

# **The LGSA Setting for the Post-Invid Era of the Robotech RPG**

**By: Stanley S. Bundy**

## **Based on concepts from:**

The **Robotech** RPG by Palladium Books - for the RPG system  
Tatsunoko Productions, Ltd. - for the Anime  
Carl Macek & Harmony Gold - for that wonderful chimera, **Robotech**  
James Luceno and the late Brian Daley, for concepts to run with  
The (presumably late) Robert A. Heinlein, Father of Modern Science Fiction, for his really cool ideas on dimensional travel. I prefer to believe Laz & Lor came and picked him up for rejuvenation, leaving a dummy in his place.

## **Playtesters:**

### **Miles P. Yount:**

AKA Scott Freeman, head of the Dimensional Corps, and Daniel Derekson, 3rd in command of the active-forces teams of the Outreach Service (and de-facto Secretary of Defense for the U.S. Government in Delta City, Rifts Earth). Other character that features in this history: Alexander Hamilton Tyler.

### **Danny Richmond:**

AKA Roy Hunter, military commander of the active-forces team of the Outreach Service (and totally reluctant President of the U.S. in Delta City).

### **Brian Michael Gray:**

AKA Abby Freeman, former AI of the Outreach Service (now residing in a genetically engineered body), Serendon (the only elf mystic on record whose three favorite weapons are two wands of wonder and a Glitter Boy Mark IV), Daytripper Freeman (1/2 human, 1/2 Pini elf, granddaughter of Scott, and chaos incarnate), and Aaron & Janice Lynn Belmont (husband & wife, children of Lancer & Sera and Kyle & Minmei respectively, and heads of Delta City's Radio Free America, targeting the Coalition with rock music and old pre-rifts Educational programs). Also plays Dana Sterling in the EDC intervention at Babylon 5.

### **David R. Ingram:**

AKA Miriya Freeman (Corsican Twin of Lisa Freeman Hunter, who caused Lisa and Roy's problems by her elopement with Breetai's son), and Lynn-Karen, Minmei's third daughter, heir to the Lynn dojo, and wielder of a Sword of Atlantis with attitude (after a SLIGHT mishap involving the sword at Azlum).

### **Brian Keller:**

AKA Nyra Freeman (Zen 1/2 Zentraedi N-Level psi), and Ziane Snowweave, wife of Serendon, and super-powered elf.

**Glenn Johnson** and a slew of other part-time players.

# Timeline

## (Or, how the characters got in the shape they're in):

For the events listed 2016-2031, read the currently released sections of my fanfic, The Freeman Chronicles. The events listed up to 2035 (and a few of the events up to 2044) are in the parts of the fanfic still handwritten, awaiting an opportunity to type them in. The timeline contains **MAJOR** spoilers for the fanfic, which I advise be read (at least the 14 parts and 5 side stories currently completed) before the setting is used.

**May 13, 2016:** The **Korra'ti** Incident occurs; an accidental misfold into a parallel universe that ends up on Garuda during that alternate's Sentinels campaign. The infamous Karen Freeman is conceived in transit, and the characters return (also, by "accident") home after a harrowing ride through their own possible future.

**December 2016:** The **Korra'ti** returns home, resulting in the first death of T.R. Edwards (clones of him would appear twice in the next 15 years). Karen Noel Freeman is born on Christmas morning.

**2017:** Karen ages to adulthood in a matter of months, using her powers to escape kidnappers. Along the way, she uses Protoculture chamber facilities to create a young duplicate of herself (to replace the ca. 5-year-old-looking version of herself that she was when she disappeared), as well as an adult version of her best friend, Dana Sterling, to be her adult form's best friend (and educated & matured via transferred memories picked up by Karen's powers). The two eventually join the RDF, and in a strange twist, Marie (the clone of Dana) falls in love with and eventually marries Karen's uncle Scott (the scenes involving Scott trying to keep the Sterlings from finding out Marie's identity are hilarious; I've yet to have a reader NOT crack up laughing reading the Max/Scott scene in the first part of Part Three). After the wedding, only the girls' adult versions, Scott, the Sterlings, Hunter, Hayes, Lang and Jean Grant know the true identities of Karen & Marie.

**2020:** In November, the SDF-3 is launched on its mission to Tyrol. Clones of several former SDF-1 crew members are left in charge of a secret base in the Andes, called Tisiphone after the Greek Fury of Blood Revenge. The Freemans (who are most of the third squadron of Skull Air Wing) go on the SDF-3 mission, leaving the young clone Noel with Dana and Bowie in the care of Rolf Emerson. (Note: this universe utilizes a variant of the novels' "long fold", as it was written somewhat as a counter-point universe to the McKinney work.)

**2025-7:** The Freemans are a vital part of the Sentinels mission, during which Karen reveals her true identity to her parents and the rest of the Sentinels. Her powers, impressive enough on Earth, begin to grow even more powerful after she is re-exposed to the hin on Garuda (her first exposure was as an embryo in the **Korra'ti** Incident).

**2027:** The Freemans return to Tyrol to try to stop the coup attempt of the last Edwards clone, Major Thomas Riley (paralleling the actions of the other universe's Edwards).

Chasing Riley/Edwards to Optera, Karen kills the Regent by kamikaze attack before Breetai has the chance to do his own suicide attack. However, she makes a blind teleport out of her crashing mecha, and is thrown into another dimension. While there, she gives birth to the twins she had conceived with Rem on Haydon IV. She names the children Zor and Musica (the latter, she had

discovered, had been the source for half the DNA used to create the Parino and Marinoni (her mother's maiden name) lines of female Zentraedi, making her mother and Miriya half-sisters, and Dana & Marie her cousins. After encountering persons who had evidence of the **Robotech TV Series** (!!), including a completed **Sentinels** series paralleling the novels (animated in the source world's 1990s), she uses the videos to focus her mind to try to Dim-port back to her universe of origin.

**2028:** Marie S. Freeman clones Lynn-Kyle, to assist in the assault on Optera. This is done on the **Korra'ti**, which had made an emergency escape fold to avoid destruction at the hands of the Masters, who had just arrived over Earth. Karen returns with her children, giving them to Rem and Janice to be the children they would not normally be able to have, on the condition that their parentage not be revealed (they are to claim Karen found them in another dimension, at least until the war with the Invid is over). Karen participates in the assault on Optera, preventing Janice's destruction, and killing Edwards in a psychic duel in the presence of the Hunters, Scott & Marie, all of whom are horrified by the grisly manner in which she did the deed.

**2029:** The **Korra'ti** plots a fold back to Earth, with Scott Freeman in command of Vulcan Attack Group, in the hopes of beating Carpenter & Wolfe's groups back to Earth to reenforce the Earth, this by taking advantages of the instabilities known in its fold drive.

**2030:** Realizing that the Regis was probably on her way to Earth, and that, even if Freeman and the other make it back safely, and the Masters were defeated, Earth would still be in no shape to fend off an Invid assault, the REF command at Tyrol makes a difficult decision. In order to man the fleets of assault vessels under construction, clone soldiers would be needed. However, unlike the Zentraedi, the clones would be of set parentage, welcomed into their parents' homes for the 8 months before departure, and be fully realized as individual human beings as possible in the little time they had. The Hunters themselves provided material for two such clones; a direct clone of their son Roy, and material to produce a daughter. Over 70% of the personnel of Mars Division would be clones, though its member to achieve the most fame, Scott Bernard, was a naturally born human, who (along with his fiancée) was part of the small contingent of children (over 10 years old) brought on the mission.

**2029-2030(Earth):** The Second Robotech War on Earth results in the destruction of both the Masters and the Southern Cross. During the war, first Noel's, then Dana's, powers became active while they served in the 15th ATAC. In the last battle, Noel is critically injured while teleporting Zor Prime from the inside of the Masters' ship that he was using to try to destroy the flowers. Despite the best efforts of her fiancé (a doctor specializing in Zentraedi medicine, assigned specifically to their unit), she nearly dies, being saved only by the **Korra'ti**'s arrival, which allowed Karen to teleport to her sister's aid. Ironically, the **Korra'ti** arrives less than a week too late to stop the departure of Mars Division, which could have been delayed two years for further training and the installation of the Nichols real-time fold drive.

One month after the return of the **Korra'ti**, Wolfe's Venus Division arrives. Bowie Grant and his wives Musica & Allegra lead the Tyroleans back to Tyrol aboard Wolfe's ship, taking Dennis and Nova Satori Brown back with them. Nova eventually adopts a dozen of the clone babies she found on board the ship. Despite the overwhelming evidence brought with them, the majority of major Earth governments reject Emerson, Freeman & Wolfe's plea for unity in the face of an invasion that was certain to come (the governments think it is a Globalist plot).

**March 2031:** The REF forces on Earth are forced underground by the arrival of the Invid. The lack of unity among the various Earth factions, resistance is mixed and uneven, resulting in widespread destruction. By the end of 2033, only ca. 70 million people were left on Earth; a drop of 99% in 22 years. Vulcan division awaits reinforcements, hiding in an African underground base formerly belonging to the Southern Cross.

**Early 2034:** Mars Division arrives in late February, taking major casualties. Contact with Staging Point Kilo is lost one week after planetfall. In April, the Invid are sufficiently calmed down to allow the launch of a patrol to South America in order to discover the fate of Point K and Wolfe's Venus Division. This patrol, two Vindicator shadow fighters piloted by Alex Tyler and his wife, Noel Freeman Tyler, are presumed lost when Karen had a seizure supposedly tied to Noel's death.

Alex and Noel are far from dead; in fact, it was a much stronger version of the same psychic seizure that debilitates Noel, and both mecha are destroyed by Alex's rescue of her by diving below her plane, switching to Guardian, and wrestling it into a semi-controlled crash landing. When she recovers from her seizure, Noel discovers her powers have shut down. They pull their VR-041 Cyclones out of the wreckage, and intercept the resistance group they were tracking - Scott Bernard's band - outside the ruins of Point K. There, they acquire new mecha (an Alpha for her, a nuclear-powered Veritech hover tank for him) and discover that Noel suffers the same symptoms as the refugee Rand and Rook discovered in the ruins.

**Late 2034-Early 2035:** Alex & Noel travel as part of Bernard's team all the way from Point K to Reflex Point. Noel's powers slowly return, stronger than before, and she eventually discovers Marlene's true nature (but keeps it secret, as to not hurt the building relationship between Marlene & Bernard).

**Late Spring 2035:** The Freeman family is reunited for the Battle of Reflex Point. Bernard's group, Alex, Noel, Scott & Marie Freeman, Karen, Dana, Zor Prime and Angelo Dante make it into the hive (the last six, through Karen's powers). Karen reveals the REAL reasons behind the Invid's existence, and convinces the Regis to leave the flowers behind, and accompany her to confront the real source of the matter. Along with the residents of Omphalos (see my fanfic - when I get it typed in), they defeat Haydon and banish him to live a mortal human life on a primitive other-dimensional Earth. The SDF-3 returns to Earth, guided by Karen. After crashing Lancer's concert that was supposed to be the sendoff for the rescue mission, she issues a challenge for her family to come looking for her in the Megaverse, then returns to Omphalos to her one true love's arms.

**2036:** The "Second Generation Humanity" (Homo Sapiens secundus) hypothesis is put forward, and eventually proven as fact. The hypothesis states that many children born on the REF colony & Tyrol missions, as well as many more born on Earth during the Invid occupation and afterward, show many anomalies. These include advanced development at birth, higher-than-normal physical and mental attributes, paranormal abilities of varying levels (but in eight distinct categories), rapid aging as children, and slowed aging upon reaching physical maturity at a rate reciprocal to the initial age rate.

While these differences are barely noticeable in the "Seconds" born to most parents, the genetic descendants of the original (pre-Masters) Musica have (on average) much greater evidence of all the above, at much higher levels than the general population's occurrences of the "Seconds" phenomenon.

**2037:** The LGSA (Local Group Star Alliance; a reference to the local stars around Tyrol, NOT the local group of galaxies) is officially formed, cementing the alliances formed in the Sentinels' battle with the Invid. The charter worlds of the LGSA are Earth, Tyrol, New Zarkopolis, Karbarra, New Praxis, Garuda, Haydon IV (which has had the Awareness dismantled and replaced), Spheris and Peryton.

The LGSA council is made up of representatives, of all of these worlds, plus a seat for a representative of Homo Sapiens secundus. The latter is a concession to the fact that four of the member worlds have ever-growing numbers of these individuals among their children. In fact, ALL of the children born of Tyrolean, Praxian and/or Zentraedi parents since 2030 are of this nature, while 0.1%(and climbing) of all Earth children are in this character. As the most qualified of the "Seconds" all refuse the position (Dana Sterling & Marie Freeman wanted to live private, normal lives [at least for now], and Noel Freeman Tyler was already the representative for Earth), the job is offered to and taken by Aurora Sterling, the ten-year-old daughter of Max and Miriya. Aurora, despite her chronological age, appears to be about 18 years old physically, and is a freshman Pre-Med student at the University of New Monument. Some of her qualifications included the fact that she was half-Terran, half-Zentraedi, received part of her powers from her embryonic exposure to the hin on Garuda, and spent much of her early life on Tyrol and Haydon IV. With all this, she was unlikely to be Terranocentric.

**2038:** Construction begins on the as-yet-unnamed Hyper-Dimensional Fortress (HDF-1), designed for travel between dimensions. Its design philosophy includes the use of the **Korra'ti** as a detachable core vehicle, set into the top of the HDF-1 framework. Other features include two SDF-style main guns, with an independent supplemental power supply (reduces time between shots to 1 per 4 minutes per gun, allowing alternating one-gun shots every 2 minutes), a shadow device capable of rendering the ship invisible to non-optic sensors, and about 40% of ship is to be left empty (to allow quick assimilation of technology acquired in other dimensions). Scott Freeman, as head of the HDF-1 development project, selects Louie Nichols as chief engineer of the project.

**2039:** The Homo Sapiens secundus Rights Act is passed by the LGSA and its member planets. Its main tenets are:

1. Any person exhibiting the powers of the subspecies H. Sapiens secundus accompanied by faster-than-normal physical and emotional development can apply for adult status once physical, psychological, sociological and educational development all reach the equivalent of age 16 or greater.
2. Persons who choose to gain this benefit must serve at least one term in one of the military or paramilitary forces of the LGSA (of choice, if qualifications met and the need exists). Choices include the Dimensional Corps (the crew of the HDF-1), the LGSA (space) navy, the home defense forces of the member worlds, or the Outreach Service. The latter is a new organization, that will be dedicated to searching for the "lost worlds" of the old Tyrolean Empire (mostly, former trading partners of the old Republic before the Masters created the Zentraedi). However, the Outreach Service's actual formation was to be delayed until after the first HDF-1 mission, to let the prospective first batch of Outreach personnel to get some service experience in high-stress situations.

This act causes a major controversy within the LGSA, as it is discovered that the act had been put forth by Cabell for the benefit of Aurora Sterling, and his godson Zor Freeman-Rem. The couple needed this act in order for them to marry. For, despite the two both having earned college degrees, and being fully adult in development, she was just 11 years old, and he only approaching

10. There was also another urgent matter involved; Aurora was pregnant. It was because of the pregnancy that the matter had been rushed, and the second tenet of the act had been included as a "carrot" for the council, to show the willingness of the Seconds to trade off 4+ years of their lives in order to be treated like the adults they were in all ways but in the eyes of the law. Without the act, most Seconds had to weather 2-5 years of being physically mature, but remaining juveniles. Some Seconds were facing up to TEN YEARS of this situation, prior to the Act's passage.

A side-effect of the controversy was that it worked the remaining Earth-government xenophobes into an uproar. They tried to repeal the law, have Aurora impeached, and her child aborted, claiming it was the product of two incestuous minors' relationship. The xenos went too far in their actions, however, allowing EarthGov to impeach THEM instead, as some of their proposals would have required the violation of even minors' limited rights, and some were just plain unconstitutional. The final straw was an attempt to plant evidence to frame the two Seconds on the LGSA council (Aurora and her husband's aunt Noel) for plotting to overthrow the government, in which the culprits were caught, and confessed who ordered them to make the attempt. The end result was the Act stayed in effect, and the most regressive force in Earth politics was removed.

Catherine Renee Freeman was born in September, the first child born of two parents who were both Seconds. She would prove to be more powerful than either of her parents, but nowhere near the power level of her grandmother, Karen.

**2040:** The HDF-1 is completed, and begins conventional (sublight, superluminal & fold) space trials with a skeleton crew. Dimensional theory is further refined. The Dimensional Corps (DimCorps) begins accepting applicants and selecting trainees already in service. Scott chooses many of his extended family to be bridge personnel. Noel and Aurora choose to serve as both bridge crew and diplomatic personnel, taking the Navigator and Assistant Navigator/Assistant Science officer positions. Dana is put in charge of Security and Tactical, and Bowie Grant is the Communications Officer.

**2041-2042 (LGSA calendar):** The HDF-1, named **Dreamweaver** by the crew prior to its entering official service, makes its first semi-planned series of dimensional jumps. They are "semi-"planned, as the coordinates were put into the ship's computer by Karen Freeman (who did so clandestinely, leaving a message to inform her uncle what she'd done), but the actual destinations were unknown by the crew until the actual arrivals took place.

The first jump places them outside a neighboring universe's New Macross City, as Khyron is making his suicidal attack run (from "To the Stars"). Quick action from Dana at the Tactical board (who is the first to recognize the situation) results in a minor mutiny, where she powers up and fires both main guns into Khyron's monitor-class vessel, not taking the time to explain why she was acting (all the while, Aurora, Noel and Louie were following her orders, not acknowledging Scott's demands for an explanation). Khyron's ship is vaporized, saving the SDF-1 and New Macross from destruction.

After assisting the SDF-1 and SDF-2 in recovery and repair operations, they receive "notice" from Karen that they should take the two SDFs with them on their next jump. This jump puts them in the Valivarre system of another universe, as Edwards is beginning his coup attempt on Tyrol. Using the **Dreamweaver's** shadow mecha, the revolt is stopped, aided by the Lisa Hayes aboard the SDF-2, who masquerades as the current universe's Hayes (on audio only) and orders the SDF-3 to

fire on the forces trying to reach the SDF-7 that, in other universes, was used by the Ghost Riders to escape to Optera. The Edwards of this universe is killed not by military forces, but by the Freeman universe's Minmei, who has her youngest daughter teleport her down to Tyrol, where she saves the dimensional equivalents of herself and Kyle.

After the situation normalizes (if such a situation could normalize with dimensional travelers present), the Jonathan Wolfe of this universe is sent with the DimCorps' Scott & Marlene (Ariel) Bernard to try and locate the Regis, and offer an end to hostilities. After the liberation of Spheris and Garuda, the Sentinels and surviving Zentraedi are sent to Optera not to assault the planet, but to blockade it. The **Dreamweaver**, the first universe's two SDFs, and the local SDF-3 fold (using the **Dreamweaver's** fold engines) back to Earth, too late to stop the final battle between the Southern Cross and the Robotech Masters, but persons on the **Dreamweaver** use their foreknowledge of the situation to save Leonard, Emerson and Zor Prime from death, via a very difficult form of teleportation, combined in Emerson's case with use of several Seconds' psionic healing powers to resuscitate and heal him.

Six months later, they are met by both the SDF-3 from the universe that the **Korra'ti** had originally visited in 2016 (on its own first dimensional exploration cruise), as well as Wolfe's SDF-7, carrying the Regis, who had accepted the peace initiative after meeting her dimensional counterpart's daughter and granddaughter (Scott & Marlene's daughter, named Ariel). The Regis strips her husband of his remaining power and troops, and he begins treatments to reverse the effects of the cursed fruit that had begun his de-evolution.

The four universes' representatives, in orbit over Earth, form the core of the DimCorps' dimensional alliance, arranging for cooperative missions and aid. The name for the alliance is taken from the name for the last episode of the animated **Robotech** series discovered by Karen in her first self-powered dimensional jump in 2028-9; "The Symphony of Light". The universes (for purposes of relations) choose code names as follows:

**Core** : The Freeman's universe.

**Tyrra** : The universe visited in the "**Korra'ti** Incident".

**Gloval** : The first universe visited in the 2041 mission.

**Sentinel**: The second universe visited (where the compact is formulated).

Examples of the alliance's work include having two Regis (of **Tyrra** and **Sentinel**) travel to **Gloval's** Optera to cease Invid hostilities there, and a unified force from all four universes' militaries to force **Gloval's** Tyrolean Fleet (en route to Earth) to surrender (with the help of high-powered Second commandoes, who teleported aboard and captured the Masters). It is late 2042 (Core calendar) when the **Dreamweaver** returns home.

**2043**: The second DimCorps mission results in contact with several universes related to **Robotech**, but not Robotech. This vindicates the messages Karen left in her book that she left with Rand (to edit) in 2035. The universes are:

**Macross-A** : The series universe, ca. 2033 (7 years prior to the events of Macross Plus, and 12 years before Macross 7).

**Macross-B** : The "Do You Remember Love?" universe, ca. 2011 (the year after the end of the movie).

**Alus** : The Macross II universe, ca. 2084.

**New Eden** : Megazone 23, following the return to Earth in Part II.

- Zor** : The S.D.C.: SC colony world Glorie. DimCorps arrives in time to prevent the final battle, and forces the two sides to capitulate. The SoL provides emergency food shipments and technical aid to both societies.
- Mospeada** : That series' universe, after the Invid left.

These universes are offered provisional status with the Symphony of Light, but the only ones to fully accept are Macross-B, Alus and New Eden, all of which need major population influx to stabilize the gene pools (the middle one having to deal with the results of 70 years of Zentran/Meltran reproduction, after millennia of genetic damage from cosmic radiation to the giants' DNA).

**2044:** Pure contact missions, using more information provided by Karen (this time, hidden inside a Christmas present she dropped off ala Santa Claus for her granddaughter), succeed in contacting three renowned SF universes. The first is Heinlein's alliance of universes, where Scott and his group sign a mutual-defense pact with the Long family's **Circle of Ouroboros**. Semi-regular trade develops between Tertius and Core.

The second contacted universe is **Roddenberry**, the **Star Trek** universe, between the events of the last season of **TNG** and the **Generations** movie. The Alliance acquires transporter, replicator & holodeck technology for use on the **Dreamweaver**, as well as picking up a few Federation personnel interested in dimensional travel to help maintain their equipment. The only trade between the two is for the dilithium needed to run the new equipment; otherwise, contact is sporadic (though Scott made Picard's day by admitting to Q that, yes, THAT Karen Freeman was his niece; whereupon Karen appeared, bouncing a tennis ball that looked SUSPICIOUSLY like a balled up Q on a racket, then left just as quickly - after Q left in panic...).

The third universe was **Lucas**; the **Star Wars** universe, post-Jedi. Little contact is made, other than an arrangement to have Luke help train the most powerful Seconds in the use of their powers, as well as minor Jedi training.

After leaving Lucas, the DimCorps discovers Karen influenced the history of the entire 20th century on a normal Earth, just to make a normal Robotech universe's history, then Core's own history a television show (recorded history, not actors!). Most of the "stars" of "Robotech II: The Freeman Chronicles" attend a convention in their honor, only to have the truth come out when Karen (in her guise as owner of the show's production company, plus the hotel and convention complex) has to stop a holdup of the convention desk, in which one of Scott's daughters had been taken hostage. When the smoke clears, that normal world (year 1995) has to deal with dimensional travelers in their midst. Scott (representing the Symphony of Light) speaks at the United Nations, offering opportunities for population relief and/or new homelands for displaced groups, identical to the ones they'd be leaving behind. Eventually, the Symphony worlds absorb over two billion immigrants, mostly ethnic and religious minorities seeking to form their own societies.

**2045:** Other anime & manga universes are contacted, and trade treaties are developed with them. These universes are designated as follows:

- Layzner** : SPT Layzner (Intervention prevents most series events).
- 3WA** : The Dirty Pair universe
- Justy** : Cosmo Police Justy (manga version)
- Stingray** : Bubblegum Crisis (multiple intervention) - used various tech gained in Roddenberry (modified to purposefully create transporter duplicates) to save both

Irene Chang and her fiancé, then (over the next few months) beamed the fatally injured 33-S boomers out of the space station to waiting med bays (that used LGSA medical technology to save their lives, and research a cure). After the cure for the boomers was developed aboard the **Dreamweaver** (by which time Sylvie and Anri had also been beam-copied aboard, on the brink of death), DimCorps agents contact Syla Stingray, and aid in taking down Largo. After confronting Vision with her sister, a battle conference is called. The DimCorps takes out Genom permanently (with the Knight Sabers' help), and an expanded Knight Sabers team is formed, to safeguard Earth from further abuses of Boomer tech. Among others, the 33-S boomers, Mackie, Leon, and Vision are trained and armed for this mission, with Vision's (earned and family) money financing the expansion, and Irene's husband and Mackie assisting with the new designs.

Also, another world shaped by Karen (and her daughters) contacts Scott. **Orguss** was a world from that series, with the dimensional tempest removed artificially and things set partially right. Actually, what they had done was:

1. Undid the bomb detonation without Kei & Olsen having to go back;
2. Set all the other worlds back on their proper course;
3. Moved the merged planet into their home dimension of Omphalos, then ejected all the undesirables (the hostile Mu, etc.), leaving only the Chiram, Emaan, the few remaining non-combatant Mu (and the Colonel), and the survivors of the other worlds brought into the mess, now on a stable planet;
4. Spun off the planet into the same star system as New Zarkopolis.

**Orguss** becomes a popular trading partner with Earth, and with the Chiram forced by Karen into reverting to a democracy (the world is closely watched by her children and others) and lots of open, unsettled land, the world is at peace for the first time in two decades.

**2046:** On 1 January, the Outreach Service finally begins operations. With the beginning of Outreach, two new Veritechs come into service, optimized for deep space exploration. These are the VAF-8E Explorer I Alpha and the VBF-2E Explorer II Beta (combined, called the Legios Explorer). See the description in the mecha files. The most important feature of the new designs is that the Explorer II also has a limited-use internal fold drive, capable of folding the entire Legios 100(+/-5) light years before requiring refueling of its independent fuel supply. These Veritechs, while developed for the Outreach Service, also see use by the DimCorps, as it has many of the same needs for scout craft when exploring a new dimension.

The DimCorps gets into a major conflict when it chooses to intervene in a world it contacted, the proceed to hang around in for a couple of years (relative - only 4 months pass at home). The name of the place is Babylon 5.

**2047:** The Outreach Service is rocked by a major scandal, resulting from the indiscretions of several of the highest ranking members (including Ben Hunter, the clone of Roy Hunter created to serve in Mars Division). The persons in question had held an orgy on a patio at a hilltop house, during which the porch supports broke, and the entire orgy party slid down the hill in the porch into a neighbor's pool. The neighbor happened to be an EarthGov senator, and he was having a party at the time, attended by many other government VIPs and diplomats (including the parents of 4 orgy attendees). After the fallout, Roy Hunter is the highest ranking person left in Outreach that is primarily combat trained (all of his superiors in rank in the OS are communications specialists or scientists).

**2048:** All civilian troops are pulled from the **Dreamweaver**, as it prepares to take part in an offensive against one of the more hostile dimension-hopping groups, in retaliation for an act against one of the worlds of the Circle of Ouroboros. Recruits are pulled from all the allied universes, in order to fill the positions vacated by the move. One of the side-effects is that mecha from **Alus**, **Orguss** and **Stingray** enter official service with the DimCorps.

**2049:** The SoL suffers a slight diplomatic incident, when the DimCorps training center on the 4th moon of Fantoma is nearly destroyed (moon and all!) by a training accident involving instructors Kei & Yuri. Luckily, a supply ship from the **Dreamweaver** was in orbit, and managed to beam most of the personnel from the moon's surface. Only three deaths occurred, and they were due to a malfunctioning escape pod crashing during launch. As a result, the training center was relocated to an otherwise uninhabited star system, and the "Dirty Pair" allowed to return to combat duty (where they spearheaded the final assault on the enemy HQ in November).

**2050:** The Outreach Service reaches its largest size; 12 active teams plus three more in training. Roy Hunter and Lynn-Kayla (Minmei's oldest daughter) begin their relationship (a celibate one, you drooling otaku). Kayla becomes the roommate of DimCorps transfer Lisa Marie Freeman (Scott's oldest daughter), just in time for them to discover (to their horror) the debilitating effects of Lisa's connection to her twin sister Mir. The connection, occurring only during sex (on Mir's part, Lisa being a virgin; Lisa was in other universes for the first three years of Mir's promiscuity), causes an intense sexual attraction between Lisa and anyone caught within 3 meters, of any sex; a feeling, thanks to Lisa's psionic powers, that is mutual. Lisa and Kayla become lovers, to handle this situation (which Mir doesn't believe exists - she's never felt any effects from the link - because in terms of heterosexuality, Lisa was still a virgin). Ironically, Roy & Lisa serve together (and he does not know of the extent of the relationship between his fiancée and his copilot), and Roy once cared very much for Lisa. Her DimCorps service prevented a relationship from developing, but the feelings are still there, but buried under his feelings for Kayla. This strange tri-corner relationship would come to a head in 2052, impacting several universes in a most unexpected way.

**2051:** The Outreach Service 5th Expeditionary Mission is launched, sending out four 3-Legios teams into the most likely locations for the nearest of the lost worlds not positively known to have been destroyed.

**2052:** The First Team (Including Roy, Lisa, Zor & Aurora Freeman, and their daughter Cathy) finally discover one of the lost worlds (albeit a devastated one, with no sentient life left), along with a crashed Zentraedi flagship that had a labeled star map with the location of several of the primary lost worlds still resident in its memory (though it would require major reconstruction of data dropouts). After a probe confirms that one of the planets is still inhabited, an observation & contact mission is scheduled for early May.

In terms of the relationship between Roy, Kayla and Lisa, disaster strikes. Twin scheduling changes result in Kayla's unit being switched for another, for a long range patrol; Roy, not knowing of this (the changes being made by the Outreach CO, Colonel Aurora Freeman), goes to the girls' apartment, planning to finally propose to Kayla. Instead, he arrives just in time to be caught by the effects of Lisa's "curse" (in fact, they find out later that Mir actually ELOPED with her lover, Drannin Tul, that night, as Breetai had serious reservations about his son marrying a Micronian - not prejudice; he just didn't want to have to be micronized to visit his grandchildren). After a night of

passion, the two's long buried feelings resurface, along with the realization that their encounter succeeded where all other methods failed; the link was broken. They try to cover up what happened, but Kayla finds out, rushing to Roy and sexually assaulting him (the second assault in less than 24 hours for him). Roy is traumatized by it all, his relationships with the two girls hopelessly snarled, and the two girls' friendship wrecked.

After a month of counseling, there is little progress, except that Roy has returned to near-normal (but still can't choose between the two). Under normal circumstances, he would have proposed to both (polygamy being legal in their society, thanks to 2/1 Female/Male ratio in the survivors of the Invid era, and the very low population numbers). But, since Kayla no longer trusted Lisa, this option was out of reach. The O&C mission plans continue despite this complication.

The 15 teams launch from Earth in order to fold to Tyrol, and a rendezvous with their mission support ship, the micro-flagship **Aztlan**. However, in low orbit, they encounter a dimensional anomaly. The back two teams escape the anomaly; twelve more end up on **Rifts** Earth. The last team, Kayla's, attempts a fold out of the anomaly, and disappears. It ends up in an alternate **Robotech** universe, in the year 2014. To make matters worse for Roy, it is discovered that both girls were pregnant by him at the time of the accident (from the earlier event), though Kayla's pregnancy is not officially confirmed for 7 months (from Roy's perspective, but over three years after Kayla arrived in her new home, by which time she had fallen in love with and married an RDF pilot, and had a child by him as well).

**Beyond:** Eventually, with intermittent supply (using magic from the **Rifts** side), the main part of the Outreach Service sets up home in an underground military installation/government shelter city in Colorado; the same installation mistaken as Denver by Bernard's team in **Robotech**. Now functioning similar to their DimCorps counterparts (though with less firepower), they set up shop as **Macross Industries, Inc.**, selling **Robotech**-based mecha, weapons and vehicles to the free societies of North America (after retooling some underground factories with plans and equipment from home), not to mention a half-dozen Glitter Boys a month. They also recover about 600 female Zentraedi from a crashed ship in Xiticix territory, micronize them, and have trained them in the GBs that they've held for their own defense. Others, natives and D-bees, are also recruited.

As for Kayla and her three companions, they began manipulating the history of their new home. Unable to prevent the tribulations of 2014-5, they instead provide a seed of inspiration to Lieutenants David Kilroy and Daniel McCloud, and aid them in forming a squadron of loose cannon pilots renowned for their skill in Kayla's world, but all of which (including the two lieutenants) had died there by 2019. In fact, back home, the duel between Daniel and his Zentraedi former lover (whom he thought dead) had resulted in the deaths of both, she in his arms; a story that proved to be a major rallying point for peace activists on Earth, since Daniel was Anatole Leonard's godson!

David, Daniel, Kayla (as Rebecca Lynn) and six others became Nazgul Squadron - the most feared squadron on Earth, by both friends and foes alike. Kayla/Rebecca eventually married David, Daniel was reunited with his lost love, and together they faced a threat to Earth worse than even Khyron - a mad Zentraedi bent on destroying humanity by crashing the Factory Satellite onto Earth, combined with nuclear weapons (including a device designed for deflecting asteroids, rated at 1 gigaton)! Further adventures took them to Tyrol, where they encounter not only the Invid, but hostile forces identical to the Marduk and Varuta forces encountered by DimCorps in the two Macross universes!!! Only time will tell what will become of this.

## Generating LGSA Characters, from the Embryo Up... Pregnancies, Attributes, Hair Color and Eye Color

Use my general version of the tables for conception, Hair & Eye color on my main page, **Tables A-C**. Starting with **Table D**, use the tables below.

### Rolling Character Stats (Normal & LGSA "Seconds")

Statistic	Base Rolls			Praxian	Modifiers for Racial Heritage					
	Normal	"Second"	"M-Type"		Mother	1/2 Zentraedi		Full Zentraedi - Father is:		
					Z. Mom	Z. Dad	Soldier	Officer	Command	
I.Q.	3D6	3D6+4	2D6+12	-1D4	+1D4			-1D4	+1D4	+1D6
M.E.	3D6	3D6+4	3D6+6	-1D6				-1D6	-1D4	
M.A.	3D6	3D6+4	4D6+6	-1D4				-1D6	-1D4	
P.S.	3D6	3D6	3D6	+1D6			+1D4	+1D4	+1D6	+2D4
P.P.	3D6	3D6+4	2D6+12	+1D4	+1D4				+1D4	+1D6
P.E.	3D6	3D6	3D6	+1D6			+1D4	+1D4	+2D4	+1D6+4
P.B.	3D6	3D6+4	3D6+6	+1D6						
Speed	3D6	3D6	3D6	+1D4						
Perception	3D6	3D6	3D6+4	+1D4					+1D4	+1D6

#### NOTES:

**Normals** are typical humans, as well as Tyroleans (who get +1D4 to P.B.)

**Typical "Seconds"** are those with no "M-Type" blood.

**"M-Type Seconds"** are the genetic descendants of the original Musica. These include all children of the Musica clones, and the descendants of the Parino and Marinoni Zentraedi clone-lines. Persons born after (LGSA year 2020 with ANY amount of this ancestry are always "M-Types". This includes all descendants of Max & Miriya Sterling, Scott & Marie Freeman, Shannon & Kayra Freeman, Dar & Nyra Korra'ti, Bowie Grant and his Musica & Allegra, and Jack & Octavia Carlson. There may be other "M-Type" Zentraedi descendants as well, but unrecognized.

**1/2 Praxians:** these bonuses & penalties are cumulative with those for a Zentraedi father, if applicable.

**1/2 Zentraedi:** This category includes persons with 26% to 60% Zentraedi ancestry. Use the "parent" Column for closest Zentraedi ancestor. If the character's parents are both 1/2 Zentraedi, and the child has a Zentraedi grandfather on one side, and a Zentraedi grandmother on the other, use both columns bonuses.

**Full Zentraedi:** Includes persons with 70% or more Zentraedi ancestry. If the father is not a full Zentraedi, use the column for the best type of male Zentraedi ancestor possessed by either parent. If no male Zentraedi blood possessed (father descended from female Zentraedi and humans, and mother is a cloned Zentraedi), treat as an "Officer".

## Psionics for "Seconds"

Psionics Type	Parental Bonus*	Rifts Class	Psionics Roll (d%)		Base ISP	Per Level
			Standard	M-Types		
Minor	None	Minor	01 - 75	01 - 25	ME + 2D6 <sup>^</sup>	1D6
Major	None	Major	76 - 90	26 - 75	2 x Base	2D6
Special (1)	+1%	Master	91 - 93	76 - 81	2 x Base	4D6
Special (2)	+1%	Master	94 - 95	82 - 87	3 x Base	6D6
Special (3)	+2%	Master	96	88 - 91	4 x Base	1D4x10
Special (4)	+3%	Master	97	92 - 93	5 x Base	1D6x10
N-Level	+4%	Master	98 - 99	94 - 97	6 x Base	1D6x10
K-Level	+5%	Master	100 & over	98 - 109	10 x Base	2D4x10
T-Level	+20%	Godling		110 & over	20 x Base	2D6x10

\* Bonus to a child's roll for a parent having this type. The bonuses for both parents apply.

<sup>^</sup> M.E. + 2D6 is the Base for minor psionics, and (M.E. + 2D6) times the listed multiplier is the base for more powerful types.

**Psionics Levels:** (Described in next section)

**Major/Minor:** roughly equivalent to the Rifts psionic labels, especially for saves, but each is a specific grouping of powers (see psionics tables after the hair & eye tables).

**Special(x):** Rarer types, seem to be roughly equivalent to the powers possessed by some of the Sentinels, plus the powers listed for Major. Type 1 simulates Male Garudan powers; Type 2, Female Garudan powers. Type 3 includes all Garudan psionics (male & female). Type 4 is the psionic equivalent to the magical powers of the Perytonians, and have some powers no other type has.

**N-Level:** A misnomer, as Noel Freeman (the person this category is named for) is actually a K-level psionic. This is a result of the categories being based on 2031 power levels, not 2035-onward levels. N-levels have more powers at birth than most **Rifts** Mind Melters will ever have in their lifetime. Noticeably lacking, however, are the powers dealing with the supernatural and the most powerful offensive powers. However, other powers compensate for this.

**K-level:** The highest mortal power level, it is the power level of Karen Freeman before the Invid's arrival. It has most of the offensive powers that N-level lacks, but is still relatively weak in the supernatural area.

**T-Level:** Named for Karen Freeman's second daughter, Tinya, who was born on Omphalos and stands to inherit Karen's position there as a quasi-deity. This has all the special powers of K-Level, **ALL Rifts, Nightbane and Palladium RPG** Psionic Powers, and is an innate spellcaster (PPE=PEx10, +2D6x10/level). However, the T-Level starts out with no spells (must learn by Mind Bond/Insert Memory combination or by purchasing spells). T-Level is only possible by actually being a child of Karen (or one of her descendants) born on Omphalos, the child of two K-levels (one or both must be M-Type) and rolling "00" for psionics, or by an "M-Type" rolling "Special" on Table B, then rolling high enough (with combined parental and "Special" bonuses) on this table. The latter two have yet to be done, though one T-level has been born from the mating of a K-level male with a female from a highly psionic alien race. On Omphalos itself, a T-Level has complete control of their surroundings, similar to "Q" on "Star Trek - The Next Generation".

## Aging Rates for "Seconds"

This Table has the following modifiers:

+20% if "M-Type"(cumulative with the psi-bonuses);

+10% if a K-Level Psionic;

+5% if an N-Level Psionic.

T-Level Psionics can age at whatever rate they wish, usually to a physical age of 5-10 years within weeks, then normally through puberty. Aging completely stops when developed into the early to mid twenties.

Roll(d%)	Age Rate as Child	For How Long	Age Rate after Phys. Age 25
01 - 25	As Normal Human	25 years	3/4 of normal
26 - 60	4/3 times Normal	2D4+2 years	3/4 of normal
61 - 90	3/2 times Normal	1D4+4 years	2/3 of normal
91 - 104	2 times Normal	2D4 years	1/2 of normal
105 - 115	5/2 times Normal	1D6+1 years	2/5 of normal
116 - 120	3 times Normal	1D4+1 years	1/3 of normal
121+	12 times Normal	1D6+6 months	1/12 of normal

## Pregnancy Length and Child Development(Normals and "Seconds")

**Normal Children** - Typical Pregnancy Length: 34+1D6 weeks

Pregnancy Begins Showing: 13+1D6 weeks

Typical Birth Weight: 2D4+3 lbs. Subtract 1 lb. per baby for each baby in a multiple birth (twins = -2 lbs. each, triplets = -3 lbs. each, etc.).

Minimum weight for game purposes is 1 lb. each.

Puberty: Girls begin at 10+1D4, lasting for 1D4+2 years.

Boys begin at 11+1D4, lasting for 1D4+3 years.

**"Seconds"** - Typical Length: 24+4D4 weeks, minus the following modifiers:

-1D4 weeks if a Major Psionic;

-2D4 weeks if a Special Psionic;

-3D4 weeks if an N-Level Psionic;

-4D4 weeks if a K-Level Psionic;

T-Level Psionics always take the maximum 40 weeks.

Pregnancy Begins Showing: at 4+2D4 weeks

Physical Development at Birth: as a normal baby at 1D6 months, plus:

add 1D6 months if a Special Psionic;

add 2D4 months if an N-Level Psionic;

add 2D6 months if a K-Level or T-level Psionic.

Birth Weight: 2D4+3 lbs., +1 lb. for each month of physical development.

Puberty: All (both boys and girls) enter puberty at physical age 7+1D4, and puberty ends at physical age 12+1D4. However, Menarche for females (the beginning of the menstrual cycle) does not occur until

**Chronological Age** 7+1D4, regardless of external (physical) appearance).

Premature Births: Occur only as a result of an interrupted pregnancy (due to an accident, etc.), or in cases of rolling very high on Table C. Note that a pregnant woman cannot use a Protoculture Chamber; but, after the children are delivered, the LGSA medical version can be used to bring premature children up to physical development equal to 1 month, which averts and/or corrects any possible side-effects.

## The Psionics & Other Common Attributes of Homo Sapiens secundus

One thing that stands out about the secundi is their unity of purpose. While each has their own distinct personality, one never finds the malcontents common in normal humans. Except for the occasional (1%) Aberrant alignment, all Seconds are of Good (70%) or Selfish (29%) alignments, and even the non-Good aligned ones have Good tendencies that surface regularly. Possibly tying into this is the fact that when a Second dies, all Seconds within 10 miles feel it. If an M-type Second dies, then ALL OTHER M-TYPES IN THE SAME UNIVERSE feel it! This causes a -1 penalty to all combat numbers (including initiative and attacks per round) for 1D4 rounds. Additional deaths extend the duration, but do not increase the penalties.

Another common thread is the presence of "innate" skills. Even without any training, all Seconds have Math-Basic, ALL their mother's language skills (even foreign languages learned as adults), and potential for even more skills. All these skills are at the normal base skill level *minus* 20% (no penalty for mother's native tongue). In addition, the characters start with a number of other skills inherited from their parents, chosen by the player during creation. The limits to this are:

1. No more than 30% can be put in any one skill, and cannot be within 10% of parent's skill;
2. Skills requiring college or military education cost double; skills that give physical bonuses do not get the bonuses unless regularly practiced up to the point where play begins, and cost 5 points per 10% of sub-skills and/or +1 modifiers.
3. Basic Combat is the maximum that can be taken in mecha combat, and costs 40 points per specific mecha type (example: individual Veritechs, not all Veritechs);
4. Other than language skills (which advance if used), these skills NEVER ADVANCE unless taken with the character's skills later on, in which case the O.C.C. mandated amount replaces the inherited skill level;
5. Skills must be from the mother or father; the latter only if he is present for most of the pregnancy (i.e. sleeping in same bed);
6. Lastly, I.Q. bonuses begin to apply once the skills are used at least ONCE in a REAL usage (not a setup) as a PC.

The points to spend are as follows:

Minor: I.Q.+M.E.

Major: (I.Q.+M.E.) x 2

Special(all): (I.Q.+M.E.) x 4

N-Level: (I.Q.+M.E.) x 8

K-Level: (I.Q.+M.E.) x 16

T-Level: (I.Q.+M.E.) x 32

One of the more bizarre elements of the genetic makeup of the Seconds is something that has been called (somewhat erroneously) "active antibodies". Something buried in the genome of the Seconds acts as a "debugger" of the embryonic child while it is in the womb, eliminating dangerous recessive genes, if inherited from a non-Second parent. Furthermore, if the mother is a normal human (including Zentraedi, Praxians and Tyroleans), this factor begins reinforcing the mother to be able to handle the much-larger-than-normal child, and in the process the mother's own reproductive system is altered as such to where all further children that woman has, even with normal humans, will be Seconds as well. The embryonic fluid containing this factor can be used as a gene therapy injected into the amniotic fluid of another embryo with a genetic disorder, and the that factor will correct the other child's genetic structure (even deleting a triple chromosome, or duplicating one if a monosome disorder), and have a 4D6% chance of turning the child into a Second (with the resulting changes to the mother as well).

The effect doesn't end with birth, either. Each month that an adult or teen spends in regular contact (within same room for 6+ hours a day, 5 days a week) with a Second has a 1% chance of altering the adult to where their children conceived after that point will be Seconds (roll is not cumulative, but roll for each Second that qualifies). This was discovered when teachers who had never shown signs of being potential parents of Seconds, but had them as students, started having their own "Second" children. Closer contact (say a normal father, normal teen or older sibling in a home environment) changes it to a 5% chance per month in the first two years of life, 3% afterward. But, the biggest effect is on other pre-teen children - 5% per Second in classroom-level contact (cumulative), per 3 months. So, if a class has 4 Seconds in it, there is a 20% chance per 3 months (effectively, 3 rolls a year) that they will be changed to where, when they become old enough to have their own children, their children will be Seconds. Nearly every high-school in the three biggest military base civilian dependant areas on Earth since 2050 have, by graduation, been 100% altered to where all the class will have Seconds for children, even if the class was 90% normals. On Tyrol and New Zarkopolis, in 2050, there hasn't been a non-Second born in almost a decade!

Another attribute that deserves note is the sensuality/sexuality of the secundi. Earth was left with a post-Invid population that was over 60% female, with many of the remaining males near the ends of the age brackets, and too few of marrying age. As a result, there were pretty meager pickings for the women of Earth, and polygyny (multiple wives only, as opposed full polygamy) became commonplace. On top of this, the female secundi tend towards bisexuality (but more heterosexual in terms of desired partners).

Other idiosyncrasies include the females' preferences for (deep) kissing greetings (including relatives of both sexes!), and a common disregard for blood relationships in terms of sexual relationships. In other words, they rarely consider the genetic implications, let alone the legal ones, in terms of incestuous relationships. Since a side effect of the secundi's creation is that they have no dangerous recessive or dominant genes, this is more of a moral problem as opposed to a genetic one. For some reason, the concept of Oedipal (mother/son) contact is universally abhorrent to them, but just about anything else has been known to occur, generally (though not always) as recreational sex only (and the younger partner generally being the instigator), with the persons tending to look outside the family for permanent relationships.

Note that relationships between persons closer than 2nd cousins (or the equivalent) are still illegal by Earth law; and, even among the families, most relationships between relatives closer than cousins are EXTREMELY frowned upon, giving rise to the use of Lazarus Long's 11th Commandment: "Thou shalt not get caught.". Combined with the next feature, this has caused major flaps within their society.,

The last feature existed within the secundi even before the race with the closest parallel was represented in the family. The term for it is taken from the Pini elves' parallel: "Recognition". Recognition between two secundi does NOT result in an immediate need to reproduce, as it does with the elven analogue. It does, however, bind two souls in that they know that they are meant for each other; true love at first sight, magnified a thousand times. While they may eventually include others in a multiple marriage, the recognized wife is still the predominant one. Notable cases of Recognition include Zor & Aurora Sterling Freeman (barely legal) and Steve & Beth Freeman (VERY illegal; they are first cousins on fathers' side, third cousins on mothers' side). With rare exception (such as Zor & Aurora's second daughter Amanda), a child born of such a union has a psionics potential is at least as high as the parents'. Recognition may occur as early as the first contact between the two (Zor & Aurora fell in love when their physical development was equal to pre-schoolers), but may not occur until both are physically mature.

### The Psionic Rankings:

The first two categories fall into the general category equivalent of the **Rifts** levels of the same names, but with no skill penalties. They have base psionic saves of 12. Also, the higher level psi actually have **HIGHER** P.P.E. ratings, not lower!

#### Psionics: Minor

**P.P.E.:** 2D6.

**ISP:** M.E.+2D6 + 1D6/Level.

Bio-Regeneration (self)  
Speed Reading  
Meditation##

Empathy  
Telepathy  
Gestalt Circle##

Sixth Sense  
Total Recall

#### Psionics: Major

**P.P.E.:** 4D6.

**ISP:** (M.E.+2D6)x2 + 2D6/Level.

Alter Aura  
Empathy  
Speed Reading  
Meditation##

Bio-Regeneration (self)  
Healing Touch (others)  
Telepathy (Extended) \*  
Gestalt Circle##

Clairvoyance  
Sixth Sense  
Total Recall

**All remaining, higher level psionics are considered Master Psionics -**

#### Psionics: Special(1)

**P.P.E.:** 6D6.

**ISP:** (M.E.+2D6)x2 + 4D6/Level.

Includes all Major powers, plus...

Mind Block  
Dreamdance (minor) ##

Presence Sense  
Mask ISP & Psionics

Divination##

**Psionics: Special(2)****P.P.E.:** 6D6.**ISP:** (M.E.+2D6)x3 + 6D6/Level.

Includes all Major powers, plus...

Empathic Transmission	Hypnotic Suggestion	Mind Bolt
See the Invisible	Block Breaker##	Suppress Fear

**Psionics: Special(3)****P.P.E.** 1D4x10.**ISP:** (M.E.+2D6)x4 + 1D4x10/Level.

Includes all Major Powers, plus...

Mind Block	Presence Sense	Divination##
Dreamdance (Superior)##	Empathic Transmission	Hypnotic Suggestion
Mind Bolt	See the Invisible	Block Breaker##
Suppress Fear	Advanced Sixth Sense#	ISP Drain**
Remote Viewing	Mask ISP & Psionics	

**Psionics: Special(4)****P.P.E.** 1D6x10+20.**ISP:** (M.E.+2D6)x5 + 1D6x10/Level.

Includes all Major Powers, plus...

Psychic Body Field	Call Lightning	Electrokinesis
Globe of Daylight	Induce Sleep	Levitation
Mind Bolt	Nightvision	Advanced Sixth Sense#
Telekinetic Force Field	Psionic Invisibility	Bleed Aura**
ISP Drain**	Telekinesis	Telekinetic Leap
Sense Dimensional Anomaly	Telekinetic Lift	Telekinetic Punch
Telekinetic Acceleration Attack		Telekinetic Push

Also, if exposed to and trained in Spell Magic, The Special(4) type psychic can learn spells and cast them (no spells gained automatically; all must be learned through teaching, scrolls, etc.) Only after beginning spell use, will the gain 2D4 P.P.E. per level advanced.

**Notes (abridged):**\* **Palladium RPG** psionic powers.

\*\* Mind Bleeder Powers

# Natural Version of Psynetic implant psychic power from **Rifts SB Three: Mindwerks**.## Powers from **Nightbane**.

**Psionics: Noel-Level**

**P.P.E.:** 2D4x10.

**ISP:** (M.E.+2D6)X5 + 1D6X10/Level.

**Note:** Length of Trance (if applicable) are 1/4 the listed time, rounded down, as is onset time. If listed time is random(such as 1D4 melees), time is always the minimum time allowed(no roll). Durations are normal.

### **Psionic Abilities(By Category):**

#### **Healing:**

Bio-Regeneration  
Deaden Pain  
Detect Psionics  
Suppress Fear

Healing Touch  
Increased Healing  
Induce Sleep

Psychic Diagnosis  
Psychic Purification  
Resist Fatigue

#### **Physical:**

Alter Aura  
Impervious to Poison  
Summon Inner Strength  
Telekinetic Leap  
Telekinetic Acceleration Attack

Impervious to Fire  
Resist Thirst  
Impervious to Cold  
Telekinetic Lift

Resist Hunger  
Nightvision  
Telekinesis  
Telekinetic Punch  
Telekinetic Push

#### **Sensitive:**

Clairvoyance  
Empathy  
Object Read  
Divination##

Presence Sense  
See Aura  
Sense Evil  
Total Recall

Advanced Sixth Sense#  
Speed Reading  
Meditation##  
Mask ISP & Psionics

#### **Super:**

Bio-Regeneration(Super)  
Electrokinesis  
Gestalt Circle##  
Empathic Transmission  
Mind Bond

Hypnotic Suggestion  
Mind Block Auto-Defense  
Psychic Mirage##  
Telekinesis(Super)  
Psychic Body Field

P.P.E. Shield  
Pyrokinesis  
Mind Bolt  
Group Mind Block  
Telekinetic Force Field

#### **Special:**

Telepathy(Super)  
Memory Bank  
Brain Scan\*\*

Teleportation/Fold  
ISP Drain\*\*  
Neuro Touch\*\*

Fly(as the Eagle)  
Bleed Aura\*\*

Gains Radiate Horror Factor, and Psyscape psychic abilities #1 & 4 at sixth level, Abilities #2 & 5 at tenth level

**Psionics: Karen-Level**      **P.P.E.** 3D6x10.      **ISP:** (M.E.+2D6)x10 +2d4x10/Level.

**Note:** Length of Trance (if applicable) are 1/8 the listed time, rounded down, as is onset time. If listed time is random (such as 1D4 melees), time is always 1/2 of the minimum time allowed (no roll). Durations are normal.

**Psionic Abilities(By Category):**

**Healing:** All those listed for N-Level, plus Psychic Surgery

**Physical:** All those listed for N-Level

**Sensitive:** All those listed for N-Level, plus...

See the Invisible	Dreamdance(Minor)	Mask P.P.E.
Intuitive Combat	Sense Dimensional Anomaly	Remote Viewing

**Super:** All those listed for N-Level, plus...

Bio-Manipulation	Mentally Possess Others	Psi-Shield
Psi-Sword	Mind Wipe	Hypnotic Suggestion*
Block Breaker##	Radiate Horror Factor	Telemechanic Paralysis
Telemechanic Possession	Telemechanic Mental Operation	

**Special:** All those listed for N-Level, plus...

Dimension Phase	Insert Memory*	Mental Block**
Mental Block Removal**	Neural Strike**	Amplified Telemechanics#

Gains Psyscape psychic abilities #1, 4 & 6 at fourth level, abilities #2 & 5 at eighth level, and ability #3 at fifteenth level.

\* **Palladium RPG** psionic powers.

\*\* Mind Bleeder Powers from **Rifts World Book 4: Africa**.

# Natural Version of Psynetic implant psychic power from **Rifts Sourcebook Three: Mindwerks**.

**Psionics: T-Level.**      **P.P.E.** Equal to P.E. times TEN, +2D6x10 per level.

**I.S.P.:** Equal to (M.E.+2d6) times TWENTY, +2D6x10 per level.

Named for Karen Freeman's second daughter, Tinya, who was born on Omphalos and stands to inherit Karen's position there as a quasi-deity. This has all the special powers of K-Level, **ALL Rifts** and **Palladium RPG** Psionic Powers, and is an innate spellcaster. However, the T-Level starts out with no spells (must learn by Mind Bond/Insert Memory combination or by purchasing spells). See the creation table for the miracles needed to roll T-Level powers.

## **Explanation and notes on Variant Psionic Abilities:**

**The Mindnet** - This is a no-cost Telepathy that links all of those descended from the Freemans (Scott, Shannon and Janet) and/or Musica (the Musica clones, Miriya, any of the Marinoni clones, etc.). Janet's children, and members of the Lynn family without M-type blood can receive on this frequency, but not send. There is no maximum range for this communication, but it cannot cross dimensions. Messages are private, unless someone purposefully cuts in or the message is sent broad-range (all possible listeners within universe pick it up; usually considered bad form, unless a small group on a dimension mission, or a cry for help). The death of anyone (including any of the Lynn children) linked to the net will be felt by all. A purposefully set Mind Block (single or Group) will stop these communications (except as noted for Auto-Defense), but deaths will always be felt.

**Fly as the Eagle** - Also gives an autododge (P.P. bonuses only) when flying when unarmored or in body armor (such as CVR-3 or SC styles). When already flying in a Battloid-mode Cyclone, either speed and maximum altitude are at 150%, with a +2 to autododge, or the power can take some of the strain off of the Cyclone's power supply (no additional bonuses from power, but power cell drain is as normal, instead of triple). ISP Cost is twice the magical PPE cost, and duration is as the spell.

**Pyrokinesis** - This ability has many results not listed in Rifts, and the notes here should apply to the Burster and Mind Melters with this power as well. Ammunition and explosives are handled as follows: S.D.C. ammo clips (including energy weapons with only S.D.C. settings) automatically explode, doing minimum aimed shot damage for the rounds left in the magazine to the person holding the weapon. If used on loose ammo (such as a case of 5.56N some gung-ho type carries around in his jeep for his M-16), figure up how many magazines worth are present in the explosion. A US Army case of 5.56N holds 840 rounds, which would be 42 magazines. Roll 1 attack for each magazine equivalent, with 5 of these going off each attack sequence until the ammo is expended or the ammo somehow cooled, using the psychic's number of HTH attacks as the number of sequences per round (using the psychic's initiative roll from that round until all shots are expended). If a 15 or higher is rolled, that means that someone was hit by a short burst (as Modern WP, and a 20 is still a critical. Determine targets randomly, but give those lying prone or under partial cover  $\frac{1}{2}$  damage from attacks (it's assumed that some of the bullets that would have hit an open target missed), and those standing with some sort of shield (such as SC or riot armor) can roll to parry (sort of) after the first sequence of shots, to put the shield between them and their source. What this does is give a measure of how well the shield has been used as cover. As long as neither the shield nor its holder moves (i.e. the character is pinned down), the person is treated as having cover for all shots lower than the parry roll (as above). Dodges or rolls are not possible, as dodges require being able to anticipate the shot path, and gun shots cannot be rolled with. For those in M.D.C. body armor, check before the attack rolls to see if they have their helmet off or their face plate up. If their helmet is off, a 19 or 20 hits their head; if just their face plate is up or off, only a 20 hits (a critical). See **The Compendium of Contemporary Weapons** for the effect of head hits.

Mega-Damage clips, both explosive projectile and energy, do minimum aimed shot damage (as S.D.C. clips), but with a 10 foot (3m) blast radius; people within the radius (other than the wielder) can roll for ½ damage. A box of explosive ammo won't go helter-skelter if you blow it up, as does loose S.D.C. ammo; however, what it does do may be worse. Using a case of explosive 9mmP (such as used by the Robotech Badger & Weasel weapons) as an example, it is treated as follows. My handy **Small Arms Guide for Twilight: 2000** tells me that a case of standard 9mmP holds 1500 rounds. Considering the rounds in our example are highly dangerous explosive rounds, the box would probably be padded and fireproofed, dropping its capacity down to 500 rounds. For every 100 Mega-Damage **DICE** of explosive bullets(round to nearest 100), the blast radius extends for ten feet. The object the ammo is sitting on (for instance, a Beta) and everything within 1/5 of the blast radius takes minimum aimed shot damage from the ammo; everything from there out to ½ the radius takes ½ this (roll for 1/4). Everything out from 1/2 to 4/5 of the radius takes 1/4 (roll for 1/8), and anything from the 4/5 point to the edge takes 1/10, and can roll for no damage - after all, they might roll out of the blast radius.

In this example, there are eight men working on a Beta, three of them inside; three Cyclone Rider deserters standing guard at a distance of twenty feet; eight marauders lounging around at 35 feet, six of them with MDC armor; at 45 feet, six men with no armor and three who do. When the ammo blows up, the Beta takes 500 MD and is a smoldering ruin; everyone within 10 feet of the ammo is dead, except for the persons in the bomb bay and pilots compartment (who may have been deafened by the explosion; they most likely shit their pants as well). Out of three persons in Cyclones in the second zone, one is crying over his totalled Battler and destroyed armor, severely injured from the blast, the second made his roll, taking 125 MD to his Saber and thoroughly pissing him off, and the poor girl in the 38-Lite failed her roll and her next of kin couldn't recognize her now. In the third zone, none of the people survived; and in the last, only those in armor and those unarmored who made their Roll attempts survived. This amounts to three survivors in the ruined Beta, two Cycloners (one with a destroyed Cyclone), three marauders in body armor and 2 without. Dead are - the five working on the Beta exterior, the 38-Lite Cycloner, and a dozen marauders, most with MDC armor. Like I said, not a pretty sight.

More impressive, but more contained, are the results of use on mecha missile pods, ammo magazines or gun pods. In the first case, roll normal damage for all of the missiles remaining in the pod. For the others, roll damage for the total number of short bursts remaining in the magazine(or individual shots, if the weapon doesn't use bursts). Then, apply the damage to the weapon or missile pod area. If the total damage is more than twice the M.D.C. of the area, the next available area takes the damage. If the damage to the second area amounts to more than 50% of its normal M.D.C., roll a critical as well (but ignore additional MD figures). This is actually more the effects of a lot of exploding propellant, instead of the warheads (which could be solid projectiles, or just not be capable of detonating that way).

Damage to persons from direct Pyrokinesis can be of two different types, depending on the psi's mood. These are external and internal. A third, called "hellbound", can only be used by K-Level psychics or higher and only if the character fails a check vs. ½ M.E. in a traumatic event(such as seeing a loved one killed). Note that internal damage and "hellbound" are usually considered evil actions.

External damage is easiest to explain. It is done against unarmored foes, resulting in burned clothes and first and second-degree burns (total of 3D6 S.D.C. and 3D6 hit points damage vs. normal targets, 6D6 MD vs. giant Zentraedi or M.D.C. creature susceptible to fire, but triple cost),

as well as singed or burnt body hair in the areas affected. The victim must also roll under 1/2 of his or her P.E. score or suffer a -1D6 penalty to all combat rolls until all hit points are recovered. ISP Cost: 20.

Internal damage is far more deadly. Any non-M.D.C. target that fails its save must roll under 1/4 of their P.E. or die instantly, as their body liquids flash into steam and their digestive gasses ignite, resulting in an explosive demise(guts everywhere!) A save results in 2d6x10 S.D.C. damage and a -2d4 penalty to all combat rolls for one week(if they live that long). M.D.C. creatures take 4d6 MD and must roll under their P.E. (micronized P.E. for full-size Zentraedi) or pass out for 1D6x10 minutes. ISP Cost: 80, and psychic must save vs. Insanity to carry it through to the end (failure results in only instilling a temperature of 106 degrees in the target, probably resulting in collapse from heat stroke, and a save vs. death to keep from going comatose).

The last type, "hellbound", has only been used once. It takes one minute of concentration on the target, as well as a total of 200 ISP. It results in the victim's flesh liquefying and running off the skeleton(think of the Nazis in **Raiders of the Lost Ark**), with the brain going last and the victim conscious all the while. Its one known use was by Karen on T.R. Edwards.

**Insert Memory/"Mindstealing"** - "Mindstealing" involves contacting another mind by means of Mind Bond and then using the Insert Memory power to copy part of the other person's memory into the psionic's permanent memory. A close analogy is downloading files from a computer network or BBS to a home computer. One event may be copied per use, or a skill can be copied over. This is how Karen acquired 75% of the skills she used over her lifetime, and it appears that this power is possessed by all "2nd generation" children in the womb, but only the ones born aware make much use of it, and fewer still retain it past birth. Copied skills are 1st level(plus any I.Q. bonuses of the psionic) when copied, but the psionic's base skill cannot exceed the originator's skill level at the time of the copying. Unless the character has an open skill selection, the copied skill stays frozen at first level. Once the character spends a skill slot on the skill, it will advance normally.

Insert Memory can also be used to place a false memory or a skill into another's mind. Completely false memories can be created; it takes 1 minute to create 1 melee's worth of false memories(instead of just placing an idea or vague memory), but costs 100 ISP to create and implant up to 3 minutes of false memories, or one skill at 1st level. Each additional level of a skill can be transferred at a cost of 100 ISP per level, but the skill is still frozen at the final level given, unless a skill is spent on it, and the skill will not advance even then unless the current level is greater than or equal to the character's level.

**Extended Telepathy** - Range: 330 feet. ISP: 8 Duration: 2 minutes/level.

**Superior Telepathy** - Range: 100 light-years. ISP: 4. Duration: As above.

Communication is two-way, but must be initiated by the psionic. The person contacted must be well-known by the psi or within line-of-sight.

**Teleportation** - Range: 375,000 miles. ISP: 50 + 10/ton teleported.

**Space Fold** - Range: 100 light-years, ISP: 100 + 25/ton folded. These two powers are listed together due to their commonalities.

**Teleportation** - target area must have been visited previously, viewed by another and seen through telepathy, or within line-of-sight. Teleporting more than one ton causes a 1%/ton chance of a mis-teleport (off target by 1D20 feet, roll 1D6 for direction - 1: High, 2: Long, 3: Left, 4: Right, 5: Short, 6: Low). Note that when most persons teleport large objects, they usually sit on top of the object(just in case).

**Space Fold** - Similar to Teleportation, the main difference is that the destination does not have to be seen, if the distance to the destination is known. A fold into an object(similar to a bad teleport) is not possible, although an off-target fold (roll D% for distance off (in terms of the entire jump), 1D6 for direction from target point, not start point) is still possible in the case of a "blind" fold. The maximum mass foldable is 50 tons.

**Dimension Phase** - This is similar to the Rifts spell Dimensional Teleport, except that the psionic has the ability to travel to an unfamiliar dimension. Unless the psi is familiar with the destination, the trip is blind. ISP Cost: 250 + 50 per person or additional ton of inanimate matter. Note that travel is safe only when going between dimensions whose relative locations to each other are known. Going blind to an unknown destination, or to another location after bearings are lost has only a 6%/level chance of success. Failure is as the spell Dimensional Teleport.

**Other Spell-like powers** - For those spell-like powers from the **Special(4)** list that are not described as psionic powers either in **Rifts** or above, treat as those spells, with the ISP cost being twice the listed PPE cost.

## The L.G.S.A. Specialist O.C.C.s

These O.C.C.s are the backbone of the units composed primarily of Seconds, though any person with the chutzpa to try to attain them is welcomed. Most of the non-Seconds that are these O.C.C.s are aliens from the Sentinels worlds, Orguss, or are prodigies from the other allied universes. The Sentinels races that were in Outreach had their own training programs on their homeworlds, and ended up completing the mission that the humans began. Most of the non-**Robotech** races of these O.C.C.s are in the DimCorps.

O.C.C. Name	Attribute Requirements:
LGSA Veritech Pilot	I.Q. 12, P.P. 12.
LGSA Ground Forces/Pilot	I.Q. 10, P.P. 10.
LGSA Field Scientist	I.Q. 16, M.E. 10, M.A. 10.
LGSA Communications Engineer	I.Q. 12, M.A. 10.
LGSA Military Specialist	I.Q. 13, M.E. 10, P.P. 13.

### Other O.C.C.s:

All of the REF & Sentinel O.C.C.s & R.C.C.s are still valid, especially for the rank & file personnel of the Alliance and planetary armed forces.

For the Allied Universes, the closest analogues apply:

The other **Robotech** universes, Macross-A: As LGSA & REF OCCs, modified for the native technology (Such as Macross-A Valkyrie pilots using VF-11s, and not having Cyclones);

**Macross-B, Alus:** As the Macross II RPG, but note that, in order to save resources, Macross-B has adopted a mix of LGSA, Macross-A and Alus/Macross II designs;

**Zor, Mospeada:** Use corresponding Robotech O.C.C.s; Note that the Battloid assignment on Glorie is completely different than in on Robotech Earths, including that some of the designs from Robotech were actually power armor instead of robot vehicles!

**All others:** Use modified Rifts Classes (RPA, Grunt, and Military Specialist are most common in DimCorps) for most O.C.C.s (Though Orguss also has the equivalent of the REF Veritech Pilot, specializing in the Emaan & Chiram transforming mecha). The Justy psi are mind melters, but of much greater power levels.

## LGSA Veritech Pilot O.C.C.

**Time to learn:** 80-(IQ+PP) months; halve if Total Recall used.

**LGSA Races Allowed:** Terran (including Orguss Chiram), Emaan, Tyrolean, Zentraedi, Karbarran, Praxian and Spherisian.

**Attribute Requirements:** I.Q. 12, P.P. 12.

**Level Advancement:** Use tables at end of article.

**Base S.D.C.:** 25, or by race (+5)

### O.C.C. Skills @:

Pilot Jet(+20%)	Pilot Veritech[air](+20%)#
Pilot Veritech[ground](+10%)#	Mecha Combat - Alpha
Mecha Combat - Beta	Mecha Combat - Cyclone (choose 1*)
Weapon Systems(+20%)	Read Sensory Instruments(+15%)
Navigation[all^](+15%)	Oxygen Conservation(+20%)
EVA(+10%)	Zero Gravity Movement & Combat
Vacuum Survival(+10 seconds)	Math-Basic/Advanced(98%/+5%)
Pilot Space Shuttle(+10%)	Pilot Space Fighters(+10%)
Firghter Combat - Basic	WP Gallant H-90
WP Energy Pistol	Hand to Hand-Martial Arts
Language/Literacy:	English & Parents' Native Languages at 98%
	Zentraedi [if not native](+20%)

@ Bonuses do not include those that one skill may give another.

# Air VTs are self-explanatory. Ground VTs are Cyclones, Garlands, LRVs, Veritech Hovertanks and Z-4 Pods.

LRVs requires Pilot Automobile for vehicle mode operation, while the latter two require Pilot Hovercraft. The ground VT training includes piloting skill in nomal Motorcycles & Hovercycles at -10%.

\* Choose from VR-052 or VR-038. Others are available as additional skills.

^ Includes air, land, sea and space Navigation.

**Other Skills:** Choose 14. One must be an Ancient WP, and one must be a physical skill. Two additional skills at 3rd, 6th, 9th and 12th level.

**Communications:** Any.

**Domestic:** Any.

**Electrical:** Any\*.

**Espionage:** Wilderness Survival(+15%); all others are at -15%.

**Mechanical:** Any\*; +10% to Aircraft and Veritech Mechanics.

**Medical:** First Aid, Holistic Medicine or Paramedic(2 slots) only.

**Physical:** Any allowed by race(+10%).

**Pilot:** Any, 10% to air and space vehicles.

**Pilot-Mecha Combat:** Any, provided pilot skill possessed.

**Pilot-Related:** Ship-to-Ship Combat(+10%).

**Rogue:** Cost double at First level, normally as additional skills.

**Science:** Any, but cost double.

**Technical:** Any, except for lores (other than Lore-Zentraedi or Lore-Zentran), but the two Demolitions skills cost triple.

**Weapon Proficiencies:** Any. WP Cyclone Weapon Systems requires all three Cyclone Mecha Combat skills, and costs double as well.

**Wilderness:** Any allowed by race.

\* Engineering skills cost double.

## LGSA Ground Forces / Pilot O.C.C.

**Time to learn:** 80-(IQ+PP) months; halve if Total Recall used.

**LGSA Races Allowed:** Terran (including Orguss Chiram), Emaan, Tyrolean, Zentraedi, Karbarran, Praxian and Spherisian.

**Attribute Requirements:** I.Q. 10, P.P. 10.

**Level Advancement:** Use tables at end of article.

**Base S.D.C.:** 30, or by race(+5)

### O.C.C. Skills @:

Pilot Automobile(+10%)	Pilot Truck(+10%)
Pilot Cyclones/Garlands(+20%)#	Mecha Combat - Cyclone(choose 1*)
Weapon Systems(+20%)	Read Sensory Instruments(+20%)
Land Navigation](+30%)	Offensive Driving
Math-Basic(+5%)	Pilot Hovercraft (+20%)
WP Gallant H-90	WP Energy Pistol
Hand to Hand-Martial Arts	
Language/Literacy:	English & Parents' Native Languages at 98%
	Zentraedi [if not native](+20%)

# Includes Basic combat in all Cyclones & Garlands. The training includes piloting skill in normal Motorcycles & Hovercycles at -10%.

\* Choose from VR-052 or VR-041. Others are available as additional skills. Personnel from **New Eden** can substitute training in one Garland for Cyclone.

**Choose one Ground Forces O.C.C. MOS - Choose one of these specialties, at +15% for all applicable skills; or choose one of them with emphasis on space training:**

**Space Emphasis Skill Package** (addition possible to the MOS choices below):

Zero Gravity Movement & Combat Vacuum Survival

Oxygen Conservation EVA

Navigation - Space Pilot Space Shuttle

All are at +5%, and reduce the normal +15% MOS bonus of the package to which it is added to only +5% (or the "Other Skills bonus," whichever is higher)

### MOS Choices:

#### 1. Mechanized Infantry:

Mecha Combat - Cyclone (all)	Mecha Combat - Garland (all)
Mecha Combat - LRV-588	Mecha Combat - Battloid
Pilot Automobile(Race Car)	Pilot Destroids/Battloids (all)
Pilot Ground Veritech(all)	WP Cyclone Weapons Systems

#### 2. Armor(Ground Mecha) Crewman - Assault:

Mecha Combat - Excaliber	Mecha Combat - Gladiator
Mecha Combat - LRV-588	Mecha Combat - Battloid
Mecha Combat - Raidar X	Mecha Combat - Spartas Hovertank
Pilot Ground Veritech(all)	Pilot Destroids/Battloids (all)

Optional: **Alus** personnel can substitute Tomahawk or Defender training for any of the above.

3. **Armor(Ground Mecha) Crewman - Artillery:**

Mecha Combat - MAC IV                      Mecha Combat - **Alus** Monster  
Mecha Combat - Raidar X                      Mecha Combat - Spartan  
Mecha Combat - Phalanx(all)              Pilot Destroids/Battloids (all)  
W.P. Heavy                                      W.P. Heavy Energy Weapons  
W.P. Artillery & Mortars (includes forward observer training)

4. **Zentraedi/Zentran/Meltran Specialist (MUST take Space Package)**

Mecha Combat - Battle Pod (old, REF, LGSA and **Alus** Marduk versions)  
Mecha Combat - Officer's Pod (as Battle Pod above)  
Mecha Combat - LGSA Z-4 Assault Pod  
Mecha Combat - VF-XX/VZF-1 Zentran Valkyrie  
Mecha Combat - Fighter Pods (including Cyclops & **Macross-B** Cannon Pods)  
Mecha Combat - Power Armor (all **Robotech**, **Macross-A/B** & **Alus** styles)  
Mecha Combat Basic - Gilgamesh, Annihilator & Bioroids  
Pilot Zentraedi Mecha (including Gilgamesh and Annihilator)  
Pilot Bioroids & Power Armor  
Pilot Jet                      Pilot Zentraedi Veritechs(Z-4 & VF-XX/VZF-1)

**Other Skills:** Choose 14. One must be an Ancient WP, and one must be a physical skill. Two additional skills at 3rd, 6th, 9th and 12th level.

**Communications:** Any.

**Domestic:** Any.

**Electrical:** Any, except Engineer (Mecha Electronics limited to field level).

**Espionage:** Wilderness Survival(+15%); all others are at no bonuses.

**Mechanical:** Any, except Engineer; +10% to Mecha Mechanics or Weapons Engineer.

**Medical:** First Aid, Holistic Medicine or Paramedic(2 slots) only.

**Physical:** Any allowed by race(+10%).

**Pilot:** Any, but air Veritech skills cost one slot per model.

**Pilot-Mecha Combat:** Any, provided pilot skill possessed.

**Pilot-Related:** Any.

**Rogue:** Cost double at First level, normally as additional skills.

**Science:** Any, but cost double.

**Technical:** Any, except for lores (other than Lore-Zentraedi or Lore-Zentran), but the two Demolitions skills cost triple.

**Weapon Proficiencies:** Any. WP Cyclone Weapon Systems requires all three Cyclone Mecha Combat skills.

**Wilderness:** Any allowed by race (+5%).

## LGSA Field Scientist O.C.C.

**Time to learn:** 120-(IQ+ME) months; halve if Total Recall used.

**LGSA Races Allowed:** Any, Except Garudan. Karbarrans are limited to Technology.

**Attribute Requirements:** I.Q. 16, M.E. 10, M.A. 10.

**Level Advancement:** Use Table at end of article.

**Base S.D.C.:** 20, or by race(+5)

### O.C.C. Skills @:

Recognize Alien Artifacts: 50%, +4% per level.

Use Alien Technology: 22%, +5% per level.

Pilot Jet Pilot Veritech[Alpha, Beta & Cyclone]#

Mecha Combat(Basic)-All VTs Mecha Combat - Cyclone (choose 1\*)

Weapon Systems(+5%) Read Sensory Instruments(+20%)

Navigation[all^](+15%) Oxygen Conservation(+10%)

EVA Zero Gravity Movement & Combat

Vacuum Survival Math-Basic/Advanced(98%/+15%)

WP Gallant H-90 Paramedic(+10%)

Computer Operation(+15%) Computer Programming(+10%)

Hand to Hand-Martial Arts

Language/Literacy: English & Parents' Native Languages at 98%

Zentraedi [if not native](+20%)

Notes are as in Veritech Pilot description.

### Science O.C.C. MOS - Choose one of these specialties:

**Life Science:** Possesses the following skills are at +20%:

Medical Doctor, Pathology, Biology, Botany, Xenology, Psychology, Chemistry, Chemistry-Pharmaceutical and choice of either Psychotherapy or Chemistry-Analytical (the skill not taken can be an "other" skill).

**Physical Science:** Possesses all Math and Computer Operation at 98%.

Also possesses the following skills at +30%: Astronomy, Astrophysics, Chemistry, Chemistry-Analytical, Geology, Electrical Engineer, Physics and Computer Programming.

**Technology:** Possesses the following skills at +25%:

Recognize Alien Artifacts, Use Alien Technology, Mechanical Engineer, Mecha Mechanics, Veritech Mechanics, Chemistry, All Electrical skills and all Computer skills (except for Cyberjacking).

**Other Skills (LS MOS):** Choose 10. 2 additional skills at 3rd, 6th, 9th and 12th level.

**Communications:** Any(+5%).

**Domestic:** Any.

**Electrical:** Any.

**Espionage:** None.

**Mechanical:** Any.

**Medical:** Any(+15%). Field Medic is included in MD training.

**Physical:** Any allowed by race.

**Pilot(conventional & space):** Any.

**Pilot-Mecha:** VTs only\*.

**Pilot-Related:** Ship-to-Ship Combat.

**Rogue:** Only as additional skills.

**Science:** Any, but Astronomy & Astrophysics cost double.

**Technical:** Any, except for Lore# and Demolitions skills.

**WP:** Any, except for Cyclone Weapon Systems.

**Wilderness:** Any allowed by race (+5% to Wilderness Survival).

**Other Skills (PS):** Choose 10. Two additional skills at 3rd, 6th, 9th and 12th level.

**Communications:** Any(+5%).

**Domestic:** Any.

**Electrical:** Any(+10%).

**Espionage:** None.

**Mechanical:** Any (+5%).

**Medical:** Any, but Medical Doctor costs double.

**Physical:** Any allowed by race.

**Pilot**(conventional & space): Any.

**Pilot-Mecha:** VTs only.

**Pilot-Related:** Ship-to-Ship Combat.

**Rogue:** Only as additional skills.

**Science:** Any, but Biology, Botany, Chemistry-Pharmaceutical, Psychology and Anthropology cost double.

**Technical:** Any, except for Lore# and Demolitions skills.

**WP:** Any, except Cyclone Weapon Systems.

**Wilderness:** Any allowed by race (+5% to Wilderness Survival).

**Other Skills(Tech.):** Choose 8. Two additional skills at 3rd, 6th, 9th and 12th level.

**Communications:** Any(+10%).

**Domestic:** Any.

**Electrical:** All are MOS.

**Espionage:** None.

**Mechanical:** Any not in MOS(+15%).

**Medical:** Any, but all cost double (MD costs 4 slots).

**Physical:** Any allowed by race.

**Pilot**(conventional & space): Any.

**Pilot-Mecha:** Any mecha.

**Pilot-Related:** Ship-to-Ship Combat.

**Rogue:** Only as additional skills.

**Science:** Any, but all cost double.

**Technical:** Any, except for Lore# and Demolition skills.

**WP:** Any, except Cyclone Weapon Systems.

**Wilderness:** Any allowed by race (+5% to Wilderness Survival).

\* Cyclones are included in the VT category, and there are several new LGSA air and ground Veritechs in addition to the Alpha, Beta, VHT and Vindicator.

# Lore-Zentran (from the **Macross II** RPG) can be taken. In its **Robotech** form, it includes knowledge of standard tactics, the warrior culture, communications protocols, and other aspects of fleet life.

## LGSA Communications Engineer O.C.C.

**Time to learn:** 80-(IQ+MA) months; halve if Total Recall used.

**LGSA Races Allowed:** Any, Except Garudan.

**Attribute Requirements:** I.Q. 12, M.A. 10.

**Level Advancement:** Use table at end of article.

**Base S.D.C.** 20, or by race(+5)

### O.C.C. Skills @:

Radio-Basic(+30%)	Radio-Scramblers(+15%)
Radio-Satellite Relay(+30%)	Laser Communications(+15%)
Surveillance Systems(+10%)	Radio-Deep Space(+20%)
Pilot Jet	Pilot Veritech[Alpha, Beta & Cyclone]#
Mecha Combat(Basic)-All VTs	Mecha Combat - Cyclone (choose 1*)
Weapon Systems	Read Sensory Instruments(+15%)
Navigation[all^](+15%)	Oxygen Conservation(+10%)
EVA	Zero Gravity Movement & Combat
Vacuum Survival	Math-Basic/Advanced(98%/+5%)
WP Gallant H-90	Computer Operation(+15%)
Computer Programming(+5%)	Journalism(+20%)
Basic Electronics(+10%)	Hand to Hand-Martial Arts
Language/Literacy: English, Zentraedi & Parents' Native: 98%	

@ Bonuses do not include those that one skill may give another.

\* Choose from VR-052 or VR-038-LT. Others available as additional skills.

^ Includes air, land, sea and space Navigation.

**Other Skills:** Choose 16. Two additional skills at 3rd, 6th, 9th and 12th level.

**Communications:** Any(+15%)

**Domestic:** Any.

**Electrical:** Any(+5%).

**Espionage:** None.

**Mechanical:** Conventional Skills & Cyclone Repair only.

**Medical:** First Aid, Holistic Medicine or Paramedic(2 slots) only.

**Physical:** Any allowed by race.

**Pilot(conventional & space):** Any.

**Pilot-Mecha:** VTs only\*.

**Pilot-Related:** Ship-to-Ship Combat(+10%).

**Rogue:** Cost double at 1st level, normally as additional skills.

**Science:** Any, but cost double.

**Technical:** Any non-Lore(+10%) (can take Zentraedi Lore), but Demolitions cost triple.

**WP:** Any, except Cyclone Weapon Systems.

**Wilderness:** Any allowed by race (+5% to Wilderness Survival).

\* Cyclones are included in the VT category, and there are several LGSA ground Veritechs in addition to the Alpha, Beta, VHT and Vindicator.

## LGSA Military Specialist O.C.C.

**Time to learn:** 150-(IQ+PP+ME) months; halve if Total Recall used.

**LGSA Races Allowed:** Terran (including Orguss Chiram), Emaan, Tyrolean, Zentraedi, Karbarran & Praxian.

**Attribute Requirements:** I.Q. 13, M.E. 10, P.P. 13.

**Level Advancement:** Use table at end of article.

**Base S.D.C.:** 35, or by race(+15).

### O.C.C. Skills @:

Radio-Basic(+20%)	Radio-Scramblers(+10%)
Intelligence(+20%)	Interogation(+20%)
Disguise(+20%)	Wilderness Survival(+20%)
Pilot Jet(+10%)	Pilot Veritech[air](+5%)#
Pilot Veritech[ground](+20%)#	Mecha Combat - Choice of 1 Air VT#
Mecha Combat-Cyclone(VR-041)	Mecha Combat-Choice of 1 Ground VT#
Weapon Systems(+20%)	Navigation-Space
Navigation(+10%)	Read Sensory Instruments(+15%)
Oxygen Conservation(+10%)	EVA
Zero Gravity Movement & Combat	Vacuum Survival
Math-Basic/Advanced(98%/+5%)	Hand to Hand-Martial Arts*
WP Gallant H-90	WP Energy Pistol
WP Energy Rifle	WP Heavy Energy Weapons
Lore-Zentraedi/Zentran(+20%)	
Language/Literacy:	English & Parents' Native Languages at 98%
	Zentraedi [if not native](+20%)
	Two other Languages(+10%)

@ Bonuses do not include those that one skill may give another.

# Air VTs are Alphas, Betas, Super Orguss, VVF-2 Fury, VZF-1 Zentran Valkyrie or VSF-1 Metal Siren (once the latter is accepted by the LGSA). Ground VTs are Cyclones, Garlands, LRV-588, Veritech Hovortank and Z-4 Pod. LRVs requires Pilot Automobile, while the last two require Pilot Hovercraft.

\* Can be exchanged for a Ninjas&Superspies Martial Arts Form at a cost of six "other" skill slots and 3/4 the time to learn cost from N&S added to the O.C.C. training time. Using Total Recall, the time cost is only 1/2 added, not 3/4.

**Other Skills:** Choose 12, 6 if a Martial Arts Form is taken. Two must be Espionage skills, and two must be physical skills. Bonus skills from martial arts forms of the correct types may fill requirements without using up the remaining "Other" slots.

Two additional skills gained at 3rd, 6th, 9th and 12th level.

**Communications:** Any(+10%), +15% for Cryptography.

**Domestic:** Any.

**Electrical:** Any\*.

**Espionage:** Any(+15%).

**Mechanical:** Any\*(+10% to Locksmith and Armorer).

**Medical:** Forensics, Holistic Medicine or Paramedic only.

**Physical:** Any allowed by race(+15%).

**Pilot:** Any, 10% to ground vehicles.

**Pilot-Mecha Combat:** Any, provided pilot skill possessed.

**Pilot-Related:** Ship-to-Ship Combat(+10%).

**Rogue:** Cost double at 1st level, normally as additional skills.

**Science:** Chemistry(any), Biology & Psychology only.

**Technical:** Any(+5%), except for Lore skills. Demolitions skills are +15%.

**WP:** Any. WP Cyclone Weapon Systems requires all 3 Cyclone Mecha Combats.

**Wilderness:** Any allowed by race(+10%).

\* Engineering skills cost double.

## Experience Levels for LGSA O.C.C.s

Level	VT Pilot, Scientist	Ground, Comm.	Military Specialist
1	0	0	0
2	4,250	3,850	5,300
3	8,500	7,700	10,625
4	17,000	14,900	21,250
5	34,000	29,800	42,500
6	51,000	42,000	62,500
7	71,500	62,000	87,500
8	102,000	83,200	125,000
9	142,600	106,000	175,000
10	193,200	146,000	235,000
11	263,800	207,000	325,000
12	364,400	278,000	450,000
13	465,000	378,000	575,000
14	565,000	478,000	700,000
15	685,000	578,000	825,000
16	805,000	678,000	975,000
17	925,000	780,000	1,125,000
18	1,050,000	900,000	1,275,000
19	1,200,000	1,025,000	1,425,000
20	1,325,000	1,150,000	1,700,000

## **The LGSA's Little Corner of the Megaverse (Dimensional Theory, and the worlds of the Core Universe, ca. 2052)**

On the LGSA Dimensional Corps' discovery of several related and unrelated universes, knowledge was gained on the origins of **Robotech** in general. A group of five theories on the nature of the Megaverse were put forward, and have been corroborated by other dimensional travelers they have encountered along the way, such as the cast of Heinlein's books involving dimensional travel (starting with "The Number of the Beast").

1. Heinlein's "World as Myth" Theory: ALL universes are some other universe's fictional writings; however, not all fiction results in a new universe. Also, one of the biggest dangers to a universe is a revisionist writer; at least as dangerous as a dimensional war.

2. The more universes that a particular fiction exists in as a fictional locale, the more likely it is that (a) at least one universe of it will exist and (b) more than one version of that universe will exist, based on differing fan groups' interpretation of the fiction.

3. While it MAY be the belief of fans that brings a universe into existence (it could very well be the reverse - no way to prove either), loss of those fans does not affect the universe so long as at least one person believes (this is jokingly referred to as the "Neverending Story" clause, though no one yet has even been able to test, let alone prove/disprove it). In fact, it is quite probable that a universe is safe from wiping, once it becomes a cross-dimensional society, as its allies will always believe it exists, unless they are themselves altered or destroyed.

4. Contact across dimensions is easiest along related universes. For example, the easiest universes for the LGSA to contact are other **Robotech** universes, followed in turn by **Macross** and **Mospeada** universes, and then **Southern Cross & Orguss** universes. Once you go beyond your "local" universes, everything else **APPEARS** random until a belief in a system of organization is adopted by the persons choosing the course of travel; example: the 6 to the (6<sup>6</sup>) in six dimensions pattern used by the Heinlein characters. Note however, that such a system is only a guide; there are other systems using the same worlds yet are 100% incompatible with each other. It is as if the coordinate system is psychological (read "The Number of the Beast").

5. Blatant contact with a prime (central) universe of a cluster (that would affect the plot of the source writing) will cause an alternate universe to split off from it, and take the place of the prime in your organizational pattern, even for other people using your pattern who have no knowledge of what the contact was! The prime will reset to how it was pre-contact, and continue on its course. For it, it would be as if you never were there. Of course, once you figure out it was a prime, you can rediscover it, but generally it is held that primes should only be contacted once.

The **ALTERNATES** of a cluster, however, are themselves changed by contact, and do not spawn more alternates unless left uncontacted for long enough that enough people believe in the alternate's new form to give it prime status. For example, there are several Primes in the **Robotech/Superdimensional** Cluster of universes. Among these are the **Macross** series, movie and **Macross II** primes, the **Robotech** novel and series primes and the **Southern Cross & Mospeada** primes. Once dimensional travel is discovered by a prime, it is treated as an alternate for purposes of splitting, though few primes have ever done so.

Of course, this has led to the discovery of unremarkable universes where the primes were fictional stories, but these are rarely contacted, unless a need arises. Example: the 20th Century Earth influenced by Karen, and used by the Alliance to help repopulate alliance worlds.

## **The Local Group Star Alliance, ca. 2052.**

**Consists of:** Ten Primary member worlds, with several secondary worlds.

<b>Primary World</b>	<b>Secondaries under its rule</b>
Earth	Luna Mars The Jupiter Colonies
Tyrol	Trusteeship of Fantoma(shared)
New Zarkopolis	Trusteeship of Fantoma(shared)
Karbarra	Several in-system mining colonies
New Praxis (Optera)	
Garuda	Two in-system mining colonies
Haydon IV	
Spheris	
Peryton	
Orguss (joined 2045)	

## Earth & the Solar System Colonies

### Population - Earth: 285 Million

Earth Orbit (Lunar colonists): 268,000

(Little Luna): 25,000 (permanent residents)

Mars Colonies: 580,000

Jupiter-Orbit Colonies: 98,000

**Government:** The Terran Council oversees 80% of the planet, as well as the colonies in space. The independent areas are mostly in Europe and Asia, and these independents have populations that are over 99% dimensional immigrants (and their descendants). The Terran Council is giving these areas assistance (mostly educational) as part of a long-term plan to bring the independents into the council.

The Council currently has a 22-seat Senate (one seat per member nation) and a 200-seat House of Representatives (ratio of seating based on population). The House can propose any legislation that does not directly effect the Council (i.e. pay raises, creating departments, etc. are the Senate's responsibilities), and has a pass/fail override option for bills that pass in only one house. If a bill passed by the House fails in the Senate, a 75% vote can override the Senate to enact the law. Conversely, a 75% vote can veto a Senate act not normally brought before the House (such as a treaty or declaration of war). The presidents of the two divisions are nominated by the individual houses (at least two candidates for each position), confirmed by popular vote, and serve as the President and Vice-President of the government. Once elected, they serve a single six-year term, and their positions as senator and representative are filled by special election in their homelands. Impeachment and succession are handled in a manner similar to the systems of the old United States government.

The member states of the Council are -

(\* this society that considers itself part of a world government more than just a council member)

North America	Delta City & New Colorado* The Lone Star Republic The Great Lakes Alliance Greater New York* The Carolina Commonwealth* New Monument City*
South America	New Patagonia Wolfe City (formerly Cavern City)* The Andes Federation* Nueva Brasil*
Europe	Eire (immigrant nation) Europa* (a commonwealth of immigrant groups)
Africa	The African Commonwealth*
Australia	Greater Australia* (East Coast, Tasmania and New Zealand) Indonesia (includes New Guinea and Australian north coast)

Asia	The Sikh Republic (immigrant) The Indian Confederation* New China*
Others	Earth-Orbit, Mars, and Jupiter representatives Homo Sapiens secundus rep. (also serves in LGSA council)

New Palestine, Kurdistan and the Indochina Hegemony are currently in the process of applying for Council membership, with accompanying Senate seats (currently, they only have non-voting seats in the lower house while on probation).

## **The Solar System Colonies**

"Big" Luna is a secondary member of the LGSA, and will remain so until its population is over one million, half of which must be native born. In order to facilitate easy travel between the various colonies and Earth, all Moon (and Mars colonies) have augmented (to Earth-normal) gravity, with the ability to modify the gravity locally as needed for construction projects, etc.

"Little Luna" (The Factory Satellite) is primarily a research station and port of call for Terran Council and LGSA ships. Its permanent residents are mostly research and technical staff who prefer life in space to that planetside.

Mars' population is located in three colonies. The first is New Langdon, built around the surviving factories of Gallant Arms. The rest of old Langdon was destroyed by the Tyrolean fleet in 2030. The second colony is Olympia Mons, built on the summit of that huge, extinct volcano. The last, Cairo, is built around the ruins of an old Earth colony in the Cydonia region of Mars; a colony founded 12,000 YEARS ago by the same civilization that were the ancestors of the Tyroleans! The primary industries of the colony are the archeological digs and tours of the areas already excavated. So far, the archaeologists have discovered that the "pyramids" were the colony's primary structures, and the colony was originally founded by a group trying to form a perfect society, away from the mounting tensions between the superpowers of the time. The most controversial theory concerning the fate of the colony is that the colony's descendants were forced to return to Earth 7,000 years ago by the collapse of their life support systems, and were the foundation for the culture of ancient Egypt.

The Jupiter-orbit Colonies are linked by government and need, but are varied in nature. Three of the moons (Callisto, Ganymede and Europa) have small colonies, while there are scientific stations orbiting Io and in low Jovian orbit. The largest colony, however, has the majority of the population, and is in an elliptical orbit designed to approach all four major moons (but never approach close enough to have the orbit too distorted). The station itself was built in 2019, and was originally four heavily damaged Zentraedi Landing Ships welded together (box formation, with all the ships oriented in the same direction). As it was built in the wake of the first Robotech war in preparation for the Second, its outer hull weapons, auxiliary engines and remaining steering thrusters were repaired and upgraded. Io Base (as it was originally called) was the primary SC TASC & CU base in the outer solar system, until those forces returned to Earth late in the war with the Masters. The colony's weapon factories began producing REF weaponry in 2030 in anticipation of the REF's return, although most of the mecha produced there that year was destroyed on Earth by

the Invid arrival the following year. After the Invid left, the colony began producing more civilian-oriented craft, and by 2052, Io Colony had become the largest producer of small private spacecraft in the LGSA, and the largest of these craft (a 50 meter fold-capable shuttle seating up to 100 passengers) is the standard interstellar commercial passenger craft. It also produces the civilian variant of the Cyclone.

## **Tyrol and the Valivarre Star System**

**Population** - Tyrol: 472,000

Breakdown - 86,000 Tyroleans (native)

74,000 Tyrolean clones (from the fleet sent to Earth)

36,000 Terrans

8,000 Micronized Zentraedi

42,000 Karbarrans

16,000 others (mostly other Sentinel races and Emaan)

110,000 minors (children of Terrans, Tyroleans and/or Zentraedi)

born on Tyrol since 2036. 90% are H. Sapiens secundi.

Fantoma: No permanent inhabitants (can have up to 1000 mining personnel)

Stations on other moons of Fantoma: 26,000 (SoL military personnel)

**Government:** Tyrol has finally become a republic again, for the first time in centuries. By popular demand, Cabell has been the LGSA representative, but he's managed so far to avoid being forcibly elected to the office of planetary president. The Senate of Tyrol has one seat for every 12,000 residents; currently, there are 32 seats, with the next reapportionment scheduled for 2056. One senator is chosen by his peers to be the planet's president, while another is selected as LGSA representative. The Senate mainly assembles laws; the populace votes by household on bills proposed, once per month, unless an emergency vote is called for. Bills passed by a 60% household majority go to the president for approval; bills passed by 75% of households do not need presidential approval to become law.

Over the years, much effort has been put into restoring the cities of Tyrol to their former glory. From the civil war of the Great Transition (when the Masters overthrew the old republic), to the Invid retribution to Tyrol for the crimes done to Optera, to the Terran constructions that filled lots cleared by the latter two, much cultural heritage has been lost. Ironically, to restore such heritage, the Tyroleans brought in the Karbarrans that now make up 10% of the population. Three Karbarrans sit in the Senate, and are often the casters of key votes that come up before the body. Reconstruction is 90% complete in Tiresia, resulting in a housing glut estimated to last at least 25 Terran years. Tyrolean natives and clones (including adult children of immigrants) currently get free housing while the glut lasts, to match their family size. Bigger locations can be gotten by paying supplemental rent payments, and any property that stays in the same hands (and is occupied by that person) for 20 years will become the property of the resident. Immigrants are charged moderate rates for housing (with upgrades and ownership as above), and offworld businesses are charged for property as well (business rates, and must use the property as a business for 30 years to own it).

By choice, 80% of the Karbarrans live in "Beartown", a suburb of Tiresia. As part of the work contract, the suburb had to be returned to its original exterior appearance, with certain buildings being restored inside as well. To compensate for door enlargement on the residential buildings to accommodate Karbarran stature, either sliding doors sculptured to resemble the original

door and door frame are used, or a hologram of the old door and wall cover the current door when not in use.

There are eight smaller cities on Tyrol, the largest half the size of Tiresia, but only one of them has been resettled to any extent. Once known as Zosta, it is now the location of the Henry J. Gloval Space Forces Base, the home port of the LGSA fleet. Gloval SFB was the launching point of the REF missions to Earth, and now serves as the main base of operations for the Outreach Service (Note: Terran Outreach members usually operate their training and scouting missions out of Wright Space Forces Base, located on Earth between New Columbus, GLA, and the ruins of Dayton, Ohio, but their space vessels operate out of Gloval). The SoL also uses the base for its fleet repairs.

## **New Zarkopolis**

**Population** - 68,000

Breakdown - Adult (clone Zentraedi): 24,000

Adult (naturally born): 5,000 (2/3 are seconds)\*

Minors: 39,000 (ALL are seconds)

\* 70% serve in LGSA fleet, 20% in the SoL, 9.5% in Outreach Fleet, and 0.5% in the Outreach Service's scout fleet, including 3 of Breetai's children.

**Government:** True Democracy, with all adults eligible to vote. In addition, they elect the Council of Fantoma (6 advisors and a Consul; a position that, so far, has only been held by Breetai). As over 57% of the population are minors, they have organized several political action groups to push for their views, which are often in opposition to those of the cloned Zentraedi. Some of these groups' views make them considered radicals, and the most radical groups are not officially recognized by the government. New Zarkopolis was chosen for the new homeworld for full-sized Zentraedi because of its gravity (.6 that of Earth), lack of development (it needed partial terraforming, which was completed in 2050), and location (in the Epsilon Eridani system, 11 light years from Earth, and about 100 light years from Tyrol).

**The Brotherhood of Tyr:** The Brotherhood is one of those most radical (in the council of advisors' opinion) groups. It is made up of (mostly) natural born Zentraedi that believe that, while much of the Zentraedi culture that has developed should be preserved, it should be done as Micronians. As the culture, not the setting or racial purity, is what that is to be maintained, there should not be any stigma about intermarriage with the Terrans, Tyroleans and Praxians; this, too flies in the face of current policy. What the Brotherhood believes is that the Zentraedi should forever abandon their giant forms, as such size (in relation to all other sentients known) only serves as a reminder of how the race was created and manipulated by the Robotech Masters.

The Council does not realize just how widespread such sentiments are in the society's youth, or how deep their belief is on the matter. In fact, they estimate only several dozen members, when the Brotherhood actually has 2000 members, and at least 10,000 sympathizers, some of which are not young at all. Nor do they know who are the true leaders are in the movement; if they did, it would rock their complacency. Among the leaders in the Brotherhood are Breetai's oldest son, Drannin, Councilwoman Nyra Marinoni Korra'ti's oldest son, Devin, and (from his Micronian home on Tyrol) Exedore, Breetai's closest friend and the oldest Zentraedi.

## **Karbarra**

**Population** - Estimated at 50 million (There has never been a Karbarran census)

**Government:** Representative oligarchy. The citizens elect a representative for their area, who in turn helps choose the planetary council. L'ron and Crysta have been council members for nearly 40 years, having been elected when the Tyroleans abandoned the planet to move against Earth.

The Karbarrans quickly settled into the role of the mercantile race of the alliance, controlling about 40% of the LGSA's heavy equipment manufacturing and 60% of the interstellar cargo hauling traffic. Much like the Zentraedi, the typical Karbarran youth is also restless. The difference is that the young Karbarrans are happy with their home planet, but just want to go out and see the universe (if not the Megaverse) before settling down, as 500 years (a typical Karbarran lifespan) is too much to spend on the same, boring planet. There is a two year waiting list for Karbarrans wanting to join the SoL, and those are only the ones that scored 98% or better on the pre-admission tests! For those who can't make the grade, and can't get a job with the space forces or merchant fleets (with waiting lists just as long, but not as many requirements), the only other option is to get a visitor's visa for one of the other dimensional worlds (NOT one of the Robotech alternates), and try for employment there, but only three of the universes grant visas regularly, and rarely to non-humans. (The universes are Macross-A, Justy and 3WA). It has gotten to the point where there has been serious proposals to train and hire out Karbarran exploration teams to other universes' governments, just to ease the pressure of the youths' wanderlust.

## **New Praxis (formerly Optera)**

**Population** - Praxians: 100,000

Terrans & other offworlders: 20,000

Praxian Children: 30,000 (6 of which are male)

**Government:** Monarchy, ruled by Queen Bela.

The history of New Praxis is filled with ironies. They were originally enslaved and taken from their now-destroyed world to serve the Invid and cultivate the mutant strains of the Flower of Life that the Invid used as food. Now, the Invid homeworld is theirs, and their primary export is the true strain of that very same plant. One would also think that the vast majority of the Terran population on Praxis would be male; yet only 60% are. The other 40% are women who have come to Praxis seeking a society completely without bias to women. This is in itself ironic, as the Praxians have been trying to soften their culture, in order to attract more men so as to propagate the race. Queen Bela has repeatedly requested that the Solar worlds more fully screen emigrants, but the Terran Council has rejected the idea every time. The reasons that the Terrans are dragging their feet on this is that the "feminists" who usually apply for Praxis are more rightly termed "female supremacists", who believe men should be denied some rights in order to "balance the scales" for past injustices, as Earth's society was long male-dominated. The fact that this problem has not been resolved to their satisfaction is not sexist; although they proclaim it to be so. In fact, 12 of the 22 seats on the Terran Council are held by women, and the votes against restrictions are usually unanimous! The fact is that these feminists are about as welcome on Earth as Nazis in Tel Aviv, as human society under the RDF effectively achieved equality decades before, and has no need for their

extreme views. It is also hoped that the required physical training for female immigrants will knock some sense into them (the Praxians don't like lazy whiners; most of the feminists are out of shape by even Terran standards, and 25% die from the exertion of the training, while another 90% wash out and are deported back to Earth, which refuses to give them back their original citizenship, treating them as immigrants).

## **Garuda**

**Population** - Estimated at 2 million (including in-system mining colonies)

**Government:** Tribal, united by the "hin" effects, which guide decisions.

The Garudans and their society have changed little since their world was liberated from the Invid 25 years before. The only major difference is that the Tyrolean Bioroid pilots returned to Tyrol, underwent some treatments formulated by Aurora S. Freeman, and are equally able to live on both Garuda and other worlds without breathing apparatus, as they have had the hin internalized within them (effectively giving them all Rifts Sensitive-type psionic powers, and are now Taoist [see Mystic China] alignment). The Bioroid mecha themselves were left on Garuda, and most of the surviving Bioroids have since been sent there as well. This makes the Garudans the only world to exclusively use Bioroids for planetary defense mecha.

## **Haydon IV**

**Population** - Haydonites: 2 million

Terrans & other offworlders: 250,000(15% Praxian, 30% Terran & Tyrolean)

**Government:** Group Conscious, by linking all Haydonites on planet.

Haydon IV is the seat of government for the LGSA council. Life continues on there as it has for millennia, except that the Haydon Awareness has been dismantled, and replaced by one of the Haydonites' own design and making (it scared them badly when they found out just how close they came to being used by their maker). The defense systems have been retained, and are now under control of the new control system. Of the non-Haydonites on the planet, all are in Glike, and most are scientists, mercantile agents or associated with the diplomatic mission. A significant amount of the Tyroleans present are descendants of people who refused to return to Tyrol when the Masters took over, and most of the Praxians are ones who were disenchanted by their society, and chose to stay on Haydon IV, or are there looking for mates. Also, the Symphony of Light keeps its diplomatic offices here, as it is relatively safe from attack. As a result, at least diplomatic stations (if not full embassies) can be found here from every universe visited by the **Dreamweaver**. The Haydonite O.C.C. is found in its own entry elsewhere on the web page hosting this document.

## **Spheris**

**Population** - Estimated at 2 million

**Government:** Democracy, with chosen leader given wide discretionary powers.

While no one can visit a true Spherisian city (with the possible exception of the teleporters of the seconds, who can teleport into the caves, as long as they bring breathing apparatus), the surface of the world does have a breathable atmosphere, carbon-based lifeforms, and several communities set up for trade with the other worlds. The crystal-laden clays of the surface have found numerous uses in science and technology, but are mined exclusively by the natives. Spherisians have also found plenty of work outside their system as well, since they require only light for food, can work outside a spaceship without life support, and can take lots of physical abuse from their surroundings. Despite being a subterranean race, they are often found as space construction workers and asteroid miners. A full 5% of the population now lives off-planet, working in space or in the Symphony of Light worlds.

## **Peryton**

**Population** - Estimated at 3.5 million

**Government:** No true planetary government as yet, though working on it. This is a result of the long time it is taking for the culture to recover from the centuries of the "Curse". Currently, an analogue of the Terran United Nations is being used as a framework for settling sovereignty issues.

In the wake of the Curse, the Perytonians have made great technical strides, mostly from the recovery of lost technology. The population is slowly being reeducated, and the technology being recovered will make Peryton at least the equal of the other technical worlds within 20 years, and will probably pass them soon afterward if technology recovery continues unimpeded. However, there appears to be a problem with analyzing the most recent finds. Many of these have no apparent power source, only gem stones in their place. Yet, when analyzed by Perytonians, Garudans, Haydonites or Seconds, they will occasionally function for short periods, before shutting down, and not working again. The only thing determined so far is that only races with these special abilities can use the items; but how to charge them, or how they even manage to function, is beyond the best minds of the LGSA! (The items are technowizardry items from Peryton's distant past)

## **Orguss**

**Population** - Humans: 50 million

Emaan: 3 million

Others: 1 million (from over 300 different worlds across the Megaverse)

**Government:** Multiple nations, each with their own government. The LGSA recognizes the Chiram/Emaan Alliance as the representative government for the world.

The Orguss Earth is technically a duplicate of the one from the series, shunted off into Karen's pocket dimension, then placed into the Core dimension as a neighbor of New Zarkopolis in the Epsilon Eridani system. Intervention occurred just prior to the attack on the beanstalk, and Karen removed the most hostile forces from the planet before planting it into her former home dimension. In the translation, the Tempest was also removed, and the Moon duplicated. Also, all areas on the planet became stable as they were when the intervention occurred.

Of course, Karen also went and intervened on Kei & Olsen's behalf, preventing the disaster from occurring (yes, it's a paradox, but so was the series' end). She also used her powers to scare both sides in that dimension into ceasing hostilities. Little contact is possible between the Orguss Earth and its originals, but Karen did create one portal, linking the planet to Jabby's homeworld, so that he could try to lure more of his kind to the planet to settle. Also, all of the surviving nurse robots (as well as the Colonel) were not ejected from the planet, so they can be found on the planet as well.

Some of the most noteworthy minor inhabitants of Orguss are:

3 Holy Terrors, who were caught in transition between their home and Wormwood when the portal was shut down. They ended up on Orguss Earth, about the same time as Olsen. One is on Atlantis, the other two wander Asia together.

A forest in Europe with about 1000 faerie folk.

A shipload of Archons that crashed onto Orguss Earth 5 years after the collapse, losing most of their equipment coming through the Tempest. Their ending up there was a result of the dimensional anomalies over Rifts Earth. They lost most of the rest of their flying equipment trying to penetrate the tempest and fighting the Mu. They can be found in Australia.

## A Dictionary of LGSA Terms

**"Second":** A member of the human subspecies *Homo sapiens secundus*. Seconds are defined by the presence of psychic powers, in one of six configurations recognized by the LGSA. A seventh type is known, but typically involves other-dimensional genetics or meddling (and is on the power level of a Rifts godling, at minimum).

**"M-Type":** A subset of the "Seconds", for the most part sharing genetic heritage from the original Tiresian Muse Musica, either through her clones or through genetic descendants (such as Zentraedi made using her as the donor of half their genetic code). Also, can be considered to include the descendants of Janet Freeman Sessom and Lynn-Minmei, both of which were "gifted" with an alteration to their genetic code as a result of events of 2035. True M-Types have access to an interstellar telepathic network requiring little effort to use (see "Mindnet" under psionics descriptions). The two "gifted" types have the ability to receive on this network, and can converse two-way with a true M-Type that contacts them, but cannot initiate communication on this level.

**"Clone-Cousin":** (Usually abbreviated "CC"/"Cee-Cee") A generic term for defining relationship between persons related through non-biological birth, instead through cloning or other genetic manipulation (such as the in-vitro creation of the Zentraedi, who served as test subjects for the Masters' Eugenics program for their own people, in addition to their more obvious uses). The "CC" designation recognizes that there is a close blood relationship without going into mind-numbing (or bending) detail that would drive a genealogist insane.

Example: Musica Grant, Miriya Sterling, and their offspring. Miriya is one of the Zentraedi who can trace her creation to the combining of the original Musica's genetics with that of another Tiresian. Musica Grant is a full clone of that person, making Miriya equivalent to being her daughter (in genetic terms). However, by various means of referring to a clone in relation to their donor, Musica could be considered the sister, or daughter of the original, or just a recurrence of the original. Depending on the definition used, Mrs. Grant & Mrs. Sterling could be mother & daughter, half-sisters, or aunt & niece. To further complicate matters, Musica Grant is the age of Miriya's

daughter Dana, making the first seem even more awkward. If a grandchild of Miriya married the child of Musica, would the former then become their own aunt or uncle by marriage? It's easier to use "CC" and tell the kids they're cousins, and to find someone else to marry.

**"Dimensional Cousin":** (Usually abbreviated "DC") Unlike the previous definition, this is reserved for persons who are similar, but not identical, through dimensional parallelism. The classic example would be the Sterling & Jenius families of **Robotech** and **Macross** respectively. In the LGSA structure, true counterparts (the Max Sterling of Core and Terra, as an example) typically refer to and treat each other as siblings (if not as twins), but in those cases the genetics are virtually identical. On the other hand, despite their close resemblance, the two **Macross** versions of Max (from either Macross-A or Macross-B) are no genetic kin to their **Robotech** analogues, and even aren't all that closely related to each other (genetic equivalent to a fraternal sibling or cousin relationship, instead of the identical-twin-like similarity of the Sterlings). Note that these types still refer to each other in a sibling-like fashion, and that it's generally their offspring that use the "DC" in reference to each other (in fact, first known usage of this term was Dana Sterling referring to her quite-different counterpart Komiria - despite having similar baby pictures, the closest thing they had in common was probably eye color, as adults). Lesser-used variants of this include (not reduced to an acronym) "Brother", "Sister", "Aunt", "Uncle", "Niece" and "Nephew", instead of "Cousin", when it more accurately fits the situation.

**"Darren Complex":** Named for a mod-20th Century sitcom character. A psychological condition that sometimes results in a person married to a "Second" of one of the higher power categories, when the spouse is a "mundane" (normal human) or even one of the lower-level "Seconds". Tends to occur more often with men who marry a "Second", than with women, partially because of the role reversal, and partially because (due to an odd imbalance in births), females born with the higher power levels outnumbered males considerably prior to 2045. (*author's note: literally a fluke of the dice - when I rolled for the player characters & NPCs of the LGSA campaign, only 1 male with K-level, and none with N-level, occurred, compared to many more females, when it was a simple odd/even roll for sex*).

It is typified by feelings of inadequacy, loss of control, inferiority, etc. Sometimes this is less a factor of the spouse (who often downplays their own power to make the relationship more "normal"), but more the effect of powered in-laws popping in and out, the children taking after their empowered parent, etc. (much like the sitcom husband's situation).

**"Majority (Age of)":** As part of the compromise that allows mature "Seconds" to attain legal adulthood at a much younger age, a series of guidelines were set up to insure that the petitioner is really ready for such responsibility. The major parts of these guidelines (but not all of the restrictions) are as follows:

1. The Petitioner must have parental permission to petition, or legal counsel to do so, if their parent(s) are unfairly holding them back from becoming a functional member of society (which in and of itself requires the minor to petition the court);
2. The Petitioner must have attained the chronological age of at least four years;
3. The Petitioner must pass a battery of tests placing them at the psychological and social development level of a "normal" sixteen-year-old, as well as physiological development corresponding to the late teens (17-19 years old, but can begin the petition process prior to this point for the ruling to coincide with such development);
4. Education testing out to the equivalent of a high school diploma, but must also agree to completing at least a Bachelor's degree level of education within six years, unless active in the

armed forces;

5. The petitioner agrees to at least one six-year term in one of the armed branches of LGSA service, starting no later than six years after the positive ruling's effective date. Eligible services for this role are the LGSA Navy, the Earth Dimensional Corps, the LGSA Outreach Service, or the planetary defense force of their home planet. The last requires a six year active commitment, followed by another six years of active duty or reserve status.

6. If a petition is ruled against, the petitioner must wait one year to refile (though typically if the situation is close, the court will postpone the ruling, rather than make a person wait a year for a 3-month deficit). No one over the chronological age of 14 years may petition, as they are too close to the standard age of majority (of 16, established aboard the SDF-1 due to personnel shortages) to waste the court's time with what would amount to a frivolous petition.

**"Outreach Service":** A paramilitary branch of the LGSA, with its own fleet of ships and mecha. Its charter defines its purposes as follows:

1. Deep space exploration,
2. First Contact missions to previously unknown civilizations,
3. Reestablishment of contact with the Tyrolean colonies, and any remnant Zentraedi fleets, that might have survived after the collapse of the Empire (and resulting rampage by the Invid, after Dolza's destruction);

4. Peace missions and reparation talks with those races once subjugated by Tyrol,
5. Expansion of the LGSA through diplomatic means,
6. If necessary, military action against remnant forces unwilling to accept that the Masters Empire is dead, that take hostile action against the Outreach Service or LGSA in general. This includes tyrants set up by the Masters or Invid as overlords of a planet, against the wishes of the populace. Humanitarian action or intervention to depose other corrupt governments, on the other hand, must be fully weighed before that action is taken.

**"(Earth) Dimensional Corps":** Another, all-volunteer paramilitary force dedicated to exploring the ability of properly tuned fold drives to cross dimensional barriers into other universes. Primarily based on Earth, as such efforts are of interest to few non-humans. In charge of negotiations for cross-dimensional trade, immigration, and technology exchanges, as well (when needed) military action, as part of a greater cross-dimensional alliance. The flagship of the Dimensional Corps is the *Dreamweaver*, a purpose-built hull approximately the mass of a Zentraedi flagship, that has as its detachable command center, the former Zentraedi & RDF scout vessel *Korra'ti*. Both hulls have been extensively modified to incorporate technology acquired through trade, and *Dreamweaver* was launched with approximately 70% of its internal space reserved for such incorporations at a later date. Technology present by 2052 include matter transporters (some purposefully rigged to allow transporter duplicates of persons to be made, as to "save" someone from certain death while leaving the course of events in a timeline unaltered by the save), several sentient AI crew, various active stealthing systems, several types of FTL weaponry and light spacecraft, additional cross-dimensional mecha and vehicles, and additional propulsion systems.

## **Being a "Second":**

From an interview of Steven Freeman, 2057(LGSA)/2390 (Rifts Earth, 104 PA)

I really don't think it's possible for normal humans to fully grasp what it's like to be a "Second". Those of us with normals as parents, or had late-manifesting powers, can make ourselves better understood to those parents, as we have a frame of reference for relating to each other. But, total strangers have a hard time understanding us. Those of us who are the children of two "Seconds", especially powerful ones, are even more alien to the typical mundane.

Take my cousins Cathy & Amanda, for example. They grew up in a household where all of the family was telepathic, and therefore much of the normal family interaction was handled that way - and it also made it nearly impossible for the usual white lies, half-truths and omissions that go on in normal family life to occur, in either direction. So straight-forward honesty, blunt and brutal as it might be sometimes, becomes a normal part of that lifestyle. When she was younger, if Cathy was going to go out later to meet a boyfriend, possibly have sex, she'd tell her parents before she left, unlike a normal person her age, that would usually make up some excuse about going shopping with her girlfriends, or the like. More and more "Seconds" are like that, now - so used to honesty being the only policy possible at home, that they practically have to take classes or rehearse to be able to tell small lies. Having Dad as a normal, and Mom having little use of her powers for the first 20 years of her life and being unused to them, allowed me a more normal childhood, in that manner.

One thing we do have in common though, is a sense of responsibility that seems to be lacking in many people. We live with the old adage "With great power comes equal responsibility", every day. Some of us may seem decadent, by the old standards - maybe even perverse. But our sense of self, our sense of place, our being both a strong individual as well as part of a much larger, interconnected, whole; it grounds us, reinforcing our sense of duty to ourselves and others, preventing our power from going to our heads and consuming us. Further responsibility comes from those connections that all "Seconds" share. If one of us dies, we can feel it miles away - in some cases, we can feel it from the far side of the galaxy, the instant it happens. That's why we don't really make very good warriors, as if we were to be dying on the battlefield, each death would impact the survivors on the field, and that would cause even more deaths from being distracted. It's also why we believe it would be nearly impossible for one of us to go over to the "dark side", so to speak, because the rest of us would feel obligated to take them down, and he or she would have to kill so many of us in stopping our attempts to stop them that the repeated shocks to their system at close proximity would kill them or make them a mindless vegetable, as a result. No one would willingly open themselves up to that kind of pain and suffering, on a telepathic level.

Only a few of us have died; most of us are too young to have seen combat action, though I've seen more than you'd think, and none of it on official LGSA business - Dad's not the only one who likes to explore other dimensions, and I don't need a ship to travel. Anyway, most of the "Seconds" who have died did so by accident, or didn't even know they were one of us - or vice-versa - until we felt their passing. Every death hammered those "Seconds" around them as surely as if they'd witnessed the death personally - it was even worse if they actually DID witness it.

One of those unrecognized blood kin died fighting the Gurados Empire forces, when we intervened in the universe now code-named Layzner; a half-Zentraedi that was born in Tisiphone Base, and was just shy of twenty when he died. I was young, physically about 14 or 15, and very more vulnerable emotionally than I am today. Mom was affected, of course; but Dad was there to

comfort her. The timing would indicate that it might have even played a part in the conception of my brothers, but who knows? Its effects on me were much worse, as I had no one to turn to at the time, having volunteered to take the UNCCC teens and Eiji Asuka back to Earth with my own powers, ahead of the conflict with the Gurados fleet. Arriving as we did, behind the podium during a full session of the UN trying to avert the US/USSR hostilities, pretty much guaranteed Eiji got the attention he needed to warn the Earth, and I reinforced it by using my powers to keep us on the stage, to complete the warning - and make sure everyone believed it. *Dreamweaver* sent a hyperdimensional message probe back home for reinforcements, as the battle waged primarily in the outer solar system.

A hastily-arranged reception and social function for myself, the UNCCC and the team of real diplomats that teleported in shortly after me took place at about the same time as the main battle for the Solar system began, and I felt the death early on. Anna would later tell me it was the haunted look in my eyes - the first death of a "Second" I'd ever felt - that drew her to me, as she could sense I was in pain. Something about her triggered something in me, and soon, we attempted to dance, me holding her close, as if she was my lifeline - perhaps she was, in retrospect. We found an isolated alcove, and we began talking. I opened up to her in a way I'd never thought possible to someone not one of us; about the hurt I was feeling, all the things I couldn't even tell my own parents, and more. About that time, our memories get fuzzy. All we really know after that point is that she kissed me, and our next recollection is waking up fourteen hours later in an "unoccupied" hotel room (few people wanted to be in New York, if a nuclear war was to break out), our bodies intertwined. And, whatever came over us had also changed her personality to a more assertive one, and we became bonded emotionally.

We showered, I healed her up as best I could to hide what had went on in that blank spot of our memories, and got mostly dressed, stopping by some clothing stores on the way back to the UN to replace what we could no longer wear, all while trying to come up with some sort of excuse about where we'd been that wouldn't cause a diplomatic uproar. As it was, we were found by the NYPD (who had been looking for us since our disappearance about 18 hours earlier) as we were resting our feet in Central Park, and we made the excuse that we'd gone to see a late movie, then went to the park and fell asleep while gazing at the stars, lying in the Sheep Meadow - and I showed the officer that we had been perfectly safe doing so, by lifting his patrol car using my telekinetic powers, and that anyone who'd have tried to mess with us would have gotten a much rougher treatment. My lady's reputation then secure, for the next few months at least, we joined the other back at the UN, where the results of the battle were being reported, and plans were being laid down for the Dimensional Corps' small offensive fleet to make a surgical strike against the Gurados home command, eliminating the empire's expansion plans with a minimum of bloodshed.

Being a military operation, most of us civilians were sent home for this, so I didn't get to see Anna again until I figured out how to get there on my own, about twenty months later. Then, my next visit was again another eighteen months after that, as I had achieved majority, and entered training for the DC & Outreach services, spending much of that time in school. On that visit, I was surprised to find that the "sister" she introduced me to in my first return visit was actually our daughter from that first night of passion, and that she had borne me a second daughter from that return, as well. I also found out that her government was wanting to use our daughters as test subjects and cell donors for experiments, possibly even as brood mothers for psionic agents that would be raised by the state, so I took them with me, exposed the entire sordid plan to the UN assembly (of all things, while Aunt Aurora was speaking on the dangers of genetic manipulation and

cloning without a moral guideline, using the Zentraedi as an example), and did several billions Euros in damage to the research facilities as I left with them, to make sure all their cell samples were destroyed. I caught all kinds of hell from Dad over having two children - much less two children I didn't even know I'd fathered, but I did the right thing, and Anna and I were married a month later at our new home - just in time to find out she was pregnant again.

She adapted fairly well to the new home, even to the strange customs we "Seconds" have among ourselves, but we became estranged after the Omphalan "Mylene Incident" in 2048, before reconciling shortly before our daughters' weddings in late 2051. The "accident" separated us again the next year, but she (and my widowed elder daughter and two granddaughters) joined me here in Delta City shortly after the supply missions started coming in two years ago, and welcomed Karen, Beth and their children into the family with open arms (and, when you consider that Beth & Karen had seven children pretty much at once, Anna and Stephanie's arrival to help was a godsend). The question is now how will this new world adapt to us?

## **The Second's Code of Conduct**

As related by Catherine Renee ("Cathy") Freeman

While not anything formalized (how could it be, given our nature?), this exists as a result of the combination of the instinctive behavioral reinforcement encoded within us via the manipulations of the true Zor in setting the stage for Karen's birth, with the deep connections between each of us (which was not one of his intentions, as he only planned on Karen). So far, none of us have ever encountered one of our own that had more than minor variations of the themes detailed below.

*1. We are not better, nor worse, than anyone else, just because we are born with our powers.* We have sacrificed much as a result of these powers, in terms of our abbreviated childhood, responsibility we feel towards others' well-being, and the effects our deaths can have on one another. And, these sacrifices were not chosen by us, but are our fate. This is felt most by those of us who fall in love with a non-second. That spouse will either grow old as we age much more slowly, or risk the not-entirely-safe process of rejuvenation several times to slow the pace towards death. Granted, this is not a situation any of us has yet to face, but it is something we cannot ignore, either.

*2. We must not let others use us or our gifts to emulate the Robotech Masters.* It is one thing to modify individuals willingly; but it is up to the individuals, not the government, to decide what is acceptable in that regard, and those individual's motives must be taken into account as well. The irony of it all is that our very nature would cause such an attempt to backfire, but we cannot let the attempt be made in the first place, because of the lives that would be destroyed in the process. As our allies in the Circle once said, we don't own our genes, we're just using them and passing them on to the next generation. But, it is our call to whom we pass them.

*3. Love whom you will.* Our gifts have eliminated all of the potentially dangerous recessive and dominant genes in the genome of our subspecies, and the nature of our genes means that any such genes that end up in a child conceived by the union of one of us with a normal human will have been corrected before the first month of pregnancy. In fact, the same forces responsible for this can be harvested without harming a child in utero, and injected into the amniotic fluid of a first trimester normal child with one or more of these disorders - even something as radical as monosomy or trisomy - and they will correct the problems within that child's genetics.

*4. Do not therefore judge others on their chosen relationships, and respect the differences between public and private lives.* As long as all parties are consensual, our relationships vary from the more common heterosexual monogamy, to something as large and recursive as our allies on Tellus Tertius, with their plural marriage and no incest taboo. The only firm rule seems to be that all parties be willing participants, with full consent of the others in their permanent relationships.

If any taboos exist, they are against mother/son "Oedipal" relationships and male homosexuality, and those could just be absent from the current overabundance of willing young females and the ability for a trans-gender person to use our medical cloning chamber technology to genetically recreate themselves as their perceived sex. And, that technology also has affected others, not just seconds, as my great-aunt Nyra and her transgendered husband (the result of male officer Zentraedi accidentally receiving the mental programming of a female) use the chamber every few years to alternate their sexes, so that she's male part of the time, and my uncle is a fully functioning female (both retain their true genetics, though, suppressed by some hormonal tweaking), and both have been birth mothers for my cousins, depending on whose turn it was to be pregnant.

Private lives tend to be much more complicated than the public side we show people - Steve is probably the most over-the-top in this regard, but others have their own relationships that would cause "normal" people to go into full "Puritan Outrage" mode. If someone is having a relationship that is acceptable in terms of it being with full consent of all parties, but would be illegal under the laws of "normal" society, the sanctity of the relationship typically takes precedent. There probably wouldn't be any lying if the person was asked flat out about a specific relationship, but the information wouldn't be volunteered, either.

I doubt any of us were unaware of Steve and Beth's relationship from the outset, or at least being old enough to comprehend it (their physical age was probably about 10 at the time, chronologically he was 3, and she was 4). I was just starting school then - at the chronological age of two, and physical age of six - but even I knew about it, and so did her parents within a couple months ( themselves commonly referred to as the kinkiest monogamous couple in the history of the RDF). But it only became a legal issue when, due to Freya's visit with the fertility necklace, he got her pregnant. And, all that resulted in was public censure and exacting a promise not to reproduce again, because here in Delta City we "Seconds" are the norm, not the outlier. Had it occurred back home, they probably would have been court-martialed, lost custody of their child (and their other children by others), and exposed their family to shame and ridicule (only made worse because both are high-level psychics, and would have fled that dimension to remain together). Given all the trouble Steve has had concerning offspring, Anna is one special normal person (well, almost normal - she is a natural empath) to understand it all, and still be with him after these last ten years.

*5. The needs of the many outweigh the needs of the few (or the one).* Unspoken, unopposed, and instinctive, it is second nature for us to make personal sacrifices for the greater good, no matter how self-centered any of us may be normally. It could be something as simple as charitable work, which most of us did back home, ranging from fund-raising to disaster relief. There were several disaster relief missions where we were first responders by virtue of teleportation to the scene (typically, one of us would get there by whatever circuitous means they could to get a safe destination, and the others used him or her as the "arrival beacon"), and used our kinetic and healing powers to save lives that could not have been saved otherwise, due to time constraints on those traveling to the site conventionally. And, believe me, we caught hell from our parents over it, not to mention governmental types (who didn't like pre-teens in pajamas showing them up even if we saved lives, we having been woken up by the general call for volunteers, and not stopping to dress on the way).

Several more of us, though so far it's only been adults among us, have gone one step further and actually died saving others - and others have had powers normally beyond their ability to use

manifest only long enough to save those they were aiding (and sometimes themselves, as well - but not always). The earliest example of this was Grandmother's dimensional teleportation power kicking in over Optera, at a time she had never even considered it possible, to save her life and that of her unborn children (one of which, of course, was Father).

*6. Ignorance is one of the greatest evils that can be imposed on a people against their will.*

Ignorance, and the injustices that result from it, must be fought whenever possible. This is one of the reasons we find the Coalition States so repugnant. It was ignorance that nearly cost us Earth in the Invid War, as certain REF commanders were certain the Invid were inhuman monsters that could not be reasoned with - and the Invid would not be open themselves to be reasoned with because they believed us to be no different from the Tyroleans that pillaged their world long ago, and had done so under a false flag of peace. In the end, it was humans and Invid finding common ground, and love for one another, that gave us the opportunity to show the Regis that mistakes had been made by both sides, and that there was another way to end the war, other than one or both sides dead. The Coalition will be a tougher nut to crack, because of it not being a race with a hive mind, but a nation of tens of millions of individuals. But, as impossible as that mission may sound, it was also believed impossible for Breetai and the SDF-1 to stand against Dolza, for anyone to reach the Masters' sanctum and deprive them of victory, or for someone to convince the Invid to leave - let alone do so in a way that would save the Earth from being destroyed by an overly-aggressive implementation of a doomsday order.

*7. Ad Astra ad infinitum. "To the Stars, and beyond".* We are the inheritors of the stars, claiming our birthright, to paraphrase the book that Jim "Lunk" Cooper carried with him, from its owner's death, to the finding justice for that man's father four years later. We go forth not as conquerors, but explorers and diplomats; liberators and champions of the innocent. Even the most self-centered of us can and has been moved by events to becoming a crusader for the greater good, meddling in the affairs of despots and megalomaniacs, to find a way to instigate some measure of change, no matter how slight, when other people would accept a cause as hopeless, accept the status quo, and move on. There is no such thing as a "no-win" scenario to us, as we instinctively look for the slightest way to at least cause the smallest ripple to deflect the worst possible outcome, to be the butterfly whose wings change the course of a storm weeks later and half a planet away, rather than do nothing at all. Grandmother's birth as the first of us was the first ripple, that saved our world from a consuming storm; we are its echoes, magnifying and spreading the change wherever we find ourselves, with much the same purpose but a more larger scope.

**Appendix:** A look at the institution of marriage in the Post-Invid world of the LGSA, and how the Masters' genetic manipulations and Dimensional exploration impacted it.

The existence of the Tyrolean clone population wreaked havoc with the definition of "individual" in the 2030s, though in time most clones did start experiencing more and more independent thought as time passed. The debate was "is a triumvirate a trio or literally three-as-one, unless forced to be otherwise (which could be considered an attack on a person's sanity)? If the latter, if one clone becomes independent of the other two, who remain bonded, then how do you handle it - especially if two are "married" to one person, and the renegade to another?"

The laws finally were codified in the late 2030s, assisted somewhat by the fact that a great number of men (highly disproportionate in the population) on Earth died in the Masters & Invid wars. The clone population was similarly impacted by the Masters War as well, as nearly every able-bodied male clone was stuck in a Bioroid; most of the ground assaults, on the other hand, used a majority of women, with some less-able men, as the Masters had kept only the best of each on board (and had plenty of genetic samples to regrow a population after their victory). The clones rescued by the 15<sup>th</sup>, who had been set adrift in spacesuits in orbit in a slowed metabolic state for recovery after the victory (to see if they were salvageable with new Protoculture) were similarly lopsided. In all, it meant that both Earth and Tyrol had 2/1 female to male ratios, and that was before factoring the Praxians into the situation, as they, too, needed something to replace the ancient device that was lost with their homeworld, that impregnated the chosen few.

1. Each clone is an individual. A single individual may have as many as four spouses, so long as they are treated comparatively equally and married to only the one opposite-sex person (same-sex vows between the multiple spouses were permissible, if not encouraged). Note that while this is non-specific in gender, over 99.9% of multiple spouse situations ended up being one man and 2-4 women. In fact, the few cases where a woman had more than one husband typically resulted in the woman being treated like dirt by other women, as being greedy and inconsiderate of others. While about 30% of non-triumvirate (8% for full or partial triumvirates) plural marriages with 1 husband typically ended with one or more divorcing the spouse within 10 years, the numbers were closer to 90% in 3 years for a woman with multiple husbands - triumvirate or not.

2. Same-sex plural marriages are limited to a total of four persons, so as to be able to add the 1 opposite-sex member at a later date, should they find someone acceptable (in some female households, this fifth person added later was effectively a sperm donor that the women mutually agreed on, with the amount of sexual interaction between him and the women depending on which ones were actually willing to have a male lover, instead of in-vitro fertilization) .

3. All spouses must be fully consensual in terms of each other. In other words, if a person was to add a second spouse, the two spouses must both agree in writing to the condition, as part of the marriage contract, and the vows. If a third spouse is added, the new spouse must accept the two previous ones, and both the previous one must accept her, and so on. A multiple divorcing the shared spouse also breaks any vows with their co-spouses, unless they divorce their shared spouse as a group.

4. Affairs outside the marriage must be approved by the majority of the marriage participants. For example, the shared spouse may have another lover (in fact, this is usually how additional persons are added after the first marriage ceremony) if the person is approved by the co-spouses. A co-spouse may have an outside lover if approved by the shared spouse and a majority of their co-spouses (after

all, it might lead to that person leaving the marriage for the new spouse, giving more time with the shared spouse to them). Set up properly, this can lead to several multiple-spouse families creating a communal family of 10, 20 or more members.

5. Those married under LGSA jurisdiction, or under a recognized compatible legal system, count toward the four spouses. Those whose vows are not legal by LGSA law do not (officially) count toward the limit, but still require the approval from the rest of the co-spouses, etc., as if it was a legal union. If this rule is not followed (or, in the case of an unapproved affair, such as in #4 above), those excluded from the decision-making process can seek recourse legally, such as suing for divorce with prejudice.

6. LGSA-defined legal marriage limits based on consanguinity. Prior to the Zentraedi, there were two different means of defining blood kinship. One counts each step as a "cousin" delineation, the other is based on generational differences. For example, "First Cousin" is defined the same in each. However, the relationship between the child to his parent's First Cousin is "Second Cousin" by the first method, "First Cousin, Once Removed" by the second. Non-sibling Children sharing great-grandparents are "Third Cousins" by the first method, "Second Cousins" by the second. The use of these varied by region in North America, in an almost random pattern created by the westward expansion by families or groups using one or the other.

The first method ended up being the one adopted by the UEG, and later the LGSA, because it more simply reflects the actual kinship level between persons. What would be "First Cousins Four Times Removed", "Second Cousins Twice Removed" and "Third Cousins" under the second system all would be "Fifth Cousin" relationships in the first, as all have the same level of average shared genetic kinship through common ancestors. All the second system does is place the generation where the lines diverged, and if you know two people are related, you probably know that already. Plus, one can use the second system to build a false sense of close relationship. For example (real-world case), since my direct ancestor on my maternal grandfather's side was the brother of one of the two men whose wives gave birth on board the Mayflower, I could abuse the system and say that the baby Peregrine White was my First Cousin (about 15 times removed). The sheer absurdity of this is fairly obvious (probably the only thing the baby had in common with my grandfather, after 285 years separating the lineages, was the majority of the Y chromosome, and of course my mother didn't inherit that to pass on...).

One modifier the UEG added, however, was that an additional "cousin" level would be tacked on if the kinship was through half-siblings, given the large number of divorces and remarriages in the half-century before the Dolza (compared to the previous few centuries), as well as the number of families broken by Zentraedi-caused deaths, leading to remarriages (interestingly, divorces hit an all-time low in the history of North America between 2012 and 2030, some say from the near-extinction of humanity scaring the survivors into taking seriously the sanctity of marriage once more). So, persons with one shared grandparent would be treated as second cousins in the eyes of the law, instead of first cousins, as that more accurately reflects the common blood between them.

7. Now, with the system defined, the legal limits for marriage in the LGSA are as follows:

A. First Cousins, with no other kinship closer than fifth cousins in their shared ancestry (say, on the other side of the family tree).

B. Second Cousins, with no other kinship closer than third cousin.

These relationship levels may seem a little... er, close, but one has to remember that the small populations, often with little travel between population centers, resulted in small isolated gene pools in the surviving parts of the world for over 25 years after Dolza. In fact, if one went with the more restrictive traditional (pre-Dolza) limits common to 90% of North America in the late 20<sup>th</sup> century, about 5% to 8% of the married couples (officially or by common law) surviving in North America outside of New York City (the only surviving city on the continent) would have been illegal. But, while it's a fact that inbreeding can reinforce genetic traits, it is just as likely to reinforce good ones as bad ones (which is the logic behind methods used to get certain traits to breed "true" in plants and livestock - there's just a stigma when the same method is applied to humans, for obvious reasons). When combined with the LGSA's cloning/sizing-chamber-derived gene therapies, which can cure such bad gene combinations, or even replace the recessive genes that aren't being expressed, that level of danger is quickly fading away by 2050. In addition, there's the effect the active immune system of the "Seconds" is having on the populace in the slow elimination of defects (and conversion of future generations to also be Seconds).

#### 8. Example couples:

Zor Freeman & Aurora Sterling Freeman are 1/2 Second cousins (equivalent to 3<sup>rd</sup> cousins by law) through his grandmother and her mother (half-sisters due to the nature of their genetic origins). Therefore they are quite legal.

On the other hand, Steve Freeman & Beth Freeman are first cousins through their fathers, 1/2 second cousins through his grandmother and her mother. By LGSA law, their relationship is not legal for marriage.

HOWEVER, after an encounter with the Greek god Hermes on Rifts Earth, Beth had a daughter (she also had a son by Steve, which got them in serious trouble, but that's another story). Using a variation of ancient magicks from another realm, mother and daughter (once the daughter was physically in her teens) permanently traded bodies. The body Beth now inhabits is one step further removed from Steve, a second cousin + 1/2 third cousin, and therefore legal - at least in the LGSA enclave on Rifts Earth. The particulars of this case have not been submitted to Core for a final legal judgement, though it is probably valid, based on test cases involving a hypothetical transfer of a person to a body with a different genotype as an emergency measure or accident, considered during the approval of the cloning chambers for medical use. Either way, it is unlikely that Steve or Beth will ever actually return to the world of their birth for more than visits, anyway. There is also the so-called "Pantheon rule" (next section), which might also apply.

9. Relations with a supernatural/deific being follow the rules of their pantheon, and are recognized as a diplomatic formality. After all, do you really want to tell Zeus or some other being with "phenomenal cosmic power" that you don't approve of his sister being the mother of his children?

#### 10. Steve Freeman's legal wives, as an example (ca. 2390 Rifts Earth):

First Wife: Anna

Second Wife: Cynthia (Cindy) Freeman (Second Cousin, Omphalan Royal Court)

Third Wife: Karen (nee Lynn, third daughter of Minmei)

Fourth Wife: Beth, after her body switch

Had informal (or illegal, in the case of Beth) vows been given the same level of recognition, the order would be Beth, Cindy, Anna, Karen. Cindy's formal vows predate Anna's, but also predate the adoption of the "Pantheon Rule", and no one on Core (other than Cindy's aunts, half-siblings and grandparents) knew about the vows, as at the time, Omphalos was not recognized as any sort of

legal entity (under #5 above). And, truthfully, it is still somewhat of a family secret, for obvious reasons (though the Pantheon Rule now makes it legal). The order presented above reflects the renewing of his vows with Cindy during his honeymoon with Anna, which they spent on Omphalos. *Recognized external lovers:* Legal ones include Karen's younger daughter by Hermes (Pantheon rule, again - and that kind of activity is downright expected given her father's own precocious childhood), Cindy's older sister (ruler of Omphalos, since her parents' departure, though rarely so intrudes on her sister & aunt's turf that way), and a rather odd Omphalan variation of the old noble's right of medieval times, where if he is passing through a Invid princess' territory, that lady may request him to spend a night with her (but may only make the request once in her lifetime) as he is a consort to the Omphalan court (and she cannot take any magical or psionic means to enhance her fertility or otherwise increase her chance of conception). There are doubtless several young Invid running around fathered by him, but he doesn't know who they are, and they aren't allowed to know, either.

*Less legal affairs:* Of course, it was manipulation of this right that caused the "Mylene Incident" of 2048, where Steve, Beth and friends took Emilia Jenius and several others to Omphalos for a vacation (manipulating time so that days passed in a section of Omphalos, but only hours in real world), but they chose their cover story poorly, to where they got saddled also taking a bunch of younger siblings along. They left the kids with an Invid community, then went off for their own plans, only to lose track of the kids. They couldn't find the place they left, but found another town nearby, and Steve got invited in - only to find out the next morning that the town had experienced years in the days they'd been gone, and that the "Invid Princess" who had taken him to bed was Mylene they'd left behind a week before (about 6 years old when they last saw her) - and she had conceived from the night's events. Unfortunately, the nature of the realm was such that she couldn't be put back to "normal" (how she came in) until after childbirth (would take a few more hours real-world time), and in the wait, Emilia (who was sent ahead back home to stall) accidentally admitted to both pair of the baby's grandparents what was going on, landing Steve in even worse trouble than with Anna and her daughters, and pissing off Anna to boot (who ended up legally separating from him for almost 3 years).

Steve spent most of the next year after Mylene was returned to her primary-school self back home wandering the Megaverse, making blind dimensional teleports to explore, and spending close to a century in other worlds (and even encountering a few paradoxes along the way), stopping back in Omphalos once every relative decade to revert his own aging. As a result, Steve is a much older soul inside his young body, than most people know (he once equated his life experiences to being like one of the "Sons of Adam" from the Narnia series, with decades passing while he was away, but returning to the life of a young man after each trip).

There are no less than six other lovers, recognized as such at one time or another by his wives, that are illegal by any definition due to blood relationship, but encounters with them are few and far between (especially lately), as technically four of them have married someone since. The two others, on the other hand, are a bit more complicated - one owns an astral brothel, inherited from her mother, and the other is mentally disturbed, and used a combination of psychic powers to impersonate one of Steve's other lovers in order to get pregnant, after he refused to have anything to do with her, let alone have sex with her again.

Steve's reputation, due to the number of girls (still) trying to get into his pants, as he is the most (some say only) powerful male Second (and will be still for a few more years, till a couple of his sons reach majority), combined with his position in Omphalos (and no one knows how many kids he probably fathered in that year he went walkabout for a century of personal time), has had a few of his friends start referring to him as "The future father of the Megaverse" (a take on a joke line from an old Clint Eastwood/Lee Marvin movie). He is not amused.