



LEXICON

ABBREVIATIONS

- **A.R.** – Armor Rating; indicates what an attacker must roll to hit a target; 5 or better will strike an unarmored character.
- **CS** – Coalition State
- **D-Bee** – Dimensional Being; an entity whose race originates from a Rift.
- **hp** – Hit Points; measures life remaining in character.
- **I.Q.** – Intelligence Quotient; indicates the intelligence of the character.
- **I.S.P.** – Inner Strength Points; measures a character's ability to fuel psychic abilities.
- **M.A.** – Mental Affinity; measures personal charm and charisma.
- **M.D.** – Mega-Damage; a measure, in points, of damage inflicted.
- **M.D.C.** – Mega-Damage Capacity; a rating showing how much mega damage an entity or structure can sustain before destruction.
- **M.E.** – Mental Endurance; measures amount of mental and emotional stress the character can withstand.
- **M & M** – Modified Men; individuals with obvious or extensive *cybernetic* implants.
- **M.O.M.** – Mind Over Matter; the brain augmentation process that enhances *crazies*.
- **NG** – Northern Gun; located in Michigan is one of the largest non-Coalition arms manufacturers in the Americas.
- **O.C.C.** – Occupational Character Class; describes a character's background, training, and skills based upon a profession or chosen path. See also *racial character class* (R.C.C.).
- **P.B.** – Physical Beauty; measures physical attractiveness of a character.
- **P.E.** – Physical Endurance; measures stamina and durability of a character.
- **P.P.** – Physical Prowess; measures agility and dexterity of a character.
- **P.P.E.** – Potential Psychic Energy; measures inner psychic power.
- **P.S.** – Physical Strength; measures raw physical power of a character.
- **R.C.C.** – Racial Character Class; describes a character's background, training, and skills based upon race and innate ability. See also *occupational character class* (O.C.C.).
- **RPA** – Robot Power Armor; any suit of armor that functions like a robot instead of a worn item.
- **S.D.C.** – Structural Damage Capacity; a rating showing how much standard damage an entity or structure can sustain before destruction. Works as a supplement to *hit points* (hp).
- **Spd** – Speed; a character's maximum running speed. Spd x20 = yards traveled in one minute
- **TW** – Techno-Wizard; an individual or device that powers technology with magic.
- **W.P.** – Weapon Proficiency; skill required to properly use a weapon type.

IN-GAME TERMS

- **Bionics** – An extensive *cybernetic* replacement for the majority of the body.
- **Borg** – Slang for cyborg; men and women surgically augmented with machines.
- **Crazy** – A human whose brain is augmented with *M.O.M.* technology; the process grants tremendous abilities but also causes mental instability.
- **Cybernetics** – Mechanical implants that enhance or replace normal body parts and functions.
- **Dead Boy** – Slang for Coalition soldier; refers to Coalition uniforms which feature skulls and death-head masks.



- **Dog Pack** – A genetically manipulated biped canine with human intelligence. Also known as mutants.
- **Glitter Boy** – Refers to either Glitter Boy robot power armor (*RPA*) or the individuals who pilot that armor.
- **Juicer** – A human whose body is augmented through injection of various drugs to develop fantastic powers at the cost of burning out the body.
- **Ley Line** – A source of natural psychic energy running in a straight line across the globe.
- **Nexus** – Where one or more *ley lines* intersect.

