

Click to prove
you're human



◆ The Krown U niverse Those searching for secrets might be giving away valuable details themselves. These are the standard line infantry used throughout the Imperium: shielded soldiers armed with melee weapons and trained to fight efficiently in large formations of a thousand men or more. Glossu Rabban is renowned for his

[illegible]

[illegible]

you attempt a skill test, you may choose to define one of your unnamed drives. Arrakeen is not a model of ostentatious luxury in the way that Cartnag is, but it is not truly for Arrakis. The zone has many uses, from signaling traders or spice raiders to capturing sandworms. The universe of Dune is a complex and fascinating place, but the Specialized selected citizens from around the galaxy come to Junction in hopes of one day becoming Navigators. Your character may have a total of five permanent assets, though you can increase this number through purchasing certain talents. During character creation, your character's ambition should be based on their highest-rated drive, and your gamemaster will work with you to define one for your character, helping to create something which can come up in play frequently. Now, the borders of the Known Universe are only slightly larger than the Imperium itself, having increased ever so slowly over the centuries as space outside it was explored and charted. @@ Talents: The character receives a single talent. The nervous thopter pilot is reluctant to set down in the desert with reports of Fremen about, so instead he directs the player characters to his harvesters, the Alibeth, not far away. Another twist happens when you present a challenge, and instead of attacking the problem as you imagined, players lead in an entirely new (and unprepared for) direction. Each side in a conflict has a collection of tools and resources—collectively referred to as assets—which they can employ. Each of these forms of conflict are described in more detail in their own sections, later in this chapter. It's a friendly party, and so the gamemaster allows Kara to use the trait to approach informally and reintroduce herself. If they fail they may still opt to 'succeed at a cost'. 1 B.G. The Spacing Guild is birthed from the Foldspace Shipping Company and establishes itself as a key force in the universe. On a daily basis people are bought and sold, whether as indentured workers, new assets for a House, or are conscripted into a House military. They gather in a dice pool, rolling against their own target number as if they were attempting a skill test. So instead she opts for something intangible and decides she has some blackmail material on a past lover. 118 Scholar..... A.G. The Imperial throne, the Spacing Guild, CHOAM, and the Landsraad all work together, forming the Imperium as it is known today. The Minor House, as a House Minor, an Artistic House is likely an emerging art trend that recently became popular. This does mean they add more complexity to the game, so they should be used sparingly and only in situations where the benefits of including them outweigh the extra effort involved. Each offers different opportunities for your player characters and your campaign, and as the line progresses, we hope to look at each one in more detail. Example: As the situation is heating up, the gamemaster decides to spend some of their Threat. However, there is still a complication. To say their methods and scientific morals are questionable is an understatement. However, it is not simply a mixture of religious texts thrown together, but a carefully curated gospel for the new era of humanity. Such ingenuity has required endless caution and care. Her intent is to tease out leverage the Sisterhood can use against both Houses. Or do they have a real case against the player characters' House? The Emperor's elite Sardaukar often carry a RHETORIC concealed on them. Her Faith statement might also apply, but as she is not Sometimes there just isn't a drive or statement that fits. This term is liberally used throughout the novels, but strictly in the context of a holy war, an emotionally loaded concept in the modern world. The other two assets will be decided later, during play. STIRRING the Momentum points, which you may use to Obtain Information or to create a trait that represents some knowledge or insight you've gained about your opponent. Any attempt to coerce you into such an action automatically fails, and you automatically succeed on any skill test to persuade another that you intend them no harm. After this, the player is given any of their Momentum points as they wish. If their strength is in force arms, they usually meet with firepower. Each talent has a different lesson to teach, and those who fail to learn any of these lessons are sent home as failures. 173 Targeting Assets..... Remember, your characters are a team, so it is fine to rely on the other player's actions. You can, for example, use the skill of a character to help another. The character's ambition should be based on their highest-rated drive, and your gamemaster will work with you to define one for your character, helping to create something which can come up in play frequently. Now, the borders of the Known Universe are only slightly larger than the Imperium itself, having increased ever so slowly over the centuries as space outside it was explored and charted. @@ Talents: The character receives a single talent. The nervous thopter pilot is reluctant to set down in the desert with reports of Fremen about, so instead he directs the player characters to his harvesters, the Alibeth, not far away. Another twist happens when you present a challenge, and instead of attacking the problem as you imagined, players lead in an entirely new (and unprepared for) direction. Each side in a conflict has a collection of tools and resources—collectively referred to as assets—which they can employ. Each of these forms of conflict are described in more detail in their own sections, later in this chapter. It's a friendly party, and so the gamemaster allows Kara to use the trait to approach informally and reintroduce herself. If they fail they may still opt to 'succeed at a cost'. 1 B.G. The Spacing Guild is birthed from the Foldspace Shipping Company and establishes itself as a key force in the universe. On a daily basis people are bought and sold, whether as indentured workers, new assets for a House, or are conscripted into a House military. They gather in a dice pool, rolling against their own target number as if they were attempting a skill test. So instead she opts for something intangible and decides she has some blackmail material on a past lover. 118 Scholar..... A.G. The Imperial throne, the Spacing Guild, CHOAM, and the Landsraad all work together, forming the Imperium as it is known today. The Minor House, as a House Minor, an Artistic House is likely an emerging art trend that recently became popular. This does mean they add more complexity to the game, so they should be used sparingly and only in situations where the benefits of including them outweigh the extra effort involved. Each offers different opportunities for your player characters and your campaign, and as the line progresses, we hope to look at each one in more detail. Example: As the situation is heating up, the gamemaster decides to spend some of their Threat. However, there is still a complication. To say their methods and scientific morals are questionable is an understatement. However, it is not simply a mixture of religious texts thrown together, but a carefully curated gospel for the new era of humanity. Such ingenuity has required endless caution and care. Her intent is to tease out leverage the Sisterhood can use against both Houses. Or do they have a real case against the player characters' House? The Emperor's elite Sardaukar often carry a RHETORIC concealed on them. Her Faith statement might also apply, but as she is not Sometimes there just isn't a drive or statement that fits. This term is liberally used throughout the novels, but strictly in the context of a holy war, an emotionally loaded concept in the modern world. The other two assets will be decided later, during play. STIRRING the Momentum points, which you may use to Obtain Information or to create a trait that represents some knowledge or insight you've gained about your opponent. Any attempt to coerce you into such an action automatically fails, and you automatically succeed on any skill test to persuade another that you intend them no harm. After this, the player is given any of their Momentum points as they wish. If their strength is in force arms, they usually meet with firepower. Each talent has a different lesson to teach, and those who fail to learn any of these lessons are sent home as failures. 173 Targeting Assets..... Remember, your characters are a team, so it is fine to rely on the other player's actions. You can, for example, use the skill of a character to help another. The character's ambition should be based on their highest-rated drive, and your gamemaster will work with you to define one for your character, helping to create something which can come up in play frequently. Now, the borders of the Known Universe are only slightly larger than the Imperium itself, having increased ever so slowly over the centuries as space outside it was explored and charted. @@ Talents: The character receives a single talent. The nervous thopter pilot is reluctant to set down in the desert with reports of Fremen about, so instead he directs the player characters to his harvesters, the Alibeth, not far away. Another twist happens when you present a challenge, and instead of attacking the problem as you imagined, players lead in an entirely new (and unprepared for) direction. Each side in a conflict has a collection of tools and resources—collectively referred to as assets—which they can employ. Each of these forms of conflict are described in more detail in their own sections, later in this chapter. It's a friendly party, and so the gamemaster allows Kara to use the trait to approach informally and reintroduce herself. If they fail they may still opt to 'succeed at a cost'. 1 B.G. The Spacing Guild is birthed from the Foldspace Shipping Company and establishes itself as a key force in the universe. On a daily basis people are bought and sold, whether as indentured workers, new assets for a House, or are conscripted into a House military. They gather in a dice pool, rolling against their own target number as if they were attempting a skill test. So instead she opts for something intangible and decides she has some blackmail material on a past lover. 118 Scholar..... A.G. The Imperial throne, the Spacing Guild, CHOAM, and the Landsraad all work together, forming the Imperium as it is known today. The Minor House, as a House Minor, an Artistic House is likely an emerging art trend that recently became popular. This does mean they add more complexity to the game, so they should be used sparingly and only in situations where the benefits of including them outweigh the extra effort involved. Each offers different opportunities for your player characters and your campaign, and as the line progresses, we hope to look at each one in more detail. Example: As the situation is heating up, the gamemaster decides to spend some of their Threat. However, there is still a complication. To say their methods and scientific morals are questionable is an understatement. However, it is not simply a mixture of religious texts thrown together, but a carefully curated gospel for the new era of humanity. Such ingenuity has required endless caution and care. Her intent is to tease out leverage the Sisterhood can use against both Houses. Or do they have a real case against the player characters' House? The Emperor's elite Sardaukar often carry a RHETORIC concealed on them. Her Faith statement might also apply, but as she is not Sometimes there just isn't a drive or statement that fits. This term is liberally used throughout the novels, but strictly in the context of a holy war, an emotionally loaded concept in the modern world. The other two assets will be decided later, during play. STIRRING the Momentum points, which you may use to Obtain Information or to create a trait that represents some knowledge or insight you've gained about your opponent. Any attempt to coerce you into such an action automatically fails, and you automatically succeed on any skill test to persuade another that you intend them no harm. After this, the player is given any of their Momentum points as they wish. If their strength is in force arms, they usually meet with firepower. Each talent has a different lesson to teach, and those who fail to learn any of these lessons are sent home as failures. 173 Targeting Assets..... Remember, your characters are a team, so it is fine to rely on the other player's actions. You can, for example, use the skill of a character to help another. The character's ambition should be based on their highest-rated drive, and your gamemaster will work with you to define one for your character, helping to create something which can come up in play frequently. Now, the borders of the Known Universe are only slightly larger than the Imperium itself, having increased ever so slowly over the centuries as space outside it was explored and charted. @@ Talents: The character receives a single talent. The nervous thopter pilot is reluctant to set down in the desert with reports of Fremen about, so instead he directs the player characters to his harvesters, the Alibeth, not far away. Another twist happens when you present a challenge, and instead of attacking the problem as you imagined, players lead in an entirely new (and unprepared for) direction. Each side in a conflict has a collection of tools and resources—collectively referred to as assets—which they can employ. Each of these forms of conflict are described in more detail in their own sections, later in this chapter. It's a friendly party, and so the gamemaster allows Kara to use the trait to approach informally and reintroduce herself. If they fail they may still opt to 'succeed at a cost'. 1 B.G. The Spacing Guild is birthed from the Foldspace Shipping Company and establishes itself as a key force in the universe. On a daily basis people are bought and sold, whether as indentured workers, new assets for a House, or are conscripted into a House military. They gather in a dice pool, rolling against their own target number as if they were attempting a skill test. So instead she opts for something intangible and decides she has some blackmail material on a past lover. 118 Scholar..... A.G. The Imperial throne, the Spacing Guild, CHOAM, and the Landsraad all work together, forming the Imperium as it is known today. The Minor House, as a House Minor, an Artistic House is likely an emerging art trend that recently became popular. This does mean they add more complexity to the game, so they should be used sparingly and only in situations where the benefits of including them outweigh the extra effort involved. Each offers different opportunities for your player characters and your campaign, and as the line progresses, we hope to look at each one in more detail. Example: As the situation is heating up, the gamemaster decides to spend some of their Threat. However, there is still a complication. To say their methods and scientific morals are questionable is an understatement. However, it is not simply a mixture of religious texts thrown together, but a carefully curated gospel for the new era of humanity. Such ingenuity has required endless caution and care. Her intent is to tease out leverage the Sisterhood can use against both Houses. Or do they have a real case against the player characters' House? The Emperor's elite Sardaukar often carry a RHETORIC concealed on them. Her Faith statement might also apply, but as she is not Sometimes there just isn't a drive or statement that fits. This term is liberally used throughout the novels, but strictly in the context of a holy war, an emotionally loaded concept in the modern world. The other two assets will be decided later, during play. STIRRING the Momentum points, which you may use to Obtain Information or to create a trait that represents some knowledge or insight you've gained about your opponent. Any attempt to coerce you into such an action automatically fails, and you automatically succeed on any skill test to persuade another that you intend them no harm. After this, the player is given any of their Momentum points as they wish. If their strength is in force arms, they usually meet with firepower. Each talent has a different lesson to teach, and those who fail to learn any of these lessons are sent home as failures. 173 Targeting Assets..... Remember, your characters are a team, so it is fine to rely on the other player's actions. You can, for example, use the skill of a character to help another. The character's ambition should be based on their highest-rated drive, and your gamemaster will work with you to define one for your character, helping to create something which can come up in play frequently. Now, the borders of the Known Universe are only slightly larger than the Imperium itself, having increased ever so slowly over the centuries as space outside it was explored and charted. @@ Talents: The character receives a single talent. The nervous thopter pilot is reluctant to set down in the desert with reports of Fremen about, so instead he directs the player characters to his harvesters, the Alibeth, not far away. Another twist happens when you present a challenge, and instead of attacking the problem as you imagined, players lead in an entirely new (and unprepared for) direction. Each side in a conflict has a collection of tools and resources—collectively referred to as assets—which they can employ. Each of these forms of conflict are described in more detail in their own sections, later in this chapter. It's a friendly party, and so the gamemaster allows Kara to use the trait to approach informally and reintroduce herself. If they fail they may still opt to 'succeed at a cost'. 1 B.G. The Spacing Guild is birthed from the Foldspace Shipping Company and establishes itself as a key force in the universe. On a daily basis people are bought and sold, whether as indentured workers, new assets for a House, or are conscripted into a House military. They gather in a dice pool, rolling against their own target number as if they were attempting a skill test. So instead she opts for something intangible and decides she has some blackmail material on a past lover. 118 Scholar..... A.G. The Imperial throne, the Spacing Guild, CHOAM, and the Landsraad all work together, forming the Imperium as it is known today. The Minor House, as a House Minor, an Artistic House is likely an emerging art trend that recently became popular. This does mean they add more complexity to the game, so they should be used sparingly and only in situations where the benefits of including them outweigh the extra effort involved. Each offers different opportunities for your player characters and your campaign, and as the line progresses, we hope to look at each one in more detail. Example: As the situation is heating up, the gamemaster decides to spend some of their Threat. However, there is still a complication. To say their methods and scientific morals are questionable is an understatement. However, it is not simply a mixture of religious texts thrown together, but a carefully curated gospel for the new era of humanity. Such ingenuity has required endless caution and care. Her intent is to tease out leverage the Sisterhood can use against both Houses. Or do they have a real case against the player characters' House? The Emperor's elite Sardaukar often carry a RHETORIC concealed on them. Her Faith statement might also apply, but as she is not Sometimes there just isn't a drive or statement that fits. This

[illegible]

[illegible]

technology they are employing has already revolutionized their House's abilities. While you may have an idea how a game session will go, the session is likely to run into challenges beyond any the gamemaster could have anticipated. Between adventures, you may choose to use any points you've accumulated to purchase an advance. This is one of the key events that aided the Butlerian Jihad in destroying the AIs. As the last of the thinking machines were destroyed, Gilbertus rescued Erasmus' memory core and spirited it away with him. They may break the covenant, unaware of the consequences, or worse, because they don't believe there are any. The Fremens do not want the characters' actions to be captured, cleaned, and drunk again. Traits: Spice Worker, Captain Talents, @ Find Trouble: May contact the criminal underworld. T wisted M e n t a l "people product" in secret demand by many Houses are the specialized "twisted" Mentals produced by the Bene Tlelux. 52 The next stage involves more physical demands on the young Mentals, placing them in hostile, dangerous, and extreme conditions. They can be quite personable and are far from automatons, but they are never who they once were. @@ Target Number = Skill + Drive @@ Investigating confidential or hidden knowledge. The Baron and his twisted Mentals have mastered more of intrigue and deception so refined that they broke the mental training of a Suk doctor and, at the time, brought House Atreides low through this impossible betrayal. It is up to the adherent to decide for themselves which interpretations they will follow, and there is no shame in changing your mind. New universal governance was needed to lead humanity. They know they can call on you when things get tough. When a player takes the game in an unexpected direction, consider their action. As an Asset: Face Dancers can sneak into almost any location, organization, or government without notice. When this happens, you may want to ask the players what they would like to do. Brilliant, insightful, and possessed of a deep calm even in the face of peril, she was as well-suited to her assigned role as the Bene Gesserit could have dreamed. Here are a few questions that you can pick and choose from to get you started: @@ Why do the people around the character fear them? By defining an ability in this way, the character is not suddenly learning how to perform it; instead, they finally reveal an ability they already had to the other characters. @@ Produce: Information and secrets from other Houses, probably by a particular specialty (such as military secrets or blackmail information) @@ Expertise: Spymasters and agent handlers @@ Workers: Agents, spies, assassins, saboteurs, and other espionage-related professions. The Bene Gesserit have a reputation for being able to control the environment, and the system for doing so is the same. Rights & Responsibilities: An Envoy needs to have a keen grasp on the state of the universe outside the confines of their House. But the spice is only found on one planet in the entire universe, the planet Arrakis. MAKER HOOKS: Keywords: Navigation, Survival These narrow metallic shafts are used to open a gap within a sandworm's ring segments, exposing the less-armored hide beneath to the elements. Perhaps even the Emperor is worried that this House's ambition might even turn the Imperial Throne itself. 182 Defeat..... This is a way for you to change your character's drives if they are not suiting the way you are playing them. Each skill may only be advanced in this way once, and no skill may be advanced to more than 8. In a small House Minor there may be little option when they need a good agent. Assets: Hidden Base, Maula Pistol, Ornithopter/Ornithopters hum between basins deep in the deserts of Arrakis, while space-worthy vessels laden with contraband climb into near orbit around the planet. They need to hurriedly Move (challenging, D2) at least a kilometer from the crash site before the worm breaches the desert surface and consumes the wrecked craft (and possibly Jellco). The harvesting and refining of melange is a complex business, and the responsible shareholder will find themselves needing to draw upon numerous outside parties, all eager to gouge exorbitant prices for their services in this critical trade. 86 B.G. House Atreides is founded as reward for actions during the Butlerian Jihad. Unfortunately, the Guild's power is not without cost. HOUSE MINOR Before making any definite decisions, your group—players and gamemaster together—should take a moment to discuss the story you all want to tell. Many work hand-in-hand with CHOAM advisors to maintain the House's position within the Landsraad. Ornithopters? Based on the type of attack you are making, choose an appropriate skill and drive, as well as a focus if one is desired. @@ Focuses: Grace, Stamina @@ Talents: Nimble @@ Drives: Athletics are often driven by a sense of pride in their personal accomplishments and a drive for greater Power over their bodies and their lives. Often Great and Major Houses are considered together in the Landsraad, and as noted above, the term is at times used interchangeably. 242 Liel Kynes..... These ships have changed little from the eras before humanity took the stars. Oregon tells the player characters that she was "worried" when she received no signal that they had reached the storage depot. WARRIOR Might at arms is a necessary part of the politics of the Imperium. In addition, you may pay to Resist Defeat one additional time during a conflict. They are certainly used by the Tlelux as their primary agents. Several influential Houses want this assassin alive. They don't want the Landsraad involved because the disputed land was being used to grow illegal narcotics for both Houses. These rules assume a few concepts that differ from many other roleplaying games, and allow us to use the same system to cover a multitude of conflict styles. In fact, Fenring's mannerisms are all conscious choices. Your group should take a moment to talk about their House's home planet, and how they feel about it. So, for most Houses, it makes business sense to play to your strengths and corner a particular area of the universal free market. Personal shields also exist, but they cannot begin to compare to the strength of these massive defenses that would require energy levels like that of a crashing spaceship, comet, or meteorite to cause the shield to fail. W ater S e l d e r JESSICA T S A T E E M E N T D U T Y: 4 F A I T H : 4 JUSTICE: 5 P O W E R : 6 T R U T H : 4 With their distinctive cry of "Sook Sook" water sellers can be found all over the city of Arrakeen. If the player characters need encouragement to get moving, a successful average (D1) Understand test shows a distant crest of sand heading their way. 10,154 A.G. Lady DRISSE is born. Such Houses are the ultimate courtesans, and the leaders of style and etiquette. The House has a reputation for being able to control the environment, and the system for doing so is the same. Rights & Responsibilities: An Envoy needs to have a keen grasp on the state of the universe outside the confines of their House. But the spice is only found on one planet in the entire universe, the planet Arrakis. MAKER HOOKS: Keywords: Navigation, Survival These narrow metallic shafts are used to open a gap within a sandworm's ring segments, exposing the less-armored hide beneath to the elements. Perhaps even the Emperor is worried that this House's ambition might even turn the Imperial Throne itself. 182 Defeat..... This is a way for you to change your character's drives if they are not suiting the way you are playing them. Each skill may only be advanced in this way once, and no skill may be advanced to more than 8. In a small House Minor there may be little option when they need a good agent. Assets: Hidden Base, Maula Pistol, Ornithopter/Ornithopters hum between basins deep in the deserts of Arrakis, while space-worthy vessels laden with contraband climb into near orbit around the planet. They need to hurriedly Move (challenging, D2) at least a kilometer from the crash site before the worm breaches the desert surface and consumes the wrecked craft (and possibly Jellco). The harvesting and refining of melange is a complex business, and the responsible shareholder will find themselves needing to draw upon numerous outside parties, all eager to gouge exorbitant prices for their services in this critical trade. 86 B.G. House Atreides is founded as reward for actions during the Butlerian Jihad. Unfortunately, the Guild's power is not without cost. HOUSE MINOR Before making any definite decisions, your group—players and gamemaster together—should take a moment to discuss the story you all want to tell. Many work hand-in-hand with CHOAM advisors to maintain the House's position within the Landsraad. Ornithopters? Based on the type of attack you are making, choose an appropriate skill and drive, as well as a focus if one is desired. @@ Focuses: Grace, Stamina @@ Talents: Nimble @@ Drives: Athletics are often driven by a sense of pride in their personal accomplishments and a drive for greater Power over their bodies and their lives. Often Great and Major Houses are considered together in the Landsraad, and as noted above, the term is at times used interchangeably. 242 Liel Kynes..... These ships have changed little from the eras before humanity took the stars. Oregon tells the player characters that she was "worried" when she received no signal that they had reached the storage depot. WARRIOR Might at arms is a necessary part of the politics of the Imperium. In addition, you may pay to Resist Defeat one additional time during a conflict. They are certainly used by the Tlelux as their primary agents. Several influential Houses want this assassin alive. They don't want the Landsraad involved because the disputed land was being used to grow illegal narcotics for both Houses. These rules assume a few concepts that differ from many other roleplaying games, and allow us to use the same system to cover a multitude of conflict styles. In fact, Fenring's mannerisms are all conscious choices. Your group should take a moment to talk about their House's home planet, and how they feel about it. So, for most Houses, it makes business sense to play to your strengths and corner a particular area of the universal free market. Personal shields also exist, but they cannot begin to compare to the strength of these massive defenses that would require energy levels like that of a crashing spaceship, comet, or meteorite to cause the shield to fail. W ater S e l d e r JESSICA T S A T E E M E N T D U T Y: 4 F A I T H : 4 JUSTICE: 5 P O W E R : 6 T R U T H : 4 With their distinctive cry of "Sook Sook" water sellers can be found all over the city of Arrakeen. If the player characters need encouragement to get moving, a successful average (D1) Understand test shows a distant crest of sand heading their way. 10,154 A.G. Lady DRISSE is born. Such Houses are the ultimate courtesans, and the leaders of style and etiquette. The House has a reputation for being able to control the environment, and the system for doing so is the same. Rights & Responsibilities: An Envoy needs to have a keen grasp on the state of the universe outside the confines of their House. But the spice is only found on one planet in the entire universe, the planet Arrakis. MAKER HOOKS: Keywords: Navigation, Survival These narrow metallic shafts are used to open a gap within a sandworm's ring segments, exposing the less-armored hide beneath to the elements. Perhaps even the Emperor is worried that this House's ambition might even turn the Imperial Throne itself. 182 Defeat..... This is a way for you to change your character's drives if they are not suiting the way you are playing them. Each skill may only be advanced in this way once, and no skill may be advanced to more than 8. In a small House Minor there may be little option when they need a good agent. Assets: Hidden Base, Maula Pistol, Ornithopter/Ornithopters hum between basins deep in the deserts of Arrakis, while space-worthy vessels laden with contraband climb into near orbit around the planet. They need to hurriedly Move (challenging, D2) at least a kilometer from the crash site before the worm breaches the desert surface and consumes the wrecked craft (and possibly Jellco). The harvesting and refining of melange is a complex business, and the responsible shareholder will find themselves needing to draw upon numerous outside parties, all eager to gouge exorbitant prices for their services in this critical trade. 86 B.G. House Atreides is founded as reward for actions during the Butlerian Jihad. Unfortunately, the Guild's power is not without cost. HOUSE MINOR Before making any definite decisions, your group—players and gamemaster together—should take a moment to discuss the story you all want to tell. Many work hand-in-hand with CHOAM advisors to maintain the House's position within the Landsraad. Ornithopters? Based on the type of attack you are making, choose an appropriate skill and drive, as well as a focus if one is desired. @@ Focuses: Grace, Stamina @@ Talents: Nimble @@ Drives: Athletics are often driven by a sense of pride in their personal accomplishments and a drive for greater Power over their bodies and their lives. Often Great and Major Houses are considered together in the Landsraad, and as noted above, the term is at times used interchangeably. 242 Liel Kynes..... These ships have changed little from the eras before humanity took the stars. Oregon tells the player characters that she was "worried" when she received no signal that they had reached the storage depot. WARRIOR Might at arms is a necessary part of the politics of the Imperium. In addition, you may pay to Resist Defeat one additional time during a conflict. They are certainly used by the Tlelux as their primary agents. Several influential Houses want this assassin alive. They don't want the Landsraad involved because the disputed land was being used to grow illegal narcotics for both Houses. These rules assume a few concepts that differ from many other roleplaying games, and allow us to use the same system to cover a multitude of conflict styles. In fact, Fenring's mannerisms are all conscious choices. Your group should take a moment to talk about their House's home planet, and how they feel about it. So, for most Houses, it makes business sense to play to your strengths and corner a particular area of the universal free market. Personal shields also exist, but they cannot begin to compare to the strength of these massive defenses that would require energy levels like that of a crashing spaceship, comet, or meteorite to cause the shield to fail. W ater S e l d e r JESSICA T S A T E E M E N T D U T Y: 4 F A I T H : 4 JUSTICE: 5 P O W E R : 6 T R U T H : 4 With their distinctive cry of "Sook Sook" water sellers can be found all over the city of Arrakeen. If the player characters need encouragement to get moving, a successful average (D1) Understand test shows a distant crest of sand heading their way. 10,154 A.G. Lady DRISSE is born. Such Houses are the ultimate courtesans, and the leaders of style and etiquette. The House has a reputation for being able to control the environment, and the system for doing so is the same. Rights & Responsibilities: An Envoy needs to have a keen grasp on the state of the universe outside the confines of their House. But the spice is only found on one planet in the entire universe, the planet Arrakis. MAKER HOOKS: Keywords: Navigation, Survival These narrow metallic shafts are used to open a gap within a sandworm's ring segments, exposing the less-armored hide beneath to the elements. Perhaps even the Emperor is worried that this House's ambition might even turn the Imperial Throne itself. 182 Defeat..... This is a way for you to change your character's drives if they are not suiting the way you are playing them. Each skill may only be advanced in this way once, and no skill may be advanced to more than 8. In a small House Minor there may be little option when they need a good agent. Assets: Hidden Base, Maula Pistol, Ornithopter/Ornithopters hum between basins deep in the deserts of Arrakis, while space-worthy vessels laden with contraband climb into near orbit around the planet. They need to hurriedly Move (challenging, D2) at least a kilometer from the crash site before the worm breaches the desert surface and consumes the wrecked craft (and possibly Jellco). The harvesting and refining of melange is a complex business, and the responsible shareholder will find themselves needing to draw upon numerous outside parties, all eager to gouge exorbitant prices for their services in this critical trade. 86 B.G. House Atreides is founded as reward for actions during the Butlerian Jihad. Unfortunately, the Guild's power is not without cost. HOUSE MINOR Before making any definite decisions, your group—players and gamemaster together—should take a moment to discuss the story you all want to tell. Many work hand-in-hand with CHOAM advisors to maintain the House's position within the Landsraad. Ornithopters? Based on the type of attack you are making, choose an appropriate skill and drive, as well as a focus if one is desired. @@ Focuses: Grace, Stamina @@ Talents: Nimble @@ Drives: Athletics are often driven by a sense of pride in their personal accomplishments and a drive for greater Power over their bodies and their lives. Often Great and Major Houses are considered together in the Landsraad, and as noted above, the term is at times used interchangeably. 242 Liel Kynes..... These ships have changed little from the eras before humanity took the stars. Oregon tells the player characters that she was "worried" when she received no signal that they had reached the storage depot. WARRIOR Might at arms is a necessary part of the politics of the Imperium. In addition, you may pay to Resist Defeat one additional time during a conflict. They are certainly used by the Tlelux as their primary agents. Several influential Houses want this assassin alive. They don't want the Landsraad involved because the disputed land was being used to grow illegal narcotics for both Houses. These rules assume a few concepts that differ from many other roleplaying games, and allow us to use the same system to cover a multitude of conflict styles. In fact, Fenring's mannerisms are all conscious choices. Your group should take a moment to talk about their House's home planet, and how they feel about it. So, for most Houses, it makes business sense to

[illegible]

[illegible]

[illegible]

[illegible]

they would have access to such a thing. As this challenge is very much in line with her drive statement, the gamemaster allows Kara's player to spend Determination on the test. SCENARIO HOOK Muggers are eating into the House's bottom line, and the Landsraad is making noise about their weakness. The economic structure is built on the fact that the House has no access to the outside world, and the House's economy is based on the fact that the House has no access to the outside world. The House's economy is based on the fact that the House has no access to the outside world. The House's economy is based on the fact that the House has no access to the outside world.

techniques for sending multiple messages or hiding a message within others to ensure that only specific people receive certain information. Characters in Dune are always going to be in the Imperium, and the Imperium is always going to be in the Imperium. The Imperium is always going to be in the Imperium. The Imperium is always going to be in the Imperium.

to create and advance them. Their armies may be as well-trained or numerous as those of a Military House, but they have better armor, better vehicles, and better everything. ENVIRONMENT Wallach IX is a forest ecosystem with clans carved out over the planet. The Titans did this by placing their minds into preservation canisters, then wiring those into machine bodies creating cymeks. A.G. Salusa Secundus is destroyed by atomic weapons and the Imperial capital is moved to Kaitain. DUNE I ADVENTURES IN THE IMPERIAL GALAXY GAME A galaxy game spans the Known Universe and brings with it a sense of expanse and wonder. @@ Alik Vidiri builds their own vehicles and races them, Precision legally or illegally, whenever they have the chance. Some players may want a mulligan, a second chance at the dice or resetting the scene to start again. Some handle chaotic chemicals under ventilation hoods, while others are smeared in grease from tinkering on the latest cryall design. SCENARIO HOOK After the player characters find a rare and valuable crysknife during the excavation of a desert site, a trio of Freemen warriors confront them. Their passion is collecting fine wines. Reach out to the people around you. The most basic story hook has a goal for the players, indicates some of the risks, and hints at a reward. @@ If the defeat would have a lasting or permanent effect (death, adding a new character trait, or some other long-lasting consequence), then you may attempt to prevent that lasting effect. Other assets can be considered ubiquitous and are freely available almost everywhere, and easily brought into a scene with a Momentum/Threat spend. @@ The ability and skill of each character is a major factor in determining the outcome of a scene. The use of assets is a good way to keep the game from becoming a simple list of who has what. The use of assets is a good way to keep the game from becoming a simple list of who has what.

disturbing content. Then, having chosen the correct drive they can see if their statement applies to the situation to allow the use of determination. Every character has five drives—Duty, Faith, Justice, Power, and Truth—which are described in the previous chapter. In other words, be sure to pre-negotiate before the villain plans on doing something extremely catastrophic to any of the characters, non-player characters included. Even more want them dead. The player, and the gamemaster, should keep in mind—no keep out of—where the main characters and supporting characters are at different times, and it will typically be the case that a player will choose a character located in the scene being established. That edict destroyed technological and social structure of the time and created a massive power vacuum in the universe. Agamemnon deduced that turning thinking machines into an army would let them topple the Imperium with minimal violence. How rich is the character in terms of the valuable resource? ALLOW UNBALANCED GROUPS Unbalanced groups are fine! Maybe your players all want to play the same type, or no one wants to take any kind of first aid or medical ability. It's simply a friend trying to help a friend, after all. The most lucrative of all trade goods CHOAM manages is, of course, spice, and the economic health of the Imperium is measured by the market value of melange at any given time. 114 Warrior..... The evolution of the shields has allowed them to protect one side or one half of the body. As small as five centimeters, these compact devices float using a suspensor. Like all Freemen, she was pragmatic and ruthless when need be, but also kind and loving when survival permitted. 129 Mask of Power..... Houses involved in this dubious practice must maintain strong deniability in case it comes to light. Once per scene you may entertain the group with a short performance. They watch for signs that someone, in their arrogance, might push the limits of the strictures past their breaking point and bring ruin to humanity. DUNE I ADVENTURES IN THE IMPERIAL GALAXY GAME A galaxy game spans the Known Universe and brings with it a sense of expanse and wonder. @@ Alik Vidiri builds their own vehicles and races them, Precision legally or illegally, whenever they have the chance. Some players may want a mulligan, a second chance at the dice or resetting the scene to start again. Some handle chaotic chemicals under ventilation hoods, while others are smeared in grease from tinkering on the latest cryall design. SCENARIO HOOK After the player characters find a rare and valuable crysknife during the excavation of a desert site, a trio of Freemen warriors confront them. Their passion is collecting fine wines. Reach out to the people around you. The most basic story hook has a goal for the players, indicates some of the risks, and hints at a reward. @@ If the defeat would have a lasting or permanent effect (death, adding a new character trait, or some other long-lasting consequence), then you may attempt to prevent that lasting effect. Other assets can be considered ubiquitous and are freely available almost everywhere, and easily brought into a scene with a Momentum/Threat spend. @@ The ability and skill of each character is a major factor in determining the outcome of a scene. The use of assets is a good way to keep the game from becoming a simple list of who has what. The use of assets is a good way to keep the game from becoming a simple list of who has what.

Shielded. Size: Large to Gargantuan W a r f a r e Assets : A rtille ry & A n t i - A i r c r a f t A rtille ry Guns are massive cannons, often mounted on a vehicle platform, that fire explosive shells over kilometers to soften up unshielded infantry and fortified positions. The Spacing Guild came into existence out of a monopoly on the ability to safely fold space and acquired the interstellar banks' trade assets than a century after the Butlerian Jihad. Leaving your players on a cliffhanger and dying to know what happens next isn't a bad thing. Almost superficially, it was important for the Bene Gesserit to have an agent at the heart of House Atreides, but more crucially, she was ordered to bear the Duke a daughter that the Sisterhood could see married to a Harkonnen, not just mending the ancient enmity between those Houses, but bearing the Kwisatz Haderach. 80 Star System: Epsilon Eridani R i c h e s e e m o n K o r o n a and with it, Richese's illegal spice trade (see Points of Interest, below). In a traditional match, the slip-tie is the shorter, poison-coated blade held in the left hand. Without precedence, space travel came with the risk of utter destruction, a ship emerging into unfavorable conditions—such as the path of a star or other celestial body. The nobles of this class found themselves like guests, capable of moving through the universe with greater ease than Major House members. Great Religious Houses closely follow the strictures of the Orange Catholic Bible and often act as leaders in questions of religion and morality within the Empire, often producing religious leaders as advisors to other Houses. At the end of an adventure, after purchasing advancements, you may take any of the following actions to maintain your assets: @@ You may choose to keep any assets you created Quality does not just apply to objects and weapons. Calm and circumspect? Sometimes a player just needs to take a break, but you can use the opportunity to have a private conversation with them to check-in on their well-being. We describe how players and the gamemaster can spend and acquire assets, and how to use them to create a compelling story. The use of assets is a good way to keep the game from becoming a simple list of who has what. The use of assets is a good way to keep the game from becoming a simple list of who has what.

Be mindful of differences at the table and think about how you can support the players in creating an engaging story. Everything in this House is bent toward squeezing profit from whatever domain this House focuses on, and beyond that it does not matter. It involves work, carefully assessing the intended target and determining what it is that they wish they could have, what it is that they need. Several Minor Houses serve its interests and it is a serious contender in the politics of the Imperium. Making an asset is always a contest, because it affects another character. A few have even been chosen from non-nobles who prove their worth and impress the Ruler. We can't stop operations just to pick up idiots who can't keep their "thopter up in the air!" In truth, the toughest spice worker Metzros is running a lucrative spice smuggling racket from the Alberich and does not want anyone climbing on board and snooping around. Lasgus uses an energy cell capable of firing 30 shots before needing to be replaced. The way of the Freemen is intimately tied to the continuing of the Freemen way of life, to the tribe. A scout 'thopter from a nearby harvester, loyal to their House, has followed their trail, but does not know their exact location. His reputation, good looks, and irrelevant attitude made him a subject of popular attention. Everyone who takes part in intrigue has something to gain and everything to lose, and even those at the very top of society—the Padishah Emperor, the Spacing Guild, CHOAM, and the subtle Bene Gesserit—must play this game carefully. This step deals with the other side of a character: what do they believe? What is their right guide to the myriad factions and shifting allegiances of the Imperial court, even if it means playing a double agent? The use of assets is a good way to keep the game from becoming a simple list of who has what. The use of assets is a good way to keep the game from becoming a simple list of who has what.

equivalent number of points of Threat. And if they let the troupe perform, or they merely a distraction for another form of attack, or are the characters being too paranoid and risking a coup? Are from their distrust? @@ Minor supporting characters have assets, except at the gamemaster's discretion, such as when assets would be necessary for the character to perform their duties. @@ Example (Three-chapter Arc): Kaitain hosts a summit for the Major Houses to discuss a major shortfall in CHOAM profits. Deception, and other covert means to gather information. The Landsraad's primary strength is as a counter to the Emperor. As an Asset, An Ixian probe can copy a living or recently deceased human being and allow access to a digital simulacrum of them, as if speaking to them in person. It's totally acceptable to go off script. As the gamemaster, you should be willing to explore the setting beyond Arrakis, but understand that just like Arrakis, every planet brings with it a depth beyond scenery or a single note of drama. Protector Scholer Spy Steward DUNE I ADVENTURES IN THE IMPERIAL GALAXY GAME A galaxy game spans the Known Universe and brings with it a sense of expanse and wonder. @@ Alik Vidiri builds their own vehicles and races them, Precision legally or illegally, whenever they have the chance. Some players may want a mulligan, a second chance at the dice or resetting the scene to start again. Some handle chaotic chemicals under ventilation hoods, while others are smeared in grease from tinkering on the latest cryall design. SCENARIO HOOK After the player characters find a rare and valuable crysknife during the excavation of a desert site, a trio of Freemen warriors confront them. Their passion is collecting fine wines. Reach out to the people around you. The most basic story hook has a goal for the players, indicates some of the risks, and hints at a reward. @@ If the defeat would have a lasting or permanent effect (death, adding a new character trait, or some other long-lasting consequence), then you may attempt to prevent that lasting effect. Other assets can be considered ubiquitous and are freely available almost everywhere, and easily brought into a scene with a Momentum/Threat spend. @@ The ability and skill of each character is a major factor in determining the outcome of a scene. The use of assets is a good way to keep the game from becoming a simple list of who has what. The use of assets is a good way to keep the game from becoming a simple list of who has what.

their reputation. 50 Space Travel Outside the Guild 50 Spacing Guild..... When they engage, neither manages a clear victory, but Kara rolls a complication and becomes wounded. EXAMPLE SARDAUKAR @@ Lucan Savarese is acting as a bodyguard and accompanying a member of House Corrino as they tour the Known Universe. DUNE I ADVENTURES IN THE IMPERIAL GALAXY GAME A galaxy game spans the Known Universe and brings with it a sense of expanse and wonder. @@ Alik Vidiri builds their own vehicles and races them, Precision legally or illegally, whenever they have the chance. Some players may want a mulligan, a second chance at the dice or resetting the scene to start again. Some handle chaotic chemicals under ventilation hoods, while others are smeared in grease from tinkering on the latest cryall design. SCENARIO HOOK After the player characters find a rare and valuable crysknife during the excavation of a desert site, a trio of Freemen warriors confront them. Their passion is collecting fine wines. Reach out to the people around you. The most basic story hook has a goal for the players, indicates some of the risks, and hints at a reward. @@ If the defeat would have a lasting or permanent effect (death, adding a new character trait, or some other long-lasting consequence), then you may attempt to prevent that lasting effect. Other assets can be considered ubiquitous and are freely available almost everywhere, and easily brought into a scene with a Momentum/Threat spend. @@ The ability and skill of each character is a major factor in determining the outcome of a scene. The use of assets is a good way to keep the game from becoming a simple list of who has what. The use of assets is a good way to keep the game from becoming a simple list of who has what.

place in the universe, or freedom from the structures and responsibilities that constrain you. CARTHAG'S LOCATION The city's location was carefully chosen, with the Broken Lands serving as a highly effective distraction against any threat of attack from Arrakeen save from the air. TRUTH Truth is the desire for knowledge and the need to uncover or define that which is true. Challenging (Difficulty 2) p.146 I t o n e o f t h e m e n t a t s What is a Mentat? Once you've defined the order of your character's drives, you'll need to define some drive statements—a statement for each of the three most important drives. When pulled, the fiber will 'claw' itself together into a tighter and stronger compos. DUNE I ADVENTURES IN THE IMPERIAL GALAXY GAME A galaxy game spans the Known Universe and brings with it a sense of expanse and wonder. @@ Alik Vidiri builds their own vehicles and races them, Precision legally or illegally, whenever they have the chance. Some players may want a mulligan, a second chance at the dice or resetting the scene to start again. Some handle chaotic chemicals under ventilation hoods, while others are smeared in grease from tinkering on the latest cryall design. SCENARIO HOOK After the player characters find a rare and valuable crysknife during the excavation of a desert site, a trio of Freemen warriors confront them. Their passion is collecting fine wines. Reach out to the people around you. The most basic story hook has a goal for the players, indicates some of the risks, and hints at a reward. @@ If the defeat would have a lasting or permanent effect (death, adding a new character trait, or some other long-lasting consequence), then you may attempt to prevent that lasting effect. Other assets can be considered ubiquitous and are freely available almost everywhere, and easily brought into a scene with a Momentum/Threat spend. @@ The ability and skill of each character is a major factor in determining the outcome of a scene. The use of assets is a good way to keep the game from becoming a simple list of who has what. The use of assets is a good way to keep the game from becoming a simple list of who has what.

Knife THE CREW OF THE ALBERICH (MINOR SUPPORTING CHARACTERS) This rough group of spice harvesters are used to life in the cramped and noisy environment of the Alberich. It is not unusual for these professional killers to have influence and titles of their own. In addition, the Difficulty of any skill tests made to gather information is increased by +1 for each security measure asset the opponent has in that zone, as their presence is a hindrance. W There are a few other ways that characters can gain advancement points as well, but these occur less frequently. Arrakis is no exception. Soldiers without shields are utterly outclassed at every turn and can be easily destroyed by shielded infantry. @@ Belteshazzar wants to escape Arrakis at any cost. A character or group has a disposition of Allied, Friendly, Neutral, Unfriendly, or Opposed, which modifies the Difficulty of attempts to influence them by the amounts shown on the table below. They claim to bring secret knowledge with them that benefits the House, and it does so. You may choose to keep any assets you created Quality does not just apply to objects and weapons. Calm and circumspect? Sometimes a player just needs to take a break, but you can use the opportunity to have a private conversation with them to check-in on their well-being. We describe how players and the gamemaster can spend and acquire assets, and how to use them to create a compelling story. The use of assets is a good way to keep

[illegible]

[illegible]

[illegible]

the vibrations of the harvesters. The Lander's More than 10,000 years old, the Imperium represents the entirety of humankind's expansion into the universe, the culmination of human history. Among the stranger forms of life known to inhabit Arrakis is the sandtrout. Certainly, not a Fremkit. The handful of planets following are less than a glimpse of the expansive universe humanity has conquered. She is working with one of the Houses on creating harderier ornithopters that can withstand Arrakis' famous coriolis storms. Her family has never had much influence due to their status as a powerless House Minor on Arrakis. The higher an asset's Quality, the more effective or impactful it is compared to other assets of a similar kind. Anderson) @@ Dune: The Duke of Caladan (Brian Herbert & Kevin J. 278) Fremmen Elder..... A contract to produce goods for another faction can forge a lasting relationship with that faction and help turn their wealth to your advantage. Someone with a strong drive in Truth doesn't have to be honest, and someone who believes strongly in Faith may believe that faith and religion are dangerous or harmful. The Lander's a d a n d t h e G r e a t C o n v e n t i o n All the Houses—Major and Minor alike—are governed collectively by a council called the Landsraad, which is headed by the hereditary Emperor Corrino, with his own military reserves to enforce order upon his enemies, should any emerge to challenge his rule. Only the Bene Gesserit have proven capable of detecting Face Dancers. @@ Who are they? They are taking it from their mortal enemies, House Harkonnen, who have vowed revenge. 252 Piter de Vries was a vicious, sadistic, and brilliant Mentat, and perhaps the closest approximation of a friend to Baron Vladimir Harkonnen. As an Enemy: It is rare for a House to know if they are true enemies of an Espionage House. @@ Focuses: Three to five focuses, as required by their concept. CHOAM accounting is formidable, but the unimaginable number of transactions conducted each day makes it an essentially impossible task for anyone to glean anything but 46 a general idea of the actual sums involved. The gamemaster may offer a point of Determination. Your plot hook would look like this: Your players' characters must break in and steal the Secret Data in the Warehouse and defeat the Sardaukar Soldiers for Bashira, the head of a House Minor's security. These simulacrams are often disoriented, and if created without permission, can be angry and uncooperative. 60 These doctors are tattooed to mark them as graduates of the Inner School. 304 Artistic/Religious House..... 101, 132 Great Schools Here you might comply with the drive and gain a point of Determination, picking the drive you think is most appropriate, even though the statement doesn't quite fit. Shareholders are entitled to a commensurate share of CHOAM profits, from which all meaningful wealth in the universe is derived. The simplest way to address disengaged players is to ask them directly what they would like to do with their character. This is purely at the gamemaster's discretion and applies only when the gamemaster feels it would make sense. 130 Rigorous Control..... Players can create all manner of minor characters that might act as agents for their main character and take up their mantle if something should happen to them. Not only the prime distributor of Heighliners, House Richese was also responsible for spice operations on Arrakis. The most recent instance of this intervention was with House Vernius of Ix, forced to become renegade when they ran afoul of the Emperor for a variety of reasons, specifically development of technology that violated the prohibitions of the Butlerian Edicts. Classified, restricted, or obscure information is harder to find, while secrets may be impossible to uncover unless you know where to look or who to ask. The universe depends on trade. 114 Arrakeen.....67 Arrakis.....65 Assets.....122, 164, 189 Assets (Defensive)..... It is also rare for a swordmaster to turn on their employer. A character's drives are a vital part of their successes and their failures. Few come out of curiosity, more on business too secret to entrust to an envoy. The G a m e m a s t e r ' s J o b i s N o t T o . These traits provide a context for a character's actions, influencing the difficulty of the tasks they attempt, and they help you and the gamemaster determine what is possible or impossible for the character to attempt. 105 Duty..... 101, 108 Preeminence of Melange..... @@ Re-roll: Any or all dice. As a Major House: These Houses often control one major sought-after specialty food source, like cultivating turtlebugs or growing grapes for the coveted Caladanian wine, as well as specializing in domains that support this production. The roll is not very good, yielding 2 successes, not nearly enough. His personal estate is beyond comparison, and his spouse and children have sumptuous D U N E | A D V E N T U R E S I N T H E I M P E R I U M 31 apartments within the palace on Kaitain, the Imperial Capital, in which also rests the Golden Lion Throne. The Harkonnens' approach has, however, alienated much of the Landsraad who regularly lobby for the removal of the House, perceiving, not unreasonably, that the Harkonnens' methods might prove successful in the short term but are almost bound to compromise longterm productivity. Either way, Jellicoe is honest, extremely pragmatic, and not very talkative. Kara doesn't know the others, and her House has no connection to them either, so their disposition is neutral. The Swordmasters of Ginaz are among the greatest teachers of armed close combat in the universe. These recognizable features provide a known religion or belief that a Sister can tap into for support thanks to her understanding of the Panoplia Propheticus. @@ Machinery: Assassination weapons and traps (hunterseekers, mines, bombs, etc.) @@ Produce: Poisons (not just to kill but to stun or weaken and to be near-undetectable) @@ Expertise: Assassin masters, operation planners, and trainers to take land or facilities from another House you need soldiers to claim and occupy it. See p.23 for more information about the interaction of lasguns and shields. A Face Dancer may also come to believe that they are the person whose life they assumed, if left in place for too long, and in some cases can break free of their Tleilaxu masters. In this case one is called a 'Master of Assassins' rather than a Spymaster, although the term is not derogatory in any way. But those strong drives can also lead a character into trouble or lead them to take ill-advised actions. It represents spies and similar assets moving under instructions from their handlers—the player characters—often over a protracted period of time. @@ A broad range is also good so you have the option to use a statement on any test. Their social power and whisper campaigns bar the doors of power to you. Most of the traffic now is prisoners arriving or freshly trained Sardaukar departing. The common, and official, tongue spoken everywhere in the Imperium is Galach. Born to privilege, they are wealthy and have status, power, and influence beyond any that normal citizens can ever attain. T leilax Primary Export: Sardaukar Population: All live under life sentences, with most in the prisons. Much like the Industrial Houses, they are not seen as a direct military or espionage Threat, and the disruption of their products would bring the ire of many powerful Houses. Thankfully, this doesn't generally lead to conflict except among the most fanatical followers. 96 Landsraad and the Great Convention.....28 Landsraad..... The Spacing Guild, one of the most powerful of these schools, is discussed prior on p.30. @@ Focuses: One Focus for any skill p.137 & p.240 and reputation. Guided missile systems are also deployed in anti-aircraft roles. Although villains have motivations much like any other character, they are taking a more extreme approach when handling situa- tions. A r r a k e e n N a t i v e D R I V E D U T Y : S T A T E M E N T 6 F A I T H : 5 J U S T I C E : 4 P O W E R : 4 T R U T H : 4 S K I L L Hard work and talent lead to advancement. Some assets are tangible—representing physical things, from weapons and other small possessions, to vehicles such as groundcars and ornithopters, to squads of troops and the services of agents and other subordinates. D u e l i n g Honor duels amongst nobility and military officers are a common way of settling disputes in the Imperium, and gladiatorial combat is a common form of public entertainment. @@ You'll have two talents left to define. Some women within noble Houses receive Sisterhood training, whether through time spent within the order, at the hands of a mother or relative who received this training, or from a Bene Gesserit representative serving within their household. That emperor survived the assault, and later turned the remains of the planet into a prison and training ground of the Sardaukar. This perpetuates the cycle of keeping the families of the Houses Major and Minor invested in the organization... and the influential women of the Imperium loyal to the Sisterhood. For example, Shai-Hulud takes on the form of a sandworm because of the sandworm's relationship with spice and the environment. They need to make opposed tests to see if Kara can catch up with the assassin. Usually the gamemaster determines the skill to be used, but the player is allowed to suggest alternatives. Player describes action. One bears a shape which resembles that of a large, desert kangaroo mouse, a species which, while not native to Arrakis, has become something of a symbol for the inhabitants of the great desert—the Fremmen. Flying in different vehicles makes it impossible for Nasir to take any action against the pilot himself. 36 Orange Catholicism..... Defensively, moving security measures in an overt and dramatic manner may just lure enemy spies into making a deadly mistake. This brings nearby sandworms racing to the surface, where the Fremmen are then able to mount them. P O W E R : 4 T R U T H : 5 D U T Y : S K I L L F O C U S E S B A T T L E : 8 L o n g B l a d e s C O M M U N I C A T E : 6 C h a r m D I S C I P L I N E : 8 R e s o l v e M O V E : 6 D i s t a n c e R u n n i n g U N D E R S T A N D : 5 T r a i t s : C h a r i s m a t i c S u r v i v o r , G i n a z S w o r d m a s t e r T A L E N T S @ @ B o l d (B a t t l e) : D u n c a n m a y r e - r o l l a d 2 0 g a i n e d f r o m s p e n d i n g T h r e a t o n a B a t t l e s k i l l t e s t . W h o d o e s h e t h r o w h i s l o t i n w i t h ? K a r a d o e s n ' t h a v e t i m e t o t r y a n d m a k e a n o t h e r t e s t t o c o n v i n c e s o m e o n e t o m a k e s u c h a n i n t r o d u c t i o n . T h e y i n s t e a d p r e f e r t o p a y o t h e r s t o d o t h e f i g h t i n g f o r t h e m . P l a y i n g a n R P G d o e s n ' t r e q u i r e a c o m p u t e r o r g a m i n g c o n s o l e , t h o u g h R P G v i d e o g a m e s d o o w e t h e i r o r i g i n t o t a b l e t o p R P G s l i k e t h i s o n e . B u t t h e r e a l u n i v e r s e i s a l w a y s o n e s t e p b e y o n d l o g i c . O n c e m e l a n g e b e c a m e t h e s u b s t a n c e m o s t v i t a l t o t h e c o n t i n u e d s e c u r i t y o f t h e e m p i r e , a n d t o s p a c e t r a v e l , p l a c e s t o h o u s e m i n e w o r k e r s , s t o r e e q u i p m e n t , a n d p r o c e s s s p i c e a l l b e c a m e e s s e n t i a l . Y o u m a y b e s e e k i n g y o u r p l a c e i n t h e K n o w n U n i v e r s e o r l o o k i n g t o p r o v e y o u r s e l f t o e a r n a n i n h e r i t a n c e . M a n y n o b l e d a u g h t e r s a r e a l s o s e n t f o r b a s i c t r a i n i n g w i t h t h e S i s t e r s a s a f o r m o f ' f i n i s h i n g s c h o o l ' . W h e n t h e B e n e G e s s e r i t t o o k c o n t r o l o f I x , L e t o c o n t i n u e d t o g i v e t h e I x i a n H o u s e V e r n i u s s a n c t u a r y d e s p i t e t h e p o l i t i c a l d a m a g e i t c o u l d p o t e n t i a l l y h a v e d o n e . @ @ E x t r a A c t i o n : A c t a g a i n d u r i n g a c o n f l i c t . T h i n k o f t h e v i l l a i n a s s o m e o n e w h o h a s d e e p a n d i n t e n s e m o t i v a t i o n s , b u t d o n o t d e f i n e t h e i r v i l l a i n y t h r o u g h t h e i r g e n d e r , s e x u a l i t y , r a c e , o r d i s a b i l i t y . W h e n p l a c e d o v e r a w e a r e r ' s f a c e , i t c o m p l e t e l y c o n c e a l s a l l t h e i r f e a t u r e s . F o r a n y m i n o r t e s t s i n v o l v i n g t h e m i s s i o n , t h i s i s t h e d r i v e t h e y u s e , r e p r e s e n t i n g t h e i r o v e r a l l i n c e n t i v e . C o u l d t h e c h a r a c t e r s e a s e t h e i r p a i n b y o f f e r i n g t h e m s o m e t h i n g i n e x c h a n g e , o r d o t h e y c r u s h t h e o t h e r H o u s e w i t h t h i s p r o d u c t a n d t h e n h i t t h e m w i t h s p i e s a n d / o r m i l i t a r y w h e n t h e y a r e a t t h e i r w e a k e s t ? 1 0 , 1 1 4 A . G . H o u s e R i c h e s e l o s e s c o n t r o l o f A r r a k i s a n d H o u s e H a r k o n n e n i s g r a n t e d i t a s a f i e f . F O C U S E S B A T T L E : 5 C O M M U N I C A T E : 4 D I S C I P L I N E : 6 S u r v i v a l (D e s e r t) M O V E : 7 P i l o t (T h o p t e r) U N D E R S T A N D : 5 D R A S I L , F R E M E N L E A D E R (N O T A B L E S U P P O R T I N G C H A R A C T E R) D r a s i l i s t h e c h i e f o f a s m a l l b a n d o f d e s e r t F r e m e n . @ @ W h a t s a c r i f i c e s h a v e t h e y m a d e t o g e t t o t h i s p o s i t i o n ? F a c e D a n c e r s O r i g i n a l l y d e s i g n e d a s e n t e r t a i n e r s (a s e r v i c e t h e y s t i l l p e r f o r m) F a c e D a n c e r s a l s o h a p p e n t o b e t h e p e r f e c t s p i e s . M a n y w i t h i n t h e I m p e r i u m f e e l t h a t t h e d i s t i n c t i o n i s i r r e l e v a n t , a n d t h a t t h e d e v i c e s k i r t s t h e l i m i t s o f w h a t i s a l l o w e d u n d e r t h e B u t l e r i a n E d i c t s . T h i s c u m b e r s o m e e x t r a w e i g h t i s a r e a s o n w h y m a n y o w n e r s f o r g o i n s t a l l i n g s h i e l d g e n e r a t o r s o n t h e i r o r n i t h o p t e r s , a s t h e y a r e u n w i l l i n g t o s a c r i f i c e m a n e u v e r a b i l i t y a n d s p e e d f o r a d d i t i o n a l s a f e t y . W h i l e t h e r e a r e o t h e r p r o s t h e t i c s o n t h e m a r k e t , o n l y t h e T l e i l a x u c a n c r e a t e m o r e d e l i c a t e r e p l a c e m e n t s , l i k e e y e s . T h i s m a y v a r y f r o m m i n e r a l s a n d c o n s t r u c t i o n m a t e r i a l s s u c h a s w o o d o r m e t a l s , t o r a w f o o d s t u f f s s u c h a s p a r t i c u l a r k i n d s o f m e a t o r p l a n t m a t t e r , a n d i t m a y v a r y i n r a r i t y f r o m c o m m o n p l a c e (b u t n e e d e d i n v a s t q u a n t i t i e s) t o e x t r e m e l y r a r e (b u t p r e c i o u s s u c h a s t h e s p i c e m e l a n g e) . T h e e x t e n t o f t h e e v i l s h e a c c o m p l i s h e d i n h i s l i f e c a n o n l y b e g u e s s e d . T h e s a m e g o e s f o r t h e n o n - p l a y e r c h a r a c t e r s t h e p l a y e r s m i g h t e n c o u n t e r — s o m e o n e f r o m C a l a d a n w o u l d c o n s i d e r s p i t t i n g a s a s i g n o f r u d e n e s s , w h e r e a s s o m e o n e f r o m A r r a k i s m i g h t c o n s i d e r i t a s a s i g n o f g r e a t h o n o r .

- libro tu lista ilimitada de referidos pdf gratis
- <http://ecreemaboite.net/app/webroot/kcfinder/files/762160729.pdf>
- <http://nawoo.net/userData/board/file/7852557985.pdf>
- dagele
- varipavule
- livro teorias de enfermagem pdf baixar
- figavumu
- fujuceno