+1
4th	+2	+1	+4	+1	Improved evasion	+3	+2
5th	+2	+1	+4	+1	Skill mastery	+4	+2
6th	+3	+2	+5	+2	Bonus feat	+4	+2
7th	+3	+2	+5	+2	Improvised damage	+5	+3
8th	+4	+2	+6	+2	Improved sweep	+6	+3
9th	+4	+3	+6	+3	Bonus feat	+6	+3
10th	+5	+3	+7	+3	Without a trace	+7	+4

## MARTIAL ARTIST

The Martial Artist is a student of one or more martial arts disciplines. To the Martial Artist, these disciplines represent more than self-defense and combat expertise. The training contains a profound philosophy that teaches restraint and humility. The Martial Artist works to master her mind as well as her body, attuning both to work in harmony through the techniques she has learned. A Martial Artist might develop her combat skills and philosophy to aid her career as an agent or a law enforcer, or she might become an independent operative whose entire body is a weapon. No matter what career she chooses to pursue, she possesses confidence, commitment, and the means to get the job done.

### Requirements

To qualify to become a Martial Artist, a character must fulfill the following criteria.

**Base Attack Bonus:** +3.

**Skills:** Jump 3+ ranks.

**Feat:** Combat Martial Arts, Defensive Martial Arts.

### Class Information

The following information pertains to the Martial Artist prestige class.

#### Vitality Die

The Martial Artist gains 1d8 vitality points per level. The character's Constitution modifier applies.

#### Action Points

Martial Artists gain action points equal to 6 + one-half character level, rounded down, every time they attain a new level in this class.

#### Class Skills

The Martial Artist's class skills are as follows.

Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, theology & philosophy) (Int), Move Silently (Dex), Perform (dance) (Cha), Read/Write Language (none), Speak Language (none), Spot (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

The following features pertain to the Ambassador prestige class.

#### Living Weapon

The Martial Artist attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Martial Artist may even

make unarmed strikes when his or her hands are full, and there is no such thing as an off-hand attack for a Martial Artist striking unarmed.

The Martial Artist also deals more damage with unarmed strikes. At 1st level, the martial artist deals 1d6 points of damage with an unarmed strike. At 4th level, damage increases to 1d8. At 8th level, it increases to 1d10.

### Flying Kick

Starting at 2nd level, a Martial Artist can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, the martial artist adds his or her class level as a bonus to the damage he or she deals with an unarmed strike.

### Bonus Feat

At 3rd, 6th, and 9th level, the Martial Artist gets a bonus feat. The bonus feat must be selected from the following list, and the Martial Artist must meet all the prerequisites of the feat to select it.

Acrobatic, Advanced Combat Martial Arts, Archaic Weapons Proficiency, Combat Reflexes, Combat Throw, Elusive Target, Exotic Melee Weapon Proficiency, Improved Combat Throw, Unbalance Opponent.

### Iron Fist

At 5th level, a Martial Artist gains the ability to spend 1 action point to increase the damage he or she deals to a single opponent with a single unarmed strike. The martial artist declares the use of the action point after making a successful unarmed strike. The result of the action point roll is added to the damage roll for that attack.

At 10th level, this ability improves. The Martial Artist now adds the result of the action point roll to all successful attacks he or she makes in a round.

### Flurry of Blows

At 7th level, a Martial Artist gains the ability to strike with a flurry of blows at the expense of accuracy. The Martial Artist must be unarmored to use this talent, and he or she must make unarmed strikes to gain the benefit.

With a flurry of blows, the Martial Artist may make one extra attack in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. Using this ability is a full-round action.

## Table 8-8: The Martial Artist

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+2	+0	Living weapon	+1	+0
2nd	+2	+0	+3	+0	Flying kick	+2	+0
3rd	+3	+1	+3	+1	Bonus feat	+2	+0
4th	+4	+1	+4	+1	Living weapon	+3	+1
5th	+5	+1	+4	+1	Iron fist (one attack)	+4	+1
6th	+6	+2	+5	+2	Bonus feat	+4	+1
7th	+7	+2	+5	+2	Flurry of blows	+5	+1
8th	+8	+2	+6	+2	Living weapon	+6	+2
9th	+9	+3	+6	+3	Bonus feat	+6	+2
10th	+10	+3	+7	+3	Iron fist (all attacks)	+7	+2

## REVEREND MOTHER

Because the Bene Gesserit operated for centuries behind the blind of a semi-mystic school while carrying on their selective breeding program among humans, we tend to award them with more status than they appear to deserve. Analysis of their "trial of fact" on the Arrakis Affair betrays the school's profound ignorance of its own role.

### Requirements

To qualify to become a Reverend Mother, a character must fulfill the following criteria.

**Gender:** Female only.

**Skills:** Autohypnosis 8+ ranks, Concentration 8+ ranks, Sense Motive 8+ ranks.

**Feat:** Weirding Way, Prana Conditioning, Bindu Conditioning.

**Special:** In a special ceremony, the candidate must drink a small amount of "The Water of Life" (a deadly poison) and commute the poison to an inert state.

### Class Information

The following applies to the Reverend Mother prestige class.

#### Vitality Die

The Reverend Mother gains 1d8 vitality points per level. The character's Constitution modifier applies.

#### Action Points

The Reverend Mother gains action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

#### Class Skills

The Reverend Mother's class skills (and key ability for each skill) are as follows.

Acrobatics (Dex), Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (behavioral sciences, history, tactics) (Int), Listen (Wis), Move Silently (Dex), Read/Write Language (none), Read Lips (Wis), Speak Language (none), Spot (Wis), and Treat Injury (Wis).

**Skill Points at Each Level:** 6 + Int modifier.

### Class Features

The following features pertain to the Reverend Mother prestige class.

#### Other Memory

After undergoing the trial of the Agony, the Reverend Mother gains the ability to reach into the collective memory and gain insight into a needed skill—even one in which she has no ranks and cannot use untrained (but not a language). After a full round of concentration, the Reverend Mother gains a +2 bonus to a single skill check attempt made the next round. The Reverend Mother can use other memory once per day per two Reverend Mother levels (once per day at 1st through 3rd levels, twice per day at 4th and 5th levels, three times per day at 6th and 7th levels, and so on).

At 4th level, this bonus becomes +4. At 7th level, it is +6.

DC	Type of Knowledge/Other Modifiers
10	Common, known by at least a substantial minority of people.
20	Uncommon but available, known by a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.
+1	Based on knowledge possessed more than 100 years ago.
+5	Based on knowledge possessed more than 500 years ago.
+10	Based on knowledge possessed more than 1,000 years ago.
+15	Knowledge directly involves an Atreides or the actions of someone with Atreides blood.

Additionally, a Reverend Mother may make a special check with a bonus equal to her level + her Intelligence modifier to see whether she knows some relevant information about notable people, legendary items, or noteworthy places. This takes 10 minutes and can be attempted once per day per class level.

The Reverend Mother may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The GM determines the Difficulty Class of the check by referring to the table above.

#### Lesser Weirding Ability

At 2nd, 3rd & 5th level, a Reverend Mother can choose one of the following abilities. No ability may be selected more than once.

**Aware (Ex):** The Reverend Mother is intuitively aware of her surroundings. She adds her base Will saving throw bonus to Listen or Spot checks to avoid surprise.

**Bonus Feat (Ex):** The Reverend Mother gains an additional general feat of her choosing. However, she must still meet all prerequisites to select the feat.

**Defensive Focus (Ex):** The Reverend Mother trains, using her knowledge of battle and the expert mentors available, to defend

herself well. She gains a permanent +1 dodge bonus to Defense and +1 competence bonus to all saving throws.

**Evasion (Ex):** If the Reverend Mother is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as a getting caught in a grenade blast), the Reverend Mother suffers no damage if she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.

**Skill Focus (Ex):** Using the Bene Gesserit training to hone her attention, the Reverend Mother focuses on one particular skill and gains a permanent, inherent +4 bonus in that skill.

If the Reverend Mother took Skill Focus as a minor weirding ability, the extra bonus stacks, or she can choose a new skill.

**Sneak Attack (Ex):** Training in Bene Gesserit combat arts and attention to anatomy, the Reverend Mother is able to make devastating attacks. Any time the Reverend Mother's target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the Reverend Mother flanks the target, the Reverend Mother's attack deals +1d6 extra points of damage. Should the character score a critical hit with the sneak attack, do not multiply this extra damage.

The Reverend Mother can make sneak attacks with ranged weapons, but only up to a range of 10 meters.

If the Reverend Mother took sneak attack as a minor weirding ability, or gained the ability to make sneak attacks elsewhere (such as through Mentat or Knave levels), the extra damage stacks.

**Intuition (Ex):** The Reverend Mother has an innate ability to sense trouble in the air. The Reverend Mother can make a Will saving throw (DC 15). On a successful save, the hero gets a hunch that everything is all right, or she gets a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. This ability is usable a number of times per day equal to the character's Bene Gesserit level.

**Uncanny Dodge (Dexterity) (Ex):** The Reverend Mother retains her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (She still loses her Dexterity bonus to Defense if she's immobilized, however.)

### Greater Weirding Ability

At 6th, 8th, and 9th level, the Reverend Mother can choose one of the following abilities. No greater weirding ability may be selected more than once.

**Bonus Feat (Ex):** The Reverend Mother gains an additional general feat of her choosing. However, she must still meet all prerequisites to select the feat.

**Captivate (Ex):** The Reverend Mother has the ability to temporarily build a target (a GM target) through the use of words and bearing.

The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 10 meters of the hero, and must be able to see, hear, and understand the hero.

To captivate a target, the hero must use an attack action and make a Charisma check (DC 15), adding her Bene Gesserit Adept level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the captivation attempt by making a Will saving throw (DC 10 + Reverend Mother's class level + Reverend Mother's Charisma bonus). If the saving throw fails, the hero becomes the target's sole focus. The target pays no attention to anyone else for 1 round and remains flat-footed. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.

An Reverend Mother can concentrate to keep a target captivated for additional rounds. She concentrates all her effort on the task, and the target gets to make a new Will save each round. The effect ends when the hero stops concentrating, or when the target succeeds on the save. This is a Mind-Affecting ability.

**Cool Under Pressure (Ex):** The Reverend Mother selects a number of skills equal to 3 + her Wisdom modifier. When making a check with one of these skills, the Reverend Mother can take 10 even when distracted or under duress.

**Defensive Roll (Ex):** The Reverend Mother can roll with potentially fatal attacks to take less damage from them. When the Reverend Mother would be reduced to 0 vitality points or less by damage in combat (from a ranged or melee attack), she can attempt to roll with the damage.

An Reverend Mother spends 1 action point to use this talent. Once the point is spent, she makes a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage. The Reverend Mother must be able to react to the attack to execute her defensive roll—if she is immobilized, she can't use this ability.

Since this ability would not normally allow a character to make a Reflex save for half damage, the minor weirding ability evasion doesn't apply to the defensive roll.

**Exploit Weakness (Ex):** After 1 round of combat, the Reverend Mother can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The Reverend Mother uses a move action and makes an Intelligence check (DC 15) with a bonus equal to one-half her Reverend Mother levels (rounded down). If the check succeeds, for the rest of the combat she uses her Intelligence bonus instead of either her Strength or Dexterity bonus on attack rolls as she finds ways to outthink her opponent and notices weaknesses in her opponent's fighting style.

**Robust (Ex):** The Reverend Mother becomes especially robust, gaining a number of vitality points equal to her Reverend Mother level as soon as she selects this ability. Thereafter, the Reverend Mother gains +1 vitality point with each level of Adept she gains.

**Skill Focus (Ex):** Using the Bene Gesserit training to hone her attention, the Reverend Mother focuses on one particular skill and gains a permanent, inherent +4 bonus in that skill.

If the Adept took Skill Focus as a minor or lesser weirding ability, the extra bonus stacks, or the Adept can choose a new skill.

**Sneak Attack (Ex):** Combining training in Bene Gesserit combat arts and attention to anatomy, the Reverend Mother is able to make devastating attacks. Any time the Reverend Mother's target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the Reverend Mother flanks the target, the Reverend Mother's attack deals +1d6 extra points of damage. Should the character score a critical hit with the sneak attack, do not multiply this extra damage.

The Reverend Mother can make sneak attacks with ranged weapons, but only up to a range of 10 meters.

If the Reverend Mother took sneak attack as a minor or lesser weirding ability, or gained the ability to make sneak attacks elsewhere (such as through Mentat or Knave levels), the extra damage stacks.

### Feat Memory

At 10th level and beyond, a Reverend Mother can reach into the collective memory and produce an ability normally gained as a general feat. The Reverend Mother must meet prerequisites of the feat. After a full round of concentration, the Reverend Mother can use the feat ability as though she possessed it for 1 round per class level. The Reverend Mother can use this ability once per day.

**Table 8-9: The Reverend Mother**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputn Bonus
1st	+0	+0	+0	+2	Other memory (+2)	+2	+1
2nd	+1	+0	+0	+3	Lesser weirding ability	+2	+1
3rd	+2	+1	+1	+3	Lesser weirding ability	+3	+1
4th	+3	+1	+1	+4	Other memory (+4)	+3	+2
5th	+3	+1	+1	+4	Lesser weirding ability	+3	+2
6th	+4	+2	+2	+5	Greater weirding ability	+4	+2
7th	+5	+2	+2	+5	Other memory (+6)	+4	+2
8th	+6/+1	+2	+2	+6	Greater weirding ability	+4	+3
9th	+6/+1	+3	+3	+6	Greater weirding ability	+5	+3
10th	+7/+2	+3	+3	+7	Feat memory	+5	+3

# SARDAUKAR

Truly one of the most terrifying military forces ever created, the Sardaukar warriors are the Emperor's elite troopers, sent in when victory must be assured. The Sardaukar are soldier-fanatics trained on Salusa Secundus, where the grim ecological and social conditions forge the military prowess of the Sardaukar, master swordsmen and deadly unarmed combatants, comparable respectively to Ginaz tenth-level fencers and high-level Bene Gesserit adepts. The ruthless natural selection of Salusa Secundus bred the Sardaukar who came to dominate first their planet and later the known worlds of the Imperium.

With a training program reminiscent of the ancient Spartan warriors, the Sardau children reached adulthood as full warriors, blooded by countless survival tests and mortal combat. The Landsraad itself generally welcomed the Sardaukar because the Imperial troops allowed the Great Houses to expand without disturbance from their rivals. Warfare among Landsraad members was strictly regulated by the Convention, and the Convention was strictly enforced by the Sardaukar.

The campaigns of Imperial Expansion tested the soldier-fanatics against a variety of adversaries, terrains, weapons, and tactics. As Sardaukar conquests added victory after victory to the list, the myth of invincibility was created. Concurrently, the duration and scope of Padishah predominance caused the Imperium to be widely perceived as the natural order. Pharaonic rulers would naturally be supported by military supermen. As a result, the indomitability of Sardaukar arms impressed itself on the Imperium until even dissidents shared and sustained the Sardaukar's belief in themselves. Fact reinforced myth, and vice versa.

## Requirements

To qualify to become a Sardaukar, a character must fulfill the following criteria.

**Skills:** Intimidate 6+ ranks, Survival 6+ ranks.

**Feats:** One of the following feats: Toughness, Blooded, Disciplined, or Survivor.

## Class Information

The following information pertains to the Sardaukar prestige class.

### Vitality Die

The Sardaukar gains 1d12 vitality points per level. The character's Constitution modifier applies.

### Action Points

Sardaukar gain a number of action points equal to 6 + one-half character level, rounded down, every time he attains a new level in this class.

### Class Skills

The Sardaukar's class skills are as follows.

Acrobatics (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Listen (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), and Treat Injury (Wis).

**Skill Points at Each Level:** 3 + Int modifier.

## Class Features

The following features pertain to the Sardaukar prestige class.

### Starting Feats

Sardaukar are efficiently-trained fighters, and are proficient with all armor, shields, laser weapons, simple weapons and martial weapons.

### Fearless

The Sardaukar is immune to fear effects and any Intimidate checks against them automatically fail.

### Stability

Trained to stand their ground, the Sardaukar is incredibly sure-footed. He gains a +4 stability bonus on all rolls made to resist being tripped,

overrun, knocked prone, or pushed back by a bull rush attack.

### Unhindered

The Sardaukar treats any suit of armor won as though its armor penalty is 2 better.

### Ability Surge

At 2nd level, the Sardaukar can temporarily increase her Strength, but at a penalty to Defense. At 5th and 8th level, she can use this ability more frequently.

The Sardaukar gains a +8 morale bonus to Strength, but takes a -2 penalty to Defense. Activating ability surge is a free action, and the surge lasts for a number of rounds equal to the Sardaukar's class level. Following the ability surge, the Sardaukar is fatigued for as many rounds as he surged, but may negate this penalty as a free action by spending an action point.

The Sardaukar may use this ability surge once per day at 2nd level, twice per day at 5th level, and three times per day at 8th level.

### Unrelenting Charge

Starting at 2nd level, the Sardaukar does not need to move before making an overrun attempt against an opponent. He also gains a +2 bonus on any trip attack made against an opponent who blocks her overrun attempt.

### Bonus Feats

At 3rd, 6th, and 9th level, the Sardaukar gets a bonus feat. The bonus feat must be selected from the following list, and the Sardaukar must meet all the prerequisites of the feat to select it.

Advanced Combat Martial Arts, Blooded, Cleave, Combat Martial Arts, Endurance, Frightful Presence, Great Cleave, Improved Combat Martial Arts, Improved Two-Weapon Fighting, Power Attack, Suicidal Charge, Sunder, Toughness, Two-Weapon Fighting, Weapon Focus.

### Survivor

Starting at 4th level, whenever the Sardaukar spends an action point to modify the result of a saving throw, he may roll an additional d6 and take the best result, discarding the lower roll(s).

### Superior Conditioning

Beginning at 5th level, the Sardaukar learns how to shake off adverse conditions. When a Sardaukar is subjected to one of the following conditions, the duration of the condition's effect is halved: cowering, dazed, exhausted, fatigued, nauseated, panicked, paralyzed, shaken and stunned. If the condition's duration is only 1 round, the Sardaukar is unaffected.

### Heavy Artillery

Beginning at 7th level, a Sardaukar treats all weapons as one size category smaller for purposes of determining whether or not he can wield them in one hand and if they are considered light weapons.

### Decisive Attack

At 10th level, when a Sardaukar spends an action point to modify the result of an attack roll, he may roll an additional 1d6 and take the best result, discarding the lower roll(s).

## Table 8-10: The Sardaukar

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+1	+0	Fearless, stability, unhindered	+0	+1
2nd	+2	+3	+2	+0	Ability surge (1/day), unrelenting charge	+1	+1
3rd	+3	+3	+2	+1	Bonus feat	+1	+1
4th	+4	+4	+2	+1	Survivor	+1	+2
5th	+5	+4	+3	+2	Ability surge (2/day), superior conditioning	+2	+2
6th	+6/+1	+5	+3	+2	Bonus feat	+2	+2
7th	+7/+2	+5	+4	+3	Heavy artillery	+2	+3
8th	+8/+3	+6	+4	+3	Ability surge (3/day)	+3	+3
9th	+9/+4	+6	+4	+4	Bonus feat	+3	+3
10th	+10/+5	+7	+5	+4	Decisive attack	+3	+4

## SUK DOCTOR

From the burning wastes of Trained at the Imperial Suk School with the highest level of conditioning, programmed with the sacred oath to "Do no harm," the Suk Doctor has the literal Imperial stamp of approval. A Suk's Pyretic Conscience or "conscience of fire" forbids him to bring deliberate harm, or by omission of action, allow to be harmed, another human being.

### Requirements

To qualify to become a Suk Doctor, a character must fulfill the following criteria.

**Skill:** Concentration 6+ ranks, Spot 6+ ranks, Treat Injury 6+ ranks.

**Feat:** Surgery, Pyretic Conscience, Imperial Conditioning.

### Class Information

The following information pertains to the Suk prestige class.

#### Vitality Die

The Suk gains 1d6 vitality points per level. The character's Constitution modifier applies.

#### Action Points

The Suk gains a number of action points equal to 6 + one-half character level, rounded down, every time he attains a new level in this class.

#### Class Skills

The Suk Doctor's class skills are as follows.

Concentrate (Con), Craft (chemical, pharmaceutical) (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (behavioral sciences, current events, earth & life sciences, technology) (Int), Listen (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

**Skill Points at Each Level:** 8 + Int modifier.

### Class Features

The following features pertain to the Suk prestige class.

#### Medical Specialist

The Suk receives a competence bonus on Treat Injury checks. At 1st level, the bonus is +1. It increases to +2 at 5th level, and to +3 at 8th level.

#### Expert Healer

At 2nd level, a Suk's ability to restore vitality and wound points with a medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal recovery rate, the Suk restores 1 vitality point for every level he has in this prestige class.

#### Bonus Feat

At 3rd, 6th, and 9th level, the Suk gets a bonus feat. The bonus feat must be selected from the following list, and the Soldier must meet all the prerequisites of the feat to select it.

Armor Proficiency (light), Cautious, Cybernetic Surgery, Defensive Martial Arts, Dodge, Educated, Imperial Conditioning, Improved Initiative, Iron Will, Medical Expert, Personal Firearms Proficiency, Surface Vehicle Operation, Surgery, Vehicle Expert.

#### Antidote

At 3rd level, the Suk becomes unusually well versed in the ways of poisons and their treatments. If he has access to his medical kit, the Suk may spend an action point to attempt to negate a poison's effects before the victim has made their secondary save (for example, if the poisoning occurred less than a minute ago). To do so, the Suk makes a Treat Injury check with a DC equal to the DC of the poison's initial save. If the check is successful, the poison's victim automatically succeeds her secondary save. If the Suk succeeds by more than 5, half of the damage already done is negated (round down).

#### Medical Mastery

When making a Treat Injury skill check, a Suk of 4th level or higher may take 10 even if stress and distractions would normally prevent him or her from doing so. He becomes so accomplished in the use of this skill that he can use it reliably even under adverse conditions.

#### Improve Poison

In addition to curing poisons, a Suk of 6th level or higher can amplify their effects. Doing so requires an hour of work on a poison dose and the Suk's use of a lab or medical kit. On a successful Craft (poison) skill check (with a DC equal to the poison's original save DC), the Suk can increase the poison's save DC by 3 or add 1 to the damage dealt by the poison's primary and secondary effects. Improving a poison's damage and save DC requires two hours of experimentation and two successful Craft (poison) checks against the poison's original save.

Failing the Craft check by more than 5 or rolling a "natural 1" indicates harmful exposure to the poison. The Suk suffers the poison's effects without the benefit of a primary saving throw, he does, however, receive a secondary save).

#### Minor Medical Miracle

At 7th level or higher, a Suk can save a character reduced to -10 hit points or lower. If the Suk is able to administer aid within 3 rounds of the character's death, he or she can make a Treat Injury check. The DC for this check is 30, and the Suk can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points.

If the Suk fails the skill check or the patient fails the save, the dead character can't be saved.

#### Medical Miracle

At 10th level, a Suk can revive a character reduced to -10 hit points or lower. If the Suk is able to administer aid within 3 minutes of the character's death, he or she can make a Treat Injury check. The DC for this check is 40, and the Suk can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 20) to stabilize and be restored to 1d6 hit points.

If the Suk fails the skill check or the patient fails the Fortitude save, the dead character can't be restored.

Table 8-11: The Suk Doctor

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Medical specialist +1	+1	+0
2nd	+1	+2	+2	+0	Expert healer	+1	+0
3rd	+2	+2	+2	+1	Bonus feat, antidote	+2	+0
4th	+3	+2	+2	+1	Medical mastery	+2	+0
5th	+3	+3	+3	+1	Medical specialist +2	+3	+1
6th	+4	+3	+3	+2	Bonus feat, improve poison	+3	+1
7th	+5	+4	+4	+2	Minor medical miracle +4	+4	+1
8th	+6	+4	+4	+2	Medical specialist +3	+4	+1
9th	+6	+4	+4	+3	Bonus feat	+5	+2
10th	+7	+5	+5	+3	Medical miracle	+5	+2

## SWORDMASTER

The Swordmaster of Ginaz is a battle-trained specialist who has honed his reflexes and studied the art of war. Often employed by Royal Houses of the Landsraad as bodyguards, and weapons instructors, Swordmasters are highly trained and well respected throughout the civilized universe.

Swordmasters are familiar with all standard weapons and armors. In addition to general fighting prowess, each Swordmaster develops particular specialties of their own. A given Swordmaster may be especially capable with certain exotic weapons, another trained to execute specific fancy maneuvers. As Swordmasters gain experience, they get more opportunities to develop their fighting skills. Thanks to their focus on combat maneuvers, they can master even the most difficult weapons with ease.

### Requirements

To qualify to become a Swordmaster, a character must fulfill the following criteria.

**Base Attack Bonus:** +4.

**Skill:** Acrobatics 6+ ranks, Sleight of Hand 6+ ranks.

**Feat:** Tactics.

## Class Information

The following information pertains to the Swordmaster prestige class.

### Vitality Die

The Swordmaster gains 1d10 vitality points per level. The character's Constitution modifier applies.

### Action Points

The Swordmaster gains a number of action points equal to 6 + one-half character level, rounded down, every time he attains a new level in this class.

### Class Skills

The Swordmaster's class skills (and key ability for each skill) are as follows.

Acrobatics (Dex), Bluff (Cha), Climb (Str), Demolitions (Int), Intimidate (Cha), Jump (Str), Knowledge (history, tactics) (Int), Read/Write Language, Sense Motive (Wis), Speak Language, and Treat Injury (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

The following features pertain to the Swordmaster prestige class.

### Starting Feats

At 1st level, in addition to the two feats all human characters get, a Swordmaster is proficient with one Exotic Melee Weapon (player's choice), and gains proficiency with all simple & martial weapons and all armor & shields.

### Weapon Focus

At 2nd level, a Swordmaster gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Swordmaster must choose a specific melee weapon.

The Swordmaster adds +1 to all attack rolls you make using the selected melee weapon.

### Bonus Feat

At 3rd, 4th, 6th, 8th and 10th level, the Swordmaster gets a bonus feat chosen from the following list. The Swordmaster must meet all the prerequisites of the feat to select it.

Agile Riposte, Blooded, Cleave, Combat Reflexes, Duelist, Dodge, Exotic Melee Weapon Proficiency, Great Cleave, Improved Critical, Improved Initiative, Improved Two-Weapon Fighting, Parry, Power Attack, Riposte, Two-Weapon Fighting, Weapon Finesse, Weapon Specialization.

### Defensive Position

At 2nd level, a Swordmaster gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Swordmaster must choose a specific melee weapon.

### Lightning Strike

At 2nd level, a Swordmaster gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Swordmaster must choose a specific melee weapon.

### Precise Attack

At 2nd level, a Swordmaster gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Swordmaster must choose a specific melee weapon.

### Bullseye

At 10th level, a Swordmaster gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Swordmaster must choose a specific melee weapon.

Table 8-12: The Swordmaster

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+0	Starting feats	+2	+0
2nd	+2	+1	+1	+1	Weapon focus	+2	+1
3rd	+3	+2	+2	+1	Bonus feat	+3	+1
4th	+4	+2	+2	+1	Defensive position	+3	+1
5th	+5	+3	+3	+2	Lightning strike	+4	+2
6th	+6	+3	+3	+2	Bonus feat	+4	+2
7th	+7	+4	+4	+2	Sharp-shooting	+5	+2
8th	+8	+4	+4	+3	Grtr weapon focus	+5	+3
9th	+9	+5	+5	+3	Bonus feat	+6	+3
10th	+10	+5	+5	+3	Bullseye	+6	+3

# TEN: GAMEMASTERING

*"The mind imposes an arbitrary framework called 'reality,' which is quite independent of what the senses report."*

—Cogitors, Fundamental Postulate

Gamemastering involves writing, planning, acting, improvisation, refereeing, and facilitating. When you're the Gamemaster, you're the guiding force of the game. If the game is fun, it will be to your credit. If it isn't, you'll need to make adjustments accordingly.

## Who Is This Section For?

This book is designed for experienced roleplayers. The intended audience is familiar with the 3rd Edition or 3.5 Revised Edition (or *d20 Modern*) core rules, although that knowledge isn't crucial.

**You do not need to be familiar with or even own any other roleplaying books to use this book.** *DUNE: A Dream of Rain* has everything that you'll need, and a lot more besides. You do not need any other player's handbooks. However, you may find that other core rules reference books, like the *MM* and the *DMG*, enhance your game.

The *DMG* (and *d20 Modern*) offers a number of useful tips for GMs running *DUNE* games. NPC classes including the warrior, commoner, expert, and aristocrat (but not the adept) add depth to a campaign. Rules for awarding experience points and treasure are also useful. The book details many special items you may want for your campaign, in addition to many special rules, if you wish. Plus, it offers a wealth of guidelines for creating and running a campaign.

The *MM* presents far more creatures than this book can (and in Chapter Ten you'll find a list of creatures from the *MM* and other books that fit well into the Lion Throne setting). Even GMs who don't feel the need to use *MM* creatures in their adventures will find them useful for summoning spells. The *MM* also includes statistics for animals, which are necessary for character classes with animal companions.

## Giving Power Back to GMs

The core rules of the *Player's Handbook* were written to be as simple as possible, with very little need (or room) for GM adjudication. *DUNE: A Dream of Rain* is intended for game masters, or GMs, with a little experience, who are fully capable of making judgment calls and sensible rulings. This isn't to say that a careful eye didn't watch over the balance and playability of these rules. But that same careful eye also made sure not to over-define concepts or regulate them too heavily. GMs have room here to make the game their own.

## This is NOT a Primer

This section assumes at least a glancing familiarity with the fundamentals concepts of roleplaying. Space is limited, so I'm not going to repeat the basic lessons on GMing found in various core rules sets. You've played enough games to know a PC from an NPC. You know what an adventure is, and can tell a dungeon crawl from a mystery (even in space). Over time, you've learned to spot the quirks of style that differentiate the various players in your group.

Although you may find it useful in making the leap from player to GM, this book is primarily intended to sharpen your skills after you've been running games for a while.

If the advice here seems a bit daunting, just go off and play for a bit and develop your own way of doing things. After doing that, come back and see if all this jibber-jabber makes more sense. Don't ever feel like a bad or inadequate GM because you don't follow the advice given in this, or any other book. If you're having fun, you're doing it right.

## Setting the Stage

It's worth stating again: Once the game starts, it's all up to you. The players are likely to take their cues from you on how to act and react. If you handle the game seriously, they're more likely to take it seriously. If you come across with a more relaxed, light-hearted tone, they will crack a few jokes and make side comments of their own. You make the game the way you want it to be.

## Generating Communities

Quite frequently, the heroes in a *DUNE* campaign visit a city, village, or a teeming metropolis brimming with life from a thousand different worlds. The GM often needs to know several important facts about these communities to make them come alive for the players. The following system allows the GM to generate communities quickly, from tiny clusters of dwellings to vast cities spanning hundreds of square kilometers.

### Law & the Heroes

It also reflects that the heroes aren't too powerful for the threats they face, yet neither are they hopelessly overmatched.

### Laying the Foundation

The first step in the process is to decide the general size of the community. The GM can either choose a community size that fits his need or roll percentile die (d%) to determine randomly. Note that the community types listed here (thorp, small town, metropolis, and so forth) are merely for guidance. The GM might choose to call a given community a base, commune, collective, crèche, hub, or any other name that fits. The community might even be in a nonstandard location, such as an orbital space station, a sub-aquatic dome, or a suspensor-lift supported platform several kilometers above a planet's surface. Table 9-X: Random Community Generator provides the various sizes of communities, expressed in terms of their adult population. The number of non-adults will range from 10%-30% of this.

### Community Wealth & Population

Every community has a wealth limit based on its size and population. This wealth limit (see **Table: 10-1: Community Generator**) indicates the price of the most expensive item generally available in that community. Nothing that costs more than a community's wealth limit is available for purchase there. Anything having a price under that limit is most likely available, within reason. While exceptions are certainly possible, these exceptions are temporary; all communities will conform to the norm over time.

To determine the amount of ready cash in a community, or the total value of any given item of equipment for sale at any given time, multiply half the wealth limit by one-tenth of the community's population.

**Table 10-1: Community Generator**

Roll d%	Community Size	Adult Population	Wealth Limit
01-05	Thorp	20 – 500	\$500
06-15	Hamlet	1,000	\$1,000
16-30	Village	5,000	5,000
31-50	Small town	20,000	20,000
51-70	Large town	50,000	50,000
71-85	Small city	100,000	100,000
86-95	Large city	1,000,000	500,000
96-99	Metropolis	10,000,000	1,000,000
100	Megalopolis	10,000,000+	10,000,000

For example, a group of heroes brings a dozen maula pistols (each worth 500 solaris) into a thorp of 200 people. Half the thorp's wealth limit (250 solaris) times one-tenth its population (20) equals 5,000 solaris. Therefore, the heroes can convert ten of the lasguns to solaris on the spot before exhausting the local cash reserves. In addition, some of this money will likely be in actual hard currency, probably minted locally rather than more convenient banking transfers. If those same heroes hope to equip a dozen newly recruited followers with lasguns (at \$1,000 each), a community of at least 480 people is necessary to produce or provide that many weapons ( $500 \div 2 = 250$ ,  $480 \div 10 = 48$ ,  $250 \times 48 = 12,000$ ).



## Power Center

Sometimes all the GM needs to know about a community is who holds the real power. If this is the case, use Table 10-2: Power Centers, modifying the roll by the size of the community as explained below:

**Table 10-2: Power Centers**

Roll 1d20	Power Center Type
15 or less	Conventional
16-21	Nonstandard
22+	Mystical

**Conventional:** The community has a traditional form of government—a mayor, a town council, a noble ruling over the surrounding area under a greater liege, a noble ruling the community as a city-state. Choose whichever form of government seems most appropriate to the area.

**Nonstandard:** While the community might have a mayor or a town council, the real power lies in other hands. It might center on a guild—a formal organization of merchants, craftsmen, professionals, soldiers, or organized criminals who collectively wield great influence.

Wealthy aristocracy, in the form of one or more rich individuals with no political office, might exert influence through their wealth. Prestigious aristocracy might exert influence through their reputation and experience. Wise elders might exert influence through those who respect their age, reputation, and perceived wisdom.

**Mystical:** From a powerful temple of priests to a single Bene Gesserit Adept cloistered in a tower, a mystic of some kind might be the temporal ruler of the community, or perhaps just someone with a tremendous influence. Depending on the era in which the campaign takes place, a mystical power center might be composed of actual Bene Gesserit, those who pretend to be prophets, alternate traditions, or even power-hungry maniacs.

## Characters in the Community

For detailed city play, knowing exactly who lives in the community becomes important. The following guidelines allow you to determine the levels of the most powerful locals and then extrapolate from that to determine the rest of the heroic and professional characters living there.

## The Environment

Heroes spend a lot of time in the most dismal, dangerous, and generally unpleasant places imaginable. If the villains and creatures encountered don't kill the heroes, the environment might. This section details many of the hazards the heroes face from the physical world around them.

**Ruined Structure:** Once occupied, this place is now abandoned (completely or in part) by its original creator or creators, and other creatures have wandered in. Many subterranean creatures look for abandoned underground constructions in which to make their lairs. Any traps that might exist have probably been set off, but wandering beasts might very well be common.

**Occupied Structure:** This type of building is still in use. Creatures (usually intelligent) live there, although they may not be the dungeon's creators. An occupied structure might be a home, a fortress, a temple, an active mine, a prison, or a headquarters. This type of building is less likely to have traps or wandering beasts, and more likely to have organized guards—both on watch and on patrol. Traps or wandering beasts that might be encountered are usually under the control of the occupants. Occupied structures have furnishings to suit the inhabitants, as well as decorations, supplies, and the ability for occupants to move around (doors they can open, hallways large enough for them to pass through, and so on). The inhabitants might have a communication system, and they almost certainly control an access to the outside.

Some structures are partially occupied and partially empty or in ruins. In such cases, the occupants are typically not the original builders but instead a group of intelligent creatures that have set up their base, lair, or fortification within an abandoned building.

**Safe Storage:** When people want to protect something, they might bury it underground. Whether the item they want to protect is a

fabulous treasure, a forbidden artifact, or the dead body of an important figure, these valuable objects are placed within a dungeon and surrounded by barriers, traps, and guardians.

The safe storage type of structure is the most likely to have traps but the least likely to have wandering beasts. This type of building normally is built for function rather than appearance, but sometimes it has ornamentation in the form of statuary or painted walls. This is particularly true of the tombs of important people.

Sometimes, however, a vault or a crypt is constructed in such a way as to house living guardians. The problem with this strategy is that something must be done to keep the creatures alive between intrusion attempts. Even if there's no way anything living can survive in a safe storage structure, certain creatures can still serve as guardians. Builders of vaults or tombs often place undead creatures or constructs, both of which have no need for sustenance or rest, to guard their dungeons.

**Natural Cavern Complex:** Underground caves provide homes for all sorts of subterranean creatures. Created naturally and connected by a labyrinthine tunnel system, these caverns lack any sort of pattern, order, or decoration. With no intelligent force behind its construction, this type of dungeon is the least likely to have traps or even doors.

Fungi of all sorts thrive in caves, sometimes growing in huge forests of mushrooms and puffballs. Subterranean predators prowl these forests, looking for those feeding upon the fungi. Some varieties of fungus give off a phosphorescent glow, providing a natural cavern complex with its own limited light source. In other areas, a glowglobe or similar effect can provide enough light for green plants to grow.

Often, a natural cavern complex connects with another type of structures, the caves having been discovered when the manufactured building was delved. A cavern complex can connect two otherwise unrelated structures, sometimes creating a strange environment. A natural cavern complex joined with another building often provides a route by which subterranean creatures find their way into a manufactured building and populate it.

## Walls

Sometimes, masonry walls—stones piled on top of each other (usually but not always held in place with mortar)—divide structures into corridors and chambers. Building walls can also be hewn from solid rock, leaving them with a rough, chiseled look. Or, walls can be the smooth, unblemished stone of a naturally occurring cave. Most walls are difficult to break down or through, but they're generally easy to climb.

**Masonry Walls:** The most common kind of building wall, masonry walls are usually at least 1 foot thick. Often these ancient walls sport cracks and crevices, and sometimes dangerous slimes or small monsters live in these areas and wait for prey. Masonry walls stop all but the loudest noises. It takes a DC 20 Climb check to travel along a masonry wall.

**Superior Masonry Walls:** Sometimes masonry walls are better built (smoother, with tighter-fitting stones and less cracking), and occasionally these superior walls are covered with plaster or stucco. Covered walls often bear paintings, carved reliefs, or other decoration. Superior masonry walls are no more difficult to destroy than regular masonry walls but are more difficult to climb (DC 25).

**Hewn Stone Walls:** Such walls usually result when a chamber or passage is tunneled out from solid rock. The rough surface of a hewn wall frequently provides minuscule ledges where fungus grows and fissures where vermin, bats, and subterranean snakes live. When such a wall has an "other side" (it separates two chambers in the dungeon), the wall is usually at least 3 feet thick; anything thinner risks collapsing from the weight of all the stone overhead. It takes a DC 25 Climb check to climb a hewn stone wall.

**Unworked Stone Walls:** These surfaces are uneven and rarely flat. They are smooth to the touch but filled with tiny holes, hidden alcoves, and ledges at various heights. They're also usually wet or at least damp, since it's water that most frequently creates natural caves. When such a wall has an "other side," the wall is usually at least 5 feet thick. It takes a DC 15 Climb check to move along an unworked stone wall.

## Special Walls

**Reinforced Walls:** These are masonry walls with iron bars on one or both sides of the wall, or placed within the wall to strengthen it. The hardness of a reinforced wall remains the same, but its hardness points are doubled and the Strength check DC to break through it is increased by 10.

**Iron Walls:** These walls are placed within dungeons around important places such as vaults.

**Paper Walls:** Paper walls are the opposite of iron walls, placed as screens to block line of sight but nothing more.

**Wooden Walls:** Wooden walls often exist as recent additions to older dungeons, used to create animal pens, storage bins, or just to make a number of smaller rooms out of a larger one.

**Walls with Arrow Slits:** Walls with arrow slits can be made of any durable material but are most commonly masonry, hewn stone, or wood. Such a wall allows defenders to fire arrows or crossbow bolts at intruders from behind the safety of the wall. Archers behind arrow slits have improved cover that gives them a +8 bonus to Armor Class, a +4 bonus on Reflex saves, and the benefits of the improved evasion class feature.

## Floors

As with walls, building floors come in many types.

**Flagstone:** Like masonry walls, flagstone floors are made of fitted stones. They are usually cracked and only somewhat level. Slime and mold grows in these cracks. Sometimes water runs in rivulets between the stones or sits in stagnant puddles. Flagstone is the most common dungeon floor.

**Uneven Flagstone:** Over time, some floors can become so uneven that a DC 10 Acrobatics check is required to run or charge across the surface. Failure means the character can't move in this round. Floors as treacherous as this should be the exception, not the rule.

**Hewn Stone Floors:** Rough and uneven, hewn floors are usually covered with loose stones, gravel, dirt, or other debris. A DC 10 Acrobatics check is required to run or charge across such a floor. Failure means the character can still act, but can't run or charge in this round.

**Light Rubble:** Small chunks of debris litter the ground. Light rubble adds 2 to the DC of Acrobatics checks.

**Dense Rubble:** The ground is covered with debris of all sizes. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble adds 5 to the DC of Acrobatics checks, and it adds 2 to the DC of Move Silently checks.

**Smooth Stone Floors:** Finished and sometimes even polished, smooth floors are found only in dungeons with capable and careful builders.

**Natural Stone Floors:** The floor of a natural cave is as uneven as the walls. Caves rarely have flat surfaces of any great size. Rather, their floors have many levels. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks to get from one surface to the other. Unless a path has been worn and well marked in the floor of a natural cave, it takes 2 squares of movement to enter a square with a natural stone floor, and the DC of Acrobatics checks increases by 5. Running and charging are impossible, except along paths.

## Special Floors

**Slippery:** Water, ice, slime, or blood can make any of the dungeon floors described in this section more treacherous. Slippery floors increase the DC of Balance and Tumble checks by 5.

**Grate:** A grate often covers a pit or an area lower than the main floor. Grates are usually made from iron, but large ones can also be made from iron-bound timbers. Many grates have hinges to allow access to what lies below (such grates can be locked like any door), while others are permanent and designed not to move. A typical 1-inch-thick iron grate has 25 hit points, hardness 10, and a DC of 27 for Strength checks to break through it or tear it loose.

**Ledge:** Ledges allow creatures to walk above some lower area. They often circle around pits, run along underground streams, form balconies around large rooms, or provide a place for archers to stand while firing upon enemies below. Narrow ledges (12 inches wide or less) require those moving along them to make Balance checks. Failure results in the moving character falling off the ledge. Ledges sometimes have railings. In such a case, characters gain a +5 circumstance bonus on Balance checks to move along the ledge. A character who is next to a railing gains a +2 circumstance bonus on his or her opposed Strength check to avoid being bull rushed off the edge.

Ledges can also have low walls 2 to 3 feet high along their edges. Such walls provide cover against attackers within 30 feet on the other side of the wall, as long as the target is closer to the low wall than the attacker is.

**Transparent Floor:** Transparent floors, made of reinforced glass or other materials, allow a dangerous setting to be viewed safely from above. Transparent floors are sometimes placed over lava pools, arenas, monster dens, and torture chambers. They can be used by defenders to watch key areas for intruders.

**Sliding Floors:** A sliding floor is a type of trapdoor, designed to be moved and thus reveal something that lies beneath it. A typical sliding floor moves so slowly that anyone standing on one can avoid falling into the gap it creates, assuming there's somewhere else to go. If such a floor slides quickly enough that there's a chance of a character falling into whatever lies beneath—a spiked pit, a vat of burning oil, or a pool filled with sharks—then it's a trap.

**Trap Floors:** Some floors are designed to become suddenly dangerous. With the application of just the right amount of weight, or the pull of a lever somewhere nearby, spikes protrude from the floor, gouts of steam or flame shoot up from hidden holes, or the entire floor tilts. These strange floors are sometimes found in an arena, designed to make combats more exciting and deadly. Construct these floors as you would any other trap.

## Doors

Doors in dungeons are much more than mere entrances and exits. Often they can be encounters all by themselves. Dungeon doors come in three basic types: wooden, stone, and iron.

**Wooden Doors:** Constructed of thick planks nailed together, sometimes bound with iron for strength (and to reduce swelling from dungeon dampness), wooden doors are the most common type. Wooden doors come in varying strengths: simple, good, and strong doors. Simple doors (break DC 13) are not meant to keep out motivated attackers. Good doors (break DC 16), while sturdy and long-lasting, are still not meant to take much punishment. Strong doors (break DC 23) are bound in iron and are a sturdy barrier to those attempting to get past them. Iron hinges fasten the door to its frame, and typically a circular pull-ring in the center is there to help open it. Sometimes, instead of a pull-ring, a door has an iron pull-bar on one or both sides of the door to serve as a handle. In inhabited dungeons, these doors are usually well maintained (not stuck) and unlocked, although important areas are locked up if possible.

**Stone:** Carved from solid blocks of stone, these heavy, unwieldy doors are often built so that they pivot when opened, although dwarves and other skilled craftsfolk are able to fashion hinges strong enough to hold up a stone door. Secret doors concealed within a stone wall are usually stone doors. Otherwise, such doors stand as tough barriers protecting something important beyond. Thus, they are often locked or barred.

**Iron:** Rusted but sturdy, iron doors in a dungeon are hinged like wooden doors. These doors are the toughest form of nonmagical door. They are usually locked or barred.

**Locks, Bars, and Seals:** Dungeon doors may be locked, trapped, reinforced, barred, magically sealed, or sometimes just stuck. All but the weakest characters can eventually knock down a door with a heavy tool such as a sledgehammer, and a number of spells and magic items give characters an easy way around a locked door.

Attempts to literally chop a door down with a slashing or bludgeoning weapon use the hardness and hit points given in Table: Doors. Often the easiest way to overcome a recalcitrant door is not by demolishing it

but by breaking its lock, bar, or hinges. When assigning a DC to an attempt to knock a door down, use the following as guidelines:

*DC 10 or Lower:* a door just about anyone can break open.

*DC 11–15:* a door that a strong person could break with one try and an average person might be able to break with one try.

*DC 16–20:* a door that almost anyone could break, given time.

*DC 21–25:* a door that only a strong or very strong person has a hope of breaking, probably not on the first try.

*DC 26 or Higher:* a door that only an exceptionally strong person has a hope of breaking.

For specific examples in applying these guidelines, see Table: Random Door Types.

**Locks:** Dungeon doors are often locked, and thus the Open Lock skill comes in very handy. Locks are usually built into the door, either on the edge opposite the hinges or right in the middle of the door. Built-in locks either control an iron bar that juts out of the door and into the wall of its frame, or else a sliding iron bar or heavy wooden bar that rests behind the entire door. By contrast, padlocks are not built-in but usually run through two rings, one on the door and the other on the wall. More complex locks, such as combination locks and puzzle locks, are usually built into the door itself. Because such keyless locks are larger and more complex, they are typically only found in sturdy doors (strong wooden, stone, or iron doors).

The Open Lock DC to pick a lock often falls into the range of 20 to 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Locks are often trapped, usually with poison needles that extend out to prick a rogue's finger.

Breaking a lock is sometimes quicker than breaking the whole door. If a PC wants to whack at a lock with a weapon, treat the typical lock as having hardness 15 and 30 hit points. A lock can only be broken if it can be attacked separately from the door, which means that a built-in lock is immune to this sort of treatment. In an occupied dungeon, every locked door should have a key somewhere.

A special door (see below for examples) might have a lock with no key, instead requiring that the right combination of nearby levers must be manipulated or the right symbols must be pressed on a keypad in the correct sequence to open the door.

**Stuck Doors:** Dungeons are often damp, and sometimes doors get stuck, particularly wooden doors. Assume that about 10% of wooden doors and 5% of nonwooden doors are stuck. These numbers can be doubled (to 20% and 10%, respectively) for long-abandoned or neglected dungeons.

**Barred Doors:** When characters try to bash down a barred door, it's the quality of the bar that matters, not the material the door is made of. It takes a DC 25 Strength check to break through a door with a wooden bar, and a DC 30 Strength check if the bar is made of iron. Characters can attack the door and destroy it instead, leaving the bar hanging in the now-open doorway.

**Hinges:** Most doors have hinges. Obviously, sliding doors do not. (They usually have tracks or grooves instead, allowing them to slide easily to one side.)

**Standard Hinges:** These hinges are metal, joining one edge of the door to the doorframe or wall. Remember that the door swings open toward the side with the hinges. (So, if the hinges are on the PCs' side, the door opens toward them; otherwise it opens away from them.) Adventurers can take the hinges apart one at a time with successful Disable Device checks (assuming the hinges are on their side of the door, of course). Such a task has a DC of 20 because most hinges are rusted or stuck. Breaking a hinge is difficult. Most have hardness 10 and 30 hit points. The break DC for a hinge is the same as for breaking down the door.

**Nested Hinges:** These hinges are much more complex than ordinary hinges, and are found only in areas of excellent construction. These hinges are built into the wall and allow the door to swing open in either direction. PCs can't get at the hinges to fool with them unless they break through the doorframe or wall. Nested hinges are typically found on stone doors but sometimes on wooden or iron doors as well.

**Pivots:** Pivots aren't really hinges at all, but simple knobs jutting from the top and bottom of the door that fit into holes in the doorframe, allowing the door to spin. The advantages of pivots is that they can't be dismantled like hinges and they're simple to make. The disadvantage is that since the door pivots on its center of gravity (typically in the middle), nothing larger than half the door's width can fit through. Doors with pivots are usually stone and are often quite wide to overcome this disadvantage. Another solution is to place the pivot toward one side and have the door be thicker at that end and thinner toward the other end so that it opens more like a normal door. Secret doors in walls often turn on pivots, since the lack of hinges makes it easier to hide the door's presence. Pivots also allow objects such as bookcases to be used as secret doors.

**Secret Doors:** Disguised as a bare patch of wall (or floor, or ceiling), a bookcase, a fireplace, or a fountain, a secret door leads to a secret passage or room. Someone examining the area finds a secret door, if one exists, on a successful Search check (DC 20 for a typical secret door to DC 30 for a well-hidden secret door). Elves have a chance to detect a secret door just by casually looking at an area.

Many secret doors require a special method of opening, such as a hidden button or pressure plate. Secret doors can open like normal doors, or they may pivot, slide, sink, rise, or even lower like a drawbridge to permit access. Builders might put a secret door down low near the floor or high up in a wall, making it difficult to find or reach.

**Portcullises:** These special doors consist of iron or thick, ironbound, wooden shafts that descend from a recess in the ceiling above an archway. Sometimes a portcullis has crossbars that create a grid, sometimes not. Typically raised by means of a winch or a capstan, a portcullis can be dropped quickly, and the shafts end in spikes to discourage anyone from standing underneath (or from attempting to dive under it as it drops). Once it is dropped, a portcullis locks, unless it is so large that no normal person could lift it anyway. In any event, lifting a typical portcullis requires a DC 25 Strength check.

## Rooms

Rooms in buildings vary in shape and size. Although many are simple in construction and appearance, particularly interesting rooms have multiple levels joined by stairs, ramps, or ladders, as well as statuary, altars, pits, chasms, bridges, and more.

Underground chambers are prone to collapse, so many rooms—particularly large ones—have arched ceilings or pillars to support the weight of the rock overhead.

Common rooms fall into the following broad categories.

**Guard Post:** Intelligent, social denizens of a structure will generally have a series of adjacent rooms they consider "theirs," and they'll guard the entrances to that common area.

**Living Quarters:** All but the most nomadic creatures have a lair where they can rest, eat, and store their treasure. Living quarters commonly include beds (if the creature sleeps), possessions (both valuable and mundane), and some sort of food preparation area. Noncombatant creatures such as juveniles and the elderly are often found here.

**Work Area:** Most intelligent creatures do more than just guard, eat, and sleep, and many devote rooms to magic laboratories, workshops for weapons and armor, or studios for more esoteric tasks.

**Shrine:** Any creature that is particularly religious may have some place dedicated to worship, and others may venerate something of great historical or personal value. Depending on the creature's resources and piety, a shrine can be humble or extensive. A shrine is where PCs will likely encounter NPC clerics, and it's common for wounded monsters to flee to a shrine friendly to them when they seek healing.

**Vault:** Well protected, often by a locked iron door, a vault is a special room that contains treasure. There's usually only one entrance—an appropriate place for a trap.

**Crypt:** Although sometimes constructed like a vault, a crypt can also be a series of individual rooms, each with its own sarcophagus, or a long hall with recesses on either side—shelves to hold coffins or bodies.

Those who are worried about undead rising from the grave take the precaution of locking and trapping a crypt from the outside—making the crypt easy to get into but difficult to leave. Those worried about tomb robbers make their crypts difficult to get into. Some builders do both, just to be on the safe side.

## Corridors

All buildings have rooms, and most have corridors. While most corridors simply connect rooms, sometimes they can be encounter areas in their own right because of traps, guard patrols, and wandering monsters out on the hunt.

**Corridor Traps:** Because passageways in dungeons tend to be narrow, offering few movement options, dungeon builders like to place traps in them. In a cramped passageway, there's no way for intruders to move around concealed pits, falling stones, arrow traps, tilting floors, and sliding or rolling rocks that fill the entire passage.

**Mazes:** Usually, passages connect chambers in the simplest and straightest manner possible. Some dungeon builders, however, design a maze or a labyrinth within the dungeon. This sort of construction is difficult to navigate (or at least to navigate quickly) and, when filled with monsters or traps, can be an effective barrier.

A maze can be used to cut off one area of the dungeon, deflecting intruders away from a protected spot. Generally, though, the far side of a maze holds an important crypt or vault—someplace that the dungeon's regular inhabitants rarely need to get to.

## Miscellaneous Features

**Stairs:** The usual way to connect different levels of a dungeon is with stairs. Straight stairways, spiral staircases, or stairwells with multiple landings between flights of stairs are all common in dungeons, as are ramps (sometimes with an incline so slight that it can be difficult to notice; Spot DC 15). Stairs are important accessways, and are sometimes guarded or trapped. Traps on stairs often cause intruders to slide or fall down to the bottom, where a pit, spikes, a pool of acid, or some other danger awaits.

**Gradual Stairs:** Stairs that rise less than 5 feet for every 5 feet of horizontal distance they cover don't affect movement, but characters who attack a foe below them gain a +1 bonus on attack rolls from being on higher ground. Most stairs in dungeons are gradual, except for spiral stairs (see below).

**Steep Stairs:** Characters moving up steep stairs (which rise at a 45-degree angle or steeper) must spend 2 squares of movement to enter each square of stairs. Characters running or charging down steep stairs must succeed on a DC 10 Balance check upon entering the first steep stairs square. Characters who fail stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more take 1d6 points of damage and fall prone in the square where they end their movement. Steep stairs increase the DC of Tumble checks by 5.

**Spiral Stairs:** This form of steep stairs is designed to make defending a fortress easier. Characters gain cover against foes below them on spiral stairs because they can easily duck around the staircase's central support.

**Railings and Low Walls:** Stairs that are open to large rooms often have railings or low walls. They function as described for ledges (see Special Floors).

**Bridge:** A bridge connects two higher areas separated by a lower area, stretching across a chasm, over a river, or above a pit. A simple bridge might be a single wooden plank, while an elaborate one could be made of mortared stone with iron supports and side rails.

**Narrow Bridge:** If a bridge is particularly narrow, such as a series of planks laid over lava fissures, treat it as a ledge (see Special Floors). It requires a Balance check (DC dependent on width) to cross such a bridge.

**Rope Bridge:** Constructed of wooden planks suspended from ropes, a rope bridge is convenient because it's portable and can be easily removed. It takes two full-round actions to untie one end of a rope bridge, but a DC 15 Use Rope check reduces the time to a move action. If only one of the two supporting ropes is attached, everyone on the bridge must succeed on a DC 15 Reflex save to avoid falling off, and thereafter must make DC 15 Climb checks to move along the

remnants of the bridge. Rope bridges are usually 5 feet wide. The two ropes that support them have 8 hit points each.

**Drawbridge:** Some bridges have mechanisms that allow them to be extended or retracted from the gap they cross. Typically, the winch mechanism exists on only one side of the bridge. It takes a move action to lower a drawbridge, but the bridge doesn't come down until the beginning of the lowering character's next turn. It takes a full-round action to raise a drawbridge; the drawbridge is up at the end of the action. Particularly long or wide drawbridges may take more time to raise and lower, and some may require Strength checks to rotate the winch.

**Railings and Low Walls:** Some bridges have railings or low walls along the sides. If a bridge does, the railing or low walls affect Balance checks and bull rush attempts as described for ledges (see Special Floors). Low walls likewise provide cover to bridge occupants.

**Chutes and Chimneys:** Stairs aren't the only way to move up and down in a dungeon. Sometimes a vertical shaft connects levels of a dungeon or links a dungeon with the surface. Chutes are usually traps that dump characters into a lower area—often a place featuring some dangerous situation with which they must contend.

**Pillar:** A common sight in any dungeon, pillars and columns give support to ceilings. The larger the room, the more likely it has pillars. As a rule of thumb, the deeper in the dungeon a room is, the thicker the pillars need to be to support the overhead weight. Pillars tend to be polished and often have carvings, paintings, or inscriptions upon them.

**Slender Pillar:** These pillars are only a foot or two across, so they don't occupy a whole square. A creature standing in the same square as a slender pillar gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a slender pillar does not otherwise affect a creature's fighting space, because it's assumed that the creature is using the pillar to its advantage when it can. A typical slender pillar has AC 4, hardness 8, and 250 hit points.

**Wide Pillar:** These pillars take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 8, and 900 hit points. A DC 20 Climb check is sufficient to climb most pillars; the DC increases to 25 for polished or unusually slick ones.

**Stalagmite/Stalactite:** These tapering natural rock columns extend from the floor (stalagmite) or the ceiling (stalactite). Stalagmites and stalactites function as slender pillars.

**Statue:** Most statues function as wide pillars, taking up a square and providing cover. Some statues are smaller and act as slender pillars. A DC 15 Climb check allows a character to climb a statue.

**Tapestry:** Elaborately embroidered patterns or scenes on cloth, tapestries hang from the walls of well-appointed dungeon rooms or corridors. Crafty builders take advantage of tapestries to place alcoves, concealed doors, or secret switches behind them.

Tapestries provide total concealment (50% miss chance) to characters behind them if they're hanging from the ceiling, or concealment (20% miss chance) if they're flush with the wall. Climbing a big tapestry isn't particularly difficult, requiring a DC 15 Climb check (or DC 10 if a wall is within reach).

**Pedestal:** Anything important on display in a dungeon, from a fabulous treasure to a coffin, tends to rest atop a pedestal or a dais. Raising the object off the floor focuses attention on it (and, in practical terms, keeps it safe from any water or other substance that might seep onto the floor). A pedestal is often trapped to protect whatever sits atop it. It can conceal a secret trapdoor beneath itself or provide a way to reach a door in the ceiling above itself.

Only the largest pedestals take up an entire square; most provide no cover.

**Pool:** Pools of water collect naturally in low spots in dungeons (a dry dungeon is rare). Pools can also be wells or natural underground springs, or they can be intentionally created basins, cisterns, and fountains. In any event, water is fairly common in dungeons, harboring sightless fish and sometimes aquatic monsters. Pools provide water for dungeon denizens, and thus are as important an area for a predator to control as a watering hole aboveground in the wild.

**Shallow Pool:** If a square contains a shallow pool, it has roughly 1 foot of standing water. It costs 2 squares of movement to move into a

square with a shallow pool, and the DC of Tumble checks in such squares increases by 2.

**Deep Pool:** These squares have at least 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep pool, or characters can swim if they wish. Small or smaller creatures must swim to move through a square containing a deep pool. Tumbling is impossible in a deep pool. The water in a deep pool provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't also underwater.

Deep pool squares are usually clustered together and surrounded by a ring of shallow pool squares. Both shallow pools and deep pools impose a –2 circumstance penalty on Move Silently checks.

Some pools have fountains. Occasionally these are merely decorative, but they often serve as the focus of a trap.

Most pools are made of water, but anything's possible in a dungeon. Pools can hold unsavory substances such as blood, poison, oil, or magma. And even if a pool holds water, it can be holy water, saltwater, or water tainted with disease.

**Elevator:** In place of or in addition to stairs, an elevator (essentially an oversized dumbwaiter) can take inhabitants from one dungeon level to the next. Such an elevator may be mechanical (using gears, pulleys, and winches). Such an elevator might be as small as a platform that holds one character at a time, or as large as an entire room that raises and lowers. A clever builder might design an elevator room that moves up or down without the occupants' knowledge to catch them in a trap, or one that appears to have moved when it actually remained still.

A typical elevator ascends or descends 10 feet per round at the beginning of the operator's turn (or on initiative count 0 if it functions without regard to whether creatures are on it. Elevators can be enclosed, can have railings or low walls, or may simply be treacherous floating platforms.

**Ladders:** Whether free-standing or rungs set into a wall, a ladder requires a DC 0 Climb check to ascend or descend.

**Shifting Stone or Wall:** These features can cut off access to a passage or room, trapping adventurers in a dead end or preventing escape out of the dungeon. Shifting walls can force explorers to go down a dangerous path or prevent them from entering a special area. Not all shifting walls need be traps. For example, stones controlled by pressure plates, counterweights, or a secret lever can shift out of a wall to become a staircase leading to a hidden upper room or secret ledge.

Shifting stones and walls are generally constructed as traps with triggers and Search and Disable Device DCs. However they don't have Challenge Ratings because they're inconveniences, not deadly in and of themselves.

**Altars:** Temples—particularly to dark gods—often exist underground. Usually taking the form of a stone block, an altar is the main fixture and central focus of such a temple. Sometimes all the other trappings of the temple are long gone, lost to theft, age, and decay, but the altar survives. Some altars have traps or powerful magic within them. Most take up one or two squares on the grid and provide cover to creatures behind them.

## Cave-Ins & Collapses (CR 8)

Cave-ins and collapsing tunnels are extremely dangerous. Not only do dungeon explorers face the danger of being crushed by tons of falling rock, even if they survive they may be buried beneath a pile of rubble or cut off from the only known exit. A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-radius slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a DC 20 Knowledge (architecture and engineering) or DC 20 Craft (stonemasonry) check. Remember that Craft checks can be made untrained as Intelligence checks. A dwarf can make such a check if he simply passes within 10 feet of a weakened ceiling.

A weakened ceiling may collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding the ceiling up.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If it fails, he takes 1d6 points of lethal damage each minute thereafter until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. You may allow a buried character to free himself with a DC 25 Strength check.

## Slimes, Molds, & Fungi

In a dungeon's damp, dark recesses, molds and fungi thrive. While some plants and fungi are monsters and other slime, mold, and fungus is just normal, innocuous stuff, a few varieties are dangerous dungeon encounters. For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Like traps, dangerous slimes and molds have CRs, and characters earn XP for encountering them.

A form of glistening organic sludge coats almost anything that remains in the damp and dark for too long. This kind of slime, though it might be repulsive, is not dangerous.

Molds and fungi flourish in dark, cool, damp places. While some are as inoffensive as the normal dungeon slime, others are quite dangerous. Mushrooms, puffballs, yeasts, mildew, and other sorts of bulbous, fibrous, or flat patches of fungi can be found throughout most dungeons. They are usually inoffensive, and some are even edible (though most are unappealing or odd-tasting).

**Phosphorescent Fungus (No CR):** This strange underground fungus grows in clumps that look almost like stunted shrubbery. It gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does.

## Getting Lost

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country may become disoriented—especially in conditions of poor visibility or in difficult terrain.

**Poor Visibility:** Any time characters cannot see at least 20 meters in the prevailing conditions of visibility, they may become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or lowlight vision.

**Difficult Terrain:** Any character in forest, moor, hill, or mountain terrain may become lost if he or she moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

**Chance to Get Lost:** If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

A character with at least 5 ranks in Knowledge (geography) or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on this check.

Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check.

**Effects of Being Lost:** If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

*Recognizing that You're Lost:* Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, -1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost.

*Setting a New Course:* A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel.

Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in *Chance to Get Lost*, above, to see if the party maintains its new course or begins to move at random again.

*Conflicting Directions:* It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right.

**Regaining Your Bearings:** There are several ways to become unlost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check. Finally, magic may make their course clear.

## Forest Terrain

Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.

The table below describes in general terms how likely it is that a given square has a terrain element in it.

### Forest Terrain Features

**Trees:** The most important terrain element in a forest is the trees, obviously. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

**Undergrowth:** Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual

20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

**Forest Canopy:** It's common for elves and other forest dwellers to live on raised platforms far above the surface floor. These wooden platforms generally have rope bridges between them. To get to the treehouses, characters generally ascend the trees' branches (Climb DC 15), use rope ladders (Climb DC 0), or take pulley elevators (which can be made to rise a number of feet equal to a Strength check, made each round as a full-round action). Creatures on platforms or branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well.

**Other Forest Terrain Elements:** Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams are generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

**Stealth and Detection in a Forest:** In a sparse forest, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 3d6/10 feet. In a medium forest, this distance is 2d8/10 feet, and in a dense forest it is 2d6/10 feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible. The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth).

## Forest Fires (CR 6)

Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way. Whatever the cause of the fire, travelers can get caught in the conflagration.

A forest fire can be spotted from as far away as 2d6×100 feet by a character who makes a Spot check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Spot checks, the fire moves closer to them. They automatically see it when it closes to half the original distance.

Characters who are blinded or otherwise unable to make Spot checks can feel the heat of the fire (and thus automatically "spot" it) when it is 100 feet away.

The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for 2d4×10 minutes before dying to a smoking smolder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.

Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.

**Heat Damage:** Getting caught within a forest fire is even worse than being exposed to extreme heat (see Heat Dangers). Breathing the air causes a character to take 1d6 points of damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

**Catching on Fire:** Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter (see Catching on Fire).

**Smoke Inhalation:** Forest fires naturally produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Also, smoke obscures vision, providing concealment to characters within it.

## Marsh Terrain

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain, below), which effectively are a third category of terrain found in marshes.

The table below describes terrain features found in marshes.

**Bogs:** If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Move Silently checks by 2.

**Undergrowth:** The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest (see above). A square that is part of a bog does not also have undergrowth.

**Quicksand:** Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2×5 feet into the quicksand.

**Effects of Quicksand:** Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description).

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

**Rescue:** Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

**Hedgerows:** Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

**Other Marsh Terrain Elements:** Some marshes, particularly swamps, have trees just as forests do, usually clustered in small

stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

**Stealth and Detection in a Marsh:** In a moor, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6×4 meters. In a swamp, this distance is 2d8×4 meters.

Undergrowth and deep bogs provide plentiful concealment, so it's easy to hide in a marsh.

A marsh imposes no penalties on Listen checks, and using the Move Silently skill is more difficult in both undergrowth and bogs.

## Hills Terrain

A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.

**Gradual Slope:** This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

**Steep Slope:** Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Tumble checks by 2.

**Cliff:** A cliff typically requires a DC 15 Climb check to scale and is 1d4×10 feet tall, although the needs of your map may mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller.

**Light Undergrowth:** Sagebrush and other scrubby bushes grow on hills, although they rarely cover the landscape as they do in forests and marshes. Light undergrowth provides concealment and increases the DC of Tumble and Move Silently checks by 2.

**Other Hills Terrain Elements:** Trees aren't out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. If you add a stream or streambed, remember that water always flows downhill.

**Stealth and Detection in Hills:** In gentle hills, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 2d10×10 feet. In rugged hills, this distance is 2d6×10 feet.

Hiding in hills terrain can be difficult if there isn't undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge.

Hills don't affect Listen or Move Silently checks.

## Mountain Terrain

The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

Mountains have an important terrain element, the rock wall, that is marked on the border between squares rather than taking up squares itself.

**Gradual and Steep Slopes:** These function as described in Hills Terrain, above.

**Cliff:** These terrain elements also function like their hills terrain counterparts, but they're typically 2d6×10 feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.

**Chasm:** Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident (although bull rushes are

another story). A typical chasm is 2d4×10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm. In forbidding mountain terrain, chasms are typically 2d8×10 feet deep.

**Light Undergrowth:** This functions as described in Forest Terrain, above.

**Scree:** A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Move silently checks increases by 2 if the scree is on a slope of any kind.

**Dense Rubble:** The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Move Silently checks increases by +2.

**Rock Wall:** A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4×10 feet tall in rugged mountains and 2d8×10 feet tall in forbidding mountains. Rock walls are found on the edges of squares, not in the squares themselves.

**Cave Entrance:** Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. Beyond the entrance, a cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are 1d4×10 feet across.

**Other Mountain Terrain Features:** Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (described below).

**Stealth and Detection in Mountains:** As a guideline, the maximum distance in mountain terrain at which a Spot check for detecting the nearby presence of others can succeed is 4d10×10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin. As in hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It's easier to hear faraway sounds in the mountains. The DC of Listen checks increases by 1 per 20 feet between listener and source, not per 10 feet.

## Avalanches (CR 7)

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d10×500 feet downslope by a character who makes a DC 20 Spot check, treating the avalanche as a Colossal creature. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Listen check can hear the avalanche or landslide when it is 1d6×500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried (see below). Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6×100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6×20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

## Mountain Travel

High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

**Acclimated Characters:** Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

**Altitude Zones:** In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

**Low Pass (lower than 1,500 meters):** Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

**Low Peak or High Pass (1,500 to 4,500 meters):** Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All nonacclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

**High Peak (more than 4,500 meters):** The highest mountains exceed 6,000 meters in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 4,500 meters, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

## Desert Terrain

Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (often temperate), and sandy desert (often warm).

Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it's easy to find water. And during the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in marsh terrain, although there's little standing water.

The table above describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, a square of tundra may contain either light undergrowth or an ice sheet, but not both.

**Light Undergrowth:** Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.



**Ice Sheet:** The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Acrobatics checks there increases by 5. A DC 10 Acrobatics check is required to run or charge across an ice sheet.

**Light Rubble:** Small rocks are strewn across the ground, making nimble movement more difficult more difficult. The DC of Acrobatics checks increases by 2.

**Dense Rubble:** This terrain feature consists of more and larger stones. It costs 2 squares of movement to enter a square with dense rubble. The DC of Acrobatics checks increases by 5, and the DC of Move Silently checks increases by 2.

**Sand Dunes:** Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

**Other Desert Terrain Features:** Tundra is sometimes bordered by forests, and the occasional tree isn't out of place in the cold wastes.

Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (described in Mountain Terrain, above). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, above, although desert quicksand is a waterless mixture of fine sand and dust.

All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.

**Stealth and Detection in the Desert:** In general, the maximum distance in desert terrain at which a Spot check for detecting the nearby presence of others can succeed is 6d6×20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6×10 feet.

The desert imposes neither bonuses nor penalties on Listen or Spot checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult.

## Sandstorms

A sandstorm reduces visibility to 1d10×2 meters and provides a –4 penalty on Listen, Search, and Spot checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear.

Severe and stronger winds pose a far greater danger than winds of equal velocity within landscapes that support a ground of covering grasses, sedges, and other terrain feature that preclude instantaneous erosion. In waste areas covered by sand, loose earth, or grit, high winds are always accompanied by duststorms or sandstorms. The stronger the wind is in such regions, the more severe the effect.

**Duststorm:** Dust storms arise in waste areas when the wind speed rises above 30 miles per hour.

**Sandstorm:** Sand storms arise in waste areas when the wind speed rises above 50 miles per hour.

**Sandstorm, Flensing:** Flensing sandstorms arise in waste areas when the wind speed rises above 75 miles per hour.

A character with the Survival skill can receive a bonus on saving throws against heat and desiccation damage, and can apply this bonus to other characters as well.

The levels of protection described here refer to a character's protective measures against heat (see Protection Against Heat, below).

**Hot:** In this temperature band, unprotected characters must make a successful Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of vitality damage. Characters wearing heavy clothing or any kind of armor take –4 penalties on their saves.

Characters whose protection against heat is at least level 1 (such as from the Heat Endurance feat or carrying a parasol) are safe at this temperature range and need not make the save.

**Severe Heat:** In this temperature band, unprotected characters must make successful Fortitude saving throws once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of vitality damage. Characters wearing heavy clothing or armor of any kind take –4 penalties on their saves.

To be completely protected against severe heat, a character must have protection level 2 or higher (such as wearing keepcool salve and carrying a parasol). A character with protection level 1 is considered partially protected, and such characters must attempt this saving throw only once per hour.

**Extreme Heat:** In this temperature band, unprotected characters take 1d6 points of damage per 10 minutes (no save). In addition, unprotected characters must make successful Fortitude saving throws (DC 15, +1 per previous check) every 10 minutes or take an additional 1d4 points of vitality damage. Characters wearing heavy clothing or armor of any kind take –4 penalties on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as you remain in the area of extreme heat).

A character must have protection level 3 or higher to be protected against extreme heat. Level 2 is considered partial protection, and such characters take damage and make saving throws only once per hour. Level 1 provides no protection.

**Unearthly Heat:** In this temperature band, which includes many environments normally deadly to all life, unprotected characters take 1d6 points of wound damage and 1d4 points of vitality damage per round (no save). In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as you remain in the area of unearthly heat).

Characters with protection level 4 or higher are safe at this temperature range. Levels 2 and 3 are considered partial protection, and such characters take damage only once per 10 minutes. Level 1 provides no protection.

**Burning Heat:** At some point, increasing temperatures push past even unearthly heat and graduate to actual burning—when material objects catch fire spontaneously due to the heat. For instance, paper catches fire at 451° F (and dried-out skin catches fire around the same temperature). Characters carrying fuel for their lamps or other combustibles discover that it catches fire around 260° F.

Water boils at approximately 212° F (depending on barometric pressure), and many potions or elixirs could quickly boil away to nothing somewhere near that temperature range.

In a region in this temperature band (also known as a fire-dominant area), characters take 3d10 points of fire damage per round. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as you remain in the area of burning heat). Generally, nonsupernatural methods of protection against heat offer no protection in areas of burning heat, and various levels of heat protection are meaningless if a creature is on fire unless it is immune or resistant to fire.

## Protection Against Heat

It also reflects that the heroes aren't too powerful for the threats they face, yet neither are they hopelessly overmatched.

## Dehydration

As the body loses fluids, biological processes begin to break down.

## Sand & Wind

Winds in the waste can be violent or even deadly. Worse still, winds laden with grit—whether volcanic ash, sand, blowing dust, soil, powdered charcoal or bone, or even tiny chips of precious gems—pose a variety of very serious hazards.

## Heat Dangers

Since so much of *DUNE* focuses on life on Arrakis, it behooves us to detail the hazards characters might face in such an environment. Many of these principles could easily be applied to other worlds, such as Salusa Secundus.

Temperatures in the hot band or above can be hazardous to unprepared characters. Characters can take damage from such extreme heat, a condition generally referred to as heatstroke. At lower temperatures, this damage starts off as vitality damage while the character is still conscious, but it becomes lethal for those already rendered unconscious by heatstroke (with no saving throw allowed). A character who takes any vitality damage from heatstroke is considered fatigued.

A character with the Survival skill can receive a bonus on saving throws against heat and desiccation damage, and can apply this bonus to other characters as well.

The levels of protection described here refer to a character's protective measures against heat (see Protection Against Heat, below). For our purposes, air temperature falls into one of nine temperature bands:

Temperature	Description
211° F or higher	Burning heat
181° F to 210° F	Unearthly heat
141° F to 180° F	Extreme heat
111° F to 140° F	Severe heat
91° F to 110° F	Hot
61° F to 90° F	Warm
41° F to 60° F	Moderate
1° F to 40° F	Cold
-20° F to 0° F	Severe cold
-50° F to -21° F	Extreme cold
-51° F or lower	Unearthly cold

**Hot:** In this temperature band, unprotected characters must make a successful Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of vitality damage. Characters wearing heavy clothing or any kind of armor take -4 penalties on their saves.

Characters whose protection against heat is at least level 1 (such as from the Heat Endurance feat or carrying a parasol) are safe at this temperature range and need not make the save.

**Severe Heat:** In this temperature band, unprotected characters must make successful Fortitude saving throws once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of vitality damage. Characters wearing heavy clothing or armor of any kind take -4 penalties on their saves.

To be completely protected against severe heat, a character must have protection level 2 or higher (such as wearing keepcool salve and carrying a parasol). A character with protection level 1 is considered

partially protected, and such characters must attempt this saving throw only once per hour.

**Extreme Heat:** In this temperature band, unprotected characters take 1d6 points of damage per 10 minutes (no save). In addition, unprotected characters must make successful Fortitude saving throws (DC 15, +1 per previous check) every 10 minutes or take an additional 1d4 points of vitality damage. Characters wearing heavy clothing or armor of any kind take -4 penalties on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as you remain in the area of extreme heat).

A character must have protection level 3 or higher to be protected against extreme heat. Level 2 is considered partial protection, and such characters take damage and make saving throws only once per hour. Level 1 provides no protection.

**Unearthly Heat:** In this temperature band, which includes many environments normally deadly to all life, unprotected characters take 1d6 points of wound damage and 1d4 points of vitality damage pre round (no save). In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as you remain in the area of unearthly heat).

Characters with protection level 4 or higher are safe at this temperature range. Levels 2 and 3 are considered partial protection, and such characters take damage only once per 10 minutes. Level 1 provides no protection.

**Burning Heat:** At some point, increasing temperatures push past even unearthly heat and graduate to actual burning—when material objects catch fire spontaneously due to the heat. For instance, paper catches fire at 451° F (and dried-out skin catches fire around the same temperature). Characters carrying fuel for their lamps or other combustibles discover that it catches fire around 260° F.

Water boils at approximately 212° F (depending on barometric pressure), and many potions or elixirs could quickly boil away to nothing somewhere near that temperature range.

In a region in this temperature band (also known as a fire-dominant area), characters take 3d10 points of fire damage per round. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as you remain in the area of burning heat). Generally, nonsupernatural methods of protection against heat offer no protection in areas of burning heat, and various levels of heat protection are meaningless if a creature is on fire unless it is immune or resistant to fire.

Table 10-3: Sandstorm & Wind Effects

Storm Grade	Wind Force	Speed KM/H	Ranged Attacks Normal/Siege Wpns	Sandstorm Damage	Listen/Spot Penalty	Creature Size	Wind Effect On Creatures	Fort Save DC
—	Light	0-10	— / —	None	— / —	Any	None	—
—	Moderate	11-20	— / —	None	— / —	Any	None	—
—	Strong	21-30	-2 / —	None	-2 / —	Tiny or smaller Small or larger	Knocked down None	—
Dust storm	Severe	31-50	-4 / —	None	-4 / -2	Tiny Small Medium Large or larger	Blown away Knocked down Checked None	15
Sandstorm	Windstorm	51-74	Impossible / -4	1d3 vitality	-8 / -4	Small or smaller Medium Large or Huge Gargantuan +	Blown away Knocked down Checked None	18
Sandstorm, flensing	Hurricane	75-174	Impossible / -8	1d3 wound	n/a / -6	Medium or smaller Large Huge Gargantuan +	Blown away Knocked down Checked None	20
Sandstorm, flensing	Tornado	75-174	Impossible / Impossible	1d4 wound		Large or smaller Huge Gargantuan +	Blown away Knocked down Checked	30
Coriolis storm	Massive	175+	Impossible / impossible	1d6 wound	n/a / n/a	Huge or smaller Gargantuan Colossal	Blown away Knocked down Checked	40

## Plains Terrain

Plains come in three categories: farms, grasslands, and battlefields. Farms are common in settled areas, of course, while grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation or the farmer's plow. Battlefields represent a third terrain category because

adventurers tend to spend a lot of time there, not because they're particularly prevalent.

The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting.

The terrain elements in the table below are mutually exclusive.

**Undergrowth:** Whether they're crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

**Light Rubble:** On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in the desert terrain section above.

**Trench:** Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground. In farm terrain, trenches are generally irrigation ditches.

**Berm:** A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope (described in Hills Terrain, above), with the edges of the berm on the downhill side. Thus, a character crossing a two-square berm will travel uphill for 1 square, then downhill for 1 square. Two square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 1 square downhill from the top of the berm.

**Fences:** Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls. Mounted characters can cross a fence without slowing their movement if they succeed on a DC 15 Ride check. If the check fails, the steed crosses the fence, but the rider falls out of the saddle.

**Other Plains Terrain Features:** Occasional trees dot the landscape in many plains, although on battlefields they're often felled to provide raw material for siege engines (described in Urban Features). Hedgerows (described in Marsh Terrain) are found in plains as well. Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace.

**Stealth and Detection in Plains:** In plains terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6×40 feet, although the specifics of your map may restrict line of sight. Plains terrain provides no bonuses or penalties on Listen and Spot checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.

## Aquatic Terrain

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section. But if characters find themselves in the water because they were bull rushed off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don't matter. Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and nonflowing water (such as lakes and oceans).

**Flowing Water:** Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20). If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.

**Swept Away:** Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the

minimum necessary, he arrests his motion by catching a rock, tree limb, or bottom snag—he is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain, above).

**Nonflowing Water:** Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction as if they were flying with perfect maneuverability.

**Stealth and Detection Underwater:** How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8×10 feet if the water is clear, and 1d8×10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the seafloor). Listen and Move Silently checks function normally underwater.

**Invisibility:** An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

## Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage, and movement. In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom.

**Ranged Attacks Underwater:** Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

**Attacks from Land:** Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

**Fire:** Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

## Floods

In many wilderness areas, river floods are a common occurrence.

In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by 1d10+10 feet during the spring flood, and its width increases by a factor of 1d4×50%. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river. A river in flood makes

Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter.

## Urban Adventures

At first glance, a city is much like a dungeon, made up of walls, doors, rooms, and corridors. Adventures that take place in cities have two salient differences from their dungeon counterparts, however. Characters have greater access to resources, and they must contend with law enforcement.

**Access to Resources:** Unlike in dungeons and the wilderness, characters can buy and sell gear quickly in a city. A large city or metropolis probably has high-level NPCs and experts in obscure fields of knowledge who can provide assistance and decipher clues. And when the PCs are battered and bruised, they can retreat to the comfort of a room at the inn.

The freedom to retreat and ready access to the marketplace means that the players have a greater degree of control over the pacing of an urban adventure.

**Law Enforcement:** The other key distinctions between adventuring in a city and delving into a dungeon is that a dungeon is, almost by definition, a lawless place where the only law is that of the jungle: Kill or be killed. A city, on the other hand, is held together by a code of laws, many of which are explicitly designed to prevent the sort of behavior that adventurers engage in all the time: killing and looting. Even so, most cities' laws recognize monsters as a threat to the stability the city relies on, and prohibitions about murder rarely apply to monsters such as aberrations or evil outsiders. Most evil humanoids, however, are typically protected by the same laws that protect all the citizens of the city. Having an evil alignment is not a crime (except in some severely theocratic cities, perhaps, with the magical power to back up the law); only evil deeds are against the law. Even when adventurers encounter an evildoer in the act of perpetrating some heinous evil upon the populace of the city, the law tends to frown on the sort of vigilante justice that leaves the evildoer dead or otherwise unable to testify at a trial.

## Weapon Restrictions

Different cities have different laws about such issues as carrying weapons in public and restricting spellcasters.

The city's laws may not affect all characters equally. A monk isn't hampered at all by a law about peace-bonding weapons, but a cleric is reduced to a fraction of his power if all holy symbols are confiscated at the city's gates.

Walls, doors, poor lighting, and uneven footing: In many ways a city is much like a dungeon. Some new considerations for an urban setting are covered below.

## Walls & Gates

Many cities are surrounded by walls. A typical small city wall is a fortified stone wall 5 feet thick and 20 feet high. Such a wall is fairly smooth, requiring a DC 30 Climb check to scale. The walls are crenellated on one side to provide a low wall for the guards atop it, and there is just barely room for guards to walk along the top of the wall. A typical small city wall has AC 3, hardness 8, and 450 hp per 10-foot section.

A typical large city wall is 10 feet thick and 30 feet high, with crenellations on both sides for the guards on top of the wall. It is likewise smooth, requiring a DC 30 Climb check to scale. Such a wall has AC 3, hardness 8, and 720 hp per 10-foot section.

A typical metropolis wall is 15 feet thick and 40 feet tall. It has crenellations on both sides and often has a tunnel and small rooms running through its interior. Metropolis walls have AC 3, hardness 8, and 1,170 hp per 10-foot section.

Unlike smaller cities, metropolises often have interior walls as well as surrounding walls—either old walls that the city has outgrown, or walls dividing individual districts from each other. Sometimes these walls are as large and thick as the outer walls, but more often they have the characteristics of a large city's or small city's walls.

**Watch Towers:** Some city walls are adorned with watch towers set at irregular intervals. Few cities have enough guards to keep

someone constantly stationed at every tower, unless the city is expecting attack from outside. The towers provide a superior view of the surrounding countryside as well as a point of defense against invaders.

Watch towers are typically 10 feet higher than the wall they adjoin, and their diameter is 5 times the thickness of the wall. Arrow slits line the outer sides of the upper stories of a tower, and the top is crenellated like the surrounding walls are. In a small tower (25 feet in diameter adjoining a 5-foot-thick wall), a simple ladder typically connect the tower's stories and the roof. In a larger tower, stairs serve that purpose.

Heavy wooden doors, reinforced with iron and bearing good locks (Open Lock DC 30), block entry to a tower, unless the tower is in regular use. As a rule, the captain of the guard keeps the key to the tower secured on her person, and a second copy is in the city's inner fortress or barracks.

**Gates:** A typical city gate is a gatehouse with two portcullises and murder holes above the space between them. In towns and some small cities, the primary entry is through iron double doors set into the city wall.

Gates are usually open during the day and locked or barred at night. Usually, one gate lets in travelers after sunset and is staffed by guards who will open it for someone who seems honest, presents proper papers, or offers a large enough bribe (depending on the city and the guards).

## Guards & Soldiers

A city typically has full-time military personnel equal to 1% of its adult population, in addition to militia or conscript soldiers equal to 5% of the population. The full-time soldiers are city guards responsible for maintaining order within the city, similar to the role of modern police, and (to a lesser extent) for defending the city from outside assault. Conscript soldiers are called up to serve in case of an attack on the city.

A typical city guard force works on three eight-hour shifts, with 30% of the force on a day shift (8 A.M. to 4 P.M.), 35% on an evening shift (4 P.M. to 12 A.M.), and 35% on a night shift (12 A.M. to 8 A.M.). At any given time, 80% of the guards on duty are on the streets patrolling, while the remaining 20% are stationed at various posts throughout the city, where they can respond to nearby alarms. At least one such guard post is present within each neighborhood of a city (each neighborhood consisting of several districts).

The majority of a city guard force is made up of warriors, mostly 1st level. Officers include higher-level warriors, fighters, a fair number of clerics, and wizards or sorcerers, as well as multiclass fighter/spellcasters.

## Siege Engines

Siege engines are large weapons, temporary structures, or pieces of equipment traditionally used in besieging a castle or fortress.

**Catapult, Heavy:** A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit squares out of its line of sight. To fire a heavy catapult, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, range increment penalty, and the appropriate modifiers from the lower section of Table 3–26. If the check succeeds, the catapult stone hits the square the catapult was aimed at, dealing the indicated damage to any object or character in the square. Characters who succeed on a DC 15 Reflex save take half damage. Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is reaimed or the wind changes direction or speed.

If a catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. Then, count 3 squares away from the target square for every range increment of the attack.

Loading a catapult requires a series of full-round actions. It takes a DC 15 Strength check to winch the throwing arm down; most

catapults have wheels to allow up to two crew members to use the aid another action, assisting the main winch operator. A DC 15 Profession (siege engineer) check latches the arm into place, and then another DC 15 Profession (siege engineer) check loads the catapult ammunition. It takes four full-round actions to reaim a heavy catapult (multiple crew members can perform these full-round actions in the same round, so it would take a crew of four only 1 round to reaim the catapult).

A heavy catapult takes up a space 15 feet across.

**Catapult, Light:** This is a smaller, lighter version of the heavy catapult. It functions as the heavy catapult, except that it takes a DC 10 Strength check to winch the arm into place, and only two full-round actions are required to reaim the catapult.

A light catapult takes up a space 10 feet across.

**Ballista:** A ballista is essentially a Huge heavy crossbow fixed in place. Its size makes it hard for most creatures to aim it. Thus, a Medium creature takes a -4 penalty on attack rolls when using a ballista, and a Small creature takes a -6 penalty. It takes a creature smaller than Large two full-round actions to reload the ballista after firing.

A ballista takes up a space 2 meters across.

**Ram:** This heavy pole is sometimes suspended from a movable scaffold that allows the crew to swing it back and forth against objects. As a full-round action, the character closest to the front of the ram makes an attack roll against the AC of the construction, applying the -4 penalty for lack of proficiency. (It's not possible to be proficient with this device.) In addition to the damage given on Table: Siege Engines, up to nine other characters holding the ram can add their Strength modifier to the ram's damage, if they devote an attack action to doing so. It takes at least one Huge or larger creature, two Large creatures, four Medium-size creatures, or eight Small creatures to swing a ram. (Tiny or smaller creatures can't use a ram.)

A ram is typically 30 feet long. In a battle, the creatures wielding the ram stand in two adjacent columns of equal length, with the ram between them.

**Siege Tower:** This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick.

A typical siege tower takes up a space 15 feet across. The creatures inside push it at a speed of 10 feet (and a siege tower can't run). The eight creatures pushing on the ground floor have total cover, and those on higher floors get improved cover and can fire through arrow slits.

## City Streets

Typical city streets are narrow and twisting. Most streets average 15 to 20 feet wide [(1d4+1)\*5 feet], while alleys range from 10 feet wide to only 5 feet. Cobblestones in good condition allow normal movement, but ones in poor repair and heavily rutted dirt streets are considered light rubble, increasing the DC of Balance and Tumble checks by 2.

Some cities have no larger thoroughfares, particularly cities that gradually grew from small settlements to larger cities. Cities that are planned, or perhaps have suffered a major fire that allowed authorities to construct new roads through formerly inhabited areas, might have a few larger streets through town. These main roads are 25 feet wide—offering room for wagons to pass each other—with 5-foot-wide sidewalks on either side.

**Crowds:** Urban streets are often full of people going about their daily lives. In most cases, it isn't necessary to put every 1st-level commoner on the map when a fight breaks out on the city's main thoroughfare. Instead just indicate which squares on the map contain crowds. If crowds see something obviously dangerous, they'll move away at 30 feet per round at initiative count 0. It takes 2 squares of movement to enter a square with crowds. The crowds provide cover for anyone who does so, enabling a Hide check and providing a bonus to Armor Class and Reflex saves.

**Directing Crowds:** It takes a DC 15 Diplomacy check or DC 20 Intimidate check to convince a crowd to move in a particular

direction, and the crowd must be able to hear or see the character making the attempt. It takes a full-round action to make the Diplomacy check, but only a free action to make the Intimidate check.

If two or more characters are trying to direct a crowd in different directions, they make opposed Diplomacy or Intimidate checks to determine whom the crowd listens to. The crowd ignores everyone if none of the characters' check results beat the DCs given above.

## Above and Beneath the Streets

**Rooftops:** Getting to a roof usually requires climbing a wall (see the Walls section), unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs, common only in warm climates (accumulated snow can cause a flat roof to collapse), are easy to run across. Moving along the peak of a roof requires a DC 20 Acrobatics check. Moving on an angled roof surface without changing altitude (moving parallel to the peak, in other words) requires a DC 15 Acrobatics check. Moving up and down across the peak of a roof requires a DC 10 Balance check.

Eventually a character runs out of roof, requiring a long jump across to the next roof or down to the ground. The distance to the next closest roof is usually 1d3\*5 feet horizontally, but the roof across the gap is equally likely to be 5 feet higher, 5 feet lower, or the same height. Use the guidelines in the Jump skill (a horizontal jump's peak height is one-fourth of the horizontal distance) to determine whether a character can make a jump.

**Sewers:** To get into the sewers, most characters open a grate (a full-round action) and jump down 10 feet. Sewers are built exactly like dungeons, except that they're much more likely to have floors that are slippery or covered with water. Sewers are also similar to dungeons in terms of creatures liable to be encountered therein. Some cities were built atop the ruins of older civilizations, so their sewers sometimes lead to treasures and dangers from a bygone age.

## City Buildings

Most city buildings fall into three categories. The majority of buildings in the city are two to five stories high, built side by side to form long rows separated by secondary or main streets. These row houses usually have businesses on the ground floor, with offices or apartments above.

Inns, successful businesses, and large warehouses—as well as millers, tanners, and other businesses that require extra space—are generally large, free-standing buildings with up to five stories.

Finally, small residences, shops, warehouses, or storage sheds are simple, one-story wooden buildings, especially if they're in poorer neighborhoods.

Most city buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch. A typical lower-story wall is 1 foot thick, with AC 3, hardness 8, 90 hp, and a Climb DC of 25. Upper-story walls are 6 inches thick, with AC 3, hardness 5, 60 hp, and a Climb DC of 21. Exterior doors on most buildings are good wooden doors that are usually kept locked, except on public buildings such as shops and taverns.

## Buying Buildings

Characters might want to buy their own buildings or even construct their own castle. Use the prices in Table: Buildings directly, or as a guide when for extrapolating costs for more exotic structures.

**Simple House:** This one- to three-room house is made of wood and has a thatched roof.

**Grand House:** This four- to ten-room house is made of wood and has a thatched roof.

**Mansion:** This ten- to twenty-room residence has two or three stories and is made of wood and brick. It has a slate roof.

**Tower:** This round or square, three-level tower is made of stone.

**Keep:** This fortified stone building has fifteen to twenty-five rooms.

**Castle:** A castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

**Huge Castle:** A huge castle is a particularly large keep with numerous associated buildings (stables, forge, granaries, and so on) and an elaborate 20-foot-high wall that creates bailey and courtyard areas. The wall has six towers and is 10 feet thick.

**Moat with Bridge:** The moat is 15 feet deep and 30 feet wide. The bridge may be a wooden drawbridge or a permanent stone structure.

## City Lights

If a city has main thoroughfares, they are lined with lanterns hanging at a height of 7 feet from building awnings. These lanterns are spaced 60 feet apart, so their illumination is all but continuous. Secondary streets and alleys are not lit; it is common for citizens to hire lantern-bearers when going out after dark.

Alleys can be dark places even in daylight, thanks to the shadows of the tall buildings that surround them. A dark alley in daylight is rarely dark enough to afford true concealment, but it can lend a +2 circumstance bonus on Hide checks.

## Weather

Sometimes weather can play an important role in an adventure.

**Table:** Random Weather is an appropriate weather table for general use, and can be used as a basis for a local weather tables. Terms on that table are defined as follows.

**Calm:** Wind speeds are light (0 to 10 mph).

**Cold:** Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

**Cold Snap:** Lowers temperature by –10° F.

**Downpour:** Treat as rain (see Precipitation, below), but conceals as fog. Can create floods (see above). A downpour lasts for 2d4 hours.

**Heat Wave:** Raises temperature by +10° F.

**Hot:** Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

**Moderate:** Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

**Powerful Storm (Windstorm/Blizzard/Hurricane/Tornado):**

Wind speeds are over 50 mph (see Table: Wind Effects). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours (see above). Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm moves through their area. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.

**Precipitation:** Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90), or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

**Storm (Duststorm/Snowstorm/Thunderstorm):** Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4–1 hours. See Storms, below, for more details.

**Warm:** Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

**Windy:** Wind speeds are moderate to strong (10 to 30 mph); see Table: Wind Effects on the following page.

## Rain, Snow, Sleet, and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice. **Rain:** Rain reduces visibility ranges by half, resulting in a –4 penalty on Spot and Search checks. It has the same

effect on flames, ranged weapon attacks, and Listen checks as severe wind.

**Snow:** Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

**Heavy Snow:** Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, below). Snow has the same effect on flames as moderate wind.

**Sleet:** Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

**Hail:** Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

## Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty on Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a –4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

**Duststorm (CR 3):** These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds (see Table: Wind Effects). These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 × her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

**Snowstorm:** In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

**Thunderstorm:** In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

**Powerful Storms:** Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search, and Listen checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (see Table: Wind Effects). Powerful storms are divided into the following four types.

*Windstorm:* While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

*Blizzard:* The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

*Hurricane:* In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

*Tornado:* One in ten thunderstorms is accompanied by a tornado.

## Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

## Winds

The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

*Light Wind:* A gentle breeze, having little or no game effect.

*Moderate Wind:* A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

*Strong Wind:* Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Listen checks.

*Severe Wind:* In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a -4 penalty.

*Windstorm:* Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Listen checks are at a -8 penalty due to the howling of the wind.

*Hurricane-Force Wind:* All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

*Tornado (CR 10):* All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

## Cold Dangers

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

## Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Acrobatics checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

## Darkness

Darkvision allows many characters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of wind, or traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

- Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a sneak attack).
- Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can't run or charge.
- All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.
- A blinded creature loses its Dexterity adjustment to AC and takes a -2 penalty to AC.
- A blinded creature takes a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.
- Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.
- A creature blinded by darkness can make a Listen check as a free action each round in order to locate foes (DC equal to opponents' Move Silently checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A Listen check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).
- A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but

has pinpointed the unseen creature's current location. (If the unseen creature moves, its location is once again unknown.)

- If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).
- A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

## Darkness & Light

It's a rare adventure that doesn't end up in the dark somewhere, and heroes need a way to see. Table 9-X: Light Sources details their light source radius and how long the illumination lasts.

Characters with low-light vision (either through gear or cybernetics) can see objects twice as far away as the listed radius. Characters with darkvision can see lit areas normally plus dark areas within 20 meters. Without a light source, heroes are effectively blinded (see the Character Condition Summary sidebar).

## Heat & Cold

The blistering desert of Arrakis can be deadlier than a legion of Sardaugar, while the prickly fingers of icy death on Salusa Secundus can clutch even the bravest heroes. Prolonged exposure to hot or cold temperatures can wear down a hero, and heatstroke or hypothermia can prove deadly.

Heat and cold deal vitality point damage that cannot be recovered until the character counteracts or escapes the inclement temperature. When a character runs out of vitality points, he begins losing wound points. As soon as the character suffers any damage from heat or cold, he is considered fatigued (see the Character Condition sidebar).

A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 vitality points (or wound points if he has no vitality points left). Heavy clothing or armor provides a -4 penalty on saves against heat but grant a +4 equipment bonus on saves against cold. A character who succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill in Chapter Three).

Searing heat or bitter cold (desert or arctic conditions) forces a character to make a Fortitude save every 10 minutes. Failure means that the character takes 1d6 vitality points (or wound points if he has no vitality points left). Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Breathing air in areas of intense heat (such as above a lava pit) automatically deals 1d6 points of damage per minute, and the character must succeed at a Fortitude save every 5 minutes or take an additional 1d4 points of damage.

## Catching on Fire

Heroes exposed to open flames might find their clothes, hair or equipment on fire. Heroes at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

A hero on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

## Starvation & Thirst

Heroes might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least 4 liters of fluids and about 0.5 kg of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need 2 or 3 times as much water to avoid dehydration.

Heroes can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of vitality damage.

A hero can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of vitality damage. When vitality is depleted, damage is applied to wound damage.

Damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—even effects that restore vitality or wound points cannot heal this damage.

## Suffocation & Drowning

A hero who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (losing all vitality points). In the following round, she loses all remaining wound points and is dying. In the third round, she suffocates or drowns. It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

**Slow Suffocation:** A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of vitality damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last.

Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time.

## Smoke

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of vitality damage.

Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

## Thin Air

Heroes in conditions of low oxygen, such as on top of a mountain or in a partially pressurized starship, must make a Constitution check each hour (DC 10, +1 for each previous check), taking 1d6 points of vitality damage each time they fail. When vitality is depleted, damage is applied to wound points.

A character who sustains any damage from lack of oxygen is fatigued. The penalties for fatigue end after the character has spent at least 1 hour in an environment with normal oxygen levels for every 4 hours spent in the low-oxygen environment.

**Altitude Sickness:** Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. Each 6-hour period a character spends above 6,000 km, he must succeed at a Constitution check or take 1 point of temporary damage to all ability scores.

## Strangulation

When a character or creature is strangled by an instrument (such as a noose or garotte) or an attacker, the rules for suffocation and drowning apply except as noted below.



One can strangle or choke a target of the same size category or one size category larger or smaller. For example, a Medium-size character can strangle a Small, Medium-size, or Large target. The strangling attempt incurs an attack of opportunity.

To begin the choke, the attacker must succeed at an opposed grapple check (see Grapple in Chapter 7: Combat). If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his breath for a number of rounds equal to his Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his breath. The target begins to suffocate on a failed check (see Suffocation & Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken (although any damage that was dealt remains). Note that a grappled target who is not pinned can use his attack action to strangle his attacker.

## Water Dangers

Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult. See the Swim skill description.)

By contrast, fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of vitality damage per round (1d6 points of wound damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 wound points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of vitality damage from hypothermia per minute of exposure.

## Gravity

Extremely low gravity can be disorienting to characters. A zero-g environment is even worse. In general, any physical action a character attempts while in zero gravity suffer a -4 penalty. In light gravity, this penalty is only -2. The Zero-G Combat feat allows a hero to ignore these penalties. Characters who operate in high-gravity environments suffer a -4 penalty to Strength and Dexterity while there.

## Falling

The basic rule is simple: 1d6 points of damage per 4 meters of a fall, to a maximum of 20d6. If the character succeeds at a Reflex saving throw (DC 10, +1 for each 4 meters fallen), this damage is applied to his vitality points. If the saving throw fails, the damage is applied to his wound points. If the character has no vitality points, the damage is automatically applied to wound points.

A character can make an Acrobatics check (DC 15) to treat a fall as if it were 4 meters shorter when determining the damage and Reflex saving throw DC required by the fall.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is vitality damage. A DC 15 Jump check or DC 15 Acrobatics check allows the character to avoid any damage from the first 4 meters fallen and converts any damage from the second 4 meters to vitality damage. For example, a character who slips from a ledge 12 meters up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of vitality damage and 2d6 points of wound damage. And if the character leaps down with a successful Jump or Acrobatics check, he takes only 1d6 points of vitality damage and 1d6 points of wound damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to vitality damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.

**Falling into Water:** Falls into water are handled somewhat differently. If the water is at least 4 meters deep, the first 8 meters of falling do no damage. The next 8 meters do vitality damage (1d3 per 4-meter increment). Beyond that, falling damage is wound damage (1d6 per additional 4-meter increment).

Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Acrobatics check, so long as the water is at least 4 meters deep for every 12 meters fallen. However, the DC of the check increases by 5 for every 20 meters of the dive.

## Falling Objects

Just as characters take damage when they fall more than 4 meters, so too do they take damage when they are hit by falling objects.

Objects that fall upon characters deal damage based on their weight and the distance they have fallen. For each 90 kilograms of an object's weight, the object deals 1d6 points of damage, provided it falls at least 4 meters. Distance also comes into play, adding an additional 1d6 points of damage for every 4-meter increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 90 kgs also deal damage when dropped, but they must fall farther to deal the same damage. Use Table: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.

## Poison

A deadly snake, envenomed dart, or tainted drink can strike down even the mightiest hero. When a hero is exposed to poison, he must make a Fortitude saving throw. A character makes this roll when he consumes food or drink tainted with ingestive poison, suffers wound damage from an attack with a poisoned weapon, or inhales toxic gas. A successful Fortitude save indicates that the poison lost its potency or failed to enter the wound. It's also possible that the tough hero simply endured the dose, shrugging off its harmful effects.

Should the hero fail the saving throw, he suffers the poison's initial damage. He must then make a second saving throw 1 minute later (unless otherwise noted for a specific poison, see Table X-X: Poisons). If this second save fails, he suffers the poison's secondary damage.

Additionally, with a successful Autohypnosis check grants a +4 morale bonus on your Fortitude saving throw to resist the poison's secondary damage.

**Perils of Using Poison:** A hero has a 5% chance (roll of 1 on 1d20) to expose himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a hero who rolls a 1 on an attack roll with a poisoned weapon must make a Reflex saving throw (DC 15) or accidentally poison himself with the weapon. Creatures with natural poison attacks do not risk poisoning themselves.

**Healing Poison Damage:** Heroes recover ability score points lost to damage at a rate of 1 per day.

## Radiation Poisoning

An inhospitable planet bombarded by solar radiation. An ancient starship hulk with deteriorating engines, its compartments flooded with radiocative seepage. A vast, underground power plant constructed by some ancient, radiation-resistant

## Disease

When a character is exposed to a treatable disease, the character must make an immediate Fortitude saving throw. The victim must make this roll when he or she comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him or her—the character's immune system fights off the infection. If the character fails the save, he or she takes damage

after an incubation period; once per day thereafter, the character must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the character has fought off the disease and recovers, taking no more damage.

The characteristics of some treatable diseases are summarized on Table 9-XX: Diseases, below.

**Type:** The disease's method of delivery—ingested, inhaled, or via an injury—and the DC needed to save. Some injury diseases can be transmitted by a wound as small as an insect bite. Most diseases that are inhaled can also be ingested (and vice versa).

**Incubation Period:** The amount of time before initial damage takes effect (if the victim fails his or her Fortitude save).

**Initial Damage:** The damage the victim takes after the incubation period.

**Secondary Damage:** The amount of damage the hero takes one day after taking initial damage, if he or she fails a second saving throw. This damage is taken each day the saving throw fails.

### Table 9-3: Diseases

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/ DC 16 Injury	1d2 days	1 Con	1d4 Con*
Small pox	Inhaled/ Contact DC 15	2d4 days	1 Str & 1 Con	1d2 Str & 1d2 Con
Pneumonia	Inhaled DC 12	1d4 days	1 Str	1d3 Str & 1d3 Con
Hantavirus	Injury DC 14	1 day	1d2 Str	1d2 Str & 1d2 Con
Necrotizing faciitis	Contact DC 13	1d6 days	1 Con	1d3 Con
West Nile virus	Injury, DC 12	1d4 days	1 Dex & 1 Con	1d2 Dex & 1d2 Con
Salmonellosis	Ingested, DC 13	1 day	1 Str & 1 Dex	1 Str & 1d3 Dex

\*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

### Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted on Table: Acid Damage.

The fumes from most acids are inhaled poisons. Those who come within 5 feet of a large body of acid must make a Fortitude save (DC 15) or take 1 point of temporary Constitution damage. A second save must succeed 1 minute later to avoid taking another 1d4 points of Constitution damage.

### Table 9-4: Acid Damage

Acid Strength	Splash Attack	Total Immersion
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

\*Damage per round of exposure.

## GameMaster Characters

The book extensively describes heroes, but what about the rest of the galaxy? Surely not everyone's a soldier, a Fremen or a Bene Gesserit. Characters who aren't heroes are ordinary characters who fall into two basic categories: Commoners, who don't have any levels and use the basic statistics given for the human species; and Professionals, who have one or more levels in a professional class [diplomat, expert, or thug].

The professional classes and commoners provide enough distinction so that anyone the heroes meet who isn't an adventurer can be created using these classes.

### Commoners

Common people make up the vast majority of the population. They run shops, farm fields, build homes, and produce (and transport) goods throughout the galaxy. Commoners usually have no desire to live the wandering, dangerous life of a hero, and possess none of the skills needed to undertake the challenges heroes must face. They are skilled in their own vocations.

The commoner has all of the abilities common to a member of his species; however, the commoner has none of the abilities of a 1st-level hero.

- The commoner has a +0 bonus on attack rolls, saving throws, Defense, and Reputation checks.
- The commoner has 0 vitality points.
- The commoner's six abilities have a base score of 10.
- The commoner has skill points equal to  $(1 + \text{Int mod}) \times 4$ , and has Craft (Int), Knowledge (Int), and Profession (Wis) as class skills. A commoner can have up to 4 ranks in any class skill or 2 ranks in a cross-class skill.
- At the GM's discretion, a commoner may have the Weirder Talent feat. Otherwise, the commoner has no feats.

### Professionals

Presented below are the three professional classes: diplomat, expert, and thug. These classes represent the rest of the ordinary people in the universe, hard-working professionals who don't go on adventures or battle dangerous foes.

Treat these classes as you would any other. They get a feat at 1st level, a bonus feat every three levels, and an ability score increase every four levels. (Most professionals take noncombat feats such as Endurance, Fame, Skill Emphasis, and Gearhead.) Professionals have no vitality points. All damage to a professional character is subtracted from his wound point total.

It's possible for professionals to multiclass—even into hero classes if you desire. Any character with even a single level of a hero class gains the normal number of vitality points for his hero class and level. (Though he gains none for any levels he might have in a professional class.) Thus, if a 3rd-level thug gained a level of soldier, he would have 10 vitality points. He gets no vitality points for his thug levels.

Each professional class has different levels, providing the GM with various means to measure professionals against each other. A typical ship technician might only be a 3rd-level expert, but the Emperor's greatest engineer is probably 20th level. The 20th-level thug is a capable person with great skill, but she can't fight as well as an armsman equal to her level (or even one much lower in level), nor can she do most of the other things that heroic characters can do.

Professionals gain experience the same way that heroes do, but are likely to progress in levels very slowly (since they're not actively adventuring). Most never get higher than 2nd or 3rd level in their whole lives. A thug serving as a city patrolman is likely to gain experience here and there, and might gain a few levels, but is still nothing compared to a hero. More dangerous areas are more likely to produce higher-level professionals. A moisture farmer who must regularly fight off marauding raiders is likely to be a high-level expert.

## Diplomat

Diplomats are the speakers of the *DUNE* universe. Most are minor functionaries or independent businessmen, though a few rise to positions of power. Local politicians, astute barristers, CHOAM advisors, Landsraad ambassadors, and canny merchants are all diplomats.

### Class Skills

The diplomat's class skills (and key ability for each skill) are as follows (see Chapter Three for skill descriptions):

Appraise (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Knowledge\* (Int), Profession\* (Wis), Sense Motive (Wis), and Speak Language.

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

### Class Features

The diplomat gets two starting feats for free, chosen from the following list: Persuasive, Trustworthy, Lasgun Proficiency, Simple Weapons Proficiency.

**Table 9-2: The Diplomat**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	+2	+1
2nd	+1	+3	+0	+0	+2	+1
3rd	+1	+3	+1	+1	+3	+1
4th	+2	+4	+1	+1	+3	+2
5th	+2	+4	+1	+1	+3	+2
6th	+3	+5	+2	+2	+4	+2
7th	+3	+5	+2	+2	+4	+2
8th	+4	+6	+2	+2	+4	+3
9th	+4	+6	+3	+3	+5	+3
10th	+5	+7	+3	+3	+5	+3

## Expert

Experts are craftsmen and professionals. They normally do not have the inclination or training to be heroes, but they are capable in their own fields. Skilled engineers, educated professors, and master architects are all experts. GMs should use the expert class for professionals such as engineers, teachers, doctors, and technicians.

### Class Skills

The expert selects any eight skills from the following list as class skills:

Appraise (Int), Bluff (Cha), Craft\* (Int), Demolitions (Int), Disable Device (Int), Disguise (Cha), Entertain (Cha), Handle Animal (Cha), Knowledge\* (Int), Pilot (Dex), Profession\* (Wis), Repair (Int), Survival (Wis), and Treat Injury (Wis).

**Skill Points at 1st Level:** (6 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

### Class Features

The expert gets two starting feats for free, chosen from the following list:

Gearhead, Skill Emphasis, Lasgun Proficiency, Simple Weapons Proficiency.

**Table 9-3: The Expert**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	+2	+1
2nd	+1	+3	+0	+0	+2	+1
3rd	+1	+3	+1	+1	+3	+1
4th	+2	+4	+1	+1	+3	+2
5th	+2	+4	+1	+1	+3	+2
6th	+3	+5	+2	+2	+4	+2
7th	+3	+5	+2	+2	+4	+2
8th	+4	+6	+2	+2	+4	+3
9th	+4	+6	+3	+3	+5	+3
10th	+5	+7	+3	+3	+5	+3

## Thug

The thug is a strong, stout combatant—a straightforward and durable opponent in a fight, but not an inconsiderable one. Low-level thugs simulate the average street tough, bully, or deckhand that heroes are likely to encounter.

### Class Skills

The thug's class skills (and key ability for each skill) are as follows:

Climb (Str), Intimidate (Cha), Jump (Str), Knowledge\* (Int), Profession (Wis), Ride, and Swim (Str).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

### Class Features

The thug gets three starting feats for free, chosen from the following list:

Armor Proficiency (light), Athletic, Holtzman Shield Proficiency, Lasgun Proficiency, Toughness, Personal Firearms Proficiency, Simple Weapon Proficiency.

**Table 9-4: The Thug**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	+2	+1
2nd	+1	+3	+0	+0	+2	+1
3rd	+1	+3	+1	+1	+3	+1
4th	+2	+4	+1	+1	+3	+2
5th	+2	+4	+1	+1	+3	+2
6th	+3	+5	+2	+2	+4	+2
7th	+3	+5	+2	+2	+4	+2
8th	+4	+6	+2	+2	+4	+3
9th	+4	+6	+3	+3	+5	+3
10th	+5	+7	+3	+3	+5	+3

# ELEVEN: FRIENDS & FOES

*"There is no single set of limits for all men. Universal prescience is an empty myth. Only the most powerful local currents of Time may be foretold. But in an infinite universe, local can be so gigantic that your mind shrinks from it."*

—Paul Muad'Dib

## ALLIES

Based on the *d20 MODERN Roleplaying Game* system for NPCs.

## READING CHARACTER DESCRIPTIONS

Each creature is organized in the same general format, as described in the following text. Much of the information on a creature is condensed into a creature statistics block, the contents of which are explained below.

### Challenge Rating (CR)

A creature's Challenge Rating provides a rough measure of the creature's toughness in a combat situation. As a rule of thumb, four heroes of a level equal to the creature's Challenge Rating should exhaust roughly one-quarter of their resources battling it. But situations may arise where a creature's Challenge Rating does not accurately reflect the difficulty of the challenge.

### Size

A creature falls into one of nine size categories. The size categories are briefly described in Table: Creature Sizes. Each size category includes a size modifier that applies to the creature's Defense and attack rolls; a modifier that applies to grapple checks; and a modifier that applies to Hide checks. These modifiers have been figured into the statistics for the creatures described here.

### Type

A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, base attack bonus, saving throw bonuses, skill points, feats, and special qualities. Mental ability scores (Intelligence, Wisdom, and Charisma) can vary widely among creatures of a type; unless a type description specifies a particular score for one of these abilities, the GM will assign values as he or she deems appropriate.

### Vitality Dice (V) and Wound Points (WP)

A creature's type and size determine its vitality dice. A creature's vitality dice is equivalent to its level for determining how various FX abilities affect the creature, its rate of natural healing, and its maximum ranks in a skill.

A creature's vitality dice and Constitution modifier determine its vitality points. A creature's entry gives the creature's average vitality points.

### Initiative (Init)

The creature's modifier on initiative checks is usually equal to its Dexterity modifier, although the Improved Initiative feat provides an additional +4 bonus.

### Speed (Spd)

A creature's tactical speed on land is the amount of distance it can cover in one move action. If the creature wears armor that reduces its speed, this fact is given along with a parenthetical note indicating the armor type; the creature's base unarmored speed follows.

If the creature has other modes of movement, these are given after the main entry. Unless noted otherwise, modes of movement are natural (not magical).

**Burrow:** The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot run while burrowing.

**Climb:** A creature with a climb speed has the Climb skill at no cost and gains a +8 species bonus on Climb checks. The creature must

make a Climb check to climb any wall or slope with a DC greater than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it attempts an accelerated climb, it moves at double the given climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty. Creatures cannot use the run action while climbing. The creature retains its Dexterity bonus to Defense (if any) while climbing, and opponents get no special bonus on their attack rolls against the climbing creature.

**Fly:** The creature can fly at the given speed if carrying no more than a medium load. All fly speeds include a parenthetical note indicating maneuverability:

**Perfect:** The creature can perform almost any aerial maneuver it wishes.

**Good:** The creature is agile in the air, but cannot change direction as readily as one with perfect maneuverability.

**Average:** The creature can fly as adroitly as a small bird.

**Poor:** The creature flies as well as a very large bird.

**Clumsy:** The creature can barely fly at all.

Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only claw attacks, but these deal double damage. Creatures can use the run action while flying, provided they fly in a straight line.

**Swim:** A creature with a swim speed can move through water at the given speed without making Swim checks. It gains a +8 species bonus on any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if distracted or endangered when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

### Defense

A creature's Defense includes a parenthetical mention of the modifiers contributing to it. The creature's "touch" Defense (discounting natural armor and other armor modifiers) and "flat-footed" Defense (discounting Dexterity bonus and class bonus, if any) are provided as well.

### Base Attack Bonus (BAB)

A creature's base attack bonus does not include any modifiers. It is used to calculate a creature's grapple modifier as well as the maximum bonus on damage rolls for a creature using the Power Attack feat. A creature's base attack bonus is derived by cross-referencing the creature's Hit Dice and type on Table: Creature Saves and Base Attack Bonuses.

### Grapple Modifier (Grap)

Whenever a creature makes an opposed grapple check, apply this modifier to its d20 roll. The total modifier on grapple checks is determined as follows: base attack bonus + Strength modifier + grapple modifier. The grapple modifiers for creatures of various sizes are given in Table: Creature Sizes.

### Primary Attack (Atk)

If a creature moves more than 5 feet in the same round it attacks, it makes only a single attack using its primary attack bonus. This bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on its primary attack. The damage and primary weapon type are noted in parentheses.

A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack).

Use the creature's primary attack bonus whenever the creature

makes an attack of opportunity.

Creatures can attack with natural weapons, manufactured weapons, or sometimes both.

## Natural Weapons

Natural weapons include teeth, claws, horns, and the like. The number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged) are provided in a creature's entry. Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20.

If any attacks also cause some special effect other than damage, that information is given along with the damage. Unless noted otherwise, creatures deal double damage on critical hits.

Natural weapons have types just as other weapons do. The most common types are summarized below.

**Bite:** The creature attacks with its mouth, dealing piercing damage.

**Claw or Rake:** The creature rips with a sharp appendage, dealing slashing damage.

**Gore:** The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

**Slap or Slam:** The creature batters opponents with an appendage, dealing bludgeoning damage.

**Sting:** The creature stabs with a stinger, dealing piercing damage. Stings are usually poisoned.

## Manufactured Weapons

Creatures that use manufactured weapons follow the same rules as characters, including those for multiple attacks and two-weapon fighting penalties.

### Full Attack (Full Atk)

A creature that takes no more than a 5-foot step during its turn can make a full attack using all of its natural weapons. A creature's full attack includes both its primary attack and its secondary attacks (if any).

The primary attack bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack or if the creature is wielding a two-handed melee weapon).

The remaining weapons are secondary attacks and take a -5 penalty on attack rolls. Creatures with the Multiattack feat (see Feats, below) take only a -2 penalty on secondary attacks. Secondary attacks add only one-half the creature's Strength bonus to the damage.

Creatures that do not normally carry ranged weapons are still given a ranged attack bonus for situations in which they might be throwing objects at a target.

### Fighting Space (FS)

Fighting space approximates the amount of space a creature needs to move and fight effectively, and how much space it occupies on a grid of 2-meter-by-2-meter squares. **Table: Creature Sizes** gives the fighting space for creatures of any given size, although variations and exceptions are possible.

### Reach

A creature's reach is the distance at which it can strike targets with its natural weapons without needing to adjust its position on the grid. A creature using its natural weapons threatens all squares within its reach. When measuring diagonally, every second square counts as two squares. **Table: Creature Sizes** provides the typical reach for creatures of any given size. The GM may adjust the values in the table by -5 feet or +5 feet for creatures that have less than normal or greater than normal reach. Unlike the wielder of a reach weapon, a creature with greater than normal reach (more than 5 feet) can still strike creatures next to it. A creature with greater than normal reach usually gets an attack of opportunity against a character if the character approaches it, because the character enters a square it

threatens before he or she can attack it. (This does not apply if the character takes a 5-foot step.) Large or larger creatures with reach weapons can strike targets out to double their reach but can't strike at targets within their normal reach or less.

A creature with a 0-foot reach must move into the fighting space of its target to attack it, provoking an attack of opportunity from the target as the creature enters the target's fighting space and threatened area. Also, creatures with 0-foot reach do not threaten the squares around them.

## Special Qualities (SQ)

Many creatures have unusual abilities. A special quality can be extraordinary (Ex), spell-like (Sp), or supernatural (Su).

**Extraordinary:** Extraordinary abilities are nonmagical and are not subject to anything that disrupts magic. Using an extraordinary ability is a free action unless noted otherwise.

**Spell-Like:** Spell-like abilities are magical and work just like spells, though they have no verbal, somatic, material, focus, or XP components. They are subject to spell resistance.

Spell-like abilities usually have a limit on the number of times they can be used. A spell-like ability that can be used "at will" has no use limit. Using a spell-like ability is an attack action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. A spell-like ability can be disrupted just as a spell can be.

For creatures with spell-like abilities, a designated caster level serves to define how difficult it is to dispel their spell-like effects and to define any level-dependent variable the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name.

The saving throw (if any) for a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

**Supernatural:** Supernatural abilities are magical but are not subject to spell resistance. Using a supernatural ability is an attack action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks.

## SPECIAL QUALITIES

Common examples of special qualities include, but are not limited to, the following.

**Ability Score Reduction (Su):** Some attacks reduce an opponent's score in one or more abilities. This loss can be permanent or temporary.

**Permanent Ability Drain:** This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes permanent ability drain scores a critical hit, it drains twice the given amount (if the damage is expressed as a die range, roll two dice). A draining creature heals 5 points of damage (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points.

Some ability drain attacks allow a Fortitude save with a DC of 10 + 1/2 draining creature's HD + draining creature's Charisma modifier (the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

**Temporary Ability Damage:** This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the given amount (if the damage is expressed as a die range, roll two dice). Temporary ability damage returns at the rate of 1 point per day.

**Blindsight (Ex):** Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and

darkness are irrelevant. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

**Breath Weapon (Su):** A breath weapon attack usually causes damage and is often based on some type of energy. It allows a Reflex save for half damage with a DC equal to  $10 + \frac{1}{2}$  breathing creature's HD + breathing creature's Constitution modifier (the exact DC is given in the creature's Species Traits). A creature is immune to its own breath weapon and those of others of its kind unless noted otherwise.

**Constrict (Ex):** The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability (see below), it deals constriction damage in addition to damage dealt by the weapon used to grab.

**Damage Reduction (Su):** The creature ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A magic weapon or a creature with its own damage reduction can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored and the type of weapon that negates the ability.

Any weapon more powerful than the type listed in the note also negates the ability. A weapon with an enhancement bonus due to magic is considered more powerful than any weapon that does not have such a bonus.

For purposes of harming other creatures with damage reduction, a creature's natural weapons count as the type that ignores its own innate damage reduction. However, damage reduction from spells does not confer this ability. The amount of damage reduction is irrelevant.

**Darkvision (Ex):** The creature can see in total darkness, out to the specified range (usually 60 feet). Darkvision is black-and-white only, but is otherwise like normal light.

**Fast Healing (Ex):** The creature regains hit points at an exceptionally fast rate, usually 1 or more hit points per round. Fast healing stops working when a creature is reduced to  $-10$  hp or fewer. Except as noted here, fast healing works just like natural healing.

Fast healing doesn't provide any benefit against attack forms that don't deal hit point damage. Fast healing also doesn't restore hit points lost to starvation, thirst, or suffocation, and it doesn't allow a creature to regrow or reattach severed body parts.

**Fear Aura (Su):** A fear aura either operates continuously or can be used at will. In either case, it's a free action. This ability can freeze an opponent or cause opponents to become panicked. Other effects are possible. Negating the fear effect requires a successful Will save with a DC equal to  $10 + \frac{1}{2}$  fearsome creature's HD + fearsome creature's Charisma modifier (the exact DC is given in the creature's descriptive text).

**Improved Grab (Ex):** If the creature hits with a melee weapon it deals normal damage and attempts to start a grapple as a free action, doing so without provoking attacks of opportunity. No initial touch attack is required. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. A Small or smaller creature using improved grab does not apply its grapple modifier to its grapple check.

The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a  $-20$  penalty on grapple checks but is not considered grappled itself; the creature does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal additional damage unless the creature also has the constrict ability (see above). If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage given for the attack that established the hold.

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move, provided it can drag the opponent's weight.

**Low-Light Vision (Ex):** A creature with low-light vision can see twice as far as normal in poor lighting conditions. The creature can still distinguish colors, even in dim lighting.

**Poison (Ex):** Poison attacks deal initial damage, such as temporary ability damage (see above) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage.

The Fortitude save against poison has a DC equal to  $10 + \frac{1}{2}$  poisoning creature's HD + poisoning creature's Constitution modifier (the exact DC is given in the creature's Species Traits). A successful save negates the damage.

**Power Resistance (Ex):** A creature with power resistance can avoid the effects of psionic powers that directly affect it. To determine whether a spell or spell-like ability works, the psionic power manifester must make a level check ( $1d20 +$  manifester's level). If the result equals or exceeds the creature's power resistance, the power works normally, although the creature is still allowed a saving throw.

**Psionics (Sp):** Psionics refers to abilities the creature generates with the power of its mind. Most psionic abilities can be used at will and have no use limit.

**Regeneration (Ex):** This ability makes the creature impervious to most types of damage. Any damage dealt to the creature that falls below its massive damage threshold doesn't reduce its hit points, unless that damage is of a type it is specifically vulnerable to, as mentioned in the creature's description. Massive damage that doesn't match the creature's vulnerability reduces its hit points, but such damage automatically heals at a fixed rate, as detailed in the creature's description. When the creature takes massive damage from an attack type it isn't vulnerable to, a failed save renders it dazed for 1 round (instead of reducing it to  $-1$  hit points).

Damage the creature is vulnerable to deals damage with every successful attack. Such damage can't be regenerated, and massive damage from such an attack follows the normal massive damage rules.

Regeneration doesn't provide any benefit against attack forms that don't deal hit point damage. Regeneration also doesn't restore hit points lost to starvation, thirst, or suffocation.

Regenerating creatures can regrow and reattach severed body parts. Severed parts that aren't reattached wither and die normally. Regeneration continues to work no matter how low the creature's hit points drop, restoring lost hit points from any damage other than from attack forms the creature is specially vulnerable to.

**Resistance to Energy (Ex):** The creature ignores some damage of the given energy type (acid, cold, electricity, fire, or sonic/concussion) each time the creature is subjected to such damage. The entry indicates the amount and type of damage ignored.

**Scent (Ex):** This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move or attack action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail.

For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

**Swallow Whole (Ex):** If the creature begins its turn with an opponent held in its mouth (see improved grab, above), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its opponent and deals bite damage. Unless noted otherwise, the opponent can be up to one size category smaller than the swallowing creature.

Being swallowed has various consequences depending on the creature, but a swallowed opponent is considered grappled, while the creature is not. A swallowed opponent can try to cut its way free with any light piercing or slashing weapon (the amount of cutting damage required to get free is noted in the creature's descriptive text), or it can just try to escape the grapple. If the swallowed opponent chooses the latter course, success puts it back in the creature's mouth, where it may be bitten or swallowed again.

**Trample (Ex):** As an attack action during its turn each round, the creature can run over an opponent at least one size category smaller than itself, entering the opponent's fighting space to do so. The trample deals bludgeoning damage, and the creature's descriptive text lists the amount.

Trampled opponents can attempt attacks of opportunity, but these incur a –4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage. The save DC equals 10 + 1/2 trampling creature's HD + trampling creature's Strength modifier (the exact DC is given in the creature's descriptive text).

## Allegiances (AL)

This entry lists the creature's most likely allegiances, in order from most important to least important. Fantastic creatures often have allegiances to a moral or ethical philosophy as well as allegiances to masters, groups, organizations, owners, or creators.

## Saves (SV)

A creature's Fortitude, Reflex, and Will saving throw modifiers take into account the creature's type, ability score modifiers, feats, and any special qualities.

## Action Points (AP)

Creatures have no action points. However, creatures can gain action points by taking levels in a heroic character class. Every time a creature picks up a heroic class level, it gains a number of action points equal to 5 + one-half its heroic character level (not counting the creature's starting Hit Dice). Like most heroic characters, however, creatures with heroic class levels will have spent a certain number of action points in the course of their "heroic" careers.

Assume that a creature has a number of action points remaining equal to one-half of its heroic class levels.

## Reputation (Rep)

A creature has a Reputation bonus of +0 but may increase the bonus by taking levels in a character class.

## Abilities

Creatures have the same six ability scores as characters: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha). Exceptions are noted below.

**Strength:** Quadrupeds can carry heavier loads than bipedal characters. See Carrying Capacity.

**Intelligence:** A creature can speak all the languages mentioned in its descriptive text. Any creature with an Intelligence score of 3 or higher understands at least one language.

**Nonabilities:** Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are as follows.

**Strength:** Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't

exert force, usually because it has no physical body or because it is immobile. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

**Dexterity:** Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can act (such as by casting spells), the creature applies its Intelligence modifier instead of its Dexterity modifier to initiative checks. The creature fails all Reflex saves and Dexterity checks.

**Constitution:** Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and it always fails Constitution checks.

**Intelligence:** Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-affecting effects and automatically fails Intelligence checks.

**Wisdom:** Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

**Charisma:** Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

## Skills

This section lists alphabetically all the creature's skills by name along with skill modifiers that include adjustments for ability scores and any bonuses from feats or species abilities (unless otherwise noted in the descriptive text). All listed skills were purchased as class skills unless the creature acquires a character class (see Advancement, below).

**Automatic Languages:** Some creatures read, write, or speak unique languages that heroes don't know anything about. The GM determines whether a hero is capable of learning one of these unique languages and the method by which that language can be learned.

## Feats

This section lists alphabetically all the creature's feats.

Most creatures use the same feats that are available to characters, but some have access to the Multiattack feat (described below).

## Multiattack

The creature is adept at using all its natural weapons at once.

**Prerequisite:** Three or more natural weapons.

**Benefit:** The creature's secondary attacks with natural weapons take only a –2 penalty.

**Normal:** Without this feat, the creature's secondary natural attacks take a –5 penalty.

## Advancement

The GM can improve a creature by increasing its Hit Dice. The Advancement entry indicates the increased Hit Dice (and often size) of the creature or indicates that the creature can advance by character class.

## Increasing Hit Dice

As a creature gains Hit Dice, many of its game statistics change.

**Size:** Adding Hit Dice to a creature can also increase its size. An increase in size affects a creature's Defense, attack rolls, and grapple checks, as shown on Table: Creature Sizes, as well as physical ability scores and damage, as shown in the descriptions of the creature types.

**Defense:** An increase in size affects a creature's Defense, as shown on Table: Creature Sizes. An increase in size might also improve a creature's natural armor bonus to Defense, as shown on Table: Adjustments to Physical Abilities and Natural Armor. Note that a

natural armor bonus stacks with an equipment bonus from armor.

**Attack Bonus:** *Table: Creature Saves and Base Attack Bonuses* shows how a creature's base attack bonus improves as it gains Hit Dice. A change in the creature's size also modifies its attack rolls, as shown on *Table: Creature Sizes*. Both values must be counted when recalculating a creature's attack bonus.

**Grapple Modifier:** An increase in size affects a creature's grapple modifier, as shown on *Table: Creature Sizes*.

**Damage:** An increase in size also increases the amount of damage a creature deals with its natural weapons.

**Saving Throws:** *Table: Creature Saves and Base Attack Bonuses* shows how a creature's saving throw bonuses improve as it gains Hit Dice.

**Ability Scores:** An increase in size affects a creature's Strength, Dexterity, and Constitution, as shown on *Table: Adjustments to Physical Abilities and Natural Armor*.

**Skills and Feats:** As shown on *Table: Bonus Skill Points and Feats by Creature Type*, a creature may gain additional skill points and feats depending on its type.

## Table 11-1: Adjustments to Physical Abilities & Natural Armor

Old Size <sup>1</sup>	New Size	Str	Dex	Con	Natural Armor Improvement
Fine	Diminutive	—	-2	—	—
Diminutive	Tiny	+2	-2	—	—
Tiny	Small	+4	-2	—	—
Small	Medium	+4	-2	+2	—
Medium	Large	+8	-2	+4	+2
Large	Huge	+8	-2	+4	+3
Huge	Gargantuan	+8	—	+4	+4
Gargantuan	Colossal	+8	—	+4	+5

<sup>1</sup>Repeat the adjustment if the creature moves up more than one size category.

## Table 11-2: Bonus Skill Points & Feats by Creature Type

Type	Bonus Skill Points	Bonus Feats
Aberration	+2 per extra HD	+1 per 4 extra HD
Animal	—	—
Construct	—	—
Humanoid	+1 per extra HD	+1 per 4 extra HD
Plant	—	—
Vermin	—	—

### Acquiring a Character Class

A creature that acquires a character class follows the rules for multiclass characters. The creature's character level equals its Hit Dice plus the number of character class levels it has. Creatures with 1 or fewer Hit Dice count only their character class levels.

**Size:** Adding character classes to a creature never affects its size.

**Skills:** Creatures that take levels of a character class do not gain as many skill points as a human character of the same class. Creatures get 4 fewer skill points at 1st level than a human character and 1 fewer skill point each level thereafter; see *Table: Skill Points per Class Level for Nonhumans*.

**Feats:** Creatures with 1 or fewer Hit Dice that acquire character class levels advance as human characters do, but they gain only one bonus feat at 1st level instead of two.

### Talents and Abilities

Creatures that advance by character class gain special talents and abilities, which are noted here.

## EXAMPLE CREATURES

Mundane creatures are described in other books. The creatures described in this section include such exotic animals as are commonly encountered on Arrakis or other planets in the Known Universe.

Some creatures are presented as "templates." A template can be acquired or inherited. Acquired templates can be applied to a creature anytime. A creature's description often includes statistics for both the standard breed and an "improved" version that has levels in one or more heroic classes.

### D-Wolf

Bred for size and speed to protect his fortress, Leto II created this vicious breed of immense, ferocious gray wolf. Approximately the size of a horse, it has fiery, intelligent eyes and a thick coat of fur. Efficient pack hunters that will kill anything they can catch, D-wolves are mottled gray or black, about 3 meters long and weighing nearly 400 kgs.

In combat, D-wolves prefer to attack in packs of 5-8, surrounding and flanking a foe when they can.

**Scent (Ex):** This ability allows a wolf to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See *Special Qualities* for more information.

**Trip (Ex):** A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 152) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

**Skill Bonuses:** D-wolves receive a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. They also receive a +4 species bonus on Survival checks when tracking by scent.

**D-Wolf:** CR 4; Large animal; HD 6d8+18; hp 45; Mas 17; Init +2; Spd 15 m.; Defense 14, touch 12, flat-footed 12 (-1 size, +2 Dex, +3 natural); BAB +4; Grap +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); FS 4 m. by 4m.; Reach 4 m.; SA Trip; SQ Low-light vision, scent; AL none; SV Fort +8, Ref +7, Will +6; AP 0; Rep +0; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

**Skills:** Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 when tracking by scent).

**Feats:** Alertness, Run, Track, Weapon Focus (bite).

**Advancement:** 7–18 HD (Large).

### Hawk, Caladanian

Native to Caladan, the beautifully plumed Caladanian hawk is a masterful raptor. Its incredibly sharp claws deliver more damage than most birds its size. What's more, its expert eyesight makes it a deadly predator in day or night. Hawks are well respected by the farmers of Caladan, who see them as distant cousins and representatives of the Atrides' swift and vigilant justice. Hawk feathers bring about 10 solari each on the open market, but it takes an hawk at least one month to grow back plucked feathers, and they cannot regrow clipped or plucked pin feathers (necessary for flight).

**Superior low-light vision (Ex):** An hawk can see five times as far as a human in dim light.

**Hawk:** CR 2; Small animal; HD 3d8; hp 13; Mas 17; Init +3; Spd 5 m, fly 25 m. (average); Defense 15, touch 12, flat-footed 12 (+1 size, +3 Dex, +1 natural); BAB +4; Grap +15; Atk +2 melee (1d4, bite); Full Atk +6 melee (1d6, claw) and +2 melee (1d4, bite); FS 2 m. by 2m.; Reach 2 m.; SQ Superior low-light vision; AL none; SV Fort +3, Ref +7, Will +5; AP 0; Rep +0; Str 10, Dex 17, Con 12, Int 2, Wis 16, Cha 10.

**Skills:** Hide +7, Listen +14, Move Silently +9\*, Spot +14.

\* When in flight, they gain a +8 bonus to Move Silently checks.

### Ghola, Advanced [Template]

The Bene Tleilax, known across the universe as master cloners, created the perfect soldiers when they cloned Duncan Idaho and altered his genetic material to create the gholas for Leto II.

The clones created by the Tleilaxu can have their genetic structure altered to suit the owner, such as being more efficient in combat and more willing to follow orders and take commands. This was the perfect combination for the gholas clones, who needed to be totally obedient to God Emperor Leto II, while at the same time effective and durable soldiers. Other clones might be genetically altered or exact replicas of their hosts. The Tleilaxu and a few others knew how to create clones that did not suffer from mental instability, but those who lacked such knowledge often saw their results tainted with everything from paranoia to complete insanity.

A gholas is a physical duplicate of a specific humanoid, called a primary. Although a gholas does not gain the specific life experiences of its primary, it can easily mimic the demeanor and general behavior of



the primary, enabling it to fill the same general role as the primary. A ghola is identical in appearance to the primary except it has jet-black eyes with no visible irises. Some gholas wear special contact lenses (purchase DC 12) to conceal this sinister physical divergence.

Gholas are bred in Tleilaxu axlotl tanks. A sample of the primary's subdermal tissue is required to create a ghola (dead skin cells or hair follicles will not do), and an adult replacement takes two months to grow. Creating a ghola requires a successful Craft (pharmaceutical) check (DC 50). The check must be made 1 month into the ghola's growth period, and a failed roll indicates the premature death of the ghola. Financing the growth and development of a ghola also requires a successful Wealth check against a purchase DC of 48, rolled before the process of growing the clone commences.

#### Template Traits

"Ghola" is an inherited template that can be added to any humanoid (referred to hereafter as the original). A ghola uses all the primary's statistics except as noted here.

**Special Qualities:** A ghola gains all of the original's extraordinary abilities but none of its supernatural or spell-like abilities (including psionics). A ghola gains none of the original's other special qualities or talents. A ghola knows that it lacks some of the abilities of the original and occasionally feels resentful toward the original for this reason.

In addition to its inherited extraordinary abilities, a ghola has the following special quality:

**Hypnotic Suggeston (Ex):** A ghola can be programmed to recover the memories of its original (primary) if compelled to do something that is beyond the primary's nature, such as kill a loved one.

**Allegiances:** A ghola's primary allegiance is to its creator or owner. This allegiance cannot be broken unless the creator or owner does something to break it (such as by programming a different allegiance or by attacking the ghola).

**Abilities:** A clone created from an unaltered genetic specimen must have Strength, Dexterity, and Constitution scores equal to or greater than the character it is cloned from. A clone created from an altered genetic specimen can have any set of attributes normally allowed.

**Skills:** A ghola has access to any skill in which the original has ranks, and all of a ghola's skills are class skills even if they are cross-class skills for the original. A ghola gets a number of skill points per Vitality Die equal to 4 + the ghola's Intelligence modifier (minimum 1 skill point per Hit Die). The ghola can never have more ranks in a skill than the original.

The ghola gains a +4 species bonus on Disguise checks when impersonating the original. The bonus increases to +10 if the ghola wears contact lenses that hide its distinctive black eyes.

**Feats:** A ghola gains the original's feats but cannot use any feat for which it no longer meets the prerequisites.

**Automatic Languages:** A ghola can read, write, and speak any language known by the original.

**Advancement:** By character class.

#### Ghola, Basic [Template]

The clones created by the Tleilaxu can have their genetic structure altered to suit the owner, such as being more efficient in combat and more willing to follow orders and take commands. This was the perfect combination for the ghola clones, who needed to be totally obedient to God Emperor Leto II, while at the same time effective and durable soldiers. Other clones might be genetically altered or exact replicas of their hosts. The Tleilaxu and a few others knew how to create clones that did not suffer from mental instability, but those who lacked such knowledge often saw their results tainted with everything from paranoia to complete insanity.

A ghola is a physical duplicate of a specific humanoid, called a primary. Although a ghola does not gain the specific life experiences of its primary, it can easily mimic the demeanor and general behavior of the primary, enabling it to fill the same general role as the primary. A ghola is identical in appearance to the primary except it has jet-black eyes with no visible irises. Some gholas wear special contact lenses (purchase DC 12) to conceal this sinister physical divergence.

Gholas are bred in Tleilaxu axlotl tanks. A sample of the primary's

subdermal tissue is required to create a ghola (dead skin cells or hair follicles will not do), and an adult replacement takes two months to grow. Creating a ghola requires a successful Craft (pharmaceutical) check (DC 50). The check must be made 1 month into the ghola's growth period, and a failed roll indicates the premature death of the ghola. Financing the growth and development of a ghola also requires a successful Wealth check against a purchase DC of 48, rolled before the process of growing the clone commences.

#### Template Traits

"Ghola" is an inherited template that can be added to any humanoid (referred to hereafter as the original). A ghola uses all the primary's statistics except as noted here.

**Challenge Rating:** Same as the original –1.

**Vitality Dice:** Change to one die type smaller than the primary, minimum of d6.

**Special Qualities:** A ghola gains all of the original's extraordinary abilities but none of its supernatural or spell-like abilities (including psionics). A ghola gains none of the original's other special qualities or talents. A ghola knows that it lacks some of the abilities of the original and occasionally feels resentful toward the original for this reason.

**Allegiances:** A ghola's primary allegiance is to its creator or owner. This allegiance cannot be broken unless the creator or owner does something to break it (such as by programming a different allegiance or by attacking the ghola).

**Saves:** As the original, modified by altered ability scores (see Abilities, below).

**Action Points:** Gholas acquire action points as they gain experience as normal hero characters.

**Abilities:** A clone created from an unaltered genetic specimen must have Strength, Dexterity, and Constitution scores equal to or greater than the character it is cloned from. A clone created from an altered genetic specimen can have any set of attributes normally allowed.

**Skills:** A ghola has access to any skill in which the original has ranks, and all of a ghola's skills are class skills even if they are cross-class skills for the original. A ghola gets a number of skill points per Vitality Die equal to 4 + the ghola's Intelligence modifier (minimum 1 skill point per Hit Die). The ghola can never have more ranks in a skill than the original.

The ghola gains a +4 species bonus on Disguise checks when impersonating the original. The bonus increases to +10 if the ghola wears contact lenses that hide its distinctive black eyes.

**Feats:** A ghola gains the original's feats but cannot use any feat for which it no longer meets the prerequisites.

**Automatic Languages:** A ghola can read, write, and speak any language known by the original.

**Advancement:** By character class.

**Ghola Armsman of House Wallach (Human Armsman 5):** CR 4; Medium-size humanoid; V/WP (5d8+5) 35/14; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +5; Grap +6; Atk +6 melee (1d3+1, unarmed strike); Full Atk +6 melee (1d3+1, unarmed strike), or +6 ranged (3d6, lasgun); FS 5 ft. by 5 ft.; Reach 5 ft.; AL House Wallach; SV Fort +4, Ref +4, Will +3; AP 5; Rep +4; Str 12, Dex 12, Con 14, Int 12, Wis 12, Cha 12.

**Skills:** Bluff +4, Craft (chemical) +5, Cryptography +3, Disguise +5 (+11 with contact lenses), Disable Device +3, Investigate +3, Knowledge (current events) +3, Knowledge (earth and life sciences) +7, Profession +3, Read/Write English, Read/Write Korean, Research +11, Search +3, Speak English, Speak Korean.

**Feats:** Dodge\*, Educated, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

\*The replacement does not meet the prerequisite for this feat and therefore cannot use it.

**Possessions:** Lasgun (pistol), security pass, House Wallach guard uniform.

#### Hawk

**Skill Bonus:** Hawks gain a +8 species bonus on Spot checks in daylight.

**Bonus Feat:** Hawks gain the bonus feat Weapon Finesse (claw).

**Hawk:** CR 1; Tiny animal; HD 1d8; hp 4; Mas 10; Init +3; Spd 10 ft., fly 60 ft. (average); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d4-2, claw); Full Atk +5 melee (1d4-2, claw); FS 5 ft. by 5 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +5, Will +2; AP 0; Rep +0; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

**Skills:** Listen +6, Spot +6 (+14 in daylight).

**Feats:** Weapon Finesse (claw).

**Advancement:** None.

## Laza Tiger

This immense, monstrous feline is almost as tall at the shoulder as a human. It has a long body with bold stripes and paws the size of bucklers. Laza tigers prey on just about anything that moves. They will patiently stalk a potential meal, striking whenever the creature lets down its guard. Laza tigers grow to be nearly 4 meters long and can weigh up to 2500 kgs.

In combat, a laza tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

**Improved Grab (Ex):** To use this ability, the tiger must hit with a claw or bite attack. If it gets a hold, it can rake (see below). See Improved Grab.

**Pounce (Ex):** If a laza tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Rake (Ex):** A laza tiger that gets a hold of its target can make two rake attacks (+9 melee) with its hind legs for 1d8+6 points of damage each. If the tiger pounces on an opponent, it can also rake.

**Skill Bonuses:** Tigers receive a +4 species bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, their Hide bonus improves to +8.

**Laza Tiger:** CR 8; Large animal; HD 16d8+48; hp 120; Mas 17; Init +2; Spd 12 m.; Defense 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural); BAB +12; Grap +24; Atk +20 melee (2d4+8, claw); Full Atk +20 melee (2d4+8, 2 claws) and +14 melee (2d6+4, bite); FS 4 m. by 2m.; Reach 2 m.; SA Improved grab, pounce, rake 2d4+4; SQ Low-light vision, scent; AL none; SV Fort +13, Ref +12, Will +11; AP 0; Rep +0; Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

**Skills:** Hide +7 (+9 in tall grass or undergrowth), Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +9.

**Feats:** Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw).

**Advancement:** 17-32 HD (Large); 33-48 HD (Huge).

## Mouse, Kangaroo (Muad'Dib)

The kangaroo mouse of Arrakis is a curious creature, surviving in a most inhospitable climate. Omnivorous rodents that thrive almost anywhere, a typical kangaroo mouse measures from 10-25 centimeters in length.

**Scent (Ex):** This ability allows the kangaroo mouse to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

**Skill Bonuses:** Kangaroo mice receive a +8 species bonus on Balance checks a +4 species bonus on Hide and Move Silently checks. They use their Dexterity modifier for climb checks.

**Bonus Feat:** Kangaroo mice gain the bonus feat Weapon Finesse (bite).

**Kangaroo Mouse:** CR 1/8; Diminutive animal; VD: 1/4 d8 (2 vp); Mas 10; Init +2; Spd 5m, climb 5m; Def 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d4-4, bite); FS 1m by 1m; Reach 5m; SQ scent, low-light vision; AL none, owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 35, Int 10, Wis 12, Cha 2.

**Skills:** Balance +10, Climb +12, Hide +18, Move Silently +10, Survival +8.

**Feats:** Weapon Finesse (bite).

**Advancement:** 1/2 VD (Small); 1 VD (Medium-size); 2-4 VD (Large).

## Sandworm (Shai Hulud)

The sand worm of dune is a colossal creature whose sheer size is enough to make most people think twice about getting anywhere near them. For the Fremens, the sandworms hold a deep religious significance.

One of the single greatest creatures in the known universe, the great sand worm of Arrakis are both protectors and makers of the spice melange. A creature unique to the pre-Leto II era of the planet Arrakis, attempts to establish the worm in other areas of the galaxy have met with only limited success. The completed life cycle has not been observed in any of the off-planet experiments.

Larger male specimens reach lengths exceeding 400 meters, and are close to 100 meters at the widest point. The smaller female measure approximately 100 by 20 meters. The throat of the male worm has been measured at 80 meters in diameter in the largest specimens. A set of 1,000 or more organic carbo-silica crystal teeth surround the mouth in a circular pattern.

The adult worm is made up of 100-400 segments. Each segment possesses its own primitive nervous system. Respiration is accomplished through pores in the tough silvery-grey outer skin. There is no circulatory system as such, since most of the nutrients are in the form of gasses. Each segment has a series of membrane "baffles" to absorb nutrients. Consequently, the sandworm is extremely difficult to kill. The only thing -- short of atomics -- that might stop a sandworm is the simultaneous application of massive amounts of electricity to each of its segments, stunning it temporarily.

The Fremens use sandworms for transportation, riding them great distances. Sandworms travel at an average speeds between 10 and 30 miles per hour. When ridden by Fremens, they are goaded into travelling at speeds upwards of 50 mph by continuous beating on the worm's tail segments. A large male sandworm, goaded by Fremens, has a range of approximately 450 miles before he stops due to exhaustion. Consequently, distances on Arrakis are often measured in "thumpers" -- the number of sandworms that need to be captured in order to make the journey. A "three thumper trip" would be approximately 1300 miles.

Shai-hulud's two attacks consist in his 'bite' and his 'trample.' A sandworm is attracted by any rhythmic noise and will usually rise from below the source of the sound and swallow it.

Standing too nearly to a sandworm as it passes might cause one to be pulled down into the sand. A Reflex save (DC 20) is necessary to avoid being pulled down. On a failed roll treat as per suffocation as the victim is pulled into the swirling sand beside the worm.

Because of their size, sandworms can be detected up to 40 kilometers away from the air, and can be detected up to 10 kilometers away when one is standing on the surface of the sand. This gives one some time to move to safety before the attack. Holtzmann shields drive sandworms into a frenzy, and even a small personal shield operating on the surface of Arrakis will call worms from miles around.

Sand worms attack with their tremendous bite. If this should fail, they can attack by rolling onto their opponents, crushing them.

**Crush (Ex):** The sandworm can attempt to crush its opponents by rolling on top of them. The opponent may make a Reflex save (DC 30) to jump out of the way. Crushed victims take full crush damage.

**Improved Grab (Ex):** To use this ability, a sand worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

**Melange Creation (Ex):** A sandworm produces 2 kilograms per HD of melange once per week. It leaves melange in its wake wherever it travels. Patches of melange occasionally work their way to the surface where they are easily harvested.

**Spice Creation (Ex):** A sandworm produces 1 pound per HD of melange per week. It leaves spice in its wake wherever it travels. Patches of melange occasionally work their way to the surface where they are easily harvested.

**Swallow Whole (Ex):** A sand worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple

check. Once inside, the opponent takes 5d8+32 points of crushing damage plus 8 points of heat damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17).

Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

**Tremorsense (Ex):** Sand worms automatically sense the location of anything that is in contact with the ground and within its 1 kilometer range, so long as it is touching the ground itself.

**Sandworm:** CR 11; Gargantuan animal; **VD** (16d10+112) **V/WP** 200/25; **Initiative:** -2 (Dex); **Speed:** 60 ft., burrow 60 ft.; **Defense** 19 (-4 size, -2 Dex, +15 natural); **Attaks:** Bite +20 melee; crush +20 melee; **Damage:** Bite 2d8+12; crush 2d10+6; **FS/Reach:** 30 ft. x 30 ft./15 ft.; **SA** Improved grab, swallow whole, crush; **SQ** spice creation, tremor sense; **AL** none, rider; **SV** Fort +17, Ref +8, Will +4; **AP** 0; **Rep** +0; **Str** 35, **Dex** 6, **Con** 25, **Int** 1, **Wis** 8, **Cha** 8.

**Skills:** Climb +14.

**Feats:** Weapon Finesse (bite).

**Advancement:** 16-32 **VD** (Gargantuan); 33+ **VD** (Colossal).

**Shai-Hulud:** CR 35; Colossal beast; **HD** 30d12+300; **hp** 437; **Mas** 35; **Init** -3; **Spd** 20m, **burrow** 20m; **Defense** 39, **touch** xx, **flat-footed** xx (-8 size, -3 Dex, +40 natural armor); **BAB** +x; **Grp** +x; **Atk** +xx melee (5d8+32, bite); **Full Atk** +39 melee (5d8+32, bite); +34 melee (20d10+16, crush); **FS** 12m by 30m; **Reach** 5m; **SA** Improved grab, swallow whole, crush; **SQ** Tremor sense (100m), damage reduction 15/+1; **AL** none; **SV** Fort +24, Ref +9, Will +3; **AP** 0; **Rep** +10\*; **Str** 75, **Dex** 4, **Con** 35, **Int** 1, **Wis** 4, **Cha** 4.

**Skills:** Hide, Intimidate, Listen, Move Silently, Search, Sense Motive, Spot, Wilderness Lore.

**Feats:** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite).

**Advancement:** 20-25 **HD** (Gargantuan); 26-35 (Colossal).

**Climate:** Warm Desert; **Organization:** Solitary or herd (2-4);

**Challenge Rating:** 35; **Treasure:** none; **Alignment:** Neutral (Always); **Advancement:** 251-750 **HD** (Colossal).

## Spice Addict [Template]

While most characters fall under the descriptions provided by most classes and species, some have a special quality about them that sets them apart from normal sentient beings. These changes, which differentiate a character from even other members of his species, can be illustrated through the use of a *template*.

A template is a set of changes made to a standard character to make that character reflect those differences more accurately in game terms. The character continues to use all statistics and special abilities from his existing class, except as noted in the text of the template.

There is more than one kind of spice in the DUNE Universe, but for our purposes, what concerns us is melange—the "spice of spices," the crop for which Arrakis is the unique source. The spice, chiefly noted for its geriatric qualities, is only mildly addictive when taken in small quantities, but severely addictive when imbibed in quantities above two grams daily per seventy kilos of body weight. (See Ibad, Water of Life, and Pre-spice Mass.) Muad'Dib claimed the spice as a key to his prophetic powers. Guild navigators make similar claims. Its price on the Imperial market has ranged as high as 620,000 solaris per decagram.

**Special Qualities:** Extended lifespan [+25%], immunity to most poisons.

**Saves:** +2 bonus on Reflex saves, -2 penalty on Will saves.

**Abilities:** A spice addict gains a -1 to his Charisma score, but suffers a +1 to his Wisdom score.

## Squid

### Species Traits

**Blindsight (Ex):** Bats can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and

creatures within 30 feet. Ultrasonic noise forces the bat to rely on its weak vision, which has a maximum range of 5 feet.

**Skill Bonuses:** Bats receive a +4 species bonus on Listen and Spot checks. These bonuses are lost if the bat's blindsight is negated.

**Squid:** CR 1/10; Diminutive animal; **HD** 1/4 d8; **hp** 1; **Mas** 10; **Init** +2; **Spd** 5 ft., **fly** 40 ft. (good); **Defense** 16, touch 16, flat-footed 14 (+4 size, +2 Dex); **BAB** +0; **Grp** -17; **Atk** none; **Full Atk** none; **FS** 1 ft. by 1 ft.; **Reach** 0 ft.; **SQ** blindsight 30 ft.; **AL** none; **SV** Fort +2, Ref +4, Will +2; **AP** 0; **Rep** +0; **Str** 1, **Dex** 15, **Con** 10, **Int** 2, **Wis** 14; **Cha** 4.

**Skills:** Listen +9, Move Silently +6, Spot +9.

**Feats:** None.

**Advancement:** None.

## Researching Creatures

Researching a creature and learning its weaknesses will increase the likelihood of victory in the ultimate confrontation.

A hero can uncover secrets about a particular creature or type of creature through research. The success of any such endeavor is measured with Research skill checks.

Researching a creature takes 1d4 hours plus an additional 1d4 hours if the creature is unique or has traits unlike other members of its species. The type of information gleaned in this amount of time depends on the hero's Research check result, as shown below.

## Creature Weaknesses

Although a creature's type and species determine many of its traits and abilities, GMs are encouraged to alter a creature's physiology, behavior, abilities, tactics, and defenses when it serves the story or to confound players who think they know everything about their opponents.

The rules provided allow GMs to build custom monsters and ascribe special qualities to them. When designing a creature, the GM should also think of ways the creature can be defeated. From the heroes' point of view, a creature's weaknesses are more important than its abilities. Assigning weaknesses to creatures gives under-powered or poorly equipped heroes a fighting chance.

A source can be a specific object, location, substance, sound, sensation, or activity. How the creature interacts with a source of weakness is left up to the GM, although most sources must be in close proximity to the creature (if not touching the creature) to affect it. GMs may roll randomly on the table, choose a source that suits the creature, or devise their own.

## Source Effects

After determining a creature's source of weakness, the GM needs to decide how the creature reacts when confronted by the source. Pick an effect that seems appropriate for the creature and the source.

A creature gets either a Fortitude or Will saving throw to overcome or resist the source of weakness; the DC of the save varies depending on the source's strength:

Strength of Source	Save DC
Easily resistible	10
Moderate	15
Strong	20
Overpowering	25

Creatures usually react to a source of weakness in one of six ways:

**Addiction:** The creature is compelled to ingest, imbibe, or inhale the source. The source must be within 5 feet of the creature to affect it. On a successful Will save, the creature negates the compulsion. On a failed save, the creature spends a full-round action indulging its addiction, then may resume normal actions while suffering one or more of the following effects (GM's choice):

- Creature takes a -2 penalty to Dexterity and Wisdom.
- Creature takes a -2 penalty on attack rolls and skill checks.
- Creature loses 10% of its current hit points.
- Blindness: The creature has a 50% miss chance in combat, loses any Dexterity bonus to Defense, moves at half speed, takes a -4 penalty on Strength and Dexterity-based skills, and cannot make Spot checks. Foes gain a +2 bonus on attack rolls to hit the creature.

- **Deafness:** The creature takes a –4 penalty to initiative checks and has a 20% chance of spell failure when casting spells with verbal components. The creature cannot make Listen checks.

- Creature loses one of its extraordinary, supernatural, or spell-like special qualities.

Each effect lasts 1d4 hours. Even creatures immune to mind-affecting effects are susceptible to a source-induced addiction.

**Attraction:** The creature is compelled to move as fast as it can toward the source. On a successful Will save, the creature resists the compulsion. On a failed save, the creature moves toward the source at its maximum speed, taking the safest and most direct route. Once it reaches the source, the compelled creature seeks to possess it. If the source isn't something the creature can easily possess, it gets a new save every round to break the compulsion.

Even creatures immune to mind-affecting effects are susceptible to a source-induced attraction.

**Aversion:** The creature finds the source repellant. On a failed save, the creature cannot approach or remain within 1d4 x10 feet of it. In the case of traveling sounds, the creature moves away from the source as fast as it can, stopping only when it can no longer hear it. On a successful Will save, the creature overcomes its aversion and may approach the source freely.

A repelled creature that cannot move the requisite distance from the source suffers one or more of the following effects (GM's choice):

- Creature takes a –2 morale penalty to Strength and Dexterity.
- Creature takes a –2 morale penalty on attack rolls, damage rolls, and skill checks.

- Creature takes a –2 penalty to Defense.

- **Blindness:** See Addiction, above.

- **Deafness:** See Addiction, above.

- Creature loses one of its extraordinary, supernatural or spell-like special qualities.

Each effect lasts until the creature leaves the affected area and for 1d4 rounds afterward. Even creatures immune to mind-affecting effects are susceptible to a source-induced aversion.

**Fascination:** The creature finds the source fascinating and ceases all attacks and movement upon seeing, hearing, smelling, or otherwise perceiving it. On a successful Will save, the creature negates the fascination and can act normally. On a failed Will save, the creature can take no actions, and foes gain a +2 bonus on attack rolls against the creature. Any time the creature is attacked or takes damage, it gets a new save to negate the fascination. Otherwise, the fascination lasts as long as the creature can see, hear, smell, or otherwise perceive the source.

Even creatures immune to mind-affecting effects are susceptible to a source-induced fascination.

**Fear:** The creature is frightened by the source. If it fails its Will save, the creature flees from the source as fast as it can. If unable to flee, the creature takes a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. On a successful save, the creature overcomes the fear and can approach the source or otherwise act without penalty.

Even creatures immune to mind-affecting effects are susceptible to a source-induced fear.

**Harm:** Contact with the source or proximity to the source harms the creature in some fashion. On a successful Fortitude save, the creature negates the effect or, in the case of instant death or disintegration, takes damage instead. GMs may choose one of the following effects or invent their own:

- **Blindness and deafness:** See Addiction, above. The blindness and deafness last 1d4 hours.

- Creature is turned to stone instantly.

- Creature loses 50% of its current hit points.

- Creature drops dead. On a successful save, the creature takes 3d6+15 points of damage instead.

- Creature is disintegrated. On a successful save, the creature takes 5d6 points of damage instead.

Even creatures immune to effects that require Fortitude saves are susceptible to source-induced harm.

## EXAMPLE ICONIC CHARACTERS

Examples of characters ready-for-play in the DUNE universe.

### Kaan Abulurd, Harkonnen Noble

#### Kaan Abulurd, Distaff of House Harkonnen

*Son of deposed Baron Abulurd Harkonnen, former regent of Arrakis.*

**Lord Kaan Abulurd: Noble 1; CR 1; Male human; VWP 8/14; Init +2 (Dex); Spd 10m; Defense 14 (+2 Dex, +2 class), flat-footed 12; BAB +0; Grapple +2; Single Atk +2 melee (1d4+2/19-20, masterwork dagger); Full Atk +2 melee (1d4+2/19-20, masterwork dagger) or +2 melee (1d3+2, unarmed strike) or +2 ranged (3d6/20, lasgun); Face/Reach 2m/2m; SQ Favor +1, right of passage; Action Points 6; Loyalty +1 [House Wallach]; Reputation +1; SV Fort +2, Ref +3, Will +3; Str 14, Dex 14, Con 14, Int 14, Wis 13, Cha 16. Height 1.8 m; Weight 78 kgs.**

**Skills:** Bluff +7, Diplomacy +9, Gather Information +7, Intimidate +7, Knowledge (art) +4, Knowledge (history) +4, Knowledge (nobility & royalty) +6, Knowledge (tactics) +4, Ride +4, Sense Motive +5, Speak Gallach (basic), and Speak Wallach Battle Language.

**Feats:** Holtzman Shield Proficiency, Human, Lasgun Proficiency, Noble Born, Simple Weapons Proficiency.

**Possessions:** Dueling dagger, personal shield, various personal items: Noble's outfit (formal, training).

### House Wallach Mentat

#### Basir Hue, Mentor of Christhaad.

*Master of Assassins and Warmaster of Baron Wallach.*

**Basir Hue: Mentat 1; CR 1; Medium-size male human; VWP 8/14; Init +2 (Dex); Spd 10m; Defense 14 (+2 Dex, +2 class), flat-footed 12; BAB +0; Grapple +2; Single Atk +2 melee (1d4+2/19-20, masterwork dagger); Full Atk +2 melee (1d4+2/19-20, masterwork dagger) or +2 melee (1d3+2, unarmed strike) or +2 ranged (3d6/20, lasgun); Face/Reach 2m/2m; SQ Favor +1, right of passage; Action Points 6; Loyalty +1 [House Wallach]; Reputation +1; SV Fort +2, Ref +3, Will +3; Str 14, Dex 14, Con 14, Int 14, Wis 13, Cha 16. Height 1.8 m; Weight 78 kgs.**

**Skills:** Bluff +7, Diplomacy +9, Gather Information +7, Intimidate +7, Knowledge (art) +4, Knowledge (history) +4, Knowledge (nobility & royalty) +6, Knowledge (tactics) +4, Ride +4, Sense Motive +5, Speak Gallach (basic), and Speak Wallach Battle Language.

**Feats:** Holtzman Shield Proficiency, Human, Lasgun Proficiency, Noble Born, Simple Weapons Proficiency.

**Possessions:** Dueling dagger, personal shield, various personal items: Noble's outfit (formal, training).

### Lilida, Bene Gesserit Adept

#### Lilida Baavura, Adept of Hidden Rank

*Adept of the Second Circle and Mentor of Christhaad.*

**Lilida Baavura: Noble 1; CR 1; Male human; VWP 8/14; Init +2 (Dex); Spd 10m; Defense 14 (+2 Dex, +2 class), flat-footed 12; BAB +0; Grapple +2; Single Atk +2 melee (1d4+2/19-20, masterwork dagger); Full Atk +2 melee (1d4+2/19-20, masterwork dagger) or +2 melee (1d3+2, unarmed strike) or +2 ranged (3d6/20, lasgun); Face/Reach 2m/2m; SQ Favor +1, right of passage; Action Points 6; Loyalty +1 [House Wallach]; Reputation +1; SV Fort +2, Ref +3, Will +3; Str 14, Dex 14, Con 14, Int 14, Wis 13, Cha 16. Height 1.8 m; Weight 78 kgs.**

**Skills:** Bluff +7, Diplomacy +9, Gather Information +7, Intimidate +7, Knowledge (art) +4, Knowledge (history) +4, Knowledge (nobility & royalty) +6, Knowledge (tactics) +4, Ride +4, Sense Motive +5, Speak Gallach (basic), and Speak Wallach Battle Language.

**Feats:** Holtzman Shield Proficiency, Human, Lasgun Proficiency, Noble Born, Simple Weapons Proficiency.

**Possessions:** Dueling dagger, personal shield, various personal items: Noble's outfit (formal, training).

### Malek, Fremem Warrior

#### Malek, Fremem of Twin Knives Sietch

*The first born son of the Water Master of the Red Chasm Sietch, Malek was born to kill Harkonnen. Trained from birth to despise the tyrant rulers of Arrakis, Malek has spent all 18 years of his life burning a special place of hate in his heart for them.*

*Along with his Sietch-brothers Tal'miet and Ardakos, Malek is part of a special cherem sworn to take the life of every Harkonnen on Arrakis. They have vowed to leave no Harkonnen agent alive and Malek has a special talent for sniffing out Harkonnen agents in the pyon villages.*

**Malek, Fremen 1; CR 1;** Medium-size human male; **V/WP 12/14;** **Initiative +4** (+2 Dex, +2 Blooded); **Speed 10m;** **DR 1/-;** **Defense 14** (+2 Dex, +2 class), flat-footed 12, touch 14; **BAB +1;** **Grap +2;** **Atk +2** melee (1d3+1, unarmed) or +2 melee (1d6+1/19-20, crysknife); **SQ** Desert creature, Eyes of Ibad; **SV Fort +4,** Ref +3, Will +3; **AP 5;** **Loy +1** [Fremen]; **Rep +0;** **Str 12,** **Dex 14,** **Con 14,** **Int 12,** **Wis 16,** **Cha 12.** **Height 1.8 m;** **Weight 78 kgs.**

**Starting Occupation:** Tribal [*Skills:* Ride, Sense Motive, Survival, *Feat:* Track].

**Skills [4/2]:** Balance +2, Climb +1, Craft (crysknife) +3, Handle Animal (sandworm) +2, Hide +4, Listen +5, Move Silently +8 (desert), Ride (sandworm) +5, Sense Motive +5, Speak Gallach, Speak Fremen Field Language, Spot +11 (desert), and Survival +12 (stillsuit).

**Feats:** Simple Weapons Proficiency, Track, Blooded, Quick Draw.

**Possessions:** Fremen stillsuit, Fremkit, jubba cloak, crysknife, various personal items.

## House Atreides Armsman

### Christhaad von Silgaimaar, Heir To House Wallach

*Son of Baron von Wallach and young heir to throne of House Wallach on Wallach VII.*

**Na-Baron Christhaad von Silgaimaar: Noble 1; CR 1;** Male human; **V/WP 8/14;** **Init +2** (Dex); **Spd 10m;** **Defense 14** (+2 Dex, +2 class), flat-footed 12; **BAB +0;** **Grapple +2;** **Single Atk +2** melee (1d4+2/19-20, masterwork dagger); **Full Atk +2** melee (1d4+2/19-20, masterwork dagger) or +2 melee (1d3+2, unarmed strike) or +2 ranged (3d6/20, lasgun); **Face/Reach 2m/2m;** **SQ** Favor +1, right of passage; **Action Points 6;** **Loyalty +1** [House Wallach]; **Reputation +1;** **SV Fort +2,** Ref +3, Will +3; **Str 14,** **Dex 14,** **Con 14,** **Int 14,** **Wis 13,** **Cha 16.** **Height 1.8 m;** **Weight 78 kgs.**

**Skills:** Bluff +7, Diplomacy +9, Gather Information +7, Intimidate +7, Knowledge (art) +4, Knowledge (history) +4, Knowledge (nobility & royalty) +6, Knowledge (tactics) +4, Ride +4, Sense Motive +5, Speak Gallach (basic), and Speak Wallach Battle Language.

**Feats:** Holtzman Shield Proficiency, Human, Lasgun Proficiency, Noble Born, Simple Weapons Proficiency.

**Possessions:** Dueling dagger, personal shield, various personal items: Noble's outfit (formal, training).

# TWELVE: CAMPAIGN

*"Arrakis teaches the attitude of the knife—chopping off what's incomplete and saying: Now it is complete because it is ended here."*

—From the **Collected Sayings of Muad'Dib**

## THE IMPERIUM

In the current year of 10,191, the Corrino Empire (and later, the Atreides Empire) is a roughly feudal system ruled by the Emperor of the Known Universe, Shaddam IV. His control varies wildly depending on local governmental control.

### Campaign Political Background

In the current year of 10,191, the Corrino Empire (and later, the Atreides Empire) is a roughly feudal system ruled by the Emperor of the Known Universe, Shaddam IV. His control varies wildly depending on local governmental control.

The Empire of House Corrino is based on a triumvirate of power: the Emperor, CHOAM, and the supposedly neutral Spacing Guild. The various Houses rule local planets as fiefs and systems on the appointment of the Emperor as vassals. The Landsraad consists of the various Houses, as a sort of Imperial Senate. CHOAM (Combine Honette Ober Advancer Mercantiles) is an economic body concerning trade profits which ties the various houses together by economic means, not unlike a contemporary corporation and its shareholders. Directorships in CHOAM represent potentially vast wealth and economic influence.

A crude distinction between a major and a minor house is the size of the fief they control. Minor houses are limited to a planetary or smaller scale of local government. Major houses are elected to representative positions in the Landsraad, and control one or more star systems.

There are those who would argue that the Bene Gesserit Sisterhood holds as much influence if not more than any of these branches, but their power is a subtle and dark one. Though very active in politics, they do not usually let their presence be known in an overt manner.

Communication is common throughout the universe at virtually instantaneous speeds at a range of 250 light-years (77 parsecs) without the need for re-broadcasting, though ships traveling through fold-space cannot be contacted by any known means of communication.

### The Religion of Dune

Before the coming of Muad'Dib, the Fremen of Arrakis practiced a religion whose roots in the Maometh Saari are there for any scholar to see. Many have traced the extensive borrowings from other religions. The most common example is the Hymn to Water, a direct copy from the Orange Catholic Liturgical Manual, calling for rain clouds which Arrakis had never seen. But there are more profound points of accord between the Kitab al-Ibar of the Fremen and the teachings of Bible, Ilm, and Fiqh.

Any comparison of the religious beliefs dominant in the Imperium up to the time of Muad'Dib must start with the major forces which shaped those beliefs:

1. The followers of the Fourteen Sages, whose Book was the Orange Catholic Bible, and whose views are expressed in the Commentaries and other literature produced by the Commission of Ecumenical Translators. (C.E.T.);
2. The Bene Gesserit, who privately denied they were a religious order, but who operated behind an almost impenetrable screen of ritual mysticism, and whose training, whose symbolism, organization, and internal teaching methods were almost wholly religious;
3. The agnostic ruling class (including the Guild) for whom religion was a kind of puppet show to amuse the populace and keep it docile, and who believed essentially that all phenomena -- even religious phenomena -- could be reduced to mechanical explanations;
4. The so-called Ancient Teachings -- including those preserved by the Zensunni Wanderers from the first, second, and third Islamic movements; the Navachristianity of Chusuk, the Buddislamic Variants of the types dominant at Lankiveil and Sikun, the Blend Books of the

Mahayana Lankavatara, the Zen Hekiganshu of Ill Delta Pavonis, the Tawrah and Talmudic Zabur surviving on Salusa Secundus, the pervasive Obeah Ritual, the Muadh Quran with its pure Ilm and Fiqh preserved among the pundi rice farmers of Caladan, the Hindu outcroppings found all through the universe in little pockets of insulated pyons, and finally, the Butlerian Jihad.

There is a fifth force which shaped religious belief, but its effect is so universal and profound that it deserves to stand alone.

This is, of course, space travel—and in any discussion of religion, it deserves to be written thus: **SPACE TRAVEL!**

Then came the Butlerian Jihad—two generations of chaos. The god of machine-logic was overthrown among the masses and a new concept was raised: "Man may not be replaced."

Those two generations of violence were a thalamic pause for all humankind. Men looked at their gods and their rituals and saw that both were filled with that most terrible of all equations: fear over ambition.

Hesitantly, the leaders of religions whose followers had spilled the blood of billions began meeting to exchange views. It was a move encouraged by the Spacing Guild, which was beginning to build its monopoly over all interstellar travel, and by the Bene Gesserit who were banding the sorceresses. Out of those first ecumenical meetings came the major realization that all religions had at least one common commandment: "Thou shall not disfigure the soul."

Jubilation at this "sign of profound accord" proved premature. For more than a standard year, that statement was the only announcement from C.E.T. Men spoke bitterly of the delay.

Occasional rumors leaked out of the C.E.T. sessions. It was said they were comparing texts and, irresponsibly, the texts were named. Such rumors inevitably provoked anti-ecumenism riots and, of course, inspired new witticisms.

Two years passed . . . three years.

The Commissioners, nine of their original number having died and been replaced, paused to observe formal installation of the replacements and announced they were laboring to produce one book, weeding out "all the pathological symptoms" of the religious past. "We are producing an instrument of Love to be played in all ways," they said.

Many consider it odd that this statement provoked the worst outbreaks of violence against ecumenism. Twenty delegates were recalled by their congregations. One committed suicide by stealing a space frigate and diving it into the sun.

Historians estimate the riots took eighty million lives. That works out to about six thousand for each world then in the Landsraad League. Considering the unrest of the time, this may not be an excessive estimate, although any pretense to real accuracy in the figure must be just that -- pretense. Communication between worlds was at one of its lowest ebbs.

Riots and comedy are but symptoms of the times, profoundly revealing. They betray the psychological tone, the deep uncertainties... and the striving for something better, plus the fear that nothing would come of it all.

The major dams against anarchy in these times were the embryo Guild, the Bene Gesserit and the Landsraad, which continued its 2,000-year record of meeting in spite of the severest obstacles. The Guild's part appears clear: they gave free transport for all Landsraad and C.E.T. business. The Bene Gesserit role is more obscure. Certainly, this is the time in which they consolidated their hold upon the sorceresses, explored the subtle narcotics, developed prana-bindu training and conceived the Missionaria Protectiva, that black arm of superstition. But it is also the period that saw the composing of the Litany against Fear and the assembly of the Azhar Book, that bibliographic marvel that preserves the great secrets of the most ancient faiths.

Ingsley's comment is perhaps the only one possible: "Those were

times of deep paradox."

For almost seven years, then, C.E.T. labored. And as their seventh anniversary approached, they prepared the human universe for a momentous announcement. On that seventh anniversary, they unveiled the Orange Catholic Bible. "Here is a work with dignity and meaning," they said. "Here is a way to make humanity aware of itself as a total creation of God."

The men of C.E.T. were likened to archeologists of ideas, inspired by God in the grandeur of rediscovery. It was said they had brought to light "the vitality of great ideals overlaid by the deposits of centuries," that they had "sharpened the moral imperatives that come out of a religious conscience."

With the O.C. Bible, C.E.T. presented the Liturgical Manual and the Commentaries -- in many respects a more remarkable work, not only because of its brevity (less than half the size of the O.C. Bible), but also because of its candor and blend of self-pity and self-righteousness. The beginning is an obvious appeal to the agnostic rulers.

"Men, finding no answers to the sunnan [the ten thousand religious questions from the Shari-ah] now apply their own reasoning. All men seek to be enlightened. Religion is but the most ancient and honorable way in which men have striven to make sense out of God's universe. Scientists seek the lawfulness of events. It is the task of Religion to fit man into this lawfulness."

When Paul-Muad'Dib stood with his right hand on the rock shrine enclosing his father's skull (the right hand of the blessed, not the left hand of the damned) he quoted word for word from "Bomoko's Legacy" -- "You who have defeated us say to yourselves that Babylon is fallen and its works have been overturned. I say to you still that man remains on trial, each man in his own dock. Each man is a little war."

The Fremens said of Muad'Dib that he was like Abu Zide whose frigate defied the Guild and rode one day 'there' and back. 'There' used in this way translates directly from the Fremens mythology as the land of the ruh-spirit, the *alam al-mithal* where all limitations are removed.

The parallel between this and the Kwisatz Haderach is readily seen. The Kwisatz Haderach that the Sisterhood sought through its breeding program was interpreted as "The shortening of the way" or "The one who can be two places simultaneously."

But both of these interpretations can be shown to stem directly from the Commentaries: "When law and religious duty are one, your selfdom encloses the universe."

Of himself, Muad'Dib said: "I am a net in the sea of time, free to sweep future and past. I am a moving membrane from whom no possibility can escape." These thoughts are all one and the same and they harken to 22 Kalima in the O.C. Bible where it says: "Whether a thought is spoken or not it is a real thing and has powers of reality."

## Space Travel!

Mankind's movement through deep space placed a unique stamp on religion during the one hundred and ten centuries that preceded the Butlerian Jihad. To begin with, early space travel, although widespread, was largely unregulated, slow, and uncertain, and, before the Guild monopoly, was accomplished by a hodgepodge of methods. The first space experiences, poorly communicated and subject to extreme distortion, were a wild inducement to mystical speculation.

Immediately, space gave a different flavor and sense to ideas of Creation. That difference is seen even in the highest religious achievements of the period. All through religion, the feeling of the sacred was touched by anarchy from the outer dark.

It was as though Jupiter in all his descendant forms retreated into the

maternal darkness to be superseded by a female immanence filled with ambiguity and with a face of many terrors. The ancient formulae intertwined, tangled together as they were fitted to the needs of new conquests and new heraldic symbols. It was a time of struggle between beast-demons on the one side and the old prayers and invocations on the other.

Almost all interstellar travel is handled by the Spacing Guild's virtual monopoly on all resources required for such travel, namely: starships, starship navigators, and interstellar navigational information. The Steersmen are a specialized sub-race of humanity in the *DUNE* universe, who astrogate by means of limited prescience. By seeing into the future, the navigator is able to adjust the course of his starship and find the correct path through hyperspace so his ship arrives safely at its destination. This means of navigation requires very little in the way of navigational aids like sensors or computer equipment. Navigators are a highly specialized breed, and not suitable for PC's. Because of this, no rules for their development have been included. Below are suggestions for a campaign spanning roughly half of the Milky Way.

## Pillars of the Universe

Now that we know how to narrate a *DUNE: A Dream of Rain* story, the next question, naturally, is what to narrate? What story are you telling? Who is it about? What kind of structure should a *DUNE* chapter have? As in journalism, an exciting narrative addresses this subject from multiple angles: who, what, where, when, why and how.

This chapter tackles storytelling from the standpoint of creating narratives the *DUNE* way. Of course, all stories, no matter what their origin or nature, share some elements in

common. Setting, characters, theme and plot are universal components of all dramatic media—novels, plays, comic books, TV shows, movies and roleplaying games. If you're new to roleplaying, or the *DUNE* universe, this chapter explains how to exploit these elements to create your own *DUNE* chapters and chronicles. Even if you're familiar with the novel *DUNE* and the roleplaying game genre, we recommend you peruse this chapter. Trying to force the wrong kinds of stories into the *DUNE* universe can prove more disastrous to your game than trying to navigate fold-space without a prescient Steersman to guide you.

## The *DUNE* Equation

Part of deciding what stories to tell involves determining what kind fit the *DUNE* milieu. A comedy of errors, for example, may be entertaining in its own right, but its genre doesn't complement the nature of *DUNE*. Even common science fiction genres like postmodern "cyberpunk," epic "sci-fantasy," or bureaucratic "dystopias" prove only marginally compatible with *DUNE*. So what makes one story suitable *DUNE: A Dream of Rain* material, and what makes others not quite belong?

Most *DUNE: A Dream of Rain* tales share a number of elements, "pillars," if you will, upon which the entire universe is founded. Like physical laws, these pillars consist of abstract ideas and immutable conventions—invisibly binding the cosmos together. Though you can write stories that defy these conventions, you risk creating narratives that somehow fall short, confusing and frustrating your players, perhaps without them ever realizing why. The following sections examine each of these pillars one at a time, attempting to define what elements make *DUNE* the science fiction classic that it is.

## Landsraad Great Houses

House	Homeworld
House Argosaz	Argosa IV
House Atreides	Caladan
House Bulgravon	Dho Var
House Caridar	Navascon
House Corrino	Kaitain
House Desivine	Gamont
House D'murjzin	Omrezhij
House Dyvetz	III Septimus
House Ebee	Nitzevine
House Fazeel	Sutanae
House Harkonnen	Giedi Prime
House Hurata	Poritrin
House Imota	Zeitral
House Jongieur	Jongieur
House Jordanaan	Lybrium
House Khirmae	Francgammon
House Lazo	Milius Prime
House Luzurenne	Vintershein
House Marcion	Perdus
House Moritani	Grumman
House Mutelli	Faranz V
House O'Garee	Hagal
House Olin	Risp VII
House Pantherin	Daranglo
House Richese	Richese
House Sor	IV Anbus
House Teranos	Golumina
House Traveleyn	Leere VI
House Tseida	Sikun
House Varota	Chusuk
House Vernius	Ix
House Vidal	Ecaz
House Wallach	Wallach VII
House Wayku	none (dispossessed)
House Ysalamud	Quistorahz

## The Mystery of Life: Epic Drama

According to DUNE, "...the mystery of life isn't a problem to solve, but a reality to experience." And the reality of DUNE is that it's epic in scope. Set in a vast Imperium comprised of myriad worlds, the novel DUNE recounts an epic struggle between two feuding Great Houses. The drama intense, the stakes couldn't be higher—control of Arrakis (the planet Dune) and the survival of the warring bloodlines. Though few DUNE: A Dream of Rain narratives will exceed such dimensions, epic scope and compelling stakes should lie at the heart of any good story.

There exist several ways to raise your stories to epic proportion. Starting with the concept of the Entourage, all player characters serve a noble House Minor. Larger than the characters themselves, the House finds itself at constant odds with the cosmos, eternally struggling to rise to greatness while avoiding extinction. Seen from this perspective, any threat to the House makes for epic drama; and within the Imperium, Houses Minor face such perils on a regular basis.

A second consideration—size matters. Everything in the Imperium is big, really big. From the titanic Guild Heighliners tucking hundreds of House frigates into their berths to the gargantuan sandworms patrolling the sands of Arrakis, the institutions, spacecraft, edifices and bioforms all assume monumental dimension. By making your players ever aware of the sheer physical magnitude of their surroundings, your stories are guaranteed to approach the epic.

Most importantly, there's no such thing as an "epic" anecdote. Narrating an epic takes time. Though individual chapters may pass swiftly, an epic builds over many chapters. The novel DUNE consists of three "books," comprised of many chapters each. In *DUNE: A Dream of Rain* we call this type of nested structure a chronicle. Though many roleplaying games can be played as a series of short, unrelated adventures (or "one shots"), the DUNE game benefits from longer, continuing stories. While not every adventure or chapter must advance the greater story, recurring characters, themes and objectives can help tie them to the "bigger picture." Easier than it sounds, the rest of this section reveals additional considerations to instill your stories with epic drama.

## Human Conditioning

Shortly after the destruction of the "thinking machines" during the Butlerian Jihad, sophisticated training schools emerged to train human minds and bodies, developing human potential to overcome Mankind's long dependency on machines. Imperial institutions—such as the politically-inspired Bene Gesserit Sisterhood and the profit-driven Spacing Guild—succeeded in conditioning human beings to outperform their machine counterparts. Numerous privately sponsored programs, including Mentat training schools, Swordmaster academies and Suk medical universities—developed multilaterally, flourishing on numerous worlds. As a result, human conditioning reached a new peak of performance, ultimately delivering mankind from its servile, technological bondage.

Applying this to your stories, player characters should reveal skill and accomplishments far exceeding our contemporary notions of excellence. A fully trained Mentat, for example, should have no problem accessing his memories and making numerous computations with the speed and reliability of a super-computer. A Swordmaster can lead military operations with the competence of a brigadier-general while demonstrating the adept training of a master martial artist when performing on the dueling floor. By elevating human conditioning over technological reliance, your stories inevitably move closer to the DUNE idiom. Play up your character's talents and you'll make them heroic in stature, capable of overcoming the most Herculean of struggles.

## Preservation & Evolution: Clashing Ideals

A lofty subject fitting an epic tale, the clash between preservation and evolution pervades the DUNE universe. Imperial government and ancient institutions preserve a long history of political tradition and bureaucratic stagnation. Observing the forms of the Great Convention, the Great Houses of the Landsraad, Bene Gesserit Sisterhood, and powerful Spacing Guild, all remain virtually unchanged even after ten thousand years.

But over the same period, human development—characterized by the Sisterhood's breeding program and Guild's navigational schools—has evolved at an alarming rate. The anti-gothic spice-drug mélange extends the lives of the rich and powerful to unprecedented lengths. Forced spice evolution mutates Guild Navigators as a consequence of their prescient development. And the Sisterhood's breeding program strives to produce their Kwisatz Haderach—a super-being standing as the culmination of human development.

This schismatic conflict between preserving tradition and race evolution afflicts Imperial civilization at a root level. So pervasive the conflict, no DUNE story would be complete without manifesting some symptom of the affliction, whether exploring the rise and fall of noble Houses, the advancement of technology despite religious proscriptions or the justification of means to attain a desired end. By immersing players in these chaotic waters, the Gamemaster conveys a mood and mentality conducive to heroic action—a fertile setting for breeding the monumental struggles required of epic adventure.

## Karama & Ijaz: Miracles and Prophecy

Pervasive in its ramifications, the enigma of prescience—the ability to predict future events—questions the role of destiny in human affairs. If the future can be foreseen with absolute clarity, what does that suggest about free will and destiny? In the act of prophecy, does the Oracle perceive the chains of immutable fate? Or does he presage only the most probable of futures, given his sensitivity to political tides and social currents? And in the final analysis, who is the master—the prophet or fate? Central to the DUNE milieu, such heady questions immediately confer the sense of epic dimension to any *DUNE: A Dream of Rain* story.

For example, by asking himself "Is history doomed to repeat itself?," the Gamemaster might base a chapter or chronicle on some historical catastrophe of his own invention. Juxtaposing the past and the present, the GM confronts the players with a developing crisis—one closely mirroring the historic disaster. As the story unfolds, the GM reveals historic details at seemingly random moments, using such data to foreshadow encroaching disaster. Without ever asking it, the Gamemaster implicitly questions whether the characters are doomed to repeat their predecessor's mistakes, building the dramatic tension to a volatile climax. In such a manner the Gamemaster compares the player's dilemma to an epochal event, raising the stakes for the player's enjoyment. Though they need never be conscious of the metaphysical issues; exploring the nature of Karama and Ijaz confers dramatic importance to even the simplest of tales.

## Plans Within Plans

Feints within feints, plans within plans, plots within plots—no action, intention or event ever truly is what it appears to be on the surface. Presenting an array of factions embracing duplicitous agendas and motives, *DUNE: A Dream of Rain* stresses the complexity of human affairs. Just when you think you know why something's happening or what it's all about, that's when you need to look closer. The simplest form of deception lies in presenting half-truths, making your opponent believe he already knows the answer. Dig deeper; approach from new angles: Question the truth!

The structure of DUNE embraces complex ambiguities to raise the narrative stakes and heighten dramatic tension. In other settings, superficial dilemmas and direct solutions present short, simple narratives—questions presented, answers given, problem solved—end of story. But not so in DUNE. Though each chapter of a DUNE story should confer a sense of closure, the answers obtained or the solutions achieved should ultimately prove temporary or incomplete. By introducing plans within plans, the Gamemaster can sustain a chosen plot or theme nearly indefinitely—exploring further refinements or additional ramifications in succeeding chapters, using the series of adventures to reveal depth in the narrative like peeling layers from an onion.



## Prevailing Themes in DUNE

While the “pillars” identify the pervasive elements essential to the DUNE milieu, derivative stories should apply such axioms to focus on one or two of DUNE’s central themes. If the pillars describe what the universe is like, themes address what DUNE stories are about. You can narrate entire chronicles without directly referencing any of these themes, but one or more of them will probably underlie every story you tell. Not every chapter requires an overriding theme, of course. Some only exist to instill some action, introduce a new contact or explore a random occurrence. But the thrust of your chronicle should follow a theme. If DUNE teaches GMs anything, it’s that themes improve the quality of entertainment, imbuing the narrative with significance and meaning.

### Preservation of Key Bloodlines

Common to many stories, the theme of survival is no stranger to DUNE. Survival of the species, survival of the individual, survival of some ideal or institution the hero holds dear—DUNE embraces all of these aspects, characterizing them most dramatically as “Preservation of Key Bloodlines.” For better or worse, Imperial civilization does not treat all people equal. The rigid social hierarchy, or faufreluches, sets nobles and their kinsmen at the top of the pyramid, considering their survival of primary importance. The Bene Gesserit Sisterhood further distinguishes among the nobility, having established certain tests for separating “humans” from “animal” stock. Having maintained an exhaustive Mating Index over the millennia, the Bene Gesserit have secretly conducted a master breeding program, identifying key, noble bloodlines and selectively interbreeding them in search of their messianic Kwisatz Haderach.

The Preservation of Key Bloodlines proves the easiest theme to incorporate into a *DUNE: A Dream of Rain* narrative. Since player characters generally work in the employ of a noble House Minor, any threat to their House supports this broad theme. Gamemasters can explore this theme through an endless variety of permutations. From family vendettas to personal rivalries, from natural disasters to social revolutions, from enemies beyond to traitors within—virtually anything that jeopardizes the House survival makes for exciting and topical stories.

Sample story concepts:

- A House launches a war of assassins against a rival.
- A native people revolt in an attempt to overthrow their governing House.
- A secret cabal plots to abduct the heir-designate of a House.

### Science of Tradition

Imperial civilization persists as a cultural amalgam of ancient traditions and hallowed conventions, ranging from the faufreluches caste system to the Articles of Kanly. As a prominent theme, the Science of Tradition refers to the ubiquitous consequences forged by such institutions, including the impact they leave on society in general. From the Butlerian proscriptions against unlawful technology to the Missionaria Protectiva’s exploitation of religion, the Science of Tradition explores the variety of ways governments and other power groups manipulate traditions to further their own self-interests.

Based on the rigid feudal hierarchy enforced by the faufreluches, Imperial civilization resembles a house of cards: pull one from the bottom and the whole establishment may topple. For this reason, the Science of Tradition presents ample opportunity for drama. For players whose eyes twinkle at the mention of rebellion, the Gamemaster might choose to pit them against tyrannical oppressors, treating social injustice as the prevailing dilemma. Alternately, the Narrator could champion some tradition, challenging the players to foil a rebellion, bringing the anarchists to justice before a Sysselraad tribunal. So comprehensive in scope, the Science of Tradition represents such limitless potential that virtually any story line can benefit from its incorporation as a theme.

Sample story concepts:

- A House is charged with violating the proscriptions of the Butlerian Jihad.
- A House illegally defies the Great Convention to oust a rival.
- A powerful merchant-family challenges the faufreluches before the local Sysselraad.

### Moral Incertitude

In the Imperium of the Known Universe, simplistic labels such as “good” and “evil” have largely been discarded as moral ambiguity inundates civilization like a sweeping malaise. This is not to say, of course, that Imperial civilization is amoral or lacks conviction. Every Great House and each House Minor possess an ethos or code of conduct that defines their morality. Some households exploit the faufreluches, oppressing the weak with a tyrannical fist. Others exploit their noble birthright to nurture the meek, treating them with kindness that humn beings deserve. Other power groups, such as the Spacing Guild and the Bene Gesserit Sisterhood, use their own standards to measure humanity, resulting in distinctive brands of moral conviction.

Like Science of Tradition, the theme of “Moral Incertitude” broadly concerns the impact of social customs on human affairs. But rather than dealing with the traditions directly, this theme explores the personal conflicts resulting from moral dilemmas. For Gamemasters interested in exploring this theme, careful attention must be paid to the choice players made when choosing their House. Certain narrative situations might strongly offend one House’s morality, while others might be accepted as a matter of course. For example, an Atreides character might be outraged by witnessing a nobleman poison a slave, while a Harkonnen character might find the punishment too lenient or merciful.

Sample story concepts:

- By House decree, a primitive people is to be relocated to a suburban ghetto.
- A politically motivated arrest leads to the condemnation of an unpopular demagogue.
- An influential labor union strikes because of inhumane working conditions.

### Taming of Worlds

Seen from a certain perspective, the “Taming of Worlds” emerges as an important theme in DUNE. Though Imperial planetologists lead expeditions to survey newly discovered worlds, this theme refers more specifically to the establishment of new government and assimilation of cultures occurring during any planetary “change of fief.” Though governed by the forms of the Great Convention, a change of fief represents a great time of upheaval for the succeeding House. In addition to establishing the governmental regime, the governing House must learn “the language of the planet,” adapting to its physical conditions, harnessing its native populace and discovering its natural resources. Though much preparation occurs before their arrival, new regimes sometimes toil for years before coming to grips with their new planetary charge.

To exploit this theme, Gamemasters need not initiate a chronicle detailing a monumental change of fief. Within their planetary jurisdictions, the Great Houses constantly issue “change of fees,” appointing Houses Minor to assume control of one or more planetary regions or provinces. Though familiar with their homeworld conditions, House Minor experience similar hardship establishing order over new fees—they’ve got to calm the populace, learn the local industries, route any dissidents and so on. The dominance of planets can even apply to territories held by a House for countless generations. Political rivalries, natural disasters, labor strikes and regional surveys afford numerous opportunities for exploration adventures and domestic intrigues. Learning a planet’s language (in all of its dialects) proves an opportune theme for introducing new cultures and exploring new territories.

Sample story concepts:

- Unearthed ruins reveal an ancient, unknown culture.
- The native subjects of a wild region resist annexation by the governing House Minor.

A mysterious plague besets the first wave of retainers during a change of fief.

### Messianic Prophecy

Related to Karama and Ijaz, the theme of "Messianic Prophecy" deals principally with religious institutions and superstitious beliefs, especially with regard to their effects on political government and social behavior. Though guided by a largely agnostic ruling class, Imperial civilization sees secular religion flourish among the lower classes of the faufreluches. Recognized as the "sanctioned" religion by most of the Great Houses, Orange Catholicism enjoys the widest devotion. Yet the so-called *ancient teachings* survive in scattered pockets throughout the Imperium, including the Buddislamic Variants typical to Lankiveil and Sikun, the Navachristianity of Chusuk, the Talmudic Zabur of Salusa Secundus and so forth.

More esoteric perhaps, the infectious superstitions sewn by the Missionaria Protectiva, missionary arm of the Bene Gesserit Sisterhood, pervade many of the more primitive cultures throughout the Imperium. Planting a variety of messianic prophecies and superstitious rituals, the Missionaria engineers religious rituals and superstitious beliefs to "soften up" the most hostile of the out-freynt peoples, attempting to create social "boltholes" where a fugitive Reverend Mother can find safety by assuming the mantle of holy mother or maternal counsel.

For players who enjoy considering the implications of religious faith as component of the social contract. Gamemasters can insinuate religious overtones into nearly any adventure. Faith and morality inspire adherents to act in certain ways, stimulating pacifistic defiance, fanatical violence, hostile xenophobia, sagacious enlightenment, and so on. In effect, since stories are about people, the introduction of exotic religious variants can make for fascinating discovery, especially when the players discover one of their own somehow fits a prophecy of a holy man, prophet, martyr or messiah. A word of caution though, some players may not feel comfortable exploring religious themes. Before implementing a Messianic Prophecy or religious crusade as a predominate theme, GMs should make certain that doing so won't offend any of the players. Usually, the Gamemaster's familiarity with his friends proves sufficient, but in cases where the GM remains

uncertain, it never hurts to discuss the broad nature of religious themes beforehand just to make sure.

### Applying Themes to Stories

When devising a story line for your own DUNE games, try to determine which theme(s) your plot embraces or create a plot based on a particular theme that interests you. By strengthening the aspects of your story that promote these themes, you make your story fit the DUNE universe, giving your players a sense of "narrative rightness." Doing so goes a long way toward keeping the players involved and interested in the game's progress, especially when trying to maintain player interest over a prolonged campaign.

Applying themes to your stories doesn't require them to be thrust in the players' face every scene, of course. Your primary responsibility should be to entertain everybody, so you should never focus on theme to the extent your stories grow pedantic or overly intellectual. But on a deeper level, your stories should resonate with the players' notion of DUNE and the fundamental truths on which your game world operates. By building a consistent universe, with theme even more than politics, culture or technology, you also create more engaging stories.

### Eras of Play

Flavor text.

### Butlerian Jihad

Flavor text.

### Muad'Dib's Crusade

Flavor text.

### The Scattering

Flavor text.

### Reign of the God Emperor

Flavor text.

# APPENDIX ONE: PLANETS

*"Oh, the landscapes I have seen! And the people! The far wanderings of the Fremmen and all the rest of it. Even back through the mists to Terra. Oh, the lessons in astronomy and intrigue, the migrations, the disheveled flights, the leg-aching and lung-aching runs through so many nights on all of those cosmic specks where we have defended our transient possession."*

-The Stolen Journals (of Leto II), God Emperor of Dune

## DUNE PLANETALOGICA

The important thing in appreciating the Imperium as a physical entity is to think on a galactic level. This is why I use "galactic coordinates", as well as the better known equatorial coordinate system, for referencing the location of celestial objects.

In the equatorial coordinate system, one essentially projects terrestrial points of reference onto an imaginary, fixed celestial sphere within which the Earth rotates. The poles and the equator thus have their celestial analogues, and the Greenwich meridian finds it equivalent at the point the sun crosses the celestial equator at the spring equinox. Along the celestial equator, coordinates are given in 24 "hours" of right ascension; and from pole to pole, the coordinates are in "degrees" of declination, where the north pole is +90deg, the celestial equator 0, and the south pole -90deg. This perspective is handy for a terrestrial observer, but the earth's axis of rotation is not at right angles to the plane of the solar system (off by 23deg26'), and the Galactic plane is inclined at about 63deg to the celestial equator. Consequentially, equatorial coordinates give little immediate information about an object's position relative to the galactic disk.

## Arrakis, a.k.a. Dune

Arrakis, the planet known as Dune, is the third planet of Canopus, Alpha Carinae. A desert planet where it never rained at all in the time of Muad'dib (David Lynch to the contrary notwithstanding), it was to become verdant in the long, long reign of the Tyrant-only to be desiccated again after his demise. The Honored Matres, of course, transformed it one final time.

**Planet Type:** Terrestrial

**Climate:** Arid

**Terrain:** Sand dunes, mountains, caves

**Atmosphere:** Breathable

**Gravity:** Light (91% standard)

**Diameter:** 29,000 km

**Length of Day:** 31 standard hours

**Length of Year:** 299 standard days

**Languages:** Basic (Gallach), Chakobsa

**Population:** 21 million

**Government:** CHOAM appointed fiefdom

**Major Exports:** Melange

**Major Imports:** Water, high tech

**System/Star:** Canopus [Alpha Carinae]

### Description

In spite of the fact that its history is the Chronicles, many mysteries remain about it—none more obscure than how the sandworm and its spice came to be there in the first place and when the navigation-aiding properties of the spice were discovered.

The Encyclopedist argues that the sandworm (*geonemotodium arraknis*) evolved naturally on Arrakis from a burrowing worm (*shaihuludata*) which survived a catastrophic atmosphere loss. This loss of oxygen supposedly has already happened more than 49 million years ago. The Encyclopedist goes on to say, "For many centuries it was believed that Shai-Hulud was responsible for the desertification of Arrakis. However, many scientists now believe that sandworms are the product, not the cause."

### History

Furthermore, one may remember the prediction of Leto II that the green Arrakis of his time could be reconverted by the sandtrout/sandworm back into desert Dune within 300 years. The experience

of Darwi Odrade on Chapterhouse certainly confirms this. Although few of these points flatly contradict the Encyclopedist's thesis, the general tenor is that the discovery of spice is less ancient than suggested. Somehow, it does not seem plausible that the mining of spice on Arrakis had preceded the coming of the Fremmen by this many millennia. Nor does the general ignorance about the physical origin and the full effects of the spice fit well with such a long usage.

On the other hand, the consequence of not accepting the early date is that during a considerable stretch of the Imperium—six thousand years, more or less—the Spacing Guild must have used, as did the Bene Gesserit, some other "poison" for their "tricks". (And once they had tried the spice, it may have been difficult, if not impossible, to go back. Certainly this was so for the Bene Gesserit.)

The real problem may be the excessive (almost Trantorian) length of the timeline for the Imperium. Herbert, of course, was making a point about the stagnation of mankind under the long rule of the Corrinos—a point to be hammered home again and again and again by the God Emperor—but perhaps he overdid it.

Certainly if the discovery of Arrakis and the spice occurred within a few centuries of the change of eras (B.G. to A.G.)—along with the Butlerian Jihad, the C.E.T, the founding of the Bene Gesserit, CHOAM, the Landsrad, House Corrino, and, obviously, the Spacing Guild—precious little significant history seems to have happened during the next ten thousand years!

### People

It is obvious why the inhabitants called their planet "Dune". Why exactly it was called "Arrakis" in the Imperial Galactic Register is unknown. As Giedi Prime, Arrakis was clearly named for a star—as previously explained, the assumption is that something important happened there.

The legends about this house are as bloody and unhappy as the history of any of Herbert's Houses Major. Atreus and his brother Thyestes in fact founded rival houses bitterly struggling for control of the Mycenaean crown. (And along with murdering each other, they managed to work in a fair amount of adultery and incest.)

Well, the later Atreides did not lack a sacred poet either. Whether they were supposed to be descended from the legitimate heirs of Agamemnon (Orestes or Electra) or some bastard Herbert did not explain.

During the return from Troy, the fleet of Menelaus stopped on the coast of Egypt, where Canopus died and a monument was erected. Supposedly, his name was subsequently given to an ancient city near there and to the star. [SN, page 68] The Romans, however, used the term "Canopus" not only for the city, but also for Lower Egypt and indeed Egypt as a whole. [LD, page 88] Hence the Egyptian connection of the Fremmen is reinforced as well by this choice of star.

Now the truth is, I rather like the name "Starspen" (wherever that came from), but Canopus is no where close to the distance stated from Galactic Center. In fact, 129,000 ly exceeds the diameter of our galactic disk. [See "Mapping the Imperium".] Furthermore, the Universe has been estimated to be 10-20 billion years old, thirteen or fourteen billion seeming to be a common value. [E.g., HH, page 262 and NA, page 13] A galaxy of 12 billion years is rather old. Finally, although the Encyclopedist seems to be using his own spectral classes, the phrase "main sequence star" (necessarily referring to the Hertzsprung-Russell Diagram) is not applicable to Canopus, now or ever.

Now if my thesis is correct about the Encyclopedist's intent, all I can say is that this document is a rejection, if not a refutation, of any claim that Dune is not in our universe. If a parallel universe is invoked (fair, I suppose, in the sci-fi world), then I ask, "Why?" Why

would one not want to feel the connection with the world of Dune as our future? Just because Star Wars was about some strangers in a galaxy long ago and far away?

We do know some more things about the skies of Dune than any other planet in the Chronicles, save Old Earth. We know of three constellations: Muad'Dib: the Mouse, whose tail pointed north [DU, page 192]; the Pointers (or the Fremmen Arrows) [GE, page 327], and the Wanderer, whose arm points to the southern polestar Fom al-Hout [CD, page 307].

We also know the two moons of Dune, unnamed by Herbert, but called Krelln and Arvon by the Encyclopedist. [DE, pages 20-23] The first has the image of a hand; the second, the image of the kangaroo mouse. Was Muad'dib named for the mouse, the moon or the constellation? The mouse seems indicated at the actual time of choosing [DU, page 307]; but his previous prediction to his mother Jessica was more ambivalent [DU, page 199].

Constellation Carina includes another famous stellar object: Eta Carina and its Keyhole Nebula. This star was listed as a fourth magnitude star in the time of Edmund Halley (1677). By 1843 its magnitude was -0.8, rivaling Sirius. Since then it has faded, apparently hiding itself in a cloud of ejected material. This variable star may be on the increase again. It is considered the most likely naked eye star to become a supernova. [NA, pages 470 and 471] But calm yourself! It is on the order of 9000 ly. away. [GG, page 220]

The nebula also contains the most luminous star known in the Galaxy: HD93139A. Four million times brighter than the Sun, it emits a good deal of its output in the ultraviolet range.

#### Locations

Arrakis has a number of interesting locations for heroes to visit, including those described below.

#### Carthag Spaceport

Text here.

**Carthag Security Guard:** Male or Female Thug.

#### Royal Palace at Arrakeen

Flavor text here.

#### For the GM

Special notes, etc.

#### Allies & Antagonists

The following characters are just a few of the interesting and/or dangerous personalities heroes might interact with on Arrakis.

#### Fremmen Nomads

Flavor text here.

#### Locations

Arrakis has a number of interesting locations for heroes to visit, including those described below.

## Giedi Prime (later Gammu)

Giedi Prime, the planet of 36 Ophiuchi B, will be the home world of House Harkonnen and, as a consequence, the evil pole of the Imperium's moral dialectic. It continued to be ruled by the Harkonnens at least until late in the reign of Leto II. This is evidenced by the no-globe that Leto II allowed them to build and which was re-discovered by Patrin, Miles Teg's assistant, during his youth on this planet. [HD, page 221ff.]

**Planet Type:** Terrestrial

**Climate:** Polluted

**Terrain:** Urban, forests, mountains

**Atmosphere:** Breathable

**Gravity:** Standard

**Diameter:** 29,000 kilometers

**Length of Day:** 31 standard hours

**Length of Year:** 299 standard days

**Languages:** Basic (Gallach)

**Population:** 2.7 billion

**Government:** Siridar Barony held by House Harkonnen

**Major Exports:** Various

**Major Imports:** Slaves

**System/Star:** 36 Ophiuchi B

Despite what is said in the \_Dune Encyclopedia\_, Duncan Idaho (the Original) was a native of Giedi Prime-"...born and raised there". [Op. cit., page 39] After the Harkonnens were forced to abandon it, post-Scattering Caladanians colonized Giedi Prime. These newcomers called the planet Gammu, a name which had been given to it in the great remapping and suggested by Gurney Halleck. [Op. cit., page 123] Apparently the new name had not effectively replaced the old one until then: even Duncan Idaho (#13723) and Leto II referred to it as Giedi Prime in a policy discussion. [GE, page 13] (Or perhaps Herbert did not think of renaming Giedi Prime until after writing \_God Emperor of Dune\_....)

One might have expected the Caladanian colonists to sanitize the planet. Neither their efforts nor their genes succeeded totally: in the time of "Tar and Dar" the place still smelled of bitter oil, and Caladanian subtlety had merely been superimposed on earlier Harkonnen brutality. [HD, pages 23, 123-124; CP, page 33] The Reverend Mother Lucilla came to view the people of Gammu as "the gutter inhabitants on this gutter planet". [HD, pages 397-398] Sometimes one cannot transcend a bad start.

One of the principle mises-en-scène of \_Heretics of Dune\_, Gammu did not seem to be directly ruled by the Honored Matres, but it one of the list of conquered worlds recited by Dama, the Great Honored Matre, in \_Chapterhouse: Dune\_. [CP, page 423]

As I observed at the beginning of this document, @Giedi Prime was named after a star: Alpha1 Capricorni. As also noted before, one can only assume that this was done to commemorate some historical event or relationship unknown to us.

Herbert may have been motivated by another sort of symbolism: The Zodiacal constellation Capricorn is "the goat" and "Giedi" means the "kid of a goat." This might be a comment on the habits of the Harkonnens, especially their sexual habits, carnality often being associated with that animal. Certainly the Encyclopedist saw the connection, assigning the Harkonnens a goat's head for a coat-of-arms. [DE, page 278] Unfortunately for this ascription, Herbert subsequently revealed that the "griffin" was the symbol of the Harkonnens and-if gholia Duncan Idaho's reaction is any indicator-always had been. [HD, page 221] If one wished to gloss this over, one could say that the goat's head was the arms of the barony; and the griffin, that of the family.

Alpha Capricorni or Algiedi is a complex star, consisting of the optical binary pair \*Giedi Prime and Giedi Secundus. The former is yellow-white supergiant at about 543 ly. distance; the latter is a yellow-white giant at about 96 ly. distance. Each has companions and some of these are themselves binary. Perhaps there are up to 9 components in the entire group.

The star system of @Giedi Prime lies, along with Poritrin and Sikun in the constellation Ophiuchus. Also in this constellation is the remnant of the last supernova observed in our Galaxy. This supernova is often called "Kepler's Star" after the famed astronomer, who saw it but did not actually discover it. It was observable near Theta Ophiuchi from October 9, 1604 to March 1606. At its peak it was brighter than Jupiter. [CH, vol. II, page 1249] (Other supernovae had been observed in 1006, 1054, and 1572. Flamsteed may have noted one in 1680 without being conscious of it as something unusual. [GG, page 110]). Also in Ophiuchus is Barnard's Star, a faint, red dwarf which at 6 ly. is the next closest star to us after the Sun and the Alpha Centauri System. There is reason to believe it has one or more planets. [CH, vol. II, pages 1251-1252] But it is not on the list of currently confirmed stars with planets. (See "Sikun".)

This star also has the greatest apparent motion across the sky: it is heading due "north" at about 10.29 seconds of arc per year. And it is coming on strong; in 8000 years it will be about 4 ly. away from Old

Terra. [Ibid.] On the Dune time line, of course, this is not an "out of range" number. Perhaps it will be moving away from Sol in Maud'dib's time. The name of Ophiuchus means "serpent bearer", and there is a related constellation Serpens separated into two parts ("head" and "tail") by Ophiuchus. Ophiuchus lies in the general direction of the galactic center (ranging between 36° and 357° of galactic longitude) and borders the Milky Way. The Greeks identified this figure with Asklepios (Latin: Aesculapius), a legendary physician and god of medicine. [NA, page 558] A strange association for the Harkonnens, given that their knowledge of the pharmacopoeia seemed to be limited to chaumas and chaumurky.

As noted above, @ Giedi Prime is the lone planet of 36 Ophiuchi B, the second star of a binary star system. (Although this star was once described as "a sun and its captive planets" [CP, page 361], one presumes this was a simple error.) It was noted that it was a "median-viable planet with a low active-photosynthesis range". It is surprisingly close to Old Terra. At 19.5 ly., it would be in the Sirian Sector. Giedi Prime has lots of moons, but it is not clear how many will be natural satellites. [HD, pages 372-373, 417]

## Caladan (Later Dan)

Caladan is the third planet of Delta Pavonis, the home world of House Atreides, and place of birth of Paul Muad'dib (however much @Arrakis was "his place"). Its chief agricultural export will be pundi rice. At the beginning of the Chronicles the Atreides had lived in Castle Caladan for twenty-six generations. [DU, page 3] The Encyclopedist gives us a list of 48 Atreides Siridar-Dukes of Caladan from Paulos XVI to Leto II the Tyrant. Paulos was said to have occupied Castle Caladan in 8722. [DE, pages 60 and 151]

**Planet Type:** Terrestrial

**Climate:** Temperate

**Terrain:** Islands, oceans

**Atmosphere:** Breathable

**Gravity:** Standard

**Diameter:** 10,308 kilometers

**Length of Day:** 52 standard hours

**Length of Year:** 323 standard days

**Languages:** Basic (Gallach)

**Population:** 2.1 million

**Government:** Siridar Duchy held by House Atreides

**Major Exports:** Caladanian pundi rice

**Major Imports:** Various

**System/Star:** Delta Pavonis

### Description

The ducal list of forty-eight would seem to contradict the canonical twenty-six generations. One must, of course, exclude Muad'dib and the Tyrant since the generations were reckoned during Leto I's lifetime. Then, if one carefully avoids incorrectly counting brothers, cousins, and nephews as being in differing generations from their siblings and cousins, he finds the twenty-six-generation precondition satisfied.

The timeline seems acceptable. The twenty-six generations cover 1469 years or about 57 years per generation. This is considerably higher ratio than used in our own time: generally, about 3 generations are estimated per century. Life expectancy, thanks to the spice, will have been extended, although I know of no explanation of its effect (if any) on the onset of puberty and menopause.

It will be said that the instant Duke Leto I Atreides died a meteor streaked across the sky of Caladan above his ancestral palace. [DU, page 175] Lady Jessica will live out her existence there after the deaths of her son and daughter. [CP, page 282]

Caladan will probably be settled by the seventh century B.G. since Harmonthep in the same system received its Zensunni contingent in 6049 A.G. [DE, page 514]

At first I considered that the name of Caladan might be a corrupt form of "Caledonia", the Roman name for northern Britain. Names alluding to Scotland have certainly been attached to far-flung places:

the New Hebrides, New Caledonia, and Nova Scotia come immediately to mind.

One can imagine my surprise when I discovered a much more likely origin. It seems that there is a Kaladan river in Myanmar (Burma). I did not think much of this until I discovered it was in the old Burmese province of Arakan (now Rakhine). Indeed the old capital of Arakan is on the Kaladan, about 50 miles northeast of Akyub (now Sittwe). As I will explain at the appropriate place, I think there were other influences in the naming of @Arrakis, but I suspect that "Caladan" came from the connection of the river Kaladan with the city of Arakan. This would mean that Herbert had noticed the similarity of Arakan (Rakhine) to Arrakis (Rakis) and Arrakeen (Keen) and then made use of the name of the river.

It should come as no surprise that rice is the principal crop of this Burmese province as it is of @Caladan. But much of the land is unillable. [EB, "Arakan", vol. II, page 211]

That this Burmese origin brings us to old British India is not inappropriate either. Several titles associated with the Imperium of House Corrino are derived from Persian, court language of the Mogul emperors of India. These titles were passed through the imperial terminology of the Turkish Empire as well as bequeathed to the British Raj.

The most obvious is the Persian *\_pad shah\_*, meaning "master king", which yielded *padishah*. This title was used by the Ottoman ruler, the shah of Iran, the British monarch as ruler of India, and, of course, the House Corrino. It may have also been the origin of the Turkish *pasha* or *bashaw*: the latter variant obviously will be the origin of the rank of *bashar* used in the Imperium. [HJ, pages 70 and 652] The Imperium will also use the rank of *\_caid\_*, which I believe derives from Ottoman terminology also. So far I can only find it attested in Moroccan titulary. [EB, vol. XIV, page 813] I do not know its ultimate origin.

Now the Imperial rank of *siridar* comes from *\_sirdar\_*, a British Indian term meaning a high noble, military officer, or chief servant. It was from the Persian *\_sar dar\_*, meaning literally "head of holding" or "leader". The term was also used as the title of the commander-in-chief of the Anglo-Egyptian army. [HJ, page 840 and 841]

It is interesting that a similar term *\_sircar\_*, derived from Persian *\_sar kar\_*, meaning "head of work", was used in Indian to describe a government clerk and, by extension, the government as a whole. [ibid.] It is tempting to see a combined form *sar-dar-kar* as the origin of *Sardaukar*-perhaps under the influence of another Indian term *\_subahdar\_*, the governor of a province or (in the native army) the equivalent of an army captain. [op. cit., page 856]

Speaking of the rulers of Persia and India, let it be noted that in 1739 Nadir Shah of Persia invaded India and took the actual throne of the Mogul emperors as loot. It was known as the Peacock Throne, being a golden divan surmounted by bejeweled peacocks. [The story is recounted in the April, 1985 issue of the National Geographic.] Coincidentally the star of Caladan is in the constellation Pavo, the Peacock.

### Old Earth

By the "Zensunni Wanderers" I mean those followers of the sect of Ali Ben Ohashi whose original home was "Nilotic al-Orouba" [DU, page 351] and whose direct descendants were the Fremmen of Dune. That this home was on the planet Old Earth is beyond question, even if one does not accept the detailed account offered by the *\_Dune Encyclopedia\_* and despite the Zensunnis' own confusion in this regard. (See "Poritrin".)

It is clear that they had a close connection with Egypt. "Nilotic" is obviously from the Latin adjective *Niloticus*, meaning "of, or related to, the Nile River". [LD, page 393] More definitive still is that fact that they refer to themselves as the "Misr". Considering that the ancient Hebrew name for the Egyptians is *Mizriy* and for Egypt *Mizrayim* (and Arabic similarly has *Masri* and *Blad Masr*), I believe the burden of proof is on those who disagree. [SC, "Hebrew and Chaldee Dictionary", page 71] (There are further Egyptian allusions, see "Harmonthep" and "Arrakis" below.)

Their language (Arabic dialect) and the Islamic derivation of their

religion reinforce the point. Indeed, the relative purity of their Arabic after 25,000 years seemed to be problematic enough to require an elaborate explanation in the *\_Dune Encyclopedia\_* [DE, pages 238-242]. One should compare this to the vast changes to English insofar as it contributed to Galach, the official language of the Imperium [DE, pages 239 and 258-261].

By the time of Muad'dib the Earth will have probably been destroyed, foreshadowing perhaps the fate of Dune. I have found some resistance to this notion and offer the following in support of it:

1. "St. Thomas was preserved in the Orange Catholic Bible and the Azhar Book, but Canterbury was gone from the memories of men, as was the planet which had known it." [CD, page 238]
2. From the *Stolen Journals* (of Leto II): "This morning I was born in a *\_yurt\_* at the edge of a horse-plain in a land of a planet which no longer exists." [Italics are Herbert's, GE, page 5] *\_Yurt\_* is a Mongolian word for a type of tent. [EB, vol. XV, page 710]
3. Speaking of the Chapterhouse Planet, Darwi Odrade said: "Each planet has its own character where we draw patterns of Old Earth. Sometimes it is only a faint sketch, but here we have succeeded. ...Our ancestral worlds have gone, but here we have recaptured part of our origins." [CP, page 15]
4. Odrade further observed, "Tyrant, you were another clown. Pointing us into endless recycling of cells from that lost and lonely ball of dirt in our common past." [CP, page 139]

One should not, however, confuse this theoretical eschaton with the Encyclopedist's catastrophic event of 13402 B.G. caused by an asteroid striking Earth. [DE, page vii] For one thing, the Zensunni sect was not founded until about 1381 B.G. For another, Old Earth was the meeting site of the Commission of Ecumenical Translators, sponsored in part by the Spacing Guild and Bene Gesserit-hence to be dated after their founding. [DU, page 502] Earth will still be a viable planet at the beginning of the Imperium.

One supposes that the catastrophe of 13402 B.G. was conceived as a method to explain why Earth did not retain its ascendancy or at least its place of honor. (Asimov similarly used the growing radioactivity of the Earth as a device in his *Robot-Empire-Foundation* series.)

Looking forward to the famous satellites of Dune, one should perhaps take note that people have seen various images on the face of Earth's moon besides the "old man": a hare being rather commonly mentioned from classical times on.

## Poritrin

The Zensunni either fled [DU, page 351] or were removed from Earth [DE, page 512]. The latter was supposed to have happened about 2800 A.G. In either scenario, they ended up on Poritrin, the third planet of "Epsilon Alangue", where they enjoyed a relatively soft existence on a pleasant planet. This so-called decadence supposedly made them easy prey for Imperial raiders seeking colonists with which to populate Salusa Secundus and Bela Tegeuse. [DU, page 358.]

On the other hand, their long-over 1600 years-and happy stay, remembered from the perspective of such a different future, led some to confuse Poritrin with their true point of origin, Earth. The meaning of the planetary name I do not know. The designation of its star is interesting in that it reveals that Herbert occasionally used variant, obscure names for constellations: Alangue is a corruption of an Arab name, Al Hawwa, for the constellation Ophiuchus and sometimes for its alpha star, normally called Ras Alhague. [SN, pages 299-301] This, incidentally, puts Poritrin in the same constellation as @Giedi Prime and Sikun. More such alternative names will come up. Why he used such variants is uncertain. Perhaps it was just to show that such irregularities would multiply over long stretches of time. One remembers the complaint of the Princess Wensicia, when part of the name of Salusa Secundus was elided in her presence: "This is the planet Salusa Secundus. Do not fall into the lazy ways which spread through our Imperium. Full name, complete title-attention to every detail."

As Epsilon Ophiuchi, this star actually has a common name of its

own: Yed Posterior or "the following hand." Some have claimed it is a star of evil influence. [SN, page 302.] Further will be said of the constellation Ophiuchus under "Giedi Prime".

## Salusa Secundus

Half the Zensunni of Poritrin were forced to migrate to Salusa Secundus in 4492 A.G. [DE, page 513] They were to be slaves on this planet for nine generations.

Salusa Secundus was a planet of such harshness that it was capable of producing the Sardaukar soldier-fanatics of the Corrino emperors and, indeed, the House Corrino itself. The Imperial Court had, of course, long been removed to Kaitain (1487 A.G. [ibid.]) and Salusa Secundus turned into a prison planet. As such, this hellish place contributed its share to the evolution of the Fremen of Dune and the Fedaykin of Muad'dib as well.

Salusa Secundus and Dune were in fact analogous: as Salusa Secundus was to the Saudaukar and House Corrino; so Dune, to the Fremen of the Jihad and House Atreides. Knowing this, we understand more than most will grasp in the time of Shaddam IV. In fact, it will be a dangerous secret. Thufir Hawat asked the question, "Were there people on Salusa Secundus before the Emperor sent his first contingent of prisoners there? Even the Duke Leto, a cousin on the distaff side, never knew for sure." [DU, page 377] He was but trying to lead the Baron Harkonnen into drawing the proper conclusions about the role this planet had played in Galactic history and understanding how badly the baron had erred in his interview with Count Fenring two years before.

In 5295 A.G., the Zensunni were allowed to emigrate to Ishia. Its planetary name clearly implies that, like @Giedi Prime and @Arrakis, Salusa Secundus was named after a star. Secundus (Latin for "second") is a term sometimes used with the lesser of the two components of a binary star. One would expect a "Salusa Prime" somewhere.

Salusa Secundus is the third planet of "Gamma Waiping". Waiping (or Wae Ping, a "rolled screen") is a variant Chinese name for part of the constellation Pisces. [SN, page 343.] This indicates that Herbert not only used variant names for constellations, but also sometimes used names that applied to some asterism within the constellation to describe the whole—a form of synecdoche. The continued use of the Bayer designation—especially when, as in this case, a star with that Greek letter does not lie within the asterism itself—shows that the entire constellation is intended.

One may also note that Herbert makes reference to the "golden light" of Salusa Secundus. [CD, page 179] This is, at least, not in contradiction to the spectral type of Gamma Piscium.

Pisces, the Fish, is a zodiacal sign. The constellation is now where the Sun is found at the Vernal Equinox, the precession of the equinoxes having deprived Aries of that honor it held during ancient times.

Interestingly, the Greek myth about Pisces tells how Aphrodite and her son Eros escaped the giant Typhon by jumping into a stream, turning into fish, and swimming away. [NA, page 577] Now I once read a story about how a mother and son will someday flee from an evil baron by disappearing into the desert, becoming one with the natives, and make good their escape.

## Bela Tegeuse

Although called the "Third Stop" of the Zensunni, Bela Tegeuse is the alternate destination for those Zensunni spared from going to Salusa Secundus. The planet was an acceptable home for them for eight centuries. Yet, despite an attempt at resistance, the Sardaukar removed them in 6049 A.G. to two new colonies, Rossak and Harmonthep. [DE, page 514] Dama, the Great Honored Matre, later mentioned Bela Tegeuse in a list of conquered worlds. [CP, page 223]

The name of Bela Tegeuse is a barely disguised, if slightly corrupted, anagram of one of the most famous stars of all, Betelgeuse, i.e., Alpha Orionis. The name Betelgeuse has been read as a corruption of the Arabic *Ibt al Jauzah* ("Armpit of the Central One") [SN, page 310] or as *Bet El Jeuze* ("House of the

Twins"). [NA, page 563] The latter name would imply it was once included in the neighboring constellation Gemini. It is a variable red giant of about 0.45 magnitude and 427.5 ly. distance. It is one of the largest stars of known diameter: at its maximum it may be larger than the orbit of Jupiter! [CH, v. II, page 1290]

Bela Tegeuse is said to be the fifth planet of Kuentsing, which is Chinese for "army well". Allen identifies it as being a star in the vicinity of Alpha Leporis or Arneb—more than that he does not and, presumably, could not say. This constellation is at the foot of Orion, that is, below the stars Saiph and Rigel.

Since Allen puts this information under Arneb and since the other 7 bright stars in Lepus (65-315 ly. away, magnitudes 2.8-3.8) offer little to choose between them, I will assign Bela Tegeuse to the alpha star of the constellation.

The name means the "hare" from the Arabic name for the constellation Lepus, whose name is but Latin for the same thing. Arneb has several faint companions.

## Ishia

The Zensunni from Salusa Secundus were allowed to immigrate to Ishia. This was a hot, arid planet, whose desert ecology helped prepare the Fremmen-to-be for Arrakis. The immigration to Dune occurred before the descendants of the Bela Tegeuse Zensunni also arrived there in 7193 A.G. [DE, page 516]

Ishia, whose name is of unknown significance, is supposed to be the second planet of Beta Tygri. [DE, page 314] But there is no such constellation.

"Tigris" can be an alternate name for the constellation Lynx. [SN, pages 279-280] I did not find, however, a Beta Lyncis! Most references show only an alpha star. One states that "only one star has a Greek-letter name from Johann Bayer's 1603 atlas". [NA, page 543]

Such being the case I considered that the constellation Sagittarius was sometimes called the "Tiger" in China. [SN, page 356] As shown in these pages, Herbert often used Chinese names, but did the Encyclopedist follow this methodology? If so then Beta Sagittarii would perhaps be Ishia's star.

This is an optical binary, i.e., two unrelated stars that happen to line up when viewed from our galactic position. Beta1 is a 3.96 magnitude star, spectral type B9 V. Beta2 is a 4.27 magnitude star, spectral type F2 III, about 138.7 ly from Earth.

## Rossak

A part of the Zensunni of Bela Tegeuse was sent to colonize Rossak, a cold and inhospitable world that is the fifth planet of Alces Minor. [DE, page 514] It will be, however, the site of an important discovery: by use of an indigenous, poisonous plant, their Sayyadinas will be able to become Reverend Mothers and gain access to the collective memories of their ancestors. [DU, page 359]

In 7193 A.G., the Rossak Zensunni were able to bribe the Spacing Guild to transport the younger generation to rejoin their long-lost Ishian cousins already on Dune. [DE, page 515-516] No doubt all this suited the Guild's plan to gain more control over Arrakis and, of course, the yet more convoluted machinations of the Bene Gesserit. I do not know the origin of Rossak's name. Its star, Alces Minor, is also a bit of a mystery. There is an Alkes, the alpha star of the constellation Crater. Both words mean "cup": the former in Arabic (Al Kas), the latter in Greek. [SN, page 183-184]

One may also note that there is a basin on the Temple Platform at Jerusalem by this name—Al Kas. (Do not consider this association too far-fetched: the Shrine of the Skull at Harg Pass will be called "El Kuds", an Arabic title for Jerusalem meaning "the Holy Place". [DM, page 114])

Normally "minor" would be used to describe the lesser of a pair of stars, e.g., Pherkad Major and Pherkad Minor in Ursa Minor. But no such name seems to have been attached to a star close to Alkes. (Perhaps using a fictional name was a conscious choice of the Encyclopedist.) It has two optical companions, but they are not naked-eye stars: indeed, their magnitudes are greater than 9.

These are designated HD95424 and HD95383. (A third star,

HD95384, is at a very great distance and is not under consideration.) The latter of these has a spectral class of F2 (White), whereas the former is a G0 (Yellow-white) and presumably cooler. Thus HD95424 is a better choice for a star "that appeared to clutch much of its heat to itself". [DE, page 513] Beyond that, it is at a comparable distance (181.2 ly.) to Alkes (174.3 ly.). HD95383 is at a distance of 85.2 ly. Thus HD95424 is my admittedly conjectural candidate for Alces Minor.

One could, of course, hypothesize an as yet unseen companion of Alkes. Obviously its characteristics would be unknown. But whether one conceives of the designation "minor" being assigned in the future to a presently known or unknown star, it seems unlikely that this somewhat antique naming style would be used. One would expect Alkes A and B, rather than Alkes Major and Minor.

## Harmonthep

The majority of the Zensunni of Bela Tegeuse were sent to Harmonthep, a satellite of the star Delta Pavonis. This planet was destroyed by an unknown cause in the 6800's A.G. [DE, page 516] There is a mystery here, beside the obvious. Given its proximity to Caladan, an attractive planet in the same star system, how could Harmonthep be destroyed by unknown causes? Surely the future home of the Atréides had been developed no later than Harmonthep! And even we of this primitive century did not fail to observe a comet colliding with another satellite of Sol, much less a planet shattering event!

Its name is interesting, suggesting an ancient Egyptian origin: Heru-Monthu-hotep, i.e., "(the god) Horus-Mentu is satisfied". Two elements of this are found in a common regnal name of the Theban XIth Dynasty of the Middle Kingdom: "Mentuhotep". Two likewise are found in the Greek name for the city in Upper Egypt properly called Annu-Qemat or Annu-Rest: "Hermonthis". Mentu or Monthu was a hawk-headed war god important in the nome of Uast, which contained not only Hermonthis, but the great Thebes as well. [EG, v. I, page 328, v. II, page 24]

Now both the Egyptian names of Hermonthis mean "Annu of the South" to distinguish it from the Annu of Lower Egypt, called "Heliopolis" by the Greeks. Readers of the Dune Chronicles will be more familiar with the Hebrew form of the Egyptian name: "On". [Ibid.]

It was obvious that the name of Leto II's "festival city" Onn was a form of "Annu", and I immediately connected it with Heliopolis, recalling the solar and "pharaonic" associations Leto II made with his "Golden Path." [CD, pages 78-79, 398; GE, pages 41, 127] He even supplied the ancient Egyptian for "Golden Path": Secher Nbiw. (This Egyptian phrase was used as the key to unlock Ghanima's memory of Leto's survival.)

The possible allusion to the Harmonthep tragedy, to Annu of the South and Thebes, and to the XIth Dynasty was a little less obvious. One must, of course, remember that Leto was half-Fremmen and remembered everything!

## Chusuk: The Music Planet

Chusuk will be known for the quality of its musical instruments. Varota, a famous maker of balisets, will be a native of this planet. It is also said that Gurney Halleck will come from Chusuk, his family being one of its Houses Minor. He will be captured during a Harkonnen raid in 10155 A.G. and taken to the slave pits of Giedi Prime. [DE, page 282] As is well known, he will be rescued from Giedi Prime by a later Atréides counter-raid.

Chusuk is the fourth planet of Theta Shalish. As I have already explained under the entry for Salusa Secundus, "Shalish" was the name of a Jewish musical instrument: some sort of triangle or three-stringed lute, for the Hebrew word means "triple".

"Shalish" was a name applied to the constellation Aries, so I have interpreted Theta Shalish as Theta Arietis. Aries is, of course, one of the zodiacal signs and was associated by the Greeks with the ram from which the Golden Fleece was taken. It was once, during ancient times, the constellation in which the Vernal Equinox occurred: now this happens in Pisces and, as was once eagerly

noted in song, will eventually happen in Aquarius as the equinoxes precess.

## Corrin

Corrin was above all else the name of the space battle near the star Sigma Draconis in 88 B.G. which brought the predecessors of Shaddam IV to the imperial throne. It is said that the victor was one Count Sheuset Ecevit, who took the regnal name of Sheuset Corrin in remembrance of the battle. [DE, page 168] It was in this battle that Abulurd Harkonnen, the lineal ancestor of the evil Baron we love to hate, disgraced himself by an act of cowardice. Others assert that it was in fact an act of treachery. [Ibid.] It may be that the House Atrides was first distinguished here by the heroics of Demetrios Atrides. [op. cit., page 56] The battle will take its name from a quasi-nebula that was in turn named after the nearby planet Corrin. This quasi-nebula had resulted from the collision of a planetoid with a sub-stellar companion of Sigma Draconis. [op. cit., page 169] One finds, incidentally, that there were two ancient battles fought at Coroneia in mainland Greece on the road from Thebes to Phocis: The first in 447 B.C.E. saw the defeat of the Athenians by the Boeotians; the second in 394 B.C.E., the nominal victory of Agesilaus II, King of Sparta, over the Thebans and their allies. In the latter battle, Xenophon and others of the legendary Ten Thousand fought on the Spartan side. [HG, pages 301 and 544]

Sigma Draconis is relatively close to Old Earth (18.8 ly.)-one might say, in the Sirian Sector. It is interesting that this battle took place so close to mankind's birthplace. The star name of Alsafi is taken from the Arabic Athafiyy, "cooking tripods". [SN, page 212] (Are we to be reminded of the Death Tripod of the desert executioner?)

It is part of the constellation Draco, the "dragon", which is associated with the obvious mythical monsters, including Tiamat and the dragon which guarded the Golden Fleece. [NA, pages 511-512]

The alpha star of Draco, called "Thuban", was the Pole Star 4000 years ago (the honor now belonging to Polaris, thanks to the wobble of the Earth's axis). As such, it may have been to this star that the ancient Egyptians aligned some of their temples and pyramids. [Ibid.] Furthermore, the Chinese regarded the stars that revolved around the celestial North Pole and the Pole Star as the heavenly equivalent of their own terrestrial "Middle Kingdom", centered on the Emperor. [OZ, page 88] Perhaps this is why Herbert placed the epochal space battle here.

The \*Arrakis is also in this constellation, and the Atrides may have their historical origins (ignoring their Homeric genealogical claim) in the Mockmuhl cluster near Upsilon Draconis. [DE, page 56] And as will be explained, Gamont and Grumman also revolve about a star in Draco.

The Encyclopedist informs us of another planet of Sigma Draconis: Ishkal. The language of this planet provided the word "shai-hulud" to the Zensunni ancestors of the Fremmen-originally it stood for an extinct but formidable vermiform creature native to Ishkal. [DE, page 236] Since it is not mentioned in the Dune Chronicles, I have not listed it separately but note its putative existence here.

## Delta Kaising III

This planet, along with Salusa Secundus, is the source of shigawire. I am unable to identify a constellation called (apparently in Chinese) "Kai Sing". There is a Kien Sing, an asterism in Sagittarius. It is unknown if it was intended

## Ecac: The Sculptor's Paradise

Ecac is called the "Sculptor's Paradise" because it is home to fogwood, a plant that can be shaped by thought alone. It is also called the "Greenhouse Planet" because of its bizarre biological products in general. [DE, page 196] It in fact offers a pharmacopoeia of narcotics: elacca drug, semuta, verite, and even sapho (the mental's drug of choice).

This is said to have come about because the planet was "slagged", i.e., made the object of an all-out assault with atomics, in 7033 B.G. The contaminated planet was left uninhabited for thousands of years, during which time mutation ran riot. [op.cit., pages 196-197]

Ecac is the fourth planet of Alpha Centauri B. As such it is a part of the nearest star system to Old Earth (any putative Nemesis excepted!) and the third brightest star in our night sky. It consists of an A and B star, a fact discovered as early as 1689, with a distant companion called Proxima, discovered in 1915. The last is so called because it is the nearest to Earth of the three. The orbital period of A and B is about 80 years. [CH, v. I, pages 549-550]

If one were to view Sol from this star system, it would be a first magnitude star in Perseus, near the border of that constellation and Cassiopeia. [op.cit., page 550]

This proximity to Earth makes it highly unlikely, in my opinion, that the planet will not be discovered until the Encyclopedia's date of 8112 B.G. [DE, page 196] (One may also note that the planetary name is always misspelled as "Ecac" in the entry for "Elaccawood" in the "Terminology of the Imperium" appended to \_Dune\_.)

Alpha Centauri is called Rigel Kent from Al Riji al Kentaurus, "hoof of the Centaur" in Arabic. [SN, page 152] The constellation Centaur, of which it is a part, is mythically interpreted as the centaur Chiron, so wise that he was tutor to Jason, Achilles, Heracles, and Aesculapius. [NA, page 475]

The Encyclopedist mentions that the third planet of Alpha Centauri B will be called Logi. It is said to be the birthplace of Thufir Hawat. [DE, page 299]

## Galacia

Other than this female preference for pearls (surely not exclusive), I find nothing else about this planet in the Chronicles.

There is a region in Poland on the northern slopes of the Carpathian Mountains called Galicia. A better prospect in view of Herbert's classical interests is the region of northwestern Spain known as Galicia to us but as Gallaecia to the Romans.

Spanish Galicia is a region of mineral wealth, and Pliny mentions a precious stone \_gemma Gallaecia\_. [Ibid.] It is, of course, not a source of pearls.

## Gamont: The Pleasure Planet

Gamont is the third planet of the star Niushe and will be known for its hedonistic culture. While the Encyclopedist makes it all seem rather innocent by his amusing reference to the above survival-old even in our own time!-and his entry under this subject in general, one should recall that Baron Harkonnen purchased a boy from Gamont for his pleasure and had him drugged into submission. [DU, page 186] Dama, the Great Honored Matre, later mentioned Gamont in a list of conquered planets. One can be assured that the Honored Matres found this world a delicious conquest! [CP, page 223] Niushe is the Chinese name for Psi Draconis and means "Palace Governess" or "Literary Woman". The ordinary name for this star, Dsiban, is a corruption of the Arabic Al Dhibain, meaning the "Hyenas", an asterism the Arabs saw in this and surrounding stars. [SN, page 212]

Actually Psi Draconis is a binary star whose components are 30" apart. I am associating Niushe with the primary star of the two.

## Grumman

Grumman is the second planet of Niushe and the home planet of House Moritani, who fought and defeated the House Ginaz in a war of assassins.

The House Ginaz will be an ally of the Atrides; and Duncan Idaho (the Original), their Swordmaster. Their defeat in 10181 was a prelude to the disaster on Dune ten years later. [DE, pages 501-502] It is believed that Grumman will be the native planet of Nayla, the Fish Speaker whose loyalty Leto II so cruelly twisted to consummate his sacrifice. [DE, page 396]

The planetary name may have been suggested by the name for Xi Draconis: Grumium, meaning "jaw (of the dragon)". [SN, page 211] For comments on the star and constellation, see "Corrin", "Gamont", and "Arrakis".

## Hagal: The Jewel Planet

Called the "Jewel Planet" from the gem mining that will take place



there, Hagal's mines were mostly exhausted by the time of Shaddam I. The throne of Shaddam IV was made from a single piece of Hagal quartz. [DU, page 457] Not to be outdone, Paul Muad'dib had his throne cut from a single Hagal emerald. [DM, page 134-but Hagal here is misspelled "Hagar".]

According to the Encyclopedist, Shaddam I's reign was from 482 to 553 A.G., with a hiatus in 548-549. [DE, page 200] It is also said that Duncan Idaho (the Original) was sent to a Harkonnen slave labor camp on Hagal after the defeat of House Ginaz. [op. cit., page 318] A low-tech mining operation in a location considered "played out" for nine thousand years seems a bit unlikely, even for the greedy Harkonnens-but there you have it!

If some future interplanetary prospector wished to get there before the Corrinos and Harkonnens, he would find that the locale is unfortunately a bit uncertain. Hagal is supposed to be "II Theta Shaowei". Shaou Wei is Chinese, meaning the "Minor Guard". This name or similar is attached to two individual stars: Beta Cephei and Chi Ursae Majoris. [SN, pages 158 and 445] We are, of course, looking for a constellation or, at least, an asterism. Camelopardalis is supposed to contain an asterism called Shaou Wei, but Bayer designations are not commonly used in this constellation after Alpha, Beta, and Gamma. [op. cit., page 107] There is a region in Leo, toward Virgo, which was sometimes called by the name. [op. cit., page 254] Given that there is a well-known theta in Leo, I would conclude that our Theta Shaowei is most likely Theta Leonis. The common name for this star is Chort, from the Arabic Al Horatan, once a name for Theta and Delta, meaning "two little ribs". [op. cit., pages 260 and 263] The constellation Leo is, of course, one of the signs of the Zodiac.

## Ix & Richese

It is ironic that in the "Terminology of the Imperium" the entry for Ix says only "see Richese": for we hear little of Richese in the Dune Chronicles but much of Ix. I say that in spite of the fact that we meet no Ixians until God Emperor of Dune, but their products play a significant part throughout, providing perhaps the *bête noire* which Leto II's "Golden Path" sought to avoid [CD, page 350; GE, pages 13, 235, 345, 348, 420].

These planets, supreme in technology, somehow managed to avoid the consequences of the Butlerian Jihad, and we are directed to an as yet non-existent book for an explanation, viz., The Last Jihad. We have, of course, the Dune Encyclopedia, which attempts to supply the missing information. We are told that Ix (then known as "Komos") was once an agrarian planet dominated by the technologically advanced planet Richese. The people of Komos, led by Jehanne Butler (230-182 B.G.), rebelled, conquered Richese, exiled the technocrats to Komos, and launched the Butlerian Jihad upon the Galaxy. In the process, Richese itself was abandoned for almost two and a half centuries. [DE, page 137-143, 348-351, 436-437]

The exiled technocrats of Richese renamed Komos as "Ix" and founded there the technological society we have come to know as Ixian. Eventually they repopulated Richese and used it as a manufacturing center. [Ibid.]

It is said that Aurelius Venport (140-79 B.G.) and Norma Cenva (148-78 B.G.) were Ixians. [DE, pages 497 and 153] You may recall that these two will be responsible for the design of the first Guild ship. [GE, page 183]

(Please see "Tupile" and "Arrakis" for discussions of problems relating to this couple, the Guild, and the spice melange. Also note that DE has "Cevna" in lieu of "Cenva"! [pages 153-155 and elsewhere])

The name of Richese may be related to the Galach name for the Houses Minor: "Richece". Ix, of course, is supposed to be derived from the Roman numeral for the number nine, Ix being the ninth planet of its star system. The later Ixians will not know this derivation. [CD, page 282 and 385]

I do not wish to complicate matters but ix is Yucatec Mayan for the title "lady". [BM, page 173] Now the Encyclopedist relates that the religion of Komos centered on a Mother Goddess named Kubebe,

served by an order of priestesses. [DE, page 349] I would have assumed this just a meaningless coincidence, but incredibly, the Classic Mayan word for "lady" was na! [BM, page 173] Is "na-Baron" an inside joke? If so, "Ix" is as well; and the supposed ignorance of the Ixians, a bit of irony.

While on the subject of names, I would mention that the capital of Richese is supposed to be Lugdunum-the Roman name for the city of Lyons, France. (But why?) [DE, page 436]

Ix and Richese are planets of the star Eridani A. (Although to be precise, canon only implies that Ix is in the same star system as Richese. The Encyclopedist states it flatly. [DE, pages 348 and 436]) The star name is clearly truncated: The suffixed "A" should indicate the primary star in a multiple star system, so there should be a Bayer letter or Flamsteed number preceding the name of the constellation-especially since the constellation is in the genitive case: Eridani meaning "of Eridanus".

Normally such an elision would leave one helpless to designate any particular star in Eridanus as that of Ix and Richese. I asked myself, however, if there were any star with "Eridani A" in its nomenclature which might have suggested itself to Herbert. In fact, there is. Appearing forty-first in the "list of nearest stars", commonly appended to astronomical reference books, is 40 Eridani A, which is also usually listed as Omicron2 Eridani A. (Sikun's star, by the way, appears forty-third on this list.) The ambivalence of its nomenclature might have suggested (or even caused) the shortened form used by Herbert.

In any case, the star system is "a remarkable triple star system, containing the classic example of a white dwarf star for the small telescope" since it is eighth nearest of the naked-eye stars. Sir William Herschel first measured the separation of the A and B components in 1783. [CH, v. II, page 890] The white dwarf, designated as the B star, was the first star of this type to be recognized as such (even before Sirius B) and itself has a red dwarf companion as discovered by Otto Struve in 1851. [Ibid.]

This red dwarf-40 Eridani C-is perhaps the star of Seprek, the fourth planet of "Eridani C" according to the Encyclopedist. [DE, page 396] (I have included it among the "Terrae Incognitae" since Seprek is not mentioned in Dune, but in the God Emperor of Dune.)

The star system of 40 (or Omicron2) Eridani is called Keid, from the Arabic Al Kaid, meaning "the egg shells". [SN, page 220]

If I have reasoned correctly and the A star of Keid is the sun of Ix and Richese, then the statement by the Encyclopedist suggesting that Eridani A was "oddly situated within its galaxy [sic], which in turn was on the fringes of human settlement" is problematic. [DE, page 350] One would, after all, hardly call a star within 16 light years of Old Earth "oddly situated". Reference to "its galaxy" (as if not the Galaxy) seems like a serious error regardless of the correctness of my speculations. Any star whose nomenclature included reference to a constellation from the skies of Earth would have to be in our galaxy and probably in the Orion Arm (see "Mapping the Imperium"). The Encyclopedist offered this misinformation as part of an explanation of how Ix managed to preserve its isolation so as to elude the consequences of the Jihad during its rebuilding phase. I believe he was on stronger ground when he also ascribed it to the naturally severe disruption of human civilization in the neighborhood of Eridani A as the veritable epicenter of the destructive wave. [Ibid.]

## Kaitain: The Imperial Court

The Imperial Court was removed to Kaitain from Salusa Secundus in 1487 A.G. [DE, page 513] The problem is what was Kaitain? The name of a star system? Or a planet?

I cannot recall a reference to a place in the Dune Chronicles that was a referent to a star system, rather than a particular planet. (One looks in vain for a star name-Al Lat excepted-in the alphabetical entries of the "Terminology of the Imperium".) On the other hand, as has been clearly established, planets were named after stars.

Since there is a star named Kaitain, it should be no surprise if there were a planet which will be its namesake and which will become the Imperial Capital. If this is so, then I am unable to say what star this planet orbits; for such information is never revealed: it is always just

"Kaitain".

The name "Kaitain" is a variant name of Alpha Piscium and is from the Arabic *al ukd al haitain*, meaning "the knot of the cords", the cord, that is, binding the two fish of the constellation Pisces together. The ordinary common name of the star is *Alrischa*, perhaps derived from a Babylonian word for "cord". [SN, page 342] \*Kaitain has the Galactic Coordinates:  $b = -55.08$ ,  $l = 156.14$  and is, as noted, the alpha star of the Zodiacal constellation Pisces. It is a binary star of 3.82 apparent magnitude, 139.1 ly. away, and spectral type A2 (Blue-white).

One remembers that @Salusa Secundus, circling Gamma Piscium, was perhaps the namesake of Gamma Arietis Secundus. It would be too much to assert, but not so absurd as to preclude, a possible literary allusion here. Could Herbert have originally intended @Kaitain to circle Alpha Aquarii? Thus the procession of the Imperial Capital would mimic the procession of the vernal equinox: Aries to Pisces to Aquarius. Alpha Aquarii, incidentally, has the common name of *Sadalmelik*, meaning something like "Luck of the King" in Arabic.

## Sikun

Sikun will be the home of the Akarso plant. About it little else was said. This planet orbits the star 70 Ophiuchi A, which has a bit more distinction.

As noted above, it is one of the closest stars to Earth (forty-third closest at only 16.6 light years away). Since it is a binary star, as discovered by Sir William Herschel in 1779, the system has been thoroughly studied. So much so that permutations have been discovered in the orbits of the components that have led some to hypothesize a Jupiter-sized planet in the system. [CH, v. II, page 1235-1236] It is not, however, on the most current list of confirmed extra-solar planets as of this writing. The following table from "<http://www.obspm.fr/planet/>" lists main sequence stars believed to be orbited by planets or "brown dwarfs":

## Tleilax

If a person were to read only *\_Dune\_*, he would have little appreciation of the importance of Tleilax, which was defined as a renegade training center for mentats and the source of "twisted" mentats. Yet from the beginning of *\_Dune Messiah\_*, where Herbert introduces Scytale, the Face Dancer, they figure large indeed: in fact the last sentence of the Chronicles, the limit of our vision of this possible future, concerns him and his race.

Although the Order of Mentats founded by Gilbertus Albans will indeed seek temporary refuge among the Tleilaxu, they will avoid being incorporated into the Wekht of Jandola and seed their schools so widely that even Leto II could not suppress them utterly. [CP, page 230]

In the *\_Dune Messiah\_* we learn about the disturbing biological experiments of the Tleilaxu and their "axolotl" (later "axlotl") tanks. [For the spelling deviation, contrast DM, page 22 with GE, page 44.] And we begin to get some hint of their ambitious and incredibly long-term plan.

There actually is such a thing as an axolotl: it is the larval form of a salamander found in the waters of Lake Xochimilco near Mexico City. Normally they never metamorphize, remaining in the water and reaching sexual maturity in this apparently permanent larval stage. This species had been a long accepted aquarium breeding animal, when in 1865 at the Jardins des Plantes in Paris, several individuals transformed into what appeared to be a form of the tiger salamander. [EB, "Axolotl", vol. II, page 821] It was then discovered that this process could be brought about at will by feeding the axolotl thyroid gland. It will thereafter lose its gills and emerge from the water as an adult newt-the entire process taking only a couple of weeks. [op.cit., "Metamorphosis", vol. XV, page 326]

So when we think of the Tleilaxu axolotl tanks, one should imagine the aquarium at the Jardin des Plantes? Peut-être non. One does have to wait a long time for a full description. [See HD, page 426 and CP, page 55] Indeed, the Encyclopedist goes farther awry in discussing this subject and the post-scattering fate of the Bene

Tleilax than most other subjects. [DE, pages 106-107 and 489-491] "Axolotl" is clearly a word of Nahuatl (i.e., Aztec) origin, so it is reasonable to look to that language for the name of the planet and race-Tleilax and Tleilaxu (or Bene Tleilax). Several problems arise. I have as yet not found "tleilax" or a very close parallel in that language. (There is a possibility that requires more of a stretch-see below.) While the "tl" is obviously a characteristic of Nahuatl (!), the "-x" ending does not seem so common. For a place name, one might expect an ending in -o, -c, -tlan, -lan, -yan, -pan, -can, or -tla. [RA, pages 95 and 96] The plural suffix "-u" does not seem appropriate either.

As others and myself have noted, there is the Aztec god with a vaguely similar name: Tlaloc. His name would seem to connect him with earth (tlalli) [op. cit., page 5] but he was a god of rain and lightning and the mountains from which these were seen to come. He presided over spirits of the mountains and weather called Tlaloque (plural of Tlaloc). [GS, page 166-7] Children were sacrificed to him by drowning them in lakes or sealing them in caves. Such child sacrifices were unique to Tlaloc. [FS, page 213] ...And such grimness suggests the Bene Tleilax and their genetic experiments.

One might expect a planet of Tlaloc to be called Tlalocan (as the mythic fourth heaven of the Aztecs and his real temple were in fact called). [GS, page 167] But more serious objections can be raised to Tlaloc/Tlaloque yielding Tleilax/Tleilaxu.

First, one notes a double change in vowels: "a" becomes "ei", "o" becomes "a". Secondly, to an English-speaking reader "x", pronounced "ks", seems close to a final hard "c", but in post-Conquest Nahuatl orthography, the letter "-x" indicated the sound "-sh"! [RA, page 5] So the third of three consonants is altered also: Did "tl-a-l-o-c" become "tl-ei-l-a-sh"? Etymologically, that seems difficult, but we are talking about a work of fiction-it only had to seem right to the author!

Herbert, by the way, pronounced the name of the Tleilaxu as "tleel-laks-oo" as, for example, his recording of *\_Heretics of Dune\_* indicates.

We also have to contend with the "bene" in Bene Tleilax. Given the revelations of the fifth and sixth books of the *Dune Chronicles*, one would suppose the Tleilaxu would have gone for the Semitic "Beni" or "B'nai" Tleilax, that is, "Sons of Tleilax". I suggest that they originally did but that false analogy with the name of the Bene Gesserit had corrupted "beni" to "bene". (I greatly prefer this explanation to an attempt to find Semitic origins for "Bene Gesserit", a perfectly good Latin phrase: "She will have conducted herself well." This hints at, "She will have given birth well", if we supply the Kwisatz Haderach as the implied object of the verb *\_gero, gerere\_*.) No doubt the similarity in names, whether the product of a false analogy or not, was supposed to suggest further valid analogies to us readers.

Oh, yes, I forgot to tell you: the Tlaloque of Mexican mythology were dwarves. Perhaps when Herbert describes the Tleilaxu Master Tylwyth Waff as "elfin figure barely a meter and a half tall", he is telling us something more than just his height. [HD, page 46]. One also recalls a reference to "...the face dancers and little people from the suspected artisan planets of the Tleilaxu..." [CD, page 40] The planet Tleilax is the lone planet of the star Thalim. When I discovered that Beta Eridani, usually known as Cursa, has also been called Dhalim, I assumed I had the right identification. The dental and alveolar plosives are, after all, easily exchanged. It seems, however, that the name Thalim, Arabic *Al Thalim* meaning "the Ostrich", better belongs to Theta Eridani. [SN, pages 217-219] Now the constellation Eridanus is the "Celestial River", associated with various streams, mythical and real: the Ocean Stream, the Euphrates, but especially with the Nile. In modern times Eridanus stretches from Cursa (above mentioned) to Achernar, a name derived from the Arabic *Al Ahir al Nahr*, "the End of the River". It was not always so. In ancient times Eridanus reached only to Theta Eridani. It is not surprising then that its proper name, Acamar, is another form of Achernar's name. [ibid.]

Acamar is in fact a binary star, and I have arbitrarily chosen the

primary star as the sun of Tleilax. At a distance of 161.3 ly. from Old Earth, it hardly fits the Encyclopedist's description of it as an "isolated" planet, "hard to reach". Once again (see "Ix and Richese"), this seems to be an ill-founded attempt to explain why a technologically oriented planet survived the Butlerian Jihad. Perhaps in this case it would be better to look to random chance.

## Tupile

Tupile-or the Tupiles, since the name probably designates more than one planet-was the secret sanctuary for defeated Houses of the Imperium, maintained by the Guild. The Guild did its job so well that not only Paul Atreides, but even the yet more prescient readers of the Dune Chronicles are largely left in the dark about its nature and location.

Not so the God Emperor. After all, Leto had no problem discerning the secret Ixian Core and the Ixian attempt to plant a colony far outside the Empire [GE, page 152]. The fact that Tupile is not mentioned after *\_Dune Messiah\_* may well testify to the clarity of Leto's vision in this matter as well.

And not so the Encyclopedist! It is said that about 110 B.G. Ixian exiles, led by Aurelius Venport and Norma Cenva, will choose Tupile as a place to conduct their experiments: the object of which will be to perfect a replacement for computer controlled interstellar travel.

Tupile will have been recently ravaged by the Butlerian Jihad and favorably disposed to welcome the newcomers. Here Venport is to found The Society of Mystic Mariners, predecessor organization to the Spacing Guild. [DE, pages 495-496, inter alia]

None of this is essentially anti-canonical. Logically the founding of the Guild must precede the era designated as "After Guild"! And Leto II, as noted under "Ix and Richese", informs us that Venport and Cenva designed the first Guild ship. That this couple was Ixian and that Tupile was the site of the Guild's foundation are reasonable extensions to the story.

The problem is that the Encyclopedist is firmly committed to the notion that the spice melange was a prerequisite for the Guild's original success. He quotes a schoolboy poem: "Without Guild, no Spice. Without Spice, no Guild." [DE, page 464] Unfortunately, this means Arrakis had to be discovered by the beginning of the Guild Era-ten thousand years before Muad'dib. I find this discordant with other statements in the Chronicles and even within the *\_Dune Encyclopedia\_*. It seems far too early.

## Wallach IX

Wallach IX will be the site of the Mother School of the Bene Gesserit and is the ninth planet of Laoujin. This simple statement contains several mysteries. First, a planet called Wallach IX should orbit a star called "Wallach"! Second, one is stunned to find that Laoujin, meaning "the old man", is the Chinese name for Canopus, the sun of Dune! In fact it was a name under which the Chinese worshipped Canopus as late as 100 B.C.E. [SN, page 71]

Any explanation is speculative; and one cannot entirely rule out a careless error on Herbert's part. Presently my own inclination is to imagine that the Bene Gesserit renamed Wallach in honor of Canopus and its third planet.

At first I considered that the star names might really indicate that Wallach IX and Dune were in the same star system. But if there is any hard evidence at all, it is this: the sun of Wallach IX was described as a "small blue-white sun". [DM, page 17] Now "small" is a relative term, and a ninth planet is far from its sun, but a star's color is another matter: if Laoujin is blue-white (spectral type A) then it cannot be Canopus (spectral type F). One remembers the "milky light of the Arakeen sun" [DU, page 61], which at sunset was depicted as "a silvery yellow half circle" [HD, page 298]. So we can at least exclude the possibility that Canopus was intended by "Laoujin". But we have no other information suggesting a possible location of Laoujin (Wallach) and its ninth planet.

Wallach is an appropriately gothic name to attach to the Bene Gesserit Mother School. Wallachia, "land of the Vlachs", is the country between the Transylvanian Alps and the Danube River, lying in modern Romania. One has only to recall that the prototype for

Count Dracula was Vlad the Impaler, Voivode (Prince) of Wallachia. I presume that Wallach IX is intended by Dama, the Great Honored Matre, when she mentions "Wallach" in a list of conquered planets. [CP, page 223]

## Part Four: Terrae Incognitae

### Al Dhanab

A harsh planet to which Darwi Odrade will be sent after her spice agony. Presumably named after Deneb (Alpha Cygni). Al Dhanab, HD, page 180: This star, presumably Alpha Cygni, possessed an "artificial world" which was one of the Bene Gesserit's original "safe" planets. It was also the site of a nursery school, to which the young Darwi Odrade was sent.

### Alajory

HD, page 386: The location of a catastrophic explosion unknown to Miles Teg. Alajory may be a location on Gammu and thus not properly on this list.

### Arbelough

HD, page 255: Here the great Bashar Miles Teg risked his personal safety to go to the front lines. A victory, of course, ensued.

### Atar

DM, page 127: A planet with notably low gravity.

### Barandiko

HD, page 143: Miles Teg and Alma Mavis Taraza prevent a bloody confrontation here.

### Biarek

CD, page 396: Its Central Temple was besieged during the rebellions following the fall of St. Alia's regency.

### Buzzell

CP, page 21: The planet of exile for the Reverend Mother Dortujla was a cold planet, mostly ocean, producing "soostones".

### Cedon

DM, page 124: A planet which produced "fire jewels".

### Cerbol

HD, page 232: Where Miles Teg put down a revolt single-handedly.

### Chapter House Planet

HD, page 11: The headquarters of the Bene Gesserit, occupied about a hundred years after the death of the God Emperor. [For chronology, compare HD, page 10 and 217] It was eventually to become another Dune. [CP, page 272]

### Dan

Planets of, GE, page 42: There was talk of a new jihad here and on Parella (q.v.). Presumably these planets of Dan should not be confused with the later, shortened name for the planet Caladan. [see HD, page 123]

### Dur

HD, page 389: A place in the Scattering connected with the Honored Matres: Field Marshal Jaffa Muzzafar commands its forces, seems to consider "the Dur" as home, and refers to "the Eternal Rock of Dur". [HD, page 392] An Honored Matre, however, enjoins Teg to "praise Dur". [op. cit., page 433] As a personal name, "Dur" or "Guldur" is a designation used for Leto II-on Gammu [op. cit., page 402] and in the Scattering [CP, page 81]. Perhaps Guldur is a corruption of "God Emperor".

### Enfiel

DM, page 51: The planet where the old Fremen Farok saw an ocean for the first time.

### Foum al-Hout

CD, page 307: The southern polestar of Dune. No doubt our Fomalhaut.

### Gangishree

DM, page 144: A proverbially distant (and perhaps impoverished) place.

### Gansireed

CD, page 238: A planet on which there is a village named London, better known than the original by Leto II's time.

### IV Anbus

DM, page 205: Tibana, a Socratic Christian apologist, was born here.

### Junction

HD, page 114: An important Guild planet over which the Honored Matres gained control. It was not, however, the only "junction" planet. There were many. [CP, page 357]

### Kadesh

CD, page 154: From whence came Tagir Mohandis, the troubadour.

### Kadrish

CD, page 248: The denizens of "far Kadrish" were known for their foppish habits.

### Kroini

HD, page 255: Here the Bashar Miles Teg decisively defeated anti-Sisterhood forces.

### Lampadas

HD, page 68: Bene Gesserit stronghold. By the time of Darwin Odrade's ascendancy, it was a school planet. [CP, page 3] Later it was to be the site of a major catastrophe. [op. cit., pages 28-30]

### Lernaesus

HD, page 34: Ancestral home of Miles Teg's family. It has a yellow sun. [HD, page 64]

### Markon

HD, page 254: Where Miles Teg's reputation alone won the battle without a fight.

### Molitor

DM, page 47: The site of an important victory of the Fremen Jihad.

### Muritan

DM, page 170: A Fremen mother asked Alia to prophesy about her son who allegedly died there.

### Naraj Worlds

DM, pages 44-45: Farok's son lost his eyes during their conquest.

### Niushe

CP, page 223: Apparently a planet named after the star of Gamont and Grumman. It was mentioned on a list of planets conquered by the Honored Matres.

### Novebruns

CD, page 369: A planet purchased from the Metulli Family for 321 liters of the spice melange in the days of Gurney Halleck.

### Palma

CP, page 5: A planet where 1100 Reverend Mothers will be "written off".

### Parella

GE, page 42: Moneo reports to the God Emperor that there was talk of a new jihad on Parella.

### Perth

GE, page 333: A place where a rare transite tongue is spoken.

### Ponciard

HD, page 355: A battle remembered by Miles Teg during a mind probe.

### Reenol

CP, page 223: Its name is on a list of planets conquered by the Honored Matres.

### Renditai

HD, page 382: Veterans who had served with him there helped Miles Teg on Gammu.

### Roc

CP, page 407: The captive Honored Matre Murbella had come from there.

### Romo

HD, page 64: Where Miles Teg's brother Sabine was poisoned.

### Sembou

DM, page 100: Another site of a victory of the Fremen Jihad.

### Semboule

DM, page 232: The name of a treaty read and signed by the blind Maud'dib, perhaps connected with the victory at Sembou.

Seprek, GE, page 81: The garrison from which Leto II summoned the Fish Speaker Nayla was located on this planet. It's sun is Eridani C. [DE, page 396]

Tarahell, DM, page 177: The conquered planet on which Otheym the Fedaykin contracted the spitting disease.

Zabulon, DM, page 106: A place on the agenda of the Fremen Jihad.

# APPENDIX TWO: TERMINOLOGY

*"When I set out to lead humanity along my Golden Path I promised a lesson their bones would remember."*

**-Leto II, the God Emperor**

## TERMINOLOGY OF THE IMPERIUM

In studying the Imperium, Arrakis, and the whole culture which produced Muad'Dib, many unfamiliar terms occur. To increase understanding is a laudable goal, hence the definitions and explanations given below.

**ABA:** loose robe worn by Fremen women; usually black.  
**ACH:** left turn: a worm-steersman's call.  
**ADAB:** the demanding memory that comes upon you of itself.  
**AKARSO:** a plant native to Sikun (of 70 Ophiuchi A) characterized by almost oblong leaves. Its green and white stripes indicate the constant multiple, condition of parallel active and dormant chlorophyll regions.  
**ALAM AL-MITHAL:** the mystical world of similitudes where all physical limitations are removed.  
**AL-LAT:** mankind's original sun; by usage: any planet's primary.  
**AMPOLIROS:** the legendary "Flying Dutchman" of space.  
**AMTAL or AMTAL RULE:** a common rule on primitive worlds under which something is tested to determine its limits or defects. Commonly: testing to destruction.  
**AQL:** the test of reason. Originally, the "Seven Mystic Questions" beginning: "Who is it that thinks?"  
**ARRAKEEN:** first settlement on Arrakis; long-time seat of planetary government.  
**ARRAKIS:** the planet known as Dune; third planet of Canopus.  
**ASSASSINS' HANDBOOK:** Third-century compilation of poisons commonly used in a War of Assassins. Later expanded to include those deadly devices permitted under the Guild Peace and Great Convention.  
**AULIYA:** In the Zensunni Wanderers' religion, the female at the left hand of God; God's handmaiden.  
**AUMAS:** poison administered in food. (Specifically: poison in solid food.) In some dialects: Chaumas.  
**AYAT:** the signs of life. (See Burhan.)

**BAKKA:** in Fremen legend, the weeper who mourns for all mankind.  
**BAKLAWA:** a heavy pastry made with date syrup.  
**BALISSET:** a nine-stringed musical instrument, lineal descendant of the zither, tuned to the Chusuk scale and played by strumming. Favorite instrument of Imperial troubadours.  
**BARADYE PISTOL:** a static-charge dust gun developed on Arrakis for laying down a large dye marker area on sand.  
**BARAKA:** a living holy man of magical powers.  
**BASHAR** (often **Colonel Bashar**): an officer of the Sardaukar a fractional point above Colonel in the standardized military classification. Rank created for military ruler of a planetary subdistrict. (Bashar of the Corps is a title reserved strictly for military use.)  
**BATTLE LANGUAGE:** any special language of restricted etymology developed for clear-speech communication in warfare.  
**BEDWINE:** see Ichwan Bedwine.  
**BELA TEGEUSE:** fifth planet of Kuentsing; third stopping place of the Zensunni (Fremen) forced migration.  
**BENE GESSERIT:** the ancient school of mental and physical training established primarily for female students after the Butlerian Jihad destroyed the so-called "thinking machines" and robots.  
**B.G.:** idiomatic for Bene Gesserit except when used with a date. With a date it signifies Before Guild and identifies the Imperial dating system based on the genesis of the Spacing Guild's monopoly.  
**BHOTANIJIB:** See Chakobsa.  
**BI-LA KAIFA:** Amen. (Literally: "Nothing further need be explained.")  
**BINDU:** relating to the human nervous system, especially to nerve training. Often expressed as Bindu-nervature. (See Prana.)  
**BINDU SUSPENSION:** a special form of catalepsy, self-induced.  
**BLED:** flat, open desert.

**BOURKA:** insulated mantle worn by Fremen in the open desert.  
**BURHAN:** the proofs of life. (Commonly: the ayat and burhan of life. See Ayat.)  
**BURSEG:** a commanding general of the Sardaukar.  
**BUTLERIAN JIHAD:** see Jihad, Butlerian (also Great Revolt).

**CAID:** Sardaukar officer rank given to a military official whose duties call mostly for dealings with civilians; a military governorship over a full planetary district; above the rank of Bashar but not equal to a Burseg.  
**CALADAN:** third planet of Delta Pavonis; birthworld of Paul-Muad'Dib.  
**CANTO and RESPONDU:** an invocation rite, part of the panoplia propheticus of the Missionaria Protectiva.  
**CARRYALL:** a flying wing (commonly "wing"), the aerial workhorse of Arrakis, used to transport large spice mining, hunting, and refining equipment.  
**CATCHPOCKET:** any stillsuit pocket where filtered water is caught and stored.  
**CHAKOBSA:** the so-called "magnetic language" derived in part from the ancient Bhotani (Bhotani Jib -- jib meaning dialect). A collection of ancient dialects modified by needs of secrecy, but chiefly the hunting language of the Bhotani, the hired assassins of the first Wars of Assassins.  
**CHAUMAS (Aumas in some dialects):** poison in solid food as distinguished from poison administered in some other way.  
**CHAUMURKY (Musky or Murky in some dialects):** poison administered in a drink.  
**CHEOPS:** pyramid chess; nine-level chess with the double object of putting your queen at the apex and the opponent's king in check.  
**CHEREM:** a brotherhood of hate (usually for revenge).  
**CHOAM:** acronym for Combine Honnete Ober Advancer Mercantiles -- the universal development corporation controlled by the Emperor and Great Houses with the Guild and Bene Gesserit as silent partners.  
**CHUSUK:** fourth planet of Theta Shalish; the so-called "Music Planet" noted for the quality of its musical instruments. (See Varota.)  
**CIELAGO:** any modified Chiroptera of Arrakis adapted to carry distans messages.  
**CONE OF SILENCE:** the field of a distorter that limits the carrying power of the voice or any other vibrator by damping the vibrations with an image-vibration 180 degrees out of phase.  
**CORIOLIS STORM:** any major sandstorm on Arrakis where winds across the open flatlands are amplified by the planet's own revolutionary motion to reach speeds up to 700 kilometers per hour.  
**CORRIN, BATTLE OF:** the space battle from which the Imperial House Corrino took its name. The battle fought near Sigma Draconis in the year 88 B.G. settled the ascendancy of the ruling House from Salusa Secundus.  
**COUSINES:** blood relations beyond cousins.  
**CRUSHERS:** military space vessels composed of many smaller vessels locked together and designed to fall on an enemy position, crushing it.  
**CUTTERAY:** short-range version of lasgun used mostly as a cutting tool and surgeon's scalpel.  
**CRYSKNIFE:** the sacred knife of the Fremen on Arrakis. It is manufactured in two forms from teeth taken from dead sandworms. The two forms are "fixed" and "unfixed." An unfixed knife requires proximity to a human body's electrical field to prevent disintegration. Fixed knives are treated for storage. All are about 20 centimeters long.

**DAR AL-HIKMAN:** school of religious translation or interpretation.  
**DARK THINGS:** idiomatic for the infectious superstitions taught by the Missionaria Protectiva to susceptible civilizations.  
**DEATH TRIPOD:** originally, the tripod upon which desert executioners hanged their victims. By usage: the three members of a Cherem sworn

to the same revenge.

**DERCH:** right turn; a worm steersman's call.

**DEW COLLECTORS** or **DEW PRECIPITATORS:** not to be confused with dew gatherers. Collectors or precipitators are egg-shaped devices about four centimeters on the long axis. They are made of chromoplastic that turns a reflecting white when subjected to light, and reverts to transparency in darkness. The collector forms a markedly cold surface upon which dawn dew will precipitate. They are used by Fremen to line concave planting depressions where they provide a small but reliable source of water.

**DEW GATHERERS:** workers who reap dew from the plants of Arrakis, using a scythelike dew reaper.

**DEMIBROTHERS:** sons of concubines in the same household and certified as having the same father.

**DICTUM FAMILIA:** that rule of the Great Convention which prohibits the slaying of a royal person or member of a Great House by informal treachery. The rule sets up the formal outline and limits the means of assassination.

**DISTRANS:** a device for producing a temporary neural imprint on the nervous system of Chiroptera or birds. The creature's normal cry then carries the message imprint which can be sorted from that carrier wave by another distrans.

**DRUM SAND:** impaction of sand in such away that any sudden blow against its surface produces a distinct drum sound.

**DOORSEAL:** a portable plastic hermetic seal used for moisture security in Fremen overday cave camps.

**DUMP BOXES:** the general term for any cargo container of irregular shape and equipped with ablation surfaces and suspensor damping system. They are used to dump material from space onto a planet's surface.

**DUNE MEN:** idiomatic for open sand workers, spice hunters and the like on Arrakis. Sandworkers. Spiceworkers.

**DUST CHASM:** any deep crevasse or depression on the desert of Arrakis that has been filled with dust not apparently different from the surrounding surface; a deadly trap because human or animal will sink in it and smother. (See Tidal Dust Basin.)

**ECAZ:** fourth planet of Alpha Centauri B; the sculptors' paradise, so called because it is the home of fogwood, the plant growth capable of being shaped in situ solely by the power of human thought.

**EGO-LIKENESS:** portraiture reproduced through a shigawire projector that is capable of reproducing subtle movements said to convey the ego essence.

**ELACCA DRUG:** narcotic formed by burning blood-grained elacca wood of Ecas. Its effect is to remove most of the will to self-preservation. Druggee skin shows a characteristic carrot color. Elacca is commonly used to prepare slave gladiators for the ring.

**EL-SAYAL:** the "rain of sand." A fall of dust which has been carried to medium altitude (around 2,000 meters) by a coriolis storm. El-sayals frequently bring moisture to ground level.

**ERG:** an extensive dune area, a sea of sand.

**FAI:** the water tribute, chief specie of tax on Arrakis.

**FANMETAL:** metal formed by the growing of jasmium crystals in duraluminum; noted for extreme tensile strength in relationship to weight. Name derives from its common use in collapsible structures that are opened by "fanning" them out.

**FAUFRELUCHES:** the rigid rule of class distinction enforced by the Imperium. "A place for every man and every man in his place."

**FEDAYKIN:** Fremen death commandos; historically: a group formed and pledged to give their lives to right a wrong.

**FILMBOOK:** any shigawire imprint used in training and carrying a mnemonic pulse.

**FILT-PLUG:** a nose filter unit worn with a stillsuit to capture moisture from the exhaled breath.

**FIQH:** knowledge, religious law; one of the half-legendary origins of the Zensunni Wanderers' religion.

**FIRE, PILLAR OF:** a simple pyrocket for signaling across the open desert.

**FIRST MOON:** the major satellite of Arrakis, first to rise in the night; notable for a distinct human fist pattern on its surface.

**FREE TRADERS:** idiomatic for smugglers.

**FREMEN:** the free tribes of Arrakis, dwellers in the desert, remnants of the Zensunni Wanderers. ("Sand Pirates" according to the Imperial Dictionary.)

**FREMKIT:** desert survival kit of Fremen manufacture.

**FRIGATE:** largest spaceship that can be grounded on a planet and taken off in one piece.

**GALACH:** official language of the Imperium. Hybrid Inglo-Slavic with strong traces of cultural-specialization terms adopted during the long chain of human migrations.

**GAMONT:** third planet of Niushe; noted for its hedonistic culture and exotic sexual practices.

**GARE:** butte.

**GATHERING:** distinguished from Council Gathering. It is a formal convocation of Fremen leaders to witness a combat that determines tribal leadership. (A Council Gathering is an assembly to arrive at decisions involving all the tribes.)

**GEYRAT:** straight ahead; a worm steersman's call.

**HAFLA:** giving oneself up to gadfly distractions. Thus: a changeable person, one not to be trusted.

**GHANIMA:** something acquired in battle or single combat. Commonly, a memento of combat kept only to stir the memory.

**GIEDI PRIME:** the planet of Ophiuchi B (36), homeworld of House Harkonnen. A median-viable planet with a low active-photosynthesis range.

**GINAZ, HOUSE OF:** one-time allies of Duke Leto Atreides. They were defeated in the War of Assassins with Grumman.

**GIUDICHAR:** a holy truth. (Commonly seen in the expression Giudichar mantene: an original and supporting truth.)

**GLOWGLOBE:** suspensor-buoyed illuminating device, self-powered (usually by organic batteries).

**GRABEN:** a long geological ditch formed when the ground sinks because of movements in the underlying crustal layers.

**GREAT CONVENTION:** the universal truce enforced under the power balance maintained by the Guild, the Great Houses, and the Imperium. Its chief rule prohibits the use of atomic weapons against human targets. Each rule of the Great Convention begins: "The forms must be obeyed..."

**GREAT MOTHER:** the horned goddess, the feminine principle of space (commonly: Mother Space), the feminine face of the male-female-neuter trinity accepted as Supreme Being by many religions within the Imperium.

**GREAT REVOLT:** common term for the Butlerian Jihad. (See Jihad, Butlerian.)

**GRIDEX PLANE:** a differential-charge separator used to remove sand from the melange spice mass; a device of the second stage in spice refining.

**GRUMMAN:** second planet of Niushe, noted chiefly for the feud of its ruling House (Moritani) with House Ginaz.

**GOM JABBAR:** the high-handed enemy; that specific poison needle tipped with meta-cyanide used by Bene Gesserit Proctors in the death-alternative test of human awareness.

**GUILD:** the Spacing Guild, one leg of the political tripod maintaining the Great Convention. The Guild was the second mental-physical training school (see Bene Gesserit) after the Butlerian Jihad. The Guild monopoly on space travel and transport and upon international banking is taken as the beginning point of the Imperial Calendar.

**HAGAL:** the "Jewel Planet" (II Theta Shaowei), mined out in the time of Shaddam I.

**HAIHIII-YOHI:** command to action; worm steersman's call.

**HAIJ:** holy journey.

**HARJ:** desert journey, migration.

**HAIJRA:** journey of seeking.

**HAL YAWM:** "Now! At last!" a Fremen exclamation.

**HARMONTHPEP:** Ingsley gives this as the planet name for the sixth

stop in the Zensunni migration. It is supposed to have been a no longer existent satellite of Delta Pavonis.

**HARVESTER** or **HARVESTER FACTORY**: a large (often 120 meters by 40 meters) spice mining machine commonly employed on rich, uncontaminated melange blows. (Often called a "crawler" because of buglike body on independent tracks.)

**HEIGHLINER**: major cargo carrier of the Spacing Guild's transportation system.

**HIEREG**: temporary Fremen desert camp on open sand.

**HIGH COUNCIL**: the Landsraad inner circle empowered to act as supreme tribunal in House to House disputes.

**HOLTZMAN EFFECT**: the negative repelling effect of a shield generator.

**HOOKMAN**: Fremen with Maker hooks prepared to catch a sandworm.

**HOUSE**: idiomatic for Ruling Clan of a planet or planetary system.

**HOUSES MAJOR**: holders of planetary fiefs; interplanetary entrepreneurs. (See House above.)

**HOUSES MINOR**: planet-bound entrepreneur class (Galach: "Richece").

**HUNTER-SEEKER**: a ravening sliver of suspensor-buoyed metal guided as a weapon by a near-by control console; common assassination device.

**IBAD, EYES OF**: characteristic effect of a diet high in melange wherein the whites and pupils of the eyes turn a deep blue (indicative of deep melange addiction).

**IBN QIRTAIBA**: "Thus go the holy words . . ." Formal beginning to Fremen religious incantation (derived from panoplia propheticus).

**ICHWAN BEDWINE**: the brotherhood of all Fremen on Arrakis.

**IJAZ**: prophecy that by its very nature cannot be denied; immutable prophecy.

**IKHUT-EIGH!**: cry of the water-seller on Arrakis (etymology uncertain). See Soo-Soo Sook!

**ILM**: theology; science of religious tradition; one of the half-legendary origins of the Zensunni Wanderers' faith.

**IMPERIAL CONDITIONING**: a development of the Suk Medical Schools: the highest conditioning against taking human life. Initiates are marked by a diamond tattoo on the forehead and are permitted to wear their hair long and bound by a silver Suk ring.

**INKVINE**: a creeping plant native to Giedi Prime and frequently used as a whip in the slave cribs. Victims are marked by beet-colored tattoos that cause residual pain for many years.

**ISTISLAH**: a rule for the general welfare; usually a preface to brutal necessity.

**IX**: see Richese.

**JIHAD**: a religious crusade; fanatical crusade.

**JIHAD, BUTLERIAN**: (see also Great Revolt) -- the crusade against computers, thinking machines, and conscious robots begun in 201 B.G. and concluded in 108 B.G. Its chief commandment remains in the O.C. Bible as "Thou shalt not make a machine in the likeness of a human mind."

**JUBBA CLOAK**: the all-purpose cloak (it can beset to reflect or admit radiant heat, converts to a hammock or shelter) commonly worn over a stillsuit on Arrakis.

**JUDGE OF THE CHANGE**: an official appointed by the Landsraad High Council and the Emperor to monitor a change of fief, a kanly negotiation, or formal battle in a War of Assassins. The Judge's arbitral authority may be challenged only before the High Council with the Emperor present.

**KANLY**: formal feud or vendetta under the rules of the Great Convention carried on according to the strictest limitations. (See Judge of the Change.) Originally the rules were designed to protect innocent bystanders.

**KARAMA**: a miracle; an action initiated by the spirit world.

**KHALA**: traditional invocation to still the angry spirits of a place whose

name you mention.

**KINDJAL**: double bladed short sword (or long knife) with about 20 centimeters of slightly curved blade.

**KISWA**: any figure or design from Fremen mythology.

**KITAB AL-IBAR**: the combined survival handbook-religious manual developed by the Fremen on Arrakis.

**KRIMSKELL FIBER** or **KRIMSKELL ROPE**: the "claw fiber" woven from strands of the hufuf vine from Ecaz. Knots tied in krimskell will claw tighter and tighter to preset limits when the knot-lines are pulled. (For a more detailed study, see Holjance Vohnbrook's "The Strangler Vines of Ecaz.")

**KULL WAHAD!**: "I am profoundly stirred!" A sincere exclamation of surprise common in the Imperium. Strict interpretation depends on context. (It is said of Muad'Dib that once he watched a desert hawk chick emerge from its shell and whispered: "Kull wahad!")

**KULON**: wild ass of Terra's Asiatic steppes adapted for Arrakis.

**KWISATZ HADERACH**: "Shortening of the Way." This is the label applied by the Bene Gesserit to the unknown for which they sought a genetic solution: a male Bene Gesserit whose organic mental powers would bridge space and time.

**LA, LA, LA**: Fremen cry of grief. (La translates as ultimate denial, a "no" from which you cannot appeal.)

**LASGUN**: continuous-wave laser projector. Its use as a weapon is limited in a field-generator-shield culture because of the explosive pyrotechnics (technically, subatomic fusion) created when its beam intersects a shield.

**LEGION, IMPERIAL**: ten brigades (about 30,000 men).

**LIBAN**: Fremen liban is spice water infused with yucca flour. Originally a sour milk drink.

**LISAN AL-GAIB**: "The Voice from the Outer World." In Fremen messianic legends, an off-world prophet. Sometimes translated as "Giver of Water." (See Mahdi.)

**LITERJON**: a one-liter container for transporting water on Arrakis; made of high-density, shatterproof plastic with positive seal.

**LITTLE MAKER**: the half-plant-half-animal deep-sand vector of the Arrakis sandworm. The Little Maker's excretions form the pre-spice mass.

**MAHDI**: in the Fremen messianic legend, "The One Who Will Lead Us to Paradise."

**MAKER**: see Shai-hulud.

**MAKER HOOKS**: the hooks used for capturing, mounting, and steering a sandworm of Arrakis.

**MANTENE**: underlying wisdom, supporting argument, first principle. (See Giudichar.)

**MATING INDEX**: the Bene Gesserit master record of its human breeding program aimed at producing the Kwisatz Haderach.

**MAULA**: slave.

**MAULA PISTOL**: spring-loaded gun for firing poison darts; range about forty meters.

**MELANGE**: the "spice of spices," the crop for which Arrakis is the unique source. The spice, chiefly noted for its geriatric qualities, is mildly addictive when taken in small quantities, severely addictive when imbibed in quantities above two grams daily per seventy kilos of body weight. (See Ibad, Water of Life, and Pre-spice Mass.) Muad'Dib claimed the spice as a key to his prophetic powers. Guild navigators make similar claims. Its price on the Imperial market has ranged as high as 620,000 Solaris the decagram.

**MENTAT**: that class of Imperial citizens trained for supreme accomplishments of logic. "Human computers."

**METAGLASS**: glass grown as a high-temperature gas infusion in sheets of jasmium quartz. Noted for extreme tensile strength (about 450,000 kilos per square centimeter at two centimeters' thickness) and capacity as a selective radiation filter.

**MIHNA**: the season for testing Fremen youths who wish admittance to manhood.

**MINIMIC FILM**: shigawire of one-micron diameter often used to transmit espionage and counterespionage data.

**MISH-MISH:** apricots.

**MISR:** the historical Zensunni(Fremen) term for themselves: "The People."

**MISSIONARIA PROTECTIVA:** the arm of the Bene Gesserit order charged with sowing infectious superstitions on primitive worlds, thus opening those regions to exploitation by the Bene Gesserit. (See Panoplia propheticus.)

**MONITOR:** a ten-section space warcraft mounting heavy armor and shield protection. It is designed to be separated into its component sections for lift-off after planet-fall.

**MUAD'DIB:** the adapted kangaroo mouse of Arrakis, a creature associated in the Fremen earth-spirit mythology with a design visible on the planet's second moon. This creature is admired by Fremen for its ability to survive in the open desert.

**MUDIR NAHYA:** the Fremen name for Beast Rabban (Count Rabban of Lankiveil), the Harkonnen cousin who was sirdar governor on Arrakis for many years. The name is often translated as "Demon Ruler."

**MUSHTAMAL:** a small garden annex or garden courtyard.

**MUSKY:** poison in a drink. (See Chaumurky.)

**MU ZEIN WALLAH!** Mu zein literally means "nothing good," and wallah is a reflexive terminal exclamation. In this traditional opening for a Fremen curse against an enemy, Wallah turns the emphasis back upon the words Mu zein, producing the meaning: "Nothing good, never good, good for nothing."

**Na-:** a prefix meaning "nominated" or "next in line." Thus: na-Baron means heir apparent to a barony.

**NAIB:** one who has sworn never to be taken alive by the enemy; traditional oath of a Fremen leader.

**NEZHONI SCARF:** a scarf-pad worn at the forehead beneath the stillsuit hood by married or "associated" Fremen women after birth of a son.

**NOUKKERS:** officers of the Imperial bodyguard who are related to the Emperor by blood. Traditional rank for sons of royal concubines.

**OIL LENS:** hufuf oil held in static tension by an enclosing force field within a viewing tube as part of a magnifying or other light-manipulation system. Because each lens element can be adjusted individually one micron at a time, the oil lens is considered the ultimate in accuracy for manipulating visible light.

**OPAFIRE:** one of the rare opaline jewels of Hagal.

**ORANGE CATHOLIC BIBLE:** the "Accumulated Book," the religious text produced by the Commission of Ecumenical Translators. It contains elements of most ancient religions, including the Maometh Saari, Mahayana Christianity, Zensunni Catholicism and Buddislimic traditions. Its supreme commandment is considered to be: "Thou shall not disfigure the soul."

**ORNITHOPTER (commonly: 'thopter):** any aircraft capable of sustained wing-beat flight in the manner of birds.

**OUT-FREYN:** Galach for "immediately foreign," that is: not of your immediate community, not of the select.

**PALM LOCK:** any lock or seal which may be opened on contact with the palm of the human hand to which it has been keyed.

**PAN:** on Arrakis, any low-lying region or depression created by the subsiding of the underlying basement complex. (On planets with sufficient water, a pan indicates a region once covered by open water. Arrakis is believed to have at least one such area, although this remains open to argument.)

**PANOPLIA PROPHETICUS:** term covering the infectious superstitions used by the Bene Gesserit to exploit primitive regions. (See Missionaria Protectiva.)

**PARACOMPASS:** any compass that determines direction by local magnetic anomaly; used where relevant charts are available and where a planet's total magnetic field is unstable or subject to masking by severe magnetic storms.

**PENTASHIELD:** a five-layer shield-generator field suitable for small areas such as doorways or passages (large reinforcing shields become increasingly unstable with each successive layer) and virtually

impassable to anyone not wearing a dissembler tuned to the shield codes. (See Prudence Door.)

**PLASTEEL:** steel which has been stabilized with stravidium fibers grown into its crystal structure.

**PLENISCENTA:** an exotic green bloom of Ecaz noted for its sweet aroma.

**POLING THE SAND:** the art of placing plastic and fiber poles in the open desert wastes of Arrakis and reading the patterns etched on the poles by sandstorms as a clue to weather prediction.

**PORITRIN:** third planet of Epsilon Alangue, considered by many Zensunni Wanderers as their planet of origin, although clues in their language and mythology show far more ancient planetary roots.

**PORTYGULS:** oranges.

**PRANA (Prana-musculature):** the body's muscles when considered as units for ultimate training. (See Bindu.)

**PRE-SPICE MASS:** the stage of fungusoid wild growth achieved when water is flooded into the excretions of Little Makers. At this stage, the spice of Arrakis forms a characteristic "blow," exchanging the material from deep underground for the matter on the surface above it. This mass, after exposure to sun and air, becomes melange (See also Melange and Water of Life.)

**PROCES VERBAL:** a semiformal report alleging a crime against the Imperium. Legally: an action falling between a loose verbal allegation and a formal charge of crime.

**PROCTOR SUPERIOR:** a Bene Gesserit Reverend Mother who is also regional director of a B.G. school. (Commonly: Bene Gesserit with the Sight.)

**PRUDENCE DOOR** or **PRUDENCE BARRIER (idiomatically: prudoor or pru-barrier):** any penta-shield situated for the escape of selected persons under conditions of pursuit. (See Pentashield.)

**PUNDI RICE:** a mutated rice whose grains, high in natural sugar, achieve lengths up to four centimeters; chief export of Caladan.

**PYONS:** planet-bound peasants or laborers, one of the base classes under the Faufreluches. Legally: wards of the planet.

**PYRETIC CONSCIENCE:** so-called "conscience of fire"; that inhibitory level touched by Imperial conditioning. (See Imperial conditioning.)

**QANAT:** an open canal for carrying irrigation water under controlled conditions through a desert.

**QIRTAIBA:** see Ibn Qirtaiba.

**QUIZARA TAFWID:** Fremen priests (after Muad'Dib).

**RACHAG:** a caffeine-type stimulant from the yellow berries of akarso. (See Akarso.)

**RAMADHAN:** ancient religious period marked by fasting and prayer; traditionally, the ninth month of the solar-lunar calendar. Fremen mark the observance according to the ninth meridian-crossing cycle of the first moon.

**RAZZIA:** a semipirical guerrilla raid.

**RECATHS:** body-function tubes linking the human waste disposal system to the cycling filters of a stillsuit.

**REPKIT:** repair and replacement essentials for a stillsuit.

**RESIDUAL POISON:** an innovation attributed to the Mentat Piter de Vries whereby the body is impregnated with a substance for which repeated antidotes must be administered. Withdrawal of the antidote at any time brings death.

**REVEREND MOTHER:** originally, a proctor of the Bene Gesserit, one who has transformed an "illuminating poison" within her body, raising herself to a higher state of awareness. Title adopted by Fremen for their own religious leaders who accomplished a similar "illumination." (See also Bene Gesserit and Water of Life.)

**RICHESE:** fourth planet of Eridani A, classed with Ix as supreme in machine culture. (Noted for miniaturization. (For a detailed study on how Richese and Ix escaped the more severe effects of the Butlerian Jihad, see The Last Jihad by Sumer and Kautman.)

**RIMWALL:** second upper Step of the protecting bluffs on the Shield Wall of Arrakis. (See Shield Wall.)

**RUH-SPIRIT:** in Fremen belief, that part of the individual which is always rooted in (and capable of sensing) the metaphysical world.



**SADUS:** judges. The Fremen title refers to holy judges, equivalent to saints.

**SALUSA SECUNDUS:** third planet of Gamma Waiping; designated Imperial Prison Planet after removal of the Royal Court to Kaitain. Salusa Secundus is homeworld of House Corrino, and the second stopping point in migrations of the Wandering Zensunni. Fremen tradition says they were slaves on S.S. for nine generations.

**SANDCRAWLER:** general term for machinery designed to operate on the Arrakis surface in hunting and collecting melange.

**SANDMASTER:** general superintendent of spice operations.

**SANDRIDER:** Fremen term for one who is capable of capturing and riding a sandworm.

**SANDSNORK:** breathing device for pumping surface air into a sandcovered stilltent.

**SANDTIDE:** idiomatic for a dust tide: the variation in level within certain dust-filled basins on Arrakis due to gravitational effects of sun and satellites. (See Tidal Dust Basin.)

**SANDWALKER:** any Fremen trained to survive in the open desert.

**SANDWORM:** See Shai-Hulud.

**SAPHO:** high-energy liquid extracted from barrier roots of Ecaz. Commonly used by Mentats who claim it amplifies mental powers. Users develop deep ruby stains on mouth and lips.

**SARDAUKAR:** the soldier-fanatics of the Padishah Emperor. They were men from an environmental background of such ferocity that it killed six out of thirteen persons before the age of eleven. Their military training emphasized ruthlessness and a near-suicidal disregard for personal safety. They were taught from infancy to use cruelty as a standard weapon, weakening opponents with terror. At the apex of their sway over the affairs of the Universe, their swordsmanship was said to match that of the Ginaz tenth level and their cunning abilities at in-fighting were reputed to approach those of a Bene Gesserit adept. Any one of them was rated a match for any ten ordinary Landsraad military conscripts. By the time of Shaddam IV, while they were still formidable, their strength had been sapped by overconfidence, and the sustaining mystique of their warrior religion had been deeply undermined by cynicism.

**SARFA:** the act of turning away from God.

**SAYYADINA:** feminine acolyte in the Fremen religious hierarchy.

**SCHLAG:** animal native to Tupile once hunted almost to extinction for its thin, tough hide.

**SECOND MOON:** the smaller of the two satellites of Arrakis, noteworthy for the kangaroo mouse figure in its surface markings.

**SELAMLIK:** Imperial audience chamber.

**SEMUTA:** the second narcotic derivative (by crystal extraction) from burned residue of elacca wood. The effect (described as timeless, sustained ecstasy) is elicited by certain atonal vibrations referred to as semuta music.

**SERVOK:** clock-set mechanism to perform simple tasks; one of the limited "automatic" devices permitted after the Butlerian Jihad.

**SHAH-NAMA:** the half-legendary First Book of the Zensunni Wanderers.

**SHAI-HULUD:** Sandworm of Arrakis, the "Old Man of the Desert," "Old Father Eternity," and "Grandfather of the Desert." Significantly, this name, when referred to in a certain tone or written with capital letters, designates the earth deity of Fremen hearth superstitions. Sandworms grow to enormous size (specimens longer than 400 meters have been seen in the deep desert) and live to great age unless slain by one of their fellows or drowned in water, which is poisonous to them. Most of the sand on Arrakis is credited to sandworm action. (See Little Maker.)

**SHARI-A:** that part of the panoplia propheticus which sets forth the superstitious ritual. (See Missionaria Protectiva.)

**SHADOUT:** well-dipper, a Fremen honorific.

**SHAITAN:** Satan.

**SHIELD, DEFENSIVE:** the protective field produced by a Holtzman generator. This field derives from Phase One of the suspensor-nullification effect. A shield will permit entry only to objects moving at slow speeds (depending on setting, this speed ranges from six to nine centimeters per second) and can be shorted out only by a shire-sized electric field. (See Lasgun.)

**SHIELD WALL:** a mountainous geographic feature in the northern

reaches of Arrakis which protects a small area from the full force of the planet's coriolis storms.

**SHIGAWIRE:** metallic extrusion of a ground vine. (Narvi narvium) grown only on Salusa Secundus and Ill Delta Kaising. It is noted for extreme tensile strength.

**SIETCH:** Fremen: "Place of assembly in time of danger." Because the Fremen lived so long in peril, the term came by general usage to designate any cave warren inhabited by one of their tribal communities.

**SIHAYA:** Fremen: the desert springtime with religious overtones implying the time of fruitfulness and "the paradise to come."

**SINK:** a habitable lowland area on Arrakis surrounded by high ground that protects it from the prevailing storms.

**SINKCHART:** map of the Arrakis surface laid out with reference to the most reliable paracompass routes between places of refuge. (See Paracompass.)

**SIRAT:** the passage in the O.C. Bible that describes human life as a journey across a narrow bridge (the Sirat) with "Paradise on my right. Hell on my left, and the Angel of Death behind."

**SLIP-TIP:** any thin, short blade (often poison-tipped) for left-hand use in shield fighting.

**SNOOPER, POISON:** radiation analyzer within the olfactory spectrum and keyed to detect poisonous substances.

**SOLARI:** official monetary unit of the Imperium, its purchasing power set at quatricentennial negotiations between the Guild, the Landsraad, and the Emperor.

**SOLIDO:** the three-dimensional image from a solido projector using 360-degree reference signals imprinted on a shigawire reel. Ixian solido projectors are commonly considered the best.

**SONDAGI:** the fern tulip of Tupali.

**SOO-SOO SOOKI:** water-seller's cry on Arrakis. Sook is a market place. (See Ikhut-eight!)

**SPACING GUILD:** see Guild.

**SPICE:** see Melange.

**SPICE DRIVER:** any Dune man who controls and directs movable machinery on the desert surface of Arrakis.

**SPICE FACTORY:** see Sandcrawler.

**SPOTTER CONTROL:** the light ornithopter in a spice-hunting group charged with control of watch and protection.

**STILLSUIT:** body-enclosing garment invented on Arrakis. Its fabric is a micro-sandwich performing functions of heat dissipation and filter for bodily wastes. Reclaimed moisture is made available by tube from catch-pockets.

**STILLTENT:** small, scalable enclosure of micro-sandwich fabric designed to reclaim as potable water the ambient moisture discharged within it by the breath of its occupants.

**STUNNER:** slow-pellet projectile weapon throwing a poison- or drug-tipped dart. Effectiveness limited by variations in shield settings and relative motion between target and projectile.

**SUBAKH UL KUHAR:** "Are you well?": a Fremen greeting.

**SUBAKH UN NAR:** "I am well. And you?": traditional reply.

**SUSPENSOR:** secondary (low-drain) phase of a Holtzman field generator. It nullifies gravity within certain limits prescribed by relative mass and energy consumption.

**TAHADDI AL-BURHAN:** an ultimate test from which there can be no appeal (usually because it brings death or destruction).

**TAHADDI CHALLENGE:** Fremen challenge to mortal combat, usually to test some primal issue.

**TAQWA:** literally: "The price of freedom." Something of great value. That which a deity demands of a mortal (and the fear provoked by the demand).

**TAU, THE:** in Fremen terminology, that oneness of a sietch community enhanced by spice diet and especially the tau orgy of oneness elicited by drinking the Water of Life.

**TEST-MASHAD:** any test in which honor (defined as spiritual standing) is at stake.

**THUMPER:** short stake with spring-driven clapper at one end. The purpose: to be driven into the sand and set "thumping" to summon shai-hulud. (See Maker hooks.)

**TIDAL DUST BASIN:** any of the extensive depressions in the surface of Arrakis which have been filled with dust over the centuries and in which actual dust tides (see Sandtides) have been measured.

**TLEILAX:** lone planet of Thalim, noted as renegade training center for Mentats; source of "twisted" Mentats.

**T-P:** idiomatic for telepathy.

**TRAINING:** when applied to Bene Gesserit, this otherwise common term assumes special meaning, referring to that conditioning of nerve and muscle (see Bindu and Prana) which is carried to the last possible notch permitted by natural function.

**TROOP CARRIER:** any Guild ship designed specifically for transport of troops between planets.

**TRUTHSAYER:** a Reverend Mother qualified to enter truthtrance and detect insincerity or falsehood.

**TRUTHTRANCE:** semihypnotic trance induced by one of several "awareness spectrum" narcotics in which the petit betrayals of deliberate falsehood are apparent to the truthtrance observer. (Note: "awareness spectrum" narcotics are frequently fatal except to desensitized individuals capable of transforming the poison-configuration within their own bodies.)

**TUPILE:** so-called "sanctuary planet" (probably several planets) for defeated Houses of the Imperium. Location(s) known only to the Guild and maintained inviolate under the Guild Peace.

**ULEMA:** a Zensunni doctor of theology.

**UMMA:** one of the brotherhood of prophets. (A term of scorn in the Imperium, meaning any "wild" person given to fanatical prediction.)

**UROSHNOR:** one of several sounds empty of general meaning and which Bene Gesserit implant within the psyches of selected victims for purposes of control. The sensitized person, hearing the sound, is temporarily immobilized.

**USUL:** Fremen: "The strength of the base of the pillar."

**VAROTA:** famed maker of balisets; a native of Chusuk.

**VERITE:** one of the Ecaz will-destroying narcotics. It renders a person incapable of falsehood.

**VOICE:** that combined training originated by the Bene Gesserit which permits an adept to control others merely by selected tone shadings of the voice.

**WALI:** an untried Fremen youth.

**WALLACH IX:** ninth planet of Laoujin, site of the Mother School of the Bene Gesserit.

**WAR OF ASSASSINS:** the limited form of warfare permitted under the Great Convention and the Guild Peace. The aim is to reduce involvement of innocent bystanders. Rules prescribe formal declarations of intent and restrict permissible weapons.

**WATER BURDEN:** Fremen: a mortal obligation.

**WATERCOUNTERS:** metal rings of different size, each designating a specific amount of water payable out of Fremen stores. Watercounters have profound significance (far beyond the idea of money) especially in birth, death, and courtship ritual.

**WATER DISCIPLINE:** that harsh training which fits the inhabitants of Arrakis for existence there without wasting moisture.

**WATERMAN:** a Fremen consecrated for and charged with the ritual duties surrounding water and the Water of Life.

**WATER OF LIFE:** an "illuminating" poison (see Reverend Mother). Specifically, that liquid exhalation of a sandworm (see Shai-hulud) produced at the moment of its death from drowning which is changed within the body of a Reverend Mother to become the narcotic used in the sietch tau orgy. An "awareness spectrum" narcotic.

**WATERTUBE:** any tube within a stillsuit or stilltent that carries reclaimed water into a catchpocket or from the catchpocket to the wearer.

**WAY, BENE GESSERIT:** use of the minutiae of observation.

**WEATHER SCANNER:** a person trained in the special methods of predicting weather on Arrakis, including ability to pole the sand and read the wind patterns.

**WEIRDING:** idiomatic: that which partakes of the mystical or of witchcraft.

**WINDTRAP:** a device placed in the path of a prevailing wind and capable of precipitating moisture from the air caught within it, usually by a sharp and distinct drop in temperature within the trap.

**YA HYA CHOUHADA:** "Long live the fighters!" The Fedaykin battle cry. Ya (now) in this cry is augmented by the hya form (the ever-extended now). Chouhada (fighters) carries this added meaning of fighters against injustice. There is a distinction in this word that specifies the fighters are not struggling for anything, but are consecrated against a specific thing -- that alone.

**YALI:** a Fremen's personal quarters within the sietch.

**YA! YA! YAWM!** Fremen chanting cadence used in time of deep ritual significance. Ya carries the root meaning of "Now pay attention!" The yawm form is a modified term calling for urgent immediacy. The chant is usually translated as "Now, hear this!"

**ZENSUNNI:** followers of a schismatic sect that broke away from the teachings of Maometh (the so-called "Third Muhammed") about 1381 B.G. The Zensunni religion is noted chiefly for its emphasis on the mystical and a reversion to "the ways of the fathers." Most scholars name Ali Ben Ohashi as leader of the original schism but there is some evidence that Ohashi may have been merely the male spokesman for his second wife, Nisai.

## LEGAL INFORMATION

Permission to copy, modify and distribute this document is granted solely through the use of the **Open Gaming License**, Version 1.0a.

This document provides an interface to the basic rules and materials needed to create content compatible with the modern setting based on the best-selling tabletop RPG system in the world.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

All of the rest of the text in this document is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at [www.opengamingfoundation.org](http://www.opengamingfoundation.org) or [www.wizards.com/d20](http://www.wizards.com/d20).

The terms of the Open Gaming License Version 1.0a are as follows:

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration of agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

#### END OF LICENSE