

Read First! Introduction

By Blake Mobley

Production

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All of the following playtesters are personal friends, many are 'old' friends who have played with me for years and years.

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Artwork has been provided by a number of talented artists. Their works move around so frequently in this "living game" that I only feel it appropriate to mention them all in each booklet.

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Special Thanks

From Blake Mobley to:

- Renay for allowing me to play late into the night for these many years and for supporting my dream.
- Phillip Bagga, Steve Tobin, and Dave Webb for their many deep conversations into the recess of RPG design and playability. Phillip for "keeping it real" and his watchfulness for the "fun" of gaming. Steve as a great sounding board for prototype concepts and services as a master GM. Dave for his unique ability to break bad rule systems and for his long time inspiration as a fellow game designer. You three have helped me more than you know.

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Living Game

As a living game, you will find some odd differences from most systems. There will be editing anomalies everywhere. With over 650 pages, when a small rule is tweaked, it is often difficult to make the appropriate change thought the entire set of booklets. Thus, you will run into typos, contradictions, etc. We are currently working too minimize these as our top priority. This is a "living game." It breathes, grows, mutates, and changes. But, at this point, it is mostly being edited for clarity and consistency and expanded upon (adding more skills, equipment, powers, etc. to the already large list).

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Read First

MORE THAN AN INTRODUCTON

This wonderful booklet is most than introduction. It will introduce you to the wonders of the MetaScape Experience, the amazing MetaScape rules system, explain the layout of the other booklets, so you know what to read when, and serves as a general, "Welcome Aboard."

Besides being a fun read, this booklet will provide many basic concepts, booklet relationships, etc. that are required to play MetaScape, so don't discard it as mere fluff. You'll need to give it a thorough read before you delve into the other booklets.

WHAT TO READ FIRST

Read through all of this booklet, and the last section, "How to Learn MetaScape" will walk you through which booklets to read, how to read them, and when to read them.

KILLIAM

OK, first, I just can't address you as "YOU" throughout these rules, too impersonal. So, I shall anoint you with the Scaper name of.... Killiam! I shall here forth address you as Killiam.

A word from Jodar

Killiam, I am Jodar...

Welcome to the MetaScape II™ Roleplaying System. More than a game, the MetaScape II™ System is a hobby and an unparalleled experience, spanning time, space and the limits of your imagination.

Scaping harnesses the most powerful force in the universe – the power of human thought and imagination! Through Scaping, thought and imagination can create worlds and universes undreamed of, and catapult you to adventure beyond your wildest imagination. Read on, and learn how!

To Be a Scaper

You may think of yourself as a human being, living on the third planet of the star system Sol, in the latter part of what you call the twentieth century. This is true, but it is far from the whole truth.

As a species, humans have harnessed many of the primary powers of the universe, especially the one known as Technology. To date, there's been no accepted evidence of other sentient life, and none of the other powers have been developed by your species. In fact, the probability of such changes are almost nonexistent, for you live in the highly stable Scape known as Reality.

But your species controls a far greater power – the power to imagine, to aspire, and to dream. Those who have truly mastered these most awesome of powers are those few known as Scapers.

Killiam, welcome beyond Reality!

Through the power of Scaping, you too can learn to open doorways into other places – lands you have never seen before, realms of dream and imagination, places of wonder! This is the true power of Scaping!

The art of Scaping is an ancient one, whose power originates in the beginning, when universe first split. The full extent of Scaping is not known, even by those who have mastered it.

Within a species, only a few will have the ability to Scape. Rarely, an entire race will possess the latent ability, often unknown even to members of that race. Such is the case among the humans of Reality – all of whom have the power to Scape. Only the most creative and imaginative members of the human race have discovered this ability – creative and imaginative individuals such as yourself!

Before I tell you more about Scaping, you must understand what a Scape is.

A Scape is an entire existence, with unique sets of laws governing everything from physics to magic. You might say that a Scape is like a Universe!

A Scape is everything! Traveling from Scape to Scape is like switching from one complete existence to another. Some Scapes even have multiple dimensions or planes of existence, and yet they are still just one Scape, one set of rules, one existence.

Soon, you will be introduced to my Scape – Guild Space.

THE SECRETS OF IMAGINATION

There are several ways of traveling between Scapes. Humans possess the rare ability to travel to other Scapes through dreams – known as DreamScaping. In dreams, a Scaper wanders the infinite possibilities of the Scapes, but has little control over the direction taken.

You may also visit another Scape through imagination or daydreaming – MindScaping. This is perhaps your species' greatest power, one which few other races can even conceive.

Finally, there are the rare individuals who can actually project their entire mind, body, and existence into another Scape. This is the ultimate art of MetaScaping, of which I, Jodar, am a master. And Killiam, I will teach you this most guarded and ancient talent, if your mind is able to withstand the complex forces involved.

I have extended my powers and the portal opens now – if you fear the unknown, if your mind is not able to wield the mighty powers of super science and sorcery, it is best that you close this book, sealing the portal forever. Choose your destiny...

WELCOME BEYOND REALITY

I see that you have chosen well, Killiam. Welcome to the realms beyond the confines of Reality. You have taken the first step in becoming a Scaper. I, Jodar, will serve as your guide and guardian. Do not be alarmed. You are in no immediate danger, but I will not lie to you... many dangers lie ahead!

Although I possess the power to physically enter your Scape, I cannot lend the ability to others.

Despite this, I am in need of Scapers to aid me in a desperate mission, the salvation of my Scape.

In vain have I searched the Scapes, looking desperately for a race with latent power. On the verge of total failure, I found the people for whom I had searched so long – the humans of Earth!

Now, I will teach those among you, who will listen, how to harness your dreams and imagination to assist

me. Toward this end, I have caused a great tool to be created upon your planet: the MetaScape Game System!

Read the rules of this game. Within its pages are all the secrets you need to project your mind into Guild Space, and lend the awesome powers of your imagination to me and my allies. Good luck, human – you may be Guild Space's last hope!

STRAP ON YOUR BEST SKIS

Killiam, if you decide that you will play MetaScape with your roleplaying group, great! But, if the game is just too much to digest, that's OK too. It is a massively advanced RPG system with a host of sophisticated rules - hehe. It was designed for my small group of RPGers who have all worked in the RPG (roleplaying game) field and love to talk RPG theory. We visit for hours, literally hours, after each session and keep a constant dialogue via e-mail and chat. So it's kind of like a group of professional downhill skiers making the ultimate run for themselves then saying "Here try our triple black diamond slope of death" to the other skiers - hehe.

So the question is, how good are your skis, Killiam? No broken bones! If it's just too advanced, that's OK, don't push yourself or your players. There are many less robust games out there if you need a simpler game system.

The MetaScape Experience

Before diving into the rules, let me tease you with a few of the unique strengths of MetaScape and maybe you'll begin to see why my RPG friends think that you may never return to any other RPG system. Now the hard part here is for me not to write ten pages on how great MetaScape is - haha.

MetaScape has several very powerful and unusual aspects for an RPG system and a lot more that I won't cover - you'll discover these other secret treasures for yourself as you master the game.

What is it like to Play MetaScape? This will be answered in this section in an interview format of questions and answers.

TELL ME ABOUT THE SETTING

Guild Space is a science fiction setting but it has a lot of space opera in it. There are medieval planets like Calemor and advanced super science regions such as Aerolk Space. Great empires exist such as the Zin-Shee Matriarchy (you can play Zin-Shee by the way), the "evil" Empire, and the GUILD itself, plus many more.

Characters will get to adventure on foot, in vehicles ranging from motorcycles to high tech military hover tanks; and, they will get to travel in space craft and even other dimensions.

OK, HOW ABOUT MAJOR PLOT ELEMENTS?

There is an entire section called "Super History" in the Guild Space booklet (the setting guide). It explains, to the GM (players should avoid reading that section) the mega plots in the background. And there is another aspect (I won't mention it here) that allows the GM to create a massive super plot on their own. Also, look at the very last page - the map of Known Space.

Besides this, the Guild Space booklet lists a history going back for over six millennium about strife, conflict, resolution, etc., such as imperial honored slave practice in 1116 a.h., and the Guild establishes the House of Dha in 2889, etc.

If you want, you can even go read the Guild Space booklet now and then return here.

WHAT KIND OF CHARACTER RACES EXIST?

I have seven rich races for players to choose from.

- **Anthropos** - modern day humans with enhanced senses, skilled with technology and tech power armor and weapons
- **Calemora** - medieval race of stocky martial arts humans, no emotions, adept at psychosomatics, good medieval warriors
- **Draca** - brutal lizard-man race, lovers of cybernetics
- **Kryll** - gross, insectoid race with a hard carapace. They use biotechnology and are excellent bio-gunners and bio-warriors.
- **Shanask** - mysterious ghost like race that exists in a cloak, powerful users of the Sorce
- **Zin-Shee Female** - feline race, athletic and adept at Psionics
- **Zin-Shee Male** - ferocious feline race very athletic, acrobatic, and skilled at martial arts and melee combat

For a pictures of the races turn to the player's Race Booklet.

HOW MANY CLASSES DO YOU HAVE?

Well, some game systems have seven or eight, others may have a little over ten, but MetaScape has 26! Here is a brief description.

- **Assault Mech** - Heavy advanced tech weapons and armor, mostly ranged weapons, designed to assault compounds or transports
- **Beast Master** - Uses natural weapons (punch, bite, etc.) and shape changes into animal forms and can summon a small and medium animal helper.
- **Bio Gunner** - BioTech ranged fighter with unusual skills using the plant side of nature.
- **Bio Warrior** - BioTech melee fighter with unusual talents having to do with life and healing
- **Blade** - Master swordsman, high damage but little focus on defenses.
- **Catong Dragon** - Martial arts master
- **Cyber Warrior** - Cybernetic implants and weapons, hard to kill
- **Death Stalker** - A one on one judicial assassin, very bound by code and honor
- **Destron** - Heavy advanced tech melee warrior with limited healing abilities. Very cavalier.

- **Dragon** – Similar to a samurai
- **Ghost** – A warrior tank that focuses on never dying.
- **Goliath** – Heavy melee combatant, like the barbarian's of old
- **Guardian of Light** – Honorable modern tech guardian warrior
- **High Guard** – Trapeze and rafter fighters who prefer to never touch the ground during combat.
- **Marine** – Advanced tech personal assault fighter, the commando of the future
- **Mensi** – Masters of mental manipulation and force fields
- **Mutak** – Use the power of psychomatics to modify their bodies, shape change, and fight with light melee weapons, very good at martial arts
- **Night Spawn** – A dark class that likes to hunt their prey and terrorize it for days before killing. Have unusual abilities with BioTech armor.
- **Ranger** – Outdoorsman or border patrol able to summon a large significant pet to aide them.
- **Shadow Thief** – An expert thief that uses powers of the mind to add to their effects.
- **Siado** – Acrobatic honor bound fighters who can manipulate several forces to move objects
- **Slayer** – A professional battle mage
- **Sniper** – Sniper says it all
- **Warlock** – Master magician, wielder of the Sorce
- **Warrior** – Expert melee combatant uses raw power and good old physical melee weapons.
- **Wraith** – A dark assassin that dabbles into the Sorce to aid in their work.

For a better feel of these classes, open the Class booklet and read their full descriptions.

ARE THERE ANY PICTURES?

Lots of professionally drawn pictures are sprinkled throughout the rules, particularly the player booklets. Some of these pictures are drawn by Mark Maxwell who did some of the air brush work for the NASA space program. There are well over several hundred pictures all together in the rules and adventures. They'll help give you a really good feel for the setting.

Nearly every weapon, armor, and equipment item has a picture to go along with it. The same for the many GUs (GM Units, such as aliens, known races, personalities, etc.) and most of the primary ship classes and vehicles. And a lot more!

WHAT TYPES OF TECHNOLOGY EXIST?

MetaScape uses three richly developed primary sciences.

- **Biotechnology or BioTech:** This is the science of living technology. Living ships, living armor, living weapon, living equipment. It is gross, wet, slimy, exotic, and unusual.
- **Cybernetics or CyberTech:** Cybernetics is the science of enhancing the body by adding built in technology or simply cutting off sections of the body and replacing them with technology.
- **Technology:** Technology all other forms of electronic, nuclear, light, etc. based technology, other than cybernetics.

IS THERE A LIST OF SHIPS, VEHICLES AND ROBOTS?

You mean like the Knifewing-Class Starbomber (2 man ship), Heavy Cruiser (20 forward quad blaster cannons, 15 360 degree dual plasma cannon turrets, and I'm just getting started), the super dreadnaught and a lot more.

For transports there are the halberd-class armored transport (5 man high tech, quad tracked tank), the Draca Khavaxx (large cyber enhanced gopher – hehe), or the handy little hyperbike, and more.

Robots – MetaScape calls them automatons which is usually abbreviated ATM. There is the robodog, Walker A-frame (two legged heavy combat unit), and more.

HOW MANY WEAPONS AND ARMOR CHOICES EXIST?

MetaScape has about 110 weapons:

- Sorce: 3 (weapons attuned to Sorce power)
- Natural: 8 (like punch, kick)
- Martial Art: 5
- Archaic: 12 (medieval style)
- Archaic Hurlled: 6 (most are also melee)
- Archaic Ranged 4 (like Bow)
- Tech Melee: 7 (like plasma sword)
- Tech Hurlled: 3 (like the Frisbee style Manta)
- Tech Ranged: 34 (blaster rifle, missile launcher)
- Cybernetic: 11 (cyber jaw)
- BioTech: 17 (web slinger)

MetaScape has about 38 armor types and 17 pieces of archaic partial and 28 pieces of cyber.

- Natural: 1 (skin)

- Martial Arts: 1 (skilled skin – hehe)
- Archaic Partial: 5 categories of 17 pieces (helmet, breast plate, vambraces, etc)
- Archaic Full: 2 (Calemoran Plate)
- Archaic Shields: 3 (traditional shield)
- Tech Force Field: 6
- Tech Power Suit: 8 (like Marine Armor)
- BioTech: 7 (spider armor – like it sounds)
- Cyber Partial: 5 categories of 28 pieces

CAN A CHARACTER SPECIALIZE IN A SKILL OR WEAPON?

Can you ever. You can “master” at most feats (skills), weapons, and armor. Mastering will roughly double to triple your effectiveness and open up other possible uses. And feats, armor, weapons will have between 1 and 30 mastery elements that can be learned. Fully mastering at all possible feats, weapons, and armor would require an extremely high level character. I’ve never seen anyone get even close. Some weapons would take three character levels of advancement *just* to fully master that one weapon.

Here are some possible effects of mastery:

- Increase a weapon’s damage from a little up to double.
- Allow a weapon to attack multiple times and/or multiple opponents
- Use a weapon to knock an opponent over, back, break their arm, disarm, stun, etc.
- Armor defense and protection can be improved
- A power may have its range increase
- Transforming into a bear might gain more “bear-like” abilities such as strength, bear hug, etc.
- Climbing might extend to smooth glass-like surfaces or even ceilings

And it goes on and on. Each feat has a custom set of mastery elements for that feat alone. With nearly 500 feats and 1 to 30 elements each, that’s an immense job of massive quantity and detail for you to enjoy!

DO ARTIFACTS EXIST?

Of course, MetaScape has Tech, Cyber, Bio, Psionic, Sorce, and even psychosomatic artifacts. They come in lesser, major, and Elite categories. Everything from a wall ball (toss a ball that turns into a large granite wall), to jump boots, to the Sword of Obiox (semi-evil sword of massive power), to a gun that shoots a ball that

transports into odd things like a pile of flaming wood or a steel girder.

HOW ABOUT POWER, DOES MAGIC EXIST?

Oh yes, we have three exotic powers in MetaScape. With 44 psionic, 30 psychosomatic, and 47 Sorce feats. Or 121 total power feats:

- **Psychosomatics:** Power of the mind over the body to enhance attributes, run faster, jump higher, see farther and, even separate ones molecules to walk through walls or shape change into animals.
- **Psionics:** The ability to use one’s mind to read thoughts, take over another’s mind, make mental attacks, cause a target to fall down. And, Psionics also includes invisible force fields to push, shove, pull, hold, levitate, create spheres of protection, etc.
- **Sorce:** Sorce is short for sorcery which sounds too corny for science fiction. Those with Sorce power can perform great feats of “magic” such as shooting Sorce bolts, ghost walking in another dimension, unlocking doors, teleportation, etc.

ARE THEIR SUPER ABILITIES?

Yes, there Omega powers. These are extremely potent powers that are governed by AP (adventure Point) cost and use luck boxes to operate. And, even better, most of them can be mastered at!

A few examples are “flight,” Super Speed, Super Luck, attunement, Super Gun (turn your armor into a tri-pod mega gun as a power).

COOL, IS THERE ANYTHING BETTER THAN OMEGA POWERS?

Well, now that you ask, there is an optional rule for the secretive MOTC Power. I’ll say no more at this time.

ARE THERE ANY DEFINED GUILDS?

Yes, although it is easy to create guilds, clubs, organizations for characters to join. Three are already designed for you, known as associations.

- **Rangers:** A loyal group that patrols and protects a region of space. Their equipment is of average

quality but they are nearly fanatical to their leader and their purpose. Honorable to a fault.

- **Dha:** Dha is the secret, ultra elite, black ops branch of the GUILD military. If a character joins Dha, they are a paid special forces operative.
- **Freelancer:** If a character has no association then it is, by default, a freelancer. Don't wave off this association, there are some huge benefits such as "full and total salvage rights!"

CAN CHARACTERS TRAVEL AND FIGHT IN SPACE?

Oh yes, there are full ship to ship and boarding combat rules. Most players elect to have their character learn a ship officer position such as Medic, Captain, Tactical Officer, Science Officer, Engineer, and more. Ship Officer roles are not trivial, far more than a title. They have significant game impact.

Ship Officer roles also transfer to transports (multi person surface vehicles, kind of like a large tank). There are full vehicle combat rules for these units as well.

There are several ways to travel around space such as hyperspace wedge, jump gates, and using a huge quantum wedge to open worm holes.

CAN I CREATE MY OWN SHIPS, WEAPONS, AND MORE?

Yes, the GMing booklet has procedures for creating:

- New Class
- New Race
- New Association
- New Ship Officer
- New Professions
- New Feats and Mega
- New OMege
- New Handicaps
- New Weapons
- New Armor
- New Equipment
- New Artifacts
- New ATM
- New Vehicles
- New Ships
- New GU races

Now, some of these are easy and others are pretty involved, but you can do any you want.

IS THIS A SIMPLE STAT BASED SYSTEM OR IS IT SKILL BASED?

Hehe, MetaScape is so massively skill based that it really reaches beyond what most RPGers consider skills. MetaScape uses Feats which include skills as well as enhancements, special rules, powers, and more. Feats are so encompassing that they even include weapons and armor. There are approximately 500 feats to choose from.

DO ATTRIBUTES IMPROVE? IF SO HOW MUCH?

Character attributes like Strength, Lore, Arcane Resistance advance endlessly. The advancement is medium slow but constant. Every level, a certain set of abilities gets a free set of advancement rolls. And, the player may always buy additional advancement rolls on any ability (ANY ability) as many times as desired to compensate for a bad roll, or just because they want the ability better.

HOW DO YOU KEEP HIGH TECH FROM OVERBALANCING THE GAME?

That was a tough problem. With the advancements of technology, characters can easily buy items that give a tech user a huge advantage over a medieval warrior character. So, I came up with ETax. All possessions have a "game impact" number called ETax. And, all character's have a maximum ETax. Players may spend AP (adventure points) and increase ETax if desired. It works great. There's a lot more to it, but that's the basics.

WHAT IS THE HIGHEST CHARACTER LEVEL?

I hate nothing more, than to advance my character in a game (computer or table) and hit a ceiling. Sometimes the ceiling is hard (level 70 is the max) other times it is soft (the game simply falls apart once you get into the upper 20th levels). Well, in MetaScape, there is no limit! MetaScape was designed so characters can advance endlessly.

YEA, BUT WHEN DOES IT BECOME NON-PLAYABLE DUE TO GAME BALANCE?

Honestly, I've been playing for 20 years and have never ran into an upper level problem. The only thing I can say, is your list of abilities will grow fairly large, so

organization and frequent play is useful so you don't forget to use the powers your character has - hehe.

NOW TELL ME SOMETHING UNUSUAL ABOUT METASCAPE

There are a lot of unusual things, but here is a good one.

Luck: All characters will have 8 or more luck boxes. During game play any bad roll may be lucked (cross off a box) and rolled again. There is a one luck per roll limit.

You wouldn't believe how much fun this simple system adds to the game.

HOW DO RACE AND CLASS IMPACT ABILITIES SO THERE IS FLAVOR TO THE GAME?

Nearly every ability in the game starts as an RC number. This stands for "Race Class". It is generated by rolling a racial and a class die. And there are unique Race and Class die for nearly every feat, weapon, armor etc. in the game - it took tons of time to design this race-class balance, but now it's yours to enjoy.

So, every feat is made up of half class and half race as far as the RC die goes. This means that every race/class combo is unique.

I'VE HEARD THAT METASCAPE IS A DICELSS GM GAME. WHAT DOES THAT MEAN?

Well, MetaScape isn't totally diceless for the GM, they have one single die that is occasionally rolled to help make intensity decisions with critical and tremendous results and a few other things. But basically, yes, the GM doesn't roll dice. Rather, the advanced die system that the players use rolls for both the GM and player at the same time - like magic! Yes, it really does roll for both through the magic of the doubling die.

This give the GM more time to think about the game and focus on making it a really enjoyable roleplaying experience for everyone.

I'VE HEARD THAT METASCAPE IS AN AL-LIB GAMER'S DREAM

For many fun reasons, this is true. The GM can create any being, star ship, door lock, opponent, weapon, etc. with just one single number. So a ship could be a 10 or 12 or 2 or 300. The entire game uses the same scale for all things so a difficulty 10 door is as hard to open as a difficulty 10 opponent is to slay, as a

difficulty 10 ship is to shoot down. So an opponent of 10 has a 10 strength, 10 Dexterity, 10 Armor, 10 Vitality (health), 10 armor, 10 damage, etc. For more detail, numbers can be pulled out such as an opponent that is a 10 (MR 16, Attack 5). This opponent has a 16 Movement Rate, 5 Attack and everything else is 10. There are several formats used to quickly define opponents, ships, vehicles, and ATMs.

Because MetaScape is a nearly diceless GM system and a single number or small set of numbers using the same scale can define anything. Ad-Libbing (making it up on the fly) is extremely easy. "The characters look out on a space port, jump on the first freighter they see and take off." Only, you haven't prepared for this at all. Oh, well, at a snap decision the freighter is a 6/8 with dual forward pulse laser guns and one small 180 degree ion turret. There - in about 10 seconds you have completely stated out the freighter!

HOW MANY HITS DOES IT TAKE TO SLAY THE PROVERBIAL DRAGON?

Oh, now this is really cool. MetaScape uses an open ended die system that generates results from 1 to infinity an a diminishing curve. So, usually rolls will be close to the characters die type (typically 4 to 30). But at times huge rolls result. I've even seen a roll close to two million once!

So, it is possible to slay the proverbial dragon in one hit!

And, every roll has a built in critical and tremendous (crit/oops) system built into it. This is on top of the numerical results. This makes for an extremely dynamic game. All sorts of fun and unexpected events occur during combat and regular play as a result.

CAN I USE MINIATURES WHILE ROLEPLAYING?

Oh yes, MetaScape was designed for rich miniature play. Though it can easily be played without, everything was designed for miniature use first and foremost. Most measurements are listed in sq (a board square). An sq happens to be 5 feet so the conversion is fairly simply, for non miniature play.

BLAKE MOBLEY, THE LEAD DESIGNER, IS HE ANY GOOD?

You can judge by reading the rules. But here are a few comments.

- I am an award winning game designer and worked for the largest RPG company in the world as a designer and ran tournament RPGs throughout America and even in Europe. This isn't really that important, Killiam, I just like to brag! ☺
- I've been designing on MetaScape (wasn't always called that) for over 20 years. My target audience has mostly been a group of long time, hard core gamers, so the system has evolved to meet very advanced and critical pallets.
- I have a degree in mathematics with emphasis on probability and statistics. My die system is forged from those skills combined with my computer science degree and quenched (if you will) in the proving waters of my elite play testers.

Booklets

Booklets & Manuals: There are seven Players Booklets. If combined as one volume, they are called the Players Manual. Likewise, there are seven GM (game master) booklets that, when combined together are called the GM Manual.

GM Manual: Because MetaScape is available by download and users will end up printing it out or using a computer to display them, I've broken the rule books into booklets. The Game Master (GM) booklets start with GM1, GM2, etc. These you can print or store on a laptop for GM use. Most of these rules are a read once and only return to as a refresher. As you play more you will rarely use the GM booklets (Artifacts and Omega powers are an exception).

Player Manual: The player booklets will need to be printed out, ideally one set per player, but you can double up if that is too much printing. Alternatively, a laptop with the PDF files on it will work for a player. The Player booklets are largely reference booklets with tables for character creation and advancement. All of them will be used constantly during play.

OK, Killiam, take a glance though each of the player booklets as I describe them here. That way you will have a feel for their purpose and contents.

- **1 - Race:** Contains the seven player character races
- **2 - Class:** Lists the 26 player character classes
- **3 - Professions:** Most important areas are the ship officer positions (like captain) and the factions
- **4 - Feats:** The individual lists of all feats and Mega powers including the three "Powers" of Psionics, Psychosomatics, and Sorcery. Which feats are available to a character and how good they are will come from the first 3 booklets above.
- **5 - Weapons:** Obviously "weapons" hehe, including grenades, missiles, explosives.
- **6 - Armor:** - "armor"
- **7 - Equipment:** Contains the Tech, BioTech, and Cybernetic equipment

PRINTING TIPS

Killiam, you may be tempted to skip this section "Printing Tips." But please, don't skip it - there are some really good tips below.

Killiam, getting all this information in front of your players can be a bit challenging, time consuming and

potentially expensive. So, let me help you out a bit. First, players only need the seven player booklets:

- Race
- Class
- Professions
- Feats
- Weapons
- Armor
- Equipment

And you really only need the Artifacts and Omega Powers during the game, even this manual can be left on computer. The rest of the rules you can have on a computer or just have "memorized" after a game or two, so printing all the GM booklets may be unnecessary.

Print or Computer: using a few laptops or computers around the room is the cheapest and easiest and it will work, but it is far better to have some printed manuals for your players to use. It will speed up character design and advancement a lot.

However, printing the several hundred pages of manuals can be expensive and slow. Here are a few tips:

- It is likely that your or one of the players works at a place with high volume printers. If the company has a "pay for personal use" policy, you can print out the manuals this way.
- Or, realizing that you only need to print them once, then use them for a year or more (I do come out with new versions), you could bite the bullet and print them with your own printer, slow as it may be.
- Or, if you have the bucks, you can just go to one of the many low volume printing businesses like FedEx Kinko's.

Quantity: Ideally you have one Players Manual (Player Booklets 1 to 7) per player. But doubling up is acceptable.

Great Tip: A great tip is to print each character class separately and then just hand the player the one they need. This equals far less printing, and makes the Class Booklet just a few pages. Only once copy is likely needed as two players will probably not pick the same class.

Similarly, you can print out a couple of each race and hand them out separately as well. You may want two in case two players pick the same race.

And, bind (or staple) each of the seven booklets separately and players can swap around the booklet they use. So, as one player is working on weapons, another can be working on armor.

If you choose this method, you can add a few copies of the most used booklets. Or, you can simply as the players to make their own.

Ideal: That said, the ideal is to create a full set of player booklets for each player and bind them or put them in a 3-ring binder. Also, since each booklet has its own table of contents, putting dividers with tabs and labels makes finding things much faster. And, to help even further, notice that the booklets have numbers (1 to 7) so you know the recommended order to place them in.

Color vs Black/White: First, the character sheets really need to be in color. It will make play much easier and speed up the game.

Now, for rule books. Though there are some colored areas, the GM books can easily be printed in B/W. Color is ideal, but unless you have a cheap/fast Sorcerer, don't do it.

Player booklets "can" be black and white, but color will help out a fair amount. Consider printing these in color if not too expensive or difficult.

One or Two Sided: Killiam, do your best to print character sheets front to back (or duplex as the pros call it): Front/Back Feats/Feats Rules/Tables so you only have three pieces of paper instead of 6 which is unruly.

The booklets can be either way, though the sheer size of the booklets all printed together makes duplexing attractive, and it will likely be cheaper. If you use Adobe Acrobat to print from, and your printer is a one sided printer. You can duplex by printing the first run as Odd Pages - Normal Direction. Then flip the pages over and printing the second run as Even Pages - Reverse. Now some printers will have different configurations so you may need a different combination of these options. To experiment, just print the first 6 pages of a booklet to verify your technique before pumping out tons of paper - hehe.

Killiam, hope this helps you get the information in front of your players as quickly, easily, and cheaply as possible.

Tour

Well, Killiam, I thought it would be more fun and easier to kind of look around the rules, dice, and a few other things to get a feel for MetaScape. Then, as I explain how to play, you will already have some familiarity with the game. This fun tour isn't designed to solidify any concept or skill, just to get your feet wet. I'm going to whimsically take you around the game, so hold on and have some fun.

DICE

Killiam, MetaScape is played with an array of dice. If you don't have all of these, I have some tricks for you. But the full complement are: d4, d6, d8, d10, d12, d16, d20, d30 and a DD (special 16-sided doubling die). You will need one set of die per player. But, you, Killiam, the GM, you only need a DD. Ideally, players will want three d6 each for advancement rolls, but one will work fine. Also, ideally, they may want two of all die except the DD for certain combination rolls, but again, one works fine.

Doubling Die: If you don't have a doubling die, I sell them. Or, you can use a d20 and a table located on the character sheet (we'll tour the character sheet soon).

Normal Die: All of the "normal" die (4, 6, 8, 10, 12, 16, 20, 30) can be purchased on-line or at a game hobby store. The more unusual are the 16 and 30 sided, with 16 being the most uncommon.

Trick: If you don't have a die, you can always substitute. For example a d16 can be rolled using a d20 and reroll 17, 18, 19, 20. Later, in the die section, I show you how do roll a d40, d60, d80, d100 with dice, which will allow you to roll a d30 as a d40 and reroll results of 31-40.

So, collect your dice and fill in any holes with tricks or, preferably, a few new die purchases.

Doubling Rolls: About 95% of all MetaScape rolls are "doubling roles." This means that a normal die and a DD (the doubling die) are rolled together with their numbers multiplied for the final result. So d6 and DD rolled together with rolls of 3 and 8 would result in 24. To describe such doubled rolls the notation is D6 (the capital D means it is a doubled roll and will use the DD and the 6 indicates that it is a d6 normal die. So D20 is a doubled 20 roll (uses a DD and d20).

Normal Rolls: There are also a number of normal (or typical) die rolls, notes as d10 (just roll a 10-sided die). The lower case d means "die" where an upper case D means (Doubling Roll).

More: Killiam, soon you will get to learn a lot more about the advanced MetaScape die system (such as the t, © and 16 aspects of the doubling die), but for now you have a general feel for it.

META

As you know, Killiam, many games use the term "Mana" to describe MetaScape's "Meta." So think of Meta as Mana. Meta is a prefix that

means "above" or "beyond." And in MetaScape Meta is the power that is above or beyond the rest of the game. Meta is not magic, it is not desire or "I'll try real hard boss!" or effort, or rage, or.... Meta is all of this rolled into one. So, Meta can be used to swing your sword harder (effort), it can be used to power a spell (magic), it can be used to extend your ability to climb to allow climbing on glass surfaces (focus), etc. Meta is the one stop shop for doing out of the ordinary things.

Colors: Since MetaScape is a "paper and pencil RPG," I designed Meta based on Color rather than numbers, making it much easier to track. Meta Comes in the first five colors of the rainbow: Red, Orange, Yellow, Green, Blue. And each color is roughly twice as powerful as the previous from Red (weakest) to Blue (most powerful). Now, Killiam, you will rarely see the words Red, Orange, Yellow, Green, Blue when referring to Meta. For succinctness, you will, instead, see @R,@O,@Y,@G,@B. So @ followed by one of these five capital letters means Meta Color. Thus, if you read, "A double attack is @Y." It means that it costs a Yellow Meta to double attack.

FEATS

Feats are "learned" abilities like a weapon combat skill, armor use, finding traps, energy bolt, shape change, etc. Killiam, the common RPG categories of: skills, talents, enhancements, spells, powers, abilities, etc. are, in MetaScape, all feats. So a feat may be the knowledge and skill to fight with a dagger. A feat may be a skill like hiding in shadows. A feat may be a power like creating a magical shield around you. Or a feat may even be a rule like "you have infravision." Feats are learned abilities. It's a "feat" that your character can perform.

Weapons/Armor Reminder: Killiam, one thing to remember, weapons and armor skill are feats even though they aren't located in the feats booklet.

CHARACTER SHEET

I don't know about you, Killiam, but I initially judge a role playing game by its character sheet. I guess you could say that it portrays the "character" of the game! Haha - yeah, I know, but I like lame jokes.

Well, take a look at MetaScape's character sheet! Now, don't get shell shocked when you see three front and back sheets, compared to most RPG's one sheet, one side or possibly one sheet front and back. Rather - look at all the pretty colors and let it entrance you, "MetaScape is good, MetaScape is fun! You now wish to make a large PayPal donation to MetaScape!" ☺

OK, for real now, let's take a look at the character sheets. First try to get the names of sheets and their primary purpose memorized. I've kept all the sheet names VERY simple and to the point.

- **Front:** This is the "front" sheet. The one you'll have on top when you play. Key areas are:
 - Attributes: (core, sciences, resistances, combat - the 3 at the bottom)
 - Meta: Pretty colored area in top right
 - Weapons/Armor: big table in the middle.
- **Back:** The back sheet is for recording your character's equipment (not weapons and armor which go on the Front sheet), and for managing your ETax (ETax is a system for regulating player possessions, keeping them within game balance).
- **Feats:** There are two feats sheets (front to back). The main reason for this is so your players can organize their feats as they see fit so they can find and use their feats quickly.
- **Rules:** The rules sheet contains a number of useful rules and the MOTC area. MOTC is a special, optional "power" that can be incorporated into your games, with strong plot impact.
- **Tables:** Well, this sheet is well named, as it is a collection of common die and advancement tables.

Sheet Simplicity: So, Killiam, that's a lot of sheets, but during game play the Rules/Tables sheet can be set aside as it is only used for character generation and advancement (with the exception of MOTC if used). And, for low level characters, one side of the Feat's sheet is often all that is needed. So during game play, players will initially use the Front/Back sheet and one side of a Feat sheet. Traditionally this would be equivalent to a character sheet and spell sheet.

SUMMARY

OK, so now you should have a rough feel for the rule booklets: who gets which kind and what the player booklets "roughly" do. You should also understand how many of which kind of dice are needed to play and what the notation d8, D10, and DD mean. You should know that Meta is a color based "mana" system and that Feats are learned abilities that encompass everything from weapons to skills to powers. Finally, you've taken a look through the character sheets and have a general idea as to the purpose of the Front, Back, Feat, Rule, and Table sheets.

Once you have this basic understanding, you are ready to delve into the exciting details that make MetaScape tick. So, below, enjoy mastering the advanced game that is MetaScape.

How to Learn MetaScape

First, I hope you read everything in this booklet. It will help you learn MetaScape.

PLAYERS

Players do not need to read any rules. The GM will walk you through character creation and you will learn everything else as you play. This is one of the beauties of Roleplaying. So, if you are a player, you can just wait for character creation with your GM, or feel free to browse at leisure though the Player's Manual (booklets 1 to 7).

GM

You have a much more active task. You need to master the rules so you can assist players in creating characters and run the game.

The path for this is pretty easy, read through the booklets in the order laid out as follows:

- **GuildSpace Setting** – Start by reading the GuildSpace booklet. It covers the setting and history of GuildSpace. Understanding this will make many of the other concepts and comments more familiar. This isn't as much a rule book, except for MOTC as a guide to the game setting.
- **Character & Die** – super mission critical, this is the beginning of the hard core rules. Read every word of this booklet in detail and take the time to truly know this information. When you are done, go back and create an entire character by yourself, so you know how to do it.
- **GMing** – this contains a wide variety of primary rules also and should be read next.
- **Roleplaying** – even experience roleplayers need to do a quick read over this. There are a few rules hidden in this booklet and a host of useful tips to running MetaScape from a roleplaying standpoint.
- **Artifact and Omega, GM Units, and Mobile:** All of these booklets are for GM reference. There is no need to read them in detail, just read enough that you know how to lookup the information you need.

Player's Manual: Next the GM needs to become familiar with the Player's Manual. Most of the seven player's booklets have a small amount of rules towards

the front. Be sure to read all of these. This won't take long. After that, just browse through the player's manuals and familiarize yourself with their layout.

Character Generation: It is key that you create a character or two before you try to help others. So, if you aren't completely comfortable with the process, go back and make another character.

Adventure: Now prepare/read up on an adventure and you are ready to meet with your players and help them create characters and then play!

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