

GAMEMASTER'S SOURCEBOOK

The following pages are for the gamemaster's use only, and contain all vital background information on the general history, nature, and capabilities of the Tetakaetetōā races (the original Tetatae, and the modern Tetakuni). In addition to providing descriptions and details the players will need to discover on their own, there are also rules here covering how to handle the conditions and challenges unique to this *A Time of War* adventure.

Warning! This is gonna be a LONG section!

ABOUT THE TETAKAETETŌĀ

The Tetakaetetōā (literally, the Peoples of Earth and Sky) are a genus of sapient beings who evolved from flightless avian bipeds on their native world of Kaetetōā (Earth and Sky). Their sole appearance in canonical BattleTech lore comes, of course, from the novel *Far Country*, written by Peter L. Rice, and published in 1993, when they were known as the Tetatae. Because the aesthetic of the BattleTech universe focuses primarily on the struggle of man against man, and because it's generally hard to see what more their like would really add to the universe at large, no follow-up stories were ever written about these bird-folk in an official capacity, much less built up to the point where rules and in-depth source material could be written about them.

And none of that has changed, really. In fact, for many writers, developers, and purveyors of BattleTech—both old and new—the Tetatae are best left forgotten, kept away from the shenanigans of our Great Houses and Clans until the heat death of the universe.

This author, however, finds that rather unfair, and so you find yourself reading this bit of fanfic, created solely to explore a means by which the events of *Far Country* might come full circle, and bring our plucky humans into contact with aliens who, while weird, are not so weird as to be unrecognizable as intelligent, thinking beings.

And so, let us welcome our new alien overlords!

A TIMELINE OF TWO SPECIES

The following rough timeline briefly explores the past development of the Tetakaetetōā species, beginning with their emergence as the dominant life on Kaetetōā, to the present (future) time in which this unofficial adventure is set. The dates given are shown as would be when using the human calendar, rather than that of the Tetakuni (the modern Tetakaetetōāns), if only because things get math-heavy when dealing with the subtle differences between how they track time, and how we do.

TETAKUNI AGES AND KEY EVENTS

By their reckoning, the Tetakuni have seen many ages as they rose from the primordial ooze of their homeworld to eventually forge the star-spanning collective known today as the Tetakuni Diaspora.

Dawn and Evolution – The Tetakaetetōā clade evolved and diverged from the great avianoid species of Kaetetōā roughly 5-6 MYA. Their nearest common ancestor was a warm-blooded, flightless avian roughly similar (in terms of body shape, size, and

mass) as the Terran emu, save for the key difference that where the emu has a set of vestigial wings useless in flying, the Tetakaetetōā developed short, but much more useful, tyrannosaur-like arms which ended in hands complete with opposable thumbs.

Over time, the Tetakaetetōā would undergo an evolutionary path similar to that of Terra's human clade. This included a number of proto-Tetatean species roughly analogous to the Neanderthal, Cro-Magnon, and Denisovan branches of homo sapiens. And, much like those proto-humans, the divergent Tetakaetetōā either interbred with (or otherwise vanished from the gene pool after) the anatomically modern Tetatae species became dominant about 180-200 KYA.

Before the Men (pre-2510 CE) – Before the first human ship misjumped into Kaetetōā's orbit in 2510 CE (Terran reckoning), the Tetatae gradually spread across much of their homeworld as a nomadic species. Though omnivorous, the Tetatae were more violence-averse than humanity, preferring easier prey and fewer risks. Thus, their diets were heavy in fruits, vegetables, and nuts over meat. Hunting centered on smaller game, and tribes habitually shied away from regions claimed by larger predatory species. Where humans would migrate based on where the larger game roamed, claiming more open lands and river valleys, the Tetakaetetōā tended to migrate away from such beasts, often settling near woodlands and marshlands.

Long-lived compared to humans (with 120-160-year lifespans, compared to about 30-35 for humans at the equivalent level of development), Tetakaetetōā tribes grew gradually, splitting and migrating again whenever local resources grew scarce. To ensure long-term survival, most tribes tended toward small populations in the low hundreds, with travel distances between them often days or weeks apart. This encouraged wide-reaching expansion of the species, but with few inter-tribal interactions. The creation of large settlements was rare, and agricultural development was limited.

By the end of the pre-Human times, the Tetatae remained quite primitive in development—roughly equivalent to humanity's late Stone Age-level in terms of technology and social organization. Yet they were nonetheless the most advanced species on the planet, and dominated the food chain in the fertile regions.

The First Coming of Man (2510 CE) – The period between what the Tetakuni today call the First Coming of Man and the Second Coming transformed the people of Kaetetōā on dramatic and fundamental levels. This is most remarkable because, by more accounts, the human impact was localized mainly to the continent of Kaetāta, the smaller of the planet's three major inhabited landmasses.

The First Coming took place near the end of 2510 CE (Terran reckoning), and was seen as a wondrous—yet all but apocalyptic—event for the Tetatae tribes inhabiting Kaetāta's lowland plains. Delivered by a freak hyperspace accident to a position close to one of Kaetetōā's orbital LaGrange points, the crew and passengers of a four-DropShip flotilla from the JumpShip *Raiden*—survivors of a DCMS force lost to the pre-Star League Inner Sphere—attempted to make landfall in a tight cluster on open lands, while a fifth craft, badly damaged in transit,

blindly descended some 500 kilometers away, on the far side of a mountain range. The plains-dwelling Teta-Tâta tribe greeted the humans who crash-landed in their region, and helped the newcomers survive their early days after their arrival, while a second local tribe, the forest-dwelling Teta-Kido, shunned the aliens and retreated deeper into their woodlands to observe these strange newcomers from afar. The humans brought with them advanced technologies that included vehicles, firearms, and metallurgy, but little in the way of advanced aerospace technologies survived their landing, beyond their damaged vessels.

(Tales among the Tetatae in the centuries since claim that as many as two other DropShips may have fallen from the sky at the same time, along with numerous tiny “sky pods” that might have been lifeboats. If the tales are to be believed, these other landings scattered human survivors about to other far-flung locales on the planet, giving rise to a slew of strange tales of other-worldly encounters that have since become mixed up in the mythologies of other ancient tribes.)

Rise of the Humans (2510-3056 CE) – Though some old religious texts say differently, initial contact between the humans and the Tetat-Tâta were violent, with the humans taking the aliens for beasts and hunting them as such. Communication wasn’t established until the humans, unable to secure sufficient food from the native landscape, began to succumb to starvation and local diseases. The remarkably forgiving plains-dwellers aided the humans in identifying safe food sources, and came to learn the humans’ preferred languages (Japanese and English). Over time, the Teta-Tâta came to enjoy friendly relations with the humans as the newcomers built their settlements on the local riverbanks, but as the humans rapidly reproduced, their enclaves became four city states that sought to expand, aggressively seeking to cultivate the plains at the expense of not only the Tetatae, but also each other.

The four human states—Amatukaze, Koroshio, Osio, and Usugomo, victimized both the Teta-Tâta and the far more insular Teta-Kido, but where the forest-dwellers mostly managed to effectively relocate and shun the settlers, the plains-dwelling tribes were effectively destroyed, their survivors mostly taken into slavery by the more sophisticated humans. Despite these events, many of the remaining tribes on Kaetâta regarded the humans with awe, having come to see the humans as powerful, semi-divine beings of invention, whose civilization and capabilities far outstripped their own. The contact with humanity—violent and destructive as it was—nevertheless sparked a boom in learning among both the enslaved Tetatae and those who shunned them for the freedom of their forest lands. Whole mythologies regarding the humans arose, including tales and prophecies of a benign and enlightened human enclave in the Aio Mountains.

Over the five centuries after the First Coming, the human city states clashed with one another. The Usugomo city state had evolved into something of a mercantile oligarchy, ruled by and valuing the abundant gold resources they had uncovered in their part of the Kaetâtan lowlands, while the Osio enclave became a militaristic dictatorship ruled by a shogun patterned along feudal Japanese stylings. The Amatukaze enclave, meanwhile, came under the rule of a fundamentalist religious sect, and grew increasingly xenophobic, while the fourth, Korishiro, prided itself on artistic and cultural expression. Korishiro was ultimately destroyed during one of the many wars between Amatukaze and Osio, with the former first conquering the moderate city-state, before an Osio invasion left it in complete ruins. The constant

fighting between the human enclaves expended their more advanced munitions and technologies, and with none of the survivors well versed in or capable of the advanced production and manufacturing techniques needed to replace them, the remaining states back-slid to a pre-industrial level of development. By the time of the Second Coming, nineteen generations since their landfall, the descendants of the *Raiden* flotilla had regressed to the point where they relied on steam- and oil-based power sources, with metallurgy limited mostly to the use of softer alloys of lead, bronze, tin, copper, gold, and iron. And for all their struggles, their reach extended only to the lowland plains of Kaetâta, and the northern woodlands beyond—roughly one-third of the continent—in a state of cold war.

The Second Coming of Man (3056 CE) – Near the end of 3056, a second JumpShip from the Inner Sphere—the *Telendine*—misjumped to the Kaetetôân system. This vessel bore only a single, small DropShip, and its arrival brought far fewer new humans to the world, whose presence lingered for mere months in time. And yet, this Second Coming of Man would begin a dramatic new chapter in the future of the Tetatae.

Hailing from the same realm (possibly even the same world) as the *Raiden* survivors did, the *Telendine* mixed group included special operatives from the Draconis Combine and a small mercenary BattleMech unit. Losing cohesion soon after their arrival, the mercenaries turned first on their DCMS allies and then, eventually, each other within weeks of planetfall. But not before the Kuritans had made peaceful contact with the Tetat-Kido tribe, or before the appearance of two mercenary *Locust* BattleMechs led the Tetatae to revere them as divine saviors from their local legends. As the mercenaries’ activities quickly began to disrupt the human city-states, the friendly humans led the Teta-Kido and some refugees from the city-states through the Aio Mountains, toward a fabled promised land of benign humans which turned out to be the resting place of the *Raiden*’s stray DropShip. Its crew was long dead, but the Kuritans proved able to restore the ship to space-worthiness, after which they—and the majority of the humans with them—departed for another world in the system known as Toku Kuni (“Far Country”).

(Note: The name given to this world—in actuality, the life-bearing moon of a gas giant farther out in the Kaetetôâ star system—is suspiciously similar to *Tōi Kuni*, which means roughly the same thing in Japanese. Given the rarity of the “n” sound in contemporary Tetatae speech, this suggested that Japanese was already leaking into the local languages at the time of the Second Coming.)

Fall of the Humans (3057-3199 CE) – After the departure of the *Telendine* survivors for Toku Kuni, the remaining humans of the city-states, provoked by the mercenaries who stayed behind, erupted into a new age of all-out war against one another. The balance of power shifted radically and frequently over the decades that followed, even after the last of the MechWarrior mercenaries had fallen, their weapons long run dry of ammunition and power. Within less than a generation, the city states found themselves in a state of decline, their populations stricken by disease and decadence to which their remaining Tetatae slaves proved immune. By the end of the thirty-second century, the two remaining states—Osio and Usugomo—were in a death spiral.

The Age of Learning and Ascendance (3100-3252 CE) – As the last human city-states of Kaetâta began to crumble, the Teta-Kido tribe flourished in its new habitat beyond the Aio Mountains. Inspired by the humans who led them to their promised lands, those who chose to remain behind with them,

and the scraps of advanced human tech left behind, the tribe grew into one of the first permanent Tetataean cities, Kaet'kodo. More distant native tribes—either led or inspired by the Teta-Kido's example—began to follow suit, while the enslaved descendants of the Teta-Tāta tribe finally overthrew their human oppressors, to eventually reclaim Kaetāta's northeastern plains and woodlands for themselves.

An age of scholarly enlightenment spread throughout most of the human-free lands that quickly evolved toward industrialization, no small amount of which was seeded by human technologies recovered and studied by Tetatae researchers across the continent. What little remained of the human populations were welcomed into their fledgling cities, but their numbers continued to dwindle as time went on.

The Age of War and Sorrows (3252-4294 CE) – The rapid rate at which the Tetatae populations of Kaetāta went from pre-industrial hunter-gatherers to urbanized city-states with ever-improving technologies soon led to a gradual abandonment of many tribal traditions. Most notable among these was the division and separation of oversized tribes across great distances. The securing of territories for resources saw these states growing larger, pushing into places long shunned by their ancestors. Soon, even the distant lands of other continents came into their sights, sparking an age of Tetatae colonialism and the rise of nation-states.

Conflict was inevitable as the people of Kaetetōā began to clash over resources and beliefs. For close to a millennium, the planet saw a multitude of wars and other disasters great and small. Even though their instinct for avoiding conflict and risk remained largely intact, the Tetatae found it increasingly easy to set such impulses aside when they considered the stakes high enough. Thankfully, this applied as much to their scientific pursuits as it did their competition for power. By the last few decades of this period the Tetakuni now call Age of War and Sorrows, the Tetatae achieved rudimentary spaceflight and began to explore their home solar system in earnest.

The Age of Sky and Stars (4295 CE-Present) – The Age of Sky and Stars began with a discovery that was, to the Tetatae, as momentous as it was tragic. After years of studying and numerous unmanned surveys on the moon known as Toku Kuni, the first manned expedition found there a colder and lighter planet than their own, but nevertheless one in which the air was breathable, water was plentiful, and the soils were fertile. A focus of Tetataean fascination since time immemorial, Toku Kuni was long known to be alive, but ages of mythology had also grown up around it as the destination where a group of human saviors went after aiding the Tetat-Kido tribe after the Second Coming. In the ages since, the Tetatae never saw or heard from those humans again, even after beaming radio signals to the moon on several occasions and sweeping its skies with probe after probe.

It was only in the years after the first permanent Tetatae space colony was established on the fabled world that evidence of the Second Comers' arrival was found, mostly buried within the frozen lands close to Toku Kuni's north pole. Studies and excavations over the next few years confirmed the worst: the humans who'd saved the Teta-Kido, and who paved the way for their eventual ascension as the first true Tetataean civilization, failed to survive in the Far Country. While evidence showed that they made a heroic go of it, dismantling much of their DropShip to create a settlement along the coasts of a nearby lake, the environment was against them. A combination of harsh weather and limited resources eventually led to the humans' extinction

within just a few short generations, leaving behind ruins that—after more than a thousand years of seasonal changes—had nearly been lost beneath the polar glaciers.

Far from discouraging the Tetatae and their explorations of space, the confirmation of legends so old that some of the younger generations had started to doubt them, inspired their race to push deeper into space, perhaps to one day learn where in the heavens the humans had originally come from. In recognition of their achievements, the Tetatae of Toku Kuni bound their name to that one their first extra-planetary home, and henceforth called themselves the Tetakuni.

The discovery of warp travel, partially derived from the study of another ancient human relic—the still drifting wreck of the JumpShip *Raider*—opened up interstellar space to the Tetatae and the Tetakuni as never before. As more and more off-world colonies grew up in the systems surrounding their home sun, all Tetatae came to identify themselves as Tetakuni, signifying their commitment to exploring this new, endless frontier.

In 4867 CE (Year 2420 of the Age of Sky and Stars, in Tetakuni reckoning), the Tetakuni colony ship *Lance of Dakodo, Herald of the Far, Master of the Ningen*, stumbled on the first alien artifact found outside the Kaetetōān system: A giant statue, floating in orbit around a worldless star. Within, they found a time capsule of sorts, including recordings of humans and describing the structure as a “Monument to Man.” As the news spread throughout the growing Tetakuni Diaspora, the Tetakuni were electrified; at long last, had they found the fabled human homelands?

A veritable race to the region began, as many among the Tetakuni hoped to be the first to make contact with the humans of their ancient legends. Though others advised caution, citing examples of human cruelty in those same legends, the lure of meeting the originators of those ancient beings was too great to simply ignore. Tetakuni explorers plunged deep into the space beyond the Monument, searching for the worlds of mankind.

What they found instead were hundreds upon hundreds of abandoned worlds, planets where the ruins of human civilizations could be found, but where the humans themselves were scarce, if any were found at all. To the shock and dismay of an entire interstellar species, the source of their own inspiration to explore—a race that, by all accounts, should have been far and away more advanced and enlightened than the Tetakuni themselves—was little more than a collapsed shadow of itself.

Over the decades that followed, Tetakuni explorers have continued to spread across the region of space once known to its denizens as the Inner Sphere, claiming worlds that once were home to billions of humans, and reshaping them to their own needs. Dozens of Tetakuni star nations have risen in this part of the Tetakuni Diaspora, finding only pockets of their original inhabitants here and there. Over time, many Tetakuni came to sense that they had a duty to these fragmented alien populations, and so efforts to preserve humanity's scattered remains began centuries ago. Worlds were set aside to serve as interstellar refuges for the human species, where most of the surviving humans were ultimately relocated, so the conservationists could better monitor their health and growth. While some of these protected reserves fall entirely within the borders of Tetakuni states, there are many international laws and traditions governing how most are monitored and managed, specifically to prevent any abuse or harmful exploitation of this “endangered” sapient species.

Present Day (6427 CE) – You are here.

SO, WHAT HAPPENED TO THE HUMANS?

What caused the collapse of the Human Sphere is unclear, and a subject of a great deal of debate and research among the Tetakuni. Between archeological studies on multitudes of worlds, and tales told to them by the human descendants left behind when they arrived in this part of space, the Tetakuni have managed to determine that a great war—or, more likely, a series of great wars—between human powers erupted that pushed their delicate interstellar infrastructure far beyond its breaking point.

Evidence of numerous forms of genocidal weapons has turned up in virtually all corners of what once was known as the Inner Sphere, and their state of decay at the time of discovery suggests that these massive conflagrations reached their devastating peak sometime between years 2035 and 2395 of the Age of Sky and Stars (approximately 3500-4000 CE, in the human calendar). During this period, it appears that the humans lost their means to both communicate and travel interstellar distances, which led to many worlds facing deadly supply shortages and economic collapse. Many of the most distressed worlds fell quickly into anarchy, ultimately hastening their own demise, while others fell to strange new plagues to which the Tetakuni seem to be immune.

Few of the humans the Tetakuni encountered in the wake of this great collapse of nations could offer more than the barest explanations for what confluence of politics and prejudice might have led to such devastation. Of those who claimed to know, many fell on folk tales and ancient writings that often seemed slanted in such a way as to make them the victims of others. In the end, the Tetakuni's best conclusions maintain that humanity's civilizations effectively warred themselves to the brink of extinction, leaving only the hardiest, healthiest, and most remote populations to survive the generations afterward.

Many among the Tetakuni Diaspora today have come to see humanity's fate as a cautionary tale, the inevitable end for a species known for its violent tendencies in ages long past. But enough have taken pity on these remnants of a fallen race to establish safe havens for their survivors. Going so far as to set aside whole clusters of worlds for human habitation, these conservationists work to maintain the integrity of these interstellar regions, managing their resources to support their populations, and keeping away those agencies that might seek to exploit the species for their own gain. Dedicated first and foremost to ensuring human continuity, most of these protective groups are known to accept stray humans and human enclaves found outside of these reserves, regardless of the sovereignties where they are found, and often relocate such isolated populations—to their own expense—to the safety of their associated preserves.

TETAKAETETŌĀN PHYSIOLOGY

At a glance, the Tetatae and Tetakuni species look like a race of giant, tailless parrots, whose wings have been replaced with thin, scaly arms ending in sharp-taloned, six-fingered hands—of which the two extremes function as opposable thumbs. Their feet feature a similar arrangement of digits, and are nearly as dexterous as a second set of hands, which allows them to grip objects and footholds in ways unmatched by humans. When not in motion, most Tetakaetetōān tend to sink their ovoid, horizontally aligned bodies below their reversed knee joints, presenting a crouched profile that's only half as tall as a human of comparable development.

The head of the Tetakaetetōān extends forward from their bodies in a way that minimizes exposing the throat, and almost

makes it appear as though they lack a neck entirely, when in fact they are quite capable of swiveling their heads about as far—if not farther—than most humans can do the same. Central to the head is a cartilaginous beak structure that includes openings for both nasal and oral passages. For most Tetatae and Tetakuni, this beak is generally reminiscent of the kind found on a terrestrial eagle or owl, with an upper half that hooks downward over the shorter lower half. Tiny serrations along the inner edges of this mouth help them break down food for ease of swallowing.

The most exotic features in the Tetakaetetōān face, however, are their eyes, which bulge out from large slits that extend from the bridge of the beak to a few centimeters shy of the same position at the back of the head. Shaped less like a sphere and more like a kidney bean filled with a viscous, yellowish white fluid, each eye has two distinct pupils, surrounded by irises that range in colors from yellow to orange to red to brown. These pupils are each capable of left-right paired, independent movement, granting them a truly panoramic, 315-degree field of vision without even turning the neck, and offers superior depth perception and motion tracking to boot. On top of this, Tetakaetetōān eyesight also detects light into the ultraviolet end of the spectrum, perceiving a range of colors that humans simply cannot. (Some modern Tetakuni artists are known to make extensive use of ultraviolet color and shading in their works, and it is said that Tetakuni researchers involved in the study of humanity sometimes use ultraviolet colors in signage and symbology for secret communications or subliminal testing protocols.)

Perhaps unsurprisingly, Tetakaetetōān brain structure possesses some traits remarkably similar to those of many avian species found on Terra and beyond. This includes the capability known as asymmetric slow-wave sleep, a state in which one hemisphere of their brains rests while the other maintains wakeful alertness. Both the Tetatae and the Tetakuni can alternate which side rests and which does not at will, and it has been found that most Tetakaetetōā can even absorb and process conversation while in this “semi-sleep” mode, despite lacking the full consciousness required to respond in kind.

Curiously, the Tetakaetetōān circulatory and respiratory systems have more in common with some insects than with humans or most birds. Using different mechanisms to circulate and process oxygen throughout the body, Tetatae and Tetakuni blood lacks the iron-rich hemoglobin that gives human blood its characteristic red color, and instead relies on alternate proteins that result in a more diluted yellow. This feature helps to render their species largely immune to pathogens that traditionally attack humans and other mammals on a broad variety of worlds, but does not fully insulate them against other toxins and bacteria hostile to their biochemistry. This alien blood chemistry, of course, underscores why the Tetakaetetōān species have very different dietary and medicinal needs from humans, and why most medicines made for one race are ineffective—or even harmful—with the other. (Tetakuni veterinarians and anthro-specialists must routinely restock or synthesize special compounds when caring for humans and other red-blooded fauna.)

If, for some unfathomably monstrous reason, Tetakuni flesh is consumed, it *will* taste “kind of like chicken” to human senses, but various factors in the alien biochemistry can easily cause illness and death in the consumer, with symptomology that looks like anything from a severe case of the flu to arsenic poisoning.

For game rules relevant to playing Tetatae or Tetakuni characters in *A Time of War*, see *New Character Race: Tetakaetetōān*.

TETAKAETETÔÂN PSYCHOLOGY

Though certainly capable of warfare, and hardly united under a single nation or philosophy, both the Tetatae and the Tetakuni species are remarkably more passive and rational than humanity in many respects. Far more often than not, the Tetakuni response to a potential threat is to fall back and appraise the situation, rather than respond with pre-emptive force. Even when attacked, many Tetakuni are loath to answer in kind too quickly, believing that doing so would be rash in the face of what might just be an honest misunderstanding.

Of course, there are always exceptions that prove the rule, as some Tetakuni collectives have shown time and time again throughout their history. Yet even in those cases, there have been many after-the-fact reviews and restitutions carried out by those were the victors in an armed conflict, toward those they later saw as the wronged party. The tendency to mourn even for a fallen foe appears deeply rooted in the Tetakaetetôân psyche, and at least partly explains why many of their kind behave so sympathetically toward humans, despite the fact that their earliest contacts with humanity included centuries of cruelty and abuse at human hands.

Most pre-spaceflight Tetatae cultures demonstrated a reverence for their ancestry and history, and these traits have continued in most Tetakuni cultures today. As the average natural Tetakuni lifespan is roughly 200 to 220 years, it comes as little surprise that a typical member of their species can casually trace their lineage back two thousand years or more, and some can even recite their ancestors' participation in the various conflicts of the Age of War and Sorrows. But what makes this feat particularly remarkable is the fact that most Tetatae and Tetakuni individuals eschew the use of surnames in the human sense. In their place are titles and the names of their home tribes, home cities, or even homeworlds—the recitation of which can vary even for the same individual, based on their social context. (For example, a Tetakuni politician might identify themselves as being “of the Lokapi” tribe when speaking to people of his hometown of Kipochi, “of Kipochi” when traveling about his home world of Kaet'da, and “of Kaet'da” when aboard a starship.)

The number twelve is also of deep cultural and psychological significance to the Tetatae and the Tetakuni. Beyond merely being the basis of their numerical and mathematical systems, many elements of their mythology, literature, music, art, and even politics are based on the concept that twelve is the perfect number. Life, in the Tetakuni psyche, is seen as having twelve stages (infancy, adolescence, juvenile, young adulthood, mature adulthood, prime adulthood, elder adulthood, seniority, wizened seniority, venerability, eternality, and timelessness), and most Tetakuni sports are comprised of twelve phases, twelve players, or both. Government bodies and tribal councils are considered incomplete with less than twelve members, and military formations are often fielded in dual groups of six sub-units when engaged in active operations.

A final item of note that appears deeply rooted in the Tetakaetetôân species is the conspicuous absence of gender distinctions in their social order. This is particularly evident in their languages, where most of their words translatable to “man” or “men” are used regardless of gender, and even appear routinely in the common titles for various professions, political offices, and religious stations, regardless of who holds them. Indeed, for most Tetatae and modern Tetakuni, distinct social roles for males and females simply do not exist; a council hetman, shaman, huntsman, or shopman is never assumed to be one or the other

unless a specific descriptor is used for the purposes of specification. It is likely that a key reason for this lies in the fact that Tetakaetetôân physiology does not manifest a truly distinct form of sexual dimorphism beyond minor variations in plumage growth and beak shapes—most of which are as easy to overlook as they are to be altered by the use of simple cosmetics. With so few physical differences between the sexes, the Tetatae and Tetakuni never found cause to make much of an issue about it.

TETAKUNI LANGUAGES

The Tetakuni physiology includes a vocal system that approximates the syrinx of terrestrial birds and thus enables an ability to learn an emulate a wide variety of sounds. In the past, this helped the Tetatae survive the First Coming, as they quickly learned to communicate with their alien invaders before they could be hunted into extinction.

The modern Tetakuni Common Tongue—used when communicating with Tetakuni of other nation-states and pan-stellar organizations—descends from the dialects that evolved among the tribes of Kaetâta, and thus features a broader range of vowels and consonants that those originally spoken by the original Kaetetôâ-born Tetatae. Japanese and English terms that bled into the Tetakuni common language after the Second Coming can still be found today, though most have evolved into something that better flows through the syrinx. While a number of Tetakuni languages derive from the Common Tongue, other Tetakuni language families exist, many of which include more elaborate and bird-like vocalizations that combine chirps, tweets, clicks, and squawks with fewer phonetics recognized as such by humans.

A selection of words in the Tetakuni Common Tongue appears below, as well as a phonetic approximation of the vowels and consonants used by most examples of that language family.

Also adopted from the humans of the Second Coming was a tradition of formal brevity that truly set Tetakuni conversation apart from the more long-winded Tetatae. Where it was common, in formal use, for the Tetatae to converse and speak at great length, to ensure a comprehensive understanding of the subject and speakers of any given discussion in its historical and social context, the Tetakuni form of formal speech assumed the more immediate focus of human formalities. This had the effect of greatly reducing the time spent on political discourse and educational exercises, while contextual information was left to later, after-the-fact explanations, on request. Early Tetakuni writings mirrored this evolution by using human-style footnote conventions, before ultimately relegating such literary exposition to companion chapters (and companion volumes).

Most Tetakuni who have learned human speech—typically a form of English as spoken widely around the Inner Sphere—tend to form sentences a bit strangely. Often placing the active verbs or adverbs at the end of their sentences, these Tetakuni might come off as oblivious, but nevertheless can hold a conversation with native speakers. Particularly scholarly Tetakuni, meanwhile, have demonstrated a fluency in human languages, including not only English, but also forms of Japanese, German, Mandarin, Spanish, and Greek. Less commonplace human languages from the days of the Inner Sphere—including Gaelic, Swedeneese, Italian, and French—have almost never been heard from the mouths of Tetakuni, suggesting that they either found little use in such languages, or failed to recognize them as such.

For Tetakuni who expect to encounter foreign speakers—be they of their own species or human—they have developed

handheld translator devices that are capable of identifying the most popular languages from both races. These devices can be set to provide auditory or written translations for their users (and back to the foreign speaker). For human conservationist groups,

these devices are almost ubiquitous at all times, and many diplomats and merchants keep a few handy any time while plying their trades, but most Tetakuni tend to go without, assuming their daily lives will require little need for foreign conversation.

PHONETIC ALPHABET OF THE TETAKUNI COMMON TONGUE

Vowels: a, ā, á, â, æ, e, ê, í, ia (y), í, î, o, õ, ó, ô, u

Consonants: ch, d, k, n (m/n), p, s, sh, t, x (ks)

SAMPLE TETAKUNI VOCABULARY

Clauses and Articles

ae/tae	Us/Our/Ours (use "tae" when preceded by a vowel; note spelling is not to be confused with "æ")
da	Yes/Good
dã	Them/Those/Theirs
dâ	With
et/êt	And (use "êt" only if preceded by a vowel)
ip	In/On
ka	No/Not

Nouns and Adjectives

da	Good/Yes (quality is added repetition, e.g. "Dada" translates as "Very good!")
ke	"Year/Orbit"
ka da	Bad/No Good (Also can be used as "No," as it literally translates to "no-yes" in old Tetatae)
teta	People/Men/Tribe
tetadã	Their People
tetatae	Our People (Also the old name of the anatomically modern Tetakaetetodã species)
téotêo	Okay/Safe

Verbs and Adverbs

dê	Go/Run (urgency is added by repetition, e.g. "Dêdêdê!" literally is "Run! Run! Run!")
têo	Do Not
têodê	Stop/Halt (literally "Don't Go")
tôã	It is/They are

Geography

Chi	Cities/Towns
Dêkotépê	"Inward" (Coreward, in galactic navigational terms)
Ipododa	"Inflow/Inspin" (Spinward, in galactic navigation)
Kadêkotépê	"Outward" (Rimward, in galactic navigational terms)
Kaîpdoda	"Outflow/Outspin" (Anti-Spinward, in galactic navigation)
Kaet	Earth/World
Kaetâta	"Earth Plains" (A major continent on Kaetetodã)
Kaetetôã	"Earth and Sky" (Tetatae/Tetakuni homeworld)
Kido	Woods/Forest
Kuni	Stars/Suns
Ôã	Sky/Space
Ôãêtakuni	"Sky and Stars" (Space beyond the Kaetetodã.)
Piku	Mountains/Rocklands
Tâta	Plains/Open Lands
Toku Kuni	"Far Stars" ("Far Country" in old Tetatae; Also the name of a naturally inhabitable moon in the Kaetetodã system)
Toku Poditôã	"Outer Diaspora" (the region of Tetakuni space that includes the former Human Sphere)

Denonyms*

Teta-Chi	"People of the Cities" (Tetatae Tribe of Kaetetodã)
Teta-Kido	"People of the Woods" (Tetatae Tribe of Kaetetodã)
Teta-Piku	"People of the Mountains" (Tetatae Tribe of Kaetetodã)
Teta-Tâta	"People of the Plains" (Tetatae Tribe of Kaetetodã)
Tetakaetetodã	"People of the Earth and Sky"
Tetakuni	"People of the Stars"

* **Note:** As shown here, the Tetatae language rarely uses a distinct word for "of"; in instances where something is said to be "of" something else, the words are either combined directly or hyphenated. If a direct word combination would result in duplicate consonants appearing together, the double-letter is presented singly (e.g. "tt" becomes "t"; "kk" becomes "k", and so forth).

TETAKUNI NUMERICAL SYSTEM

The Tetakuni numerical system is base-twelve, rather than the base-ten system that dominates human mathematics. This fact is largely put down to the fact that Tetakuni hands are six-fingered appendages, compared to the humans' five. Basic counting and common numeral references in Tetakuni speech thus tend to break concepts into multiples of 6 and 12, where humans would favor multiples of 5 and 10. This is particularly fascinating as the Tetakuni practice of higher mathematics shows definite signs of human influence in both theory and operation. Indeed, the written digits of the Tetakuni numerical system even resemble those of humanity's Arabic numbers, but where human digits run from 0 to 9 before "rolling over" to 10, the Tetakuni use the digits "X" and "E"—characters not otherwise found in their alphabet—to represent 10 and 11, respectively. The Tetakuni digits thus run from 0 to E, before "rolling over" to 10, which actually represents a value of 13 in their understanding.

The resulting differences in Tetakuni mathematics and numerology are ultimately easy enough to convert and trivial in the grand scheme, but this alternate numerical base does explain many differences in how Tetakuni technology and martial organization works, when compared to those devised by human hands, along with their use of base-12 metric systems.

When translated to Tetakuni Common Tongue, all Tetakuni numbers are spelled out. The Tetakuni number 16 is thus not translated as "sixteen" but as "one-six," and the number 3250 is translated as "three-two-five-zero" rather than "thirty-two fifty" or "three thousand, two hundred and fifty." The Tetakuni numerals X and E translate directly to their corresponding letters in the English alphabet. (When entering Tetakuni numbers into a converter, remember that many base-12 systems favored today use A and B, rather than X and E, as shown in the Phonetic Tetakuni Numerical System Table.)

PHONETIC TETAKUNI NUMERAL SYSTEM

Tetakuni Numeral	Human Translation	Actual Value
0	0	0
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
X ("ex")	A	10
E ("ee")	B	11

TETAKAETETÔĀN TIMEKEEPING

Like humanity, the Tetakaetetôån races developed a time-keeping system based on the relative positions of their sun, moon, and home planet. While the system has evolved since the days of the Tetatae (who often tracked the passage of years by seasons and used a range of subdivisions based on regional differences and such), both the Tetakuni and the Tetatae used their own analogs for seconds, minutes, hours, days, weeks, months, and years. Also much like the humans of the BattleTech universe, the Tetakaetetôån races eventually standardized their

various cultural timekeeping practices, and have carried a universal form of them forward into their interstellar age.

Curiously enough, modern Tetakuni timekeeping, based as it is on divisions of twelve, thanks in no small part to their preferred numerical system, lines up nicely with its human counterpart in some ways: Tetakuni days are divided into twenty-four hours, with twelve "daytime" hours and twelve "nighttime" hours. The Tetakuni year, like the Terran standard, is also broken up into twelve months. However, beyond those two points, things line up a lot differently. A Tetakuni hour is made up of 72 minutes, versus the human 60, while a Tetakuni minute is comprised of 72 seconds. A Tetakuni week is six days long, as opposed to humanity's standard seven-day cycle, while each Tetakuni month made up of six weeks, for a total of 36 days per month. As a result, the Tetakuni standard year is 432 days long, compared to the human 365.25-day year. (There is no Tetakuni equivalent to the leap year; before the Age of War and Sorrows, the standardized system was already in place and established a uniformity of timekeeping based on what amounted to their species' preferred metric system.)

It should be noted at this point that, naturally, the Tetakuni year does not match the human year in terms of absolute time, though it is tempting to assume as much for sanity's sake. In fact, due to nuances in how fast the Tetakaetetôån species count, the *actual* length of the Tetakuni day only comes up to about 19.2 Terran hours in length, making the 432-day Tetakuni year is 8,294.4 Terran hours long. As the Terran year is 8,766 hours, this means that each Tetakuni year equals roughly 1.057 Terran-standard years.

What does all this mean? Well, for starters, it basically means that the "X-3-0" Tetakuni years that the aliens have been in human space, as cited by Ætôpo back in Track 3 (*We...Come in Peace?*), after being converted to base-10 as 1,476 years, translates to 1,560.132 *human* years (or 1,560 years, plus a little more than a month and a half).

Really, don't try to think on it too hard. The author didn't.

TETAKUNI STANDARD CALENDAR (36 Days/Month)

Month Number	Month Name
1	Kætoti
2	Totití
3	Popæti
4	Têkâdo
5	Dôkædo
6	Odátido
7	Kâchâte
8	Pæsite
9	Teópê
X	Pæpódæ
E	Takudæ
10	Dakodæ

TETAKAETETÔĀN POLITICS

Most modern Tetakuni societies retain many of the core social structures found among their pre-starfaring ancestors, the Tetatae. Children are still born and raised in family clutches that unite with others to form tribes led by elder councilors. At these levels, local hetmans and shaman maintain order and see to their tribes' social and spiritual needs. Human influence in the distant past have modified these structures very little, save for the

eventual addition of higher levels of socio-political development, such as municipalities, counties, states, and multi-state unities—but attributing even these concepts to humanity might be a bit of a stretch, as they likely would have evolved anyway as Tetakaetetőän civilizations grew increasingly larger and more sophisticated over time.

The development of military rank structures, however, have *definite* roots in the study of humankind after the Second Coming; before that event and the birth of their first city-states, after all, the Tetatae had never found much need for standing armies.

Whether civil or military, most Tetakaetetőän governing structures tend toward a base-twelve system of some form or another. Local tribes and towns are typically run by councils of twelve members, with any voting generally carried out by eleven of their members and decided upon by the council hetman, who acts as the tribal or town leader. A majority of these councils tend to include a shaman as one of the voting members, but this need not always be the case. Larger municipalities, nations, global, and interstellar alliances typically modify these systems by adding additional tiers of power, usually by adding sub-councils for city boroughs, provinces, or worlds as needed, whose hetmans then serve in the next tier up.

In ancient times—especially before the Age of Learning and Ascendance—membership on such councils was determined by age, with the eldest among the tribe or town claiming the open seats as their predecessors passed on. Today's Tetakuni have generally replaced this gerontocratic approach in favor of other selection methods, which vary in accordance with local laws.

TETAKAETETŐÄN SOCIAL CLASSES

Some common titles and professions used by the Tetakuni, and their translations into Terran English, are sampled below. The sheer myriad terms and lingual variants used by the peoples of the Tetakuni Diaspora are impossible to fully encapsulate here, but most can simplify into titles such as these, which effectively describe the individual's occupation or role in society.

Note that in these translations, these titles use “man” regardless of gender. While the Tetakuni do make use of gender pronouns such as he/him, she/her, or they/them, the lack of entrenched gender-specific roles in society negated any need to create distinct gender-based variances in professional titles. (The term that translates to “man” in English is thus more accurately viewed as a singular “person,” while the term that translates to “men” in English refers to “people.”)

SAMPLE TETAKUNI TITLES AND PROFESSIONS

Military/Naval/Paramilitary Titles

Farseeker	A ship's sensor operator or science officer
Huntmaster	A senior military group leader
Huntsman	A soldier; also used as a generic term for any warrior
Marksman	A sniper, artilleryman, or heavy weapons gunner
Pathfinder	A ship's navigator or pilot; also used to denote a ground scout
Seamaster	A maritime ship's captain
Spotter	A spy
Squadmaster	A squad or platoon leader
Starmaster	A starship's captain
Wardsman	A police officer

Civilian/Professional Titles

Cultivator	A farmer or rancher
Hightender	A chief medical officer
Keeper	A bank teller or trustee
Lowtender	A veterinarian
Pilot	A driver/operator of a vehicle with a small/single-person crew
Seeker	A scientist
Shopman	A store/business employee
Shopmaster	A store/business manager
Talekeeper	A historian or librarian
Talespeaker	A teacher or professor
Tender	A dedicated (non-spiritual) physician; a doctor
Thrall	A servant

Political/Religious Titles

Chief Shaman	A spiritual hetman
Councilor	A political councilor
Headspeaker	A spokesperson or senior diplomat
Hetman	A political leader; also used as a generic term for any leader
Shaman	A spiritual cleric/nurse
Speaker	A diplomat or junior spokesperson

GENERIC TETAKUNI MILITARY RANKS

Note: Baseline only; many Tetakuni factions may vary.

Tetakuni Rank	Code	Human Equivalent
Master Hetman	O-9	General of the Army
Corps Hetman	O-8	Major General
Division Hetman	O-7	General
Brigade Hetman	O-6	Lt. General
Regimental Hetman	O-5	Colonel
Battalion Hetman	O-4	Major
Company Hetman	O-3	Captain
Battery Hetman	O-2	Lieutenant
Hetling	O-0*	Officer Cadet
Hetman/[Title]	E-5/O-1	Ensign/Specialist
Squad Hetling	E-4	Master Sergeant
Squadmaster	E-3	Sergeant
Squadsman	E-2	Corporal
Footman	E-1	Private
Fledgling	E-0	Recruit

*Officer-grade hetlings are typically outranked by ranks E-3 and higher

THE TETAKUNI DIASPORA

Today, the sum of all worlds that are inhabited or claimed by the Tetakuni have become known as the Greater Tetakuni Diaspora. As of the thirty-third century of the Age of Sky and Stars (the sixty-fifth century, by contemporary human calendars), the Diaspora stretches between 10,000 to 18,000 light-years across and encompasses approximately 33,900 inhabited systems. Most of these worlds lie with the Inner Diaspora (those worlds within 6,000 light-years of the Tetakuni homeworld, located in the Sagittarius Arm of the Milky Way Galaxy), while the rest fall in between the Inner Diaspora (adjacent to the Inner Diaspora, but still within the Sagittarius Arm) and the Outer Diaspora (the ancient Inner Sphere and its surrounding Periphery, located in the Milky Way's Orion Spur).

A basic map of the Outer Diaspora is presented here, showing the thirty-six Tetakuni nation-state realms of the region (outlined in blue), as well as the sixteen interstellar human preserves (outlined in red) against the borders of the Inner Sphere as they stood in the mid-3200s (in white). The compass points use Tetakuni directional terms, translated to human English.

Protected reserves are typically policed and maintained by the authorities and services within the Tetakuni realms in which they reside. Reserves outside of any Tetakuni state's borders tend to be patrolled by neighboring realms and maintained by unaffiliated organizations that are nominally beholden to none of the other states.

Author's Note: The undefined states on the map are left for you, the players and GM, to decide on. Make them as sensible or as wild as you like; the ones featured here are, admittedly, rather tame for an alien species, but realistic enough for a species that, aside from physiological differences, were depicted as thinking and reasoning much like humans do.

MAJOR ENTITIES OF THE OUTER DIASPORA

The following fourteen states in the Outer Diaspora are among the largest interstellar powers in the region. While none of them are currently at war, each maintains a standing military of some kind, as well as a sizable armed space fleet, for the purposes of self-defense, policing their borders and (in most cases) patrolling any human protectorates located nearby.

1. Épatá Mercantile Alliance – Located in what once was the Lyran Commonwealth, the ÉMA is a realm dominated by merchant princes who largely govern by appointing or promoting their preferred councilors and lower-tier hetman to political positions in series of interlocking partnerships reminiscent of human feudalism. Although driven by profit and consumerism, the Alliance is remarkably considerate of humans, and maintains two protected reserves for humanity, while sponsoring a third between themselves, the Federation of Sepækächæ-Pî, and the Óshâ-Shêpô Commonwealth. (Although cynics in the other two states believe the third reserve is just an Alliance front to claim the area as a buffer between them.)

2. Kingdom of Tochêdu – Taking up much of the rimward half of the former Free Worlds League, the Kingdom is a strong-armed oligarchy run mostly by the Greater Tochêdu Tribal family, which established its economic and political might in the early days of colonization. Among the more militant factions in the Outer Diaspora, the KoT routinely patrols the systems on its outer borders, and has been accused of poaching human thralls from

the large peripheral preserve between themselves and the Ætô Confederacy.

3. Federation of Sepækächæ-Pî – Claiming space that once belonged to the Wolf Empire, the Sepækächæ-Pî are one of the most liberal states in the Outer Diaspora, with the majority of its leadership chosen by popular vote at all tiers of power. Although it maintains only a single, small human preserve in its boundaries, the Federation takes an active interest in the welfare of humans across the entire region, and actively aids local conservation efforts, especially those maintaining the preserves around its borders.

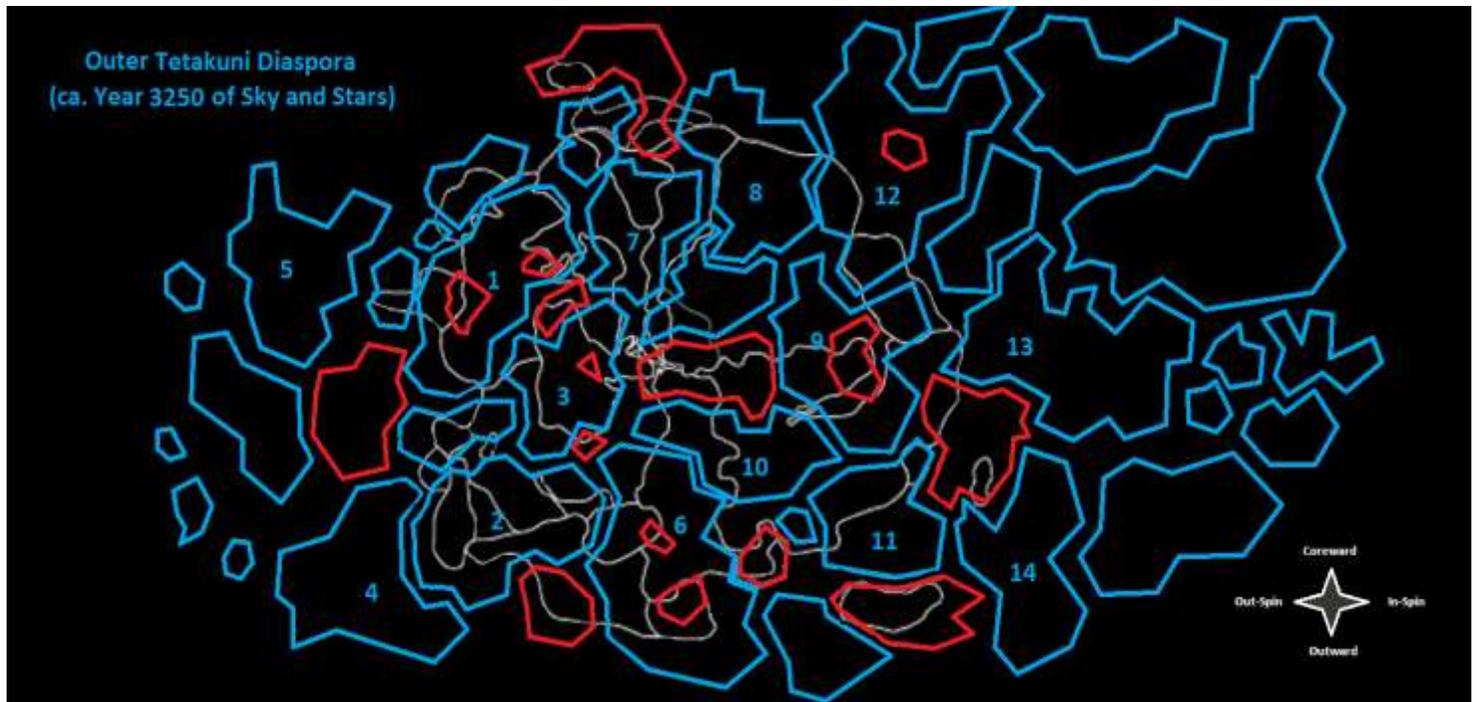
4. Principality of Echã – Led by rivals of the Greater Tochêdu families, and having resisted several attempts by them to impose an "interdependency" between them, the Principality has a history of sporadic conflict and simmering tensions with its outspin neighbor. Ironically enough, in their efforts to ensure their security and independence from the Kingdom of Tochêdu, the Echã tribe and its allied families have evolved into a strict form of feudalism that's not so different from those they claim to oppose.

5. Ætô Confederacy – By many accounts—mostly from those who don't live there—the Ætô Confederacy is a state that started out with the best of intentions, but now is falling into corruption. Founded as a semi-democratic republic, but with citizenship—and voting rights—contingent on requirements that include both public and economic service, shifting laws and growing economic stratification now see increasing power in the talons of an ever-wealthier ruling class, while many of its own people have begun falling into social classes that are little better than human thralls.

6. Exoteric State – Formed in what used to be a confluence of three Inner Sphere powers, the Exoteric State began as a corporate alliance built on carefully-constructed legal, financial, and political arrangements between them that determined the resources and holdings of each partnering group. Over centuries, these agreements have solidified into a constitution of sorts that has all but cemented power into a strange form of company-driven feudalism in which power is held by commercial entities rather than individuals, who in turn portion out their authority to subsidiaries until now the entire realm is a bewilderingly complex mix of interlocking bureaucracies that have effectively structured all aspects of life.

Weirdly enough, partnerships melded into the State's elaborate collective include some conservationist groups whose presence allows for the maintenance of two interplanetary-scale human preserves where none of the usual rules apply. These preserves now serve as a source of cheap labor for State industries, as well as approved sites for tourism and research.

7. Óshâ-Shêpô Commonwealth – Long allied with the Sepækächæ-Pî Federation, the Commonwealth is a democratic collective of states unified under a strong federal government. Although its people consider themselves liberal, and feel their chosen representatives do genuinely care about their interests, a general dissatisfaction among the less fortunate classes has been rising as it seems an increasing number of their available candidates tend toward the upper end of the economic spectrum, hailing from families whose wealth is more inherited than earned.



8. Ishepó Sovereignty – Of the major powers in the Outer Diaspora, the Sovereignty of Ishepó is perhaps one of the closest things to a theocracy the Tetakuni have created. Founded by a group of pilgrim tribes who elevated their shamans over their hetmans, this realm rules by a mix of spiritual edicts and laws based on the precedents of their historical documents, with final decisions and policy made as often by courts of shaman-judges as they are secular lawmakers. The result of this structure has seen power concentrated along tribal, and even familial lines, as many shaman and other spiritual guides pass their skills down to their own descendants.

9. Ênachaxan Collective – The Ênachaxan Collective occupies a large swath of space once claimed by the Federated Suns, the Draconis Combine, and the Raven Alliance. A remarkably large portion of this realm is dominated by a human preserve that's maintained by the state, rather than any independent conservationist organizations. Founded on principles that emphasize the duty of an individual to the greater whole, and eschews private property in favor of what they translate as "economic egalitarianism," the Collective is, in essence, a socialist state which has become gradually corrupted by an entrenched ruling class.

Because of the Collective's more insular nature, and its general reluctance to allow outsiders within their borders, rumors persist that their leadership may be taking advantage of the large human population they have contained within their borders. Some even believe that human thralls are being experimented upon without their consent, and that a few long-term experiments involve directed breeding programs with questionable aims.

10. Unified Pidóta Partnership – Wedged between the Exoteric State and the Ênachaxan Collective, the UPP is a republic that has only recently managed to normalize its relations with the neighboring Ixuchō Alliance of Planets that seceded from it some three centuries ago, when the realm was known as the Pidóta

Supremacy. The separation of the two realms was largely non-violent—more the result of a series of referendums than hostilities that erupted after the Ixuchō populations tried (and failed) to oust the entrenched Pidóta leadership.

Although they survived this "rebellion," the Pidóta nevertheless took it as the warning that it was and gradually eased up on what had, at the time, become an increasingly heavy-handed government. Rebranding their empire as a republic-style partnership and gradually introducing more democratic reforms that gave regional world groups more say in local affairs, the Pidóta tribes maintain their privileged status and power base, but with fewer signs of unrest among the populace.

11. Ixuchō Alliance of Planets – When their mother realm—then known as the Pidóta Supremacy—grew too authoritarian and meddlesome for their liking, the minor tribal houses of the Ixuchō star systems formed a clandestine alliance that attempted to subvert the Pidótas through populist uprisings that gradually escalated to violence. After a series of appalling tragedies caused by both sides, the Supremacy leadership relented enough to allow for referendums that ultimately led to the independence of the Ixuchō systems, and the Alliance was born. Lingering tensions from the conflicts and upheavals leading up to their split kept the two realms in something of a cold war state for centuries, but reforms among the Pidóta and diplomatic efforts on both sides have led to much warmer relations in recent decades.

12. Shōchōdite Coalition – Among the first of the large states to form in the Outer Diaspora, the Coalition began as a group of smaller world-groups that became united first through trade and then through interlacing mutual defense pacts. Including the famed Monument to Man, as well as the first successful interstellar-scale human preserve ever created, this democratic republic is known as much for its compassion toward the Inner Sphere's original denizens as it is its long history in the region.

13. Pākæd Empire – Remarkable for its militant nature, despite having rarely engaged in active conflicts longer than a decade, the Empire of Pākæd is led a council of feudal-style lords who descend from the families of their original founding tribes. Small municipalities and planetary-scale provinces are allowed to choose their own leaders and lawmakers, but all decisions made by these officials can be overridden by the will of the imperial magistrates at any time. Internal competition between the ruling families has been harnessed into a series of martial games and other competitions regularly held as both a means of keeping up public morale and keeping their respective military forces sharp in what have been largely peaceful millennia.

14. United Domains of Āpó-Pichidā – The United Domains is a democratic realm made up of twelve sub-regions in which most elected officials have no fixed term of office, but are instead elected on a conditional “for life” basis. Officials who fail in their duties or otherwise violate the constitutional powers of their stations may be recalled and replaced through special elections, but this rarely takes place. Given the lifespans of most Tetakuni, this can result in whole decades going by without election cycles, and give visitors the impression that the realm is actually run by feudal dynasties.

As part of a longstanding good-faith pact with the Ixuchō Alliance of Planets, the Domains maintains a protective watch over the two large interplanetary human preservations that border their neighboring realms. This has occasionally led to minor clashes with the Pākæd Empire over the reserve coreward of the Domains, with each state accusing the other of nefarious intent.

NEW CHARACTER RACE: TETAKAETETŌĀ

The Tetakaetetōā—more popularly known as the Tetatae or the Tetakuni—are the first truly sapient, non-human race introduced into the *BattleTech* universe. Although other quasi-sapient species have turned up in *BattleTech* lore here and there, only the bipedal avian Tetakaetetōā demonstrated the social organization, language skills, and self-awareness to match human-level capabilities. The Tetakuni featured in this product are, by and large, the direct descendants of the Tetatae, who have socially and technologically evolved over millennia to the point where they are now a truly interstellar, space-faring species.

The following rules cover the basics on creating and playing Tetakaetetōā characters in *A Time of War* adventures.

TETAKAETETŌĀ CHARACTER CREATION METHOD

At the time of this adventure (starting in Track 2, anyway), the Tetakaetetōā species has expanded across a significant expanse of the Milky Way galaxy collectively known as the Tetakuni Diaspora. Most of the worlds they call home are found in the central portion of the galaxy’s Sagittarius Arm, a region located coreward and spinward of the worlds once collectively known as humanity’s Inner Sphere. With a sphere of influence so vast, the myriad nationalities and regional variances in culture among the modern Tetakuni are legion.

And so, rather than approach Tetakaetetōā character

creation using the Life Modules method that assigns XP based on the character’s nationality, birth circumstances, and upbringing...we’re just going to use the Points-Only creation method here. Take 5,000 XP and purchase your bird-folk’s Attributes, Traits, and Skills however you like, with the following conditions.

SAMPLE TETAKAETETŌĀ NAMES

Many Tetatae and Tetakuni names are variations on their words for abstract ideals like “Hope,” “Faith,” or “Strength,” and the like, are descriptors relevant to their appearance like feather and eye colors, or are just plain nonsense to human ears (and many of their own, truth be told). Because of the general lack of gender distinction, there seem to be no rules about what constitute a “boy’s name” or a “girl’s name” in Tetakaetetōā traditions, so just about anything goes if you can spell it out in the Tetakuni Common Tongue.

Some sample names to consider are: Daeka, Dakodo, Dikáká, Dokaepi, Kâeto, Kaotôt, Kátêo, Pikaete, Pita, Pōpae, Potâet, Tatádî, Têkâ, Têopō, Topi, and Totito.

ATTRIBUTES

In broad terms, there are two main “phenotypes” of Tetakaetetōā players may choose. The first—the Tetatae—reflects the species as it existed around the time of the First and Second Comings of humanity, from the days of the human Age of War through the time of the human Third League Era. The second—the Tetakuni—reflects the modern form of the species, after it became a truly interstellar race. The differences between the two phenotypes is entirely based on time period and region of play; for adventures set on their homeworld of Kaetetōā and any worlds within 12 light-years of it, or in the time periods of any human era, use the Tetatae phenotype. Otherwise, use the Tetakuni.

Once the phenotype is picked, the appropriate Attribute Modifiers can be applied as shown in the Attribute Modifiers (and base Attribute Maximums) by Phenotype Table.

ATTRIBUTE MODIFIERS BY PHENOTYPE

Phenotype	Attribute Modifier (Max)							
	STR	BOD	DEX	RFL	INT	WIL	CHA	EDG
Tetatae	-1 (9)	-1 (8)	+1 (11)	+2 (12)	-1 (9)	-2 (8)	+0 (10)	-1 (7)
Tetakuni	-1 (9)	-1 (8)	+1 (12)	+2 (12)	+0 (10)	+0 (10)	+2 (12)	+0 (8)

TRAITS

Tetakaetetōā characters can pick any character trait available to humans, with the following exceptions by Phenotype.

Tetatae: Tetatae characters may not select the Alternate ID, Citizen/Trueborn, Implant/Prosthetic, Rank, Property, or TDS Traits, nor may they select any Vehicle or vehicle-related Traits. Tetatae are limited Title to a maximum level of 4 TP in the Title Trait (and cannot pick Bloodname), with a Title of 3 indicating a Tetatae of tribal elder stature, and a Title of 4 indicating the authority of a tribal shaman or hetman. Tetatae may possess no level of Equipped, Wealth, or Extra Income above 3 TP, or less than -1 TP.

To reflect their innate reluctance toward combat, and their relative fragility compared to humans, the negative Traits of Combat Paralysis, Glass Jaw, Introvert, and Thin-Skinned each add -1 TP to their normal value, while the TP costs for Combat

Sense, Pain-Resistance, Thick-Skinned, and Toughness are increased by +1.

Finally, to reflect their limited to nonexistent usage of writing prior to the Second Coming, Tetatae characters created before 3100 CE must receive the Illiterate Trait, and may only “buy off” this Trait if they have spent at least 25 years of their lives living within a human settlement. Tetatae who meet the requirement to buy off the Illiterate Trait and do so prior to 3100 CE not only receive access to human Language Skills at level 3+, but also receive a -1 TP Reputation Trait, reflecting the degree of wariness both humans and other Tetatae feel toward a human-literate alien. (Illiterate Tetatae will see them as being “too human,” and humans on their world will worry that they could be spies.) Tetatae created after 3100 suffer no drawbacks to buying off the Illiterate Trait.

Tetakuni: Tetakuni characters may not select the Trueborn or Bloodname Traits. While they remain somewhat reticent toward conflict, the millennia after the Second Coming and their experiences in interstellar space have hardened the Tetakuni resolve to the point where they have become physiologically comparable to humans in those aspects.

The TDS Trait for Tetakuni characters is known as Warp Sickness. While it has the same TP value in character creation, and effectively refers to a similar affliction in which hyperspace travel throws off their equilibrium, this Trait is triggered any time the affected character is aboard a vessel as it engages its warp drive system. Once triggered, Warp Sickness stuns the Tetakuni character for (20 – BOD) minutes, followed by lingering nausea and disorientation effects that impose a -1 roll modifier to all actions for 4D6 hours or until (30 – BOD) minutes after the ship drops out of warp (whichever comes first).

Any Citizenship, Rank, Title, or Property Traits possessed by a Tetakuni must reflect the social strata appropriate to their native nation-state.

Virtually no Tetakuni own their own combat vehicles; military and heavy industrial tech tends to be restricted to government or company ownership in most Tetakuni nation-states, even those that maintain an aristocratic tradition. As a result, Tetakuni pilot characters need not spend Trait Points on Vehicle or vehicle-based Traits, since such units would be assigned to them as missions and supplies dictate. If players still want to use the Vehicle Trait to determine the weight class of their unit, use the appropriate column for the vehicle class, with the BattleMech column used for all of their “hardshells” regardless of construction. In this case, the Light weight class is considered any hardshell built using the battle armor rules; Medium weight class hardshells cover those made using ProtoMech construction from 2 to 5 tons; Heavy weight classes run from 6 to 10 tons; and Assault from 11 to 15.

Both: Characters from either Tetakaetetōān phenotype receive additional benefits as a result of their biology, which are reflected here as Traits unique to them. This includes:

Semi-Sleeper – Reflecting the way Tetatae and Tetakuni are capable of entering a “partial sleep” that rests only half of their brain (and most of their body), while the other half of the brain retains sensory control and the ability to detect threats. A Tetakaetetōān in this “partial sleep” can make Perception Checks and listen to others as if they are wide awake, but cannot perform any other actions without first spending a Simple Action to awaken the rest of their body.

Superior Vision – Representing the unique nature of their dual-pupiled eyes and their extra-wide field of view,

Tetakaetetōāns receive an additional +3 modifier on Perception Checks, and attacks against them in personal combat may not apply the +1 roll modifier when coming from behind. These abilities stack with the Good Vision and Poor Vision Traits.

Hypersensitive Hearing – Although Tetakuni ears are almost invisible beneath their plumage, they are exceptionally acute in sensitivity, which helps them better pick up on the higher registers of speech most of their kind have, while also allowing them to better pick out specific sounds over background noise. The drawback to this is that particularly powerful noises can actually shock them. To reflect this, the range of any weapons or ordnance that use focused or amplified sound as part of their effect (i.e. Sonic Stunners and Flash-Bang ordnance) multiply their effective range or area of effect radius by 1.5.

Talons – All Tetakaetetōāns possess sharp talons on their hands and feet; unarmed attacks made using these talons have a base AP/BD of 2M/2 before any modifiers for Strength and Skill.

Prehensile Feet – Tetakaetetōān feet are nearly as dexterous as their hands. This allows them to use their feet to grab, hold, and use objects (albeit with a -1 roll modifier), while also applying a +2 modifier to Climbing and Acrobatics Skill Checks.



SKILLS

Tetakaetetōān characters can pick any character trait available to humans, with the following exceptions by Phenotype.

Tetatae: Owing to the limited technologies of their time and greater reliance on traditional methods of their spiritual elders, Tetatae characters may not select the Computers, Driving, Gunnery, Piloting, Science, Sensor Operations, Surgery, Technician, or Zero-G Operations Skills until such time as they themselves learned to master such technologies. Advanced-Tier Art, Interest, Martial Arts, and Melee Weapon Skills did not emerge until the time of the Second Coming of humanity on their homeworld, but Advanced-Tier Prestidigitation was available to them as something of a native art form unto itself.

The written word was not introduced to the Tetatae until after the arrival of the humans, and even then, it took centuries before they developed their own written language, despite many of them having learned at least rudimentary understanding of some human speech and writing. (The humans who occupied Kaetetōā did not willingly share much of their knowledge with the Tetatae,

forcing the aliens to learn mostly by trial and error, a process that was further slowed by a reliance on oral traditions over writing and more scholastic methods.) To reflect this, Tetatae characters created before 3100 may not possess any Language Skills above +2, and are considered to be illiterate unless they meet the conditions to buy off the Trait as outlined under *Traits*. Tetatae characters that become literate unlock access to further Skill levels in Language. The only “human” languages available to Tetatae—and then only after the time of the First Coming—are English and Japanese.

Tetakuni: Tetakuni characters may employ any and all skills available to humans, but will suffer a –4 roll modifier when using any human-made technologies (increased to –2 if they are able to speak and read the relevant human tongue). For Tetakuni characters meant to pilot ‘Mechs, use the Piloting and Gunnery Skills for Battlesuits, as the interface systems for all Tetakuni “hardshells,” regardless of scale, use the same interface system. (The Tetakuni do not have BattleMechs, so far as anyone is aware, at the time of this adventure, though they have many examples of such ancient human tech gathering dust in their museums and test labs—most of which are non-functional.)

Tetakuni may choose any languages available to their species (players can simply select “Tetakuni” for their common tongue), as well as the “human” languages of English and Japanese (players can simply select “Human” to refer to English, the humans’ “common tongue”). After about 4900 CE, Tetakuni characters may pick up any human language once spoken in the Inner Sphere if they wish, though “Human/English” remains by far the most popular among scholars.

Both: Both the Tetatae and the Tetakuni benefit from a physiology optimized for speed and dexterity, particularly while on land. For every Skill level in Running or Climbing, a member of either Phenotype receives 2 meters of the appropriate MPs, rather than 1.

EQUIPMENT

By and large, the Tetakaetetōāns have developed—or will develop—analogs to virtually every device or contrivance found in human technology. Naturally, such items will invariably look and function differently than their manmade versions as a consequence of the aliens’ different physiology, but most will be at least thematically familiar even to a non-Tetakaetetōān. Simpler, more mundane items may even be so similar as to almost be interchangeable. A brush meant to groom feathers won’t look or work all that different from a human hairbrush, for instance, nor would a simple spear or javelin meant for Tetatae hands assume a shape unfamiliar to humans in form or function. Likewise, more advanced gear and weapons will likely take on appearances that human eyes can recognize, if not fully understand. A Tetakuni pistol would still feature the basic components of a magazine, handgrip, firing mechanisms, and a muzzle found in human-made handguns; and a Tetakuni personal computer is just as likely to feature some form of keyboard or touchpad interface, connected to a screen for projecting data. Even abstract concepts such as currency, mathematics, and politics will assume forms at least vaguely recognizable to humans in some way, shape, or form.

As a result of these similarities, purchasing equipment for Tetakaetetōān characters may be handled in the exact same way as is done for any human character in *AToW*. An exhaustive list of specific variances or the many types of Tetakaetetōān monetary systems in play throughout the ages is, of course, way beyond the

scope of this project, but ultimately, whether the bird-folk use credits, C-bills, or barter, it’s all about assessing costs and availability of items at any given time.

For more concrete examples of Tetakaetetōān technologies, particularly in the modern age, see *Tetakuni Technology*, later in this chapter.

Tetatae Equipment: For the early Tetakaetetōān—the Tetatae—the major limiting factor will be amount of technology available in their era of play. At the time of both the First and Second Comings of humanity on their homeworld, the Tetatae were a largely nomadic species of hunter-gathers at roughly an Iron Age level of development. At this point, the only Tetakaetetōān items available would be restricted to a Tech Rating of A. In the latter years of the Second Coming (about 20-50 years after the events described in *Far Country*), this Tech Rating would finally advance to B, as the human populace on their world begins to dwindle and the aliens finally begin to fully grasp the nature of more complex mechanics. By about one or two centuries after the events of *Far Country*, the available Tech Rating will be on the cusp of C-level. This rapid improvement is spurred on by all the human technologies and techniques the Tetatae finally understood well enough to mimic, just as the last human enclaves on their world collapsed, as well as the widespread introduction of writing. When the Age of Learning and Ascendance comes along (circa 3200 CE), the Tetatae achieve the ability to produce items with a Tech Rating C, and largely remain at that level until well into the Age of Wars and Sorrow (roughly 3850 CE, by human reckoning), when they finally develop fusion theory. Even then, however, it will still be about 400 years or so before they unlock practical space travel beyond their lunar orbit and begin the Age of Sky and Stars, and Tech D items become widely available.

Tetakuni Equipment: The Tetakuni are effectively “born” with the Age of Sky and Stars, when the first permanent settlements are established on Kuni in the Tetakaetetōān system, and the ruins of the Second Coming human society are found (about 4300 CE). At this point, Tech D personal items are coming more and more into play, and warp travel is being unlocked. Tech Rating E items emerge gradually over the next 300 years as the Tetakuni expand deeper and deeper into space with their newfound FTL ships, becoming commonplace by the mid-4750s. Tech F items finally become generally available another 400 years or so later, after which advancement largely slows to a crawl due to the widening dispersal of colonies and nation-states throughout the Tetakuni Diaspora. By the time the Tetakuni reach the edges of the former Human Sphere (in the mid-4900s CE), Tech F items have grown relatively common and most everything else produced using less advanced technologies (reduce all Availability Ratings by 1, to a minimum of A).

By the time of this adventure—circa 6427 CE (Year 3250 of Sky and Stars, by Tetakuni reckoning)—Tech G items are widely available to Tetakuni characters only. Tech G items should largely improve on Tech F equipment by 30-50% in one or two practical ways (e.g. improved ranges, accuracy, durability, portability, and so forth), while increasing costs by an equal percentage. Advanced or experimental Tetakuni equipment, which may be considered Tech H, has also been making the rounds across the Tetakuni Diasporas, but is rarer to come by. All Tetakuni combat vehicles, hardshells, and aerospace craft (from fighters and shuttles to warships) are considered Tech H equipment. Tech H personal items improve on Tech F equivalents by 55-75% in at least two practical ways, at an equivalent cost increase.

TETAKUNI TECHNOLOGY

As of the fifty-first century (human reckoning) in which this adventure is set, Tetakuni technology is not wholly unfamiliar to humans from the mid-3100s. Though they might vary a bit in style, size, and handling, a human can easily recognize commonplace items such as buildings, standard weaponry (i.e. blades and guns), conventional vehicles, aircraft, and even starships for what they are. Understanding exactly how to use, repair, and maintain such items, or operating most Tetakuni-made electronics, might be more challenging to pull off, but the basically humanoid-ish nature of Tetakuni physiology has resulted in tech that is not *too* alien to humans.

But while some differences may only be superficial, there are some aspects of Tetakuni technology that just don't work the way a human might expect.

TETAKUNI WEAPONS AND ARMOR

The Tetakuni use a range of blades, small arms, and support weaponry similar to those of human design, and have developed a range of personal armor that duplicates the effects of most human-made equivalents (with the notable exception of boots; as Tetakuni feet are dexterous enough to grasp with, most of their footwear are more akin to human gloves—often with the “fingertips” left open to allow for unimpeded use of their toe claws). Tetakuni soldiers prefer flexibility, mobility, and stealth over raw stopping power when it comes to armor kit, and so tend to eschew ballistic plate and other encumbering types of protection, though this is by no means a hard and fast rule.

TETAKUNI PERSONAL WEAPONRY

A listing of the most common Tetakuni personal weapons, and the human-made personal weaponry it most closely resembles is found in the Tetakuni Personal Weapons and their Equivalencies Table.

However, with the exception of all melee weapons, and the ranged non-lethal weapons listed in the table, all Tetakuni personal weapons apply a +1 increase to their equivalent's *AToW* AP values, to reflect their improved stopping power. Alternate munitions and ordnance may adjust these values accordingly. Additionally, because the Tetakuni have a base-12 number system, rather than base-10, any ballistic or missile weapons with more than 3 shots per reload, and which have no recommended ammo capacity changes mentioned in the table, should round up their magazine sizes to the nearest multiple of 6.

Some weapons may feature additional slight modifications in their features, as described in the list. GMs should also be aware that this table is by no means an exhaustive list of gear available

TETAKUNI PERSONAL WEAPONS AND THEIR EQUIVALENCIES

Tetakuni Weapon	Human Equivalent
<i>Melee Weapons</i>	
Shortblade	Knife/Dagger
Longblade	Sword
Spear	Pole Arm (Spear, if thrown)
Ripperblade	Vibroblade
Ripperstaff	Vibrosword
Short Manstopper	Stunstick
Long Manstopper	Stun Staff (single end)
<i>Ballistic Weapons</i>	
Light Slug Shooter	Auto-Pistol
Basic Slug Shooter	Sternsnacht Python
Heavy Slug Shooter	Combat Shotgun
Basic Far Shooter	Zeus Heavy Rifle
Elite Far Shooter	Minolta 9000 Sniper Rifle
Light Slug Streamer	Stetta Auto-Pistol
Basic Slug Streamer	TK Assault Rifle (Triple Ammo Capacity)
Heavy Slug Streamer	Portable Machine Gun (Triple Ammo Capacity)
<i>Explosive Launchers</i>	
Light Egg Thrower	Auto Grenade Launcher
Heavy Egg Thrower	Heavy Auto Grenade Launcher
Light Rocket Gun	LRM Launcher (Triple Ammo Capacity)
Heavy Rocket Gun	SRM Launcher (Double Ammo Capacity)
<i>Ranged Non-Lethals</i>	
Sedater	Tranq Gun
Flash Stunner	AP/BD: 8S/5D; Rng: 5/10/20/50; Sht:1PPS; Mass: 500 G/+; Blinding Effect
Screamer	Sonic Stunner (Double All Ranges; Triple vs Tetakuni)
Manslugger	Buccaneer Gel Gun (Triple Ammo Capacity)
<i>Energy Weapons</i>	
Light Blaster	Laser Pistol (Half PPS)
Basic Blaster	Blazer Rifle (Half PPS)
Heavy Blaster	ER Support Laser (Two-Thirds PPS)
Light Beam Streamer	Clan Pulse Laser Pistol
Basic Beam Streamer	Clan Pulse Laser Rifle
Heavy Beam Streamer	Heavy Support Pulse Laser (Half Crew)
Disintegrator	Clan Ultra-Heavy Support Laser (Half Crew; Two-Thirds PPS)
Shredder Beam Gun	Semi-Portable Particle Cannon (Half Crew; Encumbering)
Fireball Thrower	Man-Portable Plasma Rifle

across the Tetakuni Diaspora; it merely describes the most common personal arms one might encounter among the alien birdfolk.

Example 1: The Tetakuni Light Slug Thrower is equivalent to the human Auto-Pistol, which has an AP/BD of 3B/4, but gains a +1 AP for a final AP/BD of 4B/4. The Auto-Pistol's 10-shot magazine becomes a 12-shot clip in its Tetakuni version. As no other notes about it appear in the Equivalencies table, the rest of the weapon's stats, such as range and weight, are unchanged.

Example 2: The Screamer—the Tetakuni equivalent of the Sonic Stunner—is a ranged, non-lethal, energy weapon. As such, it does not modify the Stunner's AP/BD of 0S/4D, but it does double its effective range, going from the Stunner's 2/5/7/10-meter reach to 4/8/14/20 meters with the Screamer. (Because the Tetakuni's Hypersensitive Hearing Trait increases the range effects of sonic-based weapons by 1.5, the Screamer's range becomes triple that of the Stunner, resulting in effective distances of 6/15/21/30.)

Using and Modifying Personal Weapons: Because of the physiological differences between humans and Tetakuni, a -2 roll modifier applies when either species attempts to use a non-melee weapon designed for use by the other. A -4 roll modifier applies to any attempt to repair, build, or modify each species equipment by a member of the other, or when attempting to combine technologies in any way.

TETAKUNI PERSONAL ARMOR

Despite their preferences, the Tetakuni have been known to make use of virtually all personal armor types known to mankind, including advanced armors such as myomer and neo-chain. Improved materials developed by the Tetakuni have rendered the vast majority of these armors somewhat superior to their manmade analogs. To reflect this, increase all BAR values for Tetakuni personal armor by +1 except in the case of armor worn on the hands, feet, or head (where the Tetakuni tend to prefer lighter protection, if any at all, in order to maintain maximum mobility). An additional +1 BAR may then be applied to a *single* damage type on the same personal armor, to a maximum BAR rating of 8 in any category.

For example: the Tetakuni Pilot Suit—worn by those who operate their 'Mechs and fighters—is based on the MechWarrior Combat Suit, which has a BAR of (2/5/1/3). Tetakuni improvements not only beef the suit up to BAR 3/6/2/4, but also adds an extra +1 BAR of protection against energy damage, for a final BAR of 3/6/3/4.

Using and Modifying Personal Armor: The physiological differences between human and Tetakuni makes it virtually impossible for a member of either species to use the personal armor of the other without significant alteration. Modifying personal armor from one to the other, which basically entails tearing almost every seam apart and rearranging the various strips and panels before restitching them together, will require a successful Technician, Art, or Career Skill appropriate to the armor type with a -2 roll modifier, as well the use of materials equal to one quarter of the armor's original value.

Battle Armor: In the case of powered armor, exoskeletons, and battle armor, disregard these rules and instead consult those found under *Tetakuni 'Mechs*.

Stealth Tech: Sophisticated personal stealth systems are also within the Tetakuni's technological capabilities. In fact, the majority of all six-bird infantry squads typically outfit at least one of their troopers with stealth garb for use in advance recon,

forward observation, and similar operations. The standard-issue Tetakuni stealth garb is equivalent to the DEST Sneak Suits, but with the BAR values changed to 4/5/6/3 (up from 2/4/5/2, thanks to the armor rules noted above).

TETAKUNI 'MECHS

The Tetakuni do not actually use BattleMechs as humans might classify them. Their equivalents are more akin to ProtoMechs and battle armor in both form and function, with both unit types together collectively referred to as "hardshells" in the Tetakuni vernacular. Because of their innate structural and power supply differences, the Tetakuni sub-categorize any hardshell built using battle armor rules (i.e. power cell-based, infantry-scaled units up to 2,000 kg in weight) as a "battlesuit" (if military) or "armorsuit" (if non-military), while hardshells built using ProtoMech rules (i.e. fusion-based, vehicular-sized units up to 15,000 kg in weight) as a "heavyshell."

A Note on Tetakuni Weight Standards: While the Tetakuni number systems are base-12, rather than base-10, players will notice that these rules continue to measure weights in humanity's base-10 metric system of kilograms and metric tons. Out of character, this is for all our sanity's sake, but in-character, one might assume that the Tetakuni metric system just happens to line up, despite using subdivisions of 12, rather than 10.

CONSTRUCTION NOTES

In general, any Tetakuni hardshells up to 2 tons in weight are constructed as Battle Armor using a Clan Technology Base, while any Tetakuni hardshells from 2 to 15 tons are built using the appropriate ProtoMech construction rules. For hardshells built at exactly 2 tons in mass, the player may use either construction rule set they see fit. Both hardshell types may be constructed as quads, but the Tetakuni tend to employ such designs far less often than their bipedal versions.

For weapons and equipment, Tetakuni hardshells use only the items listed in the Tetakuni Hardshell Weapons and their Equivalents table, with mass and slot modifications noted as listed, as well as any items listed under Other Equipment in the Clan Battle Armor Equipment Table. Unlike small arms, ammunition counts for hardshell-based weaponry are not altered to the base-12 system, but the AP values of all hardshell-mounted weapons are increased from their human equivalents (when converted from tactical scale damage to personal scale) by +3 for all battle armor-scaled weapons, and +5 for all others (to a maximum AP of 15 in all cases).

Tetakuni armor and structure technology is quite superior to what humanity had achieved by the thirty-second century. For all hardshells built as battlesuits (but not armorsuits), increase all recommended AToW BAR values by 3 points; for all hardshells built as heavyshells, combat vehicles, fighters, and spacecraft, treat all AToW BAR values as 15.

Battlesuits/Armorsuits: Tetakuni battlesuits and armorsuits use the Inner Sphere weights for all chassis types. They may use any armor type available to the Clan tech base, but halve the slot spaces such armor requires (rounding up). In addition, Tetakuni suits may employ their own version of mimetic armor that weights 25 kg per point, at a cost of 4 slots, but otherwise matches the features of the mimetics used by the Inner Sphere.

Tetakuni armor squads tend to be fielded in groups of 5 identical suit types, plus 1 suit with some form of stealth or mimetic armor. The Tetakuni call any suits that are unarmed or designed for non-combat use to be "armorsuits," while combat-

oriented suits are considered "battlesuits."

Heavyshells: For hardshells built using the ProtoMech rules, follow all rules appropriate to the ProtoMech mass and configuration of your choice, but reduce the mass of the engine and armor by half, double the maximum weight limits for each location, note that ProtoMech heat sinks negate 4 points of heat each (rather than 1), and use the 500kg cockpit for all weight classes.

Note that if a hardshell unit's chosen Running MP results in a non-integer Walking MP, its Walking MP should be rounded normally, with .5 rounding up. (So, a Running MP of 10 will produce a Walking MP of 6.667, rounding up to 7; while a Running MP of 14 would yield a Walking MP of 9.333, rounding down to 9.)

BONUS 'MECH FEATURES

Advanced electronics packages in all Tetakuni military units grants their hardshells the capabilities of the Clan TAG system (Light TAG for battlesuits), as well as the capabilities of the Bloodhound Active Probe and Angel ECM suite (with a range of 6 hexes for battlesuits, and 10 for all other military unit types). These systems cost no extra weight or slot space on the Tetakuni unit. Tetakuni rocket and missile tube systems tied into these electronics will not fire on their targets without a lock. Thus, the Tetakuni equivalent to all LRMs, SRMs, and Thunderbolt missiles behave like Streak-style launch systems, obviating the need for separate Streak versions of their missile tech.

Additionally, all ranged attacks made by weaponry of Tech Rating F or less, against any Tetakuni armor with a BAR of 10 or more, are reduced by half (rounding normally, to a minimum of 0). Damage from Tetakuni weapons, physical attacks, collisions, and falls, is not reduced.

TETAKUNI HARDSHELL WEAPONS AND THEIR EQUIVALENCIES

Tetakuni Weapon

Melee Weapons
 Battlesuit Talons*
 Battlesuit Rippers
 Heavy Battlesuit Talons*
 Heavy Battlesuit Rippers
 Armorsuit Utility Drill
 Armorsuit Heavy-Lifter
 Heavysuit Talons
 Heavysuit Lance

Ballistic Weapons

Light Slug Blaster
 Heavy Slug Blaster
 Scatter Slugger
 Light Shell Gun
 Heavy Shell Gun
 Sniper Gun
 Heavy Sniper Gun
 Hullsmasher Cannon

Explosive Launchers

Battlesuit Egg Thrower
 Hardshell Egg Hucker
 Light Rocket Tube
 Heavy Rocket Tube
 Light Missile Tube
 Heavy Missile Tube
 Super Missile Tube

Ranged Non-Lethals (see Note below)

Herd-Stopper
 Manthumper
 Heavy Strober
 Shrieker
 Hoser

Energy Weapons

Light Disintegrator
 Disintegrator
 Battle Blaster
 Heavy Battle Blaster
 Super Battle Blaster
 Battle Streamer
 Heavy Battle Streamer
 Super Beam Streamer
 Battle Shredder
 Heavy Battle Shredder
 Fire Slinger
 Scorcher

Artillery Systems

Bombardier
 Heavy Bombardier
 Earth Splitter

Human Equivalent

Battle Armor Claws*
 Battle Armor Claws (w/ Vibro-Claws)
 Battle Armor Heavy Claws*
 Battle Armor Heavy Claws (w/ Vibro-Claws)
 Battle Armor Industrial Drill Manipulator
 Battle Armor Cargo Lifter Manipulator
 ProtoMech Melee Weapon
 BattleMech Lance (1 Critical Slot; round weight up to nearest 0.25 tons)

Clan Light Machine Gun**
 Clan AP Gauss Rifle**
 Clan Heavy Machine Gun**
 ProtoMech AC/4 (Range as ProtoMech AC/2)
 ProtoMech AC/8 (Range as ProtoMech AC/4)
 Clan Ultra AC/2 (Damage as Clan UAC/5)
 Clan Ultra AC/5 (Damage as Clan UAC/10)
 Clan Ultra AC/10 (Damage as Clan UAC/20)

Clan Heavy Grenade Launcher (BA only; Double All Ranges)
 Clan Mech Mortar/2 (Proto only; 1 Critical Slot)
 Clan LRM (One-Third Ammo Weight; 1 Slot/12 tubes [Proto])**
 Clan SRM (Half Ammo Weight; Range as Streak; 1 Slot/6 tubes [Proto])**
 Thunderbolt-5 (Half Ammo Weight)
 Thunderbolt-10 (Half Ammo Weight)
 Thunderbolt-20 (Half Ammo Weight)

Clan Light Machine Gun**
 Clan Heavy Machine Gun**
 (Heat: 0; Damage: 3D6; Range: 0/2/4/6; 1 slot; 200kg [Proto]/100kg [BA])
 (Heat: 0; Damage: 3D6; Range: 0/2/4/6; 1 slot; 200kg [Proto]/100kg [BA])†
 Fluid Gun (Half Weapon and Ammo Weight)

Clan Heavy Small Laser**
 Clan Heavy Medium Laser**
 Clan ER Micro Laser**
 Clan ER Small Laser**
 Clan ER Medium Laser**
 Clan Micro Pulse Laser**
 Clan Small Pulse Laser**
 Clan Medium Pulse Laser
 Inner Sphere Light PPC
 Clan ER PPC
 Inner Sphere Plasma Rifle (BA only)
 ER Flamer (Proto only)

Arrow IV Missile (Triple Weapon Range)
 Cruise Missile/50 (Half Weapon and Ammo Weights)
 Cruise Missile/150 (One-Third Weapon and Ammo Weights)

*All Tetakuni Battlesuit Talons/Rippers use construction stats of corresponding Battle Armor Manipulators, including modifications. The Tetakuni do not use magnetic manipulators.

**Use construction specs appropriate to the unit type being built (i.e. Battle Armor weights for battlesuits/armorsuits; BattleMech/ProtoMech weights for heavysuits), except where otherwise noted.

†Double range vs Tetakuni infantry

Note: Non-Lethal weapons can only deliver damage to infantry units and vehicles with BAR 5 or less armor. All "kills" made with such weapons eliminate the targets for the rest of the scenario, but they are not considered destroyed. These units may thus be recovered (or captured) and restored at no cost post-scenario.

TETAKUNI VEHICLES

They may have avian-like bioforms, but the Tetakuni have evolved to sentience as a flightless species, and thus have run the gamut of vehicular development in much the same way humanity did, starting with the wheel and ending up in space. As they are smaller, but somewhat more rotund, than humans, the Tetakuni tend to build vehicles with seating and cabins that humans would find cramped and awkward, with controls that are better gripped using dual-thumbed, six-finger hands humans would be hard-pressed to emulate.

Although tracked and hover motive systems are available to them, most Tetakuni ground vehicles are wheeled, with variable-height suspension systems that make it as easy for them to operate off-road as it does on. Note that where most human vehicles tend toward two primary axles to drive their wheels and tracks, with the front axle usually serving as the turning system, Tetakuni vehicle design favors a triple-axle arrangement, with the front-most *and* rear-most axles serving as turning systems. This gives their vehicles a somewhat finer degree of control on average, which may translate to a +1 roll modifier on Driving Skill checks using a Tetakuni wheeled or tracked vehicle.

Seagoing vehicles used by the Tetakuni include both conventional and hydrofoil surface craft, and submersibles. The vast majority of Tetakuni surface boats tend to be small and non-military in nature, designed more for use by fishermen and light transport or rescue patrol duties. Tetakuni submarines, by comparison, are far more militarized, filling roles that humans might traditionally assign to surface craft of all sizes. Submersible gunboats, destroyers, cruisers, and light carriers are all military roles a Tetakuni sub might be built for.

The Tetatae experimented with rail and wing-in-ground effect vehicle types, but seemingly abandoned both many centuries ago, and so no such vehicles may be found in the modern Tetakuni Diaspora.

Airships and VTOLs are much more common in Tetakuni atmospheric travel than fixed-wing aircraft, but most such craft feature stunted flight surfaces meant to allow for a limited amount of glide capability in the event of an engine failure. This extra degree of aerodynamics can translate to a +1 roll modifier for landing and liftoff checks made by such vehicles.

Construction Notes: The total mass of a Tetakuni vehicle of any type—Combat Vehicle or Support Vehicle—may be of any integer value desired. Fractional accounting may be used to determine structural and motive system weights for such units that don't conform to the conventional multiples of 5 tons. For Combat Vehicles, the weight of all engines must be that of the appropriate engine type, rounded normally to the nearest listed Engine Rating.

As with Tetakuni hardshells, all unit types are constructed using a Clan technology base, with all armor and engine options weighing half as much as their Clan versions, at the same cost in slot space. Military vehicles of all types receive a BAR of 15 vs all normal damage types, as well as the integrated advanced EW systems mentioned for hardshells above. Civilian and industrial vehicles only receive a +3 increase in all BAR values (to a maximum BAR of 13), but must add any desired EW systems as separate equipment (using the Clan tech base).

As with those found in heavyshells, the heat sinks used in Tetakuni vehicles decrease the unit's waste heat by 4 points per turn, regardless of vehicle type. A Tetakuni vehicle still must mount enough heat sinks to cover all its onboard energy weapons.

BONUS VEHICLE FEATURES

As with their hardshells, all Tetakuni military vehicles receive the capabilities of the Clan TAG system (Light TAG for units 2,000 kg in weight or lighter), as well as the capabilities of the Bloodhound Active Probe and Angel ECM suite (with a range of 6 hexes for units 2 tons and under, and 10 for all other military unit types). These systems take up no extra weight or slot space on the Tetakuni unit. Furthermore, the way in which Tetakuni rocket and missile tube systems tie into the sensors, such weapons will not fire on their targets without a lock. In this way, the Tetakuni equivalents to LRMs, SRMs, and Thunderbolt missiles behave like Streak-style launch systems.

Additionally, thanks to the superior quality of Tetakuni armor technology over that of human, all attacks made against them by human weaponry made up to the year 3500 CE are reduced by half (rounding down, to a minimum of 0). Damage from physical attack weapons, collisions, and falls, are not reduced.

TETAKUNI AEROSPACE CRAFT

Tetakuni aerospace craft fall into the same functionally similar roles developed by humanity, at least where their fighters and small shuttle craft are concerned. Craft larger than 200 tons are a bit more varied, as they can mount hyperspace engines that enable them to straddle a line between DropShips and WarShips.

Any Tetakuni craft over 200 tons in mass may be considered a capital ship for the purposes of gameplay and easy recognition. Tetakuni capital craft typically vary from 200- to 400-ton light pleasure craft, patrol ships, and private freighters to half-megaton supercarriers and five-million-ton colony ships.

Construction Notes: For craft 200 tons and under, use the Clan technology base, and the same Construction notes found under *Tetakuni Vehicles*. But if you think this author is going to provide construction rules for Tetakuni capital ships, may he also offer to sell you a bridge in Space Brooklyn?

Okay, a Few Small Bits for Capital Ships: For Tetakuni capital ships, feel free to make stuff up based on human-made DropShips and WarShips, but mount no more than 1 capital-grade weapon per 5,000 tons of ship (round down), plus 2 standard-scale weapons per 1,000 tons (round normally). Apply no more than 5 points of capital-grade armor per facing for every 1,000 tons of ship. And the SI for a Tetakuni capital ship equals its Max Thrust value times its tonnage, divided by 1,000 (rounding normally). Yeah, that sounds good enough.

Tetakuni prefer to build things lighter, so the vast majority of their starships tend to weigh 600,000 tons or less in total mass. Tetakuni starships bigger than that are basically used as mobile space stations or colony ships, with one docking port suitable for ship-to-ship connections for every 50,000 tons of total mass (or fraction thereof). Tetakuni starships over 1,200,000 tons are considered too big to land on a planetary surface; colonial ships at such extreme weight ranges must be dismantled and shipped down in pieces, at which point they typically become the core of a new ground-side settlement.

For speeds, start with a maximum Safe Thrust of 10 at 200 tons, and reduce this by 1 for every 100,000 tons of ship, to a minimum of 1 Safe Thrust point. This maximum can be increased to 12 Safe Thrust if the ship carries less than half the capital-scale weapons and armor it is allowed at its size. Compute Max Thrust normally, and remember that 1 Safe Thrust also translates to 1 LYph at warp.

Don't tell the author he never gave you anything.

BONUS AEROSPACE FEATURES

Tetakuni aerospace units 200 tons and under receive the same bonus features as Tetakuni vehicles and hardshells.

Tetakuni capital weapons are broadly classified as missile weapons or beam weapons and are all capable of targeting hostile ships out to the Extreme Range bracket. Tetakuni capital range brackets are 12 times longer than those used by human capital weapons, and beam weapons receive a +2 roll modifier when making attacks. To determine the damage yield of Tetakuni capital weapons, subtract the ship's Safe Thrust from 13, and multiply the result by 20 for each missile weapon. Beam weapons multiply the result by 15 instead.

As with other Tetakuni military units—their capital ships' armor reduces damage from all human weapons by half, rounded normally, to a minimum of 0 capital-scale damage points. Any human-made weapon incapable of delivering 2 points or more of capital-scale damage in a single hit will have no effect on a Tetakuni capital ship.

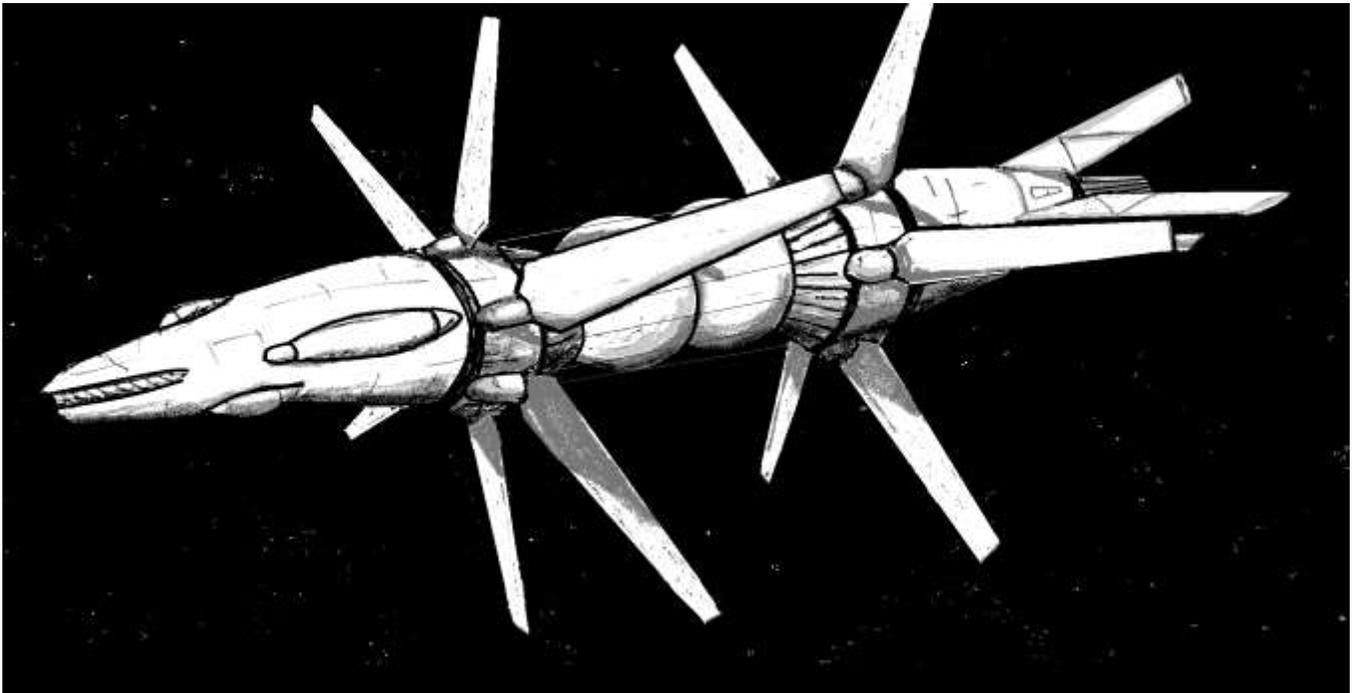
TETAKUNI HYPERSPACE TRAVEL

Due to differences in their evolution of hyperspace travel, Tetakuni ships capable of faster-than-light transition operate under different rules than the K-F drive systems humanity became used to. Where human JumpShips traversed space in near-instantaneous hyperspace leaps of roughly thirty light-years or less, Tetakuni ships warp the space-time around themselves and use their normal acceleration systems to fly through interstellar and interplanetary space at superluminal speeds effectively measurable in "light-years per hour" (LYph). A degree of drag caused by interactions between the warp bubble and normal space-time forces a ship traveling at superluminal to continuously accelerate in order to maintain its speed, resulting in a LYph velocity directly proportionate to the vessel's thrust. As the activation and deactivation of these warp drives cause negligible inertial effects unto themselves, a Tetakuni starship can jump to warp and back again without its crew even sensing much change

in momentum.

Apart from the use of fusion/anti-matter hybrid power plants, and the use of exotic alloys, the Tetakuni warp system physically resembles a human-made K-F drive, with the main core taking the form of a shaft the runs nearly the entire length of the ship's keel. Tetakuni transit drives are even more familiar, as they use much the same aft-facing reaction-expulsion technologies found on ancient human DropShips and WarShips, with smaller vector thrusters across the hull for maneuvering functions. As a result, the acceleration and deceleration of a Tetakuni vessel is much the same as that of a human spacecraft, measurable in Gs. Because the same engine system is used for sublight acceleration as it is for propulsion while in warped space, there is thus a direct relationship between a Tetakuni ship's sublight thrust and its velocity at warp. In effect, for every half-G of acceleration the warp ship can attain, it can travel 1 LYph.

The Tetakuni warp system is far more localized and intense an effect than the K-F "bubbles" of a human JumpShip, making them less susceptible to gravitational forces from solar or planetary bodies. This feature allows the warp ships to traverse interplanetary space without as much need to plot safe arrival points, but it is not to say that such forces are wholly negated. The closer a ship gets to a celestial body, the more of a chance that the body's tidal forces will eventually destabilize its warp bubble, and most Tetakuni warp bubbles will "pop" or fail to form once the ship is within the larger object's Roche limit. For this reason, Tetakuni warp ships employ safety measures that automatically disable the FTL systems once a ship comes within a distance equal to about eight times' the diameter of a planetary object. Furthermore, the warp bubble itself is dramatically unstable and tends to collapse at near-zero velocities, which means that a warp ship that is unable to expend thrust cannot enter warp speed, and any complete loss of thrust while at warp will automatically eject the vessel from warp and leave it adrift at a near-dead stop.



OKAY, BUT, SERIOUSLY, WHAT ABOUT THE HUMANS?

One of the great mysteries left open in this adventure is the actual state of humanity and how it came to be overrun by an alien species in the time of the players' misjump. Many of these details are left deliberately vague, partly because it adds a certain level of mystique to the setting, but mostly because the author doesn't care to work up too elaborate of a backstory here. Gamemasters who wish to explore this aspect of a Tetakuni-dominant setting can potentially base entire adventures on finding out what happened and determining what, if anything, can be done about it. This, of course, may be a mission with many variables to consider, not the least of which will revolve around what state the players' group is in at the end of this adventure.

If it's really important to know some details—if only to determine how to make human characters native to this dark (and feathery) future—the following should prove a handy guide.

HOW FAR WE HAVE FALLEN!

The humans of this setting have effectively lost all access to interstellar flight and communication. The HPGs, of course, were already mostly down about the time the players last recognized the Inner Sphere, but since then, things only got worse, and now all technologies based on the Kearny-Fuchida discoveries have been lost. Even the Clans, last seen on the way toward building a new, Third Star League, have suffered this outcome. The Tetakuni have found many JumpShips, WarShips, and HPG systems throughout the Diaspora, but until the players arrive, none of these things had been found in operational condition.

Despite having likely cracked FTL through inspiration and the dead hulls of human JumpShips in their home system, fundamental differences in the Tetakuni approach to this tech has resulted in a very alien form of interstellar travel and communications that appears incompatible with human engineering. Moreover, given the ominous warnings of humanity's inherently warlike nature found both in Tetakuni history and legends, as well as in the physical evidence found in ruins across the former Inner Sphere and Clan territories, the aliens have universally chosen not to help mankind restore these lost technologies. In fact, many keep a wary eye on the various human populations specifically to see to it that they remain in the dark when it comes to such things. Most of these efforts are benign or extremely subtle; the aliens have no real desire to harm humankind, after all, but feel it is imperative to keep their potential threat contained. This has led to the Tetakuni offering their own interplanetary transport and communications services to humans as a far more economical alternative to developing their own, while jealously guarding exactly how their technologies work behind a mask of friendly neutrality—a practice not so different from how ComStar once maintained its monopoly over the HPG network (albeit with a notable lack of praying to the equipment).

Far less restricted are other elements of human technology. Fusion reactors, myomers, and most weapon and armor tech remain technically available to some of the more prosperous human enclaves, enabling the construction of sublight aerospace craft, combat vehicles, and even BattleMechs. In general, the Tetakuni tolerate mankind's endless thirst for such military equipment, but most of the alien states, corporations, and non-government organizations enforce a universal ban on the sale, trade, or gifting of Tetakuni-made military equipment to humans in any fashion, and will actively work to ensure that none of it makes

it to human hands. In particular, the Tetakuni discourage human research, development, and manufacture of BattleMech technologies; the aliens can and will leverage their monopoly over interplanetary transport and communications to ensure that such things do not spread to other human worlds. Punitive measures for the use of military tech by humans against Tetakuni can potentially include complete planetary embargos, or even the targeted destruction of key infrastructure on human worlds, but subtler methods have included the shuffling of competing human populations to throw the locals into a state of political uncertainty. These and other measures have, throughout the centuries, reduced the use and propagation of human BattleMechs to almost negligible levels. On worlds where such technologies exist, the locals often find it easier to simply maintain tank- and infantry-based ground forces, sublimate their BattleMech industries into WorkMech construction, or limit their 'Mech forces to such small sizes that their use is more a curiosity and sign of wealth than it is a practical military option. The tendency for humans to engage in internecine warfare also has a habit of reducing these numbers farther, which the Tetakuni are wont to allow so long as such conflicts do not reach genocidal levels.

Combined with humanity's loss of FTL technology, the various Tetakuni efforts to consolidate and manage what remains of the human species has left most human-governed worlds at an average development level on par with mid- to late-twentieth century Terra. A great many worlds have even regressed to pre-industrial levels, but those which find it difficult to sustain themselves on local production can often rely the visits of Tetakuni trade ships to overcome any critical shortfalls.

CREATING HUMAN CHARACTERS

With so many centuries past since the Inner Sphere as we knew it existed, the very Houses and Clans that once dominated it have been largely reduced to dust and memory. There is, therefore, plenty room for creating human characters in this setting unbound by any Affiliation or Life Module options. And yet, players can easily opt to use these long-outmoded aspects to guide character creation if they wish, especially for humans who hail from the various protected areas across the Tetakuni Diaspora.

AFFILIATIONS AND LIFE MODULES

When creating human characters for this setting, players can feel free to use any human phenotype or faction desired except for ComStar and Word of Blake—regardless of the character's planet of origin—as long as the human is from one of the worlds controlled or protected by the Tetakuni. This reflects the aliens' centuries-long policies of relocating and shuffling human communities as they deem fit. Alternatively, players may choose to identify their human characters as rogues who somehow hail from an independent community the Tetakuni have overlooked by choosing the Pirate Affiliation. Remember, however, that all of the human political factions which existed in the Inner Sphere, Periphery, and Clan space have long collapsed in this setting, so any faction-specific flavor the players choose now represents a human community that merely echoes their old cultures.

The same applies for Life Paths or Life Modules the players might use to further flesh out their characters, though it may be worthwhile to carefully review each one for inconsistencies in a

Tetakuni-dominant setting, where interstellar travel and communication have become impossible without alien assistance, and where BattleMechs and human-made ProtoMechs have grown so rare that many worlds and human cultures have come to forget they even exist anymore. Therefore, Life Modules focused on training the characters for working with JumpShips, WarShips, BattleMechs, and ProtoMechs should be adjusted for more attainable alternatives, such as DropShips, shuttles, aerospace fighters, WorkMechs, and battle armor/exoskeletons.

Academies and universities that teach a wealth of studies are still available to human characters, as the Tetakuni do not actively discourage human learning, in general. But in the case of FTL technologies, mankind has been reduced to treating such things more like history and theoretical physics than practical reality. And, while BattleMechs and ProtoMechs *can* still be found in human hands—albeit limited only to worlds that can build and understand every part of them in the absence of a legal trade—training in their use will be so limited that only Family Training Schools (and ProtoMech Pilot Training) support such curricula.

The only specific Life Module that should be excluded is ComStar/Word of Blake Service (as both agencies and the HPGs they ran perished long before the Tetakuni even showed up). Solaris-based Modules and schooling must be limited only to worlds that have both an active gladiatorial industry and the 'Mech-based tech that makes them special. Explorer, Goliath Scorpion Seeker, and Travel modules must be modified to either eliminate all requirements and aspects of interstellar travel, or defined as being done under Tetakuni direction and supervision (i.e., as an employed member of a Tetakuni conservationist group or some such). Clan-driven Life Modules reflect life in any human society that still practices some form of eugenics or caste-driven societies. Spacer-driven Modules and spacecraft-based schooling that does not rely on FTL eliminate their no-TDS prerequisites.

Caveat: All of the above presumes the human character is born, raised, or residing among the Tetakuni or in a protected enclave under their stewardship. Outlying groups of humans that have been overlooked or neglected by the aliens do exist here and there throughout the Diaspora, but as even these people have long lost interstellar travel and communications, they grow smaller and more dispersed with each passing century. Players who want characters hailing from one of these groups must choose an Independent Affiliation, and can take no Higher Education Paths other than Trade School, Police Academy, or Family Training—with all JumpShip, WarShip, BattleMech, and ProtoMech fields of training disallowed.

ATTRIBUTES

Humans native to the Tetakuni Diaspora must assign a –1 modifier to any two Attribute scores—or a –2 modifier to any single Attribute score—of the player's choice. This reflects the impact of centuries of overall decline in the quality of human life, education, and experience, regardless of how well they have been treated by the Tetakuni. An additional –1 to INT is applied if the human has never lived within a Tetakuni-protected reserve.

These Attribute modifiers are all applied at the end of character creation. They do not affect any Attribute maximums.

TRAITS, SKILLS, AND TRAINING

Human characters native to the Tetakuni setting may not possess any Skills, Traits, or training associated with faster-than-light technology (e.g. JumpShips and HPGs), and may only attain training as a MechWarrior through the Family Training school, as

noted earlier.

Under the Tetakuni Diaspora, personal fortunes and power are also quite limited. By default, this means that any Connections, Equipped, Extra Income, Property, Rank (beyond Enlisted), Title, or Wealth Traits will be “capped” at half the Trait's normal maximum level, rounded up (e.g., Equipped becomes capped at +4 TP; Property, Connections, and Wealth Traits can rise no higher than +5 TP, and officers cannot rise above a +8 TP/O5 rank). Reduce these maximums by an additional –1 if the character hails from outside a Tetakuni-protected reserve. Negative-value versions of these Traits are unaffected by these changes.

Humans who work *with* the Tetakuni may pick up Tetakuni Language skills, unlocking full literacy and fluency in such languages at a Skill level of +3 and higher. Those who actively reside with the aliens—such as those employed by various Tetakuni conservationist groups, and who typically receive housing and other accommodations as a result—can eventually become trusted enough to pick up a special Citizenship/Tetakuni Trait, which will unlock the higher levels of Connections, Equipped, Extra Income, Property, Rank, Title, and Wealth Traits originally denied them by default. But becoming so entrusted by the birds comes at the cost of receiving a –2 TP Reputation Trait, as fellow humans will tend to see such people as “sell-outs” and “race-traitors.” Characters with the Citizenship/Tetakuni Trait will also receive an additional 100 XP over the value of any Bloodmark and Enemy Traits they purchase during character creation.

To reflect the extremely limited nature of BattleMechs and ProtoMechs in the Tetakuni Diaspora, the TP cost for both of these unit types is increased by 50%, rounded up.

EQUIPMENT AND VEHICLES

Overall, human technology across the Diaspora has declined since the collapse of all interstellar trade and communications. Some quality of life was restored, eventually, when the Tetakuni arrived and some human communities under their care found themselves shuffled to worlds with better resources or just more people to support an industrial base. But the overall impact has still been a drop in technical sophistication and capabilities across the board. To reflect this, the maximum allowed Tech Level rating of any personal equipment the characters purchase during character creation is reduced by 1 rank. A character with no Equipped Trait can thus only obtain items rated at C/B/B. Post character creation, any items of Tech Level D, E, or F multiply their costs by 1.5, 2, and 2.5, respectively. Humans cannot produce items of Tech Level G or higher, but may possess Tech G items (made using Tetakuni tech) at 5 times the cost of any Tech F item it is based upon. (If said Tech G item is a lethal weapon of any kind, however, its Legality Rating is automatically considered to be F, and humans may be arrested by Tetakuni if they are found to be in possession of such items.)

These costs also translate to vehicle-mounted weapons and equipment, which tends to make armed units—especially those that use fusion power—dramatically more expensive. As a consequence, the few BattleMechs found in human hands tend to be downgrades using older technologies. Even on units that require a Clan technology base to create—such as ProtoMechs—most to all of them should be using weaponry of lesser quality.

Finally, Tech G and other Tetakuni-made components are completely incompatible with human-made vehicles. Hybridization of alien and human tech is therefore not possible.

CHARACTER DOSSIERS AND RECORD SHEETS

The following pre-generated character stats describe the default characters from the Leftover Lions mercenary command. These stats only feature the most relevant information about the characters, omitting equipment, as well as extraneous traits and skills. (Any game balance between character builds is purely coincidental.)

NILS KOBAYASHI

Rank/Title: Lieutenant/MechWarrior

Callsign: Surefoot

Age: 31

Affiliation (Nationality): Mercenary (Draconis Combine)

BattleMech: Modified DRG-7K *Grand Dragon* Nils.
(C3 Slave replaced with additional Double Heat Sink.)

Attributes	Traits	
STR 4	Dependent/Cousins (2)	-2
BOD 4	Vehicle/DRG-7K <i>Grand Dragon</i>	8
DEX 6		
RFL 6		
INT 5		
WIL 5		
CHA 5	Special Pilot Abilities	
EDG 3	Maneuvering Ace	1

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Career/MechWarrior	+3 (7/SB)	Melee Weapons	+3 (7/SB)
Computers	+2 (9/CA)	Navigation/Ground	+2 (7/SB)
Driving/Ground	+2 (8/SA)	Perception	+3 (7/SB)
Gunnery/'Mech	+3 (8/SA)	Piloting/'Mech	+5 (8/SA)
Language/English	+4 (8/SA)	Security Sys./Electronic	+3 (9/CA)
Language/Japanese	+4 (8/SA)	Sensor Operations	+4 (8/SA)
Leadership	+2 (8/SA)	Small Arms	+3 (7/SB)
Martial Arts	+3 (8/SA)	Tactics/Land	+2 (9/CA)
MedTech	+3 (7/SB)		

HAZEL CARTER

Rank/Title: Sergeant/MechWarrior

Callsign: Pinpoint

Age: 31

Affiliation (Nationality): Mercenary (Independent)

BattleMech: Modified LCT-1E *Locust* Hazel
(All weapons swapped for Light PPC)

Attributes	Traits	
STR 4	Good Vision	1
OD 3	Vehicle/LCT-1E <i>Locust</i>	4
DEX 6		
RFL 5		
INT 5		
WIL 4		
CHA 4	Special Pilot Abilities	
EDG 4	Sniper	1.5

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Career/MechWarrior	+3 (7/SB)	Melee Weapons	+3 (7/SB)
Communications	+3 (7/SB)	Navigation/Ground	+2 (7/SB)
Computers	+2 (9/CA)	Perception	+4 (7/SB)
Driving/Ground	+2 (8/SA)	Piloting/'Mech	+5 (8/SA)
Gunnery/'Mech	+6 (8/SA)	Protocol/Mercenary	+3 (9/CA)
Language/English	+4 (8/SA)	Sensor Operations	+4 (8/SA)
Leadership	+2 (8/SA)	Small Arms	+3 (7/SB)
Martial Arts	+3 (8/SA)	Stealth	+2 (8/SA)
MedTech	+2 (7/SB)	Tactics/Land	+2 (9/CA)

DAWSON WILLIAM LEGATE

Rank/Title: Lieutenant/MechWarrior

Callsign: Popskull

Age: 31

Affiliation (Nationality): Mercenary (Tortuga Dominions)

BattleMech: RFL-5D *Rifleman*

Attributes	Traits	
STR 4	Compulsion/Party Animal	-1
BOD 4	Dark Secret	-2
DEX 6	Reputation/Pirate Origins	-1
RFL 6	Vehicle/RFL-5D <i>Rifleman</i>	8
INT 5		
WIL 5		
CHA 4	Special Pilot Abilities	
EDG 4	Sniper	1.5

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Art/Guitar	+3 (8/CB)	Melee Weapons	+3 (7/SB)
Career/MechWarrior	+3 (7/SB)	Navigation/Ground	+2 (7/SB)
Computers	+1 (9/CA)	Negotiation	+2 (8/CB)
Driving/Ground	+2 (8/SA)	Perception	+4 (7/SB)
Gunnery/'Mech	+5 (8/SA)	Piloting/'Mech	+4 (8/SA)
Interest/Music	+2 (8/CB)	Sensor Operations	+4 (8/SA)
Language/English	+3 (8/SA)	Small Arms	+3 (7/SB)
Leadership	+2 (8/SA)	Tactics/Land	+4 (9/CA)
Martial Arts	+3 (7/SB)	Technician/Electronics	+2 (9/CA)
MedTech	+2 (7/SB)	Technician/Mechanics	+2 (9/CA)

SHAYDE DANCE

Rank/Title: Sergeant/MechWarrior

Callsign: Shadowdancer

Age: 32

Affiliation (Nationality): Mercenary (Republic of the Sphere)

BattleMech: Modified TDR-7X *Thunder Hawk* Shayde
(Upgraded with 11 double heat sinks, ER Medium Lasers, Chameleon LPS and Null-Signature System. Sacrifices left hand and one ton of Gauss ammo in the process to find space.)

Attributes	Traits	
STR 4	Introvert	-1
BOD 5	Vehicle/TDK-7X <i>Thunder Hawk</i>	10
DEX 5		
RFL 5		
INT 5		
WIL 5		
CHA 3		
EDG 3		

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Career/MechWarrior	+3 (7/SB)	Melee Weapons	+2 (7/SB)
Communications	+2 (7/SB)	Navigation/Ground	+2 (7/SB)
Driving/Ground	+1 (8/SA)	Perception	+4 (7/SB)
Gunnery/'Mech	+4 (8/SA)	Piloting/'Mech	+3 (8/SA)
Language/English	+3 (8/SA)	Sensor Operations	+4 (8/SA)
Language/German	+2 (8/SA)	Small Arms	+3 (7/SB)
Leadership	+1 (8/SA)	Stealth	+2 (8/SA)
Martial Arts	+4 (8/SA)	Tactics/Land	+2 (9/CA)
MedTech	+1 (7/SB)	Technician/Electronics	+4 (9/SA)

GREGORY SHABASH

Rank/Title: Sergeant/Chief Technician

Callsign: Scowly

Age: 45

Affiliation (Nationality): Mercenary (Independent)

BattleMech: None. (Former battle armor trooper)

Attributes	Traits
STR 6	Compulsion/Permanent Scowl -1
BOD 6	Dependent/Children (3) -2
DEX 6	Poor Hearing (Chronic Tinnitus) -2
RFL 6	Fast Learner 3
INT 5	Tech Empathy 3
WIL 4	
CHA 4	
EDG 2	

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Career/Infantry	+3 (7/SB)	Piloting/Mech	+1 (8/SA)
Computers	+3 (9/CA)	Security Sys./Electronic	+3 (9/CA)
Demolitions	+3 (9/CA)	Sensor Operations	+4 (8/SA)
Driving/Ground	+3 (8/SA)	Small Arms	+4 (7/SB)
Gunnery/Battlesuit	+4 (8/SA)	Tactics/Land	+2 (9/CA)
Language/English	+4 (8/SA)	Technician/Jets	+3 (9/CA)
Leadership	+3 (8/SA)	Tech/Mechanics	+3 (9/CA)
Martial Arts	+5 (8/SA)	Tech/Myomer	+3 (9/CA)
MedTech	+3 (7/SB)	Tech/Nuclear	+2 (9/CA)
Melee Weapons	+5 (8/SA)	Tech/Weapons	+4 (9/CA)
Navigation/Ground	+2 (7/SB)	Training	+2 (9/CA)
Perception	+4 (7/SB)	Zero-G Operations	+3 (7/SB)
Piloting/Battlesuit	+5 (8/SA)		

MALCOLM JEONG

Rank/Title: MechWarrior/MechWarrior

Callsign: Blackberries

Age: 25

Affiliation (Nationality): Mercenary (Lyran Commonwealth)

BattleMech: SHD-7H *Shadow Hawk*

Attributes	Traits
STR 3	Compulsion/Blackberries -1
BOD 4	Impatient -1
DEX 5	Vehicle/ <i>Shadow Hawk</i> 6
RFL 6	
INT 5	
WIL 6	
CHA 3	
EDG 4	

Special Pilot Abilities	
Terrain Master/Forest Ranger	1.5

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Career/MechWarrior	+3 (7/SB)	Melee Weapons	+2 (7/SB)
Computers	+1 (9/CA)	Navigation/Ground	+2 (7/SB)
Driving/Ground	+2 (8/SA)	Perception	+4 (7/SB)
Gunnery/Mech	+4 (8/SA)	Piloting/Mech	+4 (8/SA)
Interest/Botany	+2 (8/CB)	Sensor Operations	+4 (8/SA)
Language/English	+3 (8/SA)	Small Arms	+3 (7/SB)
Language/German	+3 (8/SA)	Survival/Forest	+4 (9/CA)
Martial Arts	+3 (8/SA)	Tactics/Land	+4 (9/CA)
MedTech	+3 (7/SB)	Technician/Mechanics	+1 (9/CA)

GAIL BANKS

Rank/Title: MechWarrior/MechWarrior

Callsign: Buckler

Age: 33

Affiliation (Nationality): Mercenary (Free Worlds League)

BattleMech: *Mad Cat III-X*

Attributes	Traits
STR 4	Compulsion/Driven to Fight -2
BOD 4	Vehicle/ <i>Mad Cat III-X</i> 6
DEX 6	
RFL 6	
INT 4	
WIL 6	
CHA 5	
EDG 4	

Special Pilot Abilities	
Blood Stalker	1.2

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Career/MechWarrior	+3 (7/SB)	Melee Weapons	+3 (7/SB)
Computers	+2 (9/CA)	Navigation/Ground	+2 (7/SB)
Driving/Ground	+2 (8/SA)	Perception	+4 (7/SB)
Gunnery/Mech	+5 (8/SA)	Piloting/Mech	+4 (8/SA)
Language/English	+4 (8/SA)	Sensor Operations	+4 (8/SA)
Language/German	+1 (8/SA)	Small Arms	+3 (7/SB)
Leadership	+1 (8/SA)	Tactics/Land	+2 (9/CA)
Martial Arts	+4 (8/SA)	Technician/Mechanics	+2 (9/CA)
MedTech	+3 (7/SB)		

SERGO PAVLOVISH MIKOYAN

Rank/Title: MechWarrior/MechWarrior

Callsign: Snake

Age: 32

Affiliation (Nationality): Mercenary (Draconis Combine)

BattleMech: None

Attributes	Traits
STR 3	Compulsion/Selfish -2
BOD 3	In For Life/Yakuza -3
DEX 5	Missing Limb/2 Fingers (Left Hand) -2
RFL 6	Fit 2
INT 5	Gregarious 1
WIL 6	Connections 4
CHA 6	
EDG 4	

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Acting	+4 (8/CB)	Navigation/Ground	+2 (7/SB)
Appraisal	+3 (8/CB)	Negotiation	+4 (8/CB)
Communications	+2 (7/SB)	Perception	+5 (7/SB)
Computers	+3 (9/CA)	Piloting/Mech	+3 (8/SA)
Driving/Ground	+3 (8/SA)	Prestidigitation	+2 (7/SB)
Escape Artist	+3 (9/CA)	Protocol/Combine	+3 (9/CA)
Gunnery/Mech	+2 (8/SA)	Protocol/Mercenary	+2 (9/CA)
Interrogation	+2 (9/CA)	Running	+3 (7/SB)
Language/English	+3 (8/SA)	Security Systems/Elec.	+3 (9/SA)
Language/Japanese	+4 (8/SA)	Sensor Operations	+2 (8/SA)
Martial Arts	+4 (8/SA)	Small Arms	+3 (7/SB)
MedTech	+1 (7/SB)	Stealth	+4 (8/SA)
Melee Weapons	+4 (8/SA)	Streetwise	+4 (8/CB)

CARLOS VILLAVEGA

Rank/Title: MechWarrior/MechWarrior

Callsign: Jeestealer

Age: 29

Affiliation (Nationality): Mercenary (Lyran Commonwealth)

BattleMech: LCT-5M3 *Locust*

Attributes	Traits	
STR 4	Compulsion/Troublemaker	-2
BOD 4	Vehicle/LCT-5M3 <i>Locust</i>	4
DEX 6		
RFL 6		
INT 5		
WIL 6		
CHA 4	Special Pilot Abilities	
EDG 2	Antagonizer	1.5

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Acting	+4 (8/CB)	Melee Weapons	+3 (7/SB)
Career/MechWarrior	+3 (7/SB)	Navigation/Ground	+2 (7/SB)
Computers	+4 (9/CA)	Negotiation	+2 (8/CB)
Disguise	+3 (7/SB)	Perception	+3 (7/SB)
Driving/Ground	+3 (8/SA)	Piloting/Mech	+5 (8/SA)
Forgery	+3 (8/SA)	Prestidigitation	+4 (8/SA)
Gunnery/Mech	+4 (8/SA)	Security Sys./Electronic	+3 (9/CA)
Language/English	+4 (8/SA)	Sensor Operations	+4 (8/SA)
Language/German	+4 (8/SA)	Small Arms	+3 (7/SB)
Leadership	+1 (8/SA)	Stealth	+3 (8/SA)
Martial Arts	+3 (8/SA)	Tactics/Land	+2 (9/CA)
MedTech	+3 (7/SB)	Technician/Electronics	+3 (9/CA)

SAMPLE TETAKUNI NPCS

The following sample Tetakuni NPCs may be considered common examples of their species in a cross-section of their societies. Although there are many different Tetakuni cultures and political states across their realm of influence, most have equivalent social roles rooted in their race's ancient history. GMs may thus fine-tune these characters at will for added flavor, such as replacing the generic sub-skills given in these stats with particulars unique to the desired role they wish the NPCs to play.

TETAKUNI PATHFINDER (SCOUT)

Attributes	Traits	
STR 3	Patient	+1
BOD 4	Good Vision	+1
DEX 6	Hypersonic Hearing	0
RFL 5	Prehensile Feet	0
INT 4	Semi-Sleeper	0
WIL 4	Superior Vision	0
CHA 5	Talons	0
EDG 2		

Relevant Skills	Lvl (TN)	Skill	Lvl (TN)
Career/Scout	+2 (7/SB)	Martial Arts	+4 (8/SA)
Climbing	+2 (7/SB)	Melee Weapons	+2 (7/SB)
Communications	+2 (7/SB)	Perception	+4 (7/SB)
Driving/Ground	+2 (8/SA)	Running	+2 (7/SB)
Investigation	+3 (9/CA)	Navigation/Ground	+4 (7/SB)
Language/Tetakuni	+3 (8/SA)	Small Arms	+3 (7/SB)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hand-to-Hand	+4	2M/3	Melee	NA	--
Ripperblade	+4	7M/4	Melee	1 PPS	--
Elite Far Shooter	+3	6B/4	50/160/360/730	12	Scope: +2 to attack at M/L/E Range

Condition Monitor

Standard Damage:	00000 000
Fatigue:	00000 000
Stun: o	Unconscious: o

Movement (Meters per Turn)

Walk:	9	Climb:	9
Run/Evade:	23	Crawl:	3
Sprint:	46	Swim:	9

Personal Armor

Type	BAR (M/B/E/X)
Tetakuni Stealth Suit	4/5/6/3

Notes:

E/I/C: 0/6/2; Visor: +1 Perception; BAR 8 vs Flash; Personal Comm

TETAKUNI HUNTSMAN (SOLDIER)

Attributes

STR 4
BOD 4
DEX 6
RFL 7
INT 6
WIL 6
CHA 6
EDG 3

Traits

Fit +2
Thick-Skinned +1
Hypersonic Hearing 0
Prehensile Feet 0
Semi-Sleeper 0
Superior Vision 0
Talons 0

Condition Monitor

Standard Damage: 00000 000
Fatigue: 00000 00000 00
Stun: 0 Unconscious: 0

Movement (Meters per Turn)

Walk: 11 Climb: 10
Run/Evade: 23 Crawl: 3
Sprint: 46 Swim: 11

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Career/Huntsman	+3 (7/SB)	Martial Arts	+4 (8/SA)
Climbing	+2 (7/SB)	Melee Weapons	+4 (7/SB)
Communications	+2 (7/SB)	Perception	+4 (7/SB)
Demolitions	+2 (9/CA)	Running	+1 (7/SB)
Driving/Ground	+2 (8/SA)	Navigation/Ground	+3 (7/SB)
Language/Tetakuni	+3 (8/SA)	Small Arms	+4 (7/SB)

Personal Armor

Type	BAR (M/B/E/X)
Ablative/Flak Vest	4/7/6/5

Notes:

Helmet: -1 Perception; BAR 8 vs Flash; Personal Comm

Weapon

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hand-to-Hand	+4	2M/3	Melee	NA	--
Shortblade	+4	2M/3	Melee	NA	--
Basic Slug Streamer	+4	5B/4B	25/70/160/410	20	Burst 10; Recoil -1

TETAKUNI SEEKER (SCIENTIST)

Attributes

STR 2
BOD 2
DEX 4
RFL 6
INT 9
WIL 6
CHA 5
EDG 2

Traits

Exceptional Attribute/INT +3
Fast Learner +3
Hypersonic Hearing 0
Prehensile Feet 0
Semi-Sleeper 0
Superior Vision 0
Talons 0

Condition Monitor

Standard Damage: 0000
Fatigue: 00000 00000 00
Stun: 0 Unconscious: 0

Movement (Meters per Turn)

Walk: 8 Climb: 4
Run/Evade: 18 Crawl: 2
Sprint: 36 Swim: 8

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Career/Seeker	+4 (7/SB)	Science/Primary	+5 (9/CA)
Computers	+4 (9/CA)	Science/Secondary	+3 (9/CA)
Investigation	+5 (9/CA)	Sensor Operations	+3 (8/SA)
Language/Tetakuni	+5 (8/SA)	Technician/Any	+1 (7/CA)
Perception	+3 (7/SB)	Training	+0 (9/CA)

Personal Armor

Type	BAR (M/B/E/X)
Lab Coat/Coveralls	0/0/0/0

Notes:

No Helmet

Weapon

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hand-to-Hand	+0	2M/2	Melee	NA	--
Portable Scanner	+0	0M/2	Melee	NA	Break on Fumble
Flash Stunner	+0	8S/5D	5/10/20/50	1 PPS	No Effect: AV 9+ vs. Flash

TETAKUNI SHAMAN (CLERIC)

Attributes

STR 3
BOD 3
DEX 4
RFL 5
INT 7
WIL 7
CHA 6
EDG 2

Traits

Gregarious +1
Patient +1
Hypersonic Hearing 0
Prehensile Feet 0
Semi-Sleeper 0
Superior Vision 0
Talons 0

Condition Monitor

Standard Damage: 00000 0
Fatigue: 00000 0000 0000
Stun: 0
Unconscious: 0

Movement (Meters per Turn)

Walk: 8 Climb: 4
Run/Evade: 18 Crawl: 2
Sprint: 36 Swim: 8

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Career/Shaman	+4 (7/SB)	Language/Human	+2 (8/SA)
Interest/History	+4 (9/CA)	MedTech	+6 (7/SB)
Leadership	+4 (8/SA)	Negotiation	+3 (8/CB)
Language/Tetakuni	+5 (8/SA)	Perception	+3 (7/SB)
Language/Tetatae	+3 (8/SA)	Protocol/Religion	+4 (9/CA)

Personal Armor

Type
Shaman's Vestments 0/0/0/0

Notes:

No Helmet

Weapon

Weapon	Skill	AP/BD	Range
Hand-to-Hand	+0	2M/2	Melee
Staff	+0	0M/3	Melee
Sedater	+0	3B/4B	3/10/18/25

Ammo

Ammo	Notes
NA	--
NA	--
12	No Effect vs AV 4+

TETAKUNI PILOT (MECHWARRIOR)

Attributes

STR 4
BOD 4
DEX 8
RFL 9
INT 4
WIL 4
CHA 5
EDG 3

Traits

Fit +1
Good Vision +1
Hypersonic Hearing 0
Prehensile Feet 0
Semi-Sleeper 0
Superior Vision 0
Talons 0

Condition Monitor

Standard Damage: 00000 000
Fatigue: 00000 000
Stun: 0
Unconscious: 0

Movement (Meters per Turn)

Walk: 13 Climb: 13
Run/Evade: 23 Crawl: 4
Sprint: 46 Swim: 13

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Career/Pilot	+4 (7/SB)	Perception	+4 (7/SB)
Climbing	+3 (7/SB)	Pilot/Battlesuit	+4 (8/SA)
Gunnery/Battlesuit	+4 (8/SA)	Sensor Operations	+4 (8/SA)
Language/Tetakuni	+3 (8/SA)	Small Arms	+3 (7/SB)
Martial Arts	+3 (7/SB)	Technician/Mechanical	+3 (9/CA)

Personal Armor

Type
Tetakuni Pilot Suit 3/6/3/4

Notes:

Helmet: -1 Perception; AV 7 vs Flash

Weapon

Weapon	Skill	AP/BD	Range
Hand-to-Hand	+3	2M/3	Melee
Shortblade	+0	0M/3	Melee
Light Slug-Shooter	+3	4B/4	5/20/45/105

Ammo

Ammo	Notes
NA	--
NA	--
12	Jam on Fumble

TETAKUNI SHOPMAN (WORKER)

Attributes

STR 3
BOD 3
DEX 5
RFL 5
INT 3
WIL 3
CHA 6
EDG 2

Traits

Hypersonic Hearing 0
Prehensile Feet 0
Semi-Sleeper 0
Superior Vision 0
Talons 0

Condition Monitor

Standard Damage: 00000 0
Fatigue: 00000 0
Stun: 0
Unconscious: 0

Movement (Meters per Turn)

Walk: 8 Climb: 4
Run/Evade: 18 Crawl: 2
Sprint: 36 Swim: 8

Relevant Skills

Skill	Lvl (TN)	Skill	Lvl (TN)
Appraisal	+2 (8/CB)	Language/Tetakuni	+2 (8/SA)
Career/Shopman	+3 (7/SB)	MedTech	+0 (7/SB)
Computers	+1 (8/SA)	Negotiation	+2 (8/CB)
Interest/Any	+2 (8/CB)	Perception	+1 (7/SB)
Martial Arts	+0 (7/SB)	Streetwise	+2 (8/CB)

Personal Armor

Type
Work Attire 0/0/0/0

Notes:

No Helmet

Weapon

Weapon	Skill	AP/BD	Range
Hand-to-Hand	+0	2M/2	Melee

Ammo

Ammo	Notes
NA	--

TECHNICAL READOUT: TETAKUNI DIASPORA

PIGEON BATTLESUIT

Mass: 1,000 kg

Ground Speed: 10.8 kph

Flight Speed: 43.2 kph

Armor: Unknown

Armament:

1 Battle Blaster

1 Scatter Slugger

Manufacturer: Unknown

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

Overview

The Tetakuni *Pigeon* is a basic hunter-grade battlesuit meant primarily for patrol duties and anti-infantry combat. Well protected for its size and weight, it features sharp talons useful in scaling difficult surfaces, engaging in anti-Mech actions, or merely hitching a ride on a passing vehicle. Its strutting walk, barely as fast as most Tetakuni can sprint, is very reminiscent of the terrestrial bird it has been named after. To offset this, the armor also features a pair of semi-retractable lifters that fold out from its dorsal flanks like ducted wings. For weapons, it mounts a Battle Blaster in one arm, and a Scatter Slugger in the other—weapons that are respectively as effective as the Clan-made ER Micro Laser and Heavy Machine Gun.

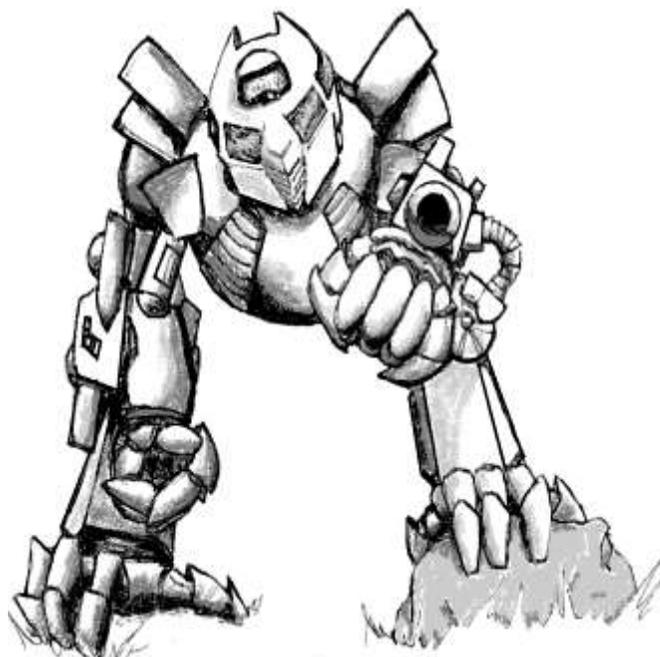
Type: **Pigeon**

Technology Base: Tetakuni (Battlesuit)

Mass: 1,000 kg

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

AToW BAR Values: 12/11/11/11



Equipment		Slots	Mass (kg)
Internal Structure:			175
Motive System:			
Ground MP:	1		0
VTOL MP:	4		240
Manipulators:			
Right Arm:	Battlesuit Talons		15
Left Arm:	Battlesuit Talons		15
Armor:	Standard		250
Armor Value:	10 + 1 (Trooper)		

Weapons and Ammo	Location	Slots	Mass (kg)
Battle Blaster (30)	RA	1	150
Scatter Slugger (50)	LA	1	150
Searchlight	Body	1	5

ROOK BATTLESUIT

Mass: 1,000 kg

Ground Speed: 32.4 kph

Jump Range: 90 meters

Armor: Improved Stealth

Armament:

1 Heavy Battle Blaster

Manufacturer: Unknown

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

Overview

The *Rook* is the Tetakuni battlesuit most commonly used in stealth operations, and is thus favored by pathfinder scouts in areas where a heavy enemy presence is expected. Hardy for its size and fast enough to outpace most infantry on foot, it even features jump jets for quick getaways in built-up terrain. Its armor is specially designed to minimize its electromagnetic profile, selectively absorb and deflect heat, and even features a basic digital camouflage system that covers the full visible light spectrum, including the ultraviolet ranges detectable to Tetakuni eyes. Its solitary weapon, a Heavy Battle Blaster, matches the reach and punch of a Clan ER Small Laser, which can readily vaporize any armored or lightly armored troops, and even causes hardened units to take note. Combined with its uncanny agility and grip strength, this can be particularly dangerous to anyone unlucky enough to be swarmed by one or more squads of these hardshells.



Type: **Rook**

Technology Base: Tetakuni (Battlesuit)

Mass: 1,000 kg

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

AToW BAR Values: 11/10/10/10; E/I/C: 6/8/2

Equipment

		Slots	Mass (kg)
Internal Structure:			175
Motive System:			
Ground MP:	3		80
Jump MP:	3		150
Manipulators:			
Right Arm:	Basic Manipulator		0
Left Arm:	Basic Manipulator		0
Armor:	Improved Stealth	5	245
Armor Value:	7 + 1 (Trooper)		

Weapons and Ammo	Location	Slots	Mass (kg)
Heavy Battle Blaster (20)	RA	2	350

PHEASANT BATTLESUIT

Mass: 2,000 kg

Ground Speed: 21.6 kph

Armor: Standard

Armament:

1 Heavy Slug Blaster

5 Heavy Rocket Tubes

1 Strober

1 Anti-Personnel Gauss Submachine Gun

Manufacturer: Unknown

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

Overview

The *Pheasant* is an assault-class battlesuit most commonly used by Tetakuni military forces in defensive operations and boarding actions, where its plodding gait and mid-ranged firepower can be used for maximum effect. Built as much for intimidation as effectiveness, this armor cuts a fearsome figure of spikes and blades while straddling the size range between suit-type 'Mechs and true heavysells. At three meters in height, the *Pheasant* was initially presumed to be a light ProtoMech, in fact, especially as it also uses a control interface that's more like a 'Mech's cockpit than a body-hugging armor apparatus. The lack of an independent head module also adds to its distinctive silhouette, but forces its pilot to rely more on instruments than the more intuitive direct visuals of its surroundings.

Thanks to Tetakuni armor technology, the *Pheasant's* impressively thick hide can withstand a hit from virtually any human-made heavy weapon, while its powerful vibroclaws can shred their way through troops and tanks alike. A five-tube heavy rocket pack provides the punch of a Clan-made Streak-SRM system, with enough reloads for two minutes of continuous fire, while two Gauss-style magnetic accelerator guns round out its weaponry. The larger Heavy Slug Blaster, mounted off the left shoulder, is typically deployed against armored targets and large groups of infantry, while the much lighter submachine gun tends to be selected for lesser threats. For a non-lethal option against civilian targets, or within the confines of a starship, a tactical "strober" sits atop the suit's frame, ready to blind enemy troops and visual sensors at a moment's notice.

Type: **Pheasant**

Technology Base: Tetakuni (Battlesuit)

Mass: 2,000 kg

Swarm/Leg Attack/Mechanized/AP: No/No/No/Yes

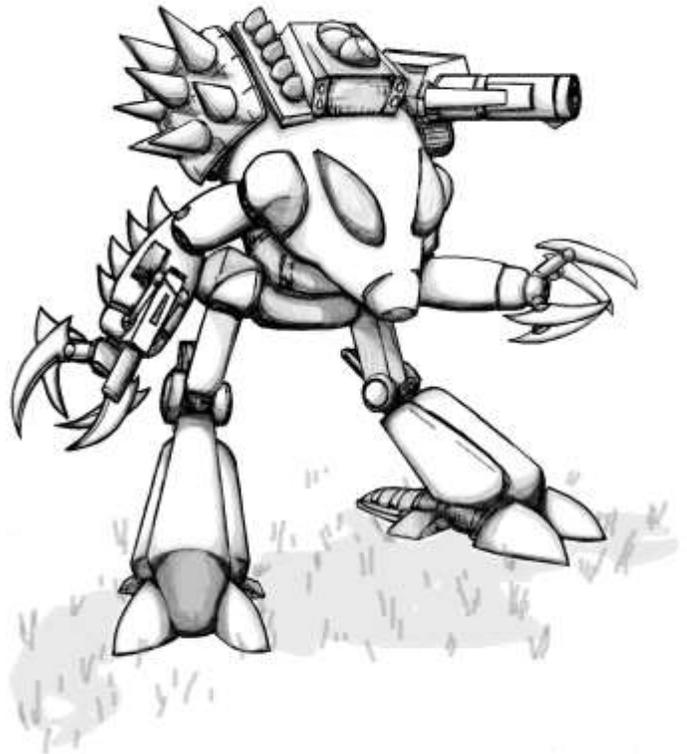
AToW BAR Values: 13/13/12/12

Equipment

	Slots	Mass (kg)
Internal Structure:		550
Motive System:		
Ground MP:	2	160
Jump MP:	0	0
Manipulators:		
Right Arm:	Heavy Battlesuit Ripper	60
Left Arm:	Heavy Battlesuit Ripper	60
Armor: Standard		450
Armor Value:	18 + 1 (Trooper)	

Weapons and Ammo

	Location	Slots	Mass (kg)
Gauss Submachine Gun (57)	RA	1	5
Heavy Slug Blaster (50)	LA	2	200
5-Tube Heavy Rocket (12)	Body	4	415
Strober	Body	1	100



LONGSTRIDER

Mass: 3 tons

Cruising Speed: 86 kph

Flank Speed: 129 kph

Jump Jets: None

Jump Capacity: None

Armor: Unknown

Armament:

2 Heavy Battle Blasters

Manufacturer: Unknown

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

Overview

The Tetakuni *Longstrider* is a fast, lightly armed heavysell meant primarily for reconnaissance and emergency battle response. It features two Heavy Battle Blasters, which boast the effective reach and destructive power of thirty-second century Clan-made ER Small Lasers. As each weapon is mounted under pop-out panels located just below the inner wrists of each arm, the *Longstrider* can initially present the appearance of an unarmed unit, and this makes it an ideal choice for security escorts in tense situations, such as human contact.

Type: **Longstrider**

Technology Base: Tetakuni (Heavysell)

Tonnage: 3



Equipment

		Mass (kg)
Internal Structure:		300
Engine:	36	450
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	1 [4]	250
Cockpit:		500
Armor Factor:	20	500
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	1	2
Torso	3	6
R/L Arm	1/1	4/4
Legs	2	4

Weapons and Ammo

	Location	Mass (kg)
Heavy Battle Blaster	RA	500
Heavy Battle Blaster	LA	500

RANGER

Mass: 5 tons
Cruising Speed: 64.8 kph
Flank Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Unknown
Armament:
 6 Light Rocket Tubes
 2 Light Slug Blasters
Manufacturer: Unknown
Primary Factory: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

The Tetakuni *Ranger* is a heavysell not quite as fast or nimble as the *Longstrider*, but often teams with such units to provide supporting fire. With armor that is much thicker than that of the *Longstrider*, and a shoulder-slung tube launcher that's hard to miss, it is clearly built more for the battlefield than for reconnaissance and police duty. The weaponry centers on a six-tube Light Rocket launcher—a Tetakuni system analogous to thirty-second century Clan Streak LRMs—with a dozen-volley capacity. This is backed up by a pair of light machine guns (Light Slug Blasters in the Tetakuni parlance), which are in pop-out housings that flank the shell's head module. The curious mix of long- and short-reach weapons makes for an eclectic mission profile that feels like one-part fire support and one-part urban crowd control.

Type: **Ranger**
 Technology Base: Tetakuni (Heavysell)
 Tonnage: 5

Equipment		Mass (kg)
Internal Structure:		500
Engine:	45	500
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	0	0
Cockpit:		500
Armor Factor:	31	775
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	1	4
Torso	5	10
Main Gun	1	3
R/L Arm	1/1	4/4
Legs	3	6

Weapons and Ammo	Location	Mass (kg)
Light Rocket Tube (6-Tube)	M	1,200
Ammo (LRT 6) 18	M	300
Light Slug Blaster	T	250
Light Slug Blaster	T	250
Ammo (LSB) 145	T	725

LEAPER

Mass: 9 tons
Cruising Speed: 54 kph
Flank Speed: 86.4 kph
Jump Jets: Unknown
Jump Capacity: 150 meters
Armor: Unknown
Armament:
 2 Super Battle Blasters
 1 Disintegrator
 1 Shrieker
Manufacturer: Unknown
Primary Factory: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

The *Leaper* is, essentially, the Tetakuni equivalent of a heavy brawler 'Mech. Though smaller than even the lightest of any human BattleMech, its mobility is typical of what one found among most popular heavies like the *Summoner*, and *Timber Wolf*. Named for its jumping ability, it can quickly bypass almost any obstacles that might slow its foot speed. Armored as heavily as possible for its chassis type and size, it is rugged enough to withstand a few hits from most pre-Third League weapons, while also carrying an all-energy weapons array that would make many a 20-ton 'Mech jealous. The superiority of Tetakuni fusion plants, armor, and heat sink systems is such that, in addition to sporting two Super Battle Blasters (each equal to a Clan ER Medium Laser), and a Disintegrator (equivalent to the Clan Heavy Medium Laser), it also packs a "Shrieker" weapon system—a non-lethal, focused-sound "gun" that can incapacitate unarmored infantry and even rattle apart under-protected vehicle components.

Type: **Leaper**
 Technology Base: Tetakuni (Heavysell)
 Tonnage: 9

Equipment		Mass (kg)
Internal Structure:		900
Engine:	72	1,000
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	500
Heat Sinks:	7 [28]	1,750
Cockpit:		500
Armor Factor:	45	1,125
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	2	6
Torso	9	18
Main Gun	1	3
R/L Arm	2/2	4/4
Legs	5	10

Weapons and Ammo	Location	Mass (kg)
Disintegrator	M	1,000
Shrieker	T	200
Cargo Storage	T	25
Super Battle Blaster	RA	1,000
Super Battle Blaster	LA	1,000

TYRANNOSAUR

Mass: 14 tons
Cruising Speed: 43.2 kph
Flank Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Unknown
Armament:
 1 Heavy Rocket Tube
 1 Super Battle Blaster
 1 Heavy Battle Blasters
Manufacturer: Unknown
Primary Factory: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

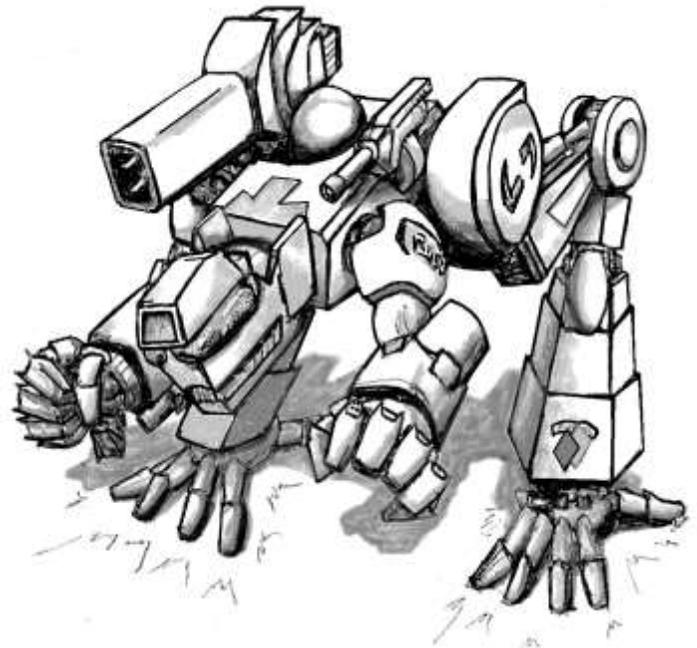
One of the biggest Tetakuni heavysells spotted to date, the *Tyrannosaur* is a machine clearly meant for heavy support. Lumbering about a maximum land speed just shy of sixty-five kph, and covered in the thickest heavysell plating available, it has none of grace of its lighter counterparts, and instead moves like an animatronic dinosaur (hence its human reporting name). Its primary armament centers around a Heavy Missile Tube, which is analogous to the mid-thirty-second century Thunderbolt-10 weapon system. Backing this hard-hitter up with Tetakuni-style ER lasers—"Battle Blasters" as the birds call them, the *Tyrannosaur* can still pose a threat even after its main weapon runs dry.

Variants of this beast have also been spotted carrying alternative weapons, with the most popular favoring either a Heavy Sniper Gun (a rapid-cycling Tetakuni autocannon that reaches as far as a UAC/5 but hits like a UAC/10), or a Heavy Battle Shredder (a Tetakuni particle beam weapon easily as deadly and accurate as the Clan ER PPC).

Type: Tyrannosaur
Technology Base: Tetakuni (Heavysell)
Tonnage: 14

Equipment		Mass (kg)
Internal Structure:		1,400
Engine:	84	1,500
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	3 [12]	750
Cockpit:		500
Armor Factor:	71	1,775
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	4	9
Torso	14	28
Main Gun	2	6
R/L Arm	4/4	6/6
Legs	8	16

Weapons and Ammo	Location	Mass (kg)
Heavy Missile Tube	M	7,000
Ammo (HMT) 6	M	500
Super Battle Blaster	T	1,000
Cargo (75kg)	T	75
Heavy Battle Blaster	RA	500



TETAKUNI SQUAD TAXI APC

Mass: 12 tons

Cruising Speed: 75.6 kph

Flank Speed: 118.8 kph

Armor: Unknown

Armament:

1 Light Shell Gun

Manufacturer: Unknown

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

Overview

The Squad Taxi is a generic example of Tetakuni-made armored personnel carriers. Typical of Tetakuni design standards, it is a symmetrical, tri-axle, wheeled vehicle, in which only the central axle is locked in a static position, while both the front and rear axles can rotate. Employing an all-wheel drive power system, with adaptable off-road suspension, this arrangement makes it possible for the Taxi to perform sharper turns and negotiate rougher terrains with greater stability than comparable human vehicles. Skillful drivers can even accomplish stationary turn-in-place maneuvers and lateral driving over short distances, maneuvers beyond the capabilities of most human-made wheeled machines. As it is built mainly for speed and transport space, the Squad Taxi is only lightly armored, with a cargo bed that can be left open, or covered by an armorweave canvas top to better protect its passengers. A single Light Shell Gun, with a limited traverse, is mounted off its starboard cupola, which provides the equivalent firepower of a ProtoMech AC/4, but with the reach of a ProtoMech AC/2.



Type: **Squad Taxi (Wheeled APC)**

Technology Base: Tetakuni (Wheeled Vehicle)

Tonnage: 12

Equipment		Mass (kg)
Internal Structure:		1,200
Engine:	64	1,000
Cruise MP:	7	
Flank MP:	11	
Control Systems:		600
Armor Factor:	16	500
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	2	4
R/L Sides	2	4/4
Rear	2	4

Weapons and Ammo	Location	Mass (kg)
Light Shell Gun	Front	4,500
Ammo (LSG) 20	Body	1,000
Cargo (3.2 tons)	Body	3,200

TETAKUNI MORNING DOVE HELIPLANE

Mass: 13 tons

Cruising Speed: 86 kph

Flank Speed: 129 kph

Armor: Unknown

Armament:

1 Heavy Shell Gun

Manufacturer: Unknown

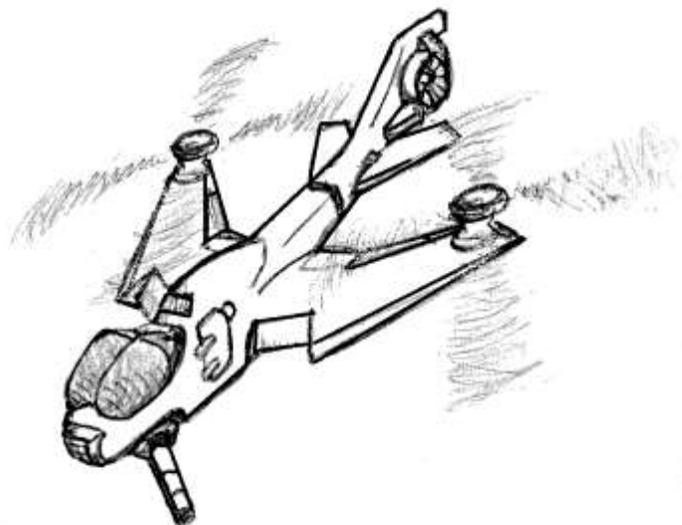
Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

Overview

The Morning Dove is a typical example of the kind of light patrol aircraft seen in many Tetakuni military forces. Built as a small "heliplane," it functions and flies mostly like a Terran-made VTOL, but also possesses collapsible flight surfaces that can extend in the event of a failure with either its power plant or its vertical rotors. These surfaces make it possible for the pilot to then glide safely out of danger and land potentially save their craft from a fiery end. Fast enough to support most other ground units as a scout, an artillery spotter, or a light infantry transport, the Morning Dove carries a single Heavy Shell Gun, a Tetakuni anti-armor weapon that packs the punch of a ProtoMech AC/8, but with the longer reach of a ProtoMech AC/4. Mounted in a chin turret, and typically operated by its copilot, this weapon can track and fire upon targets without requiring the Dove to fly straight at them in the process.



Type: **Morning Dove (Light Patrol Craft)**

Technology Base: Tetakuni (VTOL Vehicle)

Tonnage: 13

Equipment		Mass (kg)
Internal Structure:		1,300
Engine:	9	500
Cruise MP:	8	
Flank MP:	12	
Control Systems:		650
Rotors:		130
Chin Turret:		550
Armor Factor:	24	750
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	2	5
R/L Side	2	6/6
Rear	2	5
Rotors	2	2

Weapons and Ammo	Location	Mass (kg)
Heavy Shell Gun	Nose (Chin)	5,500
Ammo (HSG) 20	Body	2,000
Cargo (1.65 tons)	Body	1,650

Design Quirks: Dual-Rotor Arrangement; Glide-Capable (May avoid crashing from rotor/power failure on successful Piloting Skill Check with a -3 roll modifier to remain aloft and/or land; Glide MPs = 4 hexes/turn, plus mandatory loss of 2 levels per turn.)

TETAKUNI WARPSHIP SAMPLES

LIGHTSEEKER-CLASS WARPSHIP

Tonnage: 50,000
Safe Thrust: 12 (6 Gs)
Max Thrust: 18 (9 Gs)
Warp Speed: 12 LYph

Hull Values (Capital Scale):
Armor: 100/facing
Structural Integrity: 900

Armament

Capital Missiles: 2

Range: Extreme Capital x12

Damage (each): 20 Capital/200 Standard

Capital Beams: None

Range: N/A

Damage (each): N/A

Standard Weapons: 20

Type: Heavy Sniper Guns

Range: Long Standard

Damage (each): 1 Capital/10 Standard

The Tetakuni *Lightseeker* is a common example of the high-speed civilian or corporate warships used by the denizens of the Diasporas. Built mainly for speed and hauling capacity, with modest armor and light armament, they are not meant for military action, but can hold their own against other light warships and the occasional human stray-raider.

Lightseekers are favored by explorers, scouts, and long-haul traders. Augmented variations on this classic, many featuring warp-booster technologies that can multiply their FTL speeds by up to six times the standard, have been used throughout the centuries since the Tetakuni expanded into deeper space, but at an extreme cost in terms of supplies, transport capacity, and maintenance. The famous *Okadi*-class explorer, *Lance of Dakodo*, which first breached the Outer Diaspora past the pulsar known as Kuni's Flare, was one such variation.

WORLDWATCHER-CLASS BATTLEWARPSHIP

Tonnage: 50,000
Safe Thrust: 5 (2.5 Gs)
Max Thrust: 8 (4 Gs)
Warp Speed: 5 LYph

Hull Values (Capital Scale):
Armor: 250/facing
Structural Integrity: 400

Armament

Capital Weapons: 2

Range: Extreme Capital x12

Damage (each): 160 Capital/1,600 Standard

Capital Beams: 8

Range: Extreme Capital x12

Damage (each): 120 Capital/1,200 Standard

Standard Weapons: 100

Type: Hullsmasher Cannons

Range: Medium Standard

Damage (each): 3 Capital/30 Standard

The *Worldwatcher* is a common type of military vessel used by the Tetakuni primarily for planetary overwatch and system defense. Although nowhere near as fast as many ships in its size range, it boasts an arsenal of weapons that can destroy or cripple most foes in just one or two volleys.

Owing to its low speed, *Worldwatchers* and other combat-capable warships of similar design are rarely deployed as active interceptors or as the vanguard of an assault. Instead, they play an almost exclusively defensive role for most Tetakuni space navies. Most tend to serve the functions of orbital protection and short range patrol for space stations and important worlds, but it is not uncommon to see them also acting as escorts for larger or slower craft, such as megafreighters and colony ships.

