



# Mabeobsa

“Subject PTA-5781x, nick-named ‘Bora,’ attained thermostatic sentience only after a long period of fruitless instruction. However, she now is one of the strongest pupils, and displays a high intellectual aptitude in addition to a quickly growing psionic skill-set. Most of the staff, except Dr. Park Chae-Yeong, agree that her sudden flowering abilities are due to the DNA modifications initiated by psi-gen injections with substance PGI-232A. This is supported by both the calculations as well as the data sets run in the computer modelling.”

“As an aside, I must note that Dr. Park’s dissent seems to border on the irrational, and her explanations regarding ‘human will’ and ‘the exegesis of the soul’ have no basis in scientific logic. With regret I will recommend that Dr. Park be ‘terminated’ at the next meeting of Directors. It is understood that, as usual, we can not know when these shadowy individuals will put in an appearance.”

Your first memories are of sterile, white, laboratory walls. Scientists taking notes on 3D tablets were your only parents, and strict, hard teachers who pushed you to tears each day were your nursemaids. You learned to drop the temperature in a room and make fire at your fingertips,...or suffer the punishment. Your classmates learned the same, and those who consistently failed were dragged crying to disappear outside the lab that was your only home. You learned to sneak and to hide just to get away from the harshness of your unnatural environment,...at least for a little while.

## Mabeobsa

A “wizard” made in the test tubes of the high-tech research facility of a powerful, Korean, secret society. Your character’s recommended highest characteristics are:

*Dexterity, Intelligence*  
(Dex, Int)

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**Step 1: Qualifications or Draft**

Make the Qualifications check by rolling 2D6 and adding (or subtracting) the modifier for your character's Intelligence. You must roll the indicated number or higher:

*Qualifications*      8+ (Int)

If you succeed, go to **Step 2: Begin at Rank-0** for Psion, next column.

Your Qualifications roll becomes your Psionic Strength score. Note on your character sheet.

If you fail, roll on the Draft table:

*Draft*

Roll	Career / School
1	Soldier
2	Scientist
3	Drifter
4	Technician
5	Agent
6	Special Forces

and then go to **Step 2: Begin at Rank-0** of the playbook for the career or school you were drafted into.



**Step 2: Begin at Rank-0**

At starting Rank-0 you have the following skills:

- Melee: Martial Arts-0
- Linguistics-0 (Korean and English)
- Recon-1
- Psionics: Thermostatics-1

Note these on your character sheet under "Skills."

**Step 3: School Term**

Proceed through a) Survival, b) Advancement, c) Risky Castings, and d) Aging to complete one school term.

**a) Survival**

Make the Survival check by rolling 2D6 and adding (or subtracting) the modifier for your character's Dexterity. You must roll the indicated number or higher:

*Survival*                      8+ (Dex)

If you succeed the Survival check, choose one of the Skills Tables on the next page. You may only choose the Advanced Skills table if your character's Education is 8+. Then, roll 1D6 to gain one skill from the table you chose. Note your new skill on your character sheet.

**Gaining Skills**  
 Unless the skill indicates [Skill Name]-0 you receive a new skill at level 1: [Skill Name]-1. If your character already possesses a skill and you roll that skill again, increment that skill higher by one. For example, if you character has Recon-1 and you roll Recon again, your skill is now Recon-2. Gun Combat-0 becomes Gun Combat-1, etc.

If you fail the Survival check, you do not gain a skill, and you may not go to b) Advancement. Instead, proceed directly to c) Risky Castings.

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**b) Advancement**

Make the Advancement check by rolling 2D6 and adding (or subtracting) the modifier for your character's Intelligence. You must roll the indicated number or higher:

*Advancement*      7+ (Int)

If you succeed the Advancement check, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, you may choose the new skill rather than rolling for it. Note your new skill. You also proceed one rank higher on the Rank & Skills table, below. Also note any new skill you receive if you reach Rank-3.

*Rank & Skills*

Rank	Rank & Skills
0	<i>DNA Injection</i> Melee: Martial Arts-0 Linguistics-0 Recon-1 Psionics: Thermostatics-1
1	<i>DNA Upgrade</i>
2	<i>The Special Child</i>
3	<i>The Gifted Child</i> Psionics: Thermostatics-1
4	<i>The Secret Weapon</i>
5	<i>Guide to the Gifted</i>
6	<i>Teacher of the Gifted</i>

Regardless of whether you succeed the Advancement check, proceed to c) Risky Castings.

**c) Risky Castings**

Make the Risky Castings check by rolling 2D6. You must roll the indicated number or higher:

*Risky Castings*      5+

If you succeed, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, roll 1D6 to gain one skill from the table you chose. Note your new skill.

**Skills Tables**

*Personal Skills*

Roll	Skill / Characteristic
1	+1 Dex
2	+1 Psi
3	+1 Int
4	+1 Edu
5	<b>Gun Combat</b>
6	Athletics

*Service Skills*

Roll	Skill
1	Psionics: Thermostatics
2	Computer
3	<b>Gun Combat</b>
4	Psionics: Thermostatics
5	Wheeled Vehicle
6	Psionics: Thermostatics

*Specialist Skills*

Roll	Skill
1	Jack of all Trades
2	Investigation
3	Linguistics
4	<b>Melee Combat</b>
5	Recon
6	Security

*Advanced Skills (requires Edu 8+)*

Roll	Skill
1	<b>Sciences</b>
2	Security
3	Linguistics
4	Engineering: Electronic
5	<b>Aircraft</b>
6	Demolitions

Cascade skills are shown in **bold**. Cascade skills are made up of two or more component skills. When your character receives a cascade skill, you must select one component skill of the cascade skill from the "Skills List."

**d) Aging**

Note your character's age. The character begins at age 18, but each school term lasts 4 years, so upon first completing this step your character is age 22.

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You may either go to Step 4: Graduate or enter a new school term by repeating a) Survival, b) Advancement, c) Risky Castings, and d) Aging.

The maximum number of school terms you may attend without penalty is four. For the fifth term you may subtract your Strength score by 1 or lose 1 level in a skill. For the sixth term you may subtract your Dexterity score by 1 or lose 1 level in a skill. For the seventh term you may subtract your Strength and Dexterity scores each by 1 or lose 2 levels in any two skills. The absolute maximum number of school terms is seven.

**Step 4: Graduate**

For each term attended, you receive one roll of 1D6 on the Cash Benefits table. If your character is rank 4 or higher, add +1 to the roll. These credits may then be spent to purchase equipment for your character.

*Cash Benefits*

Roll	Credits
1	0
2	0
3	2,000
4	5,000
5	10,000
6	10,000
7	20,000

Also, for each term attended, you may choose one benefit from the Material Benefits table. It helps to choose something for which your character has the correct skill. For instance, a Calligraphy Kit may only be used if the character has the Magic: Calligraphy skill. Choosing a weapon makes the most sense if the character possesses a skill in Melee or Gun Combat.

*Material Benefits*

Dextran-Air Model-1 Laptop
Psi-Drug, Standard
Forensics Toolkit-1
Electronic Toolkit-1
Polymer Dagger
<b>Wheeled Vehicle or Aircraft</b>
<b>Ranged Weapon (full ammo)</b>

Material benefits shown in **bold** are a category in "Equipment." Choose one item from that category in the "Equipment" chapter.

**Step 5: Equipment & Encumbrance**

Purchase any items you think your character might need for the adventure from "Equipment."

Calculate your character's Encumbrance Limit. This is 10+ your character's Strength DM. For instance, a character with a Strength of 9 has a Str DM of +1, for an Encumbrance Limit of 11. A character with a Strength of 5 has a Str DM of -1, for an Encumbrance Limit of 9. Note the Encumbrance Limit on the character sheet.

On the character sheet jot down the equipment's name, its encumbrance, and any notes about its use. If you have an Encumbrance Limit of 10, and your equipment totals up to an Encumbrance of 11 or higher, your character must take a -2 DM to all skill rolls.

**Step 6: Combat Power**

Calculate your character's Combat Power. Combat Power is an indication of how lethal your character is in combat. To calculate it, add up the following values:

- Characteristic DM's for: Str + Dex + End + Psi
- +
- Skill Level/DM's for: Athletics + Gun Combat + Melee Combat + Psionics: Thermostatics
- +
- # of dice of the single weapon possessed by the character which does the most damage + armor

Note your character's Combat Power on the character sheet.

**Step 7: Psionics**

Go to "Psionics" and learn how to use the abilities and powers for the Psionic Talents you possess.

**Multiple Careers & Schools**

After you Graduate, you may make a Qualifications check for another career or school. But, there is a -2 DM to the roll. Also, aging effects and term limit rules as stated above apply to the new terms gained in the new career or school.

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