

AFFILIATIONS

The BattleTech universe is vast, with a long and checkered history. Its people come from wildly different backgrounds, in interstellar nations that span hundreds of worlds and thousands of cultures. An MW3 character is born or raised into one of these affiliations, which has a profound effect on every character's development.

This section describes the most prominent and powerful affiliations in the *BattleTech* universe, including background and character creation material for each one. Players may find it helpful to read *A Brief History of the Inner Sphere* before reading this material; that historical overview will aid in understanding each affiliation as a part of the larger *BattleTech* universe.

USING AFFILIATIONS

Every player must choose an affiliation for each character at the start of character creation. The gamemaster may want to restrict access to certain affiliations based on the direction his campaign will take. For example, Clan characters may not fit into certain Inner Sphere-based campaigns.

Each affiliation description begins with a brief background sketch to give you a sense of its history and culture (see also the color pages for each affiliation). This information should help you choose the right affiliation for your character.

The *Game Material* section for each affiliation includes any extras a character from that affiliation might receive, like bonus Skill Points, traits and other information such as restrictions on what paths they can follow. Keep in mind that player characters get the listed bonus skills, traits and so on because they are exceptional individuals. These do not necessarily apply to every man, woman and child in each affiliation.

CAPELLAN CONFEDERATION (HOUSE LIAO)

The Capellan Confederation is a survivor, thanks to its greatest asset-its people. A Capellan citizen sees it as his or her duty to serve the nation first and himself second; individual rights are therefore subordinate to the needs of the state. Regarded as repressive by most other Successor States and smaller political entities, this simple trait has allowed the Capellan nation to survive and prosper even after the Federated Commonwealth broke its back in the Fourth Succession War. As always, adversity merely strengthens the Capellan Confederation.

While it may be forbidden to question the state or the authority of the ruling House Liao, Capellan citizens enjoy a great deal of freedom in their personal lives. Humankind's various religions and philosophies live together more harmoniously in the Confederation than in any other nation. Racial and sexual discrimination are virtually unheard of. A caste system exists for those who are not warriors or nobility, but it acts more as a means of improving the quality of life for each caste rather than as the kind of rigid stratifier that exists among the Clans and in the Draconis Combine. Individuals are encouraged to better themselves and may marry into a higher caste or qualify for one on their own merits. The only real bias in the Confederation is a favorable disposition toward those citizens who embrace their nation's rich cultural heritage. The Capellan legacy extends back centuries further than that of other Great Houses, having its roots in the ancient heritage of the Han (Chinese) people of Terra.

The Confederation has solid ties with the Magistracy of Canopus and the Taurian Concordat, the two Periphery states with which it has recently formed the Trinity Alliance. Trade, technological aid and mutual military support are the Trinity's cornerstones. By contrast, loyal Capellans rarely feel anything but contempt for the Federated Suns and its ruling House Davion, most recently for ravaging the Confederation during the Fourth Succession War. Other political relations tend to fall somewhere in between these two extremes. Chancellor Sun-Tzu Liao is currently attempting to reclaim the worlds of the tiny St. Ives Compact, which seceded from the Confederation thirty years ago under Sun-Tzu's aunt, Duchess Candace Liao.

Primary Language: Mandarin (Chinese)

Secondary Languages: English, Russian, Scottish Gaelic, Hindi, Arabic

Attribute Minimums: SOC 3 to be a Capellan citizen (see *Bonus Traits*, below)

Bonus Skills: Martial Arts/Gung Fu +1, Language/Any Capellan Secondary +1

Bonus Traits: Capellans believe strongly in karma and the vagaries of fortune and so receive Exceptional Attribute/Edge. The player must decide if his character holds Capellan citizenship: without citizenship (minimum SOC 3), a Capellan character has the Stigma/Servitor Caste Trait and may not purchase (or receive through events) the Owns Vehicle, Wealth, Well-Connected or Well-Equipped traits.

Path Restrictions: The following paths have an additional prerequisite of Capellan citizenship for Capellan characters: Military School (Stage 2) and all Stage 3 paths, plus all Stage 4 paths except Ne'er-Do-Well (p. 48). Child labor is legal in most parts of the Confederation; if a character cannot qualify for any Stage 2 or Stage 3 paths, he can go to Stage 4 and enter the workforce, taking a Civilian Job and ignoring the prerequisites.

DRACONIS COMBINE (HOUSE KURITA)

The first full-scale interstellar military operation was launched in 2303, and it eventually led to the formation of the Draconis Combine in 2319. Unlike other Inner Sphere nations, which were formed through the union of already-established alliances of planets, the Draconis Combine owed its birth to one world and the indomitable will of one man: Shiro Kurita. Though Shiro used political wrangling when it suited him, he constructed the Combine mainly by the sword. Raised in strict adherence to the ancient Japanese code of *bushido* (the way of the warrior), Shiro spread this philosophy as he expanded his empire. Today, seven centuries after its foundation, the Draconis Combine bears a striking resemblance to Japan of the shogun era, where daimyos-lords-rule their worlds and military districts while their samurai-mostly MechWarriors-enforce their word as law. From highest to lowest, all act for the greater glory of the Draconis Combine and its ruling House Kurita.

With an eye toward keeping its people under strict control, House Kurita has enforced a rigid social hierarchy: nobility, warriors, middle class, workers and unproductives. Because its rulers place so much emphasis on controlling and channeling the lives of Combine citizens, the realm suffers from a deplorable lack of formal education except in the military, which boasts some of the finer schools in the Inner Sphere. The vast majority of Combine citizens are illiterate. A positive side effect of this deprivation, however, is the emergence of a rich oral tradition, filled with lore that spans centuries.

Because most Combine citizens believe in their society's innate superiority and see other societies and governments as a corrupting influence, they regard most other realms as enemies. Historically, the neighboring Federated Suns and Lyran Alliance have been the Combine's principal foes. The Combine has had infrequent contact with the Free Worlds League and Capellan Confederation, and it tends to regard both with contempt, if somewhat lesser enmity.

The past several decades have exposed distinct demarcation lines in the Combine concerning the status quo of seven centuries. Led by the current Coordinator, Theodore Kurita, numerous reforms have relaxed the rigid social structure while fostering alliances with other Great Houses. The underworld yakuza also have greater leeway for their activities and growth. Many of these changes stem from the Coordinator's efforts to rid his realm of the Clans and retake the worlds they conquered. However, some Combine nobles oppose these changes and seek to return to traditional ways. They have formed a secret society known as the Black Dragons and will stop at nothing to reverse the Combine's course.

Primary Language: Japanese

Secondary Languages: Swedenese, Arabic, English

Bonus Skills: Art/Oral Traditions +3, Martial Arts/Karate +2, choose one: Staffs +1, Archery +1 or Throwing Weapons +2

Bonus Traits: Quirk/Xenophobia; Pain Resistance and Combat Sense traits each cost one Character Point less than normal (2 and 3 points respectively) because most Combine characters are so highly disciplined.

Path Restrictions: Draconis Combine characters cannot enter the High School Path. Child labor is legal in most parts of the Combine; if a character cannot qualify for any other Stage 2 or Stage 3 paths, he can go to Stage 4 and enter the workforce, taking a Civilian Job and ignoring the listed prerequisites.

FEDERATED SUNS (HOUSE DAVION)

Many historians have denounced the Federated Suns as an exclusively military power and the instigator of almost every major war humanity has fought since the twenty-fourth century. Those who focus on the aggression of the recent past, however, fail to recognize this mighty realm's true nature.

Formed with the signing of the Crucis Pact in 2317, the Federated Suns was intended to stand against the Terran Hegemony's unabashed expansion. However, the Federated Suns faced its first major challenges from the Capellan Confederation. Continued Capellan aggression, including interference in the Suns' disastrous twenty-sixth-century civil war, cemented a deep hatred that has burned between the two nations for centuries. Many Federated Suns citizens harbor similar animosity toward their other neighbor, the Draconis Combine, though this enmity stems from the more recent Kentares Massacre.

The Federated Suns has been especially prominent in the thirty-first century. The political and economic marriage of the Suns to the economically powerful Lyran Commonwealth, which together formed the Federated Commonwealth, struck fear in the hearts of many—especially given Prince Hanse Davion's impressive territorial gains during the Fourth Succession War, which coincided with the Federated Commonwealth's inception. During its three decades of existence, this mega-state had considerable influence. However, it proved to be a house of cards that soon came tumbling down. Archon Princess Katherine Steiner-Davion pulled the renamed Lyran Alliance out of the Commonwealth in 3057 but nonetheless claimed the Federated Suns' throne just a few years later. With a leader whom many citizens consider a usurper, tensions are high and relations with this realm's former Lyran allies have cooled considerably. Most people in the Federated Suns consider the war hero Victor Steiner-Davion, former ruler of the Federated Commonwealth and known for defeating the Clans, to be their rightful ruler in exile, and they eagerly await his return,

The Federated Suns' armed forces are known for their proficiency, but many overlook the enormous personal freedoms granted to the realm's people. Citizens of the Federated Suns may choose just about any course for their lives, with great rewards awaiting those who prove themselves. Citizens of member worlds, though possessing no voice in their government per se, may petition for the removal of unjust or incompetent leaders. The education provided by institutions such as the New Avalon Institute of Science is second to none and is available to any deserving citizen.

Primary Language: English

Secondary Languages: French, German, Hindi, Russian

Bonus Skills: Protocol/Federated Suns +1

Bonus Traits: While military service is not required of all Federated Suns citizens, affluent families often send their children to one of the nation's many military academies or prep schools. Any character with Social Standing of 4 or more may choose either Natural Aptitude/Strategy or Natural Aptitude/Bureaucracy at no cost.

Path Restrictions: None

FREE WORLDS LEAGUE (HOUSE MARIK)

Technically a federation rather than a true nation, the Free Worlds League has been plagued by divisive conflicts throughout its history. Until recently, this balkanization greatly limited the League's impact on external events. The current Captain-General, Thomas Marik, a war leader with dictatorial powers appointed "for the duration of the crisis," has done much to centralize power and bring out the nation's true strength.

Citizens of the League value their right to express themselves freely, leading to a broad acceptance of differing cultures and values along with an appreciation for the arts and education. The League is home to a broad spectrum of religions, but their impact on society as a whole has been limited by the generally pragmatic League citizenry, who prefer tangible results to the life of the spirit. Business and the pursuit of material gain, including the recovery of technology, are central to League life. Ironically, though the League pioneered much of the medical technology used during the Star League era, social pressures have since led many to scorn bionics and other replacement technologies, particularly among the lower classes.

The Succession Wars have colored the League's relationships with its neighbors, though the late 3050s saw détente with its historical enemies, the Capellan Confederation and the Lyran Alliance. While relations remain good with Katherine Steiner-Davion's realm, recent events have soured relations with the Capellan Confederation. Historically on good terms, the League's ties to the Federated Suns were shattered by the formation of the Federated Commonwealth and the Fourth Succession War. The two powers fought a brief war in 3057 after Thomas Marik learned that his only son Joshua had died in the care of Davion physicians at the New Avalon Institute of Science.

Primary Language: English

Secondary Languages: Spanish, Greek, Romanian, Urdu

Bonus Skills: Language/Any FWL Secondary +2, Art/Any +1

Traits: All FWL characters who receive prosthetic limbs or other bionic implants at any point receive a Stigma Trait because of the League's widespread anti-bionics prejudice.

Path Restrictions: None

LYRAN ALLIANCE (HOUSE STEINER)

The Lyran Alliance, formerly known as the Lyran Commonwealth, has never been regarded as a military power, but it remains a political and economic force to be reckoned with. Though governed by a feudal system like most of the other Successor States, the Alliance maintains loose control over member worlds and business interests while actively encouraging a thriving capitalist economy. This, along with the fact that its territory includes some of the Inner Sphere's richest and most heavily industrialized worlds, made the Lyran realm an economic superpower almost since its inception.

Because government varies from region to region-sometimes even from world to world-citizens of the Lyran Alliance enjoy varying levels of personal freedom. Most may express their political and religious views freely. Work, trade and profit are the central concerns of most Lyrans, who have grown accustomed to high standards of living. The life of luxury even extends to the Lyran military, where power, privilege and prestige are derived from rank-earned as often as not by whom one knows, rather than what one knows or has done.

Though animosities forged during the three centuries of the Succession Wars remain, the Clan war and its aftermath have changed the political views of many in the Alliance. Combined with the efforts of Archon Princess Katherine Steiner-Davion (popularly referred to as Katrina), these factors have drastically changed relationships between the Alliance and some of its neighbors. Relations with its ages-old foe, the Free Worlds League, are currently quite amicable, while those with the Draconis Combine remain strained. Dealings with the Capellan Confederation, never regarded highly by the Lyrans, are largely neutral, though attitudes vary depending on whom one talks to.

Relations with the Alliance's former companion state, the Federated Suns, remain awkward. The formation of the Federated Commonwealth a generation ago once made for cordial relations, but the hardships of the Clan war-felt most keenly by the Lyrans-placed huge strains on the hybrid nation. The Archon Princess eventually withdrew the Lyran Alliance from the Commonwealth, though the Federated Suns half still refuses to formally recognize the Lyran secession. Now that the Archon Princess has assumed the throne of the Federated Suns as well, many attitudes are in flux. Many Lyrans-particularly those hailing from the often-rebellious Skye region-regard the Federated Suns with anything from disdain to hatred; others, like the citizens in the Arc-Royal Defense Cordon, consider the realm a valuable ally.

REGION

Though the Alliance has been a unified state since 2341, the three founder states-the Protectorate of Donegal, the Federation of Skye and the Tamar Pact-have each retained their own character and politics despite numerous political reforms. Characters belonging to the Lyran Alliance affiliation may opt to belong to one of these regions or be a "vanilla" Lyran. Non-regional Lyran characters use the affiliation information exactly as given above. Characters associated with the specific region gain the following traits and skills in addition to those for the Alliance.

Donegal: Administration +1, Scrounge +1, Stigma/Pro-Katherine, Stigma/Greedy

Skye: Stigma/Free Skye, Well-Connected (2): Free Skye, In for Life. *May not choose Clan War Orphan Stage 1 path.*

Tamar: Quirk/Hatred of Clans, Edge +1

Primary Language: German

Secondary Languages: Scottish Gaelic, Italian, Swedish, English

Bonus Skills: Negotiation +2, Appraisal +1

Traits: The easy life so common among Lyrans has led to a general distaste for the dirty business of combat. To reflect this, increase the value of the Timid and Combat Paralysis traits by one for characters from the Alliance when purchased after the Life Path.

Path Restrictions: None. Lyran characters who follow the Free Trader Path may add a +1 modifier to their event die rolls.

Boot Camps: Many of the troops in the LAAF never attend academies. Instead, they enroll in one of the regional "boot camps" dotted around the Alliance, taking the *Military Enlistment Path*. However, the best and brightest boot-camp attendees may be sponsored for attendance at a major academy. Any character rolling 9 or higher on his Military Enlistment Events may take his remaining military training (if any) at a randomly determined military academy (see the Military Academy Table). Players may roll to

determine the academy (and thus the available fields) before deciding whether to transfer. Those who do gain the Stigma/Militia-Trained Trait when dealing with members of the LAAF trained solely in an Academy.

CHAOS MARCH

Rocked by constant warfare and political squabbling, the area known as the Chaos March is an ever-shifting mixture of divided loyalties and bloody conflict.

Nearly every Inner Sphere faction has a hand in the March's misfortunes. Though the root of the conflict lies with House Liao, which ruled here until the close of the Fourth Succession War, the area is currently supporting numerous independence movements motivated by the power struggles between various Successor States.

Life inside the Chaos March is harsh. Acts of barbarism are common, with terrorist bombings and guerrilla conflict a daily concern for most citizens. Military checkpoints litter roadways, making travel risky for those displaced by the fighting. Few here remember the meaning of the word loyalty, as the flag overhead changes with the wind. The only sure way to survive is to know which way the nearest gun is pointed.

Most characters created using this affiliation should be relatively young and their story should be tied to the worlds and the conflict raging in the Chaos March. If the player has an older character that he wants to place in the Chaos March, he should choose another appropriate affiliation.

Primary Language: Mandarin (Chinese)

Secondary Languages: Russian, English, French, German, Gaelic

Bonus Skills: Scrounge +1, Survival +1, choose one: Rifles +1, Demolitions +1, Pistols +1

Bonus Traits: Quirk/Hostile reaction to other affiliations, Natural Aptitude/Tactics/Infantry; Toughness and Sixth Sense traits cost one Character Point less than normal (2 and 3 respectively).

Path Restrictions: Chaos March characters cannot choose the following paths: Military School (Stage 2); University or Military Academy (Stage 3); Postgraduate Studies (Stage 4).

COMSTAR

ComStar is comprised of two distinct groups: the technical personnel who operate much of the interstellar communications network and serve as researchers and scientists; and the warriors who continue to form the bulwark against the Clan threat. Further, ComStar maintains one of the largest and best-equipped fleets in the Inner Sphere, ranging from the deep-space exploration vessels of the Explorer Corps to the massive warships of the Com Guards. ROM, the order's intelligence and special forces agency, is regarded as one of the best in the Inner Sphere.

Unfortunately, the reforms that followed the removal of Primus Waterly prompted a schism within the order. ComStar removed many of the religious trappings from their operations and focused on a purely scientific outlook, and also began to openly disseminate information. Considering this heresy, the opposing techno-religious faction fled to the Free Worlds League and formed the Word of Blake.

ComStar is an unusual affiliation, because most of its members begin life outside the order. Players should select another starting affiliation for their characters that will determine Early and Late Childhood and, if the player chooses, Higher Education and Real Life. The additional traits and skills from the ComStar affiliation are in addition to those already obtained through the character's primary affiliation.

Characters seeking to enter the ComStar Training Subpath must include a Technician field, while those seeking to enter the Com Guard Training Subpath must include a military field.

Unlike most affiliations, all members of ComStar-not just the Com Guards-have a rank, which is represented by the Rank Trait.

Primary Language: Original Affiliation

Bonus Skills: Comms/Conv. +2, Negotiation +1

Bonus Traits: Well Equipped, Stigma, Enemy (2): Word of Blake, Rank

Path Restrictions: Must choose the ComStar Service Real Life path at least once before ending character creation.

FREE RASALHAGUE REPUBLIC

In the mid-twenty-third century, citizens of the Federal Republics of Norway, Sweden and Finland emigrated to Rasalhague, a planet far from Terra, to escape oppression. Though conquered by the expanding Draconis Combine and ruled by that realm for centuries, the fiercely independent Rasalhagians preserved their customs and rebelled against their conquerors at every opportunity.

Following the Fourth Succession War, in 3034, Haakon Magnusson declared the formation of the Free Rasalhague Republic, with the support of ComStar. The Lyran Commonwealth and Draconis Combine acknowledged the Republic and gave up control of ancestral Rasalhague worlds within their own borders. Some Combine soldiers opposed their leaders' actions and attacked the newborn Republic in what became known as the Ronin Wars; the Combine declared them traitors and helped the small Republic army defend its nation. Several mercenary units hired during this period took advantage of poorly written contracts or stopped fighting because of them, which fueled strong anti-mercenary sentiment that persists to this day.

The coming of the Clans in 3050 nearly destroyed Free Rasalhague. Savage Clan assaults claimed world after world; by the time the Clans signed the Truce of Tukayyid in 3052, the Republic had shrunk from eighty-four worlds to seven and the KungsArmè (Republic military) had fallen to twenty-six regiments from 206. The current Elected Prince Regent, Christian Mansdotter, has greatly increased the military's size and lessened the general dislike of mercenaries, but he is facing new problems. Having lost Terra to the Word of Blake in 3058, ComStar moved its base of operations to the Republic, a mutually beneficial move for both powers at the time. But ComStar's presence-especially its large army, the Com Guards-has begun to spark anti-ComStar sentiment among the Republic's citizens, who fear that the Com Guards may become an occupation force.

Primary Language: Swedish

Secondary Languages: English, Japanese, Swedenese, German

Bonus Skills: Negotiation +1, Interest/Any +1

Bonus Traits: All FRR characters who join a mercenary unit at any time receive the Stigma Trait.

Path Restrictions: The Republic is saturated with orphans of the Clan war; FRR characters may not take the Street Path at Stage 1; instead, they may take the Clan War Orphan Path.

ST. IVES

Duchess Candace Liao has always acted as a shield for her citizens. As a result, even in the time before the Fourth Succession War the people of the St. Ives Commonality enjoyed more personal freedoms than the average Confederation citizen. The Chancellor and his advisers saw no reason to interfere. As long as Candace continued to take such an active interest in the commonality and St. Ives' industries continued to perform, they opted to stay out of the way.

With St. Ives' secession three decades ago, relations with the Capellan Confederation naturally soured-though for the newly born Compact, this was a time of growth. The St. Ives Commonality had long been a nation of traders and industrialists, benefiting the Capellan Confederation for many centuries. Time spent independent from the Confederation allowed this natural disposition to flourish again on many worlds. The Compact was able to hold its own as an independent power.

Even in the quiet moments, though, many St. Ives citizens still felt a measure of distrust for their Capellan cousins. Three decades of paranoia hovered in the collective consciousness of the Compact, and their fears were finally vindicated with the emergence of a bloody civil war in which the Confederation regained control of the region. And as the citizens try to come to terms with their reintegration into the Confederation, it is certain to remain a time of struggle.

Though the St. Ives Commonality is again a part of the Capellan Confederation, its people enjoyed some decades of complete independence as well as a close relationship with the House Davion. In fact, many considered the Compact to be the Federated Suns' closest ally. The Duchess still maintains solid relations with elements of the Federated Suns as well as with ComStar, the Draconis Combine and the Free Rasalhague Republic. Cordial-if strained-relations exist with the Lyran Alliance.

Primary Language: Mandarin (Chinese)

Secondary Languages: English, Hindi, Russian, Vietnamese

Attribute Thresholds: Edge -1

Bonus Skills: Language/Any St. Ives Secondary +2; Interest/Any +1; Pick Two: Administration +1, Negotiation +1, Protocol/Capellan Confederation +1, Protocol/Federated Suns +1, or Academic/Capellan History +1

Bonus Traits: Player may choose one of the following: Natural Aptitude/Administration, Negotiation or Protocol, or Exceptional Attribute/Edge. If a bonus trait is selected, the character must also suffer one of the following negative traits: Stigma/Outspoken St. Ives Loyalist (a penalty with pro-Confederation citizens) or Stigma/Known Capellan Sympathizer (difficulty with citizens of St. Ives).

Path Restrictions: St. Ives citizens living during the time of the Capellan war exist in an awkward state of Compact/Capellan citizenship. As a former citizen of the St. Ives Compact, a character may follow any of the unrestricted paths without penalty.

If the player chooses, a character may enter any Life Path as a full Capellan citizen, including those paths normally restricted to the Capellan Confederation affiliation, unless the character has Stigma/St. Ives Loyalist. The character must meet all of the listed prerequisites as stated, except for SOC, which must be one point higher than any listed minimum. Note: most Stage 3 and Stage 4 paths for the Confederation require at least a SOC 3, the minimum for a Capellan Confederation citizen (see p. 28, MW3).

Additionally, a St. Ives character may choose to take any Federated Suns or Lyran Alliance Path as if he or she were a native of that nation, with the following exceptions: any SOC prerequisite must be one point higher than the listed minimum and the character must purchase an appropriate one-point Contact (such as a Federated Suns or Lyran Alliance noble).

WORD OF BLAKE

The death of Primus Myndo Waterly and subsequent radical changes to long-established beliefs in 3052 threw ComStar into an uproar. Some extremists chose to abandon this new ComStar altogether and preserve the old quasi-mystical ways. These true believers fled to the Free Worlds League seeking the shelter of Captain-General Thomas Marik, and founded a factional organization known as the Word of Blake. Marik let them occupy the planet Gibson, and in return they operated all of the Free Worlds League's hyperpulse generators.

From their base in the Free Worlds League, the Word of Blake planned and executed an assault on Terra in 3058 and succeeded in ousting ComStar from the Sol system.

Most Word of Blake members begin life outside the order. Players should select another starting affiliation for their characters that will determine Early and Late Childhood and, if the player chooses, Higher Education and Real Life. The additional traits and skills from the Word of Blake affiliation are in addition to those already obtained through the character's primary affiliation.

Characters seeking to enter the Word of Blake Training Subpath must include a Technician field; those seeking to enter the Word of Blake Militia Training Subpath must include a military field.

All members of the Word of Blake have a rank, which is represented by the Rank Trait.

All Word of Blake characters must choose a faction with the Order. The four largest are the conservative True Believers, the radical Toyamas, the revisionary Counter-Reformists, and the Expatriates, who are recent converts from ComStar. They then undergo a year of training, which grants the following benefits:

Primary Language: Original Affiliation

Bonus Skills: Academic/ Star League History +3, Comms/Conv. +1

Bonus Faction Skills: True Believer: Negotiation +3; Toyama: Intimidation +3; Counter-Reformist: Leadership +3; Expatriates: Protocol/ComStar +3

Bonus Traits: Well-Equipped (2), Contact (2), In For Life, Quirk/Loyalty to Word of Blake, Stigma/Fanatic (2), Enemy/ComStar (2), Rank

Path Restrictions: Must choose the Word of Blake Service Real Life path at least once before ending character creation.

THE PERIPHERY

Beyond the boundaries of the Inner Sphere lie the endless reaches of the Periphery, traditionally home to the independent-minded souls who sought escape from the often-repressive regimes of the Great Houses. The Periphery is the galaxy's frontier, keeping the spirit of exploration and discovery alive and well. The less savory aspects of frontier living are equally abundant; numerous pirate bands and petty bandit kingdoms thrive in this almost lawless region of space. Largely unexplored and sparsely populated compared with the Inner Sphere, the Periphery has nonetheless played a pivotal role in several major interstellar events, including the fall of the Star League.

The Periphery's reputation as a backward and technologically inferior region is only partly true. Though it is indeed underdeveloped industrially and well behind the technology curve compared with the Inner Sphere, it includes scattered regions that boast cultural and technological advancement. The Taurian Concordat is well known for its excellent educational system and high literacy rate, while the Magistracy of Canopus exemplifies some of the most progressive views on human rights in known space.

A Periphery-affiliated player character may choose a home realm from the descriptions below or can come from one of the Periphery's countless smaller nations or unaffiliated worlds.

Castilian Princedoms

Established before the Star League, the nine-world proto-nation of Nueva Castile was an agrarian paradise for many centuries. Its people knew no hardship or strife until the arrival of the Umayyad invaders, who sought to seize Nueva Castile for themselves. The Castilians learned the lessons of war on the battlefield and eventually turned the tide on the invaders. The once-peaceful people are now dedicated to one thing: The liberation of their worlds from the Umayyads, though internal squabbles threaten to undermine their cause.

Primary Language: Spanish

Secondary Languages: German

Attribute Thresholds: DEX +1

Bonus Skills: Blade +1, Negotiation +1, Protocol/Castilian +2

Bonus Traits: The Castilian feudal system places considerable emphasis on rank and birth status. Characters may not have a Rank trait higher than their Title trait. Furthermore, each Castilian has the traits Quirk/Honor Code and Quirk/Hate Umayyads.

Path Restrictions: Castilians may not take the University (3) path.

Hanseatic League

The Hanseatic League is the largest and most powerful of the Deep Periphery states, a loose affiliation of worlds bound together by a merchant oligarchy. Its trading parties range as far as the Lyran Alliance, Free Worlds League and Draconis Combine. Efforts have been made to build trade links to the Clans though the League's relationship with the descendants of the Kerensky Exodus, particularly the Diamond Sharks and Jade Falcon Clans, but these overtures have received a frosty reception. The League tightly restricts access to Hanseatic worlds (only three worlds are "open" to outsiders) and also acts as a clearinghouse for goods and information from the Inner Sphere and Clan Space.

The principal measure of status within the League is wealth; anyone seeking political power must be a master trader or otherwise wealthy. Those without wealth are relegated to an underclass with no representation or influence over League affairs. These "serfs" are obligated to work for their merchant masters to eke out a subsistence living. Little more than slaves, these indentured servants have little hope of gaining their freedom, though occasionally a kind-hearted merchant will free a valued serf and set him up with a business of his own.

Primary Language: English

Secondary Language: German

Bonus Skills: Appraisal +1, Negotiation +1, Bureaucracy +1

Traits: Wealth plays a significant role in Hanseatic society; no character may have a SOC value higher than their Wealth trait (minimum of 2). Characters with the Poverty trait also gain the Stigma/Serf and In for Life traits.

Path Restrictions: None. Hanseatic Characters who take the Free Trader or Deep Periphery Trader paths may add a +1 modifier to their event rolls.

Magistracy of Canopus

The Magistracy is the second-largest Periphery nation, known primarily in the Inner Sphere as a vacation spot. Built around the tourist industry, the Magistracy caters to any whim. Magistracy citizens tend to be free spirits, deserving their reputation for being fair, open-minded and accepting of most people. This widespread attitude has contributed to the Magistracy's commendable record on human rights and other social issues. In terms of technology and education, Magistracy physicians can match some of the best in the Inner Sphere.

The Magistracy has recently strengthened its ties to some Inner Sphere powers, including increased trade with the Free Worlds League and a military alliance with the Capellan Confederation. Magestrix Emma Centrella hopes to ensure her nation's continued survival against the predations of pirates and rogue states in the deeper Periphery; the Canopian military force, though large, lacks experience and depth.

Primary Language: English

Secondary Languages: Spanish, Greek, Romanian, Urdu

Attribute Thresholds: EDG +1

Bonus Skills: Streetwise/Periphery +1, choose one: Fast Talk +1, First Aid +1 or Seduction +1

Traits: As officer ranks in the Canopus military are purchased, characters with a Commission Trait may not have their Rank Trait at a higher level than their Wealth Trait.

Bonus Traits: Stigma/Hedonistic

Path Restrictions: Military service is mandatory in the Magistracy, so characters must choose either Military Academy or Military Enlistment in Stage 3.

Marian Hegemony

Once little more than a bandit kingdom, the Marian Hegemony somehow managed to convince itself that it was one of the "big boys" in the Periphery. With no nation willing to commit the resources to proving the Marians wrong, the Hegemony continued to grow, eventually maturing into the legitimate nation it is today. Taking on the trappings of ancient Rome, the Hegemony evolved into an interesting civilization, a true cultural and economic power. The only dark spot in it all is the Marians' penchant for looking over their shoulders, always expecting a punitive raid, a tirade from their Caesar or the like—a fact that often prevents all but their most open-minded citizens from truly reaching their full potentials.

Primary Languages: English and Latin

Secondary Language: German, Spanish, Greek, Swedish, French

Bonus Skills: History/ Marian Hegemony +3, History/ Roman Empire +2, Strategy +2

Traits: Toughness, Quirk/ Paranoid

Path Restrictions: None

Outworlds Alliance

Sandwiched between the Federated Suns and the Draconis Combine, the Outworlds Alliance has survived primarily by keeping a low profile (plus a healthy dose of luck). A poor realm, the Alliance has struggled for generations to stay together. A constant target of pirates and bandit kings, only the exceptional aerospace arm of its otherwise weak military has saved the Alliance from destruction. Traveling armies or exhausted mercenary units regard many Alliance planets as safe havens.

Primary Language: English

Secondary Languages: Japanese, French

Attribute Thresholds: WIL -1, EDG +1

Bonus Traits: Poverty, G-Tolerance

Bonus Skills: Survival +1, Scrounge +1, choose one: Rifles +1, Brawling +1 or First Aid +1

Path Restrictions: All Stage 3 paths take one year longer than normal for Alliance characters.

Taurian Concordat

The Concordat, a large realm with a stable economy and coherent military force, most closely resembles an Inner Sphere power. Of all the Periphery realms, the Concordat is viewed with the most

respect by the Inner Sphere. Though often derided as stiff and dull by other Periphery denizens, the people of the Concordat are fiercely independent and resourceful, if somewhat paranoid about outsiders.

Primary Language: English
Secondary Languages: Spanish, French
Attribute Thresholds: CHA -1, EDG +1
Bonus Skills: Negotiation +1, choose one: Pistols +1 or Rifles +1
Bonus Traits: Quirk/Stubborn
Path Restrictions: None

Umayyad Caliphate

The Umayyad people arrived on Nueva Castile in the early twenty-ninth century. The invaders came within a hair's breadth of subjugating the nine-world association before internal squabbles among the invaders gave the Castilians a chance to regroup and mount an effective counterattack. Today, the Umayyad Caliphate—ironically, the name was given to invaders by their Castilian enemy—struggles to survive. The close-knit community's martial traditions and the fractious nature of its opponents are the only reasons the Caliphate has held out so long.

Primary Language: Arabic
Secondary Language: English
Attribute Thresholds: DEX +1
Bonus Skills: Academics +1, Art +2, Protocol/Umayyad +1
Bonus Traits: Rank and status are central to Umayyad military life; all Umayyad officers and MechWarriors must have the Title Trait. Additionally, Umayyad martial culture discriminates against cowards; any character with the Combat Paralysis Trait also receives the Stigma/Coward Trait when dealing with other Umayyads.

Path Restrictions: All Umayyad warriors must take the Nobility path (1).

Bandit Kingdom (Pirate)

If there is a more disadvantageous birthright, you've never heard of it. Even the most backwater Periphery world usually contains some form of legal livelihood that can lead to better choices, even if it means bartering one's crop for clothing. But the pirate bands and bandit kingdoms? You been on greed and cruelty, nurtured on the misfortune of others. You've grown up with the idea that you can rely on one person only-yourself.

That isn't to say you can't make something better of yourself. But it's an uphill struggle all the way. You will be branded an outlaw and untrustworthy simply because of your birth place. Those hooks set themselves deep. You might never shake them free.

So watch your back, shoot first, and never underestimate the treachery of a friend.

Primary Language: Any
Secondary Languages: Any
Attribute Thresholds: CHA -1, SOC -3, BOD +1, WIL +2
Bonus Skills: Language/Any +1, Perception +2, Choose three: Blades +3, Escape Artist +1, Fast Talk +2, Intimidation +2, Pistols +2, Rifle +1, Scrounge +2, Streetwise/Any +1, Seduction +1, Survival +2

Bonus Traits: Stigma/Bandit Born; May purchase Pain Resistance or Toughness for 1 point less than the usual cost

Path Restrictions: May not take Nobility (Stage 1), High School, Preparatory School or Military School (Stage 2), University or Military Academy (Stage 3), Postgraduate Studies (Stage 4)

Minor Realm or Independent World

Numerous small federations and independent worlds exist in the Periphery. Characters from these areas tend to be rough and uneducated; outside the major Periphery realms, no organized infrastructure exists to support advanced education or manufacturing. However, these Periphery' characters also tend to be resourceful and have a knack for beating the odds.

Primary Language: English
Secondary Languages: Any

Attribute Thresholds: CHA -1, EDG +1
Bonus Skills: Scrounge +3, Survival +1
Bonus Traits: Poverty; Pain Resistance, Toughness, Sixth Sense (each cost 1 Character Point less)
Path Restrictions: Characters from minor realms or independent Periphery worlds cannot choose the following paths: Preparatory School or Military School (Stage 2); University or Military Academy (Stage 3); Postgraduate Studies (Stage 4).

Black Warriors (Circinus Federation)

Any affiliation. Applicants from beyond the Circinus Federation must have a relevant Bad Reputation or Stigma (per the gamemaster's judgment). Cannot have Combat Paralysis, Disabled, Glass Jaw, Slow Learner or any of the following traits above the lowest possible level: Lost Limb, Poor Vision, Poor Hearing.

The Black Warriors are undoubtedly one of the most cruel and sadistic pirate units operating in the Periphery. If that's not bad enough, the Warriors are sponsored by a nation that continually espouses its benevolence in an attempt to gain some sort of legitimacy in the eyes of its contemporaries.

Time: 1 year
Attribute Minimums: INT 3
Attribute Thresholds: BOD +1, SOC -5, WIL +2
Traits: Toughness, Stigma/Bandit, Vehicle (2)
Skills: Scrounge +4, Blades +3, Brawling +3
Fields: Basic Training
Events: Do not roll events for Black Warrior Training
Previous Paths: Any
Next Path: Black Warrior Advanced Training (mandatory, part of this path)

Mandatory Subpath: Black Warrior Advanced Training

Open to Black Warrior Basic Training graduates; Military Academy attendees from outside the Circinus Federation who have been disciplined, disgraced, or expelled or who have a relevant Bad Reputation or Stigma Trait; or Military Enlistees who have been disciplined, disgraced, or dishonorably discharged or who have a relevant Bad Reputation or Stigma Trait (all prerequisites are per the GM's discretion).

Time: 2 years
Traits: Promotion
Skills: Add +1 to three Basic Training Skills and +1 to any one other skill
Fields: Choose one of the following fields, subject to the listed restrictions:
Infantry (*minimum BOD 4, STR 4*)
MechWarrior (*minimum DEX 4, RFL 4*)
Events: Do not roll events for Black Warrior Advanced Training
Next Path: Black Warrior Hazing (mandatory, part of this subpath)

Mandatory Subpath: Black Warrior Hazing

Open to Black Warrior Advanced Training Graduates or military personnel from outside the Circinus Federation who have been dishonorably discharged or who have a relevant Bad Reputation or Stigma Trait (prerequisites may be set at the gamemaster's discretion).

Time: 1 Year
Attribute Thresholds: WIL +1
Traits: In for Life, Pain Resistance, Poison Resistance
Skills: Survival +6, Intimidation +6
Events: Roll on the Black Warrior Hazing events table.
Next Path: Tour of Duty: Black Warrior

Black Warrior Hazing Events

- 2 You were involved in a major training accident. [May take no other combat paths, choose three: Amnesia, Combat Paralysis, Disability, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision, Slow Learner]

- 3 You picked the wrong fight. [May take no other combat paths in the Circinus Federation, choose two: Disability (1), Glass Jaw, Poor Hearing, Poor Vision, Slow Learner, Timid, Unattractiveness]
- 4 Accused of being an undercover Inner Sphere agent and “taught a lesson”. [May take no other paths in the Circinus Federation, Acting +2, Disabled, Enemy (2), Stigma/Spy, BOD -2]
- 5 You just didn’t have the stomach for the bandit lifestyle. [Good Reputation, Stigma/ Coward, Timid, and may take no more Circinus military paths]
- 6 You’re better off outside the cockpit. [Character loses all skills learned in this subpath and may take no more Circinus military paths.]
- 7 You graduate but fail the final Black Warrior hazing ritual. [Stigma/Failure and may never take the Tour of Duty: Black Warriors path, though the character is offered a position in McIntyre House Guard]
- 8 You survive training by staying quiet and not standing out. That might work in the Lyran Alliance, but not here. [+2 to any three skills, but kicked out of the Black Warriors, though the character may still try to find a position within the McIntyre House Guard]
- 9 You’re good, but not quite as good as everyone else. [Slow Learner and lose half of the skill bonuses learned in this subpath (round up)]
- 10 You’re a Black Warrior, but you pay the price of membership [Addiction (2), Lemon, Streetwise +2]
- 11 You graduate, but only because you owe another Black Warrior “big time” [Contact, Poverty, Quirk/ Debt of Honor]
- 12 You’re a mean S.O.B. and that’s saying a lot compared to some of the other psychos that trained with you. [Bad Reputation (2), Quirk/ Sociopath]
- 13 They nearly killed you and you emerged from their hazing a changed man – changed so much, in fact, that you said “to hell” with the Black Warriors and struck out on your own, leaving a pile of Black Warrior bodies in your wake. [+3 to any three field skills, Bad Reputation (3), Vehicle (2), Wealth (2), Quirk/ Hunted and may take no more Black Warrior or Circinus-related paths]
- 14 Bandits don’t normally work that hard. [+3 to any two AIT skills, Stigma/ Studies Hard]
- 15 Not only do you make it into the Black Warriors but you managed to make a few C-bills on the side. [Contact (2), Forgery +1, Gambling +1, Negotiation +1, Owns Vehicle or Wealth (3)]
- 16 You are one bad bandit [Perception +3, Quickdraw +3, Stealth +3, Quirk/ Daring]
- 17 You impressed someone somewhere in between the beatings and torture sessions. [BOD -1, Addiction (2), Contact (2), Custom Vehicle (2), Well-Equipped (2)]
- 18 After your impressive performance, the entire unit knows your name [+4 to any two field skills, Custom Vehicle (2), Wealth (4), Well-Connected]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

THE CLANS

To understand the Clans, one must understand its two most basic groups: the warrior caste that rules and the other castes that serve.

Warrior Caste

Born to lead and bred to win: that more than anything else sums up the Clan warrior caste. Formed in the tumultuous days following General Aleksandr Kerensky's Exodus and the Exodus Civil War, the Clans instilled in their members a sense of unfailing loyalty to their new extended families and to the ideals of their founder, Nicholas Kerensky. Shaped as they were by their difficult beginnings on largely resource-poor planets, the Clans learned frugality and conformity above all. From those simple ideals sprang the complex fabric of Clan culture.

First among the five castes that comprise Clan society, the warriors are the rulers. Elitism is rampant among them, and trueborns—those genetically engineered and bred from virtual cloning machines—are considered the truest inheritors of the Kerensky legacy. Only those born from the so-called "iron wombs" are deemed fit for command. Freeborns—those born naturally—are scorned and derided. Many Clans allow freeborn warriors to serve in their militaries, but usually only in restricted capacities. No matter their skills or accomplishments, few freeborns receive the respect they deserve from their trueborn comrades.

Widespread prejudice against freeborns is one of many attitudes central to the Clan way of life. Though a necessary resource, Clansmen outside the warrior caste are considered even lower than freeborn warriors. In addition, many Clans have centuries-old rivalries with one another that constantly fuel new attacks. Members of the Clans' two major political factions, Wardens and Crusaders, fight for dominance even within the same Clan. Finally, all Clansmen are taught from an early age to look down on the "barbarians" of the Inner Sphere.

Clan warriors begin military training almost from the time they begin to walk and talk. With few outside influences to disrupt their instruction, they can easily outperform Inner Sphere soldiers years their senior. That fact, coupled with their technological edge, won the Clans hundreds of planets when they invaded the Inner Sphere. Contrary to initial appearances and their own beliefs, however, the Clans were not invincible—a humiliating truth not lost on many Clansmen these days.

Civilian Castes

The people of the Inner Sphere see the Clans as a martial society, living to fight and conquer. In truth, though militarism is central to the Clan way of life, Clan warriors form less than one percent of the population. Those deemed unsuitable for warrior life, or who flunk out of warrior training, are assigned to the four civilian castes. The work of these laborers, merchants, scientists and technicians allows Clan society to function.

By Inner Sphere standards, Clan civilians are second-class citizens. Though the people accepted warrior rule in the years following the Exodus Civil War, in many regards it is little different from the Inner Sphere's neo-feudalism. Clan civilians work to support the military, while the military protects the civilians. The few civilians unable to accept this system have dropped out and formed an outcast group, known variously as the dark or bandit caste.

With most civilian efforts going to support the warrior caste, life for civilians can be hard—proportionately more so than in the Inner Sphere. Indeed, the desire of Clan civilians for a better life was one of the driving forces behind the Crusader philosophy, pushing the warrior caste for a return to the perceived Eden of the Inner Sphere. As the Nova Cat and Ghost Bear civilian castes have discovered, however, the Inner Sphere is not the paradise they hoped for.

Game Material

Because Clan society is starkly different from that of the Inner Sphere (see *The Clans*, p. 189, MW3, for more information), Clan characters follow some different rules for character creation, especially with regard to the Life Path.

The first choice a player must make is whether his or her Clan character is trueborn or freeborn. Trueborn characters are created by the Clan breeding program to be the ultimate warriors, using in vitro fertilization and gestation in artificial wombs. They may or may not actually become the warriors they were born and bred to be. Freeborn characters are conceived and born in the natural way, and few become warriors. In fact, some Clans prohibit "freebirths" from attaining warrior status.

Clan characters must then choose a caste, which influences all other facets of character creation: warrior, scientist, technician, merchant, laborer or dark (bandit). Trueborn characters must choose the warrior caste.

Just like Inner Sphere characters, Clan characters must decide on a specific Affiliation. The rules for each of the Clan Affiliations follows.

Traits: Clan characters may not take the Land Grant, Owns Vehicle, Poverty or Wealth traits, except dark caste characters (see *Leaving the Clans*, below).

Equipment: Clan characters who operate within the boundaries of Clan society do not have personal possessions. Instead, their Clan allows them equipment appropriate to their caste and assignment. Clan player characters can have any equipment appropriate to their occupational fields and skills (with the gamemaster's permission and following the rules for *Equipment Ratings*). However, a character who leaves his or her Clan must return the equipment. A Clan character who ends the Life Path outside the service of the Clans purchases equipment per normal rules (see *Leaving the Clans*, below).

Path Restrictions: Severe path restrictions apply to Clan characters based on their birth status and caste. These restrictions are described at each stage under the *Clan Characters* heading. Clan characters who do not follow these restrictions are branded as dark caste (see *Leaving the Clans*).

Washing Out of Training: Any event that results in washing out of training means that the character failed warrior training because of some fault or shortcoming. A character can also voluntarily leave training, with the same effects. The results vary depending on the character's status. If the character washes out of the Trueborn Crèche, he or she moves on to Stage 2, Clan Apprenticeship Path. If the character washes out of a Sibko (either trueborn or freeborn), he or she gains the Stigma/Failed Warrior Trait and moves on to Stage 3 as a Clan civilian.

In either case, a freeborn character reverts to his or her original Social Standing Attribute minimum and proceeds as his or her birth caste dictates. A trueborn character is assigned a new caste based on his or her aptitudes, or the player can simply choose a lower caste and adjust the character's Social Standing minimum accordingly.

Changing Affiliations: Several events in the Life Paths indicate that a Clan character is taken as a bondsman into a new Clan, thus changing his affiliation. The results of this event depend primarily on the caste of a character.

Regardless of caste, the additional skills from the new Clan affiliation are applied; they are in addition to those already obtained through the character's primary affiliation. Traits from the new affiliation are not applied. However, at the discretion of the gamemaster, a single trait from the new affiliation may be applied to the character.

For all nonwarrior characters, no additional changes occur. They may proceed normally with the standard restrictions through the Life Paths.

For warrior characters taken as bondsmen, the following rules apply:

First, they receive the Stigma/Bondsman Trait, lose all Vehicle and Rank Traits, and their next Life Path must be the Civilian Job Path; the Civilian Job Path takes only two years instead of the standard four years. If a character had a Commission (Rank 3) Trait (or higher) before being taken as a bondsman, he can choose the Tour of Duty: Clan Path in place of the Civilian Job Path but he may not add any bonuses to Military Field skills. As above, the character still loses this Rank Trait.

If a bondsman character has passed once through the Civilian Job Path (or Tour of Duty: Clan Path), without acquiring any negative traits, he loses his Stigma/Bondsman Trait, gains Rank (2) and Vehicle (2) Traits and may proceed normally with the standard restrictions through the Life Paths.

If a bondsman character acquires any negative traits during a pass, she will have to take the same Life Path again. If a bondsman character passes through a second time without acquiring any additional negative traits and spends an Edge point, she may proceed normally as outlined above. If not, she must pass through the Life Path again without acquiring any additional negative traits and must spend 2 Edge Points and so on.

A character, through the acquisition of negative traits or the inability to spend the necessary Edge points, may end the character creation process as a bondsman. How this is resolved in game play is left to the discretion of the gamemaster.

Leaving the Clans: Some Clansmen "defect," effectively joining the ranks of the dark caste. A character who leaves the Clans at any point in the Life Path-by choosing a path outside the path restriction rules or through a random event-can proceed as an Inner Sphere character following the

standard rules, but that character's Social Standing Attribute minimum drops to 1. In addition, he or she will be ostracized from the Clans and acquires the Poverty and Stigma/Bandit Caste (2) traits. The character also loses any of the following traits accumulated up to that point: Rank, Commission, Vehicle, Custom Vehicle, Well-Equipped or Well-Connected. The character can take the Owns Vehicle and Wealth traits, though they must be acquired through the Life Path or purchased later per standard rules.

Clan Blood Spirit

To describe the Blood Spirits as insular would be a major understatement. Named for the esprit-de-corps that bound the original 800 Clan warriors, ironically, the Blood Spirits are the most isolationist and bitter of the Clans. They believe that the other Clans have abandoned the way set down by Nicholas Kerensky, little caring that they, too, are guilty of abandoning Kerensky's vision. This same isolationism, however, has fostered a bond in Clan Blood Spirit that is rivaled only by the "family-oriented" Ghost Bears, with every caste bound together by common training and purpose.

Their isolation restricts the Blood Spirits' access to modern technology, and what technology they have obtained has been acquired through a circuitous route. This hardly bothers them, because they see technology as a means to an end. They believe that their abilities alone are sufficient, without the need for a technological "crutch."

And yet things appear to be changing in the Blood Spirits. Staunch believers in tradition, their actions in the Absorption War (the war against the Burrocks and Star Adders) flew in the face of tradition. Furthermore, the Clan's defeat in the Great Refusal on Strana Mechty has shown them that they can no longer ignore the technological parity that the Inner Sphere is obtaining, if they hope to fulfill Kerensky's dream.

To reflect the general scarcity of high technology items within Clan Blood Spirit, when using the *Affiliation* rule (see p. 8, *Lostech*), Blood Spirit characters do not lower the availability rating for Clan equipment. In addition, for all non-Clan affiliated equipment, Clan Blood Spirit characters must raise the availability class one higher than the listed availability rating for the item, or raise the legality class one level higher if the availability is already F.

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1, WIL +2

Elemental: STR +2, DEX -1, BOD +1, WIL +2

Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1, WIL +2

Scientist: INT +1, STR -1, WIL +2

Technician: DEX +1, CHA -1, WIL +2

Merchant: CHA +1, BOD -1, WIL +2

Laborer: BOD +1, INT -1, WIL +2

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Academic/History of the Clans +2, Rifles +1, Martial Arts/Military +0

Bonus Traits: Combat Sense (Warrior Caste only; other Castes may purchase the Combat Sense Trait for 2 points lower than normal), Introvert, Bad Reputation (4), Quirk/Hate Clan Star Adder

Path Restrictions: Clan Blood Spirit characters follow the standard Clan path restrictions.

Changing Affiliations: In addition to the standard rules, any Blood Spirit character taken as a bondsman acquires the Quirk/Maintains Loyalty to Clan Blood Spirit (2) Trait

Clan Cloud Cobra

Through each is unique in its own way, Clan Cloud Cobra is simultaneously the most open-minded and yet conservative of Clans, a paradox that few understand until they become a part of the Clan. While most Clansmen scoff at organized religion-indeed, every other Clan suppresses the free will of its members to one extent or another-those of Clan Cloud Cobra have built a society around the diverse religions of man. In some ways as fractured as the fire Mandrills, instead of its Blood Houses, this Clan's power rests squarely with its Cloisters-each a brotherhood of both warrior-priests and common Clansmen devoted to a different mystical bent. But rather than fight among themselves on the battlefield, these Cloisters instead fight together to forward the goals of their Clan under the banner of "The Way"-the deity each Cloister recognizes as the Supreme, no matter the multitude of names.

Among the smallest Clans-a fact attributed to losses experienced early in its history-Cloud Cobra has espoused the Warden viewpoint. While many simply dismiss this affiliation as the religious bent of the Clan, those who understand the Cobras realize that to generalize them is to underestimate them. Perhaps only the Snow Ravens are more cunning. Few within any of the Clans plan for the future as the Cloud Cobras do.

Characters seeking to enter MechWarrior or Elemental training must possess the following minimum attributes in addition to any other Path requirements: BOD 4, DEX 5, RFL 5.

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1
Elemental: STR +2, DEX -1, BOD +1
Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1
Scientist: INT +1, STR -1
Technician: DEX +1, CHA -1
Merchant: CHA +1, BOD -1
Laborer: BOD +1, INT -1

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Academic/Theology (Any) +2 and Protocol/Clan Cloud Cobra +2. All Scientist and Technician Caste and AeroSpace Phenotype characters gain a +1 bonus to all skills learned in Stage Two.

Bonus Traits: WIL +1

Path Restrictions: Clan Cloud Cobra characters follow the standard Clan path restrictions.

Clan Coyote

None could look at the history of the Clans without also reading that of Clan Coyote, for indeed the Coyotes stood preeminent among the Clans, second only to their staunchest allies-Kerensky's own Wolves. Together, the two Clans dominated the Grand Council and Clanspace itself, politically, militarily and economically. The Coyotes brought Kerensky's children their most potent of weapon sand continue to bring revolutionary methods to the way the Clans do battle.

The Coyotes are still among the most resolute of Warden Clans, a mindset they have professed since the Warden/Crusader division first came to light. Though the influence of the Coyotes has waned in the past century-due significantly to the political and military campaigns waged by the Crusader Clans-the Coyote is nevertheless still a power to be reckoned with. Its Khans have expended significant effort and resources to revitalize its Touman. Likewise, the Coyote still holds true to the semi-mystical rituals taught by its first Khan, binding its warriors together in a brotherhood few other Clans can even attempt to equal. Truly those of Clan Coyote stand firmly, not only on the might of their Touman, but also the strength of tradition.

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1
Elemental: STR +2, DEX -1, BOD +1
Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1
Scientist: INT +1, STR -1
Technician: DEX +1, CHA -1
Merchant: CHA +1, BOD -1
Laborer: BOD +1, INT -1

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Interest/Clan Coyote Rituals +4, Survival +2

Bonus Traits: Due to Clan Coyote's emphasis on further developing its military machine, Scientist and Technician Caste characters may purchase the Natural Aptitude Trait at one point lower than normal, so long as the skill applied to it is Computers, Engineering or a Technician skill. All MechWarriors get both Custom Vehicle (1) and Vehicle (1).

Path Restrictions: Clan Coyote characters follow the standard Clan path restrictions.

Clan Diamond Shark

Often referred to as the “Merchant Clan” for its emphasis on mercantile dealings, Clan Diamond Shark does not take exception to the title. First, it is mainly truth, and little profit comes from unwarranted feuds. Second, the Clan sees no need to ascribe to derision what is easily explained as flattering jealousy.

The Diamond Sharks has always been one of the strongest Clans. Progressive thinking and a willingness to be flexible have contributed to a Clan-wide solidarity that transcends the caste system. Sharp bidding practices, learned at the merchant’s table as much as on any battlefield, often help secure a victory before fighting even commences. And on the economic front, most Clans do not presume to challenge the Diamond Sharks. With a well-defended merchant fleet exploiting extensive holding throughout the Kerensky Cluster and now making serious inroads into the Inner Sphere as well, timid competitors are easily chewed up. Clan Coyote has perhaps said it best: “If you see fins in the water, do not go swimming.”

Reflecting their prosperity, Diamond Shark characters may purchase the Wealth Trait for one point lower than normal.

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1, EDG -2
Elemental: STR +2, DEX -1, BOD +1, EDG -2
Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1, EDG -2
Scientist: INT +1, STR -1, EDG -2
Technician: DEX +1, CHA -1, EDG -2
Merchant: CHA +1, BOD -1, EDG -2
Laborer: BOD +1, INT -1, EDG -2

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Protocol/Clan Diamond Shark +1, Perception +1, Negotiation +2

Bonus Traits: Wealth or Contact. The contact is within the Diamond Shark Clan, but of another caste. Also, Elementals Phenotypes may purchase Toughness for 2 points instead of the standard cost.

Path Restrictions: Clan Diamond Shark characters, with the exception noted below, follow the standard Clan path restrictions.

Stepping Aside and Minus-One Testing: Clan Diamond Shark allows warriors to voluntarily step aside from military exploits and enter lower castes. As a result, after any Stage 4 Military Path, a warrior may then choose Trade School (Stage 3), Civilian Job (Stage 4), Free Trader (Stage 4), To Serve and Protect (Stage 4) but gain the Stigma/Retired Trait.

To enter a Military Path once more, the character is demoted one named rank (Star Colonel to Nova Captain, Star Captain to Nova Commander, and so on) with the corresponding change to the Rank Trait.

The result of Stepping Aside and Minus-One Testing during game play is left to the discretion of the gamemaster, though he can use the information above as a guide.

Clan Fire Mandrill

“Fire Mandrill warriors live in a constant state of testing and trial. The Kindraa forces are ever ready to take to the field, and always own the full support of their lower castes. Would that any whole Clan, our own included, could learn such lessons.” –Kindraa Leader Marc Faraday

Never content with the normal infighting among the various clans, Clan fire Mandrill faces any new adversity in what it considers to be proper Clan fashion. The factional divisions of the Clan, known as the Kindraa, rally to one side or the other, or just as often form a third or even fourth side to the tissue, and battle it out for supremacy. The issue at stake could be economic or political in nature as easily as military, but it is always solved through fighting. “Remove politics and political arguments from the issue,” says Kindraa Leader and saKhan Garret Sainze, “and you have left courage, skill, honor—the very attributes our Founder, Nicholas Kerensky, hoped it instill in the Clans.”

Star Colonel Drax Mattila, of Kindraa Mattila-Carrol, is not so poetic. “To fight against their equals, the Kindraa of Clan Fire Mandrill are forced to fight among themselves.”

All Clan Fire Mandrill characters must choose a Kindraa within the Clan. They are Sainze, Faraday-Tanaga, Payne, Mattila-Carrol, Kline, Beyl-Grant and Mick-Kreese.

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1
Elemental: STR +2, DEX -1, BOD +1
Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1
Scientist: INT +1, STR -1
Technician: DEX +1, CHA -1
Merchant: CHA +1, BOD -1
Laborer: BOD +1, INT -1
Kindraa Sainze Warriors: WIL +1
Kindraa Kline: EDG +1
Kindraa Payne: WIL -1

Primary Language: English

Secondary Languages: Japanese (Sainze, Kline, Faraday-Tanaga), German (Beyl-Grant, Kline), Chinese (Payne, Faraday-Tanaga), Spanish (Mick-Kreese, Kline), French (Mick-Kreese), Russian (Mattila-Carrol)

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum. In addition, Sainze warriors require a WIL of 5 or higher, all members of the Faraday-Tanaga Kindraa require a WIL of 4 or higher, Mattila-Carrol warriors have a minimum CHA of 3, and all members of the Kline Kindraa need an EDG of 5 and up.

Bonus Skills: Protocol/Kindraa +1, Language/Secondary +1, Perception +1 (Faraday-Tanaga), Blades +2 (Sainze, warriors only), Martial Arts/Any +1 (Payne) and Leadership +1 (Mattila-Carrol, warriors only)

Bonus Traits: Quirk/Loyalty to Kindraa (level 2 for Sainze and Payne, level 1 trait for all other Kindraa). For an additional -1 threshold to WIL or EDG, Payne Kindraa may take Exceptional Attribute or Natural Aptitude for 1 point less than normal. In exchange for EDG -3, Faraday-Tanaga Kindraa may take Sixth Sense, Combat Sense or Fast Learner for 2 points less than normal.

Path Restrictions: Clan Fire Mandrill characters follow the standard Clan path restrictions.

Changing Affiliations: In addition to the standard rules, any Fire Mandrill character taken as a bondsman acquires the Bad Reputation (3) and Quirk/Maintains Loyal to Clan fire Mandrill (2) Traits

Clan Ghost Bear

The Strana Mechty ghost bear is a patient predator that waits buried in the snow for hours, even days, for its prey to come into view. When the moment is right, the massive animal strikes with such lightning speed and strength that the naked eye can barely see the ghost bear at all. Like its namesake, Clan Ghost Bear is a conservative hunter. Never hasty, the prevailing Ghost Bear attitude is “wait and see.” When the Bear finally moves, the results are swift and often extreme. It is said that once the Bear has its mind set on something, nothing can stand it its way.

Hard work and dedication are cornerstones of Ghost Bear daily life. Though these values are typical of the Clans, the Bears further reinforce them with the concept of family. Ghost Bear warriors maintain tight bonds of friendship with their trothkin and Starmates, while in the civilian castes, children generally stay with their parents rather than being raised in community crèches. In the warrior caste, some demonstrate their dedication by engaging in a “Great Work,” usually a large-scale artistic piece that the warrior begins after coming of age, and continues to refine until his death.

On the field of battle, Ghost Bears value strength above all things. Ghost Bear training is harsh and especially physical, and the Clan makes use of an extensive array of heavily armed and armored BattleMechs.

Attribute Thresholds:

MechWarrior and Fighter Pilot: DEX +1, RFL +1, STR +1

Elemental: STR +3, DEX -1, BOD +1

Scientist: INT +1

Technician: DEX +1, CHA -1, STR +1

Merchant: CHA +1, BOD -1, STR +1

Laborer: BOD +1, INT -1, STR +1

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 6, STR 3; scientist: SOC 5, STR 3; technician: SOC 4, STR 3; merchant: SOC 3, STR 3; laborer: SOC 2, STR 3. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Protocol/Clan Ghost Bear +2; warrior characters may choose to embark on a Great Work before play begins, in which case the player chooses the type of the artistic endeavor. The character gains a relevant Arts Skill with a number of Skill Points equal to the total number of paths the character has completed.

Bonus Traits: Quirk/Hate Hell's Horses. Toughness and Exceptional Attribute/Strength cost Ghost Bear characters 1 Character Point less than usual. Clan Ghost Bear never adopted the aerospace pilot genotype for its pilots, so they do not have the Fighter Pilot Phenotype Trait. Instead, trueborn fighter pilots in this Clan must take the MechWarrior Phenotype Trait, with the following modifications: rather than having Natural Aptitude with every skill in the Clan MechWarrior Field, they receive Natural Aptitude with the Piloting/Aero Skill at no cost, and may purchase additional Natural Aptitudes for any of all other skills in the Clan Fighter Pilot Field for 1 Character Point apiece.

Path Restrictions: Clan Ghost Bear characters, all but those who wash out of training, follow the standard Clan path restrictions.

Washing out of Training: Any Trueborn Ghost Bear character who washes out of training may re-enter training for a different branch rather than proceeding to the civilian castes. If this option is chosen, the character stays at the same Stage and retains his skills and traits, and takes training a second time for a different branch of service; this counts against the character's maximum of six additional paths. Note that only Elemental phenotype characters may choose Elemental training. If the character washes out a second time, he proceeds to the civilian castes as usual.

Clan Goliath Scorpion

Clan Goliath Scorpion is founded on a dual tradition of martial excellence and historical rediscovery. Forged in the heat of the Pentagon Civil Wars alongside its sibling Clans, the Scorpions embody Nicholas Kerensky's warrior ideal above all else. They are strict adherents to the *zellbrigen* honor code and emphasize strength, speed and precision in every action.

Charged with returning the glory of the fallen Star League, the Clan seeks to reconstruct that once-golden Age of Man from its now scattered pieces. To this end, Scorpion warriors scour the universe for artifacts and information from the past in hopes of rebuilding the League in their image. Visions imparted by the mysterious *necrosia* act as their spiritual guides in this endeavor, leading these Seekers to glorious discoveries or to unheralded death.

All facets of Scorpion society lend themselves to this effort, aiding warriors with their skills where needed. Merchants, laborers and technicians are common sights in the retinues of Seekers and become a part of the "living heraldry" of each warrior. Though still subservient to the warrior whims, the lower castes thus make a more visible contribution to the goals of Goliath Scorpion than those of other Clans.

Goliath Scorpion warriors prize precision in personal combat. Therefore, any Goliath Scorpion characters who purchases any nonenergy weapons gains the Stigma/Ridiculed Trait.

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1
Elemental: STR +2, DEX -1, BOD +1
Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1
Scientist: INT +1, STR -1
Technician: DEX +1, CHA -1
Merchant: CHA +1, BOD -1
Laborer: BOD +1, INT -1

Primary Language: English

Secondary Languages: Goliath Scorpion Battle Language (warrior caste only)

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Survival +1, Protocol/Clan Goliath Scorpion +1, Blades +2 (warrior caste only)

Bonus Traits: Poison Resistance

Path Restrictions: Clan Goliath Scorpion characters follow the standard Clan path restrictions.

Using Necrosia: The following table describes the effects of imbibing necrosia. Necrosia may be used once per Life Path during character creation. During game play, it is the discretion of the gamemaster as to how often a character has access to necrosia. Any time a Necrosia Roll would "max out" a trait-for example, the second roll of 8-then the roll is considered a 7; during actual game play, these rolls can have other effects at the gamemaster's discretion.

2D6 roll

2 You fall into a dangerous coma. [Character Creation or Game Play: Roll 2D6. On a 2, immediate death results. On 3-12, the coma persists for 1D6 weeks, Amnesia.]

3 You freeze up under stress. [Character Creation or Game Play: Combat Paralysis for 1D6 hours. If character was in the Freeborn/Trueborn Sibko, wash out of training.]

4 The sweet taste of necrosia consumes your every waking thought. [Character Creation or Game Play: Addiction/Necrosia (2)]

5 You are overcome by a berserker rage. [Character Creation: Enemy (2); Game Play: Attack nearest friend or foe in the most damaging manner possible at the discretion of the gamemaster, for 1D6 minutes, followed by a Drunken State (+2 to all Skill Check TN's for 1D6 hours)]

6 A drunken torpor dulls your senses. [Character Creation: No effect; Game Play: +2 to all Skill Check TNs for 1D6 hours]

7 No significant effect

- 8 Visions take root in your mind, beckoning you to follow. [Character Creation: Quirk/Obsessed (2); Game Play: At the discretion of the gamemaster]
- 9 Scorpion sight overtakes your eyes. [Character Creation: No Effect; Game Play: Night Vision for 1D6 hours]
- 10 A mental shell keeps your body moving beyond its normal limits. [Character Creation: +2 to all Event Roll results if used within a Sibko or a Tour of Duty Life Path; Game Play: Toughness for 1D6 hours]
- 11 Your skin tingles in alarm at an unseen stinger poised over your heart. [Character Creation: Character may reroll the next two Event Rolls as if spending Edge; Game Play: Sixth Sense for 1D6 hours]
- 12 You enter a peaceful state of focused concentration. [Character Creation: Gunnery/Laser/Any +4 or Gunnery/Ballistic/Any +4; Game Play: Careful Aim can be taken as an Incidental Action in both personal and vehicular combat for 1D6 hours]

Clan Hell's Horses

Clan Hell's Horses lives by a motto that man comes before machine, and so it comes as no surprise that members value the individual soldier above the tools of warfare. This battlefield philosophy has extended to every aspect of the Clan, to the point where all members of the Clan-freeborn and trueborn alike-are treated as integral parts of a greater whole. Though caste and birth prejudice are still present among the Horses, that prejudice is kept in check by an ongoing effort to encourage teamwork and camaraderie between all levels of Clan Hell's Horses' society.

Though presently ruled by ambitious Crusaders, most Horses are actually rather moderate in their views toward the Inner Sphere and their fellow Clans-save perhaps the Ghost Bears and Fire mandrills. As a result, members of this Clan tend to come across as docile (for Clansmen) and unswervingly obedient to the chain of command that governs their way of life. This lack of personal initiative has made it one of the most stable Clans, with no major internal power struggles, but also hamstringing their efforts to do more than hold their substantial homeworld enclaves. Some Clans have taken this to mean that the Horses are a pushover, but as history has shown, this Clan, once enraged, can act just as effectively as any other.

Game Material

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1
Elemental: STR +3, BOD +2
Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1
Scientist: INT +1, STR -1
Technician: DEX +1, CHA -1
Merchant: CHA +1, BOD -1
Laborer: BOD +1, INT -1

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Protocol/Clan Hell's Horses +1, Navigation/Ground +1, Survival +1. All Hell's Horses warrior caste characters receive Martial Arts/Military +1 in addition to these skill bonuses.

Bonus Traits: Quirk/Hate Ghost Bear. If a character chooses to take the Introvert Trait, that character may choose any Positive Trait at one point less than normal (minimum cost of 1). If a Hell's Horses character enters the Trueborn Sibko Path, he receives the Vehicle (5) Trait in place of the standard Vehicle (2) and Custom Vehicle Traits, if it is applied only to a Conventional vehicle.

Path Restrictions: Clan Hell's Horses characters, with the exception below, follow the standard Clan path restrictions.

Washing out of Training: To fill the ranks of their conventional forces, the Horses use a secondary Trial of Position if a warrior-freeborn or trueborn-fails in the first. To reflect this, any Clan Hell's Horses warrior character who washes out of training in Stage 2 may remain in the warrior caste with a 1-point reduction in EDG.

The retraining and testing process for a character who remains in the warrior caste this way adds two years to this path, and the character will acquire a skill field based on his or her original training, ignoring the normal prerequisites for the chosen field. Failed MechWarriors may elect to take either Cavalry or Infantry fields. Failed Elemental may choose between Cavalry, Infantry or Marine fields. Failed Fighter Pilots may choose between Aircraft Pilot, Infantry, or Ship's Crew fields.

All skills in the chosen field are +2, rather than the normal +3 (except for the Cavalry field which receives the normal +3); unless already assigned, none of these skills may have the Natural Aptitude Trait applied. The training process is hasty and fraught with the same risks as mainstream training, so another event roll should be made, using the Event Table from the Freeborn Sibko Path; this counts against the character's maximum of six additional paths. Washing out of training from this secondary

training process results in the normal effects. Finally, the SOC minimum and threshold for the retesting character is reduced by one, regardless of the retesting process.

Clan Ice Hellions

The Ice Hellion Clan has taken the emulation of the behavior of its namesake to the extreme. From the quick striking ability of the ice hellion to its packs hunting technique, the warriors of the Ice Hellions strive to be like their totem in every respect.

This single-minded behavior has proven beneficial in many aspects of the Hellion lifestyle, but it also has given rise to a number of drawbacks. Hellion warriors are extremely agile and possess superior hand-eye coordination, but they also are prone to rash decisions. Hellion Elementals are also of smaller stature than those of the clans, due to the Hellion's general disdain for slower moving infantry forces. The ability of Hellion MechWarriors and Aerospace pilots, particularly when it comes to lighter 'Mechs and Fighters, often makes up for this drawback.

In stark contrast, the other four castes of the Ice Hellions actually behave in a more stable, even paced manner. While the warriors of the Hellion attribute this behavior to the fact that the other castes are nothing but freeborns, the real reason lies in the fact that the other castes know that hasty field repairs, rushed experiments and hasty deal-making could bring about weakness within the warrior caste.

The Ice Hellions are currently in a state of flux among the clans. While they burn with a passion to venture to the Inner Sphere at the head of a renewed invasion, a growing movement among many warriors is to remain in Clanspace, and consolidate and expand the Hellion's considerable holding.

Ice Hellion characters may purchase the Combat Sense Trait for a cost of 3, rather than the standard 4.

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1
Elemental: STR +2, DEX -1, BOD +1
Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1
Scientist: INT +1, STR -1
Technician: DEX +1, CHA -1
Merchant: CHA +1, BOD -1
Laborer: BOD +1, INT -1

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 7; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum. Also, Elementals have a minimum BOD requirement of 4, and MechWarriors have a REF requirement of 5 and up.

Bonus Skills: Interest/Clan Remembrance +1, Swimming +1, Martial Arts/Military +1, Survival +1

Bonus Traits: Quirk/Clan Honor, Quirk/Rash Behavior, Slow Learner

Path Restrictions: Clan Ice Hellion's characters, with the exception below, follow the standard Clan path restrictions.

Washing Out of Training: Any Ice Hellion warrior character who washes out of training in Stage 2 may instead join a Flurry Unit. If choosing this option, the character's Next Path is Flurry Unit (4).

Clan Jade Falcon

Staunch traditionalists, the Jade Falcons were central to the creation of the Crusader philosophy and led the faction for many years. Aggressive and tenacious, the Falcons are staunch believers in the principle of “might makes right” but have not limited themselves to the martial field. Despite a shaky start, their mercantile interests are second only to the Diamond Sharks. Likewise, though brusquely treated by the warriors, the efforts of the civilian castes are well regarded and their standard of living is above average compared to other Clans. Falcon merchants range far and wide, with numerous trade missions to the Inner Sphere, while members of the scientist caste garner considerable respect for their efforts on behalf of the clan. Nonetheless, the Falcon warriors allow their civilians few liberties and tolerate no rebellion against their authority.

The Falcon military, once second only to that of the Wolves, has been undermined by the predations of Operation Revival and its aftermath, though the resources available to them as an Invading Clan have allowed them to make good their material losses but not those of personnel.

Consequently, this has led to a sharp increase in the number of freeborn warriors within the Falcon Touman, as well as older warriors who would normally be assigned to Solahma units. Additionally, the Falcons graduated a number of sibkos early and thus its warriors span the broadest range of ages of the remaining Clans. Despite this, Falcon officers and senior personnel are among the most experienced in the Clans, as other Clans have discovered to their chagrin.

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1
Elemental: STR +2, DEX -1, BOD +1
Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1
Scientist: INT +1, STR -1
Technician: DEX +1, CHA -1
Merchant: CHA +1, BOD -1
Laborer: BOD +1, INT -1

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Protocol/Clan Jade Falcon +1, Brawling +1, Survival +1, Intimidation +1

Bonus Traits: Quirk/Hates Clan Steel Viper. The Falcon's sense of superiority manifests as a penalty in social interactions with the members of other Clans. This takes the form of the Quirk/Falcon Hubris Trait. Apply a +1 modifier to the TN of any SOC checks with members of other Clans; +2 modifier for any non-Clan characters.

Path Restrictions: Clan Jade Falcon characters follow the standard Clan path restrictions.

Clan Nova Cat

Though every Clan follows a different path since its formation, Clan Nova Cat has consistently struck out farther than any of its brother Clans. Deeply spiritual, the Nova Cats rely on visions and portents to help guide them into the future. Nova Cat warriors seek visions in flames before a battle, in the hope they will gain the edge they need over their enemies. All warriors collect mementos of battles, called *veneers*, which they wear in a leather pouch at all times; this is considered a mystical binding to their past that allows them to forge their future. Even the Khans of the Nova Cats consult the Oathmaster for visions before undertaking any endeavor that affects the Clan.

This tendency to forge their own destiny has caused turmoil with other Clans in the past, and only their warriors' strength has kept them from being destroyed. However, this strength could not keep the Nova Cats from being abjured from the Clans—cast out of their society—when their visions demanded they join with the Inner Sphere in forming a new Star League to fight against the Clans. Millions of Nova Cat Castemen died in Clan Space trying to reach the sanctuary the Nova Cats found inside the Draconis Combine. However, all is not peaceful. The Clans still seek to destroy the Cats and most citizens of the Combine are unwilling to accept them. Only time will tell if the Nova Cats can survive the path their visions have demanded they take.

To reflect the depth with which Coordinator Theodore Kurita is attempting to integrate Clan Nova Cat with the Draconic Combine, when using the *Affiliation* rule (see p.8, *Lostech*), Nova Cat characters can obtain Draconis Combine items as if they were Clan items.

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1
Elemental: STR +2, DEX -1, BOD +1
Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1
Scientist: INT +1, STR -1
Technician: DEX +1, CHA -1
Merchant: CHA +1, BOD -1
Laborer: BOD +1, INT -1

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Gunnery/Laser/Humanoid +3, Academic/Nova Cat Traditions +3

Bonus Traits: Stigma: Abjured (2), Enemy/Clans (2), Enemy/Draconis Combine, Sixth Sense

Path Restrictions: Clan Nova Cat characters follow the standard Clan path restrictions.

Clan Snow Raven

The Snow Ravens are an opportunist clan, always struggling to turn adversity into advantage. Having suffered during the liberation of the Pentagon and subsequently at the hands of the Non-Named Clan, the Snow Ravens have developed a sense of self-preservation often described as un-Clanlike. They are masters of compromise and manipulation who strive to make themselves invaluable to outsiders. Politics are central to Snow Raven life, with Bloodname houses (called "families" within the Clan) playing a major role in the decision-making process, constantly trading favors-and feuds-back and forth. Despite this, when dealing with outsiders, even feuding families present a united front: the Clan is more important than any family or any individual.

Though fielding mediocre ground forces, the Ravens dominate aerospace and naval in the Clans, fielding the largest WarShip fleet and producing some of the finest naval tacticians and commanders. Indeed, the Snow Ravens maintain several "naval" bloodlines that emphasize intelligence, adaptability and command presence over the physical traits more commonly favored in the Clan military. Though often disparaged as a waste of resources because naval combat is rare among the Clans, these bloodlines have come into their own over the last decade as Clan forces have come into increasing contact with outsiders. Always willing to trade their services to any Clan who meets their "price," the Ravens have found themselves in an advantageous position within the Huntress systems. Because the Ravens enjoy superior knowledge of and experience in naval warfare, they were able (and willing) to point out that the Huntress engagements were lost as a result of poor leadership and lack of understanding of naval warfare. Though other Clans dislike hearing their efforts so characterized, they are forced to recognize Clan Raven's authority in such matters, and continue to seek their advice and analysis.

If a character chooses a Naval bloodline, he may only purchase the Title (Bloodname) Traits of Lankenau and Sukhanov. Members of the Naval Bloodlines, after the Trueborn Sibko (2) Life Path, may attend the Naval Academy (3) Life Path before proceeding to Tour of Duty: Clan (4) or Tour of Duty: Snow Raven Naval Officer (4).

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1
Elemental: STR +2, DEX -1, BOD +1
Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1
Naval Officer: INT +1, DEX +2, RFL +1, STR -1, BOD -1
Scientist: INT +1, STR -1
Technician: DEX +1, CHA -1
Merchant: CHA +1, BOD -1
Laborer: BOD +1, INT -1

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Protocol/Clan Snow Raven +1, Negotiation +1, Survival +1, Zero-G Operations +1

Bonus Traits: The Snow Ravens' sense of "us against them" manifests in a close-knit community reflected in the Quirk/Raven Spirit. Irrespective of their differences, Snow Raven characters will always stand together against outsiders, putting aside any differences until the external threat has been resolved. Many ravens also find themselves enmeshed in the politics of the "families" which players may represent with the In For Life Trait. Snow Raven players purchasing this trait must also purchase the Well-Connected (2) Trait.

Path Restrictions: Clan Snow Raven characters follow the standard Clan path restrictions.

Clan Star Adder

Where other Clans focus the energies of its warriors and lower castes on dogma or the tenets of the Kerensky, both groups often shifting to swing the will of those Clans in line with the political goals of their leaders, Clan Star Adder instead concentrates its efforts on practicality. No military service is favored over another, with all functioning as a team to further the goals of the Clan; the same is true in matters scientific. As for the political arena, the leaders of Clan Star Adder have preferred to remain aloof from the internecine maneuvering, swooping down to attack their enemies only when circumstances have been favorable.

Even before its Absorption of Clan Burrock, the Adder was widely considered the most powerful of "Home" Clans-those that did not participate the invasion of the Inner Sphere. With the addition of the Burrock holding, few can hope so stand against the might of this Clan. Though espousing the Crusader mindset, the Star Adders seem comfortable to let their brother Clans weaken themselves in the Inner Sphere, all the while expanding their already extensive grip on the Kerensky Cluster.

Game Material

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1
Elemental: STR +2, DEX -1, BOD +1
Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1
Scientist: INT +1, STR -1
Technician: DEX +1, CHA -1
Merchant: CHA +1, BOD -1
Laborer: BOD +1, INT -1

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Leadership +2, Perception +2

Bonus Traits: Characters may take Combat Sense at no cost, but then also must take Quirk/Follows Zellbrigen

Path Restrictions: Clan Star Adder characters follow the standard Clan path restrictions.

Clan Steel Viper

Since the Clans' earliest days, Steel Viper society has been tightly controlled, with strong-punishable by death-restrictions on interactions with outsiders. Although the Clan as a whole espouses the Warden philosophy, individual warriors are among the most hardline in the Clans, staunch believers in their own superiority and the validity of their philosophy. They believe that they and they alone are the guardians of Kerensky's true vision, which they impart to those who fall under their influence. Though working well within the Clans, whose culture incorporates frequent transfers of allegiance, their policy failed in the Inner Sphere, where citizens resisted attempts to indoctrinate them into Clan ways. The Viper's ejection from the Inner Sphere by the Jade Falcons has further bruised their warriors' egos, though this setback has also infused the Clan with a desire to prove its virility.

The Vipers are staunch believers in quality over quantity and have-with the exception of Clan Blood Spirit-the most rigorous training program of all the Clans, with a consequently higher failure rate. Unlike the other Clans, where considerable stigma is attached to "washing out," the Vipers regard such personnel highly and often assign them positions of civilian authority, forming a strong bond between the warriors and other castes. However, a byproduct of this policy has been a staunch anti-freeborn stance, though recent years have seen a softening of this policy and the incorporation of Freeborn warriors into the Clan Touman.

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1
Elemental: STR +2, DEX -1, BOD +1
Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1
Scientist: INT +1, STR -1
Technician: DEX +1, CHA -1
Merchant: CHA +1, BOD -1
Laborer: BOD +1, INT -1

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Protocol/Clan Steel Viper +1, Negotiation +1, Survival +2

Bonus Traits: Quirk/Hate Clan Snow Raven

Path Restrictions: Clan Steel Viper characters, barring the exception listed below, follow the standard Clan path restrictions.

Washing Out of Training: Steel Viper characters (of any phenotype) who wash out of training may opt to remain in the warrior caste, provided they accept reassignment to a conventional infantry unit. Such characters retain the skills they have and gain those for the Infantry Field. They may also take the Tour of Duty: Trueborn Infantry path next. Characters who wash out of training at Stage 1 may not "retest" as infantry. Steel Viper warriors who wash out of training at Stage 1 or Stage 2 do not gain the Stigma/Failed Warrior Trait.

Clan Wolf

Think. Prepare. Attack. The wolf is not the hasty warrior many would take it for. The wolf stalks its prey, hunting for that moment of weakness when it can seize its victim by the throat and drag it to the earth. Emulating its namesake, Clan Wolf has succeeded where so many others have failed. Clan leadership blends natural caution with an attention to detail in planning that speaks well of its ability to command, while the savage assaults that follow their preparation rarely fail to achieve their goal, and have led to some of the most impressive victories known in the Remembrance.

Thought to be an eviscerated Clan after the Refusal War and the schism between Wardens and Crusaders, the Wolves savagely fought their way back into a leadership position within the Clans. Though still not commanding the political influence they knew under ilKhan Ulric Kerensky, they are formidable players within the Grand Council. The Harvest Trails proved this. There, Khan Vladimir Ward took advantage of the swelling "youngblood" movement agitated by some of the staunch Crusader Clans, letting it be known that he would be watching and challenging other Clans for excellent (yet undiscovered) warriors. Preemptive batchalls flooding his command post, and many quick Trials of Possession were fought. Not only did these Harvest Trails undermine the power block being raised against the Wolves, it swelled the Wolf rolls by a number of excellent warriors taken as bondsmen and quickly raised back to warrior status.

Strength to the pack.

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1, INT +1

Elemental: STR +2, DEX -1, BOD +1, INT +1

Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1, INT +1

Scientist: INT +1, STR -1, WIL +1

Technician: DEX +1, CHA -1, WIL +1

Merchant: CHA +1, BOD -1, WIL +1

Laborer: BOD +1, INT -1, WIL +1

Primary Language: English

Secondary Languages: None

Attribute Minimums: Warrior: SOC 6, INT 4; scientist: SOC 5, WIL 3; technician: SOC 4, WIL 3; merchant: SOC 3, WIL 3; laborer: SOC 2, WIL 3. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Protocol/Clan Wolf +2; warriors received a +1 in two of any of the following skills: Bureaucracy, Leadership, Perception, Negotiation, Strategy; Nonwarrior castes receive +2 in one of the following skills: Bureaucracy, Interests, Protocol/Clan.

Bonus Traits: With a minimum INT 7, any Wolf character may take the Natural Aptitude Trait for 1 point less than normal. Warriors must take the Natural Aptitude Trait for a combat skill or one of the bonus skills selected above.

Path Restrictions: Clan Wolf characters follow the standard Clan path restrictions.

Clan Wolf (in Exile)

When Ulric Kerensky sent the Warden Wolves into exile, he considered it to be a last attempt to save his Clan from absorption or annihilation. What he didn't see was Vlad Ward resurrecting the Wolves within Clan society as a new and viable Crusader Clan. Because of this, the Wolf Schism has bred two distinct Clans, each laying claim to the same history and heritage.

Their very existence within the Clans nearly erased, the Wolves (in Exile) continue to keep their Clan ways as they fight to make a place for themselves within the Inner Sphere. Sharing the Kell homeworld of Arc-Royal with the famous mercenary unit the Kell Hounds, these Wolves have sworn themselves to the protection of the inner Sphere citizens, most of whom want little if anything to do with them. Clan Wolf (in Exile) answers a higher calling, though, that was placed on the warriors by their martyr-progenitor. They hold together out of a sense of community and purpose that is hard-found among any other affiliation, Clan or Inner Sphere.

The Warden faction among Clan Wolf defected en masse, and included a holistic slice from every caste. As such, Wolves (in Exile) do not suffer the usual penalties associated with leaving the Clans. A character leaving Clan Wolf (in Exile) will incur the standard penalties for leaving the Clans.

Attribute Thresholds:

MechWarrior: DEX +1, RFL +1, INT +1, WIL +1, CHA -1

Elemental: STR +2, DEX -1, BOD +1, INT +1, WIL +1, CHA -1

Fighter Pilot: DEX +2, RFL +2, STR -1, BOD -1, INT +1, WIL +1, CHA -1

Scientist: INT +1, STR -1, WIL +1, CHA -1

Technician: DEX +1, CHA -2, WIL +1

Merchant: BOD -1, WIL +1

Laborer: BOD +1, INT -1, WIL +1, CHA -1

Primary Language: English

Secondary Languages: German

Attribute Minimums: Warrior: SOC 6; scientist: SOC 5; technician: SOC 4; merchant: SOC 3; laborer: SOC 2. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Protocol/Clan Wolf +1, Protocol/Inner Sphere +1, Language/Secondary +1. All Clan Wolf warriors receive a +1 in one of the following skills: Leadership, Perception, Negotiation, Interests; Nonwarrior castes receive a +1 in either Bureaucracy or Interests.

Bonus Traits: Stigma/Abjured (2), Enemy/Clans (2), Enemy/Lyran Alliance. With a minimum INT 7, any Wolf character may take the Natural Aptitude Trait for 1 point less than normal. Warriors must take the Natural Aptitude Trait for a combat skill or one of the bonus skills selected above.

Path Restrictions: Clan Wolf (in Exile) characters follow the standard Clan path restrictions.

Dark (Bandit) Caste

The Dark Caste exists in Clan society as a blight upon the ideals set down by Aleksandr and Nicholas Kerensky, a *misguided* underground of rebels and criminals. It is the goal of all true Clansmen to rehabilitate these few lost souls, to make them see the light and return to Kerensky's fold.

Of course, reality is much different.

The true strength of the Dark Caste is unknown, even to the strongest and best connect leaders within this unrecognized caste. Settlements are scattered throughout the Clan sphere of influence and beyond, surviving only through anonymity and actively using a network of contacts strung throughout Kerensky's Cluster. For after all, most Clan warriors are far more content to wipe out a Dark Caste settlement than to try to capture it and return its inhabitants for *rehabilitation*.

So while members of the Dark Caste live on the edge of Clan society, many of their settlements do thrive and offer some measure of normalcy, if always in the shadow of fear.

A Dark Caste character is subject to all of the rules for Leaving the Clans as well as the rules found below. A character who voluntarily leaves the Clans or is forced to through the event of a Life Path may choose the Dark (Bandit) Caste affiliation instead. If a character chooses this option, regardless of caste, the additional skills below are applied; they are in addition to those already obtained through the character's primary affiliation. The Traits below are not applied. However, at the discretion of the gamemaster, a single Trait from below may be applied to the character.

Attribute Thresholds: BOD -2, RFL +1, WIL +2

Primary Language: English

Secondary Languages: German, French, Japanese, Chinese

Attribute Minimums: SOC 1. Clan characters ignore Social Standing minimum modifiers in the Life Path unless the path is specifically a Clan Path; in those cases, the new minimum applies even if it is lower than the previous minimum. These minimums also serve as maximums: at the end of the Life Path, a Clan character's Social Standing Attribute must be equal to his Social Standing minimum.

Bonus Skills: Acting +1, Perception +3, Survival +3

Bonus Traits: Poverty (2), Quirk/Free-Willed, Stigma/Dark Caste

Path Restrictions: Dark Caste characters are limited to the Back Woods (1) or Farm Paths (1). A Dark Caste character may not take any Clan Paths (with the exception of the Dark Caste Life Path), Preparatory School (2), Military Academy (3) or University (3) paths. Dark Caste characters may take the Military Enlistment (2), and may choose the MechWarrior Field with all appropriate applicable prerequisites. All Dark Caste characters apply an automatic -2 penalty to all Event Table rolls, except on the Dark Caste (4) Event Table, in addition to any other modifiers.