

U.R.R.S. PROTOCOLS

The U.R.R.S. is one of the world leaders in protocol design, with only the Western Transnationalist Alliance coming close to its reputation. Traditionally, the W.T.A. has preferred technology to sorcery, but recently it has opened up far more to the possibilities of sorcery as a means of waging war — particularly when combined with its advanced technology. The U.R.R.S. has a long folk history of sorcerers good and wicked alike, however; it has a good array of reliable, battle-proven protocols to choose from, and more sorceresses in the Red Fleet than in all the other standing armies of the world combined.

ACCELERATED HEALING PROTOCOL (AHP)

U.R.R.S. (Medikaster, Nokgorkan Priestess)

Nonlethal Damage: 1d4
Component Purchase DC: 15
Component Weight: 0.25 kg
Kast Check DC: 17
Kasting Time: 1 standard action
Range: Close (Kast check result x 1 meter)
Target: One creature
Duration: See text

This protocol restores a number of lost hit points equal to the Kast check result. The target's body clock is temporarily accelerated, healing wounds at an incredible rate. The protocol takes one round to have its full effect, so the target regains the appropriate number of hit points one full round after kasting.

Overkast: Increase the healed hit points by +10 per grade.

ARMOR PIERCING PROTOCOL, PERSONAL (APP-P)

U.R.R.S. (Nokgorkan Priestess, Warkaster)

Nonlethal Damage: 1d3
Component Purchase DC: 25
Component Weight: 0.25 kg
Kast Check DC: 12
Kasting Time: 1 standard action
Range: Medium (Kast check result x 4 meters)
Effect: One non-vehicular weapon
Duration: One round
Saving Throw: N/A
Sorcery Resistance: Yes

This protocol assists in penetrating armor. The weapon affected acquires the armor piercing quality, along with any ammunition it fires. Any time it strikes a creature, vehicle or other target with damage reduction, this spell halves the damage reduction. A target with sorcery resistance is only affected if the Kast check result exceeded the sorcery resistance DC.

Overkast: Grade 1, damage reduction divided by three rather than halved; Grade 2, damage reduction divided by four rather than halved; Grade 3, damage reduction divided by five rather than halved; and so on.

ARMOR PIERCING PROTOCOL, VEHICULAR (APP-V)

U.R.R.S. (Deck Kaster, Nokgorkan Priestess, Sorceress Engineer, Warkaster)

Nonlethal Damage: 1d6
Component Purchase DC: 19
Component Weight: 0.5 kg
Kast Check DC: 16
Kasting Time: 1 standard action
Range: Long (Kast check result x 10 meters)
Effect: One vehicular weapon
Duration: One round
Saving Throw: N/A
Sorcery Resistance: Yes

This protocol is identical to *armor piercing protocol, personal* except as noted above. Most users of either this or the APP-V protocol refer to whichever one they use most often simply as an APP or *armor piercing protocol*, only using the full name for the version they rarely use. Thus, a krawl crew warkaster and an infantry unit warkaster both talking about *armor piercing protocols* will be speaking of two slightly different protocols.

Overkast: As for *armor piercing protocol, personal*.

AUTOSHIELDS PROTOCOL (ASP)

U.R.R.S. (Nokgorkan Priestess, Warkaster)

Nonlethal Damage: 1d6
Component Purchase DC: 16
Component Weight: 0.25 kg
Kast Check DC: 15
Kasting Time: 1 full round
Range: Personal
Target: Self
Duration: One day, or until the autoshield runs out of hit points.
Saving Throw: N/A
Sorcery Resistance: N/A

The *autoshields protocol* protects the sorceress with a wall of force in all directions, which appears instantaneously when she is attacked so long as she is aware of the attack. A heads-up display shows the kaster the percentage of strength remaining in the shields.

Autoshields works identically to the *autoshields protocol* enhancement for armor or clothing (see page 61) except as follows: if the *autoshield* produced is ever reduced to 0 hit points, the protocol ends immediately. The shield cannot regenerate if reduced to 0, though it regenerates as normal if deliberately switched off.

An *autoshield* kast with this protocol has 30 hit points and no damage reduction.

Overkast: *Autoshield* has +15 hit points per grade.

CHAPTER FIVE: MILITARY-INDUSTRIAL SORCERY

Table 5-2: U.R.R.S. PROTOCOLS BY SPECIALTY

DECKMASTER

Armor Piercing Protocol, Vehicular (APP-V)
Blast Control Protocols (BCP)
Cooperative Reinforcement Protocol (CRP)
Defensive Shield Protocol (DFP)
Jumpgate Transfer Protocol ("Jumpgate" or JTP)
Protocol Resistance Shields Protocol, Vehicular (PRSP-V)
Shield Reinforce Protocol (SRP)

INFOKASTER

Burst Voltage Protocol (BVP)
Cooperative Reinforcement Protocol (CRP)
Jump Information Protocol ("Slave Protocol" or JIP)
Map Protocol (MAP)
Reenact Protocol (RE Protocol or REP)
Supply Protocol I (SUP-1)
Stealth Protocol (STP)
Stimulant Protocol ("Stim Shot" or SSP)
Transpathic Signal Protocol (TSP)

MEDIKASTER

Accelerated Healing Protocol (AHP)
Defensive Shell Protocol (DSP)
Final Mercy Protocol (FMP)
Instant Medical Protocol (IMP)
Paramedic Protocol (PMP)
Shield Reinforce Protocol (SRP)
Stimulant Protocol ("Stim Shot" or SSP)

NOK9ORKAN PRIESTESS

Accelerated Healing Protocol (AHP)
Armor Piercing Protocol, Personal (APP-P)
Armor Piercing Protocol, Vehicular (APP-V)
Autoshields Protocol (ASP)
Defensive Shell Protocol (DSP)
Expansive Protocol (EXP)
Paramedic Protocol (PMP)
Supply Protocol I (SUP-1)
Transpathic Detonator Protocol (TDP)
Transpathic Signal Protocol (TSP)

SORCERESS ENGINEER

Armor Piercing Protocol, Vehicular (APP-V)
Burst Voltage Protocol (BVP)
Defensive Shell Protocol (DSP)
Expansive Protocol (EXP)
Field Repair Protocol (FRP)
Protocol Resistance Shields Protocol, Vehicular (PRSP-V)
Shield Reinforce Protocol (SRP)
Supply Protocol I (SUP-1)
Supply Protocol II (SUP-2)
Stimulant Protocol ("Stim Shot" or SSP)
Transpathic Detonator Protocol (TDP)

SUPPLYMASTER

Cooperative Reinforcement Protocol (CRP)
Expansive Protocol (EXP)
Gate Transfer Protocol ("Gate" or GTP)
Jumpgate Transfer Protocol ("Jumpgate" or JTP)
Krawl Drop Protocols (KDPs)
Protocol Resistance Shields Protocol, Area (PRSP-A)
Supply Protocol I (SUP-1)
Supply Protocol II (SUP-2)
Supply Protocol III (SUP-3)
Supply Protocol IV (SUP-4)

WARMASTER

Armor Piercing Protocol, Personal (APP-P)
Armor Piercing Protocol, Vehicular (APP-V)
Autoshields Protocol (ASP)
Burst Voltage Protocol (BVP)
Defensive Shell Protocol (DSP)
Defensive Shield Protocol (DFP)
Drop Protocol (DRP)
Expansive Protocol (EXP)
Gate Transfer Protocol ("Gate" or GTP)
Jumpgate Transfer Protocol ("Jumpgate" or JTP)
Krawl Drop Protocols (KDPs)
MTK-90 Protocol (MTKP)
Protocol Resistance Shields Protocol, Area (PRSP-A)
Protocol Resistance Shields Protocol, Personal (PRSP-P)
Protocol Resistance Shields Protocol, Vehicular (PRSP-V)
Shield Reinforce Protocol (SRP)
Stealth Protocol (STP)
Transformation Protocol (TFP)