

ETHERSCOPE

ETHERSPACE ADVENTURES
IN AN AGE OF INDUSTRY,
INTRIGUE, AND IMPERIALISM



A COMPLETE ROLE PLAYING GAME
Created by Nigel McClelland and Ben Redmond



ETHERSCOPE

CORE RULEBOOK

For our families and the memory of John Henry Greenwood, loving grandfather of Nigel McClelland, whose support and belief have made this book possible.

CREDITS

Etherscope created by Nigel McClelland and Ben Redmond

Designers: Nigel McClelland and Ben Redmond

Additional Designers: Chris Durham and David Schwartz

Writers: Ben Redmond, Nigel McClelland, Christopher F. Allen, Chris Durham, Mark Charke, and David Schwartz

Developer: Luke Johnson

Editor: Ken Hart

Art Direction and Graphic Design: Shane Hartley

Cover Art Direction: Sean Glenn

Cover Art: Jonathan Hill

Interior Art: Alex Kosakowski, Alex Shiekman, Chris Watkins, Eduardo Herrera, Ethan Pasternack, Ilya Astrakhan, James Cosper, Jeremy Mohler

Editor-in-Chief: Joseph Goodman

Playtesters: Mike Beddes (Rahlyns Falconer-Beddes, Xcylur Beddes, Jason Taylor, Corey Starr, Billy Ujhely), Benjie C/S, Jim Crapia, Chris Durham, Mark Gedak, Sean Holland, Jamallo Kreen, Stefan Lundsby, Michael McConnell, Scott Moore, Jer Petter (Jason Bazylak, John Gillespie, Linda Gillespie, Brett Watters), Ben Redmond (Melanie Duffy, Mark Fair, Matt Finn, Paul Johnson, Gérard Kraus, Beatty Osborne, Matt Sims, James Todd), David Schwartz (Catherine Pegg, Michael Woodhams, Sam Noel, Carlene Quedley, Nathan Smith, Carol Phillips), Beckett Warren



Learn more about Etherscope at www.EtherscopeRPG.com

Learn more about Goodman Games at www.goodman-games.com

This printing of **Etherscope** is published in accordance with the Open Game License.

See the Open Game License Appendix of this book for more information. All rights reserved.

© 2005 Goodman Games. **Etherscope** is a trademark of Goodman Games in the U.S. and/or other countries, used with permission. All rights reserved.

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

CONTENTS

CORE RULEBOOK	1	Influences Detail	106	The Dying Saving Throw	171
CREDITS	1	SPECIAL TRAITS	108	Recovery	172
CONTENTS	2	CHAPTER III: EQUIPMENT	113	Ability Score Damage	172
INTRODUCTION	5	ENCUMBRANCE	113	ENVIRONMENT AND HAZARDS	173
JACK	5	Carrying Capacity	113	Darkness and Light	173
THE YEAR IS 1984.	6	MOVEMENT AND OVERLAND TRAVEL	114	Heat and Cold	173
The Pan-European War	6	ACQUISITION	114	Catching on Fire	173
The New Reich	7	Wealth Bonus	115	Starvation and Thirst	173
Russia	7	Acquiring Goods and Services	115	Suffocation and Drowning	173
Britain	7	Increasing Wealth	116	Falling	174
The Pacific War	8	CONCEALED WEAPONS AND OBJECTS	116	Poison	174
The Etherscope	8	WEAPONS AND ARMOUR	117	Disease	175
America	9	Weapons	117	Energy Drain and Negative Levels	175
Ottoman Empire	11	Armour	128	Acid	175
The Great Metropolis	11	VEHICLES	129	Electricity	175
New Dangers	11	Powered Armour	132	VEHICLE MOVEMENT AND COMBAT	176
WELCOME	11	CYBERNAUGHTICS	133	Characters in Vehicles	176
What is Roleplaying?	12	Classifying Cybernaughtics	133	Scale	176
The World of Etherscope	12	Cybernaughtic Purchase Points	134	Vehicle Sizes	176
Playing the Game	13	Tolerance	135	Facing and Firing Arcs	176
HOW TO USE THIS BOOK	13	Minimum Constitution	135	Getting Started	176
System Basics	13	Cybernaughtic Apps	136	Initiative	176
INSPIRATION	14	Cybernaughtic Arm	136	Vehicle Speed	177
CHAPTER I: CHARACTERS	17	Cybernaughtic Eye	137	Moving	177
CHARACTER CREATION	17	Cybernaughtic Leg	138	Pilot Options	177
ABILITY SCORES	19	Dermal/Subdermal Plating	138	Collisions and Ramming	179
Ability Modifiers	19	Motor Neuron Accelerators	139	Losing Control	180
Using Ability Scores	19	Scope Jack	139	Hide and Seek	180
CHARACTER RACES	20	GENERAL EQUIPMENT	140	Fighting from Vehicles	180
Humans	20	Equipment Tables	140	Damaging Vehicles	181
Alpha Humans	20	LIFESTYLE	147	CHAPTER V: THE	
The Transgenic Strains	21	SERVICES	151	WORLD OF ETHERSCOPE	183
Fey	25	CHAPTER IV: COMBAT	153	GEOGRAPHY	183
SOCIAL TEMPLATES	26	COMBAT ROUND—THE BASICS	153	The Great Metropolis	183
Template Descriptions	27	Combat Statistics	153	The British Empire	184
BASIC CLASSES	30	INITIATIVE	155	North America	185
Overview	30	ACTIONS IN COMBAT	155	Europe and Western Asia	185
Broker	30	The Combat Round	155	The Pacific	186
Combatant	33	Action Types	156	South America	187
Enginaught	36	Attack Actions	156	Unexplored Regions	187
Pursuer	38	Move Actions	157	SOCIETY	187
Savant	41	Full-Round Actions	158	Espionage: The Great Game	187
Scoundrel	44	Miscellaneous Actions	159	The Eugenics League	188
CHAPTER II: TRAITS	49	Attacks of Opportunity	159	Religion	188
PERSONALITY TRAITS	49	MOVEMENT AND POSITION	160	The Northumbrian Republican Movement	189
Values	49	Tactical Movement	160	Counterculture	189
Allegiances	51	COMBAT MODIFIERS	160	Gamma Sewer Kingdoms	190
SAVING THROWS	51	Favourable and Unfavourable Conditions	160	Criminal Organisations	190
EXCELLENCE POINTS	52	COVER	161	Craftsman Guilds	190
SKILLS	52	CONCEALMENT	161	Occult Societies	190
Getting Skills	52	HELPLESS DEFENDERS	162	CHAPTER VI: THE SCOPE	193
Using Skills	53	SPECIAL INITIATIVE ACTIONS	162	SCIENCE AND TECHNOLOGY	193
Skill Descriptions	56	Delay	162	A Brief History of Ether Science	193
FIGHTING TECHNIQUES	80	Ready	162	Technology	195
Combat Styles	81	SPECIAL ATTACKS	163	GEOGRAPHY OF THE SCOPE	198
OCCULT SKILLS	84	Aid Another	163	A Typical Scope City	198
Occult Science	84	Firearms	163	New London	199
Occult Powers	84	Grenades and Explosives	163	Centropolis	199
Occult Skill Descriptions	85	Attack an Object	164	Schopheim	199
Occult Lore Powers	85	Bull Rush	165	Haven	199
Psychic Powers	88	Overrun	166	The Pleasure Domes	199
Spirit Medium Powers	90	Trip	166	Other Cities	199
FEATS	92	Grapple	167	SCOPE RIDING	199
INFLUENCES	104	Bind	168	Scope Avatars	200
Gaining Influences	105	CHARACTER STATUS	169	Avatars and Equipment	201
Using Influences	105	Conditions	169	Movement in the Scope	202
		DEATH, DYING, AND HEALING	171	Remote Users	203
		Injury and Death	171	Entering the Scope	203
		Healing	171		

TABLES

Upload Tabs	204
Upload Capsules	205

CHAPTER VII: THE ADVANCING CHARACTER EXPERIENCE AND CHARACTER ADVANCEMENT	207
Character-Level Dependent Benefits	207
Advancing a Level	207
Level Advancement	208
Multiclass Characters	209
ADVANCED CLASSES	210
Overview	210
Connector	211
Cybernaught	212
Explorer	213
Industrialist	214
Occult Investigator	215
Program Crafter	217
Scope Rider	219
Scope Warrior	220
Spy	221
Street Mercenary	222
Tab-Jammer	223
Thief	224

CHAPTER VIII: GAMESMASTERING ENCOUNTERS	227
Designing Encounters	227
Awarding Experience Points	230
CREATURES AND CHARACTERS	230
Major and Supporting Antagonists	230
Creating a Creature or Character	230
Creature Subtypes	233
Exceptional Characters	234
Ordinaries	234
Example Characters and Creatures	235
Animals	238
Ordinaries	241
Etherspace Creatures	244
RUNNING AN ETHERSCOPE GAME	250
Class and Values	250
Themes	251
BUILDING YOUR CAMPAIGN	252
Game Styles	252
METAPLOT	255

CHAPTER IX: ADVENTURES	257
INTRODUCTION	257
ANALOGUE	257
Part One: Sullivan Bennett	258
Part Two: Meanwhile, Back at the Lab	260
Dr. Bennett's Lab	262
Part Three: The Chase is On	266
The Duchy of Raymond Faulk	267
New London	271
Conclusion	275
COMPOUND 13	276
Part One: The Background	276
Part Two: Involving the Characters	276
Part Three: Getting Started	277
Part Four: Aerial Journey	277
Part Five: Overland Travel	278
Part Six: The Hill Village	279
Part Seven: Wild Dogs Attack	280
Part Eight: The Crash Site	281

CHARACTER SHEET	284
------------------------	------------

APPENDIX ONE: LEGAL INFORMATION	286
--	------------

Table 1-1: Ability Score Costs	17
Table 1-2: Ability Score Modifiers	19
Table 1-3: Fey Scope Familiars	25
Table 1-4: Social Templates	27
Table 1-5: The Broker	31
Table 1-6: The Combatant	34
Table 1-7: The Enginaught	37
Table 1-8: The Pursuer	39
Table 1-9: The Savant	42
Table 1-10: The Scoundrel	45
Table 2-1: Excellence Points by Character Level	52
Table 2-2: Skill Points per Level	53
Table 2-3: Class and Cross-Class Skills	54
Table 2-6: Ability Check Examples	55
Table 2-4: Difficulty Class Examples	55
Table 2-5: Example Opposed Checks	55
Table 2-7: Balance Modifiers	56
Table 2-8: Bluff Circumstance Modifiers	57
Table 2-9: Climbing DCs	59
Table 2-10: Distraction DCs	59
Table 2-11: Creative Art Check Results	59
Table 2-12: Attitude Classes	60
Table 2-13: Diplomacy Results	60
Table 2-14: Bribery DCs	60
Table 2-15: Disguise Modifiers	60
Table 2-16: Disguise Familiarity Modifiers	60
Table 2-17: Engineer Repair Checks	61
Table 2-18: Open Lock DCs	61
Table 2-19: Engineer (chemical) — Acids and Bases	62
Table 2-20: Engineer (chemical) — Explosives	62
Table 2-21: Engineer (ethertech) — Example Device DCs	62
Table 2-22: Engineer (ethertech) — Disable Security DCs	62
Table 2-23: Engineer (mechanical) — Example Device DCs	63
Table 2-24: Engineer (pharmaceutical) — Medicinal Drugs	63
Table 2-25: Engineer (pharmaceutical) — Poisons	64
Table 2-26: Engineer (pharmaceutical) — Scope Tabs and Upload Tabs and Capsules	64
Table 2-27: Engineer (structural) — Example Build DCs	64
Table 2-28: Escape Artist DCs	65
Table 2-29: Create Forgery Check Modifiers	65
Table 2-30: Detect Forgery Check Modifiers	65
Table 2-31: Handle Animal Task DCs	66
Table 2-32: Hide Size Modifiers	67
Table 2-33: Hide Concealment Modifiers	67
Table 2-34: Investigate Clue Analysis Modifiers	67
Table 2-35: Long Jump DCs	68
Table 2-36: High Jump DCs	68
Table 2-37: High Jump Maximum Height	68
Table 2-38: Language Groups	70
Table 2-39: Listen DCs	70
Table 2-40: Listen Penalties	71
Table 2-41: Navigate DCs	72
Table 2-42: Performance Check Results	73
Table 2-43: Scope Resilience Alter Avatar DCs	75
Table 2-44: Remote Movement DCs	76
Table 2-45: Program Component Complexity Level	76
Table 2-46: Drone Statistics	77
Table 2-47: Scope Use Finding Documents DC	77
Table 2-48: Scope Security Level DCs	77
Table 2-49: Search DCs	78
Table 2-50: Typical Survival Checks	79
Table 2-51: Fencing Stance Feats	82
Table 2-52: Fencing Manoeuvres	82
Table 2-53: Met-Fu Stance Feats	82
Table 2-54: Met-Fu Manoeuvres	82
Table 2-55: Queensbury Boxing Stance Feats	83
Table 2-56: Queensbury Boxing Manoeuvres	83
Table 2-57: Scope-Fu Stance Feats	83
Table 2-58: Scope-Fu Manoeuvres	83
Table 2-59: Occult Skills by Class	86
Table 2-60: Healing Potion DCs	86
Table 2-61: Enchant Item DCs and Hit Point Loss	87
Table 2-62: Object Reading DCs	88
Table 2-63: Aura Sight Emotions	89
Table 2-64: Locate Possessions DCs	90
Table 2-65: Telepathic Projection DCs	90
Table 2-66: Future Prediction DCs	91
Table 2-67: Feats Summary	94-96
Table 2-68: Heroic Surge Uses Per Day	99
Table 2-69: Track DCs and Condition Modifiers	103
Table 2-70: Maximum Influence Ranks by Level	104
Table 2-71: Influence Points per Level	104
Table 2-72: Example Etiquette DCs	105
Table 2-73: Gather Information DCs	106
Table 2-74: Standing Check Results	106
Table 2-75: Listen Check DCs to Detect Invisible Creatures	110
Table 3-1: Carrying Capacity	113
Table 3-2: Speed Adjustments due to Encumbrance	113
Table 3-3: Hampered Movement	115
Table 3-4: Hourly and Daily Overland Movement	115
Table 3-5: Terrain and Overland Movement	115
Table 3-6: Requisition Modifiers	116
Table 3-7: Concealing Weapons and Objects	117

Table 3-8: Ranged Weapons	119
Table 3-9: Ammunition	121
Table 3-10: Ammunition Weights	121
Table 3-11: Grenades and Explosives	122
Table 3-12: Splash Weapons	122
Table 3-13: Melee Weapons	124
Table 3-14: Armour	128
Table 3-15: Vehicle Statistics	130
Table 3-16: Powered Armour	132
Table 3-17: Attachment Size and Defence Bonuses	133
Table 3-18: Grades of Cybernaughtic App	134
Table 3-19: Cybernaughtic Apps	135
Table 3-20: General Equipment	139
Table 3-21: Skills and Professional Equipment	144
Table 3-22: Lifestyle Items	147
Table 3-23: Typical Long-Distance Travel Speeds	150
Table 3-24: Direct Travel Distances Between Major Cities	150
Table 3-25: Services	151
Table 4-1: Size Modifiers	153
Table 4-2: Actions in Combat	156
Table 4-3: Two-Weapon Fighting Penalties	158
Table 4-4: Defence Modifiers	159
Table 4-5: Attack Roll Modifiers	160
Table 4-6: Cover	161
Table 4-7: Concealment	161
Table 4-8: Scatter Direction — 1 Range Increment	164
Table 4-9: Scatter Direction — 2-4 Range Increments	164
Table 4-10: Scatter Direction — 5+ Range Increments	164
Table 4-11: Size and Defence of Objects	165
Table 4-12: Substance Hardness and Hit Points	165
Table 4-13: Object Hardness and Hit Points	166
Table 4-14: Light Sources	173
Table 4-15: Damage from Falling Objects	174
Table 4-16: Diseases	175
Table 4-17: Electricity Damage	175
Table 4-18: Vehicle Sizes	176
Table 4-19: Vehicle Speeds and Modifiers	177
Table 4-20: Hazards and Avoidance DCs	178
Table 4-21: Bootleg Turn DCs	178
Table 4-22: Vehicle Jump DCs	179
Table 4-23: Vehicle Speed Jump Modifiers	179
Table 4-24: Sideswipe DC Modifiers	179
Table 4-25: Collision Damage — Die Type	179
Table 4-26: Collision Damage — Number of Dice	179
Table 4-27: Collision Direction	179
Table 4-28: Damage to Vehicle Occupants	180
Table 4-29: Vehicle Crew Quality	181
Table 6-1: Avatar Ability Scores	200
Table 6-2: Avatar Base Traits	200
Table 6-3: Avatar Trait Values by Skill Ranks	201
Table 6-4: Avatar Skills	201
Table 7-1: Experience Level	207
Table 7-2: Character-Level Dependent Abilities	208
Table 7-3: Additional Attacks	210
Table 7-4: The Connector	212
Table 7-5: The Cybernaught	213
Table 7-6: Cybernaughtic Enhancement Engineer DCs	213
Table 7-7: The Explorer	214
Table 7-8: The Industrialist	215
Table 7-9: The Occult Investigator	216
Table 7-10: The Program Crafter	217
Table 7-11: Optimise Device Check DCs	218
Table 7-12: Gremlin Statistics	218
Table 7-13: The Scope Rider	219
Table 7-14: Ride the Currents Distances Between Scope Cities (in minutes)	220
Table 7-15: The Scope Warrior	221
Table 7-16: The Spy	222
Table 7-17: The Street Mercenary	223
Table 7-18: The Tab-jammer	224
Table 7-19: The Thief	225
Table 8-1: Hazard CRs	228
Table 8-2: CRs for Skill Checks	228
Table 8-3: Encounter Threat Levels and EL Adjustment	228
Table 8-4: Experience Point Awards	229
Table 8-5: Creature Saves and Base Attack Bonuses	231
Table 8-6: Animals	232
Table 8-7: Constructs	232
Table 8-8: Racial Subtypes	233
Table 8-9: Humanoids	233
Table 8-10: Outsiders	233
Table 9-1: Some Example Tropical Diseases	279

Scope Resilience

(Charisma)

Use this skill in the Scope to represent the toughness of your avatar, the strength of your connection to the Scope, and to keep that connection stable. For more information on Scope avatars and the Scope, see Chapter 6: The Scope.

Check: When in the Scope, you use Scope Resilience checks in place of Concentration checks, including those made as a result of actions taken on your real body (if someone disrupts your concentration with a knife, for instance). Your ranks in Scope Resilience are also used to calculate your Avatar's base Fortitude saving throw.

Jack Out: A character immersed in the Scope by way of a Scope tab can attempt to jack out by force of will. The character makes a DC 25 Scope Resilience check. If successful, the character awakes into his body immediately, but is shaken for 1d4 rounds.

Alter Avatar: You can alter the appearance of your avatar above and beyond the effects of the Disguise skill. As a full-round action, the character can make a Scope Resilience skill check at the DC listed on Table 2-43: Scope Resilience Alter Avatar DCs.

Multiple changes can be achieved simultaneously (within the same full-round action) with a DC equal to the most difficult level of change being attempted, +5 per additional change. For example, a Scope rider wishes to change the gender and the hair colour and length of his avatar. He needs to make a DC 30 Scope Resilience check: base DC 20 for a moderate change, +5 for the two other minor changes to be added. If you do not need to make each change simultaneously, you can make individual checks for each change at the base DC.

When using this ability to disguise yourself or impersonate someone else, you may make a DC 20 Scope Resilience

SCOPE HACKING

Breaking into a secure domain or system is often called hacking. When you hack, you attempt to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single desktop domain in the Wall, or as large as an industrial megaplex, a massive Scope-based building with masses of processing power – the important thing is that access to the site connects the user to everything within it. Some sites can be readily accessed via the Scope; others require the character to break into the domain using the jump the rails use of the Scope Use skills. Every site is overseen by a system administrator – the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have numerous system administrators on duty at all times. You are the system administrator of your Scope point. When a character hacks into a site, either immersed or using remote access, the visit is called a session. Once a character stops accessing the site, the session is over. You can go back to the site in the future; when you do, it's a new session.

Covering Tracks: This step is optional. By making a DC 20 Scope Use check, you can alter your identifying information. This imposes a –5 penalty on any attempt made to identify you if your activity is detected.

Access the Site: There are two ways to do this: physically or over the Scope.

Scope Access: Reaching a site over the Scope requires the character to *jump the rails*; see the Scope Use skill.

Physical Access: Gaining physical access to the site, or a Scope point connected to the site, provides a direct link into the target domain and you may not need to bypass the system security. A variety of skill checks may be required, depending on the method used to gain access.

Locate What You're Looking For:

To find the data (or application, or remote device), make a Scope Use check.

Defeat Document Security: Many systems have additional document security. If that's the case, the character needs to make another check to defeat security check; see Scope Use skill.

Do Your Stuff: Finally, you can actually do what you came to do. If you just want to look at records, no additional check is needed. You can also download data, although that often takes several rounds – or even several minutes, for especially large amounts of information—to complete. Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Scope Use skill description.

Scope Drones: At any point in this process, security drones (or even gremlins) may activate to defend the system. These are special programs with their own rudimentary intelligence. A Scope drone will interact with an immersed character as a hostile enemy, normally leading to combat (see Chapter 4: Combat and Chapter 6: The Scope), but the remote user can only hide from the drones. To do this, you make a Scope Use (remote) skill check opposed by the drone's Scope Awareness skill. If successful, you have hidden your presence from the drone and may continue your work when the drone leaves. If you wish to continue your activities whilst the drone is still investigating the disturbance, the drone gets a +4 bonus on all Scope Awareness checks to discover you. Every time you make a new Scope Use (remote) skill check, the drone can make an opposed Scope Awareness check to notice it. Remote sessions can be terminated by a successful touch attack by the drone on a remote user's signature program. Treat this termination attempt as an attack against a target with Defence 12, no matter how many ranks the character has in Scope Use (remote).

ience check. If successful, any opposed Disguise checks you make based on the disguise receives a +10 bonus. On a failed check, you gain no bonus.

Try Again?: Using Scope Resilience to emulate a skill with your Scope avatar has the same restrictions as the check

you are attempting. The jack out and alter avatar skill uses can be attempted again.

Special: Scope Resilience is only used in the Scope. You do not have a choice as to whether you use it in place of the Concentration skill when in the Scope; you

TABLE 2-43: SCOPE RESILIENCE ALTER AVATAR DCs

CHANGE TO APPEARANCE (EXAMPLES)	DC
Minor (alter facial structure, type and colour of clothing, eye colour, hair length)	10
Moderate (alter gender, alter size by one category, change ethnicity, create fantastical garments, create visual effects such as glowing eyes)	20
Major (alter species, create additional appendages, create fantastical form such as winged or centaur form)	30

always do. The Spirited feat provides you with a +2 to all Scope Resilience checks.

Time: Jacking out takes a full-round action. Alter avatar takes a full-round action for each change made (unless making changes simultaneously at a higher DC). Other skill checks take the same time as the skill use they are replacing.

Scope Use (Intelligence)

Scope Use represents two individual skills which enable the character to achieve similar results: Scope Use (immersed) and Scope Use (remote). Both of these skills enable the character to search an unfamiliar network for a particular document, craft Scope programs, alter existing programs to perform differently (better or worse), and break through computer security. Scope Use (immersed) has additional benefits for the character's Scope avatar. (For more information on Scope avatars and the Scope, see Chapter 6: The Scope.)

Check: The following skill uses are available to users of both Scope Use (immersed) and Scope use (remote). Characters who are using the Scope remotely, such as from a Scope point, use the Scope Use (remote) skill for any checks made. Those who are immersed in the Scope, whether by a Scope tab or a Scope jack implant, use the Scope Use (immersed) skill.

Navigate the Scope: Remote users need to make simple Scope Use checks to physically move their viewpoint around Etherspace. The DC for this check is based on the movement class of the domain they are in, as shown in Table 2-44. Their viewpoint moves at the usual rate for the class of domain they are

within. See "Movement in the Scope" in Chapter 6: The Scope for more details on domain movement classes.

TABLE 2-44: REMOTE MOVEMENT DCs

DOMAIN CLASS	MOVEMENT DC
A	23
B	17
C	13
D	9
E	7
F	5

Craft Program: A character can create a program. Programs are the concentrated and shaped substance of the Etherscope, programmed with specific actions and protocols to determine behaviour and physical qualities. Programs are nonsentient and create the physical environment and active systems of the Scope, bringing order to the formless energies of Etherspace. Programs are formed from program components. Each program component has a complexity level, ranging from 1 to 9. To craft a program takes 10 minutes per complexity level. Characters can build up programs in complexity by integrating multiple components. The maximum level of program complexity a character can successfully craft is equal to her Intelligence modifier, although this limit can be increased through character class selections.

Craft Drone: a specific type of craft program skill use is to create a drone. Drones are program creatures capable of performing designated, specific functions within the Etherscope. They can appear as any variety of creatures or machines depending upon the forces controlling a domain and the whim of

their creator. The basic complexity level to create a drone depends upon the size of the creature — smaller and larger creatures are more complicated. The drones have a standard hit die, and are created using the Etherscope construct template (see Chapter 8: Gamesmastering, for more details). Their base Hit Dice and other statistics are provided in Table 2-46. To program in specific tasks and responsibilities also requires additional components to be crafted, using the craft program system above. Additionally, it is relatively simple to program a Scope drone with a bit of enhanced toughness or speed. A complexity level 2 program component can be added to provide the drone with the Toughness (avatar) or Improved Initiative feat. Other feats are too complex. Drones receive a basic number of skill ranks in all three Scope skills in order to enable their avatar to function. As drones have no ability scores associated with their skills, they cannot be used for Scope skill checks, but do determine the base ability scores and saving throws of the drone. The number of ranks the drone receives in Scope Awareness, Scope Resilience, and Scope Use (immersed) are shown in Table 2-46. Constructing a drone takes 10 minutes per complexity level; the total complexity level equals the base complexity of the drone plus components added. Neither the complexity of the drone nor the complexity of the components added can individually exceed your Intelligence modifier. However, class features that improve the craft program skill use also increase the maximum complexity for drone components. Drones carry out an allotted task until told to stop, reach a pre-set limit, or are dismissed.

TABLE 2-45: PROGRAM COMPONENT COMPLEXITY LEVEL

COMPONENT COMPLEXITY LEVEL	EXAMPLE OF COMPONENTS PURPOSE AND CAPABILITIES
1	Ammunition, automated documents (automated accounts books and the like), clothes, simple weapons, light armours
2	Business objects (automated filing systems, document checkers), minimal security barriers, heavy armours (equipment bonus 5 or more)
3	Average security barriers, intrusion warning systems, simple mechanical weapons (crossbow, revolver)
4	Backdoor entries, seeker devices, tiny buildings (telephone booth size), complex weapons (autoloading, v-prop), engines
5	Vehicle chassis, small buildings (hut sized), average security systems, communication devices
6	Artillery systems, domain locator devices, medium buildings (house sized)
7	Exceptional security systems, large buildings (block sized)
8	Explosives
9	Huge building structures (spire sized), maximum security systems

TABLE 2-46: DRONE STATISTICS

DRONE SIZE	PROGRAM COMPLEXITY	HIT DICE	SCOPE STR	SCOPE DEX	SCOPE SKILLS RANKS
Diminutive	4	1/2 d10	5	17	1
Tiny	3	1d10	7	15	2
Small	2	2d10	9	13	4
Medium	3	3d10	11	11	5
Large	4	4d10	15	9	6

Find Document: This skill can be used for finding documents or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching. Finding public information in an Etherscope city does not fall under this category; usually, such a task requires a Research check, provided the character has access to the Scope (whether remotely or immersed) and a city domain. This application of the Scope Use skill only pertains to finding documents on private systems with which the character is not familiar.

TABLE 2-47: SCOPE USE
FINDING DOCUMENTS DC

SIZE OF SITE	DC	TIME
Personal domain	10	1 round
Small industrial site	15	2 rounds
Large industrial site	20	1 minute
Government site	25	10 minutes

Defeat Etheric Security: Defeating etheric security can involve a number of different activities. It can involve disabling detection systems, deciphering an access code for a gateway, or creating a hole in an Etherscope wall. This application of Scope Use can't be used untrained. The DC is determined by the quality of the static security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify you or cut off your access to the system.

Sometimes, when accessing a difficult site, you have to defeat security at more than one stage of the operation. Each domain has a Security DC, but a rough guide is shown in Table 2-48. In addition to static security, such as firewalls, which are often represented as physical

objects such as locked gates or doors, you may also encounter active security programs, such as Scope gremlins and avatars, which require you to defeat them in Scope combat (see Chapter 6: The Scope).

TABLE 2-48: SCOPE SECURITY
LEVEL DCS

LEVEL OF SECURITY	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Jump the Rails: One specific use of the defeat security skill use is to open a portal to escape from a domain. This is known as jumping the rails. You take an attack action to break a hole in the domain which opens into empty Etherspace, or, if you have opened the portal along a domain border, into the neighbouring domain. This requires a Scope Use check at a DC equal to the security level of the domain you are in (see Chapter 6: The Scope). If you are attempting to open the portal into a neighbouring domain, a second skill check is required at the DC of the target domain's security level. If immersed, you and any other characters within a 10-foot radius can take a move action to move through the opening. Once in through the portal, you can choose to either leave it open, and hence allow others to track and follow you, or close it behind you, which requires a DC 15 Scope Use check.

Once inside empty Etherspace, avatars can move as if they were in a class 20B domain. Any more purposeful movement requires the ride the currents feature of the Scope Rider advanced class (see Chapter 7: The Advancing Character). Remote users cannot leave a domain into empty Etherspace, but can only use this ability to hack into

neighbouring domains. If you have successfully identified a location within the same domain or a neighbouring domain with the Scope Awareness skill, you can attempt to travel to that target location under your standard movement for the domain. You can choose to make a Scope Awareness check to travel to your target location and then attempt to move to another location within the domain. Enhanced transfer abilities of some advanced classes (see Advanced Classes in Chapter 7: The Advancing Character for more details) do not apply in empty Etherspace. Once at your target location, you must make an attack action and a Scope Use (immersed) check DC equal to the security level of the domain to open a new portal into the target domain and then all characters can make a move action to move through the opening into the target domain.

Defend Etheric Security: If you are the system administrator for a site, you can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder. An administrator is a person who has control of the security and monitoring programs of a Scope domain, whether remote or immersed.

To cut off access, make an opposed Scope Use check against the intruder. If you succeed, the intruder's session is ended. The intruder might be able to defeat your security and access your site again, but the intruder will have to start the hacking process over from step one. Attempting to cut off access takes a full round and can only be done against remote users.

When defending against avatars, you will need to physically combat the avatar hacking the domain. You can attack them yourself, if immersed in the Scope, or send security Scope gremlins the site possesses, with whom the intruding avatar must fight. With Scope sites all being physical locations in the Scope, there is no simple "off switch" defence for a Scope site.

To identify the intruder, make an opposed Scope Use check against the intruder. If you succeed, you learn the site from which the intruder entered the

Scope; if it's a single Scope point, you learn its identification code or location. Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check – if the intruder's session ends before the character finishes the check, the character automatically fails.

Degrade Programming: You can destroy or alter applications on a site to make use of that system harder or impossible, a common tactic in industrial or political espionage. The DC for the attempt depends on what the character tries to do.

Crashing a site prevents access unless anyone attempting to access the site makes a DC 15 Scope Use check taking 1 minute per attempt. Destroying programming makes the Scope site unusable until the programming is repaired. To destroy a site, the DC is equal to the security level of the site and any security protecting the site must be defeated (see above).

To degrade a program component takes an attack action DC equal to twice the program component complexity level + 10. Fixing the degraded program component requires 1 hour and a Scope Use check against a DC equal to the DC for degrading it + 5. Damaging programming imposes a –4 penalty on all Scope Use checks made with the site (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different Scope point). Each program component must be individually degraded and repaired.

Avatar Bonuses: When in the Scope, you use Scope Use (immersed) checks in place of any Strength-based skill checks, such as Jump and Climb. Your ranks in Scope Use (immersed) are also used to calculate your avatar's base attack bonus (see Chapter 6: The Scope).

Special: Scope Use (immersed) is only used in the Scope. You do not have a choice as to whether you use it in place of Strength-based skills when in the Scope; you always do. A character with the Tinkerer feat gains a +2 bonus to all Scope Use (remote) checks, whilst the Scope Rider feat provides a +2 bonus to all Scope Use (immersed) checks.

TABLE 2-49: SEARCH DCS

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.

Search (Intelligence)

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: You generally must be within 10 feet of the object or surface to be examined. You 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 you to follow tracks or tell you which direction the creature or creatures went or came from.

Special: You 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 (Wisdom)

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 you to avoid being bluffed (see the Bluff skill). Sense Motive does not, however, allow you to determine whether a given statement is a lie. You can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, you can use this skill to make an assessment of a social situation. With a successful check (DC 20), you can get the feeling from another's behaviour that something is wrong. Likewise, you can get the feeling that someone is trustworthy and honourable.

Detect Hidden Message: You 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 your check result beats the DC by 5 or more, you understand the secret message as well. If your check fails by 5 or more, you misinterpret the message in some fashion.

Try Again?: No, though you may make a Sense Motive check for each bluff made on you.

Special: You can take 10 when making a Sense Motive check, but you can't take 20. A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.

Time: A Sense Motive check may be made as a reaction to another character's Bluff check. When that's the case, your GM may roll your Sense Motive check in secret, so you don't necessarily know someone's trying to bluff you. Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

Sleight of Hand (Dexterity)

Trained Only; Armour Penalty

You can lift a wallet and hide it on your person, palm an unattended object, hide a small weapon in your clothing, or perform some feat of dexterity with an object no larger than a hat or loaf of bread.

Check: A check against DC 10 lets you 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 you are doing. When you perform this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's check doesn't prevent you from performing the action, just from doing it unnoticed. When you try to take something from another person, your opponent makes a Spot check to detect