

# SN:ROTE Empire Setup Form

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

RTG Account # \_\_\_\_\_ Circle "Yes" if you need a new Account # **Yes**

Email Address \_\_\_\_\_

You have 2,000 Setup Points to spend. Circle the appropriate choices, and total up the Setup Point costs at the end of this form. Unspent Setup Points are not lost—they are converted to Research Points which will be used to speed your technological advancement early in the game. Refer to Chapters 10 & 11 (Diplomacy and Lifeform Design) for extensive details on the various setup choices presented below.

## Empire Name

## Primary Government Type (Required—choose 1)

Autocracy	Barbarism	Bureaucracy	Corporate State	Democracy	Dictatorship	Federation
Feudalism	Hierarchy	Imperium	Militocracy	Matriarchy	Monarchy	Oligarchy
Piracy	Plutocracy	Republic	Technocracy	Theocracy	Totalitarian	

## Government Type Modifier (Required—choose 1)

Autocracy	Barbarism	Bureaucracy	Corporate State	Democracy	Dictatorship	Federation
Feudalism	Hierarchy	Imperium	Militocracy	Matriarchy	Monarchy	Oligarchy
Piracy	Plutocracy	Republic	Technocracy	Theocracy	Totalitarian	

## Imperial Tradition (Required—choose 1)

Admin	Business	Diplomacy	Espionage	Exploration	Ground Combat	Martial Arts	Naval Combat	Religion	Science
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## Leader Title (Required—choose 1)

Admiral	Archbishop	CEO	Chairman	Chief	Chieftain	Clan Elder	Czar
Duchess	Duke	Emperor	Empress	First Citizen	General	Honored One	Khan
King	Kinglord	Lady	Lord	Maharaja	Overlord	Padishah	President
Prince	Princess	Queen	Sultan	Ur-Lord	Warlord	Witch-King	

## Leader Name (Required)

## Imperial Emblem (Required)

**Step 1 Basic Lifeform (Required—choose 1)**

Mammal 0	Avian -120	Reptile -50	Amphibian -50	Arthropod 170	Crustacean 170	Cephalopod 140	Plant 90
Subterranean Mammal 0	Flightless Avian -30	Subterranean Reptile -50	Glider Amphib -110	Subterranean Arthropod 170	Aquatic Crustacean 170	Amphibious Ceph 140	Glider Plant 60
Glider Mammal -60		Glider Reptile -110		Glider Arthropod 110			Floater Plant 30
Winged Mammal -120		Winged Reptile -170		Winged Arthropod 50			Aquatic Plant 90
Amphibious Mammal 0		Amphibious Reptile -50					
Aquatic Mammal 0		Aquatic Reptile -50					

**Step 2 Primary Configuration (Required—choose 1)**

<b>Mammal</b>	Humanoid 0	Triped 30	Centauroid 60	Hexaped 120	Octoped 180	
<b>Avian</b>	Pure Avian 0	Humanoid 0				
<b>Arthropod</b>	Insectoid 0	Arachnoid 0				
<b>Crustacean</b>	Crustacean 0					
<b>Cephalopod</b>	Octoped 0	Decaped 30				
<b>Reptile</b>	Humanoid 0	Triped 30	Centauroid 60	Hexaped 120	Octoped 180	Serpentine 150
<b>Amphibian</b>	Humanoid 0	Triped 30	Centauroid 60	Hexaped 120	Octoped 180	
<b>Plant</b>	Bushlike 0	Treelike 30	Drifter 60	Floater 120		

**Step 3 Configuration Options (Optional—choose 1)**

<b>Head</b>	Two-Headed 30	Three-Headed 60	
<b>Arm</b>	Three-Armed 15	Four-Armed 15	Six-Armed 15
<b>Tail</b>	Tailed (Tail Type x 1)	Twin-Tailed (Tail Type x 2)	Triple Tailed (Tail Type x 3)

**Step 4 Tail Type (Optional—choose 1)**

Light Tail (Tailed) 0	Prehensile Tail (Tailed) 19	Whip Tail (Tailed) 39	Heavy Tail (Tailed) 66
Light Tail (Twin-Tailed) 0	Prehensile Tail (Twin-Tailed) 38	Whip Tail (Twin-Tailed) 78	Heavy Tail (Twin-Tailed) 132
Light Tail (Triple-Tailed) 0	Prehensile Tail (Triple-Tailed) 57	Whip Tail (Triple-Tailed) 117	Heavy Tail (Triple-Tailed) 198

**Step 5 Intelligence (Required—choose 1)**

Slow -740	Below Aver. -370	Average 0	Above Aver. 370	Superior 740	Phenomenal 1,110
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**Step 6 Mental Powers (Optional—choose one from each column if desired)**

Class 1 Telepath 50	Class 1 ESP 50	Class 1 Telekinetic 50
Class 2 Telepath 100	Class 2 ESP 100	Class 2 Telekinetic 100
Class 3 Telepath 150	Class 3 ESP 150	Class 3 Telekinetic 150
Class 4 Telepath 200	Class 4 ESP 200	Class 4 Telekinetic 200

**Step 7 Sensory Ability (Required—choose 1)**

Minimal -460	Poor -230	Average 0	Excellent 230	Superior 460	Phenomenal 690
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**Step 8 General Constitution (Required—choose 1)**

Minimal -340	Poor -170	Average 0	Excellent 170	Superior 340
Phenomenal 440	Class 1 Regen 590	Class 2 Regen 750	Class 3 Regen 960	Class 4 Regen 1,270

**Step 9 Ingestion Mode (Required—choose 1)**

Carnivorous -150	Herbivorous -100	Omnivorous 0	Omnivorous Plus 200	Limited Photosynthesis 250	Full Photosynthesis 400
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**Step 10 Reproductive Rate (Required—choose 1)**

Minimal -400	Poor -200	Average 0	Excellent 200	Superior 400
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[illegible]

Thick Skin 60	Thick Fur 60	Thick Feathers 60	Thick Scales 90	Thick Exoskeleton 90	Thick Shell 90
Thick Bark 90	Heavy Plate 240	Heavy Exoskel 240	Heavy Shell 240	Heavy Bark 240	

### Step 13 Type A Combat Features (Optional—choose up to 10)

<b>Type A Combat # 1</b>		Throwing Tail Spikes 24	Tail Spike 12	Tail Stinger 4
Defensive Spike 5	Crushing Jaws 4	Fangs 4	Tusks 4	Horn 2
Ram 4	Claws 4	Retractable Claws 4	Heavy Pincer 12	Heavy Mandibles 4
Heavy Beak 4	Hooked Beak 4	Talons 4	Retractable Talons 4	Plant Jaws 4
Whip Vine 12	Constriction Vine 24	Thorn Cluster 5	Shooting Thorns 24	Heavy Boring Tendrils 30
<b>Type A Combat # 2</b>		Throwing Tail Spikes 24	Tail Spike 12	Tail Stinger 4
Defensive Spike 5	Crushing Jaws 4	Fangs 4	Tusks 4	Horn 2
Ram 4	Claws 4	Retractable Claws 4	Heavy Pincer 12	Heavy Mandibles 4
Heavy Beak 4	Hooked Beak 4	Talons 4	Retractable Talons 4	Plant Jaws 4
Whip Vine 12	Constriction Vine 24	Thorn Cluster 5	Shooting Thorns 24	Heavy Boring Tendrils 30
<b>Type A Combat # 3</b>		Throwing Tail Spikes 24	Tail Spike 12	Tail Stinger 4
Defensive Spike 5	Crushing Jaws 4	Fangs 4	Tusks 4	Horn 2
Ram 4	Claws 4	Retractable Claws 4	Heavy Pincer 12	Heavy Mandibles 4
Heavy Beak 4	Hooked Beak 4	Talons 4	Retractable Talons 4	Plant Jaws 4
Whip Vine 12	Constriction Vine 24	Thorn Cluster 5	Shooting Thorns 24	Heavy Boring Tendrils 30
<b>Type A Combat # 4</b>		Throwing Tail Spikes 24	Tail Spike 12	Tail Stinger 4
Defensive Spike 5	Crushing Jaws 4	Fangs 4	Tusks 4	Horn 2
Ram 4	Claws 4	Retractable Claws 4	Heavy Pincer 12	Heavy Mandibles 4
Heavy Beak 4	Hooked Beak 4	Talons 4	Retractable Talons 4	Plant Jaws 4
Whip Vine 12	Constriction Vine 24	Thorn Cluster 5	Shooting Thorns 24	Heavy Boring Tendrils 30
<b>Type A Combat # 5</b>		Throwing Tail Spikes 24	Tail Spike 12	Tail Stinger 4
Defensive Spike 5	Crushing Jaws 4	Fangs 4	Tusks 4	Horn 2
Ram 4	Claws 4	Retractable Claws 4	Heavy Pincer 12	Heavy Mandibles 4
Heavy Beak 4	Hooked Beak 4	Talons 4	Retractable Talons 4	Plant Jaws 4
Whip Vine 12	Constriction Vine 24	Thorn Cluster 5	Shooting Thorns 24	Heavy Boring Tendrils 30
<b>Type A Combat # 6</b>		Throwing Tail Spikes 24	Tail Spike 12	Tail Stinger 4
Defensive Spike 5	Crushing Jaws 4	Fangs 4	Tusks 4	Horn 2
Ram 4	Claws 4	Retractable Claws 4	Heavy Pincer 12	Heavy Mandibles 4
Heavy Beak 4	Hooked Beak 4	Talons 4	Retractable Talons 4	Plant Jaws 4
Whip Vine 12	Constriction Vine 24	Thorn Cluster 5	Shooting Thorns 24	Heavy Boring Tendrils 30
<b>Type A Combat # 7</b>		Throwing Tail Spikes 24	Tail Spike 12	Tail Stinger 4
Defensive Spike 5	Crushing Jaws 4	Fangs 4	Tusks 4	Horn 2
Ram 4	Claws 4	Retractable Claws 4	Heavy Pincer 12	Heavy Mandibles 4
Heavy Beak 4	Hooked Beak 4	Talons 4	Retractable Talons 4	Plant Jaws 4
Whip Vine 12	Constriction Vine 24	Thorn Cluster 5	Shooting Thorns 24	Heavy Boring Tendrils 30
<b>Type A Combat # 8</b>		Throwing Tail Spikes 24	Tail Spike 12	Tail Stinger 4
Defensive Spike 5	Crushing Jaws 4	Fangs 4	Tusks 4	Horn 2
Ram 4	Claws 4	Retractable Claws 4	Heavy Pincer 12	Heavy Mandibles 4
Heavy Beak 4	Hooked Beak 4	Talons 4	Retractable Talons 4	Plant Jaws 4
Whip Vine 12	Constriction Vine 24	Thorn Cluster 5	Shooting Thorns 24	Heavy Boring Tendrils 30
<b>Type A Combat # 9</b>		Throwing Tail Spikes 24	Tail Spike 12	Tail Stinger 4
Defensive Spike 5	Crushing Jaws 4	Fangs 4	Tusks 4	Horn 2
Ram 4	Claws 4	Retractable Claws 4	Heavy Pincer 12	Heavy Mandibles 4
Heavy Beak 4	Hooked Beak 4	Talons 4	Retractable Talons 4	Plant Jaws 4
Whip Vine 12	Constriction Vine 24	Thorn Cluster 5	Shooting Thorns 24	Heavy Boring Tendrils 30
<b>Type A Combat # 10</b>		Throwing Tail Spikes 24	Tail Spike 12	Tail Stinger 4
Defensive Spike 5	Crushing Jaws 4	Fangs 4	Tusks 4	Horn 2
Ram 4	Claws 4	Retractable Claws 4	Heavy Pincer 12	Heavy Mandibles 4
Heavy Beak 4	Hooked Beak 4	Talons 4	Retractable Talons 4	Plant Jaws 4
Whip Vine 12	Constriction Vine 24	Thorn Cluster 5	Shooting Thorns 24	Heavy Boring Tendrils 30

### Step 14 Type B Combat Features (Optional—choose up to 5)

<b>Type B Combat # 1</b>			Poison Injection 180	Electric Shock 180
Acid Expulsion 180	Sonic Attack 180	Energy Drain 180	Constriction Attack 180	Gas Expulsion 180
Gas Expulsion, Def 110	Chameleon Ability 165	Shapeshifter Ability 330	Reflective Body Surface 98	Energy Focus 102
<b>Type B Combat # 2</b>			Poison Injection 180	Electric Shock 180
Acid Expulsion 180	Sonic Attack 180	Energy Drain 180	Constriction Attack 180	Gas Expulsion 180
Gas Expulsion, Def 110	Chameleon Ability 165	Shapeshifter Ability 330	Reflective Body Surface 98	Energy Focus 102
<b>Type B Combat # 3</b>			Poison Injection 180	Electric Shock 180
Acid Expulsion 180	Sonic Attack 180	Energy Drain 180	Constriction Attack 180	Gas Expulsion 180
Gas Expulsion, Def 110	Chameleon Ability 165	Shapeshifter Ability 330	Reflective Body Surface 98	Energy Focus 102
<b>Type B Combat # 4</b>			Poison Injection 180	Electric Shock 180
Acid Expulsion 180	Sonic Attack 180	Energy Drain 180	Constriction Attack 180	Gas Expulsion 180
Gas Expulsion, Def 110	Chameleon Ability 165	Shapeshifter Ability 330	Reflective Body Surface 98	Energy Focus 102
<b>Type B Combat # 5</b>			Poison Injection 180	Electric Shock 180
Acid Expulsion 180	Sonic Attack 180	Energy Drain 180	Constriction Attack 180	Gas Expulsion 180
Gas Expulsion, Def 110	Chameleon Ability 165	Shapeshifter Ability 330	Reflective Body Surface 98	Energy Focus 102

### Step 15 Type C Combat Feature (Optional—choose 1)

Superior Flying Ability 260	Superior Gliding Ability 200	Superior Leaping Ability 180	Superior Climbing Ability 180	Superior Swimming Ability 200	Superior Tunneling Ability 200
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**Step 16 Physical Size (Required—choose 1)**

Tiny -480	Very Small -240	Small -120	Average 0	Large 120	Huge 240	Gigantic 480
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**Step 17 Strength (Required—choose 1)**

Decrepit -480	Weak -240	Average 0	Brawny 120	Robust 240	Mighty 480	Titanic 890
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**Step 18 Speed & Agility (Required—choose 1)**

Clumsy -560	Awkward -280	Average 0	Deft 140	Nimble 280	Dextrous 560	Agile 980
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**Step 19 Physical Description (Optional)**


<b>Starting Setup Points</b>	+	2,000
<b>Setup Points Spent</b>	-	
<b>Remaining Setup Points</b>	=	

If you don't already have an account with Rolling Thunder Games, you can set one up with a check or money order for at least \$10.00, or include a Visa/MC form with this setup. We'll get your setup results back to you when the next turn processing cycle runs (every two weeks). Welcome to the game!

Fax or mail this form to Rolling Thunder Games at the address/fax # listed below.  
You can use the electronic version of this form and email it in if you like.

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