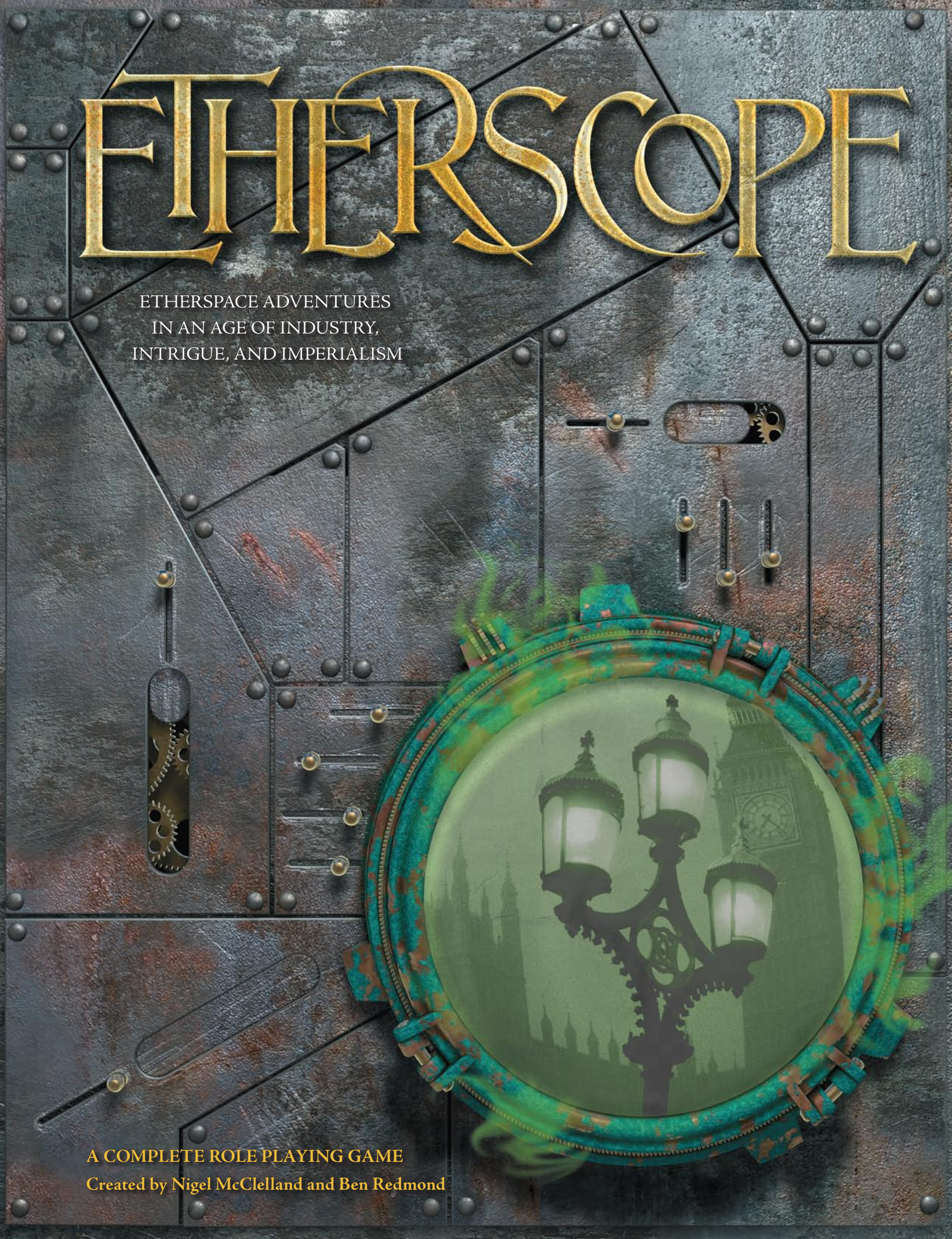
ETHERSCOPE™

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.

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therefore increase your Scope avatar's base defence score and Reflex save, but not allow you to qualify for the Scope warrior advanced class.

Prerequisites: Combatant Scope skills.

Improved Scope Hit Dice: The Scope Hit Dice class for the character's Scope avatar increases to a d8 for all levels of combatant you take and your total Scope hit points total increases by +1 per character level.

Prerequisites: Combatant Scope skills.

Scope Combat-Master: Developing a powerful avatar puts a strain on the combatant's skill points. This talent allows you to spend two additional skill points for each level of combatant you take. These bonus points must be spent on the following skills: Scope Awareness, Scope Resilience, and Scope Use (remote).

Prerequisites: Combatant Scope skills, improved combatant Scope skills.

Bonus Feats

At 2nd, 4th, 5th, 7th, 8th, and 10th level, the combatant gains a feat from the following list. She must meet all requirements for the feat in the usual manner.

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Archery Proficiency, Armour Proficiency (light), Armour Proficiency (tactical), Armour Proficiency (powered), Athletic, Blind-Fight, Brawl, Burst Fire, Cleave, Combat Expertise, Dead Aim, Double Tap, Exotic Archaic Weapon Proficiency, Exotic Firearms Proficiency, Far Shot, Fencing Proficiency, Improved Brawl, Improved Bull Rush, Improved Brawl, Improved Disarm, Improved Feint, Improved Knockout Punch, Improved Trip, Knockout Punch, Major Cybernaughtic App, Personal Firearms Proficiency, Point Blank Shot, Power Attack, Precise Shot, Quick Reload, Strafe, Streetfighting, Sunder, and Weapon Finesse.

ENGINAUGHT

Enginaughts are most often found in the working classes: skilled craftsmen, injured labourers with cybernaughtic implants, vehicle operators connected to their vehicles through cybernaughtic interfaces, or any worker suffering under the long hours of industrial labour. However, enginaughts can also be found at higher levels of society, where specialist racers pilot the latest machines, military pilot aces fly their reconnaissance zeppelins, and gold-plated cybernaughtic implants have become the latest rage. Master engineers, such as Stephenson-Brunel, have benefited from levels in this class. The enginaught class is also well suited to those wanting to experiment with Scope tabs, a craze at all levels of society.

Take levels of enginaught if you want to develop your skill with engineering or piloting skills. You can get a good increase in physical resilience from the enginaught's high Hit Dice, as well. Levels of this class are also good for developing cybernaughtics for your character.

Example Enginaughts

Enginaughts are the pilots, drivers, engineers, and labourers of the world. They specialise in vehicles, engineering skills, and cybernaughtics. They also make excellent Scope riders, immersing themselves in the tab-jamming culture.

Game Rule Information

The rules for playing an enginaught are described below.

Ability Scores

The enginaught is perhaps the most specialised and yet the most diverse of the classes in the Etherscope game. They benefit from a wide range of ability scores. Constitution is the main inspiration for the class theme, but it is not necessarily the primary ability score for the class. Constitution is top of the list for cybernaughts — those who integrate multiple major cybernaughtic systems — as it increases their potential for implants. However, for many enginaughts, Intelligence or Dexterity is more important. The enginaught replaces the traditional cyberpunk rigger — the archetypical vehicle specialist — for which Dexterity is a primary concern, whilst the engineer would benefit from a higher Intelligence.

"Enginaught"

The true origins of the word "enginaught" has become one of the modern myths of the world. Some claim that it is a generic term for the new social class of skilled engine pilots, who drive the thousands, or indeed millions, of freight and public transportation vehicles that fill the streets of the **Etherscope** world. Others claim that it is a contraction of "Engineer" and "Cybernaught," referring to those laborers from the engineering works who typically have numerous cybernaughtic implants, designed to both improve their efficiency and to replace any lost limbs caused by industrial accidents.

Hit Dice

Enginaughts gain 1d10 hit points at each level, adding their Constitution modifier to the die roll. At 1st level, they gain a number of hit points equal to 10 plus their Constitution modifier.

Scope Dice

Enginaughts gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll. At 1st level, they gain a number of Scope hit points equal to 6 plus their Charisma modifier.

Class Skills

The enginaught class has the following class skills: Concentration (Con), Engineer (chemical, ethertech, mechanical, pharmaceutical, structural) (Int), Knowledge (current events, industry) (Int), Listen (Wis), Munitions (Int), Navigate (Int), Pilot (civilian, military) (Dex), Scope Use (remote) (Int), and Survival (Wis). See Chapter 2: Traits, "Skills," for skill descriptions.

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

Skill Points at each additional level: 5 + Int modifier.

Influences

Your social template determines the influences available to you. The enginaught class receives the following number of points to spend on influences at each level:

Influence Points at 1st level: 4.

TABLE 1–7: THE ENGINAUGHT

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+1	+0	+0	+1	Talent
2	+1	+2	+0	+0	+2	Bonus feat
3	+2	+2	+1	+1	+2	Talent
4	+3	+3	+1	+1	+3	Bonus feat
5	+3	+3	+1	+1	+3	Talent
6	+4	+3	+2	+2	+4	Bonus feat
7	+5	+4	+2	+2	+4	Talent
8	+6	+4	+2	+2	+5	Bonus feat
9	+6	+5	+3	+3	+5	Talent
10	+7	+5	+3	+3	+6	Bonus feat

Influence Points at each additional level: 1.

Starting Feats

In addition to the starting feats gained at first character level, enginaughts begin play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the enginaught class.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the enginaught selects a talent from the following talent trees. Some talents have prerequisites to meet before you can select them. Unless otherwise indicated, you cannot select the same talent multiple times.

Beginning Talents: A 1st-level enginaught may select from the energy resistance, enginaught cybernaughtic app, ignore hardness, improved tolerance, robust talents, and tab-jammer Scope skills, or any talent from the pilotry talent tree.

Cybernaught Talent Tree

Enginaughts are noted for their ability to readily integrate cybernaughtics into their systems.

Enginaught Cybernaughtic App: With this talent, you can buy any one cybernaughtic implant or attachment with a cybernaughtic purchase point cost of 3 or less, upgrade a cybernaughtic implant by increasing its total point cost by up to 3 cybernaughtic purchase points, or save the cybernaughtic purchase points for later use. You can add any purchase points from feats or previous talents to the total available to increase this purchase point limit.

Special: You may select this talent multiple times.

Improved Tolerance: With this talent, you are able to handle the grafting of bigger, more invasive cybernaughtic implants than you would normally be able to. Your Constitution score is considered 2 points higher for any cybernaughtic effects. This includes healing rates, maximum total tolerance, and minimum Constitution requirement for an individual app. See Chapter 3: Equipment for more details.

Greater Improved Tolerance: This talent improves your ability to withstand invasive cybernaughtics. Your Constitution score is considered 2 further points higher (total +4) when determining the minimum Constitution requirement for an individual cybernaughtic app. This does not affect any other tolerance effects such as healing rate.

Prerequisite: Improved tolerance.

Ignore Hardness Talent Tree

The enginaught has an innate talent for finding weaknesses in objects, allowing you to ignore some of an object's hardness when making any attempt to break it, whether a melee attack, a ranged attack, or using an explosive device.

Ignore Hardness: The enginaught ignores 4 points of an object's hardness.

Improved Ignore Hardness: The enginaught ignores 2 additional points of an object's hardness (for a total of 6).

Prerequisite: Ignore hardness.

Advanced Ignore Hardness: The enginaught ignores 2 additional points of an object's hardness (for a total of 8).

Prerequisites: Ignore hardness, improved ignore hardness.

Pilotry Talent Tree

Enginaughts are the best pilots of their day. Some specialise in certain vehicle types, others are masters of any vehicle, able to pick up the basics after a few short minutes at the wheel. This talent tree represents those skilled pilots and vehicle operators.

Lead Foot: You are quick off the mark and a skilled pilot. Choose one class of vehicle, such as steam carriages. You gain a +4 bonus to initiative when piloting any vehicle of the selected class.

Pilot Specialist: Choose one class of vehicle, such as zepcars. You receive a bonus on Pilot checks with that vehicle class equal to half your enginaught class level.

Pilotry Master: In contrast to Pilot Specialist, this talent represents those characters that are able to jump into any vehicle and quickly get to grips with the basics of its operation. Penalties for not having the appropriate Vehicle Operation feat for the class of vehicle you are attempting to pilot are reduced to –2 (normally –4).

Resilient Talent Tree

The enginaught is particularly resilient thanks to the following talents.

Robust: You become especially robust, gaining a number of hit points equal to twice your enginaught level as soon as you select this talent. Thereafter, you gain +2 hit points with each level of enginaught attained.

Stamina: You recover twice as fast as normal. You recover 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awaken in half the normal time after being knocked unconscious.

Prerequisite: Robust.

Energy Resistance: Choose one type of energy damage: acid, cold, electricity, fire, or sonic/concussion damage. You gain energy resistance for the chosen energy type equal to your Constitution modifier.

Special: You may select this talent multiple times. Each time, it applies to a new energy type.

Damage Reduction 1/–: The enginaught ignores 1 point of damage from melee and ranged weapons.

Prerequisite: Robust or energy resistance.

Damage Reduction 2/–: The enginaught ignores an additional 1 point of damage from melee and ranged weapons (DR 2/– total).

Prerequisites: Damage reduction 1/– and robust or energy resistance.

Damage Reduction 3/–: The enginaught ignores an additional 1 point of damage from melee and ranged weapons (DR 3/– total).

Prerequisites: Damage reduction 1/–, damage reduction 2/–, and robust or energy resistance.

Tab-Jammer Talent Tree

The tab-jamming subculture has become strong in the cities of the **Etherscope** world, especially the Great Metropolis. The nature of these drugs means that the toughest only can gain the fullest benefit from their use.

Tab-Jammer Scope Skills: You add two Scope skills to your list of class skills. Gain Scope Resilience as a class skill for the enginaught class and choose either of Scope Awareness or Scope Use (immersed), also. See Chapter 2: Traits, "Skills," for Scope skill descriptions.

Improved Tab-Jammer Scope Skills: This talent increases your Scope skills. All three skills — Scope Awareness, Scope Resilience, and Scope Use (immersed) — are class skills of the enginaught class. In addition, you receive an additional +2 virtual ranks in Scope Resilience that can increase the skill beyond its normal maximum. The number of ranks that you can buy with skill points is limited in the usual manner, but the virtual ranks are then added on top. These ranks count when using the skill, but not when meeting any requirements for feats or advanced classes. Virtual ranks can therefore increase your Scope avatar's Fortitude save, but not allow you to qualify for the tab-jammer advanced class.

Prerequisites: Tab-jammer Scope skills.

Improved Scope Hit Dice: The Hit Dice class for your Scope avatar increases to a d8 for all further levels of enginaught you take and your total Scope hit points total is retroactively increased by +1 per character level.

Prerequisites: Tab-jammer Scope skills.

Advanced Scope Hit Dice: The Hit Dice class for the character's Scope avatar increases to a d10 for all further levels of enginaught you take and your total Scope hit points total is retroactively increased by a further +1 per character level

Prerequisites: Tab-jammer Scope skills, improved Scope Hit Dice.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the enginaught gains a bonus feat from the following list. She must meet all requirements for the feat in the usual manner.

Alertness, Athletic, Brawl, Civilian Vehicle Operation, Endurance, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Feint, Knockout Punch, Major cybernaughtic App, Master Engineer, Military Vehicle Operation, Minor cybernaughtic App, Power Attack, Streetfighting, Tinkerer, Toughness (either), Vehicle Dodge, and Vehicle Expert.

PURSUER

There are many who are paid, or have the independent wealth to follow their own whims, to seek out adventure, criminals, or the wild beasts of the savage lands. Whatever quarry they hunt, the pursuer always comes out on top. Explorers follow lost texts in the hope of finding Lemuria artefacts or cities, King Solomon's Mines, Shangri-La, or some other long-lost wonder. Master detectives search for clues and ensnare criminals as efficiently as a hunter dispatches a wild tiger or stampeding elephant. The winning formula for such characters is a mixture of wits, determination, and a large slice of skill. The pursuer class represents these characters who hunt, whatever their target.

Pursuer class levels allow you to develop your investigative, perception, or wil-