

The Ultimate Nor's Guide to Frontier Space

Advanced *Star Frontiers* 4th Edition

Nor's Guide to Allied Space

I wrote my own version of ***Star Frontiers*** years ago, and it went through years of evolution, to the point where it is now, which is an assortment of files. I combined ***Star Frontiers*** with an RPG called ***Other Suns***, by Fantasy Games Unlimited, to create a rich universe that was somewhat like Star Wars, except without the Empire. I also had a few Cyberpunk elements, added the biggest and *badest* bad-guys in literature today (Kzin and Saurons). I added something like 10 new races, a bunch of weapons and equipment, a new Armor system, integrated most of the Dragon Magazine Articles and merged the Alpha Dawn Rules with the Zebulon Rules to something I liked. I then posted a 3rd edition of these additions on the web.

Since I posted the 3rd Edition of the merging of ***Star Frontiers & Other Suns*** on the web, I was sent a Cease & Desist e-mail from the author and artist of OS, and ordered to remove all references to anything copyrighted under the ***Other Suns*** copyright.

Well, it's been a while since then. I had to go through all it and take out all the copyrighted stuff, but here it is. My ***Advanced Star Frontiers*** 4th Edition. You will see some similarities between this and the old stuff. I can safely say that a large majority of this stuff is now "inspired by" the concepts in ***Other Suns***. I have taken out and changed all that I know to make Niall C. Shapero, author of ***Other Suns***, happy. So Allied Space has returned.

Special Thanks to John Reavis, Wayne Delisle, and Ed Stokes for the contributions to our collective vision of Star Frontiers.

Alternity Conversion Comments -

It happens with every gamer. A new system comes along; the Gamer likes it, and tries to convert what he used to do into the new system. It took me a while to get into Alternity, but I did. Included in these pages are the conversions into Alternity. They are marked clearly so you can discern it out.

Contents

| | |
|---|----|
| Advanced <i>Star Frontiers</i> 4th Edition | 2 |
| Introduction..... | 6 |
| Introduction..... | 6 |
| Advanced Star Frontiers 4th Edition | 6 |
| The Universe Of Allied Space..... | 6 |
| <i>The New Star Frontiers Universe</i> | 6 |
| Timeline..... | 10 |
| J'Vaarian Dominion of Sovereignties Timeline | 10 |
| The Alliance Years..... | 14 |
| Character Generation Procedure | 18 |
| Select Species: | 18 |
| Ability Score | 19 |
| <i>Base Ability Score Table</i> | 19 |
| <i>Ability Score Modifiers</i> | 21 |
| Calculated Values | 22 |
| <i>Base Movement Ratings **</i> | 23 |
| Money & Skills | 24 |
| Core Alien Species..... | 25 |
| Bengradi..... | 25 |
| Candrosian..... | 29 |
| Dara'ilan | 33 |
| Halogai' | 37 |
| Halogai' | 40 |
| K'Dasi..... | 41 |
| K'Dasi | 44 |
| Que'Sha | 45 |
| Saurians* | 49 |
| Skaniis | 55 |
| S'saran | 60 |
| Tor'Drani | 64 |
| Torani..... | 69 |
| Urtoran | 74 |
| Fringe Alien Species | 82 |
| The Creshian & Ecreshian..... | 82 |
| Frak'terian | 85 |
| Karian..... | 91 |
| Skill & Profession Additions/Enhancements | 94 |
| Experience System Additions | 94 |

| | |
|--|-----|
| +X RULE - Skill System Additions | 94 |
| Additional Skills | 95 |
| New Mentalist Disciplines | 97 |
| New Professions | 98 |
| Colonist | 98 |
| Crewman | 100 |
| Profession Specialty System | 101 |
| Mentalist Specialty Skill Description | 141 |
| Combat Additions & Expansions | 145 |
| Hit Location Charts With Critical Hit Values | 145 |
| Critical Hit Damage | 149 |
| Automatic Fire/ Multiple Hit Location Rules(Optional Rule) | 150 |
| Armor & Effects on Initiative | 150 |
| Concussion Damage | 151 |
| Weapon Recoil Rules | 153 |
| COVER | 154 |
| Expanded Range Modifiers | 154 |
| Expanded Structural Points | 156 |
| PGS Weapons | 158 |
| Beam Weapons | 161 |
| Integrated Weapon Systems & Special Weapons (Ranged) | 163 |
| Integrated Weapon Systems & Special Weapons (Ranged) | 164 |
| Integrated Weapon Systems (Melee/Ranged) | 164 |
| Grenades | 165 |
| Missiles | 166 |
| Warheads | 166 |
| Ammunition | 167 |
| Primitive Melee | 170 |
| Modern Melee | 170 |
| New Ranged Weapons & Ammo Description | 171 |
| Ammunition | 180 |
| New Melee Weapons Description | 184 |
| WEAPON EQUIPMENT | 186 |
| Personal Armor | 191 |
| Archaic Armor | 191 |
| Modern Armor | 191 |

| | |
|---|-----|
| Armor Suits | 193 |
| Powered Assault Armor | 196 |
| <i>Explanation</i> | 196 |
| <i>Light Combat Armor (w/ X-12 Light Combat Computerized Assault Helmet)</i> | 197 |
| <i>Light Combat Armor Type II</i> | 198 |
| <i>Scout-class Suit</i> | 199 |
| <i>Voyeur-class Scout/Reconnaissance Power Armor</i> | 200 |
| <i>Commander-class Suit</i> | 202 |
| <i>Warrior-class combat power armor</i> | 203 |
| <i>Overlord-Class Combat battle armor</i> | 204 |
| <i>Raider Type I</i> | 205 |
| <i>MONOLITH-class Assault armor</i> | 206 |
| <i>Raider Type II</i> | 208 |
| Layering of Armor | 209 |
| Exoskeletons & Armor | 209 |
| Armor Equipment/Add-ons | 211 |
| Equipment | 213 |
| Equipment Description | 215 |
| <i>Security Devices</i> | 215 |
| Progits | 215 |
| <i>Repair Equipment</i> | 216 |
| <i>Suits</i> | 216 |
| <i>Defense Equipment</i> | 217 |
| <i>Robots and Drones</i> | 217 |
| <i>Energy Supplies</i> | 219 |
| <i>MISC. EQUIPMENT</i> | 220 |

Introduction

Advanced *Star Frontiers* 4th Edition

Initially, ***Star Frontiers*** started out as a single boxed edition which evolved into the Alpha Dawn rules. A few years later, an advancement called ***Zebulon's Guide to Frontier Space*** was introduced which included the skill and combat systems that are used in the rules to follow. Equipment and weapons are taken from both rulebooks.

The two rulebooks have completely different combat and skill systems. Primarily, I draw from the ***Zebulon's Guide*** for the combat and skill systems, but I have changed a little in the way that rulebook has rated the weapons. I guess you can say I have taken the best of both rulebooks (IMHO). The weapons ranges in the ***Zebulon's Guide***, for example, are given by weapon classes (Pistol, Large Pistol, Rifle...), which generalized all the weapons, and didn't leave enough variety, at least for my tastes. So I gave each weapon their own unique (in most cases) range, like the old rules do. So, ignore any mention in these rules of a range class A, F, etc. I have changed that for variety reasons. Another change that was made in the ***Zebulon's Guide*** which I went along with is the Maximum Damage rating. If you find any weapon that does not have a Maximum Damage Rating, but has a dice roll, simply take 80% of the maximum total dice roll for the weapon's Max. Damage. Example: 3d10 converts to 24 Max Damage ($30 * .80 = 24$). Also, I added a few new skills that are not in the ***Zebulon's Guide*** as well as a few new professions. I have also added a few other things like new races, an improved armor system, a hit location system, an extended time line, new weapons and new equipment.

Along with the changes mentioned above, I have also integrated another universe into the ***Star Frontiers*** universe. I have taken many of the inspirational ideas of another science fiction game, and created a new area of space for the ***Star Frontiers*** universe. Some of the alien species are inspired by the aliens in this game, but not all. I created an Armor system inspired by this game, and added some weapons, and expanded the history of the ***Star Frontiers*** Timeline. As for the published modules and adventures, I never really ran them (not even the Voltarnus adventures), except in really modified form. I ran adventures after the Frontier timeline in ***Zebulon's Guide***, so most of the published adventures were already ancient history. I wrote most of my own stuff.

The Universe Of Allied Space

The New Star Frontiers Universe

The **Advanced *Star Frontiers*** universe is an expansion off of the old ***Star Frontiers*** universe. The Frontier-Rim sector is now one sector of many making up a large area of space known as Allied Space. It consists of the **Frontier-Rim Coalition** and the **J'Vaarian Dominion of Sovereignities**. The Frontier-Rim Coalition is a multi-race sector that was formed by the remains of many long forgotten stellar empires, including parts of the **Terran Imperial Expanse**. Each race in this sector at one time or another had a thriving empire, but each fell for unknown or forgotten reasons. The remaining survivors struggled to regain their civilization. Their recovery was slow but successful. They eventually encountered each

other, and formed the Frontier-Rim sector. The modern Frontier-Rim races have representatives on the Council of Worlds (the government).

The **J'Vaarian Dominion of Sovereignities** is a huge sector consisting of several sovereignties. Each of the Dominion of Sovereignities races have a sovereignty in the Dominion of Sovereignities, and they surround an area of free colonization called the J'Vaarian Core. Each race is represented in the Supreme Directorate. The human sector of the Dominion of Sovereignities, The Human Confederation and the area that the Frontier occupies, was once part of the Terran empire. The Imperial Terrans, after the collapse of the Terran Empire retreated to the Confederation, while the outskirts colonists were left to the Frontier. Controversy has since arisen between the Frontier Humans and the Confederation Humans with the discovery of certain facts regarding the collapse of the Terran Expanse.

The Alliance between the two sectors was a result of the Third Sathar War (otherwise known as the Siriusian Expansion War). This alliance has since been strong, and very profitable for both sides. With the meeting of the two different societies came the mixture of the two and also change.

In the beginning, the Directorate ruled the sector strictly with a strong, tightly monitored military/law enforcement agency, but not to the point of tyranny. The government ran the majority of the business and trade, whereas the Frontier used a free enterprise system. The Frontier came to depend on the free megacorporations for economic strength. The years that followed the Alliance Agreement lead to changes in the Directorate corporate policy. As a result, hundreds of thousands of corporations sprang up.

With the exception of a few traditions, there is little difference between the two societies now. The Alliance powers govern in the Alliance Stellar Council.

Along with Allied citizens, there are other races that are either independent or sponsor races of another Allied species. This are listed below as well.

Alliance Space has entered a new era of discovery and conflict. They are being attacked on three fronts: by the Kzinti, a race of strong, warlike felinoids that see all other races as meat; by the Khalia, a race of saber-toothed weasel-like creatures that raid world randomly, with incredible viciousness and supply their war-effort with whatever they can steal; the Sauron supermen, a race of genetically designed supermen created by a mega-corp to fight the Kzinti threat - the mega-corp were unprepared for their rebellion. Only the recent discovery of a race of short-elf-like creatures called the Star Wolves have brought a light of hope to the Alliance - only because they have approached the Alliance as friends. They have proven to be strong warriors, and a perfect match to fight the Kzinti.

Author's Notes: Yes, the above NPC races are the same races from the well-known novels: Kzinti from Larry Niven's *Known Space* and *Man-Kzin War* series of books; Sauron from Jerry Pournelle's *War World* series; Khalia from the *Fleet* novels of short stories; and *Star Wolves* from another book by the same name, written by Thorarinn Gunnarsson. These races were created to be the nemesis-races, not played by players. I never allowed my players to make a Sauron character or a Kzinti character. This does not mean that the GM has to run his game during the Wars. When I ran, it was always somewhere at the start, or just before.

The J'Vaarian Dominion of Sovereignities

- Ruling body: Supreme Directorate
- Interstellar Military: Star Corp (Star Navy, Land Corp)
- Law Enforcement: Law Corp
- Accepted language within the Dominion of Sovereignities: J'Vaarian Basic

Sovereignities and Species

(Each race is given with the Sector sovereignty or relation to the Dominion of Sovereignities:)

- Sponsor race to the Halogai' : **Bengradi**
- The Candrosi Sovereignty: **Candrosian**
- Sponsor race to the Expanse Humans: **Dara'Ilan**
- Terran Expanse or Human Sovereignty: **Humans** (Imperial Terran and some variant)
- K'Dasar Sovereignty: **K'Dasi**
- The Skaniisian Sovereignty: **Skaniis**
- Haloga'as Sovereignty: **Halogai'**
- The Toran Sovereignty: **Torani**
- Tor'Dran Sovereignty: **Tor'Drani**
- The Urtorus Sovereignty: **Urtoran**
- S'saran Sovereignty: **S'saran**
- Wen'tri Sovereignty: **Wen'tri**

The United Planetary Federation

- Dralasites

- **Human** (Terran colonial or variant)
- **Que'Sha**
- **Saurians**
- **Vrusks**
- **Yazirians**

The Rim Coalition

- **Humma**
- **Ifshnit**
- **Osakars**

Independent or Fringe Races (Preceded by the Government)

- Creshian Dominion: **Creshian & Ecreshian**
- Unity of Frak'tera: **Frak'terian**
- Hol'taerra Reserve: **Hol'taerran**
- Karian Empire: **Karian**
- (No central government): **Karidians**
- (No central government): **Orkra'an**
- Sarginian Expanse: **Sarginian**

There several concepts in my writing that may seem inconsistent to the outsider, and believe me, I understand. Because of the evolution this game has taken in my hands, a lot of things were created, and then thrown out, names were changed several times, and certain conventions were accepted. Here are a few things I found:

The terms 'race' and 'species' are used interchangeably through out the text. Although, technically, they are not the same thing, they will be for purposes of the following text.

Occasionally, you might see mention of something called Psi-Casters. Well, this is in reference to what I originally had as "Jedi" rules for Star Frontier, renaming the Jedi as a Psi-Caster. However, with the advent of the Mentalist, I saw no use for the Jedi rules. But I like the term Psi-Casters, so I kept it, only it now is just another name for Mentalist.

Timeline

The early history of the **J'Vaarian Dominion of Sovereignities** is begins with a species known as the J'Vaar. Little is known about the J'Vaar, although most believe that they were a species that spawned from the ashes of the **Tetrach** Societies. The **Tetrach** Societies are assumed to be a once great galactic authority made up of a collection of races also referred to as the **Tetrach** Elders. Of all the races that have connection to the J'Vaarian species, the Torani have the closest link. It is thought that a vast majority of the species of the Dominion are a product of J'Vaarian genetic engineering. Some suspect that the races were slave races of the **Tetrach** Elders, left behind for the J'Vaarian to watch over, forming the First Supremacy of J'Vaara. What the J'Vaarian's didn't plan on was revolt...

J'Vaarian Dominion of Sovereignities Timeline

9000 pf Across known J'Vaara space, the "Child" Race Revolt begins.

8100 pf On the J'Vaarian homeworld, the "Child" Race Revolt destroys all J'Vaara. Genetic Engineering and Bio-warfare from the Revolt form sub-species of the New races, who are then isolated from their once great empire.

7300-6100 pf From the ashes of the J'Vaarian Supremacy, the "child" races of the Tetrach Elders arise. Many are lost to the far reaches of the galaxy, while others begin to repopulate their own systems and find many of their lost colonies. Those that expand in the area that later becomes the Sovereignities are the following: Torani, the Skaniis, the Candronian, and the S'Saran. These are referred to now by Sovereignty historians as the Big Four.

6100 - 5300 pf **The Child Race Expansion or the Big Four Expansion:** Within 800 years of each other, each of the discover FTL flight, and begin to establish their own regions of space. First encounters and clashes were inevitable.

5990 pf - 5750 pf **The Brethren War:** During the Torani Expansion years, contact is made with the Tor'Drani by outer Torani colony. The Tor'Drani were a nomad race similar to the Torani, an obvious genetic off-shoot of the Torani, or vice-versa. Beginning of the Brethren War over this issue. They approach the colony in large Habitat Fleets, and they immediately clash.

The Brethren War ends suddenly. Torani populations on the outer worlds are nearly wiped out. Without any explanation, the Tor'Drani cease their assault and leave the sector in the Home Fleets.

5220 pf - 5370 pf The Expansion Wars: The final centuries of the Big Four Expansion ended in wars between all four races. Skaniis took the most losses in the end. Finally, a peace agreement between all parties establishes the **J'Vaarian Dominion of Sovereignities**. An area known as Disputed Space is called the J'Vaarian Core, where no single sovereignty can occupy.

The Supreme Directorate of the J'Vaarian Sovereignities is established and meet on the new capital world of Neos, in the J'Vaarian Core. All world governments and their colonies surrender sovereignty to the Directorate, while the Directorate allows each to form their own Sovereignities. Beginning of the Sovereignities Expansion and end of the Big Four Expansion.

4600 pf - 4500 pf First Sovereignty Uprising: Uprising and civil war within the Sovereignities nearly collapses the J'Vaarian Dominion. During this time of war, first contact is made with several other "child races" of the J'Vaara. The Sovereignities of the Urtoran, the K'Dasi, and Wen'tri are established, which fuels more civil war.

4500 pf - 4000 pf Prosperous times: After the last of the insurgencies are squelched, the Sovereignities experience the longest period ever sustained with little incident. This period of time is often referred to as the Prosperous times. All Sovereignities expanded outwardly without interfering with each other. Threat were jointly extinguished, and in short time. Wars were months in length. However, prosperity often comes with price.

3999-3900 pf First contact between the **J'Vaarian Dominion of Sovereignities** and the Karidian Collection, which is followed up swiftly by the **Dominion-Collection War**. It ends with the total collapse of the Karidian Collection, with only a few remote colonies surviving.

2500 pf - 2400 pf Second Sovereignty Uprising: More Civil Wars against the Directorate causes the end of the First Sovereignities Expansion. The Rebellion is crushed but at a high cost. The Dominion of Sovereignities enters an era of near-collapse, called the Dark Times.

2000-1400 pf The Dominion of Sovereignities recovers from Dark Times, and all sovereignties recontact their colonies. The Second Dominion Expansion starts.

1450 pf On Earth, joint UN-NATO police actions through out Earth lead to a formation of the United Nations Federation, a merger of the two organizations. The UNF annex many of the policed countries. Leaving its UN membership, China forms an Asian Alliance against the UNF.

Earth corporation gain power, as sovereign nations' power begin to collapse under their pressure. Soon, it seems the mega-corporations are in more control of than the UNF and the Asian Alliance.

- 1400-1200 pf First Terran Expansion:** During these years, Terra colonizes its solar system, establishes numerous space stations, and discover FTL flight, Near by Star Systems are then colonized.
- 1320-1300 pf High Colonies War:** After a bitter three way war, the UNF, under the control of the mega-corporations, as well as the Asian Alliance and the High Colony Alliance (alliance of space stations in the Sol system) establish the Olympus Mons Agreement, which forms the Terran Imperial Expanse.
- 1300-1200 pf Start of the First Era of Terran Imperialism.** The Terran Expanse, with no regard to what societies or cultures they disrupted, aggressively colonize nearby worlds. Terran force many "undesirables" to relocate to remote worlds.
- 1260 pf - 1249 pf First Contact between the Terrans and the Karian Orb,** leads into the **Terran-Karian War.** A species of extremely aggressive simian creatures, steal technology from the Terran humans and start a long and brutal war on their homeworld, and spreads to other Terran Colonies. It ends with Terrans pulling out of the system, and declaring it off-limits to colonization.
- 1246 pf -1239pf Terran-Glemmie Wars.** A seemingly unintelligent species of gigantic lizards known as the Glemlidarians are enslaved and the Terran Imperial force them into genetic and cybernetic modifications. They are used Heavy Weapons units. They suddenly start showing intelligence, and rebel against their masters. The war ends with what is assumed as the last unit of "Glemmies" destroying itself on a Terran remote colony. Many of the units were assumed lost or self-destructed. No sign of the Glemmies were seen again.
- 1190 pf** First Contact between the **J'Vaarian Dominion of Sovereignties** and the Terran Expanse.
- 1185 pf - 1140 pf Dominion-Expanse War:** A fierce war where no side gains ground year after year, until the Dominion of Sovereignties makes a last ditch effort to take the Sol system. The war ends with the near destruction of the Terran Expansion Fleet. Terra is reduced to a smoldering cinder.
- 1139 pf - 478 pf The Great Collapse:** The strain from the Terran war, and continued internal stress as renewed dissident factions arises, brings the collapse of the first Dominion society. A new Dark Times befalls known space.

480 pf - 300 pf **The Rebirth:** Star Flight is re-established by the species of the old Dominion. Representatives of the Torani, Candrosian, Urtoran, K'Dasi, and S'saran meet in deep space to organize the new J'Vaarian Dominion. They are joined by the Tor'Drani, and the Wen'tri. Solidification of a second **J'Vaarian Dominion of Sovereignties** begins a new Sovereignties Expansion. First contact between the Halogai' and the Dominion, yet another lost race of the J'vaarian. Halogai' agree to be a client entity of the Urtoran.

2 fy -5 fy **Halogai' Uprising**, which turns out to be more a political battle than a military one, brings the Halogai' in as members of the Dominion of Sovereignties.

91 fy First contact with the Frontier-Rim Coalition

<<Zebulon's Guide to Frontier Space Timeline Here>>

The Alliance Years

- 91 fy** First Frontier/Rim contact with **J'Vaarian Dominion of Sovereignities** in Daladan Remis. Expedition from CDC met with Dominion of Sovereignities Human Confederacy.
- 95 fy** Diplomatic relations are held on Polomegan between the Frontier/Rim and Dominion of Sovereignities. Starting out peaceful, the Dominion of Sovereignities continued to push the Frontier to become a part of the Dominion of Sovereignities, while the Frontier wanted to stay independent.
- 97 fy** Talks between the two factions tense up. Rim representatives become moderators.
- 110 fy** Dominion of Sovereignities recognizes Frontier independence.
- 112 fy** Zebulon University Research reveals the Frontier is the last remaining element of what the Dominion of Sovereignities refers to as the Terran Expanse Outer Colonies.
- 116-135 fy** Third Sathar War or Siriusian-Sathar Union Expansion War starts. An alliance of the Frontier/Rim and the Dominion of Sovereignities is formed.
- 125 fy** Discovery of Sathar homeworld. Dominion of Sovereignities Main Fleet in joint effort with Task Force Prenglar, detonates homeworld star, destroying system after a bloody battle.
- 129 fy** Remaining Sathar factions, realizing racial extinction, withdraw from the war.
- 134 fy** Siriusians Main Battle Fleet defeated in White Light Nebulae.
- 135 fy** Siriusian leader surrenders on board the Super Mother Ship Daqu'Te Oron to joint military staff of generals from the Frontier/Rim/Dominion of Sovereignities Alliance.
- 136-160 fy** Economic growth of the Alliance powers begins with a long period of economic depression (Dominion of Sovereignities's Second Dark Times). The old corporations arise from the ashes and begin the rebuilding.
- 155 fy** First joint Frontier-Dominion of Sovereignities mega-corporation established: Remis Warmachine Manufacturers in Daladan Remis.
- 166 fy** Recognition of the non-terran humans from Na'Zhadanti, the Nazodani. It is found that there are a few humans in the Alliance (Rim-Frontier-Dominion of Sovereignities) with non-terran genetic traits.
- 168-169 fy** The development of hi-tech cybernetics begins. Many corporation begin to develop and produce public-use cybernetics. Many corporations in the Frontier arise from the new fast selling market: Cy-Co, Cyborg Inc., Remis Cybernetics Development Co., etc. War-Tech has a special branch for specialized cybernetics weaponry.

- 170-177 fy** Frontier's First Expansion. Seven of the most prosperous years that the Alliance has ever seen leads to an increase in covert corporate operations. New systems are discovered with plenty of mining and research opportunities. Each corporation wants a bigger piece of the action. The Corporate Control division of Star Law begins to lose control as more and more violence becomes less and less covert. Small skirmishes break out everywhere between corporate enforcers. The need for enforcers and the need for skilled labor induces the vast hiring of professionals who "can hold their own" among the corporations (any professional that can also handle weaponry). They become known as "Corp-Grunts". These wars continue until it the expense forces a halt to them. Through the diplomatic power of the Council of Worlds, treaties and laws are brought up to divide the new systems. Very few of the new systems are settled because only a few had habitable planets.
- 177-178 fy** With the increase in resources, the UPF increases their Spacefleet capabilities. The development of improved drive systems makes the UPF Spacefleet a formidable navy.
- 179-182 fy** The Mechanon Wars- The remaining Sathar-agent Mechanons rallied several revolutionary factions in the Mechanon society. After acquiring a few transport class starships from the pirates, they invaded Zebulon and Truane's Star, catching many by surprise. Planetary militia managed to hold for a while, but the Mechanons learned fast. Using new tactics, they gained considerable ground in those systems. Because this was considered a local problem, the Spacefleet didn't immediately help out. Corporations did all they could, but the Mechanons introduced a new tactic that only they could execute. The Mechanon's new warrior class, the Evolved, proved to be a formidable force. Using new tactics, the Mechanon's Thir-Canon Class almost gained total control of the computer network in each system, crippling everything. Finally, the UPF Spacefleet steps in and completely annihilates the Mechanon fleet.
- 183 fy** Among the new systems discovered, evidence is found of the Terran Expanse. There was also some evidence that the Terran Imperials had encountered other alien stellar empires not yet known by the Alliance. Two races were noted to be distinctly similar to the Wen'tri and the Halogai'-Bengradi.
- 184-186 fy** Economic recession strikes the Alliance but with little damage. Some of the new systems are abandoned.

- 187-191 fy** The Modli'an Regime of Tyranny- In 187 fy, a particular fanatical and charismatic Yazirian, Tak'abin Modli'an, was elected into the office of the Executive Secretariat, Chair of the Council of Worlds. In his short term in office, before his violent overthrow in 191 fy, he took a radical attitude towards corporation enforcers. It seemed he had some sort of vendetta against the corporate mercs as he passed law after law putting an extreme choke hold on the enforcer profession. Many enforcers died or mysteriously disappeared. People began to plead to the UPF Military, but it seemed Modli'an had control of the military. Rumors were circulated that he was a very powerful mentalist, and controlled all the people he needed by mind-control. Finally, a group of highly trained enforcers from a coalition of corporations, and factions within Star Law violently overthrew the tyrant's control, but never captured Modli'an himself.
- 192 fy** War-Tech Genetics/Cybernetics Division on Alcazzar in the Rhianna system, announces the development of a new genetically engineered super-human, the Sauron. They also announce the future development of an army of these super-humans, and a specialized Cyborg Sauron. They guarantee that the Saurons are under the full control of its owner, and they are completely dependent.
- 193 fy** Problems arise on Alcazzar as Saurons begin to revolt.
- 193 fy** First Kzinti-Alliance contact. A lost Kzinti Warship is found by the Dominion of Sovereignities Star Arm Nova Flare Class Battleship Hellenia Nox and her four Escort Class Destroyers on the edge of the Urtoran Sovereignty sector of the Dominion of Sovereignities. A battle arises and results in the destruction of one destroyer and the disabling of two others. The Warship is destroyed, but not before the warship identifies itself as a Kzinti Warship in a strange language the battleship's computers later translate.
- 194 fy** Kzinti patrols are found cruising around the Halogai' and Bengradi sectors of the Alliance. Dominion of Sovereignities Star Fleet and UPF Spacefleet are sent to investigate at the request of the Halogai' Elder Council and the Bengradi people.
- 194 fy** First Alliance-Khalian Contact. Khalians attack and ravage Alliance corporate transport freighters in the Wen'tri sector of the Dominion of Sovereignities. A large group of freighters carrying various loads of minerals and supplies escorted by a small group of Alliance warships are savagely attacked by saber-toothed weasel-like creatures, who strip the ships of everything useful. Computer analysis of the security tapes left on the ships translate the squeaky language and identify the strange race as Khalia. No Alliance survivors were left in the attack.
- 195 fy** Start of Alliance-Kzin Wars(195-) War breaks out between the Kzin Empire and the Alliance after Kzinti Warships attack the investigating Alliance Fleet Heavy Cruisers Star Runner and the Hedon Lin. Kzinti claim "They were in our way..." and called all Alliance races inferior to the Kzinti-kind. They also made it clear that it would be honorable just to die at the hands of such a superior race.

- 195 fy** More incidents with the Khalia start to worry the Alliance. Ships are stolen, whole crews are kidnapped, and several million credits worth of cargo is stolen.
- 196 fy** Sauron Revolution on Alcazzar. After the development of several thousand Sauron supermen and a few hundred Cyborg Sauron, the Sauron revolt with incredible intensity on Alcazzar. War-Tech officials do not give any explanation for the sudden independent actions by the Saurons. Commentary from the War-Tech President says, "Apparently they have developed self-awareness on their own, and an extremely high level para-military society." After the revolution, they claim Alcazzar as their home planet, and announce their plans to conquer the Frontier, and to enslave the inferior races, particularly the human population in support for the survival of their race.
- 196 fy** Start of Alliance-Khalian War(196-). Khalian Warships (stolen and modified with stolen material from all over the universe) invade the Wen'tri sector of the Dominion of Sovereignities, claiming the Wen'tri colonies as former Khalian colonies. The evidence they use is the incredible similarities between the two races. Unknown to the Alliance, the true reason for the Khalia invading that sector is completely different. They have targeted the Wen'tri as the perfect slave. The Alliance mobilizes a task force complete with a large compliment of land forces, to defend the pacifist Wen'tri.
- 197 fy** With communications completely cut off from Alcazzar, the UPF is unaware of the incredibly swift development of the Saurons on Alcazzar. Saurons, after converting the War-Tech facility on Alcazzar, build starships of all classes with remarkable speed. In response to the revolution, UPF mobilizes a task force to "stomp" out the threat of the Saurons. That same year, the UPF loses that task force in an incredible battle in the Rhianna system. In a show of unmatched prowess, the Saurons sweep past the task force, leaving no survivors.
- 199 fy** Star Wolves are discovered in a mining system of asteroids near Solar Minor, called Dalitriart.
- 201 fy** After acquiring more starships through the Pirate Alliance, Saurons attack the outer edges of the Gruna Garu, destroying the outermost defense perimeter.

Character Generation Procedure

Select Species:

The first step in creating a **Star Frontiers** character is to select a race. There are basically three sectors of space where the races reside: The Frontier, the Rim, and the **J'Vaarian Dominion of Sovereignities**. The Frontier and the Rim are both one sector of space unified under one government (the Council of Worlds). The Dominion of Sovereignities is a number of small stellar sovereignties allied under the Supreme Directorate. each stellar sovereignty has their own style of subgovernment.

Advice on choosing a race: It is very important to have a *character concept* before you get started. Choose the race that best suits your *character concept*. The behavioral descriptions given in the Dominion of Sovereignities & Additional Races section are intended as guidelines, not restrictions. Don't take them as anything else. The only true restriction is that it's up to the GM to judge whether something is out of character for a specific race. If the player can give a reasonable explanation for the reaction, the characteristic could stick.

The optional races are intended to be NPC races, however, the GM may see it fit to allow someone to play one.

| | |
|-----------|-------------|
| Bengradi | Candrosian |
| Dara'llan | Dralasites* |
| Halogai' | Humma* |
| Human* | Ifshnit* |
| K'Dasi | Osakars* |
| Que'Sha | Saurians |
| Skaniis | S'saran |
| Tor'Drani | Torani |
| Urtoran | Vrusks* |
| Wen'tri | Yazirians* |

* - As for the original **Star Frontiers/Zebulon's Guide** rules

Optional Independent or Fringe Races:

| | |
|-------------|-------------|
| Creshian | Ecreshian |
| Frak'terian | Hol'taerran |
| Karian | Karidians |
| Orkra'an | Sarginian |

With the race chosen, you must write down the racial abilities for the race, but do not calculate anything based on ability scores (i.e. INT, LOG, STA...) until the end. The ability scores will go through several modifications before the final

product. Racial Modifiers are one modification and must be remembered after rolling ability scores. Movement Rating for each race is given below .

Racial Abilities: Most races have racial abilities, which are represented by special abilities or special skills. Any skill received through Racial Abilities cost Professional to advance. Any discipline received through Racial Abilities, treat as a Mentalist Discipline for advancement purposes.

Ability Score

The second step is to determine ability scores by one of two ways: Rolling or Points

ROLLING: Rolling five (5) times on a d100 roll, calculating the Base Score by the following scale.

Base Ability Score Table

| <i>Dice Roll</i> | <i>Base Score</i> |
|------------------|-------------------|
| 01-10 | 30 |
| 11-20 | 35 |
| 21-35 | 40 |
| 36-55 | 45 |
| 56-70 | 50 |
| 71-80 | 55 |
| 81-90 | 60 |
| 91-95 | 65 |
| 96-00 | 70 |

Take the four (4) highest or which ever four you prefer. These will be allocated as your Base ability score pairs (STR/STA; DEX/RS; INT/LOG; PER/LDR). Distribute them in any way you prefer. Example: A person rolled the following: 78, 56, 40, 39, 98; which translates respectively to: 55, 50, 45, 45, 70. The player drops one 45, and then wants to allocate his highest roll to STR/STA (strength & stamina), resulting in a 70/70 base score pair for STR/STA. He does the same for the rest of his ability scores resulting in scores of DEX/RS: 55/55, INT/LOG: 45/45, PER/LDR: 50/50. The two values for each ability can be modified to an unequal state later.

POINTS: The player has 190 point to divide among the Ability Score pairs. Apply oone number to the pair, like in Rolling. No score can be greater than 75, or less than 25.

Once the ability scores are determined by either method, do the following:

Use the table for Ability Score Modifiers. Example: In the previous example, the player allocated 70/70 to his STR/STA, and had previously chosen a Urtoran as his character's race. This race gives him a +30 on STR/STA, which in turn results in 100/100 for the STR/STA score. This is the highest normal ability scores can go. Although it is permissible to initially (during character generation) to go above 100, it is not permissible to advance it any further without special GM permission. The Maximum Ability Scores can be 100 or 100 + Racial Modifier, which ever is higher.

Finally, the player can subtract up 10 points from one side of an ability pair to add it to the other. Example: The Urtorann player transfers 8 points from RS and adds it to DEX getting RS/DEX: 63/47.

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|--------------------|-----------------------|----------------------|-----------------------|-----------------------|
| Bengradi | -10 | +5 | +10 | -5 |
| Candrosian | +20 | -10 | 0 | -10 |
| Creshian | +5 | -5 | +10 | -10 |
| Dara'llan | +15 | -10 | +10 | -15 |
| Dralasites | +5 | -5 | 0 | 0 |
| Ecreshian | +10 | -5 | -5 | 0 |
| Frak'terian | +5 | -10 | +10 | -5 |
| Halogai' | 0 | 0 | 0 | 0 |
| Hol'taerran | -10 | +5 | +10 | -5 |
| Human | 0 | 0 | 0 | 0 |
| Humma | +10 | 0 | 0 | -10 |
| Ifshnit | -5 | 0 | +5 | 0 |
| K'Dasi | -5 | +5 | -10 | +10 |
| Karian | +5 | +5 | +5 | -15 |
| Karidian | +10 | -5 | 0 | -5 |
| Orkra'an | +15 | -5 | -5 | -5 |
| Osakar | +5 | +5 | 0 | -10 |
| Que'Sha | +5 | 0 | -10 | +5 |
| S'saran | +10 | +5 | -10 | -5 |
| Sarginian | 0 | -10 | +5 | +5 |
| Saurian | +10 | -10 | 0 | 0 |
| Skaniis | -10 | +10 | -5 | +5 |
| Tor'Drani | -5 | +5 | +5 | -5* |
| Torani | +5 | +10 | -5 | -10* |
| Urtoran | +30 | -10 | -10 | -10 |
| Vrusk | -5 | +5 | 0 | 0 |
| Wen'tri | -10 | +10 | +5 | -5 |
| Yazirian | -10 | +5 | +5 | 0 |

Calculated Values

Third Step: Calculate the following values:

- (a) Punching Score: $PS = STR/10$ round up.
- (b) Initiative Modifier: $IM = RS/10$ round up
- (c) Dexterity Modifier: table below
- (d) Throwing = $(STR + DEX)/4$ in meters

Ability Column Shift Modifier

| Ability Score | Modifier |
|---------------|----------|
| 30 or below | -2 CS |
| 31-44 | -1 CS |
| 45-59 | 0 CS |
| 60 and above | +1 CS |

NOTE: Other ability modifiers may be necessary later, such as INT modifier (ITM), which are calculated the same way as DM.

Base Movement Ratings **

| RACE | WALK (m/Turn) | RUN (m/turn) | HOURLY (km/Hour) |
|--------------|----------------------|---------------------|-------------------------|
| Bengradi | 10 | 30 | 5 |
| Candrosian | 20 | 60 | 10 |
| Creshian | 14 | 34 | 5.8 |
| Dara'llan | 15 | 35 | 6 |
| Dralasite | 5 | 20 | 3 |
| Ecreshian | 12 | 32 | 5.5 |
| Frak'terian | 10 | 30 | 4 |
| Halogai' | 15 | 45 | 8 |
| Hol'taerran | 10 | 30 | 4 |
| Human | 10 | 30 | 5 |
| Humma(Walk) | 10 | 35 | 6 |
| Humma (Leap) | 25 | 50 | --- |
| Ifshnit | 4 | 15 | 2 |
| K'Dasi | 15 | 45 | 8 |
| Karian | 10 | 30 | 4 |
| Karidian | 15 | 35 | 6 |
| Osakars | 25 | 60 | 10 |
| Que'Sha | 12 | 32 | 5.5 |
| S'saran | 15 | 35 | 6 |
| Sarginian | 12 | 35 | 8 |
| Saurian | 10 | 30 | 5 |
| Skaniis | 15 | 45 | 8 |
| Tor'Drani | 10 | 30 | 5 |
| Torani | 10 | 30 | 5 |
| Urtoran | 25 | 70 | 15 |
| Vrusk | 15 | 35 | 6 |
| Wen'tri | 8 | 3 | 4 |
| Yazirians | 10 | 30 | 4 |

** See new Movement rules - "**JetBoots, Don't fail me now**"

Money & Skills

Finally money and skills must be determined. Money (in Credits) is usually determined by a d100 x 15 roll, unless the GM prefers otherwise. Consult the GM, just in case you are not sure.

Skills are determined after a Profession has been chosen. See the **Profession & Skills** section in ***Zebulon's Guide*** for that.

Core Alien Species

Bengradi

Physical Description

The Bengradi are a species of tailed felinoid bipeds that look like nothing more than a humanoid version of a terrestrial Bengal Tiger. They all have the orange with black stripe pelts. Some argue that they are a Child-Race-off-shoot of the Halogai', descended from the same J'vaarian Child-Race that the Halogai' and the K'Dasi descended from. They seem to relate well to the Halogai' in almost everything. The female is usually taller, for instance, although the males do not have manes. The males are usually between 100 cm and 220 cm tall. The females are usually between 110 cm and 230 cm tall. They are purely carnivorous, eating raw meat as often as possible. Most of the species is telepathic, and some have reached the highest order of Psi-casters.

The Bengradi are praised for their amazing quickness in learning. Many are respected scholars. They developed as a species quicker than any mammalian species known.

Average Size: 1.9 m (males), 2.0 (females)

Average Mass: 58 kg

Average Life-span: 190 yrs

Reproduction: Heterosexual, viviparous

Body Temp: 38 degrees C

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|--------------------|-----------------------|----------------------|-----------------------|-----------------------|
| Bengradi | -10 | +5 | +10 | -5 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|--------------------|-----------------------------|----------------------------|------------------------------|
| Bengradi | 10 | 30 | 5 |

Historical Detail.

The Bengradi descended from a felinoid species similar to the Halogai' ancestors in society and customs. Their homeworld, Grahza Ertas, is in its young stages, which explains the Bengradi's naive primitiveness. The planet only has one continent, which has not yet succumbed to plate tectonics.

As said previously, the Bengeradi developed rapidly as a species with respect to their planet age. Their planet was in a stage equivalent to the Terran Dinosaur age, while the Bengeradi were entering into an age equivalent to the Terran Middle Ages. In fact, when the Bengeradi were discovered by the Urtoran government, the Bengeradi patrol that found the expedition of Urtoran and Halogai' were mounted on specially trained creatures that were the equivalent of Terran Dinosaurs.

The Bengeradi were protected by the Primitive Species Isolation Act of Directorate law, which stated that any development of a new species or subspecies is to be uninterrupted until development is complete ("Complete" is defined when the Supreme Directorate Central Committee has observed the developing species.). When illegal landings were made, the curiosity of the Bengeradi drew more and more stowaways on these ships. Soon, the Bengeradi learned and grew, and soon developed their own ways off their planet. They're now a common sight in the streets all over the Dominion of Sovereignities. Some have developed into wealthy businessmen over the last several decades. The Bengeradi are considered the most successful species in the Dominion of Sovereignities.

Senses

All the Bengeradi's senses are highly developed. They have natural Night Vision, like Yazirians; smell is like Osakars'.

Speech and Languages

The Bengeradi have no problems with Pan-Gal Common, or any of the Dominion of Sovereignities languages. The Bengeradi language, Soloc, is a primitive array of hand movements and short phrases.

Attitudes

The Bengeradi show a great deal of respect to the "sky comers" (Any spacefaring species). They never feel worthy of the praise they receive for their accomplishments, because they "are not the ones who conquered the skies with the grand ships of flight and the weapons of fire and light." The Bengeradi today find it hard to accept a modern weapon as a gift, or to buy a modern weapon unless totally necessary, because they do not feel worthy to possess such power. The Bengeradi never take a weapon from a dead victim, even if he killed it. The dead are sacred to them, and every time the Bengeradi loose a friend to death, they perform their Ritual of Passage, a sacred ritual of death (which only takes 10 minutes.)

Of all the races in the Frontier-Rim-Dominion of Sovereignities sector, the Halogai' are the most respected by the Bengeradi, for they feel that the Halogai' are their "lost brothers from Coladia", a legend which involves a pride of Bengeradi that were lost centuries ago adventuring into a section of their homeworld known as Coladia. The legend said they were taken up into the sky. The Halogai' find the Bengeradi feeble and useless, and sometimes down right annoying. They don't want the respect they get from the Bengeradi, and prefer if they would just leave them alone.

Social Structure and Standards

The Bengradis' basic social unit is a nuclear family, with the male as the supposed leader and the female making the decisions (like in the Halogai' society). The families all gather in prides, similar to the Torani packs, where the Elders rule. The Bengradi government on the home planet is presently based on a feudal system, with a king and queen ruling. The Bengradi are only just starting to colonize, after trading mining rights on the homeworld with the Halogai'.

The Grahza system is an extremely mineral rich system, with an inner and an outer asteroid belt and several mineral rich worlds. The Directorate would have been worried about any other species taking advantage of the system, but entrusting it to the honorable Halogai' as a client system was the safest thing the Direstorate could do. However, some within the Bengradi government don't believe the Halogai' honor, and plot to separate from their client-ship.

As mentioned previously, it is a common tradition among the Bengradi to pay tribute to their dead friends through their Ritual of Passage. This has been a tradition for many centuries among the Bengradi. It is also tradition for all Bengradi to carry their Family crest of their weapons.

Racial Abilities

Hunting Instincts: The Bengradi have a keen sense of hunting instincts, which allows them to do a variety of things. Spot Hidden: Roll on column $+ \{INT/20\}$ to spot any hidden object in vicinity.

Sense Presence: The Bengradi cannot be surprised, in the traditional way. They would feel the presence of an approaching being, and know its intentions before they had a chance to surprise them. Some species have psi-abilities which dampen this "presence", which allows for surprise of a Bengradi.

Fur Armor- The Bengradi, have 5 points of natural armor (For Impact Type Damage Only) because of their fur. This means anytime an Bengradi is hit it subtracts 5 points from any damage taken.

Claws- The Bengradi have a +5 Points of Damage Modifier to their punching score when the PC specifies that he is going to scratch.

ALTERNITY Conversion

Bengradi

| Ability Score Range | |
|---------------------|-------|
| Ability | Range |
| STR | 4-14 |
| DEX | 6-15 |
| CON | 3-13 |
| INT | 6-16 |
| WIL | 5-14 |
| PER | 3-13 |

| Free Broad Skills | |
|-------------------|---------------|
| Ability | Skill |
| Strength | Athletics |
| Strength | Melee Weapons |
| Constitution | Survival |
| Intelligence | Knowledge |
| Will | Awareness |
| Personality | Interaction |

Special Abilities

Hunting Instincts: The Bengradi have a keen sense of hunting instincts.

- 1 Step to Awareness checks while in a hunting situation
- 1 Step to Investigate: Tracking checks

Sense Presence: It is very difficult to surprise a Bengradi. They sometimes feel the presence of an approaching being, and know its intentions before they have a chance to surprise them.

- 2 Step to Awareness: Intuition for Surprise situations

Primitive Culture: Young Bengradi start out somewhat overwhelmed by the technology of the more advanced races, but adapt well. For Bengradi at Achievement Level 1 until Level 3, they have a +2 Step to use any technology above Progress Level 4. After 3 and until 6, the penalty drops to +1 Step. After 6, no penalty.

Natural Armor - Fur: The Bengradi have natural armor (For Low Impact Type Damage Only). d4+1 LI/0 HI/ 0 En

Natural Weapons - Claws: The Bengradi have natural claws that can be used as weapons. They are retractable. On a successful Unarmed Attack - *brawl* or *power martial arts*, they do d4-2w / d4-1w / d4w (LI/O).

Candrosian

Physical Description

The Candrosian are a horned, hexapodal, tailed centauroid species. Four limbs are used for locomotion, and the remaining two for manipulation. They have a thin-fur layer over a leathery plated skin. They stand on two set of legs, with an extended lower torso and a tail, but also with a full abdomen, upper chest and two arms of a humanoid, with a head vaguely reminiscent of a cross between a terran mountain ram and a terran rhinoceros . The head is a massive conglomeration of the rhino-like head and the curled horns of the ram. The Candrosian walk on the soles of their feet, unlike the Torani and the K'Dasi, which walk on their toes. A Candrosian, male or female from head to tail tip are usually between 240 cm and 300 cm long.

Average Size: 2.5 m long, 2.3 m tall.

Average Mass: 272 kg

Average Life-span: 180 yr.

Reproduction: Heterosexual, viviparous

Body Temp: 39 degrees C

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Candrosian | +20 | -10 | 0 | -10 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Candrosian | 20 | 60 | 10 |

Historical Details

The Candrosian were one of the Big Four races to form the first Dominion of Sovereignties. The Candrosian Sovereignty, at that time, was made up of 400 star-systems. The Candrosian Sovereignty is a republican democracy, and has been for thousands of standard years. The Candrosian homeworld, Candrosi, is another planet very similar to Earth. It's gravity is .98 times that of Earth.

Senses

The Candrosian have senses that are comparable to Humans. No special senses.

Speech and Languages

The Candrosian can easily speak Pan-Gal Common. There are only two other major languages among the Candrosian.

Zat'Cha

Zat'Cha, is spoken primarily on the homeworld and on those Candrosian worlds that did not fall out of communication with the homeworld during the Dark Ages.

Zen'ri

Zen'ri, is spoken primarily on those worlds that did fall out of communication with the homeworld during the Dark Times following the Dominion of Sovereignities-Expanse Wars. They have only recently rejoined the mainstream of the Dominion Supreme Directorate.

Attitudes

The Candrosian are very friendly to most races, although they do joke about the "bipedal savages" referring to any bipedal race. They are a little hesitant towards Vrusks and Osakars, because of their appearance, but in time, the Candrosian do get used to their presence. After all, the Frontier is a relatively new ally, and the races are new to the Dominion of Sovereignities. The Candrosian center on pleasure seeking, and physical strength, with one never prevailing over the other.

Candrosian have always viewed the races with fewer limbs than them as "less developed", however, many of these species have proven worthy in battle, so they accept the difference with an underlying reluctance. Candrosians are gruff, sometimes short and to the point. Few things are gray to them, many things are simplified to two choices. They carry this philosophy to a fault, at times, and many other species have hard times living in Candrosian controlled societies.

Social Structure and Standards

The Candrosian basic social unit is the monogamist nuclear family with two adults and offspring. The male is the head of the household. The family unit is the most protected unit. If an individual Candrosian has no family, it adopts his closest friends as a family. The individual Candrosian can even adopt non-Candrosian as a family until he find a a real family. The Candrosian birthrate is very low, only barely keeping their society at a stable level. Every 5 or 6 generations, however, they have population "spurts", but otherwise, their population is very tightly controlled by nature itself.

Candrosian society, from the outside looking in, may look barbaric, and sometimes savage. However, there is a lot of tradition, and honor in their society. The Candrosian have a long period on intra-species wars, political battles, and near-genocide, but they feel they have moved on beyond that. They have come to grips with their more "savage" side, integrated it into their society, while still maintaining an advanced civilization.

The Candrosian believe in Justice by the strongest, in many cases. It may seem unjust to many, but the by-product is a faster evolution of their species by eliminating the weaker element in these contests. Gladiatorial combat is not uncommon, stemming from the species early instinctive habit of ramming heads together when a challenge came across. Many things are simply decided by who is the strongest.

Common Candrosian Names - The naming system goes as follows: (Family Name) (Given Name). **Family Names:** Tak'Chema, Bit'Shara, Shlikag'Ta, Agga'Shla, Raga'gik. **Given Names:** Zekeer, Banlet, Salak, Siraz, Uktak'Ta, Yast'Takg

Racial Abilities:

Skin Armor: Candrosian have a thick layer of leathery plates, which add to their ability to absorb damage. Armor Value: 9 points of Impact & Energy.

Tail Attack: Candrosian can use their tail as an extra attack in melee. In the case when a PC's Weapons: Martial Arts is higher than the Tail Attack Martial Arts, use the higher value in a tail attack. **DMG:** 8+PS **Specialization skill** in Weapons: Martial Arts (Tail Attack) Level [1d3].

Ram Attack: Candrosian, when enraged in battle, can attack by running at full speed and ramming a target. It quite a devastating attack. **Specialization Skill:** Weapons: Martial Arts(Ram Attack) Level [1d3]. **DMG:** 14+PS.

ALTERNITY Conversion

Candrosian

| Ability Score Range | |
|---------------------|--------|
| Ability | Range |
| STR | 6 - 16 |
| DEX | 3 - 13 |
| CON | 6 - 15 |
| INT | 4 - 14 |
| WIL | 3 - 12 |
| PER | 4 - 14 |

| Free Broad Skills | |
|-------------------|---------------|
| Ability | Skill |
| Strength | Athletics |
| Strength | Melee Weapons |
| Constitution | Stamina |
| Intelligence | Knowledge |
| Will | Awareness |
| Personality | Interaction |

Special Abilities

Natural Armor - Skin : Candrosian have a thick layer of leathery plates, which add to their ability to absorb damage. d4+2 LI / d4 HI / d4-1 En

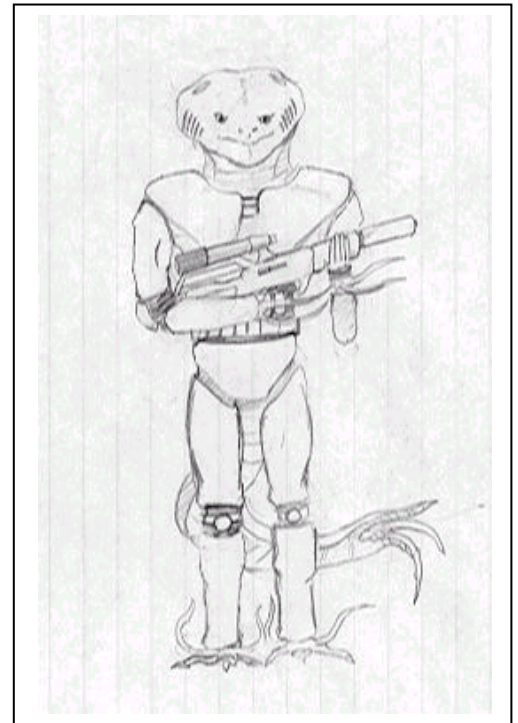
Natural Weapons - Tail : Candrosian can use their tail as an extra attack in Unarmed Attack - *brawl* or *power martial arts*. This can act as a third attack in a multiple action attack. Damage: d6+2s / d4+1w / d4+2w (LI/O)

Natural Weapons - Ram Attack: Candrosian, when enraged in battle, can attack by running at full speed and ramming a target, in an Unarmed Attack - *brawl* or *power martial arts*. Damage: +d6s to Unarmed Attack Damage and the target is knocked down (thrown on an Amazing result).

Dara'ılan

Physical Description

The Dara'ılan are a very unique race as far as appearance goes. A certain Alliance xenobiologist described them as a "a humanoid mixture of a terran turtle, a shark and a octopus". Evolving from amphibious mammals, all Dara'ılan are able to breath underwater as easy as in normal atmosphere. They are usually between 1.8 meters and 2.5 meters tall, an extremely large race. They are a carbon-based humanoid species, with a body comprised of an enlarged turtle-like head, shark like air-slits on the sides of it, two arms and legs, and a torso and abdomen,. Their feet are four pronged claws, with three tentacle-like appendages hanging out the ankle area. They have two of the same tentacles protruding out their wrists. They have, what xenobiologists call "two and a half hearts". If the two are damaged, the third half-heart will keep the Dara'ılan alive in a coma state until medical treatment is received. Average life span of the Dara'ılan is 400 standard years.



Average Size: 2.2 m

Average Mass: 184 kg

Average Life-span: 400 yrs

Reproduction: Heterosexual, oviparous

Body Temp: 33 degrees C

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Dara'ılan | +15 | -10 | +10 | -15 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Dara'ılan | 15 | 35 | 6 |

Historical Details

The Dara'ılan had a large empire for centuries in their own sector of space, until the Siriusian-Sathar Union Expansion Wars destroyed it and their homeworld. In a huge exodus, a major part of the Dara'ılan population escaped while the last of their Imperial fleet held back the Siriusian Fleet. They made a long trek across the cosmos to many systems, including Daladan Remis, to take refuge.

Senses

Dara'llan have highly sensitive hearing senses and smelling senses. Their eyesight is slightly below human standards, and everything else is the same.

Speech and Language

Dara'llan have their own language that no other race has mastered. Most of the language is unheard by human ears because of the high frequency nature of the language, which is called Biss'i. The language consists of high pitch screeches and, low guttural pops, all forming a very complicated form of communication. Most standard polyvoxes or Trans-Comps can not translate it without special modifications. Dara'llans have some trouble with Pan-Gal Common, so most speak with a very thick accent. Most of the time though, they get their point across.

Attitudes

Dara'llans have a strong distrust of Siriusians, but the Que'Sha (those Siriusians who chose to fight their own kind and help out the victims) are very trusted and considered brethren by the Dara'llan. There is no extreme dislike for any other race in the Dara'ilan people, and with the human especially, they seem to have a strong tie.

Social Structure and Standards

The Dara'ilan basic social unit is a polygamist family, with the female having many husbands and many offspring. The offspring are hatched from eggs that are submerged in a pond or any body of fresh water. They stay there until 3 standard years after birth, when it metamorphoses into the mature form.

The Dara'ilan society, after their conquering, centered on the survival of their species. Although the majority of the population is on Polomegan fighting a war with the Humans against the Nazodani, they still center on the reviving of their species after a near annihilation. A family with many children is very highly respected.

The Dara'ilan have an almost unmatched talent for military tactics and strategies on a large or small scale. They took the Daladan Remis situation as a challenge. When a Dara'ilan sees a challenge, they are the first to attempt a solution and usually, it works.

The Dara'ilan also have a strong honor code when it comes to friends and allies. There is nothing they won't give up or do for a proven and trusted friend.

Racial Abilities

Breathe Water: All Dara'ilan can breathe underwater as easily as they can breathe air.

Camouflage: All Dara'llan can change the color to match its surrounding at will. From dark, shadowy greys and blacks to bright sea greens and blues.

Claws & Tail Attack: Dara'llan get +4 points to Punching Score and an extra attack when the PC wishes with the tail at $\{\text{DEX}/2\}\%$ chance. Target must roll a RS check to escape a grab, if the attacking PC wishes to grab with his three-tentacle tail. Specialization in Weapons: Martial Arts (Tail Attack) Level [1d3]. In the case when a PC's Weapons: Martial Arts is higher than the Tail Attack Martial Arts, use the higher value in a tail attack. On a Green success or better, the PC has successfully grappled with the three tentacles at the end of his/her tail.

Tactics Skill Level [1d3]. Success Rate: Skill Level. It is rolled in combat situations, when the Dara'llan PC is with a group or party. Upon success, the Dara'llan has a certain amount of Dice Modifying points, in a Dice Modifying Pool, Maximum equal to the Dara'llan PC's LOG/2, modified by the Result Color, i.e. Cobalt - use full Pool; Blue - use 3/4 Pool; Green - use 1/2 Pool; Yellow - use 1/4 Pool. The Dara'llan can use this Dice Modifying Pool to benefit anyone in the Group he chooses, by applying points to the PCs Dice Roll as negative modifiers, before the Roll. The PC rolls and subtracts the points allotted to him/her by the Dara'llan PC from the Roll.

ALTERNITY Conversion

Dara'Ilan

| Ability Score Range | |
|---------------------|--------|
| Ability | Range |
| STR | 6 - 16 |
| DEX | 5 - 15 |
| CON | 4 - 14 |
| INT | 3 - 13 |
| WIL | 3 - 13 |
| PER | 4 - 12 |

| Free Broad Skills | |
|-------------------|-------------|
| Ability | Skill |
| Strength | Athletics |
| Dexterity | Vehicle Ops |
| Intelligence | Knowledge |
| Intelligence | Tactics |
| Will | Awareness |
| Personality | Interaction |

Special Abilities

Amphibious: All Dara'ilan can breathe underwater as easily as they can breathe air.

Camouflage: All Dara'ilan can change the color to match its surrounding at will. From dark, shadowy greys and blacks to bright sea greens and blues. -1 Step to Stealth - *hide* rolls.

Tentacle Manipulators: The Dara'Ilan have tentacle on the wrists ankles, and tail, which help in climbing (-1 Step to Athletics - *climb*). They also can hold or grip things, or increase the character's grip on a particular item. It's difficult to cause a Dara'Ilan to drop something. For a short period of time, a Dara'Ilan can hang from his own tail (Stamina - *endurance*, 5 minutes / 10 minutes / 30 minutes).

Natural Weapons - Claws: On a successful Unarmed Attack - *brawl* or *power martial arts*, they do d4-2w / d4-1w / d4w (LI/O). They are retractable.

Natural Weapons - Tail: On a successful Unarmed Attack - *brawl* or *power martial arts*, d6+1s / d4w / d4+1w (LI/O)

Halogai'

Physical Description

The Halogai' developed from a feline species of Child race, perhaps not too distantly related to the K'Dasi or the Bengradi. However, they evolved to much larger stature, physically, and much more aggressive. Halogai' are fierce furred humanoid felines, the males sporting a large furry mane and the females being taller than the males. The range in color from black to a mix of earthen colors to tan-brown. They are pure carnivores, never developing the digestive system to handle flora-based edibles. They are also tailed, like their other feline "brothers", both female and male sporting one that is usually 1/2 the length of their body.

Average Size: 1.8 m (male) 2.0 (female)

Average Mass: 75 kg (male) 90 kg (female)

Average Life-span: 180 yrs

Reproduction: Heterosexual, viviparous

Body Temp: 37 degrees C

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Halogai' | 0 | 0 | 0 | 0 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Halogai' | 15 | 45 | 8 |

Historical Details

The Halogai' homeworld, Haloga'as, is a human normal world with a surface gravity of 1.25 times that of Human-norm.

They were first encountered by the Urtoran Sovereignty late in the Rebirth era of the Diminution. They remained a "client" species of the Urtoran for several centuries, until the Uprising. The Halogai' did not have a representative in the Supreme Directorate, until 5 fy, after a short "war" with the Urtoran over their clientship. This war was more a political one than a military one, however, there were a few incidents. It proved to the Dominion that the Halogai' were a force to be reckoned with not only militarily, but also politically.

Senses

All the Halogai' senses are the same as human.

Speech and Languages

The Halogai' have no problems with Pan-Gal Common. They simply speak with extremely low voices. The modern Halogai' have only one language which is simply called Tongue.

Attitudes

The Halogai' are a honorable race. They thrive on honoring their parents and family. If one were to dishonor them or challenge the particular honor, the Halogai' would be forced to retaliate, which usually ends up in death. They also thrive on physical pleasure without abuse to the body (no drugs, alcohol, etc.). They believe in a healthy body, and do not respect those who abuse their body with artificial, and unnatural substances. They also respect courage, and inventiveness. However, honor is everything, to a Halogai'.

The Halogai' have no problems with any of the other races. They most respect the Humans for their ability to adapt and survive. The Bengradi is the only race Halogai' can not get along with. (See Bengradi: Attitudes).

Social Structure and Standards

The central unit in the Halogai'an Society is the nuclear family, the father being the figure-head leader, but the mother doing the majority of the tasks. Both are honored equally. The males are traditionally the warriors, but the females are traditionally the hunter/gatherers.

Halogai'an society is ruled by a High Council of Honored, populated with the most honored of all Halogai' (the ones with the longest names). The rule with wisdom and courage, with Halogai'san interests coming first above all else. There is no true equality of other species in the Halogai'an society, but there is mutual respect.

The Halogai' are represented well by their "Emperor and King", the most honored and influential of all Halogai' males. He is supported by his honored mate, the "Empress and Queen".

Names

The Halogai' measure honor through naming. At birth, young Halogai' are given a generic name representative of their birth order, like "second son of Gra'aalsh", Gra'salsh being the father. They are referenced that name until adolescence, where they must earn a name through a rite of passage chosen by the father. Once the rite is over, the young Halogai' chooses his first name.

Naming in a Halogai' never ends, however. Titles represent honor in the Halogai'an society. However, they can not be false titles. One must earn them properly. In a given life, a common Halogai' could have infinite titles. Some titles, at times, are collapsed into one larger one, but only neophyte beginners are without titles, and if a older Halogai' is without a title or only have one, they are considered dishonored.

Racial Abilities

Animal Telepathy- The Halogai' have the unique ability to communicate and read the thoughts of unintelligent creatures. Telepathy: Animals Level [1d3]./ Range: {INT}m

Claws- +5 points to Punching Score when attacking with claws.

Fur Armor- Most mammalian species have 5 points of natural armor (For Impact Type Damage Only) because of their fur.

ALTERNITY Conversion

Halogai'

| Ability Score Range | |
|---------------------|--------|
| Ability | Range |
| STR | 6 - 15 |
| DEX | 6 - 16 |
| CON | 4 - 12 |
| INT | 4 - 14 |
| WIL | 4 - 14 |
| PER | 4 - 14 |

| Free Broad Skills | |
|-------------------|----------------|
| Ability | Skill |
| Strength | Unarmed Attack |
| Dexterity | Vehicle Ops |
| Constitution | Stamina |
| Will | Awareness |
| Personality | Interaction |
| Personality | Telepathy* |

Special Abilities

Animal Telepathy- The Halogai' have the unique ability to communicate and read the thoughts of unintelligent creatures or animals. -1 Step when attempting Telepathy with an animal.

Natural Armor - Fur: Like furred mammalian species, the Halogai' has natural armor. (For Low Impact Type Damage Only). d4+1 LI / 0 HI / 0 En

Natural Weapons - Claws: On a successful Unarmed Attack - *brawl* or *power martial arts*, they do d4-2w / d4-1w / d4w (LI/O). They are retractable.

Fast Movement: When calculating Combat Movement, the Halogai' get a +2 modifier to the STR+DEX total.

K'Dasi

Physical Description

The K'Dasi evolved from a felinoid species, on their homeworld of K'Das. They appear as humanoid felines, shorter than the average human, and can vary in fur color, from pure whites or gray, to stripes, to patches. They also have tails that are usually about 1/2 to 2/3 the length of their body. They are similar in appearance to old Earth domestic felines, even in attitude. Some say they descended from the same feline species of the Child Races as the Halogai', however, the Halogai' Sovereignty refuses to admit this. They are bipedal, but can run faster on all fours if necessary. They are also quite agile.

Average Size: 1.2 m

Average Mass: 75 kg

Average Life-span: 165 yr.

Reproduction: Heterosexual, viviparous

Body Temp: 39 degrees C

(* Because of the K'Dasi's small size, they cannot use any weapons larger than Short Rifle unless mounted in some way (vehicle or tripod))

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|--------------------|-----------------------|----------------------|-----------------------|-----------------------|
| K'Dasi | -5 | +5 | -10 | +10 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|--------------------|-----------------------------|----------------------------|------------------------------|
| K'Dasi | 15 | 45 | 8 |

Historical Details

The K'Dasi's homeworld has a gravity of 1.21 times Standard Gravity, and atmospherically is human normal. It is typically cooler than human standard, with a longer winter period, and a shorter summer period. The planet's year is 405 days long.

K'Dasi became a member species of the Dominion of Sovereignties during the late years of the Sovereignties Expansion, during the First Uprisings. It was the appearance of these species that started the uprising and strong anti-Big Four sentiments. During this time, both the Candronian and the Torani both tried to subjugate the K'Dasi, seeing them as a barbaric lesser species not worthy of acceptance to the Dominion. However, the K'Dasi, through their incredible talents of cunning and deception, were able to fend off all attempts at subjugation. As a result of

sponsorship from their Skaniis allies, they were accepted as first a client species to the Skaniis, and then later accepted as a Sovereignty, early in the years of the first Prosperous Times.

Throughout their history, the K'Dasi's social development can be best described as the same as their day to day attitude - laid back. They detest making things complicated, so their governmental system was always simple. They have a finesse for avoiding bureaucracy. For all outward appearances, however, it seems like chaos and anarchy. On their homeworld and on all their colony worlds, there is a Council of Elders, which advises each family or clan. Each "ruling" clan has members of the Elder Council. Only the most powerful clans have members, and the membership of the Council fluctuates on a regular basis. From the outside, it seems like total anarchy, but in reality it has worked for many thousands of years.

Senses

The K'Dasi have an incredible sense of hearing. They can hear twice as well as any human. They are usually the first to hear anything in the group.

Speech and Languages

The K'Dasi speak Pan-Gal common with slight difficulty, but they are comprehensible. Languages common to their species have died out, and in fact, on the two hundred K'Dasi worlds there are over eighteen hundred mutually incomprehensible languages and over thirty thousand distinct dialects.

Attitudes

The K'Dasi attitude is best represented by the species' hero image, the harlequin or prankster. They have a passion for physical pleasure and relaxation, and they respect a good sense of humor and a quick wit. They also respect a person of good character. They are the "rebellious teenager" species when it comes to government. As said, they despise complications, and prefer the simple way of doing things (even if it's not the right way).

However, on the darker side of K'Dasi society, there are others that encourage the adherence to another hero image: the assassin. The K'Dasi are the best assassins in Allied Space. This following is kept extremely secret within the K'Dasi society. The secret assassin guild of the K'Dasi is called the Hissska, and they specialize in "mouse-trap" style booby-traps to kill their prey. About these contraptions, one would say "If it wasn't so deadly, they'd actually be funny...".

The K'Dasi are treated as the biggest pain in the @\$% in the universe, but they are tolerated in great degrees. They have no problems with most of the species in the F-R-D region, unless they seem "too serious". In any serious situation, they always have a practical joke or a witty comment. Sometimes their practical jokes aren't too bad, but at other times they can be considered overboard.

Social Structure and Standards

It is socially acceptable for a single K'Dasi to have many mates, and to even mate outside its clan. The K'Dasi tend towards a equi-polygamous society, where it is acceptable on both sexes are allowed multiple partners. Some K'Dasi might show preference to one mate or two for a long period of time, but in general, there is no social morals tying them to any particular mate. This balance between the sexes exists throughout the K'Dasi society. The resulting children usually align with the which ever clan is the most powerful between the father and the mother. However, the parent does not have an obligation to breed within either clan (avoiding the traditional inbreeding problem).

This clan system forms a similar structure to the Torani noble pack system. This is also another reason why there is such a strong rivalry between the two species. However, they view the Torani packs as too serious and too complicated.

The Torani-K'Dasi rivalry has lead to rumors about the K'Das Conglomerate (the name given to the K'Dasi sovereignty) being involved in certain rebellions started by Torani rebel packs, against the Torani government. However, this is only a rumor.

Common Names

Names should be heavy in vowels, and multi-syllabic.

Racial Abilities

Move Quietly- The K'Dasi can surprise anyone, including the Bengradi. With the proper roll, the K'Dasi can sneak so quietly, they can even surprise one of their own species. Free Skill: Stealth Level [1d3]

Climbing- The K'Dasi have a natural ability to climb. Instead of buying the skill, they roll on the 'X' column.

Claws- MAX DMG: 6+PS

Fur Armor: K'Dasi have 3 point of Fur Armor.

ALTERNITY Conversion

K'Dasi

| Ability Score Range | |
|---------------------|--------|
| Ability | Range |
| STR | 4 - 14 |
| DEX | 6 - 16 |
| CON | 4 - 11 |
| INT | 4 - 14 |
| WIL | 4 - 14 |
| PER | 4 - 14 |

| Free Broad Skills | |
|-------------------|------------|
| Ability | Skill |
| Strength | Athletics |
| Dexterity | Acrobatics |
| Dexterity | Stealth |
| Constitution | Stamina |
| Intelligence | Knowledge |
| Will | Awareness |

Special Abilities

Move Quietly: The K'Dasi can surprise anyone, including the Bengradi. With the proper roll, the K'Dasi can sneak so quietly, they can even surprise one of their own species. 2 Step to Stealth rolls

Climbing: K'Dasi have an incredible climbing ability.-1 Step to Athletics - *climb* rolls

Natural Armor - Fur: Like furred mammalian species, the K'Dasi have natural armor. (For Low Impact Type Damage Only). d4-1 LI / 0 HI / 0 En

Natural Weapons - Claws: On a successful Unarmed Attack - *brawl* or *power martial arts*, they do d4s / d4-1w / d4w (LI/O). They are retractable.

Fast Movement: When calculating Combat Movement, the K'Dasi get a +2 modifier to the STR+DEX total.

Que'Sha

Physical Description

The Que'Sha or Siriusians, which they are sometimes called, descended from a species of enormous land snakes. They are usually 250 cm to 400 cm long, from head to tail-tip, with nearly 1/2 of the length being the torso and the head and the other half being a long tail with no legs. On the torso is a humanoid chest with two pairs of arms. The head is human in size and has a horn crest across its forehead. Its body is made up of large tough scales. On each hand are claws. The Que'Sha, being descended from snakes, have rows of fangs in their mouth.



Average Size: 3.25 m (1/3 head & torso)

Average Mass: 120 kg

Average Life-span: 225 yrs

Reproduction: Heterosexual, oviparous

Body Temp: 32 degrees C

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Que'Sha | +5 | 0 | -10 | +5 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Que'Sha | 12 | 32 | 5.5 |

Historical Details

When the Siriusians started their route of tyranny, the fascist snakes had no problems. But slowly, a group of Siriusians, calling themselves the outlawed name of their peace-loving ancestors, Que'Sha, began to rebel against the tyranny of the Siriusian war machine. They saw fellow races suffering, and had pity on them. The fascist snakes lacking this quality greatly, were stripping planets of their water and livestock. Millennia ago, their home planet was wiped out by a collapsing star. They new about the eminent danger and prepared for it. They conducted a huge exodus, much like the Saurians did in their huge Mother ships. They moved to other planets, sapping them of their resources, and leaving them dead. But the Que'Sha helped the resistance that naturally developed on these plundered planets. Some resistance groups were even successful. When the Siriusians stumbled upon the striving Sathars, the Siriusians had a renewed vigilance.

Thus was born the Siriusian Sathar Union War, or the Third Sathar war, which ended with the near destruction of the Sathars as a race, and the destruction of the Siriusian war machine. The Que'Sha were spared for their help in the war, and now their population is nearly 600,000, all peace-loving allies to the Frontier-Rim-Sovereignty sector.

Senses

The Que'Sha are not used to bright light, so like the Yazirians, they wear sun glasses. They also have a very acute sense of smell.

Speech and Languages

The Que'Sha speak their native tongue, Hygris, in toned hisses, like the Saurians. They speak Pan-Gal perfectly, but with a little resounding guttural echo behind each word.

Attitudes

Que'Sha are mysterious, and often mistakenly mistrusted. They are constantly trying to make up for the evils of the brethren. However, they respect all life, and make it a goal to tolerate all species of the FRH region, no matter their quirks. However, some recent problems have arisen because so many of the Dominion species look like food to the Que'Sha.

Most Que'Sha are expert diplomats, attempting at all times to garner deals to allow for more individual rights. However, violence is not beneath them, and waging war is another thing the Que'Sha does well.

Social Structure and Standards

The Que'Sha despise tyranny, like the Saurians. They prefer a more organized society that is cooperative with its people, and is aware of their rights. The Que'Sha society centers on an individual's right to freedom.

The Que'Sha basic social unit is the nuclear family, with many offspring. They do not believe in clans, or the like. They believe a family is all that is needed. They have their own set of gods for everything, like the Romans or the Greeks, and worship them devoutly. Science is also an important area of knowledge to them also. They respect those who are not power hungry, but are happy with what they have.

Racial Abilities

Spit Poison- The Que'Sha, being descended from snakes, have the ability to spit poison. The character must choose a type of poison from the list. The range is always at the most 2 meters. SUCCESS RATE: {DEX/4}% The Que'Sha can only spit {STA/10} times a day.

Types of Poisons

- **Blinding Poison-** This poison blinds the victim. He must make a roll of $1/2 \times \text{STA}$ or the victim is blinded permanently. If the roll is made, the victim is blinded for 2d10 hrs, and is in great pain during that time.
- **Nerve Poison-** This stuns the character for a limited amount of time. Stunned for 2d10 turn
- **Lethal Poison-** This poison just takes off Stamina points. DMG: S10/T(1d10)
-

Tail Attack- The Que'Sha can easily attack with their tail. Specialization in Weapons: Martial Arts (Tail Attack) Level [1d3]. In the case when a PC's Weapons: Martial Arts is higher than the Tail Attack Martial Arts, use the higher value in a tail attack. Must be within 1.5 m of the Que'Sha. DMG: 6+PS

Scale Armor- 7 points of natural armor to impact and energy.

ALTERNITY Conversion

Que'Sha

| Ability Score Range | |
|---------------------|--------|
| Ability | Range |
| STR | 5 - 15 |
| DEX | 4 - 14 |
| CON | 4 - 14 |
| INT | 5 - 15 |
| WIL | 3 - 13 |
| PER | 3 - 13 |

| Free Broad Skills | |
|-------------------|-------------|
| Ability | Skill |
| Strength | Athletics |
| Dexterity | Vehicle Ops |
| Constitution | Stamina |
| Intelligence | Knowledge |
| Will | Awareness |
| Personality | Leadership |

Special Abilities

Spit Poison- The Que'Sha, being descended from snakes, have the ability to spit poison. The range is always at the most 2 meters. Use a *Dexterity* Feat for the skill roll to hit. The poison has certain effects.

- *Blinding* - If spit in the eyes, the poison blinds the victim. He must make a roll a successful Constitution feat or Stamina - *endurance* check or the victim is blinded until medical treatment. If the roll is successful, the victim just has a +3 step to all activity requiring sight.
- *Stun* - In general, the poison stuns the character for a limited amount of time. If the poison hits the person anywhere, the victim must make a Constitution Feat check. On a Critical failure, d12s; Failure, d8s; Ordinary, d6s, Good, d4s, Amazing, no effect.

Natural Weapons - Tail Attack- The Que'Sha can easily attack with their tail. On a successful Unarmed Attack - *brawl* or *power martial arts*, d6s / d6-1s / d4w (LI/O)

Natural Weapons - Fangs: On a successful Unarmed Attack - *brawl* or *power martial arts*, they do d4-1s / d4-1w / d4w (LI/O). They are retractable.

Natural Armor - Scales: d4 LI / d4-1 HI / d4-2 En

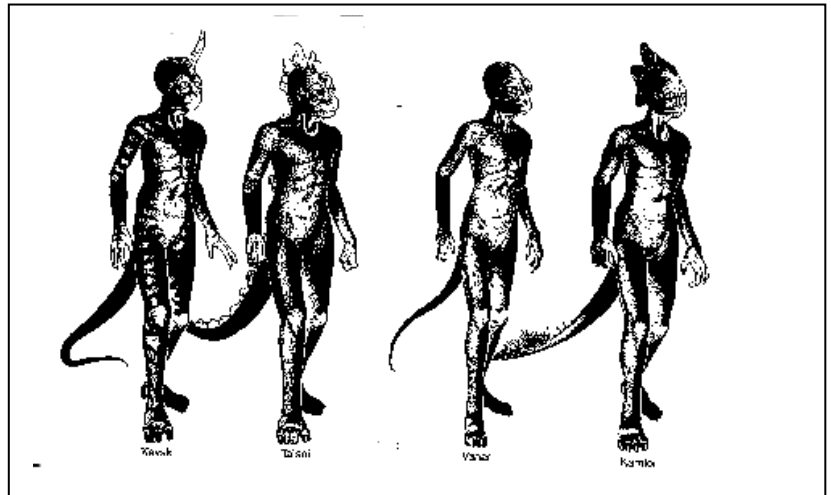
Carnivorous: Que'Sha eat strictly meat, preferably live or freshly killed,

Special Movement: Que'sha Slither, not walk. In some places that may be advantageous while in others not.

Saurians*

Physical Description

Saurians are bipedal reptilian humanoids that stand usually 210 cm tall. Each of them has two hands, each with three fingers and an opposing thumb. Each foot has four toes. The feet and hands are webbed. Saurians have small scales, as per their reptilians ancestry, but they are warm-blooded like mammals. Saurians are omnivorous and have flat teeth.



Being semi-aquatic creatures, Saurians feel at home both above and below water. As part of their aquatic adaptation, Saurians have a gill slit on each side of their throats which filter oxygen out of fresh and salt water. Saurians also possess underwater vision of exceptional quality.

Average Size: 2.1 m

Average Mass: 100 kg (male) 90 (female)

Average Life-span: 240 yrs

Reproduction: Heterosexual, oviparous

Body Temp: 26 degrees C

* --> Vanar are 15 kg lighter on average.

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Saurian | +10 | -10 | 0 | 0 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Saurian | 10 | 30 | 5 |

Saurian subraces

The Saurians evolved from highly adaptive creatures called land dragons. This creature is found on many parts of the Saurians' homeworld, Kischen. These creatures evolved into four known subraces of the Saurians: the Kavak, the Kamier, the Talsoi, and the Vanar.

The Kavak: These Saurians have green scales, a long tail, and a short, curved horn protruding from the top of their skulls. The horn varies in color from one Kavak to another (from white to green). It is light-colored at birth and darkens with age. This horn can be used as a weapon. (MAX DMG: 8)

The Kavak evolved from a grassland-dwelling land dragon that used the horn for defense and the green coloration for camouflage.

The Kamier: While the other subraces have small but visible scales, the Kamier have the appearance of smooth skin, their scales being visible only by magnification. Coloration is green to green-brown. This variety of Saurians also sport a large crest of red or orange skin that runs from the base of the neck to the tip of the skull. The tail of the Kamier is covered with horny spikes. Tail Attack: MAX DMG: 6. Another unique feature of the Kamier subrace is its snout, which is much shorter than those of the other races, being almost flat.

The Kamier evolved from a swamp-dwelling land dragon that had to contend with particularly dangerous predators. The head crest, which resembles a native marsh plant, was used to help the Kamier with concealment.

The Talsoi: A Talsoi has beige to dark brown scales, a heavy tail (Tail Attack: MAX DMG:6), and a horny ridge running from its extended snout to the tip of the tail. They developed from the forest and plains dwelling land dragons that used the coloration for camouflage. Talsoi prefer fresh water.

The Vanar: Vanar are bright to dark green and have a very narrow whiplike tail (Tail Attack: MAX DMG: 8). They are descendants of the land dragons that were native to the jungles and rain forests of Kischen. Vanar have thin limbs and are lighter than the other subraces.

Average Mass: 90 to 100 kg

Historical Details

The Saurians hail from the planet Kischen, an oceanic world many light-years from the Frontier. For a time they lived in peace enjoying profitable trade with nearby races. Soon, however, the Sathar-Siriusian Union became aware of the Saurians and regarded them as both a threat and a challenge to overcome.

The Union descended in waves on the unsuspecting planets, during the Fifth Expansion of the Dominion, and the Third Sathar War in the Frontier. The Saurians, unused to full-scale war, fought bravely against their invaders, but to no avail. With their defenses decimated and racial destruction imminent, the Saurian government prepared dozens of starships to transport hundreds of thousands of citizens on a large-scale exodus to a new world. To save as many beings as possible, all of the starships were filled to capacity with passengers placed in stasis.

The majority of the computer-guided vessels were launched in the direction of the F-R-D sector, although some ships were sent in other directions. The Saurians had earlier intercepted radio signals from the Frontier that were part of a plan by the Pan-Galactic Corporation to contact other sentient races in hopes of developing more interstellar trade. The Saurians did not send all of their ships in that direction, lest the signals proved to be a Union trick.

The main body of the Saurian starships eventually entered the Theseus system and were intercepted by alerted UPF vessels. Only a few thousand Saurian were released from stasis at first, until space could be found on other worlds on which they could settle. By 155 fy, two hundred thousand Saurians lived and worked throughout the Frontier, but nineteen Saurian starships (with over 500,000 colonists aboard, in stasis) remained in solar orbit at Theseus. Finding space for these beings was a problem, though plans were underway to ship them to Lossend (Timeon). By the end of the Frontier First Expansion, all Saurians were released, and at present, populating the entire Alliance sector at about 200,000,000.

Senses

Saurian senses are roughly equivalent to those possessed by Humans. They have a slightly more acute sense of vision and, as noted before, can see well underwater. Saurians do have a more acute sense of smell than humans, about equal to a Vrusk's.

Speech and Languages

Saurians are able to speak in the same manner as Humans, and many can communicate in Pan-Gal common, Human, and Yazirian languages with ease. Saurians tend to lisp. When angered the Saurians hiss loudly and bear their teeth.

The Saurian language, Tessa, is a series of hisses specially toned to create a distinct language.

Attitudes

Saurians are respectful of the other races, but they are particularly fascinated by the Dralasite. They respect Vrusks for their drive, but find it hard to acquaint with them. Humans and Saurians get along well. Yazirians are another matter. Though Yazirians and Saurians are alike in certain social, political, and family matters. The Saurians find the former rude, insulting, and pushy. They also find the Korli extremely uptight and rude.

Social Structure and Standards

Saurians stress two beliefs above all others in their society: individuality and freedom of choice. Having an uncaring attitude for authority, Saurians detest dictatorships and prefer very loosely structured governments, though they will obey it if convinced it is for the common good. Their belief in self-reliance made it hard for the Saurians to accept the

aid of the UPF at first. They really had little other choice, though. Saurians in the Psycho-Social field will not hypnotize unwilling beings. Only the most evil and vile Saurians would do so.

Saurians have large, extended families. Because their young develop so rapidly (reaching adult size in five years), "nuclear families" would be short-lived. Education and socialization of the young are handled within each clan, or svik which may consist of hundreds of individuals living within the same general area. Saurians are inter-fertile despite their racial types, and a svik may have members of all four subraces within it. Svika may compete with each other over business or personal matters, but violent crime among them is almost unknown. They are too aware of their own near extinction as a race from the Union attacks.

Saurians are extremely touchy about comments regarding them as a species. Any insult against a single Saurian is easily taken as a slur against the race as a whole, even if the Saurian in question belongs to another svik. Saurians tend to be overprotective of their fellow clan members, even as they recognize the importance of standing on one's own two feet. This causes such stress for them that they will not willingly discuss it with someone of another species.

Saurians are something of a paradox to other races, as they are both gentle and kind as well as vengeful and brutal. Among friends and svik, Saurians are pleasant, cheerful, and absolutely loyal. But in the presence of a hated enemy, a Saurian rage and fury can be frightening (although Saurians do not receive any bonuses for rage in combat). A wrong done to a Saurian will not be forgotten by any of them, and making amends can be difficult.

The horrifying losses that they took in their war with the Union have made Saurians a militant race. They tend to purchase large quantities of arms. Groups of them have expressed interests in creating their own military force, with which to raid leftover Union bases and ships. They hope to someday return to their homeland and retake it from the Union unit that is still occupying it. For cultural reasons, Saurians prefer polearms over all weapons, although they do use other weapons.

Saurians have from three to four names. The first two are common and svik names. If the Saurian performed a certain important deed, he may receive an honorific to signify this accomplishment. The most important of all names, however, is the tarish satimu ("sacred name"), much like the Uquoi tradition (see Uquoi). According to Saurian religious beliefs, the tarish satimu is a part of the owner's very soul. Only the particular Saurian and his svik know this name. If someone else were to find out a Saurian's tarish satimu, it would be considered an insult of the worst kind, and the Saurian would attempt to regain his honor through a duel of some sort, usually to the death. This practice has eroded under contact with the races of the Federation, though sacred names are still considered very important.

Racial Abilities

Hypnotic resistance- Saurians are resistant to hypnotism.

Aquatic Breathing- The Saurian can swim underwater without a artificial gill suit.

Claws - +8 points to punching score for scratch.

Scale Armor- 8 points armor for both impact and energy.

** Originally published in Dragon magazine by TSR, Inc. Some information was modified to fit in my universe.*

ALTERNITY Conversion

Saurian

| Ability Score Range | |
|---------------------|--------|
| Ability | Range |
| STR | 5 - 16 |
| DEX | 3 - 13 |
| CON | 5 - 15 |
| INT | 4 - 14 |
| WIL | 3 - 13 |
| PER | 4 - 14 |

| Free Broad Skills | |
|-------------------|---------------|
| Ability | Skill |
| Strength | Athletics |
| Strength | Melee Weapons |
| Dexterity | Vehicle Ops |
| Constitution | Stamina |
| Intelligence | Knowledge |
| Will | Resolve |

Special Abilities

Hypnotic resistance: Saurians are resistant to hypnotism.

Aquatic Breathing: The Saurian can swim underwater without a artificial gill suit.

Natural Weapons - Claws: On a successful Unarmed Attack - *brawl* or *power martial arts*, they do d4-1w / d4w / d4+1w (LI/O). They are retractable.

Natural Armor - Scales: d4 LI / d4-1 HI / d4-2 En

Skaniis

Physical Description

The Skaniis are mammalian humanoid aliens that remotely resemble a cross between the Terran badger and a chipmunk. Their fur ranges in color from dark brown to a tan brown, usually as a mixture of darker and lighter colors. They are tailed, and bipedal. They have a particularly hostile temperament, supported by a high metabolism.

Average Size: 1.1 m

Average Mass: 27 kg

Average Life-span: 170 yr.

Reproduction: Heterosexual, viviparous

Body Temp: 40 degrees C

(* Because of the Skaniis's small size, they cannot use any weapons larger than Short Rifle unless mounted in some way (vehicle or tripod))

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Skaniis | -10 | +10 | -5 | +5 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Skaniis | 15 | 45 | 8 |

Historical Details

The Skaniis was one the Big Four of the Dominion's genesis. However, they almost weren't because of the Expansion wars. They took major losses to all of the other three species involved during those wars, despite the prowess in combat. Fortunately, peace was declared before the entire region was overwhelmed. And because of their tenacity at the negotiation table, they were actually able to gain most of their old territory back. Non-Skaniis historian prefer to think the other three negotiating teams gave the Skaniis their territory back to get them to shut up.

One world that was occupied by all three, changing hands through out the era, was Skani, the Skaniis homeworld. Because of this, it is a conglomeration of cultural architecture. It is a human normal world with 0.98 G gravity. The Captiol City is heralded the finest merging of Big Four Era architecture.

The Skaniis sovereignty government is somewhat democratic with a touch of totalitarianism, with ruling parties gaining power by intimidation. The people vote for hteir leaders, but they usually vote for the one that intimidates them the most. To an outsider, the Skaniis worlds always seem to be on a brink of civil war. Skaniis are masters of stress management.

No other species can actually be present at a session of Skani Parliament. Not because it's a written rule, but because no other species could handle the auditory strain of a Skaniis debate. The Skaniis love debate, and love political debates even more. Politicians are the most respected and educated in the Skaniis society. Skaniis have a permanent member in the Dominion Directorate, because of their stature as one of the Big Four.

Senses

Other than an acute sense of smell, the Skaniis have senses identical to humans.

Speech and Language

The Skaniis speak Pan-Gal Common with very squeaky voices, which most humans find annoying. The Skaniis languages are the most complicated languages to master, and the Skaniis themselves only know the key. There has not been a single non-Skaniis linguist that has mastered the languages completely.

Kaniari

Primary language of the Skaniis. There are several different dialects, and several different levels.

Lasharli

The holy language of the Skaniis writings. Only religious figures know this language.

Attitudes

When approached, most Skaniis seem "to have a chip on their shoulder", so to speak. They are argumentative and quarrelsome most of the time. They even wake up grumpy. Their hero images are great, powerful leaders and stalwart debaters. When in battle or in a political debate, they are the best thing to have next to you, aside from a Smart Gun. If you can win an argument with a Skaniis, you have received the highest honor according to them, and that particular Skaniis will treat you as a brother.

The Skaniis have stronger contempt than their normal level for the Torani, S'saran, and Candrosian. They distrust every member of these races they see, and until they have proven themselves to the Skaniis, the Skaniis always has at least one gun sight on them, in most cases.

Oddly, the most annoying race in the galaxy are their strongest allies. The K'Dasi have even represented the Skaniis and their interests in the Directorate when the Skaniis representative was "asked to leave indefinitely", which happens more often than one could imagine.

Social Structure and Standards.

The normal marriage arrangements are usually serial polygamy. That is, they do not have more than one mate at one given time, but over the course of a lifetime it is socially acceptable (in fact expected) to have four or five or more mates.

Skaniis pride education, and have the most elaborate educational system in the Dominion. This system has one purpose: to fuel better debate.

Names Common to the Skaniis

The Skaniis have several names that most others can't pronounce, so they assign a separate name for non-Skaniis to use.

Racial Abilities

Skaniis Temper - The Skaniis have an almost uncontrollable temper. The volatility of the Skaniis temper is known throughout the F-R-D sector. Unlike the Yazirian and Urtoran Battle Rage, which is controlled by the individual, the Temper of a Skaniis is not as easily controlled. (It is at the liberty of the GM.). The Skaniis can call upon it at will, like in battle. Sometimes it happens when the Skaniis doesn't intend it to, like in an argument, or when the Skaniis doesn't get his way. When the Skaniis does enter into this temper, he only receives a +1 column shift in melee. The benefit from this is the Skaniis hormone system injects a highly potent form of Adrenaline, which allows the Skaniis to take more damage without effect, temporarily, of course. The particular Skaniis multiplies his STA by 1.3, and his STR x 1.5. When the Skaniis "returns" from his craze, the damage taken is subtracted from his original STA, which returns to normal, as does his STR. If the STA is below zero, he enters into a comatose state until he is treated for his injuries or he heals back naturally, which ever comes first. SUCCESS RATE: $\{ \{STA/10\} + \{INT/10\} \} \%$

Aerial Acrobatics- The Skaniis, being descendents of agile rodent-like creatures, have a natural ability to perform aerial stunts. Specialization skill in Entertaining: Ariel Acrobatics Level [1d3].

Claws- +4 to Punching Score

Fur Armor- 5 points extra armor protection against impact hits

ALTERNITY Conversion

Skaniis

| Ability Score Range | |
|---------------------|--------|
| Ability | Range |
| STR | 4 - 12 |
| DEX | 9 - 16 |
| CON | 4 - 12 |
| INT | 6 - 14 |
| WIL | 6 - 16 |
| PER | 3 - 11 |

| Free Broad Skills | |
|-------------------|---------------|
| Ability | Skill |
| Strength | Athletics |
| Strength | Melee Weapons |
| Dexterity | Acrobatics |
| Dexterity | Vehicle Ops |
| Constitution | Stamina |
| Intelligence | Knowledge |
| Will | Resolve |

Special Abilities

Skaniis Temper - The Skaniis have an almost uncontrollable temper. The volatility of the Skaniis temper is known throughout the galaxy. It engages the first time the Skaniis is injured in combat rounds. However, there are two types of temper for a Skaniis - controlled and uncontrolled. The Skaniis must make a successful Resolve - *mental resolve* to control his temper. The bonuses for controlled are the following

Controlled

The Skaniis can make another Resolve - *mental resolve* check to calm himself down . Every failure at this, adds a +1 Step to the next roll. If it never happens (the Skaniis keeps failing his roll), he must rest to calm himself down. - 1 Step to all physical actions. Ignore Dazed effects from Stun. Ignore Knockout result from Stun until end of combat. Once it is over, then the knockout takes effect.

Uncontrolled

Uncontrolled is dangerous. The GM controls the direction of the Skaniis's attack. And sometimes it's not who they want to attack. -2 Step to all physical actions. Ignore Dazed effects from Stun and Wounds. Ignore Knockout result from Stun until end of combat. Once it is over, then the knockout takes effect. Skaniis doesn't stop until he has no targets left or is knocked unconscious (from wounds).

In either case, the Skaniis takes 1d12 Fatigue after the combat is over.

Extra Broad Skill: Dexterity – *acrobatics*

Aerial Acrobatics- The Skaniis, being descendents of agile rodent-like creatures, have a natural ability to perform aerial stunts. -1 Step to Acrobatics skills

Natural Armor - Fur: Like furred mammalian species, the K'Dasi have natural armor. (For Low Impact Type Damage Only). d4-1 LI / 0 HI / 0 En

Natural Weapons - Claws: On a successful Unarmed Attack - *brawl* or *power martial arts*, they do d4s / d4-1w / d4w (LI/O). They are retractable.

Fast Movement: When calculating Combat Movement, the Skaniis get a +2 modifier to the STR+DEX total.

S'saran

Physical Description

The S'saran are a reptilian race, resembling a cross between a terrestrial komodo dragons and a terrestrial gila monster. They are blackish green in color, with visible scales, and no fur. They developed from a larger killer omnivore.

Average Size: 2.2 m

Average Mass: 200 kg

Average Life-span: 220 yrs

Reproduction: Heterosexual, viviparous

Body Temp: 34 degrees C

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| S'saran | +10 | +5 | -10 | -5 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| S'saran | 15 | 35 | 6 |

Historical Details

Evolving from a reptilian Child Race, it is suspected that the S'saran may be related to the Saurians in some way, but only very distantly.

The S'saran hoemworld was rendered uninhabitable during the Expansion Wars. They established a new homeworld after peace was declared and the Dominion was established. Their new homeworld is called Skaran. It is a human normal world, with 1.1 G-gravity, and a little warmer than human norm. It is predominantly swampy world.

The S'saran are one the Big Four races of the Dominion, and considered one of the oldest races of the region. Like the other Big Four species, they have a permanent representative in the Supreme Directorate. The other three species delegates give the S'saran great respect, and their opinion is sometimes given more credence than the others. They are given great respect with in the Directorate.

Senses

The S'saran have an acute sense of smell, and night vision.

Speech and Languages

There are three major living S'saran languages:

- (1) Quolos - the language used among the "honored ones" - friends
- (2) Kali'Nar - the language used among family.
- (3) Alatura. - the religious language. No non-S'saran is allowed to use or learn this language.

Attitudes

The S'saran are a lazy race. They respect laid back attitudes, but also responsibility. If it is not their responsibility, they believe someone else can do it. But if it is their responsibility, they will execute it excellently.

The S'saran do not like the Vrusks because they look so much like what their primitive ancestors used to eat. The S'saran get along with all the other races, especially the reptilian ones (although the S'saran are mammalian) fine.

S'saran have a strong philosophy of balance. Everything should be in balance, and they believe in a concept similar to karma. From this sense of balance comes a honor code that requires the S'saran to always balance out their actions. Not all S'saran adhere to this honor code absolutely. Most try to at least balance out the major things. Balancing usually means accompanying a bad deed with a good deed. The S'saran have a strong sense of right and wrong. A species dependent on balance would have to.

Social Structure and Standards

S'saran homeworld and it's colonies are predominantly republican democracies with a strong influence from the Church. There are variations from colony to colony, but most all have a strong tie to the Church.

The S'saran society is dominated by a religious organization called the Church of Balance. It resembles, in many ways, the old terrestrial Catholic church, with confessionals and large cathedrals. Devout S'saran on a regular basis, presents their actions to the Church, and to get advice on how to balance things out. The Church on the other hand, is rather heavy handed at times on those that are not as devout. The Church of Balance have their own small inquisitor force, sanctioned by the S'saran government, to enforce the Church will.

Names

S'Saran have three names. One name their parents and family call them, one any non-S'saran uses, and the "secret name". No S'saran will allow any non-S'saran to learn his "secret name". This is tied into their balance philosophy, in that they have identity with the three aspects of their lives; the honored friends, the close loved ones, and the spiritual.

Racial Abilities

Scale Armor - 8 points of natural armor to both impact and energy.

Retractable Fangs- The S'saran can cause extra damage, when biting, by inserting his retractable fangs into a victim. DMG: (PS+(STR/10))

Poison Resistance- All S'saran are immune to poison. They know when they have been poisoned, because their body recognizes it.

Claws: +5 points to PS when attacking with a scratch.

Tail Attack: Weapons:Martial Arts (Tail Attack) Level [1d3]. In the case when a PC's Weapons: Martial Arts is higher than the Tail Attack Martial Arts, use the higher value in a tail attack. DMG: +6+PS

ALTERNITY Conversion

S'saran

| Ability Score Range | |
|---------------------|-------|
| Ability | Range |
| STR | 6 -16 |
| DEX | 6 -14 |
| CON | 4 -14 |
| INT | 4 -12 |
| WIL | 4 -11 |
| PER | 4 -14 |

| Free Broad Skills | |
|-------------------|-------------|
| Ability | Skill |
| Strength | Athletics |
| Dexterity | Vehicle Ops |
| Constitution | Stamina |
| Intelligence | Knowledge |
| Will | Awareness |
| Personality | Interaction |

Special Abilities

Natural Armor - Scales: d4 LI / d4-1 HI / d4-2 En

Natural Weapons - Tail Attack- The Que'Sha can easily attack with their tail. On a successful Unarmed Attack - *brawl* or *power martial arts*, d6+2s / d6+1s / d6w (LI/O)

Natural Weapons - Fangs: On a successful Unarmed Attack - *brawl* or *power martial arts*, they do d4s / d4w / d4+1w (LI/O). They are retractable.

Poison Resistance- All S'saran are immune to poison. They know when they have been poisoned, because their body recognizes it.

Tor'Drani

Physical Description

The Tor'Drani are thought to be descended from the same canine Child-Race as the Torani. They resemble more of a wolf or coyote, being humanoid mammalian with a tail. Physically, the only major difference between them and the Torani is coloration. Physiologically, they are only slightly different and can interbreed, if their social norms ever allowed it. However, because of the fierce rivalry and pride between them, it rarely, if ever, happens.

Average Size: 1.65 m

Average Mass: 58 kg

Average Life-span: 195 yr.

Reproduction: Heterosexual, viviparous

Body Temp: 38 degrees C

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Tor'Drani | -5 | +5 | +5 | -5* |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Tor'Drani | 10 | 30 | 5 |

Historical Details

The Tor'Drani are another race descended from the same **Tetrach** Child-Race the Torani descended from. During the collapse of the J'Vaarian civilization, the Tor'Drani had developed much further than the Torani. While the J'Vaarian waged war with the Child Races, the early Tor'Drani saw the slow destruction of their society, and began to build large home fleets to transport themselves out of the region. During this time, the J'Vaara were slaughtering the Tor'Drani at every opportunity. The surviving Tor'Drani, fled the massacre, and they never returned to their homeworld, unlike the Torani. They became the nomad of space. As their brethren became planet bound, the Tor'Drani became interstellar nomads. Living on their home fleets, stopping in star systems for trade and resupply, the Tor'Drani became more and more unlike their brethren.

The Tor'Drani have a single representative on the Supreme Directorate, reluctantly. They prefer to stay out of the politics of the Dominion, however, because of their rivalry with the Torani, must have someone to ensure their rights. However, the Tor'Drani still detest politics.

By avoiding the conflicts of the J'Vaarian revolts and the subsequent Expansions and wars to follow, the Tor'Drani were able to develop with out too many major setbacks and catastrophes. This coupled with the fact that they

explored unknown reaches of space, finding many lost technologies of the Ancients, has resulted in the Tor'Drani having access to advanced technology a step or two above modern standards. However, they are particularly protective of this, and they are not willing to reveal this knowledge. Whether out of fear or appeasement but despite their lack of want of political savvy and power, the Tor'Drani are one of the most influential races in the Dominion, second only to the Torani.

Senses

Except for an extended sense of smell, the Tor'Drani's senses are the same as Human's.

Speech and Languages

The Tor'Drani have the ability to speak Pan-Gal Common and J'Vaarian Basic, but also have some languages within their race.

G'kang'li

This is the principal language of the Tor'Drani, the ship people.

Home Languages

Each fleet has a language with it's own, that only those of the same fleet can understand.

Attitudes

The Tor'Drani believe in relaxation, and physical pleasure. They are strong hedonistic, and polygamous. They are very extravagant and eccentric and respect honor, quick wit, and a sense of humor. They are a very relaxed and pleasant race. They respect expression of ones' inner self and uniqueness, and a good deal for "interesting items".

The Tor'Drani have no problems with any of the races. They accept them as all equal, although some like the Skaniis or the K'Dasi do get on their nerves. They consider the Skaniis always uptight, and the K'Dasi as a pain. Of all the races in the F-R-D sector, the Humma are the most respected for their uniqueness compared to all the other Frontier races. The Humma is considered a brethren race

Most Tor'Drani are expert merchants and salesman, and most trust them for their word in that regard, unlike the Torani brethren. They have a strong belief in the free market. Travelling as they do, allows the access to many trade item, and everyone looks forward to the visit of the Tor'Drani home fleets.

Social structure and Standards

As said before, the Tor'Drani are nomads of the star lanes. They travel in immense home fleets- fleets of merchant and luxury liners that sometimes number in the hundreds. They trade to all their goods and services. When a Tor'Drani fleet arrives, it's like a world wide carnival.

Naming - Home Fleet Determination

| 100 Roll | Home Fleet | Meaning | Social Rating | Notes |
|----------|---------------|----------------------|---------------|---|
| 01 - 02 | Yisik Nias'Li | Nova Light | 8 | Largest fleet, most technology. They are the most traditional and honorable Tor'Drani. Some suspect this group has access to Precursor or Tetrach technology. |
| 03 - 04 | Shata'Ha | Flame Wind | 8 | This home fleet split off from Deep Space when they went "exploring". While they were away, Flame Wind gained power and influence. Flame Wind is extremely hedonistic, and laid back. |
| 05 - 07 | Sha'a Nor | Comet Tail | 6 | The most anti-Torani Home fleet of all Tor'Drani, they at times commit terrorists acts against the Torani. They are also the most militaristic. |
| 08 - 10 | Korla'Bin | Black Hole | 6 | This is a mysterious Home fleet. At one time in the Tor'Drani history, it was lost, only to return a generation later, and not long after that the Brethren War ended. |
| 11 - 13 | Met'iya Arna | Soaring Moon | 6 | This one of the last home fleets to have left the old colonies, hoping at some point to return to the J'Vaara system. They are the strongest advocates to re-integration with the Torani, but realize that the Torani want it even less than the other Tor'Drani. |
| 14 - 17 | Orta'Tarago | Crater's Depth | 5 | This home fleet has a stronger work ethic than most, but they still make time to play. They tend to have more rare minerals to trade than most other home fleets; most are expert geologists and miners. |
| 18 - 21 | Asira'Donja | Deep Space | 5 | Most hedonistic of the Tor'Drani, life is a party to them. It is rumored that they have explored the furthest edges of the galaxy and know of many space routes in and out of these areas. They tend to be stronger in the astrogation sciences. |
| 22 - 29 | Sadriem'Taral | Pulsar's Flare | 4 | For the longest time, this home fleet orbited a pulsar, hiding from the J'Vaarian probes and the Torani. They did not participate in the Brethren War. They have since lost the coordinates to the pulsar system, and seek to possess them again. |
| 30 - 37 | Donjal Mon | Space's Edge | 4 | This home fleet is more physically stronger than most. They are usually 10% to 15% larger than the average Tor'Drani. Gladiatorial games are common with in this home fleet. |
| 38 - 50 | Tomaran'Ak | Nebula's Grace | 4 | This home fleet hid in a nebula after the Tor'Drani evacuation of their colony worlds. It did not participate in the Brethren War, because of it's small population at the time. They actually have established a few stationary outposts in and around the nebula, and are mining it for gas, and other materials. |
| 51 - 62 | Ararin'Nam | Moon Crest | 3 | A lesser, younger home fleet, it has only one home ship, and a handful of freighters. They are the most ambitious of the Tor'Drani to gain power, and there is a rumor they are dealing with certain factions within the Torani society. |
| 63 - 74 | Tosh'man Or | Asteroid's Majesty | 2 | A young home fleet, this group of Tor'Drani built their home ship by hollowing out an asteroid. |
| 74 - 86 | Anoro'Fen | Eye of the Gas Giant | 1 | Young home ship fleet made up of several outcaste factions. |

Social Factor: This number represents the Home Fleets standing in the Tor'Drani society. It is also the amount of points a Tor'Drani PC can add to his LDR and PER while in Tor'Drani society. With a Roll of 87 or more, the PC is either a member of a lower home fleet or a independent. A lower home fleet member receives no points towards LDR and the name of the home fleet is up to the GM or player. An independent is just that.

The Tor'Drani usually work their home-fleet name of the father or mother into the offsprings name.

Racial Abilities

Short Range Telepathy- The Tor'Drani can use their Telepathy in three ways: To communicate with an intelligent being; To read surface thoughts in an intelligent creatures mind; To read the creatures memory of his past; Telepathy: Characters (Tor'Drani Short Range) Level [1d3]; They receive a +1 CS when using it with another Tor'Drani, otherwise they receive a -1 CS.

Fur Armor- The Tor'Drani have 5 points of natural armor (For Impact Type Damage Only) because of their fur.

Claws- The Tor'Drani have a +5 Points of Damage Modifier to their punching score when the PC specifies that he is going to scratch.

ALTERNITY Conversion

Tor'Drani

| Ability Score Range | |
|---------------------|--------|
| Ability | Range |
| STR | 3 - 13 |
| DEX | 6 - 16 |
| CON | 2 - 12 |
| INT | 6 - 16 |
| WIL | 6 - 16 |
| PER | 6 - 16 |

| Free Broad Skills | |
|-------------------|-------------|
| Ability | Skill |
| Strength | Athletics |
| Dexterity | Vehicle Ops |
| Constitution | Stamina |
| Intelligence | Knowledge |
| Will | Awareness |
| Personality | Interaction |
| Personality | Telepathy |

Special Abilities

Extra Broad Skill: Personality - *telepathy*.

Natural Armor - Fur: Like furred mammalian species, the Tor'Drani have natural armor. (For Low Impact Type Damage Only). d4+1 LI / 0 HI / 0 En

Natural Weapons - Claws: On a successful Unarmed Attack - *brawl* or *power martial arts*, they do d4-2w / d4-1w / d4w (LI/O). They are retractable

Torani

Physical Description

Descending from a canine-like Child Race, the Torani are a furred humanoid creatures with a tail. Most are similar to the terrestrial canine species, resembling a red fox, although their colors might vary based on their pack. They have a pack mentality which has now grown into a complex political structure. (See below for Political structure). Torani were once purely carnivorous but have grown omnivorous through time.

Average Size: 1.65 m

Average Mass: 58 kg

Average Life-span: 190 yr.

Reproduction: Heterosexual, viviparous

Body Temp: 38 degrees C

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Torani | +5 | +10 | -5 | -10* |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Torani | 10 | 30 | 5 |

Historical Details

Where the Torani and the Tor'Drani originated is still in question, however, most believe the J'Vaarian bio-genetically created them from a species of animals native to J'Vaara. The J'Vaar were, of course, then killed off in a series of genocidal civil wars. The Torani homeworld, J'Vaara (in the J'Vaara System), was a sight of destructive atomic, and chemical wars for centuries. This continued until the planet was rendered uninhabitable. After peace was declared, an effort was made to re-colonize the other planets in their system. Scientific growth prospered among the Torani, with the development of genetic and psionic engineering. Telepathy was proven to exist, and the first psionic Torani was born. Since then, all Torani have had a tendency to some level of Psi power.

The Torani are one of the founding races of the present J'Vaarian Dominion, and the Supreme Directorate.

Senses

Except for an extended sense of smell, the Torani's senses are the same as Human's.

Speech and Languages

The Torani have the ability to speak Pan-Gal Common and J'Vaarian Basic, but also have some languages within their race.

I'kang'li - Ancient language of the Elders, used in religious and other traditional ceremonies.

Ika'Ara - The language of the Higher Packs, the ruling Noble Packs of the homeworld.

Attitudes

The Torani are friendly to most Dominion races, except the Humans, because of the Dominion-Expanse Wars. They are considered by the Torani as barbaric "monkey men".

The Torani know very little about the Dralasite or the Vrusk, and approach them with respect and interest. They don't respect the Yazirians, considering them relatives to the Humans. The Humma are considered their mammal brothers, the Ifshnit are considered pests, and the Osakar are approached with hesitation because of their appearance.

The Torani respect power, and loyalty to ones duty and ones pack or noble house. Like their terrestrial equivalents, the Torani are very sly and deceiving. Their political structure represents centuries of evolution around those two aspects of their society; deception and the honor of the pack. Above all, loyalty to the noble pack is important.

The Torani have a hard time gaining trust from the other species, because of their deceitful ways around politics, but they are the more powerful politicians in the region. They gain power through stabbing their foes in the back, while smiling at them all the way. However, because of their honor, they are at times very trustworthy. It's just hard to judge when they are being honorable and when they are being conniving.

Social Structure and Standards

They are definitely very social beings. The Torani basic social unit is the monogamist nuclear family. These families are members of a noble packs, and the packs are structured in a complex nobility political organization . Each centers around their own specific goals and routes of gaining power. The females of the pack and family tend to run the society, with the males being the lower sex. Males tend to be less deceitful then the females.

Pack Determination and Naming

The Noble Pack is the central social structure of the Torani. The family serves the noble pack; working to honor the Elders. To determine what pack a character is from, roll on the following chart or with the GMs approval, the player can choose his/her own pack. Each pack has been traditionally better at something than other, but not all members of that pack do that one thing. They all have a conglomeration of occupations and interests.

Noble Pack Table

| Roll 2d10 | Pack Name | Meaning of Name | Torani Social Factor | Notes |
|-----------|-----------------|------------------|----------------------|---|
| 2-3 | Sha'ir Niar | Night Thunder | 10 | Ruling pack. Rules with strength of will. Got to the top by out-conniving the other packs. Perhaps the most deceitful of all the packs |
| 4-5 | Tarla Orsi | Life's River | 9 | Once the ruling pack, politically ousted by Sha'ir Niar. Seeks revenge against them. |
| 6-9 | Sha'a J'lera | Death Wind | 8 | The darker of the packs, the population is dominated with psionic talented members. They are the best assassins in Torani society. |
| 10-11 | Usir Niartim'li | Storm's End | 8 | Originating from the sea-faring Torani, they are traditionally the pilots and navigators of their society. |
| 12-13 | Shla Shlior | Steel Sword | 7 | Originating from the mountain dwellers of the early Torani, they are the larger, more physically powerful of the Torani |
| 14-15 | Ha'a Niar | Lightning Strike | 6 | Originally rain forest dwellers, these are the societies best hunters. |
| 16-18 | Tak'Lat'Tiar | Steel Ice | 6 | This pack, traditionally having a lighter coat than most Torani, stemmed from the northern and southern most areas of the homeworld. They are the best explorers an survivalists. |

On a roll of 19-20, the character is one of two things:

- 1) A member of a far less significant (Social Factor 1d6-1) pack. The lesser packs align with one or more of the major packs. The player can name his own pack, but must roll again on the chart above 1d3 times (or pick) to determine allegiances. Rolls of 19-20 count as no allegiances. If in the end, no allegiances are made, then the pack is a fledgling one, just starting out in the power structure of the Torani society.
- 2) A commoner, with no pack alliances. They have the least honor in Torani society, and are considered as low as Tor'Drani. They receive a -5 social modifier.

Social Factor - The Social Factor determines the level of honor the pack is considered to have, with 10 being the highest honored, and 1 being the lowest. The higher the honor, the more political power and influence the pack has. These points are modifiers to a Torani character's LDR & PER when in Torani society. (*Write it beside the attribute pair.*)

Torani are named in the following way: *Gender Identifier* or *Noble Title*, followed by *Given Name*, followed by *Noble Pack Name*. The gender identifiers are as follows: Ors=males; Orsa=female. Titles range for Knights/Dames to Dukes/Duchesses to Lords/Ladies (translated, of course). The mother's Pack is the family pack. Fathers are brought in from minor packs aligned with the major pack or on occasion, from the commoners.

Racial Abilities

Short Range Telepathy- The Torani can use their Telepathy in three ways: Telepathy: Characters (Torani Short Range) Level [1d3]; They receive a +1 CS when using it with another Torani, otherwise they receive a -1 CS; To communicate with an intelligent being; To read surface thoughts in an intelligent creatures mind.; To read the creatures memory of his past.

Fur Armor- Most mammalian species have 5 points of natural armor (For Impact Type Damage Only) because of their fur.

Claws- The Torani have a +5 Points of Damage Modifier to their punching score when the PC specifies that he is going to scratch.

ALTERNITY Conversion

Torani

| Ability Score Range | |
|---------------------|-------|
| Ability | Range |
| STR | 6 -16 |
| DEX | 8 -18 |
| CON | 6 -16 |
| INT | 2 -12 |
| WIL | 2 -12 |
| PER | 2 -12 |

| Free Broad Skills | |
|-------------------|-------------|
| Ability | Skill |
| Strength | Athletics |
| Dexterity | Vehicle Ops |
| Constitution | Stamina |
| Intelligence | Knowledge |
| Will | Awareness |
| Personality | Interaction |
| Personality | Telepathy |

Special Abilities

Extra Broad Skill: Personality - *telepathy*.

Natural Armor - Fur: Like furred mammalian species, the Torani have natural armor. (For Low Impact Type Damage Only). d4+1 LI / 0 HI / 0 En

Natural Weapons - Claws: On a successful Unarmed Attack - *brawl* or *power martial arts*, they do d4-2w / d4-1w / d4w (LI/O). They are retractable

Urtoran

Physical Description

Descended from huge land mammals resembling large bears, the Urtoran are tall furred mammalian humanoids resembling a merging Earth bears like the kodiak and the grizzly. Their coats vary from black to brown, and they are usually quite large. Their coat lighten as the Urtoran get old and they are one of the longest lived species of the region.

Average Size: 3.25 m

Average Mass: 225 kg

Average Life-span: 350 yr.

Reproduction: Heterosexual, viviparous

Body Temp: 36 degrees C

(* Because of the Urtoran large size, they cannot use any weapons smaller than Short Rifle without a special modification (+15% to the price)

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Urtoran | +30 | -10 | -10 | -10 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Urtoran | 25 | 70 | 15 |

Historical Details

The Urtoran homeworld, Urtor, is human normal in every aspect except its gravity is 1.28G Gravity.

Urtoran evolved not unlike the humans, except in one peculiar aspect. Huge planet-wide wars never occurred, although there has always been fierce competition between clans. Eventually, and relatively a lot sooner than the other races, the Urtoran developed a world government and soon had a considerable stellar Empire.

Because of their religious influences, they adhere closely to a religious philosophy of non-violence against their own kind, and resort to violence against other species only when necessary. So planetary wars were even more rare for them. However, any attempt to seize territory from them was met with the fiercest of resistance.

Senses

All Urtoran senses are the same as human.

Speech and Language

The Urtoran can speak Pan Gal Common and J'Vaarian Basic. Their racial languages are as follows:

Ka' Tagari - With the hero image of the Urtoran being a warrior bard, the language of historic and grand poems and long heroic tales, is Ka' Tagari.

Hemlin'ass - Religious language of the Urtoran

Za'arna - The common language of the worlds of the Urtoran Sovereignty.

Attitudes

Urtorans, among many other things, are one of the most social beings in the region. The Urtoran are one of the most friendly and least aggressive race in the Frontier-Rim-Dominion sector. They center around pleasure and physical strength, although pleasure may come before physical strength. The Urtoran value intelligence, spirituality, honor, and courage. They accept all species from the F-R-D sector as equal.

Urtoran are very philosophical and religious, always searching for a meaning in things and circumstances. However, the pursuit of meaning never interferes with one's obligations, and honor, but is at many times, the subjects of long sonnets.

Social Structure and Standards

The Urtoran society is very philosophical and religious. There is no common religion however, but all believe in some form of a monotheistic doctrine. However, all the religions teach tolerance of the others. Some would describe them as warrior monks or rogue poets. Some view their society as refreshing, others would view it as annoying.

Their hero image is the warrior bard. Music and art are prevalent in their society, closely linked to their religions.

The Urtoran society is not unlike the human society, with the nuclear family as the basic unit. Each nuclear family belongs to a clan. The clans answer to the Regional Authority, and so on. Their basic governmental structure is a democratic monarchy with some influence from the predominant religion.

One tradition among Urtoran is related to the Urtoran image of a warrior bard. Although the Urtoran are, a majority of the time, friendly and non-violent, they are not without their limits. Should one of these "lovable teddy bears" be pushed over these limits, he will attempt to emulate a warrior bard, and rip his taunter into bloody shreds (Battle Rage) and be prepared to sing a suitable epic describing the entire incident immediately after the blood has been cleaned off.

Names common to the Urtoran

Clan name: Gadaran, Garal, Grag'ha, Gar'ak, Grendri, Harask, Grala, Noran.

Given Name: Gorag, Hemsli, Hendral, Immus, Taren, Telgar, Vulkron, Waragan

Racial Abilities

Urtoran Slumber- The Urtoran have an ability to slip into a deep sleep, a special type of healing and revitalizing sleep. It regains a certain amount of Stamina back if any has been lost in combat. SUCCESS RATE: $\{\text{INT}/8\} + \{\text{Current STA}/5\} \%$. STA HEALING: $\{\text{INT}/25\}d6$ STA.

Battle rage- As mentioned previously, if a Urtoran is pushed to far, he will go berserk, or go into Battle Rage. SUCCESS RATE: $\{\text{LOG}/10\} \%$.

Fur Armor- The Urtoran, have 5 points of natural armor (For Impact Type Damage Only) because of their fur. This means anytime an Urtoran is hit it subtracts 5 points from any damage taken.

Claws- The Urtoran have a +8 MAX DMG to his Punching Score when the PC specifies that he is going to scratch.

ALTERNITY Conversion

Urtoran

| Ability Score Range | |
|---------------------|--------|
| Ability | Range |
| STR | 9 - 18 |
| DEX | 3 - 12 |
| CON | 8 - 17 |
| INT | 4 - 14 |
| WIL | 3 - 13 |
| PER | 4 - 14 |

| Free Broad Skills | |
|-------------------|---------------|
| Ability | Skill |
| Strength | Athletics |
| Dexterity | Vehicle Ops |
| Constitution | Stamina |
| Will | Awareness |
| Personality | Entertainment |
| Personality | Interaction |

Special Abilities

Urtoran Slumber- The Urtoran have an ability to slip into a special type of deep healing and revitalizing sleep.

Wounds can be healed at a rate of 1d3 for every 8 hours of Slumber. However, the Urtoran can only sleep up to his CON score in hours before the Slumber heals no more.

Battle rage- If an Urtoran is pushed to far, he will go berserk, or go into Battle Rage. 2 Step to all physical actions. No Stamina - *endurance* checks on Amazing Damage. Ignore Dazed effects from Stun and Wounds. Ignore Knockout result from Stun until end of combat. Once it is over, then the knockout takes effect.

Natural Armor - Fur: Like furred mammalian species, the Urtoran have natural armor. (For Low Impact Type Damage Only). d4+1 LI / 0 HI / 0 En

Natural Weapons - Claws: On a successful Unarmed Attack - *brawl* or *power martial arts*, they do d6s / d4w / d4+1w (LI/O). They are retractable.

Wen'tri**Physical Description**

Wen'tri are quadrupeds mammalian tailed species, however, their front paws are used as manipulators. They resemble a cross between the terrestrial weasel or ferret, and an otter. Their color range can vary from a combinations of greys and silvers to a combination of light browns with patches of red or black. Their fur gets lighter as they get older. They are one of the smaller species in the region, but find that more an asset than a handicap.

Average Size: 1.1 m

Average Mass: 34kg

Average Life-span: 280 yr.

Reproduction: Heterosexual, viviparous

Body Temp: 35 degrees C

* Because of the Wen'tri's small size, they cannot use any weapons larger than Short Rifle unless mounted in some way (vehicle or tripod)

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Wen'tri | -10 | +10 | +5 | -5 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Wen'tri | 8 | 3 | 4 |

Historical Details

The Wen'tri are a unique and mysterious species in many ways. They were discovered by a joint K'Dasi- Skaniis Expedition on the other side of S'saran space (since the S'saran were too lazy to explore it themselves). However, they found them through a large region with no evidence that they ever had FLT capabilities. After an investigation, no answers were found. However, suddenly, the Torani and the Tor'Drani were calling for their acceptance onto the Dominion and recognition of their Sovereignty. This was unprecedented for two reasons - first, that the Torani and the Tor'Drani would agree on a course of action and second, that they suggested acceptance without clientship first. It passed after some debate, and there was some unrest with that decision among the citizenry of the Dominion.

The investigation assumed that they were a slave race to the J'Vaarians and were left behind when the J'Vaarians were defeated. Of course, the Wen'tri have not divulged any clue to what the truth is, and let anyone to make their guesses. They, themselves, had no evidence of technology and seem happy to be without it.

Despite the lack of technology, however, their incredibly potent telepathic capabilities were regarded by the Directorate as too valuable to allow the Wen'tri to be barred from contact.

The Wen'tri have no representative in the Supreme Directorate, despite their acceptance into it. The Torani seem to look out for their interests politically. They occasionally send a delegate to make a statement or two, but are more than willing to let the others run the Directorate's day to day business.

However, the Wen'tri are involved with the Alliance Council. They seem to show a strong interest in the well-being of the Frontier-Rim Coalition region, but are not telling why.

Senses

Except for their telepathic power, the Wen'tri have no especially acute senses.

Speech and Languages

Apparently, the Wen'tri have no spoken native language, but they do speak Pan-Gal Common well.

Attitudes

The Wen'tri are pleasant to almost everyone. Even if they sense that the particular person wants to injure them, they are still polite. They respect anyone with a strong sense of commitment and loyalty. No particular race rubs them wrong. They are peaceful and non-violent. They are very calming in their demeanor and tend to win trust over faster than most species. They are among the best diplomats in the Dominion.

The Wen'tri want to continue their lives without too much involvement with the Directorate and the Frontier-Rim Coalition. They seek only knowledge of the universe and its many wonders. They are extremely curious about things in this regard. They are said to be the great holders of all things secret about the universe. This may or may not be true, but the Wen'tri aren't telling. All others know is that they often hear their Wen'tri companions say "oh... you didn't know that?..." after discovering an ancient secret.

Social Structure and Standards.

Nothing is known about the Wen'tri culture, because from planet to planet, it is different. Some resemble the clans of the Yazirians. Others resemble the independence of the Humans.

Racial Abilities:

Natural Electroshock - The Wen'tri have the ability to charge up their bodies with a painful amount of electricity, like the Electric eel. **SUCCESS RATE:** $\{(STA+INT)/10\}\%$ / **DMG:** $\{STR/5\}$ * The percentage given in the Electroshock ability is the percent chance that the Wen'tri's body has built up enough charge to release a damaging burst; percent chance to actually work. This ability is not transmitted; it is a field released about the Wen'tri's body.

Grand Telepathy- The Wen'tri can use this telepathy in several different ways: (1) Communicating to a person and reading their minds at close range. (2) Communicating to someone at extreme ranges and (3) Communicate to someone the Wen'tri knows light years away.

1. Communicating and reading at close range means the character the Wen'tri is communicating to is within the Wen'tri's Close Range Modifier. Close Range Mod.: $\{INT \times 5\}m$. There is no cost for this use. Telepathy: Characters (Grand:Close) Level [1d3]
2. Communicating at extreme ranges means that the targeted character is in the Wen'tri's Extreme Range Modifier. The character must be either known to the Wen'tri by name, or he must be in sight. Ext. Rng. Mod: $\{LOG \times 5\}km$. This use costs 1 point of Stamina every 15 kilometers the character is away. Telepathy: Characters (Grand:Extreme) Level [1d3]
3. Communicating with someone that is light years away means that the targeted character is at least 1.0 light years away, and at most, at the Range of $\{(LOG+INT)/16\}$ Light Years. The targeted character must be known to the Wen'tri, and the Wen'tri must have previously touched him. This costs 5 Points of Stamina for every Light Year the Character is away. Telepathy: Characters (Grand:Light yr.) Level [1d3]

* Any telepathy (Except Light Years Telepathy) among Wen'tri is Automatic; no roll is necessary.

Claws: +4 Points to PS

Fur Armor- The Wen'tri have 5 points of natural armor (For Impact Type Damage Only).

ALTERNITY Conversion**Wen'tri**

| Ability Score Range | |
|---------------------|--------|
| Ability | Range |
| STR | 4 - 12 |
| DEX | 8 - 15 |
| CON | 4 - 10 |
| INT | 8 - 16 |
| WIL | 6 - 16 |
| PER | 4 - 13 |

| Free Broad Skills | |
|-------------------|--------------|
| Ability | Skill |
| Strength | Athletics |
| Dexterity | Manipulation |
| Constitution | Stamina |
| Intelligence | Knowledge |
| Will | Awareness |
| Will | Resolve |
| Personality | Telepathy |

Special Abilities

Natural Electroshock - The Wen'tri have the ability to charge up their bodies with a painful amount of electricity, like the Electric eel. Target rolls CON Feat Check, -3 Step.

Grand Telepathy: Wen'tri have a strong natural aptitude for Telepathy. They have a natural -3 Step to any Telepathy specialty skill, and their range can extend to light years using Telepathy: *contact*. Use the following chart to determine penalty: (The below steps already take in consideration the Natural -3 Step Wen'tri have).

| Distance | Modifier |
|----------|----------|
| 1 - 5 ly | +3 Step |
| 6-10 ly | +4 Step |
| 11-50 ly | +6 Step |

The Wen'tri can only contact people he has had interaction with. The targeted character must be known to the Wen'tri, and the Wen'tri must have previously touched him or made Contact with him.

Natural Armor - Fur: Like furred mammalian species, the Wen'tri have natural armor. (For Low Impact Type Damage Only). d4-1 LI / 0 HI / 0 En

Natural Weapons - Claws: On a successful Unarmed Attack - *brawl* or *power martial arts*, they do d4s / d4-1w / d4w (LI/O). They are retractable.

Fast Movement: When calculating Combat Movement, the Wen'tri get a +2 modifier to the STR+DEX total.

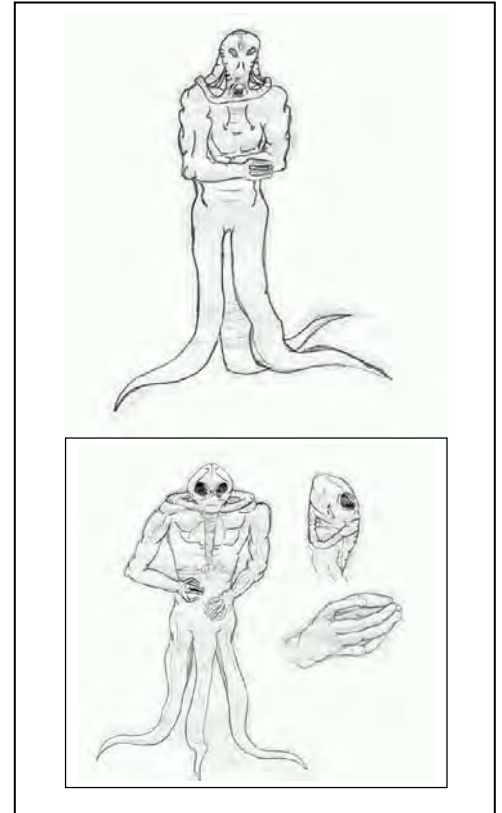
Fringe Alien Species

The Creshian & Ecreshian

Physical Description

The Creshian were once a great race of amphibious arthropodic crustacean-like creatures; evolving from a creature similar to a terran octopus. Their race flourished in the same physical form, until the wars with the Krowl began. The Krowl, because of the nature and general warfare tactics, genetically designed the subrace, Ecreshian, by modifying a few Creshian prisoners and force-propagating them into a race.

The Creshian are tall humanoid arthropods, standing on a set of three tentacular legs. Their torso and arms are much like humans. Their head and neck are consist of a stout crania, with a set of muscular organic tube that extend out from their chin area, looking much like a diver's helmet; this is a special external breathing system used in their unique body pressure control ability. The Ecreshian are a more slender *version* of the original race, with a more elongated head, and muscular structure. Originally designed to be superior to the Creshian, the Ecreshian lost their advantages over their racial enemies due to poor genetic engineering, on the Krowl's part.



Average Size: 2.1 m

Average Mass: 174 kg

Average Life-span: 400 yrs

Reproduction: Heterosexual, oviparous

Body Temp: 33 degrees C

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Creshian | +5 | -5 | +10 | -10 |
| Ecreshian | +10 | -5 | -5 | 0 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Creshian | 14 | 34 | 5.8 |
| Ecreshian | 12 | 32 | 5.5 |

Historical Detail.

The Creshian evolved centuries before man and had developed a substantial stellar empire before man was able to reach the stars. However, due to the immense wars that erupted between the Creshian and the Krowl (... and subsequently the Ecreshian), their empire crumbled; but not without taking the Krowl race with them.

The Krowl were a very secretive but violent and dominating race. They preferred to attack using genetic modifications of their enemies that they would create, and genetically code as an enemy to their original race. This would allow the Krowl to attack in secrecy, waiting for the perfect chance; waiting for the enemy to approach the brink of collapse, and step in at that moment to force an assured surrender.

Thus the Ecreshian were developed. However, before the new subrace could become a significant threat, the Creshian were able to discover the Krowl invasion. The Creshian quickly and viscously retaliated at the Krowl, inflicting major losses. This war went on for centuries, nonstop. However, when the Ecreshian finally arose as a power, the war for the Creshian began to look dim. The Creshian were able to crush the Krowl to near-extinction, but not before their empire was destroyed and their society knocked back into a stone age. The Ecreshian, who ended up warring with both sides, also entered into an age of severe decline.

Recovery for the Creshian, because of certain circumstances, came relatively quick. After several centuries of hard times, they were able to reestablish a new *stellar empire*, and peacefully encounter other races. When the Ecreshian, who were on another separate planet (a former Krowl colony), the encountered each other with flaring violence. Before another war of extinction could erupt, however, the Creshian and the Ecreshian agreed to a Pact of Covert Aggression; a war that was fought with honor and in the shadows; one that wouldn't be quite as devastating.

According to this Pact, if a member of each race were to meet in any situation, a challenge must be issued within 38 hours of the meeting (38 hours being the day of the Creshian Homeworld, Cret). The two are to meet in combat, weapons chosen by the challenger's opponent. The Pact also allows for assassinations, and the like. The Pact strictly forbids the interference by outside races.

Senses

Both species can sense changes in air pressure around them extremely well. Their hearing is a little beneath the human standard, which is why most wear a hearing enhancement of somekind. Both species can reach very high sonic frequencies with their voice.

The Creshian have a keen sight and agility that allows them to sight specific targets in ranged combat without penalty, no matter what range or size of target. The Ecreshian lost this ability when they were created.

Speech and Languages

When in water, both species can speak using high frequency sonics, which can not be heard by normal humans. Otherwise, they speak Common well, and can actually master many of the other more difficult alien languages. They have a wide range of vocals.

Attitudes

The Creshian are a strong and honorable race, respecting loyalty to a code of life, whatever code that may be. They admire strength in will, endurance of hardships, and overall strong personalities.

The Ecreshian feel that they are a superior race, and respect submissiveness to the will of the race. They respect strength among their own, and seek weakness in all others. If they don't find that weakness, they feel threatened, and seek the destruction of the strong.

Social Structure and Standards

The Creshian have a strong Feudal Democracy government rule over their empire, where the Ecreshian have a strong hive-minded society. The Ecreshian have a strong psionic link among their race. Both societies now strictly live by the Pact, violator being hunted down by special team of enforcers. Violators are labeled outcasts, and are hunted by both sides.

Racial Abilities

Body Pressure Regulation: Both races are able to control their body functions, especially their body pressure to extreme lengths. They are able to go to extreme depths in oceanic areas, far deeper than any normal human.

Keen Sight: The Creshian have a keen sight and agility that allows them to sight specific targets in ranged combat without penalty, no matter what range or size of target. This means they ignore range modifiers in combat.

Endurance: The Ecreshian have endurance that out does their counterpart, and this allows for higher damage threshold. The Ecreshian do not fall unconscious from damage until they reach a STA score of 1.

Sonic Blast: Both species can produce a high frequency sonic burst that can cause damage to normal "land-crawlers". Roll on the +X column, and use 1/3 the character's STR score as MAX Damage.

Frak'terian

Physical Description

Frak'terians are tall humanoid creatures, covered in a leathery wrinkled skin. They have vaguely horned-heads with small eyes, and a tapered nose area. Their hands and jointed-testicular members, covered in the same thick leathery skin.

Their skin appears to be stretched. They have a large amount of excess skin, but it self-retracts when stretched. This theorized to be a defense mechanism left over from the creatures they evolved from.

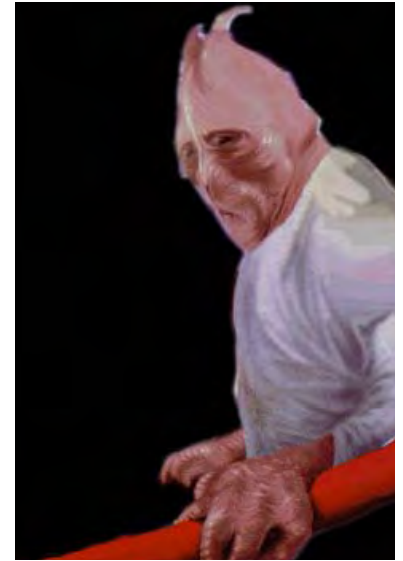
Average Size: 2.1 meters

Average Mass: 90 kg

Average Life-span: 340 years

Reproduction: heterosexual, viviparous

Body Temp: 39 C



Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Frak'terian | +5 | -10 | +10 | -5 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Frak'terian | 10 | 30 | 4 |

Historical Detail.

Frak'terians were contacted by the Dralasites when a Frak'terians life-ship came to the aid of a Dralasite space liner in trouble on the Outer colonies of the Rim. The Dralasite ship was under quarantine with a deadly virus (some suspect the Blue Plague, but no one truly knows), and the "fraks" were able to cure the entire ship.

The Frak'terians have revealed much of their history to the Frontier diplomats and analysts, revealing a society with a long history revolving around the life-sciences. Life, to them, is sacred. Most, among the other things they do in their day-to-day lives, are experts in some area of life sciences, with respect to their species, and sometimes others as well.

The Frak'terians have a long history, dating back before humans had evolved from the predecessors. They struggled, like most races, through hardship, war, and global threats. Their homeworld is in an area of space just beyond the Liberty colony of the Frontier. They have colonized the world within their system, and a few outside. They don't call

their small area of space an Empire or anything of that nature, and don't defend their borders like most other races. It is not to say that they are pacifists, as much as it is to say that they are very open to other life forms. If they show aggression, then they show their darker side.

Senses

Aside from their very special life-sensing talent, the Frak'terians have normal senses, comparable to humans.

Speech and Languages

The Frak'terians have the ability to speak both Basic languages of the region. Their own language is a combination of audible and inaudible tones, and pulses.

Attitudes

All sentient life is important to the Frak'terians, and they show respect and reverence to all, unless they prove the deserve otherwise. Their aforementioned "dark side" is quite ruthless and vengeful. They use bio-weapons only they know of, to destroy. There exists a rumor that a Yazirian battle raged on-board one of their life-ships, killing several patients and a few Frak'terians. Not only was the offender killed, but all existence of his genetic code was erased from Frontier society. Before the Frontier government could intercede, all those related to this particular Yazirian suddenly fell ill and died.

Social Structure and Standards

As said, to the Frak'terians, Life is sacred, particularly sentient life. Non-sentient life serves sentient life. Their society focuses on the preservation, development and the defense of that life. This results in a higher understanding of matters related to the medical and biological sciences. Most have a stronger knowledge with in their own species, while the more advanced of their society understand the biologics of other races. These are the Frak'terians that travel on the Frak'terian life-ships.

Frak'terian Life-ships are like interstellar travelling hospitals. They usually travel in areas that are dominated by a select group of species, so as to not to over-tax their facilities. Support for more than 2 or 3 species can cause major problems. No one knows why they do this. They simply travel through out specific area of space, helping out in all things medical for the colonies when they can. They usually come to the aid of most major medical and biological problems, including plague, planetary famine, and the like. They only ask for favors and enough credits to keep supplies up.

This kind of society obviously created some of Allied Space's best physians, biologists, and xeno-biologists. Many corporation make large offers to the Frak'terians for their employ or at leasta peek at their medical records, but to no avail.

Some believe they are studying all the known species, and using that data to create bio-weapons against them. Those the heed to that doctrine are in a small conspiratorial minority. But this minority have formed into pockets of suspicious anti-Frak'terian groups.

One thing to note about the Frak'terian society is that there are very few mentalists. It is theorized that their psionic-biology focused all their psi-potential into the life-sense ability, negating the possibility of any other use of psionic power. (in game terms, a Frak'terian mentalist character does not get the Life-Sense racial ability.)

Racial Abilities

Life-Sense: Frak'terians have a close link to the forces of life. They have the ability to touch a living creature and determine many of the medical problems it has. Some even can heal some ailments. In game terms, this has three uses.

- **Proximity Life-Detect:** With a range ($\{\text{INT}/5\}$) the Frak'terian has a chance to detect any living creatures around them. They start out at Level 1 in this ability, and can raise it at Professional cost. This, of course, makes it very difficult to sneak up on a Frak'terian.
- **Empathic Diagnosis:** Frak'terian, with a simple touch, have a chance of diagnosing ailments and other maladies in a sentient being. This assumes that the Frak'terian has some knowledge of the physiology of the particular sentient being. This ability starts out at Level 1 and can be increased at NonProfessional cost
- **Empathic Healing:** This allows the Frak'terian access to three mentalist abilities:
 - *Heal Others*
 - *Heal Self*
 - *Heal Self Fully*
- These can be bought at normal professional cost once Empathic Diagnosis is at Level 3. Otherwise all the applicable rules apply as per a mentalist.

Bio-science Bonus: This gives the Frak'terian player bonuses towards purchasing medical and bio-science skills.

The following skills are half their normal cost for the player characters:

| Biology | Botany |
|---|--|
| <i>Forensic Medicine</i> | <i>Medical Treatment:Disease* Skill Level</i> |
| <i>Medical Treatment:Infection* Skill Level +1 CS</i> | <i>Medical Treatment:Infestation* Skill Level</i> |
| <i>Medical Treatment:Miscellaneous* Automatic</i> | <i>Medical Treatment:Poisson* Skill Level</i> |
| <i>Medical Treatment:Radiation* Skill Level</i> | <i>Medical Treatment:Wounds I* Level +X</i> |
| <i>Medical Treatment:Veterinary* Level +X</i> | |
| <i>Medical Treatment:Wounds II* Skill Level +2 CS</i> | <i>Medical Treatment:Wounds III* Skill Level +1 CS</i> |
| <i>Medical Treatment:Wounds IV* Skill Level</i> | <i>Zoology</i> |

Hol'taerran

Physical Description

Hol'taerran or "holies" as the humans call them, are thin, gaunt humanoid creatures, with large heads, a extended snout and thin slanted, blue-tinted eyes. They have four long digits on both the hands and feet. They appear faintly mammalian, with colored patterns along their skin.

Hol'taerrans can not communicate with out their *Schara'Ta* or Soul-Crystal. They in fact can see, hear or interact with non-Hol'taerrans in anyway without their crystal. Some more adventurous have these crystals implanted, while others carry them.

Average Size: 2.4 m

Average Mass: 65 kg

Average Life-span: 290 years

Reproduction: heterosexual, viviparous

Body Temp: 33 C



Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|-------------|----------------|---------------|----------------|----------------|
| Hol'taerran | -10 | +5 | +10 | -5 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|-------------|----------------------|---------------------|-----------------------|
| Hol'taerran | 10 | 30 | 4 |

Historical Detail

The Hol'taerrans are a peaceful race only recently contacted by the Frontier. They apparently have a small stellar empire just outside of the Yazirian sector of the Frontier. They have kept a quiet and peaceful existence for many centuries, watching and waiting for the opportunity to meet other sentients.

When they were first contacted, they seemed semi-sentient and non-communicative. However, as the contact team discovered, this was not the case. In fact, they simply had lost the ability to communicate with other sentients all together.

This inability to interact stems from the species' history with psionics and the advancement of related sciences. Their history is a perfect example of psionic sciences gone bad. It starts in far corner of space long forgotten, long before the Tetrach Societies.

Their species went through a period of psionic awakening like no other species. Some attribute it to the existence of psionically active crystals on their world. This period accelerated with their experimentation into genetic engineering and psionics. This experimentation led to a reliance on psionic senses over normal physical senses. Their advanced genetic engineering forced a rapid evolution in their species, in which they lost the use of their normal physical senses. This of course happened over several centuries.

During this time, the Hol'taerran knowledge of psionic skill was unsurpassed, and their psionic technology was equally as amazing. 95% of their population eventually was psionic. Non-psionics were enslaved. The Hol'taerran psionics, at one time, had a immense stellar empire, spanning area of space long forgotten. But something happened, not even the Hol'taerrans discuss that caused their collapse. It's is unclear whether they have simply forgotten that part of their history or are hiding it.

Now Hol'taerrans seem to be in search of something. They form large groups which migrate often, en mass, from one world to another, every decade or so, depending on the group or *T'charan'da* (Clan - see Social Structure below). No one knows what exactly they are searching for, but some guess lost technology from their empire, perhaps to reawaken it. The Alliance Militaries both keep a watchful eye on the Hol'taerrans.

Senses

Hol'taerrans have normal senses at all levels. However, they rarely utilize them when their psionics can be used instead.

Speech and Languages

Hol'taerrans use their Soul-Srstal to communicate. This Crystal has the ability to translate psionic thought to vocal patterns, through vibrations of it's crystalline structure. The voice is usually high pitched and very "angellic". The Crystal can speak any language.

It became necessary to use the crystal when Hol'taerrans began collapsing from exhaustion after using telepathy for extended periods of time, with other sentients. They say that it is extremely taxing to over-come many of the mental barriers that other sentients have to use their type of telepathy.

They have no known common language. They normally speak in thought when in groups.

Attitudes

Hol'taerrans are not a trusted race. Most suspect of deeper motivation than simply exploration. Some believe, no single race amasses a huge empire in order for it to fall apart, and never try to get back to the days of glory. They also condone slavery of their own kind (non-Psi talented), which is frowned upon in most other sectors of Allied space.

Hol'taerrans see other species as inferior because of their lack of psi-talented members. They are intrigued with other sentients that do have some Psi ability. They have been rumored to actually kidnap or abduct psi-talented beings from other species.

Most species do not trust the Hol'taerrans totally. However, their power in the mentalist psi abilities have kept them as a useful addition to Allied Space society. They are some of the best Psi trainers and have established several training facilities in Frontier space.

One of the more prominent rumors about this species is related to the Soul Crystal itself. Only the Holies themselves know where they come from. Many suspect that they have more power than just their apparent abilities. Some believe that the Crystals act as an enhancer to their Psi abilities pertaining to persuasion and manipulation of other's emotions. This, of course is simply a rumor, with no foundation in fact.

Social Structure and Standards

The Holie society is a caste system, based on Psi ability. There are several dozen layers of their caste system, several Castes and SubCastes for each layer. All the Castes are based on Psi Ability and how strong one is. Some Hol'taerrans travel in large groups like nomads, periodically. No one knows when they will migrate or where. These groups are called their *T'charan'da*. Being a member of a *T'charan'da* usually is a high honor, and is more meaningful than the Yazirian or Saurian clans. Members are treated with respect, like Nobility. *T'charan'da* Wars are not uncommon, and no non-enlightened, non-Psi wants to be anywhere near one of those when they break out. If one is not a member of a *T'charan'da*, then you are a commoner. *T'charan'da* are also broken up into Castes.

Racial Abilities

Psionic Bonus: Hol'taerrans, of course, automatically are enlightened, and can choose any 3 of the basic Mentalist power of their choice for free. Along with this, they automatically get Telepathy at +X.

Soul-Crystal: This is an Optional aspect of the Hol'taerrans. The GM can decide what the exact powers of the Crystals have. A Holie PC can work with GM to come up with this.

Karian

Physical Description

Some call the Karians Yazirian without the wings, but with more attitude. They are a simian race, intelligent but violent. They usually are just shorter than the average human, and have a slight hunch. Their snout is not quite as prominent as the Yazirian, and they are fanged. They are extremely strong, and savage when angered. They vary in color and in general physiology, and can be broken down into three basic units. These units were given names by their Terran masters centuries ago.

- *Gorilla* caste - the warrior and worker caste. They are larger, and have black fur all over their bodies, with dark skin in the bare areas.
- *Chimp* caste - the religious and scholar caste. Usually they are smaller than the gorillas, with black fur and lighter skin.
- *Tang* caste - the leader class. Tangs are reddish fur and light skin.

Average Size: 1.7 m (males), 1.6 (females)

Average Mass: 60 kg

Average Life-span: 210 yr.

Reproduction: Heterosexual, viviparous

Body Temp: 37 degrees C

Ability Score Modifiers

| <i>Race</i> | <i>Sta/Str</i> | <i>Dex/RS</i> | <i>Int/Log</i> | <i>Per/Ldr</i> |
|--------------------|-----------------------|----------------------|-----------------------|-----------------------|
| Karian | +5 | +5 | +5 | -15 |

Movement

| <i>Race</i> | <i>Walk (m/turn)</i> | <i>Run (m/turn)</i> | <i>Hrly (km/hour)</i> |
|--------------------|-----------------------------|----------------------------|------------------------------|
| Karian | 10 | 30 | 4 |

Historical Detail.

The Karian were brought into the star-faring age rather abruptly, when the Terran Expanse landed on their world, Kara. Corporations saw them as semi-intelligent beasts, attempted to enslave them and when they fought back, the Terrans were totally unprepared. The Karian fought with incredible fervor, and learned to use Terran weapons and equipment quickly. Their endurance for pain, and the ability to withstand extremes overshadowed the Terrans resources and technology. The Terrans had to abandon the Kara system, but not before interfering with the Karians so much that they would soon be reaching into the stars.

It took a few centuries, but the Karians learned from what was left behind, and developed their own FTL ships, colonized local planets, and developed a small empire.

Senses

Karians have equivalent senses to humans except in the sense of smell. Their smell sense is far superior.

Speech and Languages

Karian languages vary, but their primary language was the Terran Standard that was left behind. They speak Pan-Gal equally as well as humans.

Attitudes

Of all the races the Karians know, Humans are their sworn enemy. However, they do not have the resources or the allies to wage war with them, so they only can politically fight them. The Yazirian is a puzzlement to them, and some believe they are a lost fourth caste that the humans took from them. Others believe they are a mutation, and should be destroyed. The Karian High Council has not passed judgement on them yet, so Karians accept them.

Karians have a strong honor code like the Yazirians or the Halogai'. This honor code stems from a strict religion the Karian called simply the Faith. True Faithful are sometimes dangerous fanatics. Because of their past with the humans, the Faithful have declared a kind of secret holy war against the humans. Terrorism is one of their strongest weapons.

Social Structure and Standards

The Karian Empire is a small region of space just outside Rhianna. It was formed once they were able to reverse engineer a few Terran FTL ships left behind after the war. With the interference of the Terran Imperials, the Karian society went through drastic changes. Much of the Terran culture was forced onto the Karians. Merged with a little of their own, the result is what is today the Karian Empire society.

The Karian religious, otherwise known as the Faithful, dominate the culture. Their society is more a theocracy than even the S'saran. At least the government is a separate entity in the S'saran society. This is not the case of the Karian society, where the government is the church.

The Karian society has a strong undercurrent of revenge flowing through it. The Karian society knows that they can not take on the Humans now, but they want revenge very badly. So they quietly plot revenge against the humans.

Karian society is divided up into three castes, as mentioned above. These castes are based on the three subspecies of the Karian.

- **Gorilla Caste** - Made up the strongest and largest of the Karian, they are traditionally the warriors and the worker class.
- **Chimp caste** - Made up the smaller, more agile of the species, they are traditionally the lower class religious and scholar members of Karian society..
- **Tang caste** - The smallest portion of the Karian society, they are also the leaders, the government and the high priests.
-

Racial Abilities

Sense Presence: Because of their sense of smell, Karians can sense the presence an approaching individual. This gives the Karians a +1 to their Initiative Modifier (IM).

Climbing: All Karians receive Climbing skill for free at +X

Skill & Profession Additions/Enhancements

Experience System Additions

Advanced Star Frontiers has added a few new aspects into the Experience system of **Star Frontiers** to enhance advancement. Instead of using the generic Experience Points in the old system, use the following rules:

1. **Partial Experience** is experience recorded for a specific skill and is used only to advance that specific skill. It is gained when a PC successfully uses the skill at least once during an adventure. The player marks his skill each time he uses it successfully in the appropriate column (see **Advanced Star Frontiers Character Sheet**)
2. **General Experience** is the general XP points gained by successful attribute rolls and other non-skill roll related successes, and when the GM deems it necessary as a reward. This type of XP is used toward attributes, racial abilities, buying new skills, and any other non-skill advancement aspect.
3. To advance a PC's attributes with General XP, the PC can use only $(100 - \text{Attribute wanting to advance})\%$ of his current General XP. *Ex: A PC with 5 General XP wants to advance his STA (50); $(100 - 50) = 50\%$ of 5 = 3 (rounding up) can be used making it 53.*

Both types of XP should be given out sparingly; at most 1d6 per adventure.

+X RULE - Skill System Additions

The +X column is the highest column any PC can achieve and level 8 is the highest level a PC can achieve. But in the case that any positive column shifts brings a PC beyond +X, the PC can still benefit from the extra column shifts. To get benefits from extra positive column shifts after reaching +X, if there is a possibility, the following procedure should be followed during any skill check to insure that the PC gains the maximum benefit from his advantages:

1. Apply all negative column shifts to the Skill level
2. Add all positive column shifts to Skill level
3. Subtract 11 from the total.
4. If the total is positive, then the PC has a Expertise Level (Expt. Level) and the PC's strike column is +X. If it is negative, the PC rolls as normal with the total equal to the PC's strike column.

The Expt. Level is used to improve a success. A PC can subtract $3\% * \text{Expt. Level}$ from the skill roll whether it is a success or failure. Example: A PC has a level 8 skill. The PC receives a total of -2CS bringing him down to a +6 column on the Result Table. He also receives a total of +6 CS in the same attempt, bringing him to +X and making 1 his Expt. Level. On the roll for that attempt, the PC can subtract 3% from it.

Additional Skills

ARMORER

Prerequisites: Engineer: Military Lvl 2 & Proper tools

This skill allows the character to repair, and in some cases modify, solid armor. It allows the character to have the knowledge of proper applications of Armorgel, and other armor repair techniques. The Armorer skill can also be used with other skills as a corequisite to do special tasks. Without these co-requisite skills or with the Armorer skill alone, these tasks are impossible.

COREQUISITE USAGE

--Physics-- Combined with physics of any level, the character can physically modify the armor in a way that couldn't be done with just an Armorer skill. The character can not make this kind of attempt without both Armorer and Physics.

--Chemistry-- Combined with chemistry of any level, the character can use his Armorer skill to chemically modify armor, given the proper supplies, etc. This kind of attempt can not be made without both Armorer skill and Chemistry skill.

Final Notes: This skill also includes all suits in the original **Star Frontiers** system, and **Zebulon's Guide**. This skill is professionally available to Enforcers.

COMPUTERS: SHIP OPERATIONS

Prerequisites: Computers: Access & Operate,

Computer: Program Manip. Lvl 3

This is the skill that allows you to understand all ship computer and related systems. It does not allow detailed knowledge of the systems that are run by computers like ship propulsion systems. This does allow general knowledge of these systems, and detailed knowledge of how exactly the computers function and their purpose in these systems.

DEFENSIVE SCREENS

Prerequisites: Physics Lvl 2 or above, Armorer Lvl 2 or above, Proper materials, tools, and equipment

This skill gives the character specific knowledge on defensive screen design and field manipulation for both ship and personal defenses. The power structure, electronics, and other specific physical information, and design features are also known. The level of the skill reflects what size ship the PC has knowledge about. The lower the level, the smaller the ship, and visa-versa. This skill can be professionally taken by Enforcer.

ENGINEERING: SHIP DESIGN

Prerequisites: Physics Lvl 3, Engineering: (any) Lvl 3

This is the detailed knowledge of ship systems and their design, including ship propulsion system, life support, etc. This skill can be used to solve easy, moderate and reasonably hard problems when it comes to a ship's design. For extremely hard and pressing problems, there should be modifiers. All of this is up to the GM.

MEDICAL: CYBERSURGERY

Prerequisites: Medical: Medical Diagnosis, Cybernetics & CyberSurgery Kit

This is the ability to surgically attach and repair cybernetics. Cybernetics is just a general knowledge skill, and is usually used to identify, access, and operate cybernetics. Whereas cybersurgery is highly detailed and requires specific medical knowledge of nerve endings, this skill combines this knowledge with that of electronics to intricately combine them with cybernetic improvements, etc. This skill is available professionally to Scispec.

ROBOTICS: DESIGN

Prerequisites: Robotics: Activate/deactivate, Robotics: Alter Mission, Robotics: Modification, proper equipment/materials

This is the skill to design one's own robot. The level determines what level of robot the character is best at designing. If he attempts to design a robot with a level above his own, the

Advanced Star Frontiers 4.75

designer has a negative CS equal to the difference between his level and the robot level he is attempting to design. This skill is not available professionally to any profession.

SECURITY SYSTEMS: SHIP SECURITY

Prerequisites: Security Sys.: Activate/operate,
Security Sys.: Deactivate

This skill gives the PC knowledge on how ship security systems and personnel work and how to set up one for a ship. It gives the PC light knowledge on how to access the security systems through ship computers. It also gives the PC knowledge on how to operate and command a boarding party.

WEAPONS: DROPPED

Prerequisites: Weapons: Grenades

This skill applies to bombs or any other weapons dropped from the air in a air vehicle or dropped from a moving ground vehicle (mines). The character, with a successful skill roll, can surgically drop these types of weapons with incredible

Draft 0.75

accuracy. Laser guided or sensor guided bombs add to the PC's level. This skill is available to the Enforcer profession.

WEAPONS: INDIRECT FIRE

This is the skill used to fire long range weapons indirectly with good or even incredible accuracy. With a spotter, the PC gets, at minimum of +1 CS. This can go higher if the spotting character has this skill also. In this case, the firing PC adds the spotting PC's skill level to his own. This skill is available to the Enforcer and the Explorer Profession.

XENOTHEORY

Prerequisites: Exobiology

This is a knowledge skill of theories that are based around alien artifacts, cultures, and civilizations. With this skill, a PC can make accurate judgements on anything alien; technology, writing, etc. This skill is also a prerequisite to the specialization of Xeno-Specialist. This skill is available professionally to Scispecs and Explorers.

New Mentalist Disciplines

Body Weaponry

Success Rate: Discipline Level +1 CS

Pr: Density Level 2

This discipline allows a mentalist to harden his body to do more damage in unarmed combat. The only weapon allowed to be used in conjunction with this discipline are Brass knuckles. This discipline toughens the flesh and muscles of the user to provide protection like a skinsuit that does not get destroyed and to increase punching damage equal to 2 points per level of the discipline. The effects last for Logic divided by ten in turns after which it cannot be used for a like number of minutes. This discipline can be used in hand-to-hand combat in astral space.

Expansion*

Success Rate: Discipline Level

Pr: Density Level 2

This discipline is similar to Density except that instead of changing mass, the mentalist remains the same mass while increasing his volume. The speed with which a mentalist can grow is one-tenth his height per turn, up to twice his height. Each one-tenth increase in size has the same effect as using Density to decrease a mentalist's mass by one-tenth. See Density for details. A mentalist cannot use this discipline concurrently with Density. A character's clothing and equipment also grow. No change in damage, mass, or range occur. This discipline doesn't affect federanium.

Lights*

Success Rate: Level +X

This discipline allows a mentalist to psychically agitate air molecules causing them to produce light. This light can be shaped as needed. The light produced can range from very dim to as bright as a moonlit night. It will illuminate a radius of 3 meters. The light can be up to 10cm in diameter and can be mentally controlled up to a distance equal to one-half the user's logic in meters. A mentalist can only do one other activity while

moving the light. It takes no concentration to maintain the light in a stationary location. The light travels at a speed of Logic divided by 10 in meters per turn. The duration of the light is a number of minutes equal to the mentalist's logic after which time the discipline cannot be used for an equal number of minutes. The light can be any color, but most mentalist's prefer to choose a personal color and use it to the exclusion of all others.

Reduction*

Success Rate: Discipline Level

Pr: Density Level 2

This discipline is similar to Density except that instead of changing mass, the mentalist remains the same mass while decreasing his volume. The speed with which a mentalist can shrink is one-tenth his height per turn, down to one-tenth his height his height. Each one-tenth decrease in size has the same effect as using Density to increase a mentalist's mass by one-tenth. See Density for details. A mentalist cannot use this discipline concurrently with Density. A character's clothing and equipment also shrink. No change in damage, mass, or range occur. This discipline doesn't affect federanium.

Teleportation: Objects

Success Rate: Level +X or Discipline Level minus Int mod.

Pr: Teleportation: Limited Level 3

This discipline allows the mentalist to teleport an object weighing no more than logic divided by ten in kilograms from up to 10 meters away into his hands. This discipline will not work on anything made from federanium. It takes one complete turn of concentration before this discipline can be attempted. The success rate is equal to the discipline level minus the intuition modifier of the owner if trying to take an item from another character. If the object is not in anyone's possession the success rate is Level +X.

New Professions

NOTE: The Colonist and the Crewman both do not have a professional skill. The PC who wishes to enter either career can add a total of 7 point to any pair of stats.

Colonist

A Colonist is a profession that is basically a jack-of-all-trades. A colonist is not so much a person who likes to colonize people. They are more like the type of person that is handy to have around. They are called colonist because most do become colonists, by volunteering for colonial expeditions. Their professional skills are as follows:

| | |
|----------------------------|---------------------------------|
| Appraisal | Law |
| Bluff | Machinery Ops |
| Bodyspeak | Machinery Repair |
| Chef | Making Items/Structures |
| Climbing | Medical Diagnosis |
| Computer: Access & Operate | Medical Treatment:(Choice of 1) |
| Concealment | Persuasion |
| Disguise | Photography |
| Dramatics | Politics |
| Entertaining | Robotics: Identification |
| Finance | Robotics: Activate/Deactivate |
| Gemology | Society |
| Geology | Vehicles:(Choice of two) |
| Geophysics | Weapons: Beams |
| Haggling | Weapons: Melee |

Crewman

Crewmen are the backbone of the Fleet and the workhorse of a ship. They know their duty inside and out. They combine the agile skills of a Techex and the discipline of an Enforcer to get things done in the controlled environment on board a starship. The following are the Crewman professional skills:

| | |
|---------------------------------|----------------------------------|
| Chemistry | Machinery: Operation |
| Communications Devices: Operate | Machinery: Repair |
| Communications: Repair | Medical Devices |
| Computers: Access & Operate | Medical Diagnosis |
| Computers: Display Information | Medical: Wounds 1 |
| Computers: Interface | Security Sys.: Activate& Operate |
| Computers: Program Manipulation | Security Sys.: Deactivate |
| Computers: Program Writing | Security Sys.: Ship Security |
| Computers: Ship Operations | Vehicles: Atmospheric |
| Computers: Repair Mainframe | Vehicles: Cars |
| Engineer: Civil | Weapons: Beam |
| Engineer: Mechanical | Weapons: Missiles |
| Engineer: Ship Design | Weapons: P.G.S. |

Profession Specialty System

This new specialty system allows for a more diverse character. Profession Specialties are more specific advancements in an otherwise very general career. Each Profession has a few specialties, and some share specialties. But to advance into a specialty, one must fulfill the Prerequisites listed for each specialty. When a character advances into a specialty, the character receives bonuses, and gains access to a previously inaccessible skill list. The Basic Mechanics are explained. Each specialty with its prerequisites is listed, followed by the skills that accompany these specialties. They are available to PC upon entering the particular specialty, and are categorized according to the Profession they are related to.

The Basic Mechanics

Specialty Specialty Prerequisites, Skills & Skill Advancement

As stated previously, to enter into a specialty, a character must fulfill the Prerequisites listed for the specific specialty in mind. When a character advances to a specialty, he receives bonus skills, much like professional skills. On advancement into a specialty, the character also receives 10 points that can be used to raise Basic Attributes, or Racial Abilities, or buy new professional skills is(not Specialty skills).

Profession Specialties have specific skill available to it. They are bought at normal professional cost, but no other profession specialty skills can be bought at nonprofessional cost. To advance the skill levels of the skills acquired from the Specialty, it only cost normal professional cost.

Specialty Levels and Advancement Bonuses

Profession Specialties also have levels, and Specialty Advancement also; produces bonuses. For every level advanced in a specialty after level one (1), the PC receives 1 point to be used as Attribute advancement, or Racial Abilities. ***To advance specialties, it costs general experience; 4 XP + Level, cumulative.***

Exit Options and Requirements

A PC can advance from one Specialty to another, but only through the exit options given for that specialty. Also, the PC must fulfill the Exit Requirements before exiting the particular specialty. Each is listed for the individual specialty.

List in this section are the exit options for each specialty. Once the PC meets the Exit Requirements, he can choose from any of the listed Specialties to move to. The PC must also meet the Entry requirements for the new Specialty to choose from the Specialty's skill list.

Some exit options list other profession's specialties. When a character chooses this option, he is not changing his profession, just his specialty and is entering into a realm of specialty where most if not all prerequisite skills will be

nonprofessional, therefore costly. Also, when a pc chooses this route the skills bought from the specialty skill list are bought at nonprofessional cost, also.

Exit Requirements: All Spec. Skill Level (#). This means the character must buy all the specialty skills under his current specialty (unless he already has them), and then get to the level as listed before exiting.

Cross-over Specialties

Any person within a given profession can choose from the list of Profession Specialties attributed to his Profession. Note that some professions share specialties. These types are called cross-over specialties.

The Specialties

The following is a description of each of the specialties, listed with its prerequisites and Specialty Skills. Once the PC qualifies (passes the Prerequisites) for the Specialty, he may choose from skill listed below.

ENFORCER

Assassin

Prerequisites : 4 XP, Weap.: Melee Weap. Lvl 3, Weap.: Martial Arts Lvl 4, Stealth Lvl 5, Any 2 Ranged Weapon Skill @ Lvl 5.

These are the elite group of Enforcers that have mastered the intricate application of stealth, cunning and dexterity in order to take an individual being's life. The profession is considered an art in its own right, but art or no art, Star Law does not look to kindly on Assassins. Being relatively illegal in most sectors is a major disadvantage, but being an assassin has its advantages also. There is what is known as the Interstellar Guild for Assassins (IGA) on Outer Reach, Dramune. An assassin PC can join and gain special access to the Black Market (for jobs and supplies) if he gives 5% of his earnings from each adventure.

Specialty Skills

Marksmanship: PGS Weapons
Shadowing
Spot Weakness

Master: Martial Arts
Silent Kill

Exit Requirements: Assassin Level 5. All Spec. Skills Level 4

Exit Options: Corporate Spy; Law Enforcement; Explorer: Attack Scout

Corporate Security

Prerequisites : 4 Xp, Law Lvl 5, Sec. Sys.: Act./Op, Sec. Sys.:Deact. Lvl 4, Sec. Sys.: Detect Lvl 3, Comm. Dev.: Op., Any 2 Ranged Weapon Skill @ Lvl 6.

To be a Corporate Security or Corpguard, is to be the strong arm and tight grip of the executive level of the corporations; the individuals that do the dirty work. Each major, and some minor corporations have an army of Corpguards. This particular specialty makes up a majority in the Enforcer profession. Corpguards are looked on with mixed emotions by society and its institutions. Star Law respects the Corpguards legal jurisdiction (corporation property), but once they step out, the Star Law Rangers pounce on them like a cat on prey. General society show little respect to guards, but cause no trouble with them. One good thing about being a guard is that they can always find a job.

Specialty Skills

Corp. Intel./Counter-Intel.

Corporate Knowledge

Corporate Security Knowledge

Security Systems: Design

Security Systems: Expert

Exit Requirements: Corporate Sec. Level 4. All Spec. Skills Lvl 5**Exit Options:** Corporate Spy; Law Enforcement; Soldier**Corporate Spy****Prerequisites:** 7 Xp, Sec. Sys.: Detect Lvl 4, , Sec. Sys.: Deact. Lvl 4, Sec. Sys.: Open Locks Lvl 4, Comp.: Acc./Op. , Comp.: Bypass Sec. Lvl 4, Comp.: Display Info. Lvl 3, Weap.: Pgs Lvl 5

The corporate spy is the deep dark and very illegal profession that lives and thrives off of the secrets of competing enemy corporations. They specialize in stealing corporate secrets to "further the growth of free enterprise". Corporate Spy is an example of a cross over specialty. When an Enforcer specializes as one, he is called a corporate agent. When a Techex specializes as one, he is called a technospy. They generally emphasize different things in the activities. Usually a good corporate spy team has a mixture of the two. There exists what is known by Star Law as the Corporate Spy Underground, which is the very secret underground organization that provides safe houses for corporate spies.

Specialty Skills

Computers: Espionage Programming

Corp. Intel./Counter-Intel.

Corporate Knowledge

Corporate Security Knowledge

High-Tech Forgery

Infiltration

Listen

Streetwise

Exit Requirements: Corporate Spy Level 5. All Spec. Skill Lvl 6**Exit Options:** Corporate Sec.; Assassin; Explorer: Attack Scout**Fighter Pilot****Prerequisite:** 4 Xp, Veh.: Air Lvl 6, Comp.: Acc. & Op. , Weap.: Pgs Or Beam Lvl 7, Comm. Dev.: Op. Lvl 6.

The Fighting Tigers of the stars, fighter pilots are the backbone of interstellar combat. These few good men fly the state-of-the-art flying machines of the stars. The fighter pilot is an over glorified profession, but they don't complain. Fighter pilots are also qualified in-atmosphere pilots. "In-Ats" as they are called, are what fighter pilots start out as, later graduating to "space jocks". The fighter pilot is another example of a cross over specialty either the crewman or the enforcer can take as a profession. A PC can be a free-lance, a corporate, a planetary militia or a Spacefleet pilot. As a free-lance pilot, the character has little job security, but gets paid big. They act as the mercenary in the stars. As a corporate pilot, the character must choose a corporation; planetary militia pilots must choose a planet; Spacefleet pilots must work out details with the GM.

Specialty Skills

| | |
|--------------------|-------------------|
| Accuracy | Basic Maneuvering |
| Combat Maneuvering | Combat Tactics |
| Command Skill | Emergency Landing |

Exit Requirments: Fighter Pilot Level 4. All Spec. Skill Level 5

Exit Options: Soldier, Law Enforcement; Crewman: Astro.

Law Enforcement

Prerequisites: 6 Xp, Law Lvl 6, Weap.: Beam Lvl 4, Weap.: Pgs Lvl 5, Running, Comm. Dev.: Op Lvl 3

Law Enforcement is a general specialty referring to any individual involved in enforcing the law. There are a few different Branches of Law Enforcement a PC has to choose from when entering into the Law Enforcement specialty. The following are the Branches for the Law Enforcement specialty:

Star Law:

For full understanding of Star Law's organization, jurisdictional powers, and roles, refer to the following articles: "Freeze! Star Law", "Star Law Returns", "Silver-Twin", and "Star law: The Changes Over the Years". A character should choose a branch, and take the lowest Rank in the branch. Silver Twin can only be chosen after serving in the Special Forces Divisions and reaching the rank of Captain or better. As a Star Law Ranger (generic name given to any Star Law employee), the individual gains the powers of his department. Also the Star Law PC may get some issued weaponry (maybe even special issue), which will be up to the GM.

Free-lance:

Free-lancers cover a broad range of law enforcement- for-hire; from bounty hunter to private investigator, from bodyguards to special security. Most Free-lancers don't do one or the other. They usually end up delving into a little bit of all the free-lance jobs. Free-lancing is a hard career because it's hard to compete in the field and free-lancers are usually underpaid. The free-lancers do have the benefit of being closer to the streets than the "professionals". They usually have one or contacts (GM's decision) on the streets which usually comes in handy.

Specialty Skills

| | |
|----------------------------|-----------------|
| Contact Law | Corporate Law |
| Criminal Investigation | Legal Semantics |
| Marksmanship: Beam Weapons | Space Law |
| Spot Hidden | |

Exit Requirments: Law Enforcement Level 4. All Spec. Skill Level 6

Exit Options: Assassin; Corporate Sec.; Corporate Spy; Soldier

Soldier

Prerequisites: 5 Xp, 3 Weapon Skills @ Lvl 5 With At Least 2 Being Ranged, Running, Weap.: Power Assault Armor Lvl 5, Veh.: Cars Lvl 4, Veh.: Transports Or Atmosphereic Lvl 4 .

The soldier of the Frontier fills many roles from peace keeper to war maker, from government special forces to mercenary. There are three basic branches of service that a soldier may choose: Army (Land Fleet), SpaceFleet, and Mercenary. Each is divided up into sub-branches. Land Fleet and Mercenary are sub-branches and are very similar, but there is only one type of Soldier in Space Fleet, the Space Marine. Space Marine is usually achieved after a few years in Land Fleet. Serving in the military usually entails good retirement benefits (usually because some mercenary "organizations" are not quite as "charitable"). If the soldier is lucky enough to survive a life of many tours of duty on dangerous rim planets, suppressing rebellions, and fighting "Xeno-threats", the government usually shows a good amount of gratitude.

Specialty Skills

| | |
|---------------------------|-------------------------------|
| Command Skill | Insurgency/Counter-Insurgency |
| Marksmanship: PGS Weapons | Marksmanship: Beam Weapons |
| Sense Ambush/Trap | Set & Disarm Trap |
| Spot Weakness | |

Exit Requirments: Soldier Lvl 4., All Spec. Skill Level 5

Exit Options: Assassin; Corporate Sec.;Law Enforcement; Explorer: Attack Scout; Colonist: Rogue

TECHEX**CASTer**

Prerequisites: 5 XP, Robotics: Act/Deact, Robotics: ID, Robotics: Modifications, Robotics: List functions, Robotics: Design lvl 5, Robotics: Repair lvl 5, Robotics: Alter function 4, Robotics: Alter Mission 4, Sec. Sys: Act/op. , Comm Dev: Operate , Comm Dev: Repair 4, Brain-Link Cortex Coordinator

CASTers are Drone-control specialists. The specialty is similar to the Roboex specialty, but it deals almost exclusively with drones of various types. CASTers are much in demand as operators of installation security systems, because one talented CASTer can take the place of several live security guards.

CASTers are called CASTers because of their use of Cybernetic Artificial Sensory Transcievers (CAST). The CAST allows the CASTer to simultaneously control drones by thought alone. When controlling drones through the CAST, the CASTer will often become totally oblivious to everything except their drones. Most CASTers will keep at least one drone near them while CASTing for exactly this reason. (See NewTech for CASTs and Drones)

Specialty Skills

Robotics: Modification expert
Robotics: OS

Robotics: General expert
Robotics: CAST use

Exit Requirments: Caster Level 3. All Spec. Skill Level 5

Exit Options: Comptech, Roboex; Technospy; Starship Engineer; Xenotech.

CompTech

Prerequisites: 6 XP, Comp.: Acc. & Op. , Comp.: Bypass Sec. Lvl 5, Comp.: Def. Sec. Lvl 5, Comp.: Display Info. Lvl 5, One Comp.: Repair Skill @ Lvl 5, Physics Lvl 5.

As the Alliance s need for hi-tech artificial intelligence grows, so does the need for their hi-tech masters. Computers, once again, are the controllers, watchers, filers, and complex thinkers of modern society. But today's Frontier Alliance society, learning from other societies long since destroyed by their own ignorance, has created the watcher of the watchers; the controller of the controllers. Lying under a cloud of positronic filament transfer wiring and fiber-optic nerves is the Computer Technician; the beings who insure that the Frontier Alliance society stays in operation, and also, insure the computers stay under the society's command and not the other way around. He is constantly watching for signs of self-

awareness in AI and the beginnings of AIT syndrome, the condition where the machines rule, and deem all organic life inferior and unnecessary. Many societies have fallen due to AIT (Artificial Intelligence Takeover), and so the CompTech of today pledges to make sure that does not happen to the Alliance.

The Artificial Intelligence Society (AIS) is the public organization for the dedicated CompTech. It makes a point to keep separate from all government and corporate influences for the good of society, and is financed completely by its members through dues. AIS members must give 10% of any mission pay check to the AIS. The AI Society stands behind all of its members almost to a point of fanaticism. No galaxy, no planet, no continental district in the Alliance will fall under the tyranny known as AIT as long as there are CompTechs around.

Specialty Skills

Computers: Design

Computers: Expert

Computers: Hi-Tech AI

Computers: Viruses

Exit Requirements: Comptech Level 3. All Spec. Skill Level 5

Exit Options: Roboex; Technospy; Starship Engineer; Xenotech., Caster

Rigjack

Prerequisites: 4 XP, Armorer Lvl 4, One Comp. Repair skill Lvl 4, , Engineer: Mechanical Lvl 4, Machinery: Op. Lvl 4, Machinery: Repair Lvl 5, Robotics: Repair Lvl 3, Vehicles: Repair Lvl 4

There are far more machines in the universe than just computers, believe it or not, and most are just as complex and as difficult to care for. Vehicles, and other machinery like warehouse loaders, special robotic equipment, heavy machinery in factories, etc.; all these may be connected to some computer or be a part of some robot. The Rigjack can take care them all, one way or another. Rigjacks are the repairmen, the mechanics, the plumbers,... of the galaxies and there is nothing Rigjack can't do, or so most riggers would like to think. The Rigjack has the benefit of having access to the "Gadget" Market; a market of new advancements in equipment and electronics that will aid them in their endeavors. The Rigjack character, before a mission, may ask the GM what is available in the Gadget Market. Items and prices are up to the GM.

Specialty Skills

Technical Sabotage

Fixer Skill

Rigging: Structural

Rigging: Major Systems

Rigging: Minor Systems

Exit Requirements: Rigjack Level 3. All Spec. Skill Level 4

Exit Options: Comptech; Starship Engr.; Technospy., Caster

RoboEx

Prerequisites: 5 XP, Robotics: Identification, Robotics: Alter Function Lvl 5, Robotics: Alter Mission Lvl 5, Robotics: Design Lvl 5, Robotics: List Functions Lvl 5, Robotics: Repair Lvl 2.

Like the CompTech, the Robotics Expert seeks to act as master of the robotics field, watching and maintaining robotic equipment all over the Allied Space. Working along side the CompTechs as members of the AI Society, they pledge to the same principles of safe control and cooperation with Artificial Intelligence, but also insuring organic intelligent beings stay the controllers. Robots would be the tools to which AI would attempt to dominate the organic society, so the RoboEx, in his repairs, maintenance, and modification always watch for the signs of AIT Syndrome in robots. For more information on AIS, and its doctrine, refer to CompTech.

Specialty Skills

Robotics: General Expert

Robotics: Operating Systems

Robotics: Design Expert

Robotics: Modification Expert

Robotics: Reprogramming Expert

Exit Requirments: Roboex Level 4. All Spec. Skill Level 5

Exit Options: Comptec; Rigjack; Starship Engr.; Xenotech, Caster

StarShip Engineer

See Crewman: Star Ship Engineer for prerequisites, description and skills

Exit Requirments: Starship Eng. Level 3. All Spec. Skill Level 5

Exit Options: Rigjack; Comptech; Xenotech.

Techno-Spy

See Enforcer: Corporate Spy for prerequisites and skills. Techno-spies are the special area of Corporate spies that center on stealing competing corporation's techno-wonders. For a better description of Corporate Spy, refer to Enforcer: Corporate Spy.

Exit Requirments: Technospy Level 5. All Spec. Skill Level 5

Exit Options: Comptech; Rigjack; Colonist: Rogue

XenoTech

Prerequisites: 6 XP, Comp.:Bypass Sec. Lvl 4, One Other Computer skill Lvl 4, Robotics: Alter Function Lvl 4, Robotics: Alter Mission Lvl 4, Xenothory Lvl 5

The space surrounding Allied Space is full of mysteries and secrets that the institutions of science believe they can learn from. A whole area of study is dedicated to the study of alien artifacts, life forms, and civilizations. The Xenotech centers his studies on the technical wonders found on alien expeditions and xeno-archeological digs. They try their best to understand the alien techno-wonder's function, and learn from it to advance the Frontier Alliance technology. Most Xenotechs are extremely curious and are dedicated to the advancement of knowledge, but experimenting with the unknown can be beneficial and dangerous at the same time. There have been some strange unexplained deaths and disappearances in this field of work, but the Xenotechs still go on.

Specialty Skills

XenoTech.: Analysis

XenoTech.: Robotics

XenoTech.: Repair

XenoTech.: Computers

XenoTech.: Security Sys.

Exit Requirments: Xenotech Level 4. All Spec. Skill Level 6

Exit Options: Comptech;Roboex; Rigjack; Starship Engr.

GEMMER (Genetic Engineered Mistake/Mutant Eliminator)

Prerequisites: 7 XP, Biology Lvl 5, Botany Lvl 2, Chemistry Lvl 4, Exobiology Lvl 4, Genetics Lvl 4, Weap.:PGS Lvl 4, Xenothory Lvl 4, Zoology Lvl 2

A new threat to Allied society has arisen since the introduction of unmonitored genetic experimentation done by the Megacorps. Genetic Mistakes and Mutants (Gemms) are escaping, being dumped, or just let loose unlawfully into society, contaminating it. It was deemed necessary by the Scispec profession and related institutions to start thinking about decontaminating society by sending in specialist that knew how to eliminate these contaminants effectively. Some see it as a job for the corporations that created them, but it seems that they are unwilling to take responsibility. Gemmers are the specialist hired by interested or related parties to clean up societies gene pool.(...gene pool cleaners!?!?). They specialize in the study of these genetic experiments, and effective ways to destroy them. It is a difficult job because lately, corporations have been centering their genetic engineering research around making better soldiers. This makes it difficult to hunt them down and kill them. Gemmers do have access to the latest in technology related to their career, and have a secret honor society known as the Black Flag Society, which is dedicated to the clean up and elimination of these "genetic abominations".

Specialty Skills

G.E.M.M. Analysis

G.E.M.M. TrackingSpot

Streetwise

G.E.M.M. Biology/Biophysics

Weakness

Exit Requirments: Gemmer Level 4. All Spec. Skills Level 5

Exit Options:Planetary Surveyor; Colonist: Rogue

Medical Specialist

Prerequisites: 6 XP, Medical Devices Lvl 6, Medical Diagnosis Lvl 5, Medical Treatment skills Lvl 4, chosen Medical Field.

Medical Specialist focus their interests in a specific area of medicine, sometimes on a specific race. The individual wanting to specialize in medicine must decide, with the GM agreement, on a specialty field, like Genetics, Gynecology, ts Plastic Surgery, CyberSurgery, Bionics, etc. Then the GM will decide on the specific bonuses which the character will receive.

Specialty Skills

Medical: Expert

Pharmacology

Special area of Medicine

Exit Requirements: Medical Spec. Level 4. All Spec. Skills Level 5**Exit Options:** Gemmer; Xenospecialist**Planetary Surveyor****Prerequisites:** 6 XP, Analyze Ecosystems Lvl 5, Analyze Animal Behavior Lvl 3, Archeology Lvl 3, Biology Lvl 3 Botany Lvl 3, Exobiology Lvl 3, Xenothory Lvl 3, Zoology Lvl 3

One of the most enduring and oldest careers in the Frontier Alliance is the planetary surveyor. The Planetary Surveyor (or just Surveyor) is the key individual in evaluating the classification and the feasibility of colonization of newly discovered planets. They are always a part of a first-in team, usually taking up a major part of the team. They usually stay on designated planets for long periods of time painstakingly recording data with the best of accuracy to make sure there is no mistake. Many lives may depend on their decision, so they take great pride in their work. One big benefit of planetary surveyors is their pay check. The corporations, especially during expansion times, are willing to pay incredible rates for surveyors that are good and thorough at what they do.

Specialty Skills

Cartography

Cultural Anthropology

Ecological Dynamics

Oceanography

Sociodynamics

Terraforming Knowledge

Exit Requirements: Planet. Surveyor Level 4 All Spec. Skill Level 5**Exit Options:** Gemmer; Xenospecialist**Xeno-Specialist****Prerequisites:** 4 XP, Archeology Lvl 4, Biology Lvl 5, Botany Lvl 2, Chemistry Lvl 4, Exobiology Lvl 4, Genetics Lvl 4, Physics Lvl 3, Xenothory Lvl 4, Zoology Lvl 4

Another career related to the grand mysteries that await in the unexplored space beyond Allied Space, the XenoSpec emphasizes on the hard science of alien studies; archeology, exobiology, botany, and other sciences. They sometimes are a part of first-in teams if there is a belief that there is something related to alien cultures on the prospective planet.

Again, like the planetary surveyor, when there is a major need like during a war with an alien race, the xenospecialist is known to be paid incredible amounts of money to analyze and make studies on the alien race in question.

Specialty Skills

Exobiology: Expert

Xenoculture

Xenopsychology

Xenoarcheology

Xenolinguistics

Exit Requirments: Xenospec.Level 4. All Spec. Skill Level 5**Exit Options:**Med. Spec.; Planetary Surveyor

EXPLORER**Attack Scout**

Prerequisites: 6 XP, Camouflage Lvl 6, Comm. Dev.: Operate Lvl 4, Concealment Lvl 4, Stealth Lvl 4, Survival Lvl 4, Weap.: PGS Lvl 5

The Frontier's version of a special forces commando, the Attack Scout is usually the first in on an attack on an alien world, or usually the central part in a special mission. The Enforcer is not the only profession related to the military. Attack Scout teams are strictly a part of the SpaceFleet Space Marines and are specially trained with special commando techniques for dangerous, small group missions. Attack Scouts are also survival experts, trained to survive in high risk environments solely to get their mission complete.

Specialty Skills

| | |
|--------------------------|-------------------|
| Command Skill | Commando Skill |
| Marksmanship: PGS Weapon | Sense Ambush/Trap |
| Set Ambush | Set & Disarm Trap |
| Survival Instinct | |

Exit Requirements: Attack Scout Level 5. All Spec. Skill Level 4

Exit Options: Juggler; Xenohunter; Colonist: Rogue, Recon Scout

Contact Emissary

Prerequisites: 4 XP, Body Speak, Communication Lvl 4, Finance Lvl 3, Haggling Lvl 4, Law Lvl 3, Persuasion Lvl 4, Politics Lvl 4, Society Lvl 3

Much lies on the shoulders of a contact emissary. Their main purpose is to represent their employee in a first contact situation with an alien life form, one that has been approved for contacting. The employer may be a corporation, planetary government, or the Council of Worlds itself, but permission must always be gotten from the Security Council, and the contact must be supervised by Star Law. Contact is up to the emissary, and one wrong move could scare or insult aliens into war. The emissary must be very eloquent, and strong in cultural etiquette. He must be a good diplomat. First always makes the difference.

Specialty Skills

| | |
|-------------|--------------------|
| Contact Law | Diplomatic Oratory |
| Xenoculture | Xenolinguistics |

Exit Requirments: Contact Emissary Level 4. All Spec. Skill Level 5

Exit Options:Attack Scout; Ranger

Jugger

Prerequisites: 4 XP, Camouflage Lvl 4, Pumping Fed. , Ride Mount Lvl 4, Running, Stealth Lvl 4, Survival (two climates) Lvl 4, Tracking Lvl 4, Weap.:Martial Arts Lvl 4, Weap.:Melee Lvl 4

The real test of an athlete is the ability to play any game thrown at him and do it well. Sports and athletics center around the Jugger career; a career that involves all possible sports and games (including gladiatorial games). A jugger spends his life travelling between each planet that is in his conference district taking on the Challenges that each conference throws at him. He is the ultimate athlete, gladiator of the Allied Space.

Specialty Skills

| | |
|------------------------|---------------------|
| Athletics Skill | Cheat Skill |
| Intergal. Sports Know. | Master: Martial Art |
| Master: Melee | Push Skill |

Exit Requirments: Jugger Level 5. All Spec. Skill Level 5

Exit Options:Attack Scout; Xenohunter; Colonist: Rogue

Ranger

Prerequisites: 5 XP, Analyze Animal Behavior Lvl 5, Camouflage Lvl 4, Climbing, Make Item/Struct. ,Survival Lvl 3 (2 Climates) , Track. Lvl 4, Weap.: Martial Arts Lvl 5

The primary function of the Ranger is a guide to the Rim worlds and the space surrounding them. They guide new colonists to their perspective destinations. They are expert survivalists if anything should happen and are dedicated to getting their job done safely. He'll protect them at any cost.

Specialty Skills

| | |
|--------------------|--------------------|
| Foraging Expert | Hunting |
| Survival Expert | Survival Instinct |
| Sense Ambush/Traps | Set & Disarm Traps |

Exit Requirments: Ranger Level 4. All Spec. Skill Level 5

Exit Options: Attack Scout; Contact Emiss.; Xenohunter; Colonist: Rogue

Recon scout

Prerequisites: 2 xp, Camouflage 6, Climbing 1, Comm dev: op 4, Comm dev: rep. 2, Concealment 6, Find Direction 5, Make item/structure 1, Running 1, Stealth 6, Survival (x2) 3, Tracking 4, Vehicle: cars 1, weap. Beam or PGS 4

In contrast to the Attack Scout, the Recon scout's main objective is information. The recon scout will typically be infiltrated before hostilities actually begin. Recon scouts are trained to go completely unnoticed by the opposition while gathering information on enemy installations, defenses, troop quantity, quality, and composition and reporting this information to friendly forces.

Specialty Skills

Cartography

Infiltration

Sense ambush/trap

Shadowing

Spot hidden

Set/disarm traps

Survival expert

Exit Requirments: Recon Scout Level 5. All Spec. Skill Level 4

Exit Options: Attack Scout, Juggler; Xenohunter; Colonist: Rogue

Xeno-Hunter

Prerequisites: 5 XP, Camouflage Lvl 4, Concealment Lvl 4, Exobiology Lvl 3, Stealth Lvl 4, Survival Lvl 4, Tracking Lvl 4,
Weap.: PGS Lvl 4, Xenotheory Lvl 3

The Xeno-hunter is dedicated to protecting society from any alien endangerment that might decide to infiltrate it without proper examination and permission from the Immigration Council. Alien life forms that can blend in with out first being registered are considered a threat to because of disease, and possible mixture in the gene pool. or Alien life forms that want to dwell in Allied Space must be physically examined and registered as a safe life form. Entire races must be observed and studied. Any "illegal alien" must be hunted down, and either captured or killed, but preferably the former. Xenohunters and Gemmers often work closely together, so they also are permitted into the Black Flag Society.

Specialty Skills

Alien Investigation

Exobiology: Expert

Spot Weakness

Streetwise

Survival Instincts

Xenopsychology

Exit Requirments: Xenohunter Level 5. All Spec. Skill Level 6

Exit Options:Attack Scout; Contact Emiss.; Juggler; Ranger; Colonist: Rogue

Contact Emissary

For a full description of Contact Emissary, see Explorer: Contact Emissary.

Exit Requirements: Contact Emissary Level 4. All Spec. Skill Level 5

Exit Options: Explorer: Ranger; Rogue

Information Investigator

Prerequisites: 7 XP, Bluff Lvl 4, Comp.:Acc.& Op. , Disguise Lvl 4, Dramatics Lvl 4, Entertain: News Presenting Lvl 4, Law Lvl 4, Persuasion Lvl 4, Photography Lvl 4, Politics, Society Lvl 4, Veh.: Cars, Veh.:Transports

The news and information business has changed over the centuries. Government regulations do not allow for complete "freedom of the press" because they have learned over the centuries that the press can sometimes cause problems in more than one way. But journalists still thrive on retrieving information and reporting to someone, may it be the public or the executives of a corporation, or even the government. Because their range of duties are different from the once called reporters', they are now called Information Investigators. They themselves have changed little over the years working off the same ideals that -the people have a right to know although they may be risking legal action.

Specialty Skills

Investigative Reporting
Journalism Semantics

Journalistic Instinct
Streetwise

Exit Requirements: Info. Inv. Level 4. All Spec. Skills Level 5

Exit Options: Contact Emiss.; Rogue.

Rogue

Prerequisites: 6 XP, Bluff Lvl 5, Chef, Comp.: Acc. & Op. , Cryptography Lvl 5, Entertaining (2 Styles) , Haggling Lvl 5, Make Item/Structure, Persuasion Lvl 3, Veh.: Cars, Weap.: Beam Lvl

The rogue is a mercenary of sorts willing to do any thing for a price. He can be a smuggler, pirate, thief, or special courier if the price is right. They usually travel the stars, from planet to planet, doing odds-and-ends jobs for anyone who's paying. They don't stay in one place too long, because they usually have a bad record with the authorities who like to follow them. The Pirate Alliance is always hiring rogues as is many terrorist and crime organizations and even many legitimate corporations. Not all rogue jobs are illegal, and many stay clear of a bad record by just doing the legitimate jobs.

Specialty Skills

Cheat Skill

Fast Talk

Piracy

Smuggling

Streetwise

Thieving

Underworld Knowledge

Exit Requirments: Rogue Level 3. All Spec. Skill Level 4**Exit Options:**Any Specialty Under Enforcer Or Explorer Or Colonist**Colonist: Other Professions**

The colonist has the option to advance into other professions given the prerequisites are fulfilled. The colonist can only do this once, after which the character must choose from the specialties available for his second profession (the one after colonist). The character must choose from the professional skills of the PCs new profession.

From Colonist to other PROFESSIONS*ENFORCER*

Prerequisites: 8 XP, Body Speak, Comp.: Acc. & Op. , Law Lvl 2, Robotics: Ident. , Two Vehicles Skills, Weap.: Beam Lvl 3, Weap.: Martial Arts Lvl 3

TECHEX

Prerequisites: 11 XP, Comp.: Acc. & Op. , Mach.: Operate Lvl 3, Mach.: Repair Lvl 2, Robotics: Ident. , Robotics: Act./Deact. , Veh.: Machinery Lvl 2, Veh.: Repair Lvl 2

SCISPEC

Prerequisites:10 XP, , Comp.: Acc. & Op. ,Medica Diagnosis Lvl 4, Med. Treat.: (Choose One) Lvl 3

EXPLORER

Prerequisites: 11 XP, Body Speak, Climbing, Concealment Lvl 2, Geology Lvl 1, Geophysics Lvl 1, Haggling Lvl 2, Make Item/Structure, Medical Diagnosis Lvl 1, Med. Treat. Vet. Lvl 2, Persuasion Lvl 1, Weap. Beam Lvl 2.

CREWMAN

Prerequisites:Comp.: Acc. & Op. , Mach.: Op. Lvl 3, Mach.: Repair Lvl 2, Med. Diagnosis Lvl 2, Med. Treat.:Wound 1 Lvl 2, Veh.: Atmos. , Veh.: Cars, Weap.: Beam Lvl 1

Exit Requirements & Options: When a Colonist chooses the other profession option, the character has chosen to completely change his career. For exit options and requirements, 'just go by what his new profession is.

CREWMAN**Astrogationeer**

Prerequisites: 5 XP, Comm. Dev.: Op. Lvl 4, Comp.: Acc. & Op. , Comp.: Disp. Info. Lvl 3, Comp.: Interface Lvl 4, Comp.: Prog.Manip. Lvl 4, Comp.: Ship Ops. Lvl 5, Find Direction Lvl 4, Physics Lvl 4

Also known as Helmsman, they work to get their starship to the exact destination discerning from all the other millions of pinpoint stars. Navigating through the stars is an extremely difficult and complicated process, and at times the Helmsman has to do his job in just a few seconds to save his ship.

Specialty Skills

Astrogation: Chart New Route

Astrogation: Find Location

Astrogation: Plot Interstellar Jump

Combat Tactics

Command Skill

Emergency Jump

Exit Requirements: Astrogationeer Level 5. All Spec. Skill Level 6

Exit Options:Fighter Pilot; Starship Engr.

Fighter Pilot

For a full description of Fighter Pilot, look under Enforcer.

Exit Requirements: Fighter Pilot Level 5. All Spec. Skill Level 7

Exit Options:Astrogationeer; Weapons Operator

Starship Engineer

Prerequisites: 5 XP, Comp.: Interface Lvl 4, Comp.: Prog. Writ. Lvl 4, , Comp.: Repair Main. Lvl 4, Comp.: Ship's Ops. Lvl 4, Engineer: Civil Lvl 4, Engineer: Mechanical Lvl 4, Engineer: Nuclear Lvl 3, Mach.: Repair Lvl 4

The classic in engineering masters, the starship engineer has been passed down over the centuries with extreme stereotyping. They have much weighing on their shoulders, and they take their work with extreme pride. They get by extremely attached to the ship they work with and are extremely critical of other engineers work (constructive criticism). They service and control all the systems on board the starship they are in charge of. They perform great miracles in times of extreme need and would sacrifice anything to save their ship.

Specialty Skills

Command Skill

Emergency Stress Analysis

Rigging: Starship Minor Sys.

Damage Control

Rigging: Starship Major Sys.

Rigging: Starship Structure

Exit Requirments: Starship Engr. Level 5. All Spec. Skill Level 6**Exit Options:**Fighter Pilot, Astrogationeer; Weapons Ops.**Weapons Operator****Prerequisites:** 5 XP, Comm.Dev.: Op. Lvl 4, Comp.: Acc & Op. , Comp.: Interface Lvl 4, Comp.: Ship Ops. Lvl 4,

Engineer: Ship Design Lvl 3, Weap.: Beam Lvl 3, Weap.: Missiles Lvl 3, Weap.: P.G.S. Lvl 3

Targeting the enemy and hitting them in the vacuum of space with tons (sometimes megatons) of fire power is the major responsibility of the weapons operator. The weapons of a starship are an extreme responsibility, and their operators don't take their job lightly. Hit the enemy and that's it!

Specialty Skill List(Skill Lists for each Specialty)

Specialty Skills

Accuracy

Command Skill

Combat Tactics

Selective Firing

Exit Requirments: Weapons Operator Level. All Spec. Skill Level 5**Exit Options:**Fighter Pilot; Starship Engr.

MENTALIST**Combat Psi**

Prerequisites: 7 XP, Beam Lvl 4, Body Weaponry Lvl 3, Com. Devices-Op. Lvl 2, Density Lvl 4, Disruption Lvl 2, Channeling I Lvl 3, Channeling II Lvl 3, Medical Diagnosis Lvl 2, Paralyze Lvl 2 Weap.: Beam Lvl 3

This type of mentalist has chosen the rough life of a soldier and hold positions as combat specialists in any number of organizations and corporations.

Speciality Skills

Channeling III

Extension

Invisibility Mind

Psychic Crush

Channeling IV

Find Weakness

Marksmanship: Beam wpns

Exit Requirements: Combat Psi Lvl 4 All Spec. Skills Mentalist Level 5

Exit Options: Any Mentalist Specialty, **Any Enforcer Specialty**

Contact Psi

Prerequisites: 5 XP, Analysis I Lvl 3, Communication Lvl 2, Empathy Lvl 4, File Lvl 1, Infatuation Lvl 3, Persuasion Lvl 3, Telepathy: Aliens Lvl 4, Animals Lvl 1, Characters Lvl 3

This specialty is the mentalist's version of the Contact Emissary. See Contact Emissary for a full description.

Speciality Skills

Contact Law

Extension

Control

Telepathy: AI

Diplomatic Oratory

Mental Probe

Mind Link

Exit Requirements: Contact Psi Lvl 4, All Spec. Skills Level 4

Exit Options: Any Mentalist Specialty, **Any Explorer Speciality**

Mystic

Prerequisites: 9 XP, Density Lvl 4, Empathy Lvl 4, Hypnosis Lvl 2, Levitation Lvl 1, Shield Lvl 1, Telepathy: Char. Lvl 4, Teleportation: Limited Lvl 4, Theology Lvl 2, Truesight Lvl 3, Weap.: MA Lvl 4

A mystic is a master of mind and body. Mystics wander the galaxy seeking enlightenment. They are also the ones who are able to find psionic absorbing materials and make psionically powered objects.

Speciality Skills

| | |
|----------------------|--------------|
| Astral Projection | Body Control |
| Extension | Impression |
| Master: Martial Arts | Precognition |
| Shield: Area | |

Exit Requirements: Mystic Level 5, All Spec. Skills Mentalist Level 6

Exit Options: Any Mentalist Specialty

Psychic Investigator

Prerequisite: 5 XP, Analysis II Lvl 5, Bluff Lvl 4, Clairaudience Lvl 4, Clairvoyance Lvl 4, Comp.:Acc/Op. Lvl 1, Comp. Display Info. Lvl 2, Detection Lvl 2, File Lvl 1, Persuasion Lvl 4, Time Read Lvl 1

This specialty is the mentalist's version of the Enforcer Specialty: Law Enforcement. See Law Enforcement for the full description.

Speciality Skills

| | |
|---------------------|--------------|
| Astral Projection | Extension |
| Invisibility | Mental Probe |
| Psionic Time Travel | Streetwise |
| Telepathy: AI | |

Exit Requirements: Psychic Investigator Lvl 5, All Spec. Skills Level 4

Exit Options: Any Mentalist Specialty

Psychic Surgeon

Prerequisites: 7 XP, Empathy Lvl 4, File Lvl 1, Heal Others Lvl 1, Heal Self Lvl 1, Heal Self Fully Lvl 3, Hypnosis Lvl 3, Med. Diagnosis Lvl 4, Telekinesis Lvl 4, Telemanipulation Lvl 3, Telepathy: Characters Lvl 4

A Psychic Surgeon is a mentalist who has devoted his life to healing others. A Psychic Surgeon is a licensed doctor and can write prescriptions and create drugs of many kinds, including psionic affecting drugs.

Cure Self

Cure Others

Extension

Find Weakness

Pharmacology

Psychic Surgery

Psychokinesis

Exit Requirements: Psychic Surgeon Lvl 5, All Spec. Skills Level 5

Exit Options: Any Mentalist Specialty , Any Scispec Speciality

Specialty Skill List & Description

| Skills | Success Rate |
|-------------------------------------|--|
| Accuracy | +1 (+5%) / Skill level |
| Alien Investigation | Skill Level |
| Astrogation:Chart New Route | Skill Lvl +2CS(-1CS/2Ly) |
| Astrogation:ind Location | Skill Lvl +2 CS |
| Astrogation: Plot Interstellar Jump | Level +X (-1CS time mod) |
| Athletics Skill | Skill Level |
| Basic Maneuvering | Level +X |
| Cartography | Skill Level +2CS |
| Cheat Skill | Skill Level + DM |
| Combat Maneuvering* | Skill Level |
| Combat Tactics | Skill Level |
| Command Skill | LDR + (Skill Level * 5%) |
| Commando Skill | Skill Level |
| Computers: Design* | Skill Lvl +2CS(-1CS/CmpL) |
| Computers: Espionage Programming | Skill Level |
| Computers:Expert * | Skill Level |
| Computers: Hi tech AI* | Skill Level |
| Computers: Viruses* | Skill Level |
| Contact Law | Level +X |
| Corp. Intel./Counter- | Skill Level + INT Mod |
| Corporate Knowledge | Skill level (+2CS for Finance Skill) |
| Corporate Law* | Level +X |
| Corporate Security Knowledge | Skill Level (+2CS w/ Corp. Know. Skill) |
| Criminal Investigation | Skill Level (+ Logic Mod) |
| Cultural Anthropology | Skill Level +3 CS |
| Damage Control | +10% per Level (to DCR) |
| Diplomatic Oratory | Skill Lvl (+ PER Mod) (+2CS w/Fast Talk) |
| Ecological Dynamics | Skill Level |
| Emergency Jump | Skill Lvl+1CS(+1CS/hr**) |
| Emergency Landing | Automatic |
| Emergency Stress Analysis | 5% per level (breakup%) |
| Exobiology: Expert | Skill Level |
| Fast Talk | PER + (Skill Level * 5%) |
| Fixer Skill | Skill Level + LDR Mod. |
| Foraging Expert | Skill Level + LOG Mod. |
| G.E.M.M. Analysis* | Skill Level |
| G.E.M.M. Biology/Biophysics* | Skill Level |
| G.E.M.M. Tracking* | Skill Level |

| | |
|-------------------------------|---|
| High-Tech Forgery* | Skill Level |
| Hunting | Skill Level (+1CS for Tracking if owned) |
| Infiltration | Skill Level (+2 CS for Stealth if Stealth is successful) |
| Insurgency/CounterInsurgency | Skill level |
| Intergal. Sports Know. | Automatic |
| Investigative Reporting* | Skill Level + INT Mod. |
| Journalism Semantics* | Level +X or Skill Level |
| Journalistic Instinct | Skill Level+2CS(+INT Mod) |
| Legal Semantics | Level +X or Skill Level |
| Listen | Skill Level + Int. Mod. |
| Make Special Item/Structure | Skill Level + GM mod. |
| Marksmanship: Beam Weapons | Skill Level |
| Marksmanship: PGS Weapons | Skill Level |
| Master: Martial Art* | Skill Level |
| Master: Melee* | Skill Level |
| Medical: Expert | Skill Level |
| Oceanography | Level +X |
| Pharmacology* | Skill Level (+1CS for Chemistry If owned) |
| Piracy | Skill Level |
| Push Skill | Skill Level(+2CS if successful Athletics skill rolled beforehand) |
| Rigging: *Starship Major Sys. | Skill Level |
| Rigging: *Starship Minor Sys. | Skill Level |
| Rigging: *Starship Structure | Skill Level |
| Rigging: *Structural | Skill Level |
| Rigging: *Major Systems | Skill Level |
| Rigging: *Minor Systems | Skill Level |
| Robotics: CAST use | Skill Level |
| Robotics: Design Expert* | Skill Level |
| Robotics: General Expert | Skill Level |
| Robotics: Modification | Skill Level |
| Robotics: Operating Sys | Skill Level (-OS Level) |
| Robotics: Reprogram | Skill Level |
| Security Systems: Design | Skill Level (-Lvl of Sec.sys.attempting) |
| Security Systems:Expert | Skill Leve |
| Selective Firing | Skill Level |
| Sense Ambush/Trap | Skill Level + INT Mod. |
| Set Ambush | -5% * Skill Lvl/-Skill Lvl CS |
| Set & Disarm Trap | Skill Level + DEX Mod. |
| Shadowing | Skill Lvl (-Target INT Md) |
| Silent Kill | Skill Lvl (-Target INT |

Advanced Star Frontiers 4.75

| | |
|-------------------------------|--|
| | Md)(+2CS w/ a Stealth roll) |
| Smuggling | Skill Level + INT Mod |
| Sociodynamics | Level +X |
| Space Law* | Level +X |
| Spot Hidden | Skill Level + INT Mod. |
| Spot Weakness | Skill Level + INT Mod. |
| Streetwise | Skill Level + INT Mod. + PER |
| Survival Instinct | Skill Level |
| Survival Exper | Skill Level |
| Technical Sabotage | Skill Level + 1CS |
| Terraforming Knowledge | Level +X - |
| Thieving | Skill Level + DEX Mod.+2CSw/Stealth roll. |
| Underworld Knowledge* | Skill Level + PER Mod. |
| Xenoarcheology | Skill Level + 2CS |
| Xenoculture | Skill Level +2CS |
| Xenolinguistics | Skill Level (+2CS w/ Communication roll) |
| Xenopsychology | Skill Level |
| XenoTech.: Analysis | Skill Level (-GM Mod.) |
| XenoTech.: Computers* | Skill Level |
| XenoTech.: Repair* | Skill Level |
| XenoTech.: Robotics* | Skill Level |

Draft 0.75

Discipline List with Success Rate

| Disciplines | Success Rate |
|----------------------------|----------------------------------|
| Astral Projection | Discipline Level |
| Body Control | Discipline Level |
| Channeling III | Discipline Level |
| Channeling IV | Discipline Level |
| Cure Others | Discipline Level +1CS |
| Cure Self | Discipline Level +1CS |
| Extension | Discipline Level +2CS |
| Find Weakness | Discipline Level +2CS |
| Impression | Discipline Level |
| Invisibility | Discipline Level +1CS |
| Mental Probe | Discipline Level -1CS per 20 Log |
| Mind Control | Discipline Level |
| Mind Link | Discipline Level +2CS |
| Precognition | Discipline Level +1CS |
| Psionic Time Travel | Discipline Level |
| Psychic Crush | Discipline Level |
| Psychic Surgery | Discipline Level -Sta Mod. |
| Psychokinesis | Discipline Level |
| Shield: Area | Discipline Level +2CS |
| Telepathy: AI | Discipline Level or Level +X |

Accuracy

Success Rate: +1 per skill level (See new Knight Hawk Rules)

Accuracy increases a Weapons Operator's or Fighter Pilot's success rate in firing starship weaponry. For every level in this skill, the PC can increase his chance to hit by 1 point (according to the new d20 system of new KH. For old KH, +5%)

Alien Investigation

Success Rate: Skill Level

Alien Investigation allows for the PC to follow the path left by a xenomorph that has taken refuge illegally in society.

Xenomorphs (aliens) are different and will have the habit of being noticed, or leaving tale-tell signs as they try to stay hidden or escape those who are hunting it. It is normally used when the PC feels he can rely on nothing else and must get more information.

Astrogation: Chart New Route

Success Rate: Skill Lvl +2 CS (-1 CS/2 Light years)

This skill allows the PC to plot uncharted routes to systems for reasons of short cuts, or emergencies. After successfully finding the new route, the PC can consider the route charted, but only in the direction travelled. It will require another roll to have the route charted both ways. The UPF pays 10,000 cr for information on new routes.

Astrogation: Find Location

Success Rate: Skill Lvl +2 CS

This skill allows the PC to determine his ship's location if it misjumped or took an emergency jump. If the ship is in a charted system, it will take 1d10 hours to determine location. In a uncharted system it will take 2d10 * 10 hours to calculate the location.

Astrogation: Plot Interstellar Jump

Success Rate: Level +X (-1 CS/2 hours not spent on plotting)

The time to plot is 2 hours for every light to be jumped. If the PC is in a hurry, then the actual time spent must be determined

and compared with the required time to get the modifying column shifts.

Athletics Skill

Success Rate: Skill Level

This skill increases the PCs physical attributes after a time of preparation. After getting the skill, the PC knows the on techniques of exercise to get the most out his/her body. The time to prepare is equal to (100 -STA)/10 in hours. If the PC spends that time in training, stretching, and other special exercises, the PC may roll on his Skill Level to determine his bonus (see Below).

| Athletics Skill Bonus Table | |
|-----------------------------|-----|
| Cobalt | +25 |
| Blue | +20 |
| Green | +15 |
| Yellow | +10 |

This bonus lasts for STA/5 hours. If the PC does not spend the hours required, he does not get the bonuses. For every hour spent above that time, there is a +1CS.

Basic Maneuvering

Success Rate: Level +X

This skill is the basic skill for all professional pilots. It includes aircraft basics, and spacecraft basics. Roll against this ability only in extreme cases.

Cartography

Success Rate: Skill Level +2 CS

This is the ability to make maps. This skill allows the PC to map an area on paper without a MapCalc prog in his mind.

Cheat Skill

Success Rate: Skill Level + DM

This is the PC's ability to cheat at a any game. It can be combined with Entertainer: Sleight of Hand for a +2CS.

Combat Maneuvering

Prerequisite: Combat Tactics Skill, Basic Maneuvering

Success Rate: Skill Level

This is an air or space pilot's ability to effectively maneuver aggressively and safely in a high stress combat situations. A successful use during space combat gives the fighting PC -1 per skill level on his attacking die roll and a +1 for every 2 levels to his attacker's die roll (according to the new Knight Hawks Rules), and in the air, gives the PC +1 CS for every skill levels to his Vehicle: Atmosphere and -1 CS for every 2 skill levels to his attacker's weapons skill.

Combat Tactics

Success Rate: Skill Level

Combat Tactics applies to Air or Space Combat only. It can be used in many situations with the outcome left up to the GM. It can be used as a last ditch effort or used in planning ahead for combat. It is the general knowledge of combat tactics in space, and also measures the PC's experience in air or space combat.

Command Skill

Success Rate: LDR + (Skill Level * 5%)

This is the skill that is used with Leadership to give commands to subordinates. It also measures what kind of officer the PC could be or is. This skill is only used in combat or in military situations. It is most useful on suicide missions where the commander has to sacrifice one for the sake of the many. Ordering a being to his death is difficult without the proper motivation.

Commando Skill

Success Rate: Skill Level

This is sort of a luck roll for those daring one-man army types. It should be used only at the GM's discretion, but can be used to save a PC's life. It is used only when the PC is in a one-man army combat situation, and is facing extremely bad PC odds. It can give a PC +1d4 Column Shifts on spontaneous firing

(Ranged weapons) upon a successful roll on the skill. It can also give any other benefit that the GM deems necessary.

Computers: Design

Prerequisites: Proper Supplies/materials & Robocom Kit

Success Rate: Skill Level +2 CS (- 1 Per computer Level of the computer attempting to design)

This is the general design skill for computers. The PC can design and build any computer with this skill, but with the penalty shown above in the Success Rate. The time depends on the level of the computer intended on being constructed, and the PC's success Result. For example, for a level 1 computer on a Cobalt success, it should only take a few minutes. Attempting the same computer with a Yellow result should take no less than 4 hours. Other design/build times are up to the GM.

Computers: Espionage Programming

Success Rate: Skill Level

This skill is rolled prior to any unauthorized access to a computer system. This skill can help the infiltrating PC in avoiding many of the security programs in the system. The types of security programs (given in levels) that can be avoided with a successful roll depends on the Result. The following table gives the specifics:

| Computer Espionage Programming Table | |
|--------------------------------------|----------------------------|
| Result | Avoidable Sec. Prog. Lvl's |
| Cobalt | Between Lvl 1 & 8 |
| Blue | Between Lvl 1 & 5 |
| Green | Between Lvl 1 & 3 |
| Yellow | Between Lvl 1 & 2 |

Example: A PC wants to Infiltrate WarTech's Main Frame. The PC Rolls on this skill and receives a green success. That means he can dodge any Security Program between levels 1 and 3 (inclusive) without having to roll on any other skill.

Computers: Expert

Success Rate: Skill Level

Advanced Star Frontiers 4.75

This is an advancement skill which when rolled, represents the PCs concentration on his other computer skills and expertise. With a successful roll, the PC is in intense concentration and "becoming one with the computer", in a sense. The following table shows the bonuses the PC receives on a successful roll according to Result Color:

| Computer: Expert Bonus Table | |
|------------------------------|-------|
| Cobalt | +3 CS |
| Blue | +2 CS |
| Green | +1 CS |
| Yellow | +1 CS |

These modifiers apply to any other computer skill roll to follow while the PC is at the one terminal. If there is something that breaks the PC's concentration, or the PC simply leaves, the Expert skill must be rerolled to receive any bonus from it.

Computers: Hi-Tech AI

Success Rate: Skill level

Prerequisite: Computers: Expert

This skill gives the PC knowledge of HTAI (High-Tech Artificial Intelligence), and all the problems that could go wrong, and how to countermeasure them. HTAI are as close as modern Frontier technology can get to self-aware computers (which is pretty close), and there are certain dangers that come with them, like Computer Insanity, and related malfunctions. Organic computers are included in this skill.

Computers: Viruses

Success Rate: Skill Level

Prerequisite: Computers: Expert

Viruses can be beneficial or very dangerous, and the skill make them is a very powerful one. This skill allows the PC to have knowledge of the construction and destruction of computer viruses.

Contact Law

Success Rate: Level +X

Draft 0.75

This is a general knowledge skill that covers all laws on first alien contact, isolation and noninterference laws, etc. This to skill empowers the PC with knowledge of when the laws are being violated, when it is allowed to be violated, etc. The PC must have this skill to apprehend any violators of these laws.

Corp. Intel./Counter-Intel.

Success Rate: Skill Level + Intuition Modifier

This skill is the measure of a PC's ability to be a spy. It also gives the PC a chance to spot other spies. Before Fast Talk and before anything else that could be rolled to get the PC passed guards, or receptionists, Intelligence/ Counter Intelligence should be rolled. With a successful roll, the PC successfully passes through all the basic security check points (like receptionists, standard guards, or the typical passer-byer). If security is heightened due to suspicion, or anticipation, there may be GM modifiers, or the PC may have to roll more than once. Also, this skill can help when needing electronic gadgets from the black market to get passed nonstandard security measures. A successful roll indicates that a contact is nearby and can supply what the PC needs (GM discretion advised). The skill also acts as a general knowledge skill of the Spy underworld.

Corporate Knowledge

Success Rate: Skill level (+2 CS if Finance Skill is owned)

This skill gives the PC knowledge of the corporations that everyday people wouldn't know. Special techniques in general activity in the financial world, certain tell-tale signs that indicate a certain corporation was involved, or special corporate procedures, etc. (GM discretion is advised on the amount of knowledge given).

NOTE: NOT to be confused with Corporate Security Knowledge. For the PC's own corporation, there is a +1CS, for an allied there is a -1CS, and for an enemy corporation, there is a -3CS.

Corporate Law

Success Rate: Level +X

Prerequisite: Legal Semantics

Advanced Star Frontiers 4.75

This skill gives the PC knowledge of proper corporate procedures set by law for every aspect of corporate activity. A PC cannot apprehend or indict an individual or organization violating these laws without this skill.

Corporate Security Knowledge

Success Rate: Skill Level (+2 CS with Corporate Know. Skill)

This is a specific knowledge skill that covers the standard, and other security procedures of corporations. For the PC's own corporation, there is a +3 CS, for allied corporations, there is a +1 CS, and for enemy corporations, there is a -3 CS.

Criminal Investigation

Success Rate: Skill Level (+ Logic Modifier)

This skill gives the PC the ability, instinct and deductive reasoning of a good criminal investigator (Used as a last resort to pry clues out of the GM). This skill gives the PC the authority and finesse to ask investigatory questions, and get informative answers, when investigating a crime. This skill gives the PC the authority to arrest individuals involved in any violations of laws that the PC has skills for ((general) Law, Contact Law, Corporate Law, Space Law). Also, it gives the PC contacts. With a successful roll, the PC has a contact locally, and can use it in his investigation (keeping within the law). A free-lance law enforcement PC with a criminal investigations level of 2 or above can have a private investigator's licence.

Cultural Anthropology

Success Rate: Skill Level +3 CS

Upon observation of an intelligent or semi-intelligent civilization's culture, the character can determine how that society developed, where particular aspects of the culture derived from, etc. The higher the skill, the more information the character can extract upon observation.

Damage Control

Success Rate: +10% per Level (to DCR)

A PC skilled in Damage Control can greatly help out when a ship is damaged in combat or otherwise. The PC adds the Success Rate result (found above) to the starship's Damage Control Rating. This can only be used for one repair per repair

Draft 0.75

turn. The PC must be doing nothing else but repairing during the 3 preceding space combat turns. (See Knight Hawk's rules).

Diplomatic Oratory

Success Rate: Skill Level (+ PER Mod)(+2 CS w/Fast Talk)

This skill gives the PC the finesse, style, and instinct of political diplomat. The character is a master of mass compromise (compromising large population's needs and wants). It is one thing to compromise between two or three people, and a totally different thing for whole populations.

Ecological Dynamics

Success Rate: Skill Level

This skill enables a PC to analyze characteristics of particular atmospheric, or ecological activities and interpret what causes them, how it can be changed, and what results would come about if the particular anomaly were to be changed. The PC with this skill is highly knowledgeable in all planetary environmental issues, and the results of terraforming.

Emergency Jump

Success Rate: Skill Level+1CS(+1CS/hour **)

This skill is used if the PC has no time to plot a jump, or simply wishes to take a risked jump ("smoking the jump"). If the PC spends some time, but not enough (10 hours is enough), he does receive bonuses for the time he did spend. The following instruction explains the procedure to determine the bonus: ** Divide the total number of hours spent preparing by the number of light years (RU). The result is the CS bonus. One restriction applies: the PC must spend 2 hours or more in preparation, or the ship automatically misjumps.

Emergency Landing

Success Rate: Automatic

Emergency Landings can be accomplished without this skill (with Vehicles: Atmospheric), but at high risk (and high negative Column Shifts). With Emergency Landing Skill, the flying PC only need roll his Vehicle skill, without negative CS due to the difficulty of the landing.

Emergency Stress Analysis

Success Rate: -5% per level (from ship's breakup percentage)

With this skill, the PC can advise the pilot of a starship on how to accelerate and maneuver a damaged ship without tearing the hull apart with the excess stress. Having a PC with this skill aboard a starship modifies the chance the ship will break apart when damaged. The skill level times 5 is the negative modifier to the break up chance (see Old KH rules).

Exobiology: Expert

Success Rate: Skill Level

This skill measures the PC concentration when working hard on a specific exobiology problem. The PC must role his skill level and determine the bonus that he receives, if any, by the following table:

| Exobiology: Expert Bonus Table | |
|--------------------------------|-------|
| Result | CS |
| Cobalt | +3 CS |
| Blue | +2 CS |
| Green | +1 CS |
| Yellow | +1 CS |
| White | 0 |

These bonuses only apply to the one problem, and must be re-rolled for different problems such as if the PC is distracted from his concentration or leaves and comes back later.

Fast Talk

Success Rate: Skill Level + PER Modifier (-Target's INT Modifier)

This skill measures the ability for the PC to talk himself out of a "tight" situation and measures the PC's ability to lie smoothly under severe pressure. Some might call it the ultimate bullsh*t skill. Fast talk enables the character to think up excuses, or false explanations on the spot. With a successful roll, the "target" character (listening character), if an NPC, believes the lie to some degree, depending on the success. If the target

character is a PC, a special INT may be rolled (using modifiers depending on the Fast Talker's success if the GM prefers (GM's discretion). The fast talking PC cannot fast talk an individual that has already made up his/her own mind (GM's Discretion). PER and INT modifier are determined like DEX modifier

Fixer Skill

Success Rate: Skill Level + LDR Modifier

This is a measure of an innovative PC's ability to find an item in a time of dire need in the most unlikely places (GM's discretion). If the PC succeeds at a skill roll, the GM is to determine the likelihood of the items they need being in around the area the characters are. Vehicles, equipment, or weapons can be found in the craziest places sometimes.

Foraging Expert

Success Rate: Skill Level + LOG Modifier

This skill is a measure of concentration and expertise in the area of foraging. When a PC is using a Survival skill to find food, the PC can roll on this skill first to receive one of the following bonuses:

| Foraging Expert Bonus Table | |
|-----------------------------|-------|
| Result | CS |
| Cobalt | +3 CS |
| Blue | +2 CS |
| Green | +1 CS |
| Yellow | +1 CS |
| White | 0 |

G.E.M.M. Analysis

Success Rate: Skill Level

Prerequisite: Proper information to analyze

This skill gives the PC the ability to analyze information about a G.E.M.M. (Genetically Engineered Mutant/Mistake), and determine specifics like weak spots, typical feeding and living habits. Information needed to do a proper analysis would be

Advanced Star Frontiers 4.75

data relating to the G.E.M.M.'s creation and its purpose, the biology and the genetics involved in its creation, and so on.

G.E.M.M. Biology/Biophysics

Success Rate: Skill Level

Prerequisite: Successful G.E.M.M. Analysis roll

This skill gives the PC the ability to create biological weapons designed specifically for the particular G.E.M.M. (Gemm), or make informational conclusions about the Gemm relating to complicated biological, genetic, or biophysical aspects of the Gemm.

G.E.M.M. Tracking

Success Rate: Skill Level

Prerequisite: Successful G.E.M.M. Analysis roll

This skill gives the PC intuitive knowledge on where the Gemm would typically be most comfortable dwelling and other places of interest to the Gemm, like feeding grounds.

High-Tech Forgery

Success Rate: Skill Level

This skill is an advancement on the Forgery skill and gives bonuses to that skill on any attempts involving Hi-Tech Forgery (forgery involving delicate technical knowledge of advanced electronic forgery equipment) skill roll. The following chart shows the bonuses:

| High-tech Forgery Bonus Table | |
|-------------------------------|-------|
| Result | CS |
| Cobalt | +2 CS |
| Blue | +2 CS |
| Green | +1 CS |
| Yellow | +1 CS |
| White | 0 |

Hunting

Success Rate: Skill Level (+1 CS for Tracking, if owned)

Draft 0.75

This skill is a general luck roll for hunters. On a successful skill roll while hunting (for food or for fun), the PC finds and kills something, depending on the success Result Color.

| Hunting Table | |
|---------------|--------------------|
| Result | Kills |
| Cobalt | 1d6 large animals |
| Blue | 1d3 medium animals |
| Green | 1 medium animal |
| Yellow | 1 small animal |
| White | nothing |

Infiltration

Success Rate: Skill Level (+2 CS for Stealth, if rolled successfully)

Stealth does not cover every aspect of movement without detection. Infiltration is a specialty skill that covers the area of sneaking into a secured area i.e. encampment, corporate facility, secured factory. In most cases it would be used as a infiltrators luck roll; last ditch effort to save one's butt (GM's discretion advised). With a successful stealth roll before the Infiltration, the PC receives a +2 CS.

Insurgency/Counter-Insurgency

Success Rate: Skill Level

This skill is a general knowledge skill of the world surrounding the rebels, revolutionaries, and anarchists of the universe. It is also the knowledge of their tactics such as terrorism, how to predict their next move, and how to deal with insurgents.

Intergalactic Sports Knowledge

Success Rate: Automatic

This is a skill of general knowledge related to the sports and games of all the galactic districts available to competitors. It is the knowledge of the tough scenes and the easy ones, the tough-game areas and the easy ones, and a general knowledge of the many games being played in the participating sectors.

Investigative Reporting

Success Rate: Skill Level + INT Modifier

Prerequisite: Journalism Semantics

This is a luck skill for those "nosy-reporters" that are looking for a break in the big story. The PC can roll on this skill, and if successful, the GM can give the PC some inside information about the problem or situation. The PC must keep in mind that problem at hand and the GM must determine using his/her own judgement, how long the PC investigated.

Journalism Semantics

Success Rate: Level +X or Skill Level

Prerequisite: Journalistic Instincts

To know the trade is to know the terms of the trade. Journalism is one of those trades that has developed its own language to and terms of operation, and this skill helps PCs through the language (Roll on +X for this type of use). Journalism Semantics also gives the PC the skill to ask the right questions, and push the right buttons" to get the story under the story they want you to know. A successful roll (using Skill Level) for this skill indicates the character may receive some unsaid, inside information from an answer to a question.

Journalistic Instinct

Success Rate: Skill Level +2 CS (+ INT Modifier)

This skill is a general luck skill for the intrepid reporter of the Frontier News-Net. On a successful roll, the GM may decide to have a "news breaking" encounter happen which or may not be related to the adventure. This skill can also be used to "sniff out something fishy" in a particular situation or allow a PC to get a gut feeling about something, allowing the GM to give some inside information.

Legal Semantics

Success Rate: Level +X or Skill Level

This skill gives the PC knowledge of the "lingo" of the legal profession. With this skill, the PC can translate from legal-ese to commoner's terms.

Listen

Success Rate: Skill Level + Int. Mod.

This is the PC's ability to listen to faint and normally indistinguishable sounds and identify them or, in the case of voices, understand them. The Int. Mod. (Intuition Modifier) is determined the same way as DM (Dexterity Modifier).

Marksmanship: Beam Weapons

Success Rate: Skill Level

Prerequisite: At least 2 levels higher in Beam

This is a concentration skill; a skill that represents the level of concentration at which the PC is concentrating on the task at hand. If the level is high i.e. the character has made a successful skill roll, then the PC receives a bonus, according to the following table:

| Marksmanship: Beam Weapon Bonus Table | |
|--|--------------|
| Result | CS |
| Cobalt | +3 CS |
| Blue | +2 CS |
| Green | +1 CS |
| Yellow | +1 CS |
| White | 0 |

This bonus only lasts for a single shot and must be rolled before every shot to receive the bonuses.

Marksmanship: PGS weapons

Success Rate: Skill Level

Prerequisite: At least 2 levels higher in PGS

Same as Marksmanship: Beam but applies to PGS.

Master: Martial Art

Success Rate: Skill Level

Prerequisite: At least 2 levels higher in Martial Art

This skill measures the frame of mind and the concentration of the PC just before going into combat. With a successful roll,

Advanced Star Frontiers 4.75

the PC receives the following bonuses according to the Success Result

| Master: Martial Arts Bonus Table | |
|----------------------------------|-------|
| Result | CS |
| Cobalt | +2 CS |
| Blue | +2 CS |
| Green | +2 CS |
| Yellow | +1 CS |
| White | 0 |

This bonus only lasts for one combat round and must be rolled every combat round to receive the bonus.

Master: Melee

Success Rate: Skill Level

Prerequisite: At least 2 levels higher in Melee

Same as Master: Martial Art but applies to Melee.

Medical: Expert

Success Rate: Skill Level

This is an advancement skill which when rolled, represents the PC's concentration on his other medical skills, and expertise.

With a successful roll, the PC is in intense concentration, intent on solving the patient's problem. The following table shows the bonuses the PC receives on a successful roll according to Result Color:

| Medical: Expert | |
|-----------------|-------|
| Result | CS |
| Cobalt | +3 CS |
| Blue | +2 CS |
| Green | +1 CS |
| Yellow | +1 CS |
| White | 0 |

These modifiers apply to any other medical skill roll to follow while the PC is at the one patient or subject. If there is

Draft 0.75

something that breaks the PC's concentration, or the PC simply leaves, the Expert skill must be rolled again to receive any bonus from it.

Oceanography

Success Rate: Level +X

This is a general knowledge skill in the subject of life and ecosystems in all bodies of water. A PC with this skill is schooled in the physics, chemistry, geology, meteorology, and biology of seas, oceans, and other bodies of water.

Pharmacology

Success Rate: Skill Level (+1 CS for Chemistry, if owned)

Prerequisites: Proper chemicals and equipment.

This is the drug maker's skill. Given the proper equipment and chemicals, the PC with this skill can make any type of drug, with a proper successful skill roll. Some GM's modifiers may apply, considering environment, complexity of the drug. Also, as a GM's note, sources for drug chemicals can't pop up in the strangest places, so don't eliminate the possibility. The PC with this skill can also modify current drugs, given the proper equipment and chemicals.

Piracy

Success Rate: Skill Level

This is primarily a general knowledge skill of the business and the ways of the Pirate Alliance (the current organization that runs a majority of the piracy in the sector). It gives the PC inside information about the pirate's standard traditions and procedures and the ability to spot the styles of each of the pirate organizations. It also can be used as a "fake-pirate" skill when infiltrating pirate bases.

Push Skill

Success Rate: Skill Level(+2 CS if successful Athletics skill roll made beforehand)

This is an athlete's last burst-of-energy in-the-heat-of-the-moment skill. If the PC needs a miraculous surge of athletic power, he/she may roll on the Push Skill to see if the PC musters enough reserve energy to pull it out in the end. The

bonuses for a successful roll depends on the situation and is up to the GM.

Rigging

Rigging is the skill area covering temporarily fixing something with the closest substitute parts and equipment that happen to be available if the real thing is unavailable. These types of skills should be regulated by the GM, and the implementation of the skill in game terms and the "proper materials" are at the GM's discretion. Modifiers may apply depending on the PCs goals on how long he/she wants the rigging to last. In other words if all else fails, rig something.

Rigging: Major System

Success Rate: Skill Level

Prerequisite: Proper materials

This skill applies to planet-bound major electronic systems i.e. major corporate computer or security networks, or large robotic processors.

Rigging: Minor Systems

Success Rate: Skill Level

Prerequisite: Proper materials

This applies to planet-bound minor electronic systems, like vehicle computers, personal computers, small personal robots, etc.

Rigging: Starship Major Systems.

Success Rate: Skill Level

Prerequisite: Proper materials

Rigging Starships major electronic systems includes fixing any system that is essential to the ship's survival i.e. drive systems, screens, navigations etc.

Rigging: Starship Minor Systems

Success Rate: Skill Level

Prerequisite: Proper materials

Minor systems are the other electronic systems that are not primarily essential to the ship's survival, but may be secondary, like weapon's systems.

Rigging: Starship Structure

Success Rate: Skill Level

Prerequisite: Proper materials

Rigging the structure of a starship involves knowing the stresses and what kind of material could handle those stresses. It strictly applies to the structure of the ship only. It has nothing to do with electronic systems.

Rigging: Structural

Success Rate: Skill Level

Prerequisite: Proper materials

This is like Rigging: Starship Structure, but applies to anything other than starships - mainly planet-bound structures, vehicles, or buildings.

Robotics: CAST use

This skill represents the training that a CASTER receives to allow him to "multi-task" his attention span. Each CASTER has a Drone Control (DC) rating equal to the average of INT and LOG, divided by 10. A CASTER can monitor (no active control, just watching) double his DC in drones while they drones operate on their own programs. The CASTER can exercise moderate control (The degree of control a non-CASTer can have with a standard drone control device) over an number of drones equal to their DC. Actual "telepresence", can be maintained over half the DC in drones. All fractions round down.

If the CASTER is dealing with 1/2 or less number of drones for the particular degree of control, he can maintain some awareness of his own body, and can move normally. The DEX and RS of the CASTER are at half value, however.

Robotics: Design Expert

Success Rate: Skill Level

Prerequisite: Robotics: General Expert

This skill is a measure of the PC's concentration while designing a robot; the measure of how hard his mind is

working on the problem. A successful roll gives the PC the following bonuses:

| Robotics: Design Expert | |
|-------------------------|-------|
| Result | Bonus |
| Cobalt | +3 CS |
| Blue | +2 CS |
| Green | +2 CS |
| Yellow | +1 CS |
| White | 0 |

These bonuses stay in effect during the time of non-interrupted work on one job. Another roll must be made if the PC leaves the job for any amount of time or is interrupted.

Robotics: General Expert

Success Rate: Skill Level

This skill represents the PC's level of concentration on the job at hand and his skill to finish it. General Expert refers to the following skills, and the bonuses only effect these skills:

Robotics: Identification
Robotics: List Functions
Robotics: Remove Security Lock
Robotics: Repair
Robotics: Robopsycology

The following chart shows the bonuses received upon a successful Robotics: General Expert roll.

| Robotics: General Expert Table | |
|--------------------------------|---------|
| Cobalt | +3 CS |
| Blue | +3 CS _ |
| Green | +2 CS |
| Yellow | +1 CS |
| White | 0 |

These bonuses stay in effect during the time of non-interrupted work on one job. Another roll must be made if the PC leaves the job for any amount of time or is interrupted.

Robotics: Modification Expert

Success Rate: Skill Level

Prerequisite: Robotics: General Expert

This expertise skill only applies when the PC is physically modifying the robot. This skill works the same as Robot Design Expert.

Robotics: Operating Systems

Success Rate: Skill Level (- OS Level)

This skill gives the owning-PC the ability to effectively use large robotic operating systems & networks without having to buy or advance any computer skills. For example, large corporate factories and terraforming factories usually have large and complicated robot operating systems.

Robotics: Reprogramming Expert

Success Rate: Skill Level

Prerequisite: Robotics: General Expert

This expertise skill only applies when the PC is reprogramming the robot. It exclusively applies to the following Robotics skills:

Robotics: Alter Function

Robotics: Alter Mission

Use the Column Shift Chart from Robotics: Design Expert to determine the modifiers.

Security Systems: Design

Success Rate: Skill Level (- Security System Level attempting)

Prerequisites: Proper Materials

This skill enables the PC to design his own security system. It can be a simple booby trap around a camp site, or a complicated system of electronics. The GM must judge on the level of the system using his/her own discretion.

Security Systems: Expert

Success Rate: Skill Level

This skill measures the PC ability to concentrate on his skills and use them extremely effectively together. A Successful roll gives the PC bonuses to any Security System skill he/she is using for a single particular system. If the PC's concentration is broken in anyway or the PC gets up from the job and comes

Advanced Star Frontiers 4.75

back to it later, another roll must be made to receive the bonuses again. The bonuses are as follows:

| Security Systems: Expert bonus Table | |
|--------------------------------------|-------|
| Cobalt | +3 CS |
| Blue | +3 CS |
| Green | +2 CS |
| Yellow | +2 CS |
| White | 0 |

Selective Firing

Success Rate: Skill Level

This skill lets the gunner shoot at a specific (external) system with the ship-mounted weapons at his disposal. No internal system can be damaged using this skill (Life Support, Astrogation, or Damage Control). To use this skill, the attacking ship must be in the same hex as the defending ship. The gunner declares what system he has selected to fire at, and first rolls a d100 to determine the penalty he will receive on his d20 roll on attack (using d20 system from revised KH)

| Selective Fire Combat Dice Roll Penalty Table | |
|---|----|
| Cobalt | -2 |
| Blue | -3 |
| Green | -4 |
| Yellow | -5 |
| White | -6 |

The gunner may use Accuracy with this skill. Now, the gunner rolls combat dice accordingly, and checks to see if the ship has E-Shields (sometimes it's good to do this before Selective Fire is declared). If the shot penetrates the E Shields, the specific system is destroyed (Defender determines energy drainage normally for E Shields). If the shot misses, it is considered a clean miss and no damage.

Sense Ambush/Trap

Success Rate: Skill Level + INT Mod.

Draft 0.75

This skill allows the PC to sense a trap or ambush several moments ahead of time instead of at the moment. This uses general INT. This should be treated as a general sense trap/ambush luck roll, i.e. used when INT (and most other) rolls fail. GM should keep in mind that the PC has this skill and should determine when it should be rolled.

Set Ambush

Success Rate: Target's INT - [5% x Skill Level] or Target's INT roll or - [Skill Level] CS to Sense Ambush Skill.

This skill measures the PC's ability to set up and properly execute an ambush, and also, the PC's judgment on how ready the target will be for the ambush. After the ambush has been set up, the target subtracts the PC's skill level * 5% from his/her INT roll or subtracts skill level in Column Shifts when using Sense Ambush skill, when attempting to detect it.

Set & Disarm Trap

Success Rate: Skill Level + Dexterity Modifier

This skill allows the PC to set traps that are more advanced than the traps the survival skill allows in civilized, developed, etc. areas, using anything that is available. Actual effect is dependent on the success result color and the GM's discretion. The target subtracts [PC's skill level * 5%] from INT roll, or [PC's skill level] Column Shifts for Sense Trap/Ambush.

Shadowing

Success Rate: Skill Level (- Target's INT Modifier) (+2CS w/ a successful Stealth roll)

This skill enables the PC to stealthfully and skillfully follow an individual without being noticed. A successful roll gives the target a 1/4 * INT chance to notice the shadow. If this is rolled, the following PC must roll a RS to keep from getting noticed.

Silent Kill

Success Rate: Skill Level (- Target's INT Modifier) (+2CS w/ a successful Stealth roll)

This skill gives the PC the ability to kill someone silently. On a successful roll, the PC has gotten into the position to strike and

Advanced Star Frontiers 4.75

must roll the weapon skill + 3CS to determine damage (if any).
If the PC does cause enough damage the target gets a RS roll.

Smuggling

Success Rate: Skill Level + INT Mod

This skill measures the PC's ability to carry, import or export an object or set of objects secretly or against some laws or rules.
It is also a general knowledge skill of the smuggling underworld.

Sociodynamics

Success Rate: Level +X

This is a general knowledge skill that covers the area of social cause-and-effect. The PC can spot aspects in a society and understand where that aspect could come from with reasonable probability. Also, the sociodynamicist has an extensive understanding of the aspects of "external interference"; what would happen if a spacefaring race were to disturb the normal growth of a lower tech society.

Space Law

Success Rate: Level +X

Prerequisite: Legal Semantics

This is a general knowledge skill that covers all the laws pertaining to space travel, space commerce, and space borders. No law enforcer may arrest an offender of space law without this skill.

Spot Hidden

Success Rate: Skill Level + INT Modifier

This is a luck roll for individuals who are intentionally looking for something i.e. clues or items that are intentionally hidden.
This roll should be used under GM's discretion.

Spot Weakness

Success Rate: Skill Level + INT Modifier

This skill gives a fighting PC an edge during combat. On a successful skill roll, the PC has spotted a weak spot in his opponents defense or combat technique and capitalizes on it.

Draft 0.75

The result is a plus to Initiative Modifier depending on the level of success:

| Spot Weakness Table | |
|---------------------|----------|
| Result | CS |
| Cobalt | +2 to IM |
| Blue | +2 to IM |
| Green | +1 to IM |
| Yellow | +1 to IM |
| White | 0 |

Streetwise

Success Rate: Skill Level + INT Modifier + PER Modifier

This skill measures the PCs ability to walk the streets" and deal with the diverse culture that arises from the lower end of the social class. It is the ability to understand and manipulate the language of the streets; the semantics of the street world. It also can be used as a general intuitive-guess-roll for situations on the streets that might call for one; a sixth about the streets in city areas.

Survival Instinct

Success Rate: Skill Level

This skill is similar to Spot Weakness in that it effects Initiative Roll in combat. This skill gives a PC a survivalist edge. Upon a successful skill roll, the PC may roll 2 ten-sided dice for IM and choose the highest.

Survival Expert

Success Rate: Skill Level

This skill measures the PC expertise in his Survival Field and the level of concentration when using his/her survival skills. On a successful roll, the PC receives the following bonuses.

| Survival Expert Bonus Table | |
|-----------------------------|-------|
| Result | CS |
| Cobalt | +3 CS |
| Blue | +2 CS |

Advanced Star Frontiers 4.75

| | |
|---------------|--------------|
| Green | +1 CS |
| Yellow | +1 CS |
| White | 0 |

These bonuses are only applicable to the particular or specific situation the survivalist rolled for. They do not carry over or have a duration. If his concentration is broken in any way, the skill must be rolled again to receive the bonuses.

Technical Sabotage

Success Rate: Skill Level + 1 CS

A PC with this skill can sabotage any piece of technical equipment that he/she wishes. The advantage of this skill is that the damage to the system would not be readily apparent and would take some time to find. Also, he can sabotage equipment or structures to do damage to surroundings or users. For example, a tech can set up a piece of equipment to have a rapid power overload when used. The explosion could do damage to the user. Upon a failure roll, the PC cannot sabotage the particular piece of equipment at all; beyond his/her capabilities. Upon a cobalt success, the damage is so severe that the piece of equipment cannot be repaired in the field and must be taken to a shop i.e. replacement parts, etc.

TerraForming Knowledge

Success Rate: Level +X

This skill gives the PC general knowledge of equipment, procedures, and physics behind terraforming - the process of turning an uninhabitable planet (by normal standards) to habitable. The process uses large terraforming chemical reactors which manipulate inert gases into gases which are beneficial by taking a electron or proton here and adding an electron or proton there.

Thieving

Success Rate: Skill Level + Dexterity Modifier(+ 2 CS w/successful Stealth roll.)

This is a general thieves skill covering Pick pocketing to cat burglary. It allows the PC special knowledge of the thieving trade as well as con tricks, etc. If the player has any applicable

Draft 0.75

entertaining skill i.e. sleight of hand or the like, the player can add +1 CS for each of these skills to his/her Thieving skill column.

Underworld Knowledge

Success Rate: Skill Level + PER modifier

Prerequisite: Streetwise

This skill gives the PC general knowledge of the society known as the Underworld; places to live (hideouts), places to buy goods (Black Market), etc. With a successful skill roll, a PC can access the Black Market and shop until his/her heart is content or find a local safe house for criminals.

Xenoarcheology

Success Rate: Skill Level + 2 CS

This is a general knowledge skill pertaining to ancient, alien relics and artifacts. The PC with this skill can make general guesses at the use and function of alien artifacts and can determine a rough estimate on the age.

Xenoculture

Success Rate: Skill Level +2 CS

This is the general knowledge skill covering alien culture and societies, old and new. A PC with this skill has an understanding of the origins of alien culture and aspects thereof and can observe customs and etiquettes in order to make notes of what not to do in an alien society. Combined with Xenoarcheology, the PC can determine what kind of society lived at a particular site by studying the artifacts and ruins. One roll on whichever skill is higher is all that is required for that application.

Xenolinguistics

Success Rate: Skill Level (+ 2 CS w/successful Communications roll)

This enables the PC to conceptually understand an alien language that he/she has never heard before through knowledge of the universal constants of languages, gestures, and observational information. On a Cobalt success, the PC

can speak small phrases. On a roll of 01-02, the PC can speak long phrases.

Xenopsychology

Success Rate: Skill Level This skill enables the PC to observe and learn about the way an alien thinks and perceives things on an individual basis. He/She can understand what motivates individual aliens, and why and can spot a specific stereo-typical psychology like a Hive-Mentality.

XenoTech.: Analysis

Success Rate: Skill Level (-GM Modifier)

This skill is required to be rolled before any other Xenotech skill is to be rolled. Analysis takes a certain amount of time, according to the success result

| XenoTech: Analysis Time Table | |
|-------------------------------|-----------------------|
| Result | TIME |
| Cobalt | 5 min + Skill Time |
| Blue | 30 Min + Skill Time |
| Green | 1d10 hrs + Skill Time |
| Yellow | 3d10 hrs + Skill Time |
| White | Too alien to analyze |

Skill Time is the time that must be added due to the type of skill that is being attempted after the Analysis. Each Xenotech skill will have a Skill Time to add to the Analysis time and are given in the skill description. If no skill is being attempted after the Analysis, i.e. the PC just wants to analyze the artifact, the Skill Time need not be considered.

This skill can also be used as or called XenoTech: General Equipment, applying to alien equipment that does not fall under the other categories. The Skill Time for this application is 3d10/skill level in hours. The modifier to this skill is a GM modifier which takes a (into account how alien the artifact is.

XenoTech.: Computers

Success Rate: Skill Level

Prerequisite: Xenotech: (and a successful roll on it)

(SKILL TIME: [4d10/Skill Level] in hours

This skill covers alien computer operation. A XenoTech: Analysis skill roll must be successfully made before using this skill.

XenoTech.: Repair

Success Rate: Skill Level

Prerequisite: Xenotech: Analysis (and a successful roll on it) and applicable Xenotech skill

(SKILL TIME: [5d10/Skill Level] in hours

This skill covers repairing damaged alien equipment. Before this skill is rolled, a roll on Analysis is required and a roll on the specific Xenotech skill that applies must be rolled. For example, a PC wants to repair a alien computer. First an Analysis roll is made, then a XenoTech: Computer skill roll is made followed by a Repair roll. Another example, a PC wants to repair a alien Vehicle (which falls under General Equipment). Two Analysis rolls are then made, followed by the Repair roll.

XenoTech.: Robotics

Success Rate: Skill Level

Prerequisite: Xenotech: Analysis (and a successful roll on it) **(SKILL TIME:** [4d10/Skill Level] in hours

This skill covers the area of alien robotics. A successful roll allows the PC to understand the function of an alien robot, and possibly modify any part of it. A Xenotech: Analysis roll must be made before attempting this skill.

XenoTech.: Security Sys.

Success Rate: Skill Level

Prerequisite: Xenotech: Analysis (and a successful roll on it) **(SKILL TIME:** [3d10/skill level] in hours

This skill covers the area of electronic detection and alert devices i.e. security systems. It can be used to bypass, or detect alien security systems, but an Analysis roll must be rolled before any use.

Mentalist Specialty Skill Description

Astral Projection

Success Rate: Discipline Level

Limit: One successful use per level per day

This specialty discipline allows the mentalist's mind to leave his body and travel, invisibly and immaterially, through Astral space. Movement through Astral space is instantaneous from one point to another. While in Astral space the character's body is in a coma-like state which is unable to perform any actions. Locations in Astral space correspond with locations in real space. Beings in Astral space can see, touch, speak with, and engage in combat with other astral beings. No equipment can be carried into Astral Space except for psionically powered objects. A being in Astral space can engage in mental combat with a being in real space with a -1 Column shift penalty. The discipline Detection will allow a mentalist to see and combat an astral being with a -1 column shift penalty. Damage to the astral body is carried over to the physical body as it happens. Damage to the physical body doesn't carry over to the astral body and the mentalist is totally unaware of any damage to his body until it actually dies or he returns to it. If the body dies while the mentalist is out, the mentalist eventually lose all his stamina and his mind will dissipate when the time limit expires.

The maximum time a mentalist can remain astral is a number of minutes equal to his Logic score divided by 9 minus the mentalist's level in Astral Projection.(LOG/(9-Disc. Lvl)) If the mentalist remains in Astral space longer than this, his body begins to die, losing 5 points of stamina for each additional minute he remains astral.

Body Control

Success Rate: Discipline Level

Pr: Density Lvl 4, Trance I Lvl 4, Trance II Lvl 4

Limit: 2 successful uses per level per day

This specialty discipline allows a mentalist total control of his body. The effects include but are not limited to: Resistance to extremes of temperature, controlling body pressure to walk on liquid or semi-liquid surfaces, resisting extremes of pressure,

and going without air for extended periods of time. Several types of environments can be resisted simultaneously with a -1CS penalty per environment after the first. While using this discipline a mentalist can move no faster than walking speed and can perform no complex actions including combat. The maximum amount of time this discipline can be used is a number of turns equal **Logic score divided by 9 minus the mentalist's level in Body Control (LOG/(9-Disc. Lvl))**. Once used this discipline cannot be attempted again for a number of minutes equal to the number of turns used.

Channeling III

Success Rate: Discipline Level

Pr: Channeling I Lvl 5

Limit: One successful use per day per level

A successful use of this specialty discipline allows the user to seize and redirect energy attacks aimed at him (Beam weapons, electrical current, sonic waves, etc) so as to not be harmed by them. If successful, the mentalist may redirect the attack at another character, either at the one who fired or another person. The mentalist must roll against the level of this discipline minus one, plus his dexterity modifier to successfully hit the target. If the mentalist hits, the damage caused is as per the original attack and the color result the mentalist rolled. This discipline must be checked every turn it is used.

Channeling IV

Success Rate: Discipline Level

Pr: Channeling II Lvl 5

A successful use of this specialty discipline allows the user to manipulate magnetic and gravitational patterns around himself, so as to control and redirect any ballistic and melee attacks. If successful, the mentalist may redirect the attack at another character, either the one who fired or another person. The mentalist must roll against the level of this discipline minus one, plus his dexterity modifier to successfully hit the target. If the mentalist hits, the damage caused is as per the original attack and the color result the mentalist rolled. This discipline must be checked every turn it is used.

Cure Others*Success Rate: Discipline Level +1CS**Pr: Heal Others**Limit: 2 successful uses per day*

This specialty discipline can be used as Medical Treatment: Disease, Infection, Infestation, Poison, or Radiation, without the need for drugs of any kind. Only one function per use can be attempted. This discipline can only be applied to a character other than the user.

Cure Self*Success Rate: Discipline Level +1CS**Pr: Heal Self**Limit: 2 successful uses per day*

This specialty discipline can be used as Medical Treatment: Disease, Infection, Infestation, Poison, or Radiation, without the need for drugs of any kind. Only one function per use can be attempted. This discipline can only be applied to the user.

Extension*Success Rate: Discipline Level +2CS**Limit: 2 successful uses per level per day*

This specialty discipline is only used in combination with another discipline to extend it's range by a factor of [Disc. Level] times the Result Level. ie. a Yellow Success extends the range by a multiple of [Disc. Level] x 1 while a Cobolt result extends the range by a multiple of [Disc. Level] x 4 It also can increase the duration in the same manner. This discipline represents the concentration and mastery of the mind by a mentalist.

Find Weakness*Success Rate: Discipline Level +2CS**Limit: 1 successful use per level per day*

This Specialty discipline works exactly like the specialty skill Spot Weakness except that the modifier is added to the "to hit" column rather than to the IM. This discipline can only be attempted on one individual at a time and must be rolled separately for each individual. This discipline works for both physical and mental combat. This discipline counts as an

attack and no other attack disciplines can be used in the same round.

Impression*Success Rate: Discipline Level**Limit: 1 attempt per month*

This specialty discipline allows a mystic to enlighten a non-psionic character if the character meets the requisite Logic, and also create psionically powered objects. This discipline is so draining on the mystic that it can only be attempted once per game month whether successful or not. After an attempt a mystic cannot use any disciplines for a week and must sleep for 20 hours. The mystic attempts to implant an enlightened one specific discipline and if failing the recipient can never learn that particular discipline. Once one level of one discipline has been implanted, the character is from then on an enlightened one and advances normally. If trying to create a psionically powered artifact use the same procedure as above with the exception that any discipline except this one can be implanted. If the discipline has a prerequisite then any and all prerequisites must be placed within the object first one level at a time at the rate of one discipline level per month, with any failure meaning the object can never hold that particular discipline and implantation must stop there. The appropriate materials, their costs and availability will be determined by the referee, but only special rare materials can actually be used in this manner; common materials should not be used. A mystic must first possess a discipline if he wants to implant it within a person or object.

Invisibility*Success Rate: Discipline Level +1CS**Pr: Illusion Lvl 3**Limit: 2 successful uses per day.*

This specialty discipline is a refined form of illusion in that it creates an illusion of the mentalist not being there in the minds of all creatures within a 10 meter radius of himself. The illusion fades automatically after 5 * (Disc Level) turns, or when the user loses concentration. While this discipline is in effect, the user cannot move faster than walking speed and do no

Advanced Star Frontiers 4.75

complex actions including engaging in combat. This discipline has no effect on machines or people outside the area of effect. If the mentalist can make a blue or better success with Telepathy: AI, then the machines listed under Telepathy: AI can also be affected.

Mental Probe

Success Rate: Discipline Level -1CS per 20 points of the target's Logic.

Pr: Telepathy: Characters Lvl 4

Limit: One successful use per level per day

This specialty discipline allows the mentalist to probe into another's mind for specific information. The depth of information that can be read depends on the level of success.

*Yellow - The mentalist can read surface thoughts *Green - The mentalist can read deep, hidden thoughts *Blue - The mentalist can read into the target's memory *Cobolt - The mentalist can read into the target's subconscious This discipline can only be used on character races unless the mentalist also possesses Telepathy: Aliens and/or AI of level 4 or greater.

Mind Control

Success Rate: Discipline Level

Pr: Fear Lvl 4, Infatuation Lvl 4, Paralysis Lvl 4 Suggestion Lvl 4

Limit: 1 successful use per day

This Specialty discipline allows the mentalist to seize a character's mind and control his body like a marionette. The target is allowed to make a saving roll using Logic divided by 10 as his "Logic level" minus the "Logic level" of the attacker. Any success is enough to resist total control, but still allows the mentalist to automatically affect the target with one of the prerequisite disciplines at the original level of effect. The maximum time another can be controlled is a number of turns equal to the mentalist's Logic divided by ((9 - Disc. Level) x (Color Modifier)). Color Modifier are Cobolt=1, Blue=2, Green=3, Yellow=4. The maximum range of the initial attack is forty meters. There after range doesn't effect the discipline.

Draft 0.75

Mind Link

Success Rate: Discipline Level +2CS

Pr: Clairaudience Lvl 3, Clairvoyance Lvl 3,

Telepathy: Animals

Limit: one successful use per level per day.

With this specialty discipline a mentalist is able to link his mind to that of one specific animal, usually a pet. This allows the mentalist to, upon a successful roll, control the animal and use all of it's senses. While this discipline is in effect, the mentalist can do nothing except speak and hear through his own body, but can use other mentalist disciplines with the pet being the focal point for any disciplines. The maximum time a mentalist can control the pet is [Logic/(9- Disc. Level)] in minutes. To first forge a link with an animal, the mentalist must make a successful mind link roll once a day for 40 days (one month) before he can utilize pet. If the mentalist also possesses Astral Projection and is killed he can attempt to make a cobolt roll against his Astral projection to survive the death of his body and inhabit the pet, allowing it control when he astrally projects. If this is done the mentalist loses this discipline and cannot buy it again unless he gets a new (empty) body, belonging to a member of a sentient race.

Precognition

Success Rate: Discipline Level +1CS

Pr: Clairaudience Lvl 4, Clairvoyance Lvl 4, Timeread

Limit: 1 successful use per two days

This specialty discipline allows the mentalist to look into the future and gain some insight of what's going to happen. The referee should be vague and cryptic in his responses and not to let this power be abused by players to ruin his scenario. The Referee may also secretly make a discipline check when the mentalist or someone close to him is going into a dangerous situation. The color of the result determines how much information is gained and how clear the vision is. The referee must keep in mind that this is only a quick glimpse into a specific time and provides no information about circumstances leading up to the event. Also remember that looks can be deceiving.

Psionic Time Travel*Success Rate: Discipline Level**Pr: Timeread, Astral Projection Level 2**Limit: 1 successful use per week*

This specialty discipline allows the mentalist to actually send his astral body back in time. The maximum distance back in time a mentalist is able to travel is $\lceil \text{Logic}/(9-\text{Level}) \rceil$ in months. The mentalist can effect events and even change history, but this is very dangerous to the mentalist and his time-line. The actual effects of changing history are up to the referee. While travelling the mentalist suffers all the effects of Astral projection and timeread, except that when moving forward at real-time speed the mentalist can interact with the time-line. This discipline puts such a strain on the user that it can only be accomplished once per week.

Psychic Crush*Success Rate: Discipline Level**Pr: Telekinesis Lvl 4**Limit: 1 successful use per two levels per day*

This specialty discipline is a combat form of Telekinesis where the mentalist puts telekinetic pressure on the target. The damage is applied to defenses first unless the mentalist rolls a 01-02, in which case the telekinetic field is applied underneath all armors except natural armors. The damage is equal to $1/2 \text{ Logic} + (\text{Disc. Level} \times 5)$. The range of this power is forty meters.

Psychic Surgery*Success Rate: Discipline Level minus target's Sta mod.**Pr: Heal Others, Heal Self, Heal Self Fully Lvl 3, Psychokinesis Lvl 3**Limit: 1 successful use per day*

This specialty discipline allows a mentalist to do delicate modifications to organic tissue from Healing all sorts of ailments to causing hemorrhages, cramps, and pains of all kinds. The range of this discipline is touch, and that touch must be flesh to flesh. To perform this discipline the mentalist must concentrate for one complete round doing nothing else before performing this discipline.

Psychokinesis*Success Rate: Discipline Level**Pr: Telemanipulation Lvl 4, Clairvoyance Lvl 3**Limit: 1 successful use per level per day*

telekinetic manipulation of extremely fine control. The user is able to do fine work as if using high-tech tools, including microscopic ability for the purposes of fixing, making, and manipulating of electronic, mechanical, and biological systems. To accomplish any of these things the user must have the requisite skills to allow their use. Example: pick locks requires Security Systems: Open Locks, doing open heart surgery requires Medical Treatment: Wounds IV. The maximum mass to be manipulated is one kilogram because this is a manipulatory discipline rather than a movement discipline.

Shield: Area*Success Rate: Discipline Level +3CS**Pr: Shield*

This specialty discipline is identical to the Shield discipline with the exception that the protection extends to a radius of one meter per color result from the user. Yellow =1, Cobalt=4, etc.

Telepathy: AI*Success Rate: Discipline Level or Level +X**Pr: Telepathy: Aliens Lvl 4, Animals, Characters Lvl 4*

This specialty discipline allows a character to enter the mind of intelligent robots and computers for the purpose of communication. An AI is defined as a robot of level 4 or greater, including Mechanons and other sentient robots, including computers of level 5 and above, but excluding cyborgs. The success rate is Level +X if the AI is receptive. If the AI is not receptive the success rate is the user's discipline level. Once contacted, the AI is not forced to be pleasant, but cannot shut out the user's attempts at communication. An AI who has undergone telepathic linkings numerous times can mentally converse quite well, otherwise the AI must keep it's replies short and basic.

Combat Additions & Expansions

Hit Location Charts With Critical Hit Values

The Hit Location System uses a d20 die roll system to determine where specific damage hit. The critical hit system is used in combination to simulate near-fatal or fatal shots in the right areas.

| Hit Location for tailless Biped (Human, Urtoan, Yazirian*, Ifshnit, average Dralasite) | | |
|---|---------------------|---|
| d20 | Hit Location | Critical Hit Value |
| 01-02 | Head | 15% STA - Roll STA or Uncon. 20% STA - Roll STA or Coma; 25% STA - Death |
| 03-05 | Right Arm | 25% STA - Incapacitation |
| 06-08 | Left Arm | 25% STA - Incapacitation |
| 09 | Chest | 20% -35% STA- Roll STA or Uncon. Over 35% STA - Death |
| 10-12 | Abdomen | 20% -35% STA- Roll STA or Uncon. Over 35% STA - Death |
| 13-16 | Right Leg | 25% STA - Incapacitation |
| 17-20 | Left Leg | 25% STA - Incapacitation |

*- There is a 45% chance if a Yazirian is hit in the arm that the wing is hit instead. If this occurs, the Yazirian only takes 1/2 the damage, because the shot will pass right through. The Yazirian is then unable to fly until he receives proper medical attention.

| Hit Location For Tailed Biped (Torani, K'Dasi, Tor'Drani, Saurians, Dara'Ilan, S'saran, Que Sha*, Halogai', Skaniis, Humma, Bengradi) | | |
|--|---------------------|--|
| d20 | Hit Location | Critical Hit Value |
| 01-02 | Head | 15% STA - Roll STA or Uncon. 20% STA - Roll STA or Coma 25% STA - Death |
| 03-05 | Right Arm | 25% STA - Incapacitation |
| 06-08 | Left Arm | 25% STA - Incapacitation |
| 09 | Chest | 20% -35% STA- Roll STA or Uncon. 35% STA - Death |
| 10-11 | Abdomen | 20% -35% STA- Roll STA or Uncon. Over 35% STA - Death |
| 11-15 | Right Leg | 25% STA - Incapacitation |
| 16-19 | Left Leg | 25% STA - Incapacitation |
| 20 | Tail | 25% STA - Incapacitation |

*-On a roll of legs or tail for the Que Sha, it is a Body-Tail hit. For critical hit purposes, any hit on the Body-Tail when Legs are rolled, treat as a chest hit. For body-tail hit when tail is rolled, treat as Limb hit.

| Hit Location For Tailed Quadrupeds (Wen'Tri) | | |
|---|----------------|---|
| d20 | Hit Location | Critical Hit Value |
| 01-02 | Head | 15% STA - Roll STA or Uncon. 20% STA - Roll STA or Coma 25% STA - Death |
| 03-06 | Right Fore Leg | 25% STA - Incapacitation |
| 07-09 | Left Fore | 25% STA - Incapacitation |
| 10-11 | Forequarter | 20% -35% STA- Roll STA or Uncon. Over 35% STA - Death |
| 12-13 | Hindquarter | 20% -35% STA- Roll STA or Uncon. Over 35% STA - Death |
| 14-16 | Right Hind Leg | 25% STA - Incapacitation |
| 17-19 | Left Hind Leg | 25% STA - Incapacitation |
| 20 | Tail | 25% STA - Incapacitation |

| Hit Location for Tailed Centauroid Quadruped (Candrosian) | | |
|--|----------------|--|
| d20 | Hit Location | Critical Hit Value |
| 01-02 | Head | 15% STA - Roll STA or Uncon. 20% STA - Roll STA or Coma. 25% STA - Death |
| 03-04 | Right Arm | 25% STA - Incapacitation |
| 05-06 | Left Arm | 25% STA - Incapacitation |
| 07-08 | Chest | 20% -35% STA- Roll STA or Uncon. Over 35% STA - Death |
| 09-10 | Right Fore Leg | 25% STA - Incapacitation |
| 11-12 | Left Fore Leg | 25% STA - Incapacitation |
| 13 | Forequarter | 20% -35% STA- Roll STA or Uncon. Over 35% STA - Death |
| 14-15 | Hindquarter | 20% -35% STA- Roll STA or Uncon. Over 35% STA - Death e |
| 16-17 | Right Hind Leg | 25% STA - Incapacitation |
| 18-19 | Left Hind Leg | 25% STA - Incapacitation |
| 20 | Tail | 25% STA - Incapacitation |
| Hit Location for Six-Legged Centauroid (Vrusks) | | |
| d20 | Hit Location | Critical Hit Value |
| 01-02 | Head | 15% STA - Roll STA or Uncon. 20% STA - Roll STA or Coma 25% STA - Death |
| 03-04 | Right arm | 25% STA - Incapacitation |
| 05-06 | Left Arm | 25% STA - Incapacitation |

| | | |
|-------|----------------------------|--|
| 07-10 | Chest | 20% -35% STA- Roll STA or Uncon. Over 35% STA - Death |
| 11-12 | Thorax | 20% -35% STA- Roll STA or Uncon. Over 35% STA - Death |
| 13 | Right Fore Leg | 25% STA - Incapacitation |
| 14 | Left Fore Leg | 25% STA - Incapacitation |
| 15 | Right Middle Leg | 25% STA - Incapacitation |
| 16 | Left Middle Leg | 25% STA - Incapacitation |
| 17 | Left 2nd Middle Leg | 25% STA - Incapacitation |
| 18 | Right 2nd Middle | 25% STA - Incapacitation |
| 19 | Right Hind Leg | 25% STA - Incapacitation |
| 20 | Left Hind Leg | 25% STA - Incapacitation |

| Hit Location For Upright Quadruped (Osakars) | | |
|---|-----------------------|---|
| d20 | Hit Location | Critical Hit Value |
| 01-02 | Head | 15% STA - Roll STA or Uncon. 20% STA - Roll STA or Coma. 25% STA - Death |
| 03-04 | Right Arm | 25% STA - Incapacitation |
| 05-06 | Left Arm | 25% STA - Incapacitation |
| 07-08 | Chest | 20% -35% STA- Roll STA or Uncon. Over 35% STA - Death |
| 09- 11 | Right Fore Leg | 25% STA - Incapacitation |
| 12-14 | Left Fore Leg | 25% STA - Incapacitation |
| 15-17 | Right Hind Leg | 25% STA - Incapacitation |
| 18-20 | Left Hind Leg | 25% STA - Incapacitation |

Critical Hit Damage

With the hit location system introduced into ***Star Frontiers***, the rules to follow expand off of it to include a possibility of killing an individual in one Combat Turn if certain areas are hit, and certain damage is done. Most of the following rules apply to humanoid or near humanoid races. For special anatomy characters, application of critical hit rules are up to the GM's judgement. For example, the Dralasite race would be a difficult race to apply the following rules to, so it is left up to the GM.

Critical Hit To The Head Or Brain Encasement

If the target is hit in the head (or area where the brain is encased), there is a chance that the brain has sustained too much damage from the shot or hit, and stops functioning thereby killing the PC). Also, there is a chance of unconsciousness, if not death. If the targeted character takes more than or equal to 15% of his Stamina (after armor and screens) in the head, the character must roll Current STA or under on a d100 or immediately become unconscious for the {Damage Taken} in minutes. If the target receives more than 20% of his STA (after armor and screens), the target must roll Current STA or under on a d100, or go into a coma for 2d10 hours, after which he will die without treatment or a Freeze Field. If the target is hit with more than 25% of his STA, then the target dies.

Critical Hit To The Chest Or Vital Organs Area

There is also a chance the target is hit in a vital organ, such as the heart, and will die immediately. Aliens may have different areas where the vital organs are, but for the most part, all humanoid creatures have the heart and lungs encased in the chest. If the target receives between 20% - 35% of his STA to chest (after armor), the character must roll Current STA or under on a d100 to keep from going unconscious. More than 35% of his STA results in immediate death.

Limb Incapacitation

If a character receives damage of 25% or more of his STA to a limb, the limb is incapacitated.

Automatic Fire/ Multiple Hit Location Rules(Optional Rule)

Automatic weapons are those which fire a burst. A burst is loosely defined by the type of weapon used. Most burst are weapons are projectile weapons, although Pulse Energy (E.P.) weapons do fire what is considered a burst. When an individual is hit by a burst, depending on the Success Column and the weapon's Burst size, the character may be hit in multiple areas (thus increasing the chance of Critical Hits). The chart below shows the type and size of burst of the weapon, the amount times the attacker rolls on the Hit Location chart, and how to divide up the damage for each area.

| Burst Table: # Hit Location Rolls (Damage Divider) | | | | |
|---|--------|------|-------|--------|
| Burst Type | COBALT | BLUE | GREEN | YELLOW |
| Projectile | | | | |
| 4 round burst | 2(2) | 2(2) | 1(1) | 1(1) |
| 10 round burs | 4(4) | 3(3) | 2(2) | 1(1) |
| 12 round burst | 5(5) | 4(4) | 2(2) | 1(1) |
| E.P (Pulse Energy) | | | | |
| 3 Blast Burst | 2(2) | 2(2) | 1(1) | 1(1) |
| 4 Blast Burst | 3(3) | 2(2) | 1(1) | 1(1) |

Armor & Effects on Initiative

Armor can be bulky, and this bulk may effect the PCs reaction in combat, therefore effecting Initiative in Combat. But all armor is not bulky, so only specific types effect Initiative in Combat. The following list are the types that effect Initiative:

All Type C Armor

All Type D Armor

Light Combat Armor (LCA) - LCA is the only Powered Armor suit in the list because the other Powered Armor suits all compensate with reflex-augmentation wiring in the internal systems.

The following shows the effects on Initiative if the PC is wearing a full suit of the above listed Armor types.

Armor & Initiative

| Armor | Subtract from IM |
|--------------|-------------------------|
| Type C | -1 |
| Type D | -2 |
| LCA | -3 |

If the PC is wearing a combination of Armor, it is up to the GM to determine the effects. If the Player Character is wearing heavy Armor on the Chest but lighter Armor on the arms, the PC may get a -1 to IM, depending on the types.

Concussion Damage

Concussion Damage (CON DMG) is caused by a multitude of things; jolts to the skull due to an explosion or fall, bruises caused by ballistic hits against armor. Even if a PC's armor absorbs the damage from a ballistic hit or an explosion, the PC is going to suffer some superficial wounds from the concussion, and possibly get knocked down.

Concussion can also occur due to a fall. Falling damage covered in the old rules is CON DMG for falling, and should either be taken directly from STA, or the GM can allow some damage be absorbed by any Armor, but the absorbed damage should not be more than the damage taken by the PC. Just how much damage absorbed is up to the GM, and the damage should be taken from multiple hit locations.

Area effects explosions and damaged caused by them are covered in the *Zebulon's Guide*, but the damage caused is not compatible with the new Hit Location system, and Armor system. CON DMG will be applied even if the armor absorbs the initial Physical Damage from the explosion. The Area Effect Rules apply in every aspect they cover, but the GM should also calculate the CON DMG using the table to follow this section. Calculate the CON DMG only if the Physical damage did not penetrate the PC's Armor. Also damage from the explosion should affect multiple hit locations. The GM should make a judgement, and determine what hit locations are effected,. The GM should also make a judgement on how much damage the armor in each location takes, based on the total physical damage inflicted by the explosion

CON DMG from melee weaponry should also be calculated using the system to follow, but use the damage that is inflicted before the Penetrability Rule if applied, if it does apply.

CON DMG is only applied only when the individual PC (or NPC) is wearing Armor, and an impact type hit is absorbed completely by the Armor. It should be only calculated when it has been determined that an attack has not penetrated the Armor.

CON DMG should be taken directly from STA because it is a general measure of damage to the body due to a sudden jolt or impact. Hit location is not necessary if the CON DMG is caused by an Area Effect explosion, or a fall.

PCs with FUR ARMOR benefit from it when calculating CON DMG; they can subtract 2 points from the CON DMG calculated because it is absorbed by the FUR.

Calculating Con Dmg

Determining how much CON DMG depends on the amount of Physical Damage inflicted onto the outer layer of Armor. The physical damage that should be considered is the actual damage that struck the outer most layer of Armor, after screens, if any.

EXAMPLE: 44 points have struck Bill in the Chest, but he has his Inertia Screens on, so 22 points impact onto his chest Armor, Styrene, which can absorb the 22 points, so the 22 is used in calculating CON DMG.

The following table defines the amount of CON DMG based on the amount of Physical Damage:

| Concussion Damage Table | |
|---------------------------|--|
| Physical Damage Inflicted | CON DMG |
| >= 10 | 1 |
| 11 - 20 | 2 |
| 21 - 30 | 1d3 |
| 31 - 60 | 1d6 |
| 61 - 100 | 1d10 |
| <= 100 | * 10 for hits to locations other than head and chest. *Physical Damage/10. for hits to the head and chest. |

Concussion Damage should not exceed 10 points except in the cases of the Vital Hit locations; chest and head, as can be seen the above table.

In the case of Ballistic attacks (non-Area Effect), the following rolls must be made: (d100)

* (1) Roll under (Dex or RS, which ever is higher) - (CON DMG x 5) or knock down.

* (2) For non-Vital areas, Roll under (Current STA) - (CON DMGx 5) or dazed for 1d10 turns (-1d10 CS to everything)

For Vital Area hits, roll under (STA) - (CON DMG x 10) or knock out for 1d10 minutes.

Weapon Recoil Rules

Add-On rules for Advanced Star Frontiers

Recoil in Star Frontiers has been sadly neglected in the past, even though it is a major factor in any kind of combat, effecting ones accuracy. The following add-on rules covers this deficiency.

The initial task in calculating the effects of recoil is determining the Recoil Rating. This depends on the weapon being fired.

Chemically Propelled Projectile Weapons (non-Gyrojet) - These refer to all auto-rifles and pistols, submachine guns, and their semi-auto versions where applicable. The Recoil Rating of these types is equal to the Maximum Damage of that particular shot. In addition, for the automatic weapons of these types, the Burst Recoil has a penalty also, which is listed below.

Gyrojet type weapons - Gyrojet rifles and pistols have a standard propellant that dictates what type of recoil they have. As a standard, all gyrojet type weapons have a 45 Recoil rating. For Grenade Launchers and Attachments, the Recoil Rating is 50.

Gauss and LAP propelled weapons - The Recoil rating for any Linear Accelerated weaponry is equal to 1/2 the Maximum Damage for that particular shot. This is for standard solid rounds. For special rounds, calculate as if a solid round shot for recoil purposes. The Burst Recoil penalties is also listed below.

It is important to note that there is general recoil and burst recoil; where applicable, both are considered and both penalties are applied cumulatively.

Recoil Penalty - If the Recoil Rating is greater than the firing PC's STR, the PC receives a -1 RS. Otherwise, fire as normal.

Burst Recoil Penalty - Burst Recoil applies regardless of the results from general Recoil; no STR test, etc., unless a special add-on device compensates for it.

Chemically Propelled:

4 round burst: -1 CS

10 round burst: -2 CS

Gauss & LAP -

8 to 10 round burst: -1 CS

COVER

A character has cover if more than half of his body is protected by an obstacle or anything that can hide him from enemy fire or enemy sight. There are two types of cover: hard and soft. Hard reflects fire or can absorb the damage where as soft just makes it difficult to aim or see the target.

Examples are:

Hard Cover

Brick stone or metal walls
Metal vehicle
Large Tree trunk
Hills Sand Dunes rocks

Soft Cover

Plastic curtain
Darkness
Smoke or fog
Tall grass

Hard Cover gives a minimum of -2 CS. It may be higher depending on the amount of the target's body that is visible to the attacker. This is up to GM s discretion.

Soft Cover gives, a minimum of -1 CS, but it may be 'higher depending on the circumstances.

Expanded Range Modifiers

The new range modifiers for combat are as follows:

| <i>Range Category</i> | <i>Column Shift</i> |
|------------------------------|----------------------------|
| Point Blank | +1 CS |
| Short Range | 0 CS |
| Medium Range | -1 CS |
| Long Range | -2 CS |
| Extreme Range | -3 CS |

Advanced Star Frontiers 4.75

Draft 0.75

The other modifiers accounting for movement, advantages or disadvantages, target size, etc. stay the same. See ***Zebulon's Guide***'s Combat Modifier Charts for those.

Expanded Structural Points

The logic in the old rules' Structural Point system had some discontinuities. No matter what size of projectile auto-weapon it was, the weapon did 5 points Structural Damage per shot. There are many ambiguities in this rule. The rules that follow will change the system and leave no misunderstanding. The structural points for the new weapons will also be given. As far as this article goes, the old rules on all structural damage caused by projectile weaponry is null and void.

Structural Points Table The Structural points for projectile weaponry is based on the type of weapon: Pistol, Large Pistol, Rifle, or Heavy Weapon. This will go for auto-weapons, gyrojet, and all other weapons to be listed. The old structural point damage rating will be listed where it agrees with the author's logic.

Projectile Weaponry w/ Standard Ammunition

| | |
|---|--------------------------|
| Weapon Type | Structural damage |
| Projectile Pistol (B) | Full Max Damage |
| Projectile Pistol (G) | 8 per shot |
| Projectile Pistol (N) | No Effect |
| Projectile Pistol (E) | 3/4 Max Damage* |
| Projectile Large Pistol (B) | Full Max Damage |
| Projectile Large Pistol (N) | No Effect |
| Projectile Large Pistol (E) | 3/4 Max Damage |
| Projectile Rifle (B) | 3/4 Max Damage |
| Projectile Rifle (G) | 10 per shot |
| Projectile Rifle (N) | No Effect |
| Projectile Rifle (E,L) | 3/4 Max Damage* |
| Projectile Heavy Weapon (B) | 3/4 Max Damage |
| Projectile Heavy Weapon (E,L) | 3/4 Max Damage* |
| Explosive devices | |
| Grenades/Related Weapons | |
| Fragmentation Grenade | 15 points (30 if placed) |
| Acid | 8 per turn |
| Missile | |
| Micromissiles | 14 per missile |
| High Explosive | 50*Missile# |
| Standard Explosive | 45*Missile |
| Beam Weapons | |
| Weapon Type | Structural Damage |
| Pistol Standard Laser | 5 point/SEU |
| Hand Blaster | 14 points/charge |
| Pistol Ke-laser | 6 points/SEU |
| Pistol Pulse Energy (E.P.) | 10 points/PEU |
| Pistol Rafflur | 1/4 Max damage |
| Pistol Maser | No damage |
| Large Pistol Ke-Laser | 7 points/SEU |
| Large Pistol Pulse Energy (E.P.) | 10 points/PEU |
| Large Pistol Rafflur | 1/3 Max Damage |
| Large Pistol Maser | No effect |
| Large Pistol Bolt | 1/2 Max Damage |
| Rifle Standard Laser | 5 points/SEU |

| | |
|---|----------------|
| Rifle Ke-laser | 8 points/SEU |
| Rifle Pulse Energy (E.P.) | 10 points/SEU |
| Rifle Rafflur | 1/2 Max Damage |
| Rifle Bolt | 1/2 Max Damage |
| Hvy Weapon Standard Laser | 8 points/SEU |
| Heavy Weapon Ke-Laser | 50 points/SEU |
| Heavy Weapon Pulse Energy (E.P.) | 10 points/PEU |
| Heavy Weapon Rafflur | 1/2 Max Damage |
| Sonic etc | No effect |

Explanation:

B->Bullet type

G-> Gyrojet type

N->Needler type

E->Gauss type

L->LAP type

* For Solid, light explosive, and high explosive. Acid and poison have no effect

PGS Weapons

| Weapon Type | Name | Effective Defense | Max Damage | Ammo Type | Rate Of Fire | Range: (Pb/S/M/L/E) | Mass (Kg) | Cost (Cr) |
|--------------------|--------------------------|-------------------|-----------------------------|-----------------------------|-----------------------------|-----------------------------------|-----------|-----------|
| Proj. PDD | Mini-needler | Inertia | 12/8+sleep | 6 needles | 2 | -/0-5/6-10/11-25/26-40 | 0.5 | 100 |
| Proj. PDD | 5.56 Derringer | Inertia | 12 | 6 rounds | 2 | -/0-10/11-20/21-35/36-65 | 0.5 | 100 |
| Projectile pistol | .22 auto-pistol | Inertia | 28/8 | 12 rnd clip | 4 rnd burst | 0-5/6-25/26-100/101-150/151-200 | 0.5 | 150 |
| Projectile pistol | .22 calibre pistol | Inertia | 8 | 8rnd drum | 2 shots | 0-5/6-25/26-100/101-150/151-200 | 0.3 | 80 |
| Projectile pistol | .32 auto-pistol | Inertia | 36/10 | 12rndclip | 4 rnd burst | 0-5/6-25/26-100/101-150/151-200 | 0.7 | 155 |
| Projectile pistol | .32 calibre pistol | Inertia | 10 | 8 rnd drum | 2 shots | 0-5/6-25/26-100/101-150/151-200 | 0.5 | 85 |
| Projectile pistol | .35 hi-power auto | Inertia | 30/8 | 12 rnd clip | 4 rnd burst | 0-5/6-25/26-100/101-150/151-200 | 0.7 | 165 |
| Projectile pistol | .35 high power | Inertia | 12 | 8 rnd drum | 2 shots | 0-5/6-25/26-100/101-150/151-200 | 0.5 | 90 |
| Projectie pistol | .357 auto-pistol | Inertia | 42/11 | 12 rnd clip | 4 rnd burst | 0-5/6-25/26-100/101-150/151-200 | 104 | 175 |
| Projectile pistol | .357 magnum | Inertia | 16 | 8 rnd drum | 2 shots | 0-5/6-25/26-100/101-150/151-200 | 1.2 | 100 |
| Projectile pistol | .38 auto-pistol | Inertia | 26/7 | 12 rnd clip | 4 rnd burst | 0-5/6-25/26-100/101-150/151-200 | 0.8 | 170 |
| Projectile pistol | .38 special | Inertia | 11 | 8 rnd drum | 2 shots | 0-5/6-25/26-100/101-150/151-200 | 0.6 | 95 |
| Projectile pistol | .44 auto-pistol | Inertia | 64/17 | 12 rnd clip | 4 rnd burst | 0-5/6-40/41-160/161-240/241-320 | 1.6 | 250 |
| Projectile pistol | .44 magnum | Inertia | 28 | 8 rnd drum | 2 shots | 0-5/6-40/41-160/161-240/241-320 | 1.4 | 125 |
| Projectile pistol | .45 auto-pistol | Inertia | 48/12 | 12 end clip | 4 rnd burst | 0-5/6-25/26-100/101-150/151-200 | 1.3 | 210 |
| Projectile pistol | .45 calibre pistol | Inertia | 20 | 8 rnd drum | 2 shots | 0-5/6-25/26-100/101-150/151-200 | 1.1 | 110 |
| Projectile pistol | 5.56 auto-pistol | Inertia | 44/12 | 20 rnd clip | 3/1 | 0-5/6-30/31-80/81-200/201-400 | 2.0 | 200 |
| Spray Pistol | Acid Sprayer | Sal gel | varies | 10 spray tank | 1 spray stream | 0-5/6-20-21-60/61-125/- | 5.0 | 1300 |
| Spray Pistol | Tangler Gun | Spec | Tangle | 20 shot tank | 1 | 5/20/50/100/ 125 | 2.0 | 280 |
| Projectile pistol | Gauss Revolver | Inertia | varies See Ammo Chart | 16 rnd drum /20 SEU clip | 2 shot | 0-15/16-50/51-175/176-280/281-360 | 1.0 | 1000 |
| Proj. (G) Pistol | Gyrojet Sidearm | Inertia | 20 | 10 rnd clip | 3 shots | 0-5/6-20/21-60/61-125/126-250 | 1.0 | 200 |
| Projectile pistol | LAP-31 Pistol | Inertia | 54/15 | 36 Rnd LAP Clip | 3 rnd shot/ 12 rnd burst | 1-15/16-35/36-180/181-270/271-345 | 1.1 | 230 |
| Projectile Pistol | Needler I | Inertia | 16/8+sl | 10 rnd clip | 3 shots | 0-5/6-20/21-60/61-125/126-250 | 1.0 | 200 |
| Projectile pistol | Standard auto-pistol | Inertia | 40/8 | 20 rnd clip | 3/1 | 0-5/6-15/16-30/31-60/61-150 | 2.0 | 150 |
| Project Lg Pistol | Gauss SMG | Inertia | varies | 60 rnd clip | 3/1 | 0-15/16-55/56-180/181-290/291-380 | 3.0 | 1100 |
| Spray Lg Pistol | Flame Thrower | asbestos | 44/spec | 10 shot clip | 1 shot | 0-5/6-30/31-80/81-200/- | 5.0 | 1500 |
| Proj. Large Pistol | Gruder M-20 "Sprite" SMG | Inertia | 52/14 | 40 Round Clip | 3/1 | 0-15/16-65/66-190/191-325/326-410 | 2.5 | 800 |
| Proj. Large Pistol | Ingram M-19 | Inertia | 34/9 | 40 rnd clip | 3/1 | 0-5/6-25/26-100/101-150/151-200 | 3.5 | 400 |
| Proj. Large Pistd | Needler II | Inertia | 20/8+sl | 10 shot clip | 3 shots | 0-5/6-30/31-80/81-200/201-400 | 2.0 | 300 |

PGS Weapons (cont')

| Weapon Type | Name | Effective Defense | Max Damage | Ammo Type | Rate Of Fire | Range: (Pb/S/M/L/E) | Mass (Kg) | Cost (Cr) |
|--------------------|-------------------------|--------------------------|------------|-------------------------------|--------------------------|---|-----------|-----------|
| Proj. Large Pistd | Spear Gun | Inertia | 8 | 1 spear / compress. air cart. | 1 shot | 0-5/6-10/11-20/21-30/31-40 | 4.0 | 100 |
| Proj. Large Pistol | Bronen MK-II 'Imp' SMG | Inertia | 60/16 | 40 Rnd LAP clip | 2 rnd /one 8 Rnd Burst | 0-10/11-70/71-200/201-300/301-475 | 3.0 | 950 |
| Proj. Large Pistol | Uzi Mark 7 | Inertia | 29/8 | 40 rnd clip | 3/1 | 0-5/6-50/51-200/201-300/301-400 | 3.5 | 375 |
| Proj. Large Pistol | Wartech Chameleon FMG | inertia | 40 | 40 rnd clip | 10rnd brst | 5/25/75/150/300 | 2 | 350 |
| Projectile Rifle | .22 AutoRifle | inertia | 35/9 | 20 rnd clip | 3/1 | 0-5/6-60/61-120/121-250/251-360 | 4.5 | 180 |
| Projectile Rifle | .22 Light Rifle | Inertia | 10 | 20 rnd clip | 3 shot | 0-5/6-60/61-240/241-360/361-480 | 4.3 | 125 |
| Projectile Rifle | .23 Bronen AutoRifle | Inertia | 56/15 | 20 rnd clip | 3/1 | 0-5/6-80/81-150/151-320/321-480 | 4.5 | 210 |
| Projectile Rifle | .23 Bronen MK2 | Inertia | 18 | 20 rnd clip | 3 shots | 0-5/6-80/51-320/321-480/481-640 | 3.8 | 130 |
| Projectile Rifle | .24 Günler AutoRifle | Inertia | 60/16 | 20 rnd clip | 3/1 | 0-5/6-115/116-250/251-345/346-690 | 5.0 | 220 |
| Projectile Rifle | .24 Günler MK-4 | Inertia | 22 | 20 rnd clip | 3 shot | 0-5/6-115/116-460/461-690/691-920 | 4.0 | 140 |
| Projectile Rifle | .30 M-5 Sniper | Inertia | 42 | 20 rnd clip | 3 shots | 0-5/6-250/251-1km/1001-1.5km/1501-2km | 5.2 | 300 |
| Projectile Rifle | .308 AutoRifle | Inertia | 64/17 | 20 rnd clip | 3/1 | 0-5/6-50/51-100/101-175/176-300 | 5.0 | 230 |
| Projectile Rifle | .308 Cal. Rifle | Inertia | 24/7 | 20 rnd clip | 3 shots | 0-5/6-50/51-200/201-300/301-400 | 4.4 | 150 |
| Projectile Rifle | 5.56 AutoRifle | Inertia | 44/12 | 20 rnd clip | 3/1 | 0-5/6-40/41-100/101-150/151-300 | 4.0 | 300 |
| Projectile Rifle | Auto-Shot Gun | Inertia | 34 | 20 shot clip | 1 or 2 shots | 0-5/6-50/51-200/201-300/301-400 | 5.0 | 650 |
| Projectile Rifle | Gauss Assault Rifle | varies See Ammo Chart | varies | 60 md clip/ | 3 rnd shot/ 12 rnd burst | 0-20/21-60/61-195-196-300/301-410 | 5.0 | 1150 |
| Projectile Rifle | Gauss Sniper Rifle | varies See Ammo Chart | varies | 32 Rnd Clip | 1 shot | 0-25/26-200/201-900/901-1.4km/1-401-2km | 4.0 | 1250 |
| Proj. (G) Rifle | Grenade Rifle | Inertia | grenade | 1 grenade bullet | 1/2 | 0-5/6-40/41-100/101-300/301-600 | 4.0 | 700 |
| Proj. (G) Rifle | Gyrojet Rifle | Inertia | 28 | 10 rnd clip | 3 shots | 0-5/6-40/41-100/101-300/301-600 | 4.0 | 300 |
| Projectile Rifle | LAP - 51 Standard Rifle | Inertia | 62/17 | 48 Round LAP clip | 3 rnd shot/ 12 rnd burst | 0-15/16-60/61-165/166-210/211-310 | 3.5 | 345 |
| Projectile Rifle | Needler III | Inertia | 24/8+sl | 10 shot clip | 3 shots | 0-5/6-40/41-100/101-300/301-600 | 3.0 | 400 |
| Projectile Rifle | Standard Auto-rifle | Inertia | 40/8 | 20 rnd clip | 3/1 | 0-10/11-40/41-100/101-150/151-300 | 4.0 | 250 |

PGS Weapons (cont')

| Weapon Type | Name | Effective Defense | Max Damage | Ammo Type | Rate Of Fire | Range: (Pb/S/M/L/E) | Mass (Kg) | Cost (Cr) |
|-------------------------|---|--------------------------|------------|--------------------|--------------|--------------------------------------|-----------|-----------|
| Proj. Heavy Weapon | Gauss Cannon | varies See Ammo Chart | varies | 1 shell | 1 shot | -/250-3km/3km-7km/7km-15km/15km-30km | 500 | 50 k |
| Proj. Heavy Weapon | Grenade Mortar | Inertia | grenade | 1 shell | 1/2 | 0-10/11-100/101-500/501-km/1km-2km | 15 | 2000 |
| Proj. Heavy Weapon | LAP - 91 Battle Rifle | Inertia | 82 | 36 Rnd HE LAP Clip | 3 rounds | --/0-60/61-175//176-300/301-600 | 4.5 | 900 |
| Projectile Heavy Weapon | LAP - 141 Port./ Collapsible Lt Artillery | Inertia | 150 | 6 LAP Shell Clip | 1 shell | 0-500/501-2500/2501-4000/4001-7000 | 4 | 855 |
| Proj. Heavy Weapon | Recoilless Rifle | Inertia | 96 | 1 shell | 1/2 | -/0-150/151-lkm/1001-2km/2001-3km | 20 | 4000 |
| Proj. Heavy Weapon | Standard MG | Inertia | 80 | 200 rnd belt | 10 rnd burst | --/0-70/71-200/201-500/501-lkm | 20 | 2000 |
| Proj. Heavy Weapon | BFG-9000 Foot-Portable Assault Cannon | Inertia | 80 | 10 | 2 | 10/50/120/350/500 | 20 | 3000 |

Beam Weapons

| Weapon Type | Name | Effective Defense | Max Damage | Ammo Type | Rate Of Fire | Energy Use | Range: (Pb/S/M/L/E) | Mass (Kg) | Cost (Cr) |
|-------------------|--------------------------|-------------------|----------------|----------------|-------------------|----------------|---------------------------------|-----------|-----------|
| Beam PDD | Mini-Stunner | Sonic | Spec | 10 SEU | 1 | 2/shot | -/5/10/20 | 0.5 | 350 |
| Beam PDD | Rafflur M-1 | Synth | 28 | microdisc | 1 Blast | All | -/0-5/6-15/16-30/31-60 | 0.5 | 300 |
| Laser PDD | Laser ke 500 | Albedo | 5ps | 10 seu clip | 1 | 1-5 | -/0-5/6-15/16-30/31-60 | 0.5 | 325 |
| Laser PDD | Laser ke 500 IR | Albedo | 5ps | 10 seu clip | 1 | 1-5 | -/0-5/6-15/16-30/31-60 | 0.5 | 325 |
| Laser PDD | Laser ke 500 UV | Albedo | 5ps | 10 seu clip | 1 | 1-5 | -/0-5/6-15/16-30/31-60 | 0.5 | 325 |
| Laser PDD | Laser ke 500 VF | Albedo | 5ps | 10 seu clip | 1 | 1-5 | -/0-5/6-15/16-30/31-60 | 0.5 | 325 |
| Maser PDD | Maser zapper | Masmesh | 24 | Microdisk | 1 | All | -/0-5/6-15/16-30/31-60 | 0.5 | 300 |
| Beam Pistol | Flash Gun | Spec | 1d10 | Any SEU | 2 | 1/ea | 5/10/20/30/40 | 1 | 350 |
| Beam Pistol | E.P. Blaster | Albedo | 10 per PEU set | 30 PEU Clip | Burst of 3 Blasts | 1-10 PEU/turn | 0-15/16-40/41-80/81-175/176-300 | 1 | 800 |
| Beam Pistol | Electro-Stunner | Gauss/A-S | 40/stun | 20 SEU clip | 1 Blast | 2 SEU/shot | 0-5/6-20/21-60/61-125/126-250 | 1 | 500 |
| Beam Pistol | Hand Blaster | Albedo | 24/charge set | 12 charge clip | 2 Blasts | 1 charge /shot | 0-5/6-25/26-100/101-150/151-200 | 0.8 | 650 |
| Beam Pistol | Laser Ke-1000 | Albedo | 8 per SEU set | 20 SEU clip | 2 blasts | 1-10 SEU/shot | 0-5/6-20/21-60/61-125/126-250 | 1 | 600 |
| Beam Pistol | Laser Ke-1000 IR | Albedo | 8 per SEU set | 20 SEU clip | 2 blasts | 1-10 SEU/shot | 0-5/6-20/21-60/61-125/126-250 | 1 | 600 |
| Beam Pistol | Laser Ke-1000 UV | Albedo | 8 per SEU set | 20 SEU clip | 2 blasts | 1-10 SEU/shot | 0-5/6-20/21-60/61-125/126-250 | 1 | 600 |
| Beam Pistol | Laser Ke-1000 VF | Albedo | 8 per SEU set | 20 SEU clip | 2 blasts | 1-10 SEU/shot | 0-5/6-20/21-60/61-125/126-250 | 1 | 600 |
| Beam Pistol | Stan. Laser Pistol | Albedo | 8 per SEU set | 20 SEU clip | 2 Blasts | 1-10 SEU/shot | 0-5/6-20/21-50/51-100/101-200 | 1 | 400 |
| Beam Pistol | Maser Penetrator | Maser Mesh | 32 | 10 SEU Clip | 1 Blast | 2 SEU/ shot | 0-5/6-20/21-60/61-125/126-250 | 1 | 675 |
| Beam Pistol | Rafflur M-2 | Synth | 32 | 10 SEU Clip | 2 Blasts | 2 SEU/ shot | 0-5/6-20/21-60/61-125/126-250 | 1 | 650 |
| Beam Large Pistol | E.P. Heavy Blaster | Albedo | 10 per PEU set | 60 PEU clip | Burst of 4 Blasts | 1-15 PEU/turn | 0-15/16-40/41-80/81-175/176-300 | 2 | 950 |
| Beam Large Pistol | Laser Ke-1500 | Albedo | 12 per SEU set | 20 SEU clip | 2 Blasts | 1-10 SEU/shot | 0-5/6-30/31-80/81-200/201-400 | 2 | 750 |
| Beam Large Pistol | Laser Ke-1500 IR | Albedo | 12 per SEU set | 20 SEU clip | 2 Blasts | 1-10 SEU/shot | 0-5/6-30/31-80/81-200/201-400 | 2 | 750 |
| Beam Large Pistol | Laser Ke-1500 UV | Albedo | 12 per SEU set | 20 SEU clip | 2 Blasts | 1-10 SEU/shot | 0-5/6-30/31-80/81-200/201-400 | 2 | 750 |
| Beam Large Pistol | Laser Ke-1500 VF | Albedo | 12 per SEU set | 20 SEU clip | 2 Blasts | 1-10 SEU/shot | 0-5/6-30/31-80/81-200/201-400 | 2 | 750 |
| Beam Large Pistol | Maser Razor | Maser Mesh | 40 | 10 SEU Clip | 1 Blast | 2 SEU/ shot | 0-5/6-30/31-80/91-200/201-400 | 2 | 850 |
| Beam Large Pistol | Rafflur M-3 | Synth | 36 | 10 SEU Clip | 2 Blasts | 2 SEU/ shot | 0-5/6-30/31-80/81-200/201-400 | 2 | 825 |
| Beam Large Pistol | Sonic Stunner | Sonic/A-S | stun | 20 SEU Clip | 1 Blast | 2 SEU/shot | 0-5/6-30/31-80/81-200/201-400 | 1 | 500 |
| Beam Large Pistol | War Tech Alpha Bolt | Gridsuit | 10 per SEU | 10 SEU Clip | 1 Blast. | 1-10 SEU /shot | 0-5/6-30/31-80/81-200/201-400 | 2 | 3000 |
| Beam Large Pistol | War Tech Omega Bolt | Gridsuit | 1d100 roll | 20 SEU Clip | 1 Blast | 5 SEU/ shot | 0-5/6-30(31-80/81-200/201-400 | 3 | 4000 |
| Beam Large Pistol | Wartech Doppleganger FEW | Albedo | 12/SEU | 20 SEU | 2 | 1-10 | 5/30/80/200/40 | 2 | 425 |

Beam Weapons

| Weapon Type | Name | Eff. Def. | Max Damage | Ammo Type | Rate Of Fire | Energy Use | Range: (Pb/S/M/L/E) | Mass (Kg) | Cost (Cr) |
|-------------------|-------------------------------------|-----------|-----------------|--------------|-------------------|---------------|---------------------------------------|-----------|-----------|
| Beam Rifle | E.P. Assault Rifle | Albedo | 10 per PEU set | 60 PEU Clip | Burst of 3 Blasts | 1-10 PEU/turn | 0-20/21-60/61-120/121-200/200-400 | 4 | 1000 |
| Beam Rifle | Laser Ke-2000 | Albedo | 16 per SEU set | 20 SEU clip | 2 Blasts | 1-20 SEU/shot | 0-5/6-40/41-100/101-300/301-600 | 3 | 800 |
| Beam Rifle | Laser Ke-2000 IR | Albedo | 16 per SEU set | 20 SEU clip | 2 Blasts | 1-20 SEU/shot | 0-5/6-40/41-100/101-300/301-600 | 3 | 800 |
| Beam Rifle | Laser Ke-2000 UV | Albedo | 16 per SEU set | 20 SEU clip | 2 Blasts | 1-20 SEU/shot | 0-5/6-40/41-100/101-300/301-600 | 3 | 800 |
| Beam Rifle | Laser Ke-2000 VF | Albedo | 16 per SEU set | 20 SEU clip | 2 Blasts | 1-20 SEU/shot | 0-5/6-40/41-100/101-300/301-600 | 3 | 800 |
| Beam Rifle | Laser Ke-2200 Sniper | Albedo | 12 per SEU set | 20 SEU clip | 2 Blasts | 1-20 SEU/shot | -/250/500/1km/2.5km | 6 | 2200 |
| Beam Rifle | Laser Ke-2500 Sniper | Albedo | 12 per SEU set | 20 SEU clip | 2 Blasts | 1-20 SEU/shot | -/250/500/1km/2.5km | 4 | 3000 |
| Beam Rifle | Stan. Laser Rifle | Albedo | 8 per SEU set | 20 SEU clip | 2 Blasts | 1-20 SEU/shot | 0-10/11-40/41-100/101-200/201-400 | 3 | 550 |
| Beam Rifle | Rafflur M-4 | Synth | special | 10 SEU Clip | 1 Blast | 10 SEU/ shot | 0-5/6-20/21-60/61-125/126-250 | 3 | 1000 |
| Beam Rifle | Rafflur M-6 | Synth | 40 | 10 SEU Clip | 2 Blasts | 2 SEU /shot | 0- 5/6-40/41-100/101-300/301-600 | 4 | 900 |
| Beam Rifle | Sonic Disrupter | Sonic | special | 20 SEU clip | 1 Blast | 4 SEU/shot | 0-5/6-40/41-100/101-300/301-600 | 4 | 700 |
| Beam Large Rifle | E.P. Support Rifle | Albedo | 10 per PEU set | 60 PEU clip | Burst of 3 Blasts | 1-20 PEU/turn | 0-25/26-80/81-190/191-250/251-460 | 10 | 1500 |
| Beam Heavy Weapon | E.P. Autocannon | Albedo | 10 per PEU set | 120 PEU Pack | Burst of 4 Blasts | 1-30 PEU/turn | 0-30/31-90/91-195/196-260/261-490 | 25 | 2000 |
| Beam Heavy Weapon | Heavy Laser | Albedo | 8 per SEU set | 100 SEU pack | 1 Blast | 5-20 SEU/shot | -/0-100/101-500/501-1km/1.001-2km | 20 | 5500 |
| Beam Heavy Wpn | Laser Ke-5000 | Albedo | 100 per SEU set | 100 SEU pack | 1 Blast | 5-20 SEU/shot | 0-10/11-100/101-500/501m-1km/1km -2km | 20 | 6000 |
| Beam Heavy Weapon | Rafflur M-10 | Synth | 42 | 100 SEU pack | 1 Blast | 5 SEU/ shot | 0-10/11-100/101-500/501m-1km/1-2km | 22 | 8000 |
| Beam Heavy Weapon | Rafflur M-9 | Synth | 44 | 10 SEU Clip | 1 Blast | 2 SEU/ shot | 0-10/11-100/101-500/501m-1km/1-2km | 5 | 1200 |
| Beam Heavy Weapon | Sonic Devastator | Sonic | special | 100 SEU pack | 1 Blast | 10 SEU/shot | 0-10/11-100/101-500/501-1km/1-2km | 15 | 5000 |
| Beam Heavy Weapon | Constant Beam Laser (CBL) | Albedo | 10/seu | SEU | spec | 5-20 SEU | 5/20/60/180/350 | 25 | 7500 |
| Beam Heavy Weapon | Planar Laser (PL-1) | Albedo | 10/seu | SEU | spec | 5-20 SEU | 5/20/60/180/350 | 25 | 7500 |
| Beam Heavy Weapon | Single-Shot Disposable Laser (SSDL) | Albedo | 1000 | SEU | 1 | spec | 10/50/300/800/1500 | 5 | 1000 |

NOTE: The Laser Ke 500 can be used with a power pack.

Integrated Weapon Systems & Special Weapons (Ranged)

| Type | Weapon | Max Dmg | Effect. Def. | Ammo | Range | Enrgy Use | Rate Of Fire | Mass (kg) | Cost (Cr) |
|------------------|--|---------|--------------|------------------------------|---------------------------------------|-----------|--------------------------|-------------------------|-----------|
| PGS Large Pistol | B.O.B.-G10 Gyrojet Pistol | 20 | Inertia | 15 Rnd Jetclip | 0-5/6-20/21-60/61-125/126-230 | --- | 3 rnd burst | 2.0 | 375 |
| PGS | → Mini Gren. Launcher | 28 | Inertia | 1 Mini Gren. | 0-5/6-10/11-30/31-55/56-95 | --- | 1 | | |
| PGS Large Pistol | B.O.B.-E9 AutoPistol | 48/13 | Inertia | 20 rnd Clip | 0-5/6-30/31-75/76-160/161-330 | --- | 10/3 | 3.0 | 450 |
| PGS | → Mni-LAP Gren. Launcher | 32 | Inertia | 5 Mini-LAP Gren.Clip | 0-5/6-20/21-55/56-100/101-150 | --- | 1 | | |
| PGS Large Pistol | B.O.B.-E10 AutoPistol | 48/13 | Inertia | 20 Rnd Clip | 0-5/6-30/31-75/76-160/161-330 | --- | 10/3 | 3.0 | 460 |
| Beam | → Laser Attach. | 8pS | Albedo | 10 SEU Clip | 0-5/6-20/21-45/46-120/121-200 | 1-5 | 2 Blasts | | |
| PGS Rifle | B.O.B.-G150 Gyrojet Rifle | 30 | Inertia | 15 Rnd Clip | 0-5/6-35/36-100/101-280/281-550 | --- | 3 Rnds | 5.0 | 950 |
| Beam | → Laser Attach. | 10pS | Albedo | 20 SEU Clip | 0-10/11-30/31-90/91-150/151-300 | 1-10 | 2 Blasts | | |
| Beam Rifle | B.O.B.-EI000 Laser Assault Rifle | 12pS(@) | Albedo | 30 SEUclip | 0-10/11-45/46-85/86-200/201-450 | 1-10 | 2 Shots (@) | 5.5 | 1200 |
| PGS | → LAP SMG Attach. | 56/15 | Inertia | 36 Rnd LAP clip | 0-10/11-55/56-140/141-185/186-230 | --- | 12/3 | | |
| PGS Rifle | B.O.B.-EI001 LAP Assault Rifle | 88/23 | Inertia | 48 Rnd LAP Clip | 0-15/16-55/56-155/156-200/201-400 | --- | 12/3 | 5.7 | 1250 |
| Beam | → Laser Weapon Attach. | 10pS | Albedo | 20 SEU clip | 0-10/11-30/31-90/91-150/151-300 | 1-5 | 2 Blasts | | |
| PGS Rifle | Pulse Rifle | 72 | Inertia | 100 Rnd clip | 0-10/11-60/61-140/141-220/221-400 | -- | 10 Rnd Burst | 10 | NA |
| PGS | → Pump Action Gren. Launcher | 30 | Inertia | 5 Gren.Shells | 0-5 / 6-40 / 41-90 / 91-150 / 151-250 | -- | 1 Grenade | | |
| Projectile Rifle | LAP - 51 Assault Rifle | 79/21 | Inertia | 48 Round LAP clip | 0-15/16-50/51-145/146-240/241-350 | | 3 rnd shot/ 12 rnd burst | 4.0 | 650 |
| | → Grenade Launcher | 44 | Inertia | 4 Gren.Clip | 0-10/11-35/36-95/96-140/141-260 | | 1 Grenade | | |
| Beam Rifle | MT-1 Laser Assault Rifle | 8/SEU | Albedo | 20 SEU Clip | 0-10/11-40/41-100/101-200/201-400 | 5-20 SEUs | 1 Burst | 6 | 4500 |
| PGS | → Rocket Launcher | 30 | Inertia | 10 Rocket Cartridge | --/0-25/26-50/51-100/101-200 | -- | 1 rocket | | |
| Melee | → Vibroknife Bayonet | 20 | Inertia | 20 SEU Clip | | 1/Hit | -- | | |
| Beam Rifle | MT-3B Multi-Assault Weapon | 10/PEU | Albedo | 60 PEU Clip | 0-20/21-60/61-120/121-200/201-400 | 1-10 PEUs | 1 Burst | 7 | 5500 |
| PGS | →Double Barrel Gren. Launcher | 24 | Inertia | 3 Gren.Clip /barrel | --/0-25 / 26-40 / 41-90 / 91-190 | -- | 1/Launcher | | |
| PGS Rifle | MT-9X Double Barrel Gren. Launcher | 55 | Inertia | 6 Gren. Clip or 24 Gren.Belt | 1-5/6-45/46-105/106-285/286-425 | -- | 1 or 2 | 4.5 w/clip 10.5 w/ belt | 855 |
| PGS Rifle | Improved Model Pulse Rifle- M-51 LAP Version | 92 | Inertia | 96 Rnd LAP Clip | 0-20/21-90/91-200/201-365/366-650 | --- | 12 Rnd Burst | 7 | NA |
| PGS | →Grenade Launcher | 48 | Inertia | 6 Gren. Shell Chamber | 0-10/11-35136-100/101-175/176-265 | --- | 2 Grenades | | |

Integrated Weapon Systems & Special Weapons (Ranged)

| Type | Weapon | Max Dmg | Effect. Def. | Ammo | Range | Enrgy Use | Rate Of Fire | Mass (kg) | Cost (Cr) |
|-------------------------|--|---|--------------|--|--|--------------|---------------------|---|-----------|
| PGS Hvy Weapon | Streel Weapon Systems 6HG HyperGyrojet MiniGun | HE (AP/3): 604/152 Standard: 173/44 | Inertia | 180 rnd Box or 360 rnd pack | 0-100/101-400/401-700/701-1km/1001-1.5km | | 18 rnd burst | 30kg empty 45kg (w/180 rnds box) 75 kg (w/360 rnd pack) | NA |
| PGS Hvy Weapon | Smart Gun Assault System | 84 | Inertia | 600 Rnd Pack | 0-10/11-70/71-270/271-450/451-800 | -- | 10 rnd Burst x 2 | 30 | NA |
| PGS/ Beam Hvy Weapon | MultiTech MT-BT Dual Minigun | Projectile: 64/17 Beam: 54 | Grid | 50 SEU pack (w/feedback compensater) 250 Rnd pack | 0-10/16-40/41-140/141-220/221-300 | 2 SEUs/blast | 10 Burst 1 blast | 18 kg empty 30 kg w/ ammo pack. | 4500 |

@ - See description for special damage rules.

Integrated Weapon Systems (Melee/Ranged)

| | Max Dmg | Range: | Col Sift | Eff. Defense | Power | Enrgy Use | Mass | Cost |
|----------------------|---------|----------------------------|----------|--------------|-------|-----------|------|------|
| Electro glove | -- | | -- | -- | -- | -- | -- | |
| → Steelglove | 12 | Melee | +1 | Inertia | -- | -- | -- | |
| → Shock grid | 16/st | Melee | | Gau /AS | PClip | 2/hit | | |
| → Electro-stunner | 40/st | 5/ 20/ 60/ 125/ 250 2/shot | | Gau /AS | PClip | | | |

Grenades

| Grenade Type | Max Damage or Effects | ROF | Effective Defense | Blast Radius | Cost (Cr) |
|----------------------|-----------------------|-----|---------------------|----------------|----------------|
| Flash | Temporary Blindness | 1 | Special | 3 | 10 |
| Foam | | | | | |
| --Acid | 16 / Turn | 1 | Basegel | 3 | 45 |
| --Chemical defoliant | Defoliates | 1 | -- | 3 | 40 |
| --Dye | Marking | 1 | -- | 3 | 10 |
| --Extinguish | Smother Flame | 1 | -- | 3 | 10 |
| --Irritant | 8/Turn | 1 | Special | 3 | 25 |
| --Slick | Slick Surface | 1 | slow movement | 3 | 20 |
| --Solid | Entrapment | 1 | -- | 3 | 100 |
| --Radiation Bla. | Blocks radiation | 1 | special | 3 | 30 |
| Fragmentation | 64 | 1 | inertia | 3 | 20 |
| Gas | | | | | |
| --Doze | sleep | 1 | Sta check | 3 | 10 |
| --Dusk | Dim Light | 1 | IR Vision/ Scanners | 3 | 20 |
| --Night Fall | Darkness | 1 | " | 3 | 25 |
| --Poison | S5/T10 | 1 | Sta Check | 3 | 30 |
| --Smoke | -1 CS | 1 | IR | 3 | 10 |
| Incendiary | 32 + 8 x 3 turns | 1 | Asbestos | 3 | 20 |
| Infrared | IR sensor damage | 1 | -- | 3 | 20 |
| Sonic | | | | | |
| --Polyhedron | 56 | 1 | Sonic | 3 | 25 |
| --Boomer | 80 | 1 | " | 1 | 75 |
| --Marble | 16 | 3 | " | 5 | 8 |
| Tangler | Entrapment | 1 | Solvaway | 3 | 25 |
| Airfoil grenades | as per grenade | 1 | as per grenade | as per grenade | as per grenade |

Airfoil grenades - Normal grenade types shaped into frisbee/aerobee shapes. Doubles throw range. These cannot be fired from normal Grenade launchers.

Missiles

| Missile Type | Max Damage | Effective Defense | Rate of Fire | Range | Mass (kg) | Cost (Cr) |
|-----------------------------------|------------|-------------------|--------------|---------------------------------------|-----------|------------|
| Micro Missiles | 52 | inertia | 1 | 0-10/11-100/101-500/501-1km/100lm-2km | 1 | 25 |
| Missile Type I | 1 warhead | varies | varies | --/20-250/251-1km/100lm-3km/3001-9km | 2 | 30 |
| Missile Type II | 2 warheads | varies | 1/2 | --/40-500/501-2km/200lm-6km/6km-1km | 4 | 50 |
| Missile Type III | 3 warheads | varies | 1/3 | --/60-750/751-3km/300lm-9km/9001-27km | 5 | 75 |
| Launchers | | | | | | |
| Disposable missile launcher (DML) | varies | varies | 1 | as for missile | 1 | 10 |
| Missilier | varies | varies | 1-3 | depends on the missile type | 10 | 2000 |
| Popper | varies | varies | 1 | " | 1 | 5000 |
| MLTCs | varies | varies | 1 | " | 2 | 1200 /tube |

Warheads

| Warhead Type | Range | Max Damage | Effective Defense | Mass (kg) | Cost (cr) |
|---------------------------|-------------------|------------------|-------------------|---------------|----------------|
| AntiMssile | None | None | -- | 2xMssile # | 50x Missile # |
| Electromagnetic Discharge | 5xMssile Range | Electronic Short | Insulation | 3x Missile # | 55x Missile # |
| Field Crusher | Target | 66x Missile | -- | 2xMissile # | 35 x Missile |
| Foam | 6xMissile Range | varies | varies | 2xMissile# | 30x Missile |
| Gas | 8xMissile Range | Varies | Varies | 2xMssile # | 30 x Missile |
| Heat Seeking | None | None | -- | 1 x Missile # | 50x Missile # |
| High Explosive | 7x Missile Range | 75xMissile# | Inertia | 1 x Missile # | 40x Missile # |
| Sonic | 6 x Missile Range | Stun | Sonic/ STA Check | 2xMissile # | 35x Missile # |
| Standard Explosive | 5 x Missile Range | 68 x Missile | Inertia | 1 x Missile # | 35 x Missile # |
| Tangle | 5xMissile Range | Entrapment | Solvaway | 2x Missile # | 30 x Missile # |

Ammunition

| <i>Bullets & Rounds Ammo</i> | <i>MAX DMG</i> | <i>Mass (kg)</i> | <i>Cost (Cr)</i> | <i>Rounds</i> |
|-------------------------------------|----------------|------------------|----------------------|---------------|
| 6 Round Clip | as per weapon | | 10 | |
| 8 Rnd Drum(P) | as per weapon | - | 2 | 8 |
| 12 Rnd Clip(Ap) | as per weapon | - | 5 | 12 |
| 20 Rnd Clip(R/Ap) | as per weapon | - | 5 | 20 |
| 40 Rnd Clip(Smg) | as per weapon | - | 8 | 40 |
| Maxibullet Clip | as per weapon | - | 30 | 30 |
| 20 Rnd Clip(Sg) | as per weapon | 2.0 | 10 | 20 |
| 200 Rd Blt(Mg) | as per weapon | 4.0 | 50 | 200 |
| 1 Rr Shell | as per weapon | 1.0 | 10 | 1 |
| 36 Rnd Lap Clip | as per weapon | 0.6 | 85 | 36 |
| 40 Rnd Lap Clip | as per weapon | 0.5 | 80 | 40 |
| 48 Rnd Lap Clip | as per weapon | 0.8 | 100 | 48 |
| 36 Rnd Helap | as per weapon | 0.8 | 400 | 36 |
| Gauss Ammo | MAX DMG | | Cost | |
| Gauss Revolver Solid | 31 | | 15 cr / 16 rnd drum | |
| Gauss Revolver Light Explosive | 63 | | 160 cr/16 rnd drum | |
| Gauss Revolver Heavy Explosive | 94 | | 320 cr/ 16 rnd drum | |
| Gauss Revolver Acid Filled | 24+S6/T9 | | 200 cr/ 16 rnd drum | |
| Gauss Revolver Poison Filled | 24 +S15/T8 | | 220 cr/ 16 rnd drum | |
| Gauss SMG Solid | 68/18 | | 30 cr / 60 rnd clip | |
| Gauss SMG Light Explosive | 98/25 | | 500 cr / 60 rnd clip | |
| Gauss SMG Heavy Explosive | 130/33 | | 950 cr / 60 rnd clip | |
| Gauss SMG Acid Filled | 50+S8/T9 | | 600 cr /60 rnd clip | |
| Gauss SMG Poison Filled | 50+S15/T8 | | 650 cr / 60 rnd clip | |
| Gauss Sniper Rifle Solid | 40 | | 20 cr / 32 rnd clip | |
| Gauss Sniper Rifle Light Explosive | 70 | | 300 cr / 32 rnd clip | |
| Gauss Sniper Rifle Heavy Explosive | 102 | | 600 cr/ 32 rnd clip | |
| Gauss Sniper Rifle Acid Filled | 28+S8/T9 | | 380 cr/ 32 rnd clip | |
| Gauss Sniper Rifle Poison Filled | 28+S15/T8 | | 400 cr/ 32 rnd clip | |
| Gauss Assault Rifle Solid | 60/16 | | 30 cr / 60 rnd clip | |
| Gauss Assault Rifle Light Explosive | 93/23 | | 500 cr/ 60 rnd clip | |
| Gauss Assault Rifle Heavy Explosive | 124/32 | | 950 cr / 60 rnd clip | |
| Gauss Assault Rifle Acid Filled | 42 +S8/T9 | | 600 cr / 60 rnd clip | |
| Gauss Assault Rifle Poison Filled | 42 + S15/T8 | | 650 cr / 60 rnd clip | |
| Gauss Cannon Solid | 1600 | | 300 cr / shell | |
| Gauss Cannon Light Explosive | 1750 | | 1000 cr/ shell | |
| Gauss Cannon Heavy Explosive | 1800 | | 1150 cr / shell | |
| Gauss Cannon Acid Filled | 1500+S30/T | | 1500 cr/ shell | |
| Gauss Cannon Poison Filled | 1500+S30/T | | 1250 cr/ shell | |

| <i>Gyrojet & Other Misc</i> | <i>MAX DMG</i> | <i>Mass (kg)</i> | <i>Cost (Cr)</i> | <i>Rounds</i> |
|--|---------------------------|------------------|------------------|---------------|
| 10 Rd Jetclip(P/R) | as per weapon | - | 10 | 10 |
| 15 Rnd Jetclip (Bob P/R) | as per weapon | 0.1 | 15 | 15 |
| Doze Jetclip | | - | 20 | 10 |
| Poison Jetclip | | - | 50 | 10 |
| Tangle Jetclip | | - | 30 | 10 |
| Hi-Expl. Jetclip | PISTOL: 60 / RIFLE: 84 | 0.5 | 80 | 5 |
| Maxijet Clip | | - | 15 | 15 |
| 6 Needle Clip | as per weapon | | 6 Cr | 6 |
| 1 Grenade. Bullet | as per grenade | - | 3 | 1 |
| 1 Grenade Shell | as per grenade | - | 8 | 1 |
| 1 Rocket Cartr. | as per weapon | 1.8 | 25 | 10 |
| 4 Grenade Clip (Lap-51 Ar) | as per weapon | 0.4 | 8 | 4 |
| Minigrenade (BOB) | as per weapon | 0.02 | 2 | 1 |
| 5 Rnd Lap Minigrenade Clip (Bob) | as per weapon | 0.02 | 10 | 5 |
| Lap-141 6 Shell Cartridge | as per weapon | 1.5 | 955 | 6 |
| Mt-9x Grenade Clip | as per weapon | 1.5 | 50 | 6 |
| MT-9X Grenade Belt | as per weapon | 7.5 | 200 | 24 |
| Needle | as per weapon | - | - | - |
| 10 Needle Clip | as per weapon | - | 20 | 10 |
| Acid Spray Tank | as per weapon | 3.0 | 25 | 10 |
| Flame Tank | as per weapon | 4.0 | 30 | 20 |
| Compr.Air Cart. | as per weapon | - | 10 | 1 |
| Spear | as per weapon | - | 5 | 1 |
| | | | | |
| Energy Ammo | | MASS (kg) | COST (Cr) | POWER |
| 30 PEU CLIP | as per weapon | 1.1 | 120 | 30 |
| 60 PEU CLIP | as per weapon | 1.3 | 200 | 60 |
| 120 PEU CLIP | as per weapon | 11 | 300 | 120 |
| SEU Microdisc | as per weapon | - | 10 | 1 |
| 10 seu clip | as per weapon | - | 50 | 10 |
| 20 seu clip | as per weapon | 1 | 100 | 20 |
| 30 SEU Clip (BOB) | as per weapon | 0.11 | 130 | 30 |
| 100 seu clip | as per weapon | 10 | 500 | 100 |
| 1000 seu batt. | as per weapon | 50 | 1200 | 1000 |
| 12 chrg. Clip | as per weapon | 1 | 100 | 12 |
| MultiTech MT-BT Dual Minigun SEU Pack | as per weapon | 6 | 500 | 50 SEU |
| MultiTech MT-BT Dual Minigun Round Pack | as per weapon | 6 | 500 | 250 |

| <u>Special Ammo Types:</u> | | ---- | ---- |
|---------------------------------|---------------|------|--|
| AV War Heads | | | |
| Flechette Ammo | X1.2 | -- | x2 Ammo cost |
| Flamer Ammo (Grenade Rifle) | 35 | 1 | 30 each |
| Flamer Ammo (Gyrojet) | 25 | --- | 25 per 10 |
| Gas-Belt | | 0.5 | 100 (50) |
| Gel Ammo | Concussion | -- | + 25% to Ammo Cost |
| Homing GyroJets | X1/2 | -- | +100Cr to gun cost & +50% to Ammo cost |
| HVM Ammo (Gyrojet) | as per weapon | -- | 15 Cr |
| HVM Ammo (War Heads) | as per weapon | -- | 45 Cr |
| HVRA GL ammo | 80/50st | --- | 50 |
| HVRA Small Arms | | | |
| Mono-molecular ChainShot | spec | --- | x3 |

| Primitive Melee | Max Damage | CS | Effective Defense | | | Mass (Kg) | Cost (Cr) |
|------------------------|--------------------|-------|-------------------|-------------|------------|-----------|-----------|
| Axe | 16 | +1 | Inertia | | | 1 | 15 |
| Bottle / Mug | 4 | -1 | Inertia | | | 1 | - |
| Bow | 9 | -- | Inertia | | | 1 | 50 |
| Brass Knuckles | 6 | 0 | Inertia | | | - | 10 |
| Chain /Whip | 7 | -1 | Inertia | | | 2 | 20 |
| Chair | 5 | -2 | Inertia | | | 2 | - |
| Club (Small) | 5 | 0 | Inertia | | | - | - |
| Javelin | 14 | -- | Inertia | | | 2 | 20 |
| Knife | 10 | +1 | Inertia | | | - | 10 |
| NightStick | 12 | +1 | Inertia | | | 1 | 20 |
| Pistol Butt | 8 | 0 | Inertia | | | - | - |
| Polearm | 26 | -2 | Inertia | | | 4 | 40 |
| Rifle Butt | 18 | -1 | Inertia | | | - | - |
| Spear | 4 | +2 | Inertia | | | 2 | - |
| Sword(Small) | 13 | +1 | Inertia | | | 1 | 15 |
| Sword (Medium) | 20 | +2 | Inertia | | | 2 | 30 |
| Sword(Large) | 28 | +2 | Inertia | | | 3 | 45 |
| Modern Melee | MaxDmg | CS | Effective Defense | Ammo | Energy Use | Mass (Kg) | Cost (cr) |
| Chain sword | 34 | +2 CS | Inertia | 20 SEU Clip | 1/Hit | 1.0 kg | 325 |
| Claws | 14 | 0 | Inertia or Slip | -- | -- | 1.5 | 50 |
| Electro-Claws | 24/Stun | 0 | Gauss/A-S | 20 SEU Clip | 2/hit | 1 | 140 |
| Electric Sword | 32/Stun | +1 | Gauss/A-S | 20 SEU Clip | 2/hit | 1 | 150 |
| Electric whip | 15 | -1 Cs | Gauss | 20 SEU Clip | 1/HIT | 1.0 kg | 300 |
| Force Axe | 48 | +2 | Inertia or Slip | " | 2/hit | 2 | 450 |
| Flail Axe | 18 | +1 | Inertia or Slip | -- | -- | 1.9 | 150 |
| Halogai'an Wrist Claws | 20 | 0 | Inertia or Slip | -- | -- | 0.4 | 55 |
| Handblade | 18 | 0 | Inertia or Slip | -- | -- | 1.0 | 25 |
| K'Dasi Stranglecord | 10+6/Rnd | -1 | Slip | -- | -- | 0.3 | 25 |
| Laser blade | 30/50 | +1/+2 | Albedo | 20 SEU Clip | 2/HIT | 1.0 kg | 500 |
| Pole-spear | 8 (each end) | +1 | Inertia or Slip | -- | -- | 1.8 | 22 |
| Shock Gloves | 16 | 0 | Gauss/A-S | Powerpack | 2/hit | - | 50 |
| Slicer Whip | 25/entangle chance | +1 | Inertia or Slip | -- | -- | 2.0 | 45 |
| Sonic Knife | 24 | +1 | Sonic | 20 SEU Clip | 1/hit | 1 | 50 |
| Sonic Sword | 40 | +2 | Sonic | 1/hit | 1 | 1 | 300 |
| Spray Hypo | Special | -2 | Sta Check | -- | -- | 1 | 10 |
| Steelglove | 12 | +1 | Inertia | | | 1 | 80 |
| Stunstick | 24/Stun | +1 | Gauss/A-S | 20 SEU Clip | 2/hit | 1 | 75 |
| Tail Axe | 20 | 0 | Inertia or Slip | -- | -- | 1.3 | 55 |
| Tail Ball | 18 | 0 | Inertia or Slip | -- | -- | 1.5 | 65 |
| Twin-sword | 38 | +2 | Inertia or Slip | -- | -- | 2.7 | 125 |
| Twin-Vibro Sword | 48 | +2 | Inertia or Slip | 1/hit | 1 | 3 | 125 |
| Tri-Axe | 45 | +1 | Inertia or Slip | - | - | 3.4 | 150 |
| Tri-Force Axe | 55 | +1 | Inertia or Slip | - | - | 4 | 500 |
| Urtoran Axe | 25 | +1 | Inertia or Slip | - | - | 14 | 450 |
| Utoran Staff | 30 | +1 | Inertia or Slip | -- | -- | 12 | 350 |
| Vibroknife | 20 | +1 | Inertia or Slip | 1/hit | | 1 | 25 |

New Ranged Weapons & Ammo Description**E.P. Laser Series**

H.E.P.S.A.W's (High Explosive Pulse Energy Systems Assault Weaponry) are a type of chemical laser that burns its targets unlike the standard PGC laser. The weapon fires a burst of blasts (1 roll required) without any type of recoil. This gives the user a +1 CS. E.P.'s are illegal in all parts of the Frontier. The Rim and The Dominion have not made any laws against them.

Gauss Projectile Series

ElectroMagnetic Acceleration Weapons use a charged coil barrel to soundlessly accelerate a small charged slug to a high and potentially dangerous velocity. Although the Gauss weapons can not be heard when fired, they do make a bright flash when fired. The Gauss Submachine Gun and the Assault Rifle fire a burst with little or no recoil which again gives the user a +1 CS in combat. The Assault Rifle is only available to military or security personnel. (Not an issued weapon)

Gauss Ammo

Solid Projectile-- Solid 8.0 mm Plasti-steel slug with a electrically charged core and with a Teflon tip.

Light Explosive Projectile- Special plastic explosive 8.0 mm slug, with a thin Plasti-steel coating.

Heavy Explosive Projectile- Concentrated plastic explosive 8.0 mm slug, with thin Plasti-steel coating.

Acid Filled Projectile- Highly concentrated acid in a thin Plasi-steel shell.

Poison Filled Projectile- Highly fatal poison in a thin 8.0 mm needle-like slug.

Gauss ammunition comes in many different forms. The Standard Solid Projectile is a specially charged 4.0 mm slug that is available to the public. The Light Explosive Projectile ammunition is available to corporate security forces at normal cost and to the public at x 1.5 the listed price for the P.A.W.R Committee registration fee. The High Explosive ammunition is only available to military personnel. The Acid-filled and Poison-filled are available to all at normal price. Note: Gauss requires two turns to load and prime.

LAP Projectile Series

Linear Accelerated Projectiles Weapon Series

Created roughly 50 frontier years after its predecessor the Gauss weaponry, the LAP weaponry was meant to be the common-man's Gauss. In most cases of the weapon design, the power source is stored in with the rounds in a single clip which makes it affordable and effective. Sacrificing some of the effectiveness of the Gauss, the weapon is still popular among the enforcers and explorers of the modern frontier.

Terran Expanse Weapons

PISTOLS: .22 Calibre, .32 Calibre, .35 Calibre Hi-Power, .38 Special, .357 Magnum, .45 Calibre, .44 Magnum (and their automatic versions)

LARGE PISTOLS: Uzi Mark-77 SMG, Ingram M-19 SMG

RIFLES: .22 Light, .23 Bronen MK 2, .24 Gunler MK-4, .30 M-5 Sniper, .308 Calibre (and where applicable, their automatic versions)

All of the weapons listed above are hybrids of their ancient Terran predecessors. There have been quite a few changes since then. Many changes that make the Terran Imperial Expanse weapons much more different from their ancient grandparents resulted from the wars, decline, and regrowth that plagued the Terran Expanse until its fall. Ammunition is now caseless. The propellant is made of a highly directional ceramic explosive-concentrate. The loading, firing, and anti-jam systems have been redesigned over the centuries. The weapons themselves are molded from alloys of ceramics and metallic-plastics and specially treated to compensate for environment differences. All these advancements have made these weapons the most reliable and durable in Allied Space.

Hand Blaster: The Hand Blaster is the only remnant of the Terran Space Marines. It was their primary weapon. It is much like the EP lasers but not quite as potent.

BFG-9000 Foot-Portable Assault Cannon

The BFG-51 is a heavy assault rifle designed for use by power-armor troops, oversize races or other unusual troops. It can also be used on a tripod by smaller troops. It fires 30mm autocannon rounds of various types. The recoil is such that it should be fired while stationary. These weapons are generally illegal in the general public and restricted by Star Law.

Note: BFG actually stands for Baker-Folcha Group, the designers of the gun, but the users of the gun say it stands for "Big F*cking Gun".

Constant Beam Laser - 5 (CBL-5) --

The CBL-5 uses a high power energy source to project a constant beam, rather than capacitor-driven pulses or bursts. Like the Rafflur M-4, it can affect all targets in a 60 degree area, though a separate roll must be made for each target. These weapons are available but heavily regulated (Registration, waiting period, proof-of-need).

Disposable missile launcher (DML)

A DML is a Frontier-version of a LAW rocket. It is bought pre-loaded with a type I or II missile, and the empty plastic tube is discarded after use. Mass and cost are in addition to the missile inside. These weapons are generally illegal in the general public and restricted by Star Law.

Flash Gun

A flash gun is a weapon designed for non-lethal self defense. It uses a miniature, high-power parabolic strobe unit to blind and paralyze the target. The strobe's intensity overloads and blinds sight in the usual manner, but the paralysis effect is what sets this weapon apart. The paralysis effect is caused by the pulse rate and pattern of the beam. The pattern causes a neural cascade reaction similar to a mild epileptic seizure.

A flash gun is only effective if the target is hit in the head, but the beam spreads as it goes, eliminating the penalty for called shots. If hit, the target is blinded for 1d10 rounds, and paralyzed for 1d4 rounds. Sungoggles will protect the target unless the particular race is extra-sensitive to light. Light sensitives with goggles are affected normally. Light-sensitives without goggles are blinded twice as long, but paralysis is the same

Ke-x-IR/UV

These weapons function identically to the Ke-x series of laser weapons, except the flash tubes are tuned to either IR or UV frequencies, both being invisible to most races' normal vision. They are in great demand by snipers on both sides of the law. These weapons are available but heavily regulated (Registration, waiting period, proof-of-need).

Ke-x-VF

These variants on the excellent Ke-x series laser weapons use an electro-active, fixed-matrix radiant emitter to allow a tunable beam frequency. It allows all the advantages of the Ke-x-IR/UV series, along with certain the advantages of certain frequencies. For instance, blue-green lasers pass through sea water with no loss of power. These weapons are available but heavily regulated (Registration, waiting period, proof-of-need).

K KE-2200 Laser Sniper rifle

The KE 2200 uses a extended range pulse tube which retains beam coherency out to greater ranges than typical KE- class lasers, though at slightly less efficiency. These weapons are usually illegal in public but generally available to law enforcement and military personel.

The Ke-2200 is equipped with a synthetic-vision telescopic imager which utilizes detail-enhancing image processing (+2cs to notice targets), Hi-res IR, and Low-light sensors

The most important feature of the weapon is the Remote Targeting System (RTS). This consists of a lightweight tripod, a servomotor system, and a targeting/directing system. Once set up (takes 2 turns), the weapon can be operated from up to 5m away by fiber-optic link. The RTS eliminates penalties from range or target movement. The RTS has full use of the imaging sight. One drawback to the RTS is that while assembled, the weapon can only engage targets in a 40 degree arc. The RTS takes another two turns to disassemble

E-2500 VF Laser Sniper rifle

The KE-2500 VF, like the KE-2200, uses an extended range pulse tube which retains beam coherency out to greater ranges than the typical KE-class lasers, though at slightly less efficiency. This is where the similarities end.

The 2500 is equipped with several electronic systems:

1. Rifle GunComp with Compsight 1,2, T-System III, and Detail-Enhancement Progit (DE Prog: +2 for Target Identification). This weapon/Guncomp configuration is designed to be used by personnel whos helmets are equipped with Visors (Passive IR, UV, and one other), the Dis-Viz Progit and associated hardware. Imaging system sensors on the weapon are transmitted through the dis-Viz Progit in the Helmet and then displayed on the Dis-Viz Hardware in the Helmet visor.
2. Screen Scanner Attachment
3. Viz-relay Progit in the rifle GunComp that when the weapon is fired, changes the visor display to match the frequency of the laser beam, allowing the sniper to accurateli "see:" and track the laser beam to its target, and thereby maintaining "aim on the target. Also, through Audio-Act, VizRelay will configure the weapons imaging system sesnors to "see" what frequency (Passive IR, UV, other) the sniper wants.

These weapons are generally illegal in the general public and restricted by Star Law.

Mini-Stunner

This is a short-range miniature sonic stunner. It's approximately the same size as a pen-light. It takes a minipowerclip, and gets 5 shots from it. Except for range, the beam is identical to the standard sonic stunner. Mini-stunners are popular with animal trainers.

Planar Laser (PL-1)

Constant beam laser combined with a occilating optics package to spread the beam into a 30-60 degree triangle. All targets on roughly the same level and in the selected arc are hit. These weapons are generally illegal in the general public and restricted by Star Law.

Single-Shot Disposable Laser (SSDL)

A SSDL is a Ke-5000 lightened and compacted for use by normal infantry. It is roughly the size of a missiler, and is fired from the shoulder. Most of the lighter weight is from the use of a compact, high-output, self consuming power core. It channels one powerful burst into the flash tube, burning itself out in the process. The entire unit is discarded after use. These weapons are generally illegal in the general public and restricted by Star Law.

Tangler gun

This item is an offshoot of the ongoing research into tangler grenade technology. It projects epoxied filaments under high pressure. The effects of the weapon are similar to those of tangler gyro-shells, except more controlled effects are possible.

Wartech Chameleon FMG (Folding Machine Gun)

The Chameleon is a submachine gun that is hinged in the middle so as to be folded in half. All components are concealed in the stock while folded, making it appear to be a featureless 30cm x 8cm x 3cm alloy box. The gun is spring loaded, so that with a DEX check, the gun can be unfolded and fired in a single turn. For an extra charge, the weapon can be fitted with simple electronics and dummy switches to make it cosmetically resemble a CAS, though non-functional. These weapons are available but heavily regulated (Registration, waiting period, proof-of-need).

Wartech Doppelganger FEW (Folding Energy Weapon)

A doppelganger is a laser weapon in the Ke-1500 class built into a folding frame like to a Chameleon. All other details are identical. These weapons are available but heavily regulated (Registration, waiting period, proof-of-need).

BOB Weaponry

Best Of Both Series. This weapon series was created specifically for the Enforcer profession. It was intended to be the ultimate two-in-one weapon. Because of many complaints from enforcers on the field about having to carry two primary weapons, one of them decided to do something about it. James Flamor (a human.... sort of), a long time veteran enforcer and celebrated hero in many sectors, retired to become chief executive of the BOB division of WarTech after they excepted his idea.

Special Damage Rule For Bob -E 1000

The BOB-E1000 has a variable burst setting for the laser assault rifle that allows for higher degrees of possible damage.

SETTING 1: 1 Location Hit

SETTING 2: 2 Locations Hit

SETTING 3: 1d4+2 Locations hit

Roll the given amount of times on a hit location chart and divide the total damage by that number to determine the amount of damage for each location.

MT-1 Laser Assault Rifle

MT-1 Laser Assault Rifle uses standard 20 SEU clips to fire a "shot gun" effect type burst of laser fire. This weapon also gives the user a +1 CS in combat for the recoilless burst. Also, the rocket launcher on the underside is a larger version of a gyrojet type weaponry and does have a recoil.

MT-3B Multi-Assault

MT-3B Multi-Assault weapon is Multi Tech attempt to combine the power of H.E.P.E.S.A.W weaponry and the dual power of two grenade launchers. It isn't a bad attempt because now it is the standard issue for most of WAR-TECH'S security forces. The rifle also gives the user a +1 CS for recoilless burst for the H.E.P.E.S.A.W rifle, not for the grenade launchers.

MT-9X Double Barrel Grenade Launcher

MT-9X Double Barrel Grenade Launcher is Multitech's interpretation of overkill. It fires two HE grenades at once causing serious damage if the target is beyond short range. It is not recommended to fire it at a target within short or point blank range because of safety matters.

Pulse rifle with Pump Action Grenade Launcher

Pulse rifle with Pump Action Grenade Launcher is the standard assault rifle for all foot soldiers in Land Fleet and for some planetary militia. It fires special caseless high velocity explosive rounds from a 100 round clip, and the underside pump action grenade launcher fires 35 mm explosive grenades. Neither the weapon nor the ammunition are sold in the public market legally. Anyone who is issued a rifle and has proper military ID can pick up ammunition from any local gun shop.

Improved Model Pulse Rifle

M-51 LAP Version "IMPulse" w/ Grenade Launcher was introduced 50 years after the Pulse Rifle. With the need to introduce linear accelerated weapons into the military, the designers at Remis War Machine Inc. introduced their version of the improved Pulse rifle. The military accepted it, but it has had a mixed reception within the ranks. Some still prefer the older version while others completely dropped it for the new one. The Impulse Rifle is not legally available to the general public. See template for special armor piercing properties.

Smart Gun Assault System

Smart Gun Assault System is the ultimate in light support weaponry. The weapon and its ammunition pack are mounted on a mini-exoskeleton which relieves the wearer of most of the weight. The weapon itself, an upgraded version of the M2-HB of the 20th century, is mounted on a MUTLI-TECH OMNI-SWIVEL ARM which gives the gunner unlimited maneuverability. The high explosive/armor piercing rounds are fed through flexi-plastisteel belt.

Note: Smart Gun Assault Systems are not available to public. Military use only. Ammo as for Pulse Rifle.

The Smart Gun Assault System

- (a) Compatible with the X-12 LC/CA Helmet
- (b) Body-Comp (must be used with X-12 Helmet)
 - Dis-Viz
 - T-System Type-I +2/+1/+1/+1/+0
 - Helmlink
 - Compsight I,II,III
- (c) 600 round Ammunition Pack

| TYPE | RESULT |
|---------------|--------------------------------|
| Ancient Armor | Automatic penetration |
| Type A | Automatic penetration |
| Type B | Armor takes only 1/8 of damage |
| Type C | Armor takes only 1/4 of damage |
| Type D | Armor takes only 1/3of damage |

Armor Piercing Capabilities

Type: This is the assigned type according to the armor tables

Result: This explains what happens when the round hits the armor. Example: When a type C is hit, 1/16 of the damage caused by the round is taken by the armor. The remaining 15/16 is taken by whatever is under that layer of armor whether it be more armor or flesh.

Note: Only effective defense are screens.

Streel Weapon Systems 6HG HyperGyrojet MiniGun

An outlawed weapon in most sectors, the 6HG GyroMiniGun combines the speed and power of a 6-barreled minigun and the strength of the Gyrojet weapons. Intended as an anti-vehicular weapon, the 6HG was illegally adopted as an antipersonnel weapon by some terrorist and pirate organization. The standard ammunition made by Streel is either a 180 round box or a 360 round back-pack, HE rounds with every third round AP. There are also Tangler Packs and Standard Round packs available.

Recoil from the weapon causes serious jolts that only can be compensated by mounting on a vehicle or a secured tripod. If fired without, there is a -3 RS.

MultiTech MT-BT Dual Minigun

Primary intended as a Powered Assault Armor attachment or a small vehicle mounted weapon, the MT-BT combines BOB technology with a 4-barrel minigun. It fires both a particle beam laser and the LAP type projectile virtually simultaneously. At the 12 o'clock position, the particle beam, which is like an enhanced Rafflur or Bolt, fires through the Charge Absorption System, which charges the linear accelerator coil that projects the slug when the barrel circles 180 degrees to the 6 o'clock position. This cycle continues at a high rate of speed, making the weapon an effective beam/projectile weapon at the same time.

Despite its original design as a PAA or small vehicle weapon, hand versions are available at the same price. The weapon's relative-lack of recoil makes it an attractive weapon for use on the field.

Electro-Glove

The electroglove is a combined effects close assault weapon system. It was designed by WarTech for use in close urban environments against numerically superior but technologically inferior opposition.

The base of the system is a standard heavy-duty Steelglove gauntlet. The gauntlet extends almost to the elbow joint, or equivalent. It contracts when activated, making removal nearly impossible without destruction of the glove or limb.

Electrical grids are formed into the palm, inner fingers and knuckles. These grids are capable of delivering a charge of up to 300,000 Volts at up to 150 Amperes. The electrical discharge can be configured by hand controls on the glove surface.

A standard electrostunner is mounted into the forearm of the gauntlet. The only modification in the electrostunner is that the electron accelerator coil is reinforced in order to resist physical impact better.

This weapon is usually available with a simple registration.

Steelcloth - A memory plastic that is soft and pliable until kinetic energy is applied. The plastic then momentarily hardens to a degree proportional to the force of impact

Ammunition

New Gyrojet Ammo - High Explosive Rounds:

High Explosive jet rounds come in a 5 round clip and consist of a small charge of concentrated TD-19 with a small impact detonator. This type of ammo is illegal in most parts of the known space. RESTRICTION: The design of the ammunition only allows 2 rounds per turn.

Anti Vehicle (AV) warheads

These replace the standard TD19 explosive filler with TD20 shaped charges. They have almost no blast radius, but upon impact, fire a hypervelocity, near-plasma temperature jet of ceramic or metal into their target.

- An **AV missile** warhead will do 200 points structural damage to its target.
- An **AV grenade shell** will do 64 points Structural damage to its target.
- An **AV Gyroslug** will do 30 points Structural damage to its target.

Mass: same as non-Av round. Cost: x2 normal cost of standard ammunition for listed weapons. These items are illegal in the general public but general available to Star Law and military personel.

Flamer ammo for Grenade launchers

This type of ammo has no projectile or propellant as such, but contains a small, highly modified rocket engine. The engine produces very little thrust, but does produce a two-second burst of flame, with a maximum range of roughly 15m. These items are available but heavily regulated (Registration, waiting period, proof-of-need).

| Type | Def. | MaxDam | Range | Mass | Cost |
|---------|------|--------|-------------|------|----------|
| GL ammo | spec | 35 | 5/10/15/-/- | neg. | 30cr ea. |

Flamer ammo for gyrojet weapons

This is similar to the above, but since it's smaller, range s 5m, and duration is 1/2 second. These items are available but heavily regulated (Registration, waiting period, proof-of-need)

| Type | Def. | MaxDam | Range | Mass | Cost |
|-----------|------|--------|-----------|------|-------------|
| Gyro ammo | spec | 25 | -/5/-/-/- | neg. | 25cr per 10 |

Flechette Ammo

The ammo actually is a small cluster of finned darts. Range and damage are half normal, but gives +2CS to hit, and hits d5 locations. Multiply Damage by 1.2, then divide it by the number on the d5 roll. The result ids the amount of damage for each flechette hit. Flechette ammunition costs twice the normal ammo cost for the weapon.

Flechette ammo costs x2 of standard ammo. This item is generally illegal in the general public and restricted by Star Law.

Gas-belt

This item contains a small supply of a gas in liquid form. When triggered, the belt shoots several streams of the liquid in all directions. The liquid evaporates in a fraction of a second, creating an instant 6m cloud of the selected gas. All gas types are available in liquid form, but smoke, doze, and nightfall types are by far the most common. The belt can be triggered by one of many ways, among them methods as complex as Mind-link progit triggers, and as basic as simple pull-cords. The main advantage of Gas-belts over the equivalent grenade type is that there is almost no warning of the belt's activation.

Gas belts have one charge, but can be recharged easily.

Cost- 100cr (recharge 20cr)

Mass- .5kg

Gel ammo

Gel rounds are available for all PGS weapons. When the round impacts armor, it flattens, doing no real damage, but concussion damage equal to two stages down on the table. After penetrating a Inertia screen, it won't have enough velocity to have any effect. Gel ammo costs 125% of standard ammo.

Homing Gyroslugs

A slightly modified gyro-weapon fires small, radar homing guided projectiles. A small indicator near gunsight/scope indicates the round in the barrel has acquired a target. Damage is half normal, but the attacker gets a +1d2 RS on the roll. (Reminder: 96-00 always fails). Called shots cannot be made with homing ammo. The gun modification costs 100cr (or 30cr and a weapon repair roll). The guidance increases the ammo cost by 50%. These items are available but heavily regulated (Registration, waiting period, proof-of-need)

HVM (Hyper Velocity Missile)

These are special ammo for gyrojets and type 1 or 2 missiles. They replace explosive payload with extra propellant allowing higher projectile speed & accuracy. Damage stays the same, due to the non-exploding missile hitting harder than normal. Range is increased by 50%, and a +2 CS (flatter trajectory & less leading necessary). The damage of a HVM missile is type x 70. A clip of ten HVM Gyrojet rounds costs 15cr. A single HVM rocket costs 45cr, but are generally restricted to military and law enforcement personel.

| Type | Def. | MaxDam | Range | Mass | Cost |
|------|------|---------|--------------------|------|------|
| HVRA | in. | 80/50st | 10/100/200/400/800 | -- | 50 |

This ammo, usually for Grenade launchers, consists of a hollow ring of a dense alloy, with an inner layer of solid rocket fuel. The rocket fuel ignites shortly after a small charge blows the round clear of the launcher barrel. The shape of the round forms a ramjet, and accelerates the round to approximately 2000 m/s. The combination of the rocket noise and it's sonic crack have given the round nicknames like "Banshee", or "Screamer". The extremely rare federanium version of this round has been known to pierce battle tank armor. These items are illegal in the general public but general available to Star Law and military personel.

HVRA rounds for small arms

These rounds are identical to the larger grenade versions only scaled down to small-arm rounds. The ramjet starts shortly after firing, igniting at roughly mach 2. The Ramjet accellerates the round to approximately mach 6 (almost 2000m/s). Effective range is doubled, and it is treated as armor-piercing. This item is illegal in the general public but general available to Star Law and military personel.

Mono-molecular chainshot

| Type | Def. | MaxDam | spread effect | Example |
|---------|------|--------|---------------|----------|
| small | in | 30 | +2cs to hit | pistols |
| medium | in | 30 | 1m rad | rifles |
| large | in | 30 | 3m rad | grenades |
| X-large | in | 30 | 5m rad | warheads |

Cost is 3x normal.

Long ago, when battles were fought on the high seas, combatants ripped each others' sails and rigging with cannonballs connected by iron chains. The concept lay dormant for centuries until the perfection of practical mono-molecular mono-filament. Four to eight strands of mono-filiment, wound around a artificial diamond spool proved to be a most effective antipersonnel round. Small weights on the ends of the mono strands cause them to play out into a buzzsaw-like effect as the round spins. The strands decompose shortly after firing, so as to avoid losing a foot by stepping on a spent round.

The technology involved in creating the monofilament, the diamond core, and joining the two make the round very rare away from high tech planets. They are made for almost all projectile weapons. Despite popular opinion, mono line is not magic. To be sure, it has tremendous sharpness, but the structural strength is relatively low. Due

to this, mono weapons only have their "usual" effects (i.e. dramatic loss of limbs, etc.) against unarmored, soft-bodied races. The round is greatly humbled against armor.

Mono chainshot ammo has no effective penetration against type C and above armor, since the mono strand snaps and tangles before doing significant damage. Against type B armor, the round does normal damage. Against type A, armor rating is halved. Against unarmored targets (including natural armor) damage is 50% greater than normal.

This item is illegal in the general public but general available to Star Law and military personel.

Chain Sword

The Chain sword is a sword shaped weapon which has a blade composed of a chain of teeth-like blades that rotate about the blade. It is powered by a 20 seu clip.

Clawfeet

Clawfeet are metal claw extensions that fit onto the clawed hands or feet.

Electric Whip

This is simply an electrified whip with a protected handle.

Flailaxe

The axeflail is a curved axe head set at the end of a chain cable. It is usually 1.2 m long, and is worn across the chest with the axe head in front at the end of the attached chain when not in use.

Laser Blade

The laser blade consists of a 35 cm handle with a telescoping antenna-like emitter. The emitter can be set at a variable length for Laser knife or Laser Sword (see Note in table). Laser Blade can be used as a Laser Knife (first entry) or a Laser Sword (Second Entry)

Stranglecord

The stranglecord is a K'Dasi assassin weapon. A fine plastic cable is attached to two wooden handles. It is difficult to detect. The damage is given as an initial value and a second inflicting value. The first value is the initial damage caused by applying the cord around a part of the victims body, usually the neck. The second value is the amount of damage the user can cause per round (without rolling) to the victim. It is usually 1.0 m long.

The pole-spear is a spear with leaf shaped points at each end. It's length is 1.7 m. The points are always razor sharp, and barbed sometimes.

The handblade is simply two curved axe heads mounted on a strong 12 cm long hand grip. They are usually collapsible for safe storage. Length is 0.3 m.

Twin-sword

The **Twin-sword** has two curved blades set parallel to each other sharing a common hilt. It's one-handed and the length is usually 1.0 m.

Tri-axe

The Tri-axe is simply an axe with three heads. It is about 75 cm long from end to end.

Tail Axe

The Tail Axe is a large axe head which fits snugly over the end of a tail, fitted for most larger tailed species like the Candrosian or the S'Saran. Length: .20 m

Tailball

The tailball is a spiked ball that fits in the same fashion as the tailaxe. They both cannot be worn at the same time.

Urtoran Staff

The Urtoran Staff is made from a hardwood tree only found on the Urtoran homeworld. It was the hardest wood in the sector ever to be discovered. The Urtoran Staff has a hollow end that can be used for liquids, fishing line, papers, etc. The other end is usually fixed with some flailing type weapon of the Urtorann's choice. Some Urtorann carry many types of attachments to put on the end. It is usually 4.0 m long.

Urtoran Axe

The Urtoran Axe is a double bladed axe with the blades forming a five pointed star shape. It is usually 2.2 m long. The damage of a human sized Urtoran Axe is reduced by 5 points; Mass reduced by 9 kg. The cost is the same because a smaller one requires it to be customized.

The slicewhip is a flat leather strap attached to a short handle with razor sharp segmented blades running the edge of the strap. A spiked metal ball is often attached to the end of the strap to add to the mass. It is usually 2.0 m long. There are 2 attacks with the slicer whip - the standard slice-slashing attack, or the slicer entangle.

Wristclaws

Wristclaws are 4 long extendable spikes on a wristband. They extend by pressing the small release lever that fits in the palm of the hand, and is attached to the wristband. They are usually 15 cm long.

WEAPON EQUIPMENT

| <u>Equipment Type or Name:</u> | <u>Mass</u> | <u>Cost</u> | <u>Legal Code</u> |
|---------------------------------------|-----------------------|-----------------------|--------------------------|
| <u>WEAPON EQUIPMENT::</u> | ---- | ---- | ---- |
| Armor Piercing Ammunition | See Description Below | See Description Below | |
| Guncomp (Pistol) | -- | 500 | B |
| Guncomp (SMG, Large Pistol) | 0.25 | 750 | B |
| Guncomp (Rifle) | 0.5 | 1000 | B |
| Guncomp Progrits | -- | + 20% | var |
| Laser Silencer | -- | 500 | D |
| Recoil Absorption/Comp. Upgrade Sys. | --- | Spec | A |
| RSW Resonator Attachment | 0.5 | 450 | B/D |
| RSW Resonator Racial Frequency Chip | --- | 100 | B/D |
| Screen Scanner Attachment | -- | 800 Cr | D |
| Screen Disrupter Attachment | 1 | 700 | D |
| Steady Gun Mount | 5 | 500 | D |

Armor Piercing Ammunition

When ammunition is upgraded to Armor Piercing (AP) ammo, it is redesigned to specifically to penetrate armor.

Advanced Star Frontiers has 4 classes of armor:

- Suits
- Screens
- Personal Armor
- Powered Armor Suits

AP ammunition effects each class differently. If a PC is wearing different layers from each class and is hit by an AP hit, each layer should be considered in turn, according to the order of layering. A complete example will be given.

For each class, the AP procedure will be given. AP ammunition can be bought, but is illegal for any non-military/non-Star Law/non-corporate security PC to own. AP costs 10 times the normal cost of the ammo, and is only available for chemically-propelled ballistic weapons and EMA/LAP weaponry.

AP Hit Procedure:

Suit: The only suits that effect ballistic hits are: Skein Suits, Grid Suits **Rule of Thumb** : When a suit is hit by AP ammo, the suit absorbs 1/5 of the damage, the remaining 7/8 goes through.

Screens: Screens are not effected by AP ammunition. Treat as a normal hit.

Personal Armor: Personal Armor & AP ammunition resolution depends on the Armor Type (A,B,C,D). The following table explains the basics:

Personal Armor & AP Ammo Resolution

| Armor Type | AP Resolution | DMG that passes through |
|------------|---------------------------------|-------------------------|
| A | Automatic Penetration | 100% |
| B | Automatic Penetration | 100% |
| C | 1/4 Impact Pts Effective | Damage - 1/4 IP |
| D | 1/2 Impact Pts Effective | Damage - 1/2 IP |

Powered Armor Suits - Penetration into powered Armor suits depends on the Structural Points attributed to the suit at the hit's location. In the following table, a range of Structural points is given followed by the Penetration Number (Pen. No.); the number to roll under on a d100 to determine penetration. The total amount of damage

that goes through and effects the PC or the next layer is determined by the following equation: Initial Damage Caused x (Pen No. - Roll)/ Pen No.

| AP & Powered Armor Suits | |
|--------------------------|-----------------|
| Struc Points (SP) | Penetration No. |
| SP >= 50 | 80 |
| 50 < SP <= 100 | 70 |
| 100 < SP <= 200 | 55 |
| 200 < SP <= 400 | 50 |
| 400 < SP <= 600 | 40 |
| 600 < SP <= 750 | 30 |
| 750 < SP <= 900 | 20 |
| SP > 900 | 10 |

NOTE: Current Structural points should be considered if the Armor has been hit multiple times.

Armor Piercing Ammo Example

PC-#1 wears an Inertia screen, Korex Armor, with Skein Suit and a Mesh layer underneath. He is struck in the left arm with a AP hit causing 64 points of normal damage, before armor and screens are considered. Inertia screen, unaffected by the hit's AP properties, takes half, making it 32 points to hit the first layer of armor. The Korex arm plate is next, a type C armor. The table says that 1/4 the Armor's High Impact Points (HIP = 28) are effective; $28/4 = 7$. 7 points of the 32 is absorbed by the Armor (subtract from current Struc points), leaving 21 points to go to the next layer. The Skein suit will take 1/5 of the 29 ($21/5 = 4.2$ or 4) leaving 17 points to go to the next layer - Mesh, which is a Type A armor - automatic penetration. The PC receives 17 points of damage.

PC-#2 is wearing a Commander-class Powered Armor Suits, with a Grid Suit underneath. He is hit twice with AP hits, once in the leg and once in the chest, both 56 points. For the first hit (to the leg), the first layer is the Commander suit, with its full 170 points in that location. For 170 Structural Points, the Pen No. is 55. The attacker rolls a 62, which says the penetration fails, and the damage is subtracted from the suits Structural Points at that location. The second hit strikes an area that has been hit before, and has a only 98 points left. This puts the Pen No. at 70. With a roll of 39, the shot penetrates. The damage that goes to the next layer is: $(70 - 39)/70 \times 56 = 24.8$ or 25 (round up). The Commander suit absorbs the difference; $56 - 25 = 31$, leaving $98 - 31 = 67$ SP in that location. The Grid suit takes 1/5, which is 5, leaving 20 to go through and hit the player's chest.

Guncomps

Guncomps are miniature versions of bodycomps. Progits are hardwired into the comp at purchase and cannot be changed. Only weapon related progits, like comp-sight, Targeting systems, diz-vis, etc., are commonly available for guncomps. The progits are usually activated by small pressure switches imbedded in the weapon's trigger or handle.

The circuitry is often molded into the middle of replacement stocks, grips, for-ends which are then installed in the place of the original gear. Due to the specialized hardwired nature of the progit, and the system integration involved, all progit are considered equal. They typically have extremely limited power supplies, 20 hrs of CONTINUOUS use (i.e., several weeks of real use) being standard. Guncomps in beam weapons can be tied into main power pack, draining 1 SEU per progit per day of use.

Guncomp progit cost 20% more than normal progit.

| <u>Type</u> | <u>slots</u> | <u>base cost</u> | <u>mass</u> |
|-------------|--------------|------------------|-------------|
| Pistol | 2 | 500 | neg. |
| SMG | 4 | 750 | .25kg |
| Rifle | 6 | 1000 | .5kg |

Laser Silencer

Mass- neg. Cost-500

Lasers usually make a moderate amount of noise due to piezo effects within the flash tube. This noise is not as loud, but much more distinctive than those of projectile weapons. A laser silencer shifts the frequency of the generated noise out of the hearing range of most races. This shift in piezo effects causes an efficiency drop which decreases maximum damage by 10%. The silencer can be switched on or off by an external switch. This item is illegal in the general public but general available to Star Law and military personel.

Race-tuned Sonic weapons (RSW) & Resonator Attachment

All races have quirks about their physiology that make them vulnerable to a particular set of sonic frequencies (i.e. the resonating frequencies of Vrusk Chitin). Sonic weapons can be modified with a special Resonator Attachment that resonates the weapons beam according to the Resonator Chip setting. Each Chip represents a frequency a specific race is sensitive to i.e. Torani Chip or a Human Chip. The Attachment can be bought for any ranged Sonic Weapon and it has 8 slots for chips. The Resonator Switch sets which Chip is active. RSW has a result shift of +1 with the intended race, and -1 with all others. Sonic stunners don't use standard damage rules, so race-tuned stunners are resisted by 1/2 the current sta. or less. **RSW Resonator Attachment:** Cost: 450 Cr. Mass: 0.5kg. **RSW Resonator Chip:** Cost: 100 Cr. ** Mass: --

Note: ** - Some sectorial governments completely outlaw the production of the chip for the predominant race in that sector. The availability of these items vary from planet to planet.

Recoil Absorption/Compensation Upgrade Systems (RACs)

RACs are weapon add-ons that compensate and absorb recoil, increasing accuracy and reducing recoil. The type of RAC depends on the weapon; directed venting systems for chemically propelled and gyrojet weapons, sel-

powered mini-inertia dampening fields for linear accelerated as well as chemically propelled, etc. The class of upgrade dictates the type of recoil reduction.

RAC Classes & The Benefits

1. Absorbs 1/4 of the recoil rating and allows for a +1 CS for burst. Cost: 20% of the Weapon cost.
2. Absorbs 1/2 of the recoil rating and allows for a +1 CS for bursts. Cost: 25% of the weapon cost.
3. Absorbs 3/4 of the recoil rating and allows for a +2 CS for bursts. Cost: 40% of the weapon cost.

Requires recharge every month (40 standard days) which costs 150 Cr.

Screen Scanner Attachment

A weapon attachment for frequency-agile lasers that analyzes an albedo screen, and finds a frequency the screen can't stop. This makes the laser as AP versus albedo screen. It costs 800cr, and is of negligible weight.

| Roll d10 after hit, | |
|---------------------|------------------------------------|
| 1-4 | normal effect, |
| 5-7 | screen stops 1/2 its normal damage |
| 8-9 | screen stops 1/4 its normal damage |
| 10 | screen stops NO damage |

This item is illegal in the general public but general available to Star Law and military personel.

Screen Disrupter Attachment

| Type | Def. | MaxDam | Ammo | ROF | Engy | Range | Ms | Cost |
|---------|------|--------|------|-----|------|-----------------|----|------|
| Bm Rfle | none | 130* | SEU | 1 | 4 | 5/25/60/100/150 | 1 | 700 |

*only to drain screens

A screen disrupter attachment is an under-mounted beam weapon which projects an energy pattern that sets up a destructive harmonization pattern in the screen it is set up for. The damage rating is ONLY for purposes of SEU loss from the screen's power source. It does NO damage to anything other than screens. This item is illegal in the general public but general available to Star Law and military personel.

Steady-Gun mount

This is a spring loaded arm mounted on a body harness. It is designed for carrying light ordinance-scale weapons. The weight of the weapon is borne by the torso, rather than the arms. The rig also has attachments on the back of the rig for counterbalancing weights, or an ammo box. Mass 5kg. Cost 500cr. This item is illegal in the general public but general available to Star Law and military personel.

It allows carrying and using a weapon usually restricted to bipod or light tripod use. If a counterweight (an ammo box or power pack, usually) is attached to the back of the harness DEX and RS are only -10, otherwise -20.

Personal Armor

Archaic Armor

| Type | Name | Energy Protection | High Impact Protection | Low Impact Protection | Armor Structural Pts. | Base Mass (kg) | Base Cost (Cr.) |
|------|---------------|-------------------|------------------------|-----------------------|-----------------------|----------------|-----------------|
| B | Leather | 4 | 7 | 12 | 150 | 4.5 | 150 |
| B | Heavy Leather | 6 | 10 | 15 | 180 | 6.5 | 170 |
| C | Cuirboilli | 7 | 12 | 17 | 200 | 9.5 | 185 |
| C | Ring Mail | 8 | 15 | 20 | 240 | 11.0 | 200 |
| C | Chain Mail | 10 | 18 | 23 | 260 | 14.0 | 220 |
| D | Scale Mail | 11 | 20 | 25 | 280 | 19.0 | 230 |
| D | Plate Mail | 15 | 22 | 27 | 290 | 28.0 | 245 |

Modern Armor

| Type | Name | Energy Protection | High Impact Protection | Low Impact Protection | Armor Structural Points | Base Mass (kg) | Base Cost (cr.) |
|------|----------|-------------------|------------------------|-----------------------|-------------------------|----------------|-----------------|
| A | Reflek 1 | 50 | 0 | 0 | 700 | 1.0 | 1850 |
| A | Mesh | 12 | 20 | 26 | 280 | --- | 1000 |
| B | Reflek 2 | 30 | 10 | 13 | 550 | 1.0 | 1925 |
| B | Thorane | 20 | 12 | 16 | 400 | 2.0 | 1250 |
| B | Korane | 8 | 25 | 33 | 240 | 2.0 | 1350 |
| B | Shieldex | 25 | 8 | 12 | 450 | 2.0 | 1400 |
| B | Skorane | 20 | 20 | 26 | 250 | 3.0 | 1425 |
| B | Talthane | 28 | 28 | 37 | 450 | 3.0 | 1475 |
| B | Kelvax | 12 | 50 | 65 | 550 | 3.0 | 1525 |
| B | Sorex | 50 | 12 | 18 | 700 | 4.0 | 1550 |
| C | Flax | 32 | 32 | 42 | 700 | 4.5 | 2500 |
| C | Korex | 40 | 28 | 37 | 750 | 5.5 | 2500 |
| C | Torex | 28 | 40 | 52 | 700 | 4.5 | 2500 |
| C | Protex | 48 | 48 | 62 | 1000 | 11.0 | 2600 |
| D | Laminor | 60 | 60 | 78 | 1200 | 14.0 | 2700 |
| D | Stryker | 80 | 80 | 94 | 1400 | 19 | 2800 |

Type A: Tight cloth leotard that does not count as a layer.

Type B: Light plastic or cloth-woven armor easily made into clothing, or specially treated cloth.

Type C: Heavy plastic & metallic armor not easily made into clothing. Citizens not employed by a militia or security organization must have the armor registered with the Planetary Armor & Weapons Regulatory Committee (PAWRC), at a cost of 500 cr.

Type D: Plate armor. Only available to military or security personnel. Military or Security ID required upon purchase.

Note: Archaic Armor is unregulated. It can be purchased by anyone.

Energy Protection: The Energy Protection is the maximum amount of protection from a single attack by an energy type weapons (Lasers, EP, etc) the armor provides before the armor is penetrated.

High Impact Protection: The Impact Protection is the maximum amount of protection the armor provides from a single attack by an PGS, before the armor is penetrated.

Low Impact Protection: The Impact Protection is the maximum amount of protection the armor provides from a single attack by an regular impact melee-type weapons (non-modern) and modern impact melee-type weapons (vibroweapons or monofilament edged), before the armor is penetrated.

Armor Structural Points: Total amount of damage the armor can take before it is useless against attacks.

Mass & Cost: The listed amounts are for base suit, humanoid standard size (arm (2), legs (2), head, chest, and abdomen).

Armor Suits

Mass & Pricing for Various Races

The lists above are the base costs for a full suit of the given armor types. The hit location they cover are the arm (2), legs (2), head, chest, and abdomen or equivalent (Standard humanoid configuration) For specially shaped races or under/over-human size races, their all multipliers to the cost and mass of the armor. The protection does not increase or decrease with size because that is primarily based on density. If the character requires additional armor for other limbs, like a tail or more than 2 legs, then the Armor Structural Points would increase by a percentage. (More hit locations mean the more chance to hit the armor. It's a balancing factor.)

The protection is given in either Energy or Impact. The points given is the amount of damage that is absorbed by the armor before it penetrates, for it's given damage type. The amount of damaged absorbed is then subtracted from the Armor Structural Points to show Armor Fatigue.

| Racial Multipliers for Armor | | | |
|--|---------------|---------------|-----------------------------|
| Race Type | Mass Modifier | Cost Modifier | Armor Struct. Pts. Increase |
| ⁽¹⁾ Human | x 1.0 | x 1.0 | - |
| ⁽²⁾ Urtoran | x 1.4 | x 1.3 | - |
| ⁽³⁾ Bengradi, Halogai', S'saran, Saurian | x 1.0 | x 1.0 | |
| * Additional Armor: Tail Armor | + 10% | +10% | + 10% |
| ⁽⁴⁾ Torani, Tor'Drani | x 0.9 | x 0.9 | - |
| * Additional Armor: Tail Armor | + 10% | +10% | + 5% |
| ⁽⁵⁾ Yazirian | x 0.70 | x 0.70 | - |
| * Additional Armor: Wing Armor ** | + 10 | + 10 | + 5% |
| ⁽⁶⁾ Skansii, K'Dasi, Wen'Tri | x 0.7 | x 0.7 | |
| * Additional Armor: Tail Armor | + 10% | +10% | + 5% |
| ⁽⁷⁾ Candrosian (Forequarter equivalent to Abdomen) | x 1.3 | x 1.3 | + 5% |
| * Additional Armor: Hind Quarter Armor | + 10% | +10% | + 5% |
| ⁽⁸⁾ Humma | x 1.1 | x 1.0 | |
| * Additional Armor: Tail Armor ** | + 10% | +10% | + 10% |
| ⁽⁹⁾ Ifshnit | x 0.5 | x 0.5 | |
| ⁽¹⁰⁾ Osakar | x 1.2 | x 1.2 | |
| * Additional Armor: Additional Leg Armor (each) | + 10% | +10% | + 10% |
| ⁽¹⁰⁾ Vrusks (Thorax equivalent to Abdomen) | x1.0 | x1.0 | |
| * Additional Armor: Additional Leg Armor (each) | + 10% | +5% | + 5% |
| * Additional Armor: ForeQuarter Armor | + 10% | +5% | + 10% |
| * Additional Armor: Hindquarter Armor (each) | + 10% | +5% | + 10% |

1. Since the human is the base, no extra cost and no extra limbs.
2. The Urtoran are considerably larger than humans, but otherwise the same shape.
3. Human-sized tailed races. They can buy extra armor for their tail if they like, but if they don't, it need to be noted on the character sheet.
4. These are the smaller-than-human-sized tailed races. They can buy extra armor for their tail if they like, but if they don't, it need to be noted on the character sheet.
5. Yazirians can choose to have armor on there wings, but it hinders their ability to glide.
6. Another smaller-than-human race, they are considerably smaller than the Torani as well. Like the others, they can choose to have tail armor.
7. Larger centauroid race, the Candrosian have a Forequarter and a Hindquarter hit location, which corresponds to their back half. The Forequarter, for pricing and mass purposes, is equivalent to the abdomen, so it is covered in the base armor suit.
8. Slightly larger than humans, the Humma also require difficult-to-design armor. Like the others, they can choose to have tail armor, but it will hinder their tail ability. Armor also hinders their jump ability
9. For Humma, Leg Guards reduce leaping range half. To get extra flexibility and eliminate this modifier, it costs an extra 10% original cost.

10. For Humma, Tail Guard reduces maneuverability and manipulation of the tail. How much is up to the referee.
11. Like human but smaller
12. Very difficult race to design armor for, the basic suit includes only two legs. The other two must be bought at the above cost in order to cover them. The price and mass increase is given per leg.
13. Another difficult race, because they have so many hit location. The Thorax is equivalent to the human abdomen, so it is covered in the basic suit. The extra locations are list with their costs. In order to have a complete suit, the fore & hindquarter, and all six legs (extra 4 legs) must be covered. It's expansive to be a bug.

Optional: These modifiers can be applied to the existing suit prices and masses, if the GM so wishes. It is recommended for the larger races to pay more, considering their size. It is left to the referee's judgment how to handle Alpha Dawn & Zebulon suits.

Powered Assault Armor

| Min Level | Type | SEU Use | Protect. | Cost | Mass |
|-----------|--------------------------------|----------|---------------------------|--------------------------------|---------------------------------|
| A | Light Combat Armor | --- | 50 Each Location | 3000 (x Racial Cost Modifier) | 30 Kg (x Racial Mass Modifier) |
| 1 | Light Combat Armor | --- | Special. See description. | 6000(x Racial Cost Modifier) | 50 Kg (x Racial Mass Modifier) |
| 1 | Scout-class Suit | 8 hrs | 120 each location | 8000(x Racial Cost Modifier) | 80 kg (x Racial Mass Modifier) |
| 2 | Voyeur-class Scout/Recon. Suit | 8 hrs | Special. See Description | 25,000(x Racial Cost Modifier) | 100kg (x Racial Mass Modifier) |
| 2 | Commander-class suit | 20 hours | 170 each location | 20000(x Racial Cost Modifier) | 150kg (x Racial Mass Modifier) |
| 3 | Warrior-Class Suit | 5 days | Special. See Description | 30,000(x Racial Cost Modifier) | 200 kg (x Racial Mass Modifier) |
| 4 | Overlord-Class Suit | 5 days | Special. See Description | 40,000(x Racial Cost Modifier) | 250 kg (x Racial Mass Modifier) |
| 4 | Raider I Suit | 5 days | 300 each location | 75000(x Racial Cost Modifier) | 200 kg (x Racial Mass Modifier) |
| 5 | Monolith-class Suit | 7 days | Special. See Description | 90,000(x Racial Cost Modifier) | 500 kg (x Racial Mass Modifier) |
| 8 | Raider II Suit | 10 hours | 500 Each location | 100000(x Racial Cost Modifier) | 600 kg (x Racial Mass Modifier) |

Explanation

Min. Level - Minimum Level in Weapons: Powered Assault Armor Skill required to operate. A = Automatic; No Skill Required

Type-Common name

SEU - Amount constant powered-up--time the system has .

Protect - Total Amount of damage in each location the armor can take before the armor is penetrated and useless. The Armor absorbs 100% of all damage, up to it's total Potect points, until rendered useless.

Some suits below have a special distribtution of points, based on hit location. See below for the values.

Cost - Cost in credits times the Race Mass Modifier listed above. No extra cost for extra limbs. Most venders include this kind of customization in with the price.

Mass - Mass in terms of a Base Mass times the Race Cost modifier.

Light Combat Armor (w/ X-12 Light Combat Computerized Assault Helmet)

"Light", in this case, is a slight misnomer. It is in fact larger and more bulky than even type-D armors. It is only "light" when compared to other power-armor models.

LCA is intended as the "common man's" power armor. It is less powerful than the heavier models, but still significantly enhances combat performance over standard armor, and is inexpensive enough to equip relatively large number of troops. LCA is commonly word by the field leader of a large group of standard infantry.

Servo Assist

- none (-3 to initiative)

General Systems

- Starlight Visor (X-12 Helmet)
- Infra-red Visor (X-12 Helmet)
- 3 progit - limit Body-Comp (X-12 Helmet)
- Chronodisplay and Comlink (X-12 Helmet)
- Body-scan (X-12 Helmet)
- Video Cam (X-12 Helmet)
- Misc. Power- Power Belt pack: 50 SEU

Light Combat Armor Type II

Armor protection

- head-25
- arms-30
- chest-60
- abdomen-40
- legs-50
- other-25 (Tail, etc.)

Servo Assist

- none (-3 to initiative)

Systems-

- HiRes Ir & low-light optics in helmet
- Built-in chronocom
- Videocamera w/2hr memory
- Conformal energy cell- 100seu
- internal mount Sixpack-B bodycomp equivalent

Environmental controls-

- maintains stable internal temperature from -50c to 85c external temperature.
- complete protection from chemical/biological threats
- pressure protection from .5 atmos. to 2 atmos.

Scout-class Suit***Aarmor protection***

- See Chart

Servo Assist

- +20 STR
- +1 CS in melee combat

General systems

- 10 Burst Rocket Pack (+20 m/turn for every burst in Normal Gravity situations. Equal amount of power is required to stop. Also with a hover function. 1 burst in hover function allows for 10 turns hover time.)
- Starlight & Infra-red Visor in Helmet
- On Board-Body Comp with the following Progitis
- *Body-Scan
- *Audio Act w/ mic -->[Visors,scanners, T-systems]
- *Dis-Viz
- *Helmlink
- *2 extra spaces for progitis
- *T-System Type I -->(Dis-Viz) +2/+1/+1/+1/+0
- Misc. Power: 50 SEU

Recon Systems

- Radar (Type B)
- Parabolic (Type A)

Enviornmental Systems

- Environmental Suit lining, Note; Does not have pressurization capabilities. No life support and not air tight.
- Standard Ventilation/Air Circulation System

Voyeur-class Scout/Reconnaissance Power Armor

Voyeur S/R armor is designed with stealth and information gathering in mind. It is intended to avoid combat using stealth and speed. It typically operates alone or at most groups of two or three. S/R armor will usually have the most advanced sensors in the area in which they operate.

Armor protection

- head-25
- arms-50
- chest-80
- abdomen-50
- legs-70
- other-25 (Tail, etc.)

Servoassist-

- +10 str
- +15 Dex/Rs
- +2 CS in Melee

General systems

- | | |
|--|----------------------------------|
| • Flight- 70kph, at 1 seu per turn | • *Diz-Viz |
| • Radiophone | • *Helm-Link |
| • On-Board comuter with equivalents of following progrits | • *Comm-link |
| • *Audio act | • *Body Scan |
| • *CAS-interface (modified for on-board sensors) | • *Enviro-Comp |
| • *Chronocalc | • *Hear-All |
| • *Comp-Talk | • *Stop-Hear |
| | • Type 1 parabattery for systems |

Offensive Systems

- Ke-2000 in right arm with integral T-sight 1 and Comp-sight 1

Defensive Systems

- EPC type IV
- IR damper
- Sonic Screen
- Radar phase inverter

Recon Systems

- | | |
|---|---|
| • Hi-res IR scanner (5km pinpoint, 500m radius) | • Visual scanner with Low-Light (10km Pinpoint, 1km rad) |
|---|---|

Advanced Star Frontiers 4.75

- EM scanner (2km pinpoint, 100m rad)
- Motion Sensor (500m pinpoint, 100m rad)
- Parabolic audio (300m pinpoint, 75 rad.)
- Radiation scanner (1km pinpoint, 500m rad.)

Draft 0.75

- multisource mass spectrometer. (400m pinpoint, no rad)
- Data recorder for all scanners, 10 hr capacity
- Tightbeam burst transmitter (upload data to satellite/base)

Environmental controls-

- maintains stable internal temperature from -70c to 120c external temperature.
- complete protection from chemical/biological threats
- Complete pressure integrity

Commander-class Suit***Armor protection***

- See Chart

Servo Assist

- +25 STR
- +2 CS in melee

General Systems

- 15 Burst Rocket pack (See scout suit)
- Ultra-Violet , Electromagnetic , Infra-red, Starlight Visors in Helmet
- Misc. Power: 70 SEU
- On Board Body-Comp With the following Probits:
 - *Body scan
 - *Dis-Viz
 - *Audio-Act w/ mic-->[Visors, scanners, T-systems]
 - *Helmlink
 - *3 extra spaces for probits
 - *T-systems Type II--> (Dis-Viz) +2/+2/+1/+1/+1

Recon Sytems

- Radar (Type C)
- Parabolic(Type B)
- Motion (Type B)

Environmental controls-

- Environmental Suit Lining. Note: Not Pressurized. No life support for hazardous environment use.

Warrior-class combat power armor

The warrior-class suit typically makes up the bulk of a power armor combat unit. It is designed to be deployed in groups of 5-10 under the command of an officer in a more sophisticated suit.

Armor Protection

- head-45
- arms-80
- chest-120
- abdomen- 90
- legs- 80
- other-35 (Tail, etc.)

Servo Assist

- +20 Str
- +2CS in Melee

General systems

- Duct-fan driven flight to 50kph
- Chronocom built into helmet
- HRIR/Low-Light visor
- Motion scanner (50m range)
- Onboard computer with equivalents of following progitis:
 - *Audio-act
 - *Comp-Talk
 - *Diz-viz
 - *Helm-Link
 - *Body-Scan
 - *enviro-comp
 - *T-syst 2 (suit weapons only)
 - *Comp-sight 1,2 (suit weapons only)
 - Type-2 parabattery powering all suit systems

Offensive systems

- Ke-2000 on right arm
- Grenade launcher on left arm
- 7-round type 1 rocket launcher in right shoulder
OR
- 4-round type 2 rocket launcher in right shoulder (usually SAMs)
- Sonic sword OR force axe in right arm

Defensive systems

- Gas grenade dispenser (zero range, instant detonation)

Environmental controls

- maintains stable internal temperature from -70c to 120c external temperature.
- complete protection from chemical/biological threats
- Complete pressure integrity

Overlord-Class Combat battle armor

The Overlord is designed for field-grade officers in command of powerarmor units. The major advance over the Warrior-class powerarmor is in the command/control systems.

Power- Micro reactor (5 days)

Armor Protection

- head-50
- arms-90
- chest-140
- abdomen- 100
- legs- 85

Servo Assist

- +20 Str
- +3CS in Melee

General systems

- Duct-fan driven flight to 50kph
- Chronocom built into helmet
- Radiophone
- HRIR/Low-Light visor
- Motion scanner (50m range)
- *Helm-Link
- *Comm-link
- *Body-Scan
- *Sense-Map (interprets/feeds sensor info to map-calc)
- *enviro-comp
- *Hear-All
- *Stop-Hear
- *T-syst 2 (suit weapons only)
- *Comp-sight 1,2 (suit weapons only)
- Type-2 parabattery powering all suit systems

Onboard computer w/ equivalents of following progit:

- *Audio-act
- *Comp-Talk
- *map-calc
- *Diz-viz

Offensive systems

- Ke-2000 on right arm
- Grenade launcher on left arm
- Sonic sword OR force axe in right arm
- 7-round type 1 rocket launcher in right shoulder
OR 4-round type 2 rocket launcher in right shoulder (usually SAMs)

Defensive systems

- Gas grenade dispenser (zero range, instant detonation)

Environmental controls

- maintains stable internal temperature from -70c to 120c external temperature.
- complete protection from chemical/biological threats
- Complete pressure integrity

Raider Type I***Armor protection***

- See Chart

Servo Assist

- +30 STR
- +2 CS in melee

General Systems

- 20 Burst Rocket pack (See Scout Suit)
- I-R High Res, Ultra-violet, Electromagnetic , Starlight, Infra-red Visors in Helmet
- Comlink in Helmet
- Sonic Protect in Helmet
- Gas Mask in Helmet
- On Board Body Comp with the following Progitis
- *Body Scan-->[Life support]
- *Audio Act-->[Scanners, Visors, Gas Mask, Weapons, 'T-T-ystems, Rocket pack, Life support.]
- *Helmlink
- *Comp-sight I,II-->[Suit Weapons only]
- *Dis-Viz
- *4 extra Spaces for progitis
- *T-systems Type III--> (Dis-Viz) +2/+2/+2/+1/+1

Recon Systems

- Radar (Type C)
- Parabolic (Type C)
- Motion (Type C)
- Seismic (Type B)

Environmental controls

- Environmental Suit lining & Airtight/Pressurization Cap/ 3 hr of Life Support

Offensive systems

- Type: Ke-1500 (x2)

Max DMG: 12pS

Location: Wrists

Ammo: 50 SEU in each (Located in belt)

- Type: MLTC (2 Tubes)

Max DMG: 68 (standard expl.)

Location: One on each shoulder. Retract to lay vertically down back.

Can be used as a mortar or a rocket launcher.

Ammo: 10 Missile Type I For each

Defensive systems

- Albedo Screen

MONOLITH-class Assault armor

The MONOLITH-class power armor (always in all caps) is designed for elite shock troops. It's the most powerful mass-produced powerarmor in use in the frontier/rim area. The tremendous cost of the MONOLITH greatly limits their number, a fact many infantrymen are thankful for. The most unique feature of the MONOLITH is that each race-version has bolt-on cosmetic panels customizing the exterior for maximum psychological impact upon the enemy race. It also has external speakers for further psychological impact.

Armor Protection-

- head- 80
- arms- 150
- chest- 200
- torso- 150
- legs- 160

Servo Assist

- +30 str
- +2cs in Melee
- +30 per/ldr for intimidating one particular race

General systems

- | | |
|---|---|
| <ul style="list-style-type: none"> • Duct-fan driven flight to 90kph • Chronocom built into helmet • Radiophone • HRIR/Low-Light visor • Motion scanner (50m range) • Onboard computer with equivalents of following progitis: • *Audio-act • *Comp-Talk • *map-calc • *Diz-viz • *Helm-Link | <ul style="list-style-type: none"> • *Comm-link • *Body-Scan • *Sense-Map (interprets/feeds sensor info to map-calc) • *enviro-comp • *Hear-All • *Stop-Hear • *T-syst 3 (suit weapons only) • *Comp-sight 1,2 (suit weapons only) • Type-2 parabattery powering all suit systems • Under armor storage cases |
|---|---|

Offensive systems

- Ke-2000 in right arm
- Rafflur M-6 in Right arm
- WarTech Alphabolt in right arm
- Rafflur M-4 in each side torso
- rafflurs can fire independently, simultaneously, and in the same or adjacent arcs.
- Grenade launcher in left arm
- launcher has twin 15-round internal feeds, but can accept 4-round clips externally.
- 7-round type 2 rocket launcher in right shoulder
- 2-round type 3 rocket launcher in left shoulder
- Laser blade OR sonic sword in right arm
- The armor has many more openings that look like gunports or missile tubes. (more psych. warfare)

Defensive systems

- Albedo screen
- Inertia screen
- Holoscreen (usually used to hide battle damage)
- Gas grenade dispenser (zero range, instant detonation)
- Close-in defense system- (6 grenades, facing in 60deg. arcs, all fire simultaneously, all 6 detonate after traveling 4 meters. Any standard grenade can be loaded)

Environmental controls

- maintains stable internal temperature from -70c to 120c external temperature.
- complete protection from chemical/biological threats
- Complete pressure integrity

Raider Type II

(Note: Wearer must have a Brainlink implant)

Armor protection

- See Chart

Servo Assist

- +30 STR
- +2 CS melee

General Systems

- 20 Burst Rocket pack (See Scout Armor)
- I-R High Res, Ultra-Violet, Electromagnetic, Starlight, Infra-red Visors in Helmet
- Sonic Protect, Gas Mask, Comlink in Helmet
- Onboard Body Comp with the following Progits
- *Body scan -->[Life support]
- *Brain Link-->[T-systems, Scanners, Visors, Weapons]
- *Audio Act w/ mic -->[Comp-Sight, Rocket Pack, Life Support, Gas Mask]
- *Helmlink
- *Dis-Viz
- *Comp-Sight I,II,III[Suit Weapons only]
- *4 extra spaces for progits
- *T-system Type III-->(Dis-Viz) +2/+2/+2/+1/+1

Recon Systems

- Radar (Type C)
- Parabolic (Type C)
- Motion (Type C)
- Seismic (Type C)

Environmental controls

- Environmental suit lining and Airtight/Pressurization) capabilities/ 5 hours Life Support.

Offensive systems

- Type: Ke 1500 (x2)
 - Max DMG: 12 pS
 - Location: Wrists
 - Ammo: 50 SEU each (In arms)
- Type: MLTC (x2 tubes)
 - Max DMG: 75
- Location: One on each shoulder. Retract to lay vertically down back. Can be used as mortars or rocket launchers.
 - Ammo: 10 missile Type I for each
- Type: Rafflur M-1 (x2)
 - Max DMG: 28
 - Location: Helmet
 - Ammo: 10 SEU (1 SEU per shot)

Defensive systems

- Albedo & Inertia Screen

Layering of Armor

There are four basic categories of protection:

- Suits (Ex. Albedo, Skein, Mesh, or Webbing)
- Screens (Ex. Inertia or Holo)
- Armor (Shown above)
- Power Armor (Ex. Scout or Marauder Suit)

The basic rule of thumb for Layering Armor is a character can wear 1 layer from each category, with the following as special cases:

1. One can not wear Type C or D Armor under Powered Armor
2. Type A armor can be worn without counting as a layer.

Exoskeletons & Armor

(otherwise known as the Woodruff Rule)

Mixing the two and how it works - Nor's Guide to Home-made powered assault armor.

The Alpha Dawn Rules state that an exoskeleton can be worn with suits, but does not clarify how and, with the introduction of Personal Armor and Powered Assault Armor, it may not be clear how exoskeletons can be worn with them. The following rules will clarify everything.

Exoskeletons can be worn over or under a suit except in the case of Full Mesh, which can only be worn over.

Type A armor can only be worn under the exoskeleton.

Type B can be worn over or under an exoskeleton (but not attached).

Type C can only be worn over an exoskeleton (but not attached without special modification), but the exoskeleton operates at 75% efficiency. But the wearer does not receive the initiative penalties from wearing full Type C armor.

Type D armor can only be worn over the exoskeleton (but not attached without special modification), but the exoskeleton operates at nulled efficiency, i.e the wearer does not receive any bonuses from the exoskeleton. But the wearer does not receive the initiative penalties from wearing full Type D armor.

In the case of Powered Armor, an exoskeleton CAN NOT be worn with any type of Powered Armor, or Powered Assault Armor, or Powered Armor Suit.

Mounting Armor on Exoskeletons

Type C, Type D, and Light Combat Armor (LCA) can be specially modified to be mounted onto exoskeleton, for a price. In doing this, the exoskeleton would operate at normal efficiency, and the wearer would have his own costumed made powered armor suit. COST is 1.5 times the normal cost of the armor.

The reason LCA is included in this group is because it is on the fringes of the definition of Powered Armor Suits. It does not have an interconnected electronic muscle and skeleton system like its big brothers, so it can be modified to mount on an exoskeleton.

Armor Equipment/Add-ons

Electro-Active armor

| | <u>EP</u> | <u>IP</u> | <u>SP</u> | <u>MassX</u> | <u>CostX</u> |
|--------------------|-----------|-----------|-----------|--------------|--------------|
| Armor | 15 | 15 | 40 | .2 | 350 |
| <u>Mini-screen</u> | <u>20</u> | <u>20</u> | <u>40</u> | | |

Electro-Active armor combines some of the benefits of screens and normal armor. In addition to normal armor, EA armor projects a repulsion field acting as extra armor rating. The mini-screen's structure points actually come from integral power packs (3SEU per piece). As long as the armor SP is not exhausted, the mini-screen SP can be recharged almost instantly from any standard source. Note: This process is relatively awkward and takes 1 turn per piece of armor. EA armor is a Type C armor, and cost x1.5 normal cost to weave into normal clothing.

ElectroPolar Armor Coating

| <i>Electro-Polar Coating (EPC)</i> | Cost | Mass |
|------------------------------------|------|------|
| EPC Type I: Standard | 750 | 0.5 |
| EPC Type II: Camouflage | 875 | 0.6 |
| EPC Type III: Military Standard | 980 | 0.8 |
| EPC Type IV: Military Camouflage | 1025 | 1.0 |
| EPC Repair Kit | 550 | 4.0 |
| Extra Spray Can | 150 | 0.3 |

The ElectroPolar Armor Coating consists of a monofilament superconducting mesh applied to the armor and an ElectroPolar coating spray over the mesh armor. The super-conducting mesh is then wired into the wearer's power supply and can be controlled by either manual switch or bodycomp.

ENERGY USE: 1 SEU per 10 Turns or fraction thereof, per layer of Mesh.

Each type has a different effect. When the system is activated, current flows through the spray-covered mesh which it polarizes. In turn, this affects all electromagnetic wavelengths leaving and coming into the wearer. It causes all EM waves to "go around" the wearer making him/her appear either translucent or transparent to sight. There are Four Types:

TYPE I: Standard

This type makes the wearer appear translucent to sight at long ranges or in the dark. It also is an effective defense against Starlight vision equipment. This type is available to civilians.

TYPE II: Camouflage

This type makes the wearer completely transparent and is effective at night and during the day. Also, camouflage can be set at a variable polarizing mode. This varies the translucency causing a blotch effect that is useful in dark jungles or forests. Camouflage is also an effective defense against Starlight Vision detection. Camouflage is available to those with a Hunting (15 Cr), Free-lance Law Enforcement license (30 Cr), or Mercenary license (50 Cr).

TYPE III: Military Standard

This type is similar to the standard version with one exception: it is an effective defense against EM detection/vision equipment. Military also has double the layers of standard mesh. Military Standard is available to corporate security, Star Law, and planetary militia.

TYPE IV: Military Camouflage

This type is similar to Camouflage with two exceptions: (1) it is an effective defense against EM detection; (2) it is an effective defense against UV detection. Military also has the "blotch" effect variable polarizing settings. It has twice the layers of camouflage and double the spray. Military Camouflage is only available to UPF military personnel.

NOTE: When damaged, the mesh cannot be repaired on the spot. The repairs must wait until the wearer has time to do it, and he must have a kit to do it with. A Repair Kit includes extra mesh patches, extra spray, and a Nanolaser Torch. Fortunately, the superconductors in the mesh are configured so that if damaged, the mesh-coating continues to function at a lessened efficiency.

Equipment

| Type | COST (Cr) | MASS (kg) |
|--------------------------------|--------------|-----------|
| SECURITY DEVICES | | |
| ISS | var | var |
| RoboSentry | 10,000 | 25kg |
| RoboScout | 12,000 | 30 |
| DEFENSE EQUIPMENT: | | |
| Screen Scrambler | -- | 500 |
| Screen Phase Adapter | 1 | 2000 |
| ARMOR RELATED EQUIPMENT | | |
| <i>Repair Equipment</i> | | |
| Armorgel Kit Type I | 400 | 1.5 |
| Armorgel Kit Type II | 800 | 2.0 |
| Armorgel Kit Type III | 1500 | 2.2 |
| SUITS | | |
| Omni Suit | 3 | 4000 |
| Gelsuit | -- | 500 |
| ROBOTS/DRONES | | |
| CAST Drones | | |
| -Control Device | 4 | 5000 |
| -Spy-Eye Class | 2 | 1200 |
| -Vapor Class Recon | 4 | 3000 |
| -Hunter Class Attack | 7 | 5000 |
| -Mauler Class Hvy Attack | 11 | 8000 |
| - Shield Class Escort | 8 | 5000 |
| MEDICAL EQUIPMENT | | |
| Conformal Medkit Rig | 1 (5 filled) | 25 |
| MilSpec Medkit | 3 | 600 |
| COMPUTER PROGITS | | |
| <i>Type A</i> | | |
| Infiltration I | 500 | ---- |
| T-system I | 350 | ---- |
| <i>Type B</i> | | |
| Infiltration II | 600 | ---- |
| T-system II | 450 | ---- |
| <i>Type C</i> | | |
| T-system III | 550 | ---- |

| ENERGY SUPPLIES | | |
|------------------------------------|------|----------|
| IMP Belt Pack | 4 | 750 |
| IMP Back Pack | 10 | 1500 |
| IMP Vampire Belt Pack | 4.5 | 900 |
| IMP Vampire Back Pack | 10.5 | 1800 |
| IMP Solaris Belt Pack | 4.5 | 938 |
| IMP Solaris Back Pack | 10.5 | 1875 |
| Tactical Parabattery | 30 | 750 |
| | | |
| MISC EQUIPMENT: | | |
| Flit Pack | 15 | 22000 |
| Forcefield Aero Speed Shell | | |
| Forcefield Impast Restraint System | 3 | 750 |
| Hand Held Grappling Gun | 1.5 | 175 |
| Microtool Accessory Pack | 5 | 500 |
| Smart-metal Multi Tool | 0.5 | 500 (10) |
| Spider pack | 10 | 1500 |
| Vehicle Turbocharger | | 15%/10% |
| | | |
| | | |

Equipment Description

Security Devices

Imaging Sonar Sensor (ISS)

The ISS detects objects by bouncing ultrasonic pulses off of them. This allows accurate ranging information, but can be detected by appropriate sensors. Imaging sonar costs 300cr and mass varies with device (scope, visor, etc.). This item is legal in the general public.

RoboSentry (Robotic Heavy Artillery/Sensory unit)

A Robosentry is a sensory and attack device that is used sometimes instead of mines. It senses a target, reports it to its monitor (a person with a Robolink Progit), and asks for instructions. If the instructions are to fire, the Sentry unit will open fire with its double cannons which hold 600 rounds of special ammunition.

| |
|---|
| Ammunition: 600 round belt case---> 450 |
| Range: 200 m |
| Rate: 10 rnds/turn |
| Max DMG: 120 |

RoboScout (Robotic Heavy Artillery/ Mobile Sensory unit)

The RoboScout is based on the same idea as the Robo- sentry, but it is mounted on a small track system which allows it to move within its movement range. The weapons ranges, damages, and the rates are the same. Movement Range: 500 m

Progits

Infiltration

This progit helps the user to infiltrate other computers when using the Computer: Defeat Security or Computers: Bypass Security skill. Each progit comes with a small extension cable to plug into the computer's main banks.

Infiltration progit Bonus

| TYPE | COLUMN SHIFTS |
|--------|---------------|
| Type I | +1CS |
| TypeII | +2CS |

T-Systems (Targeting systems)

(Must be used with Dis-Viz)

These progit come with a small laser-optics sight that attaches to any weapon. It will echo back to the user's Dis-Viz exactly where the gun is pointing and where the shot is going to hit. It's most effective when used with all the Comp-Sights.

T Systems Bonus Table

| T System Type | Column shifts according to Ranges PB/S/M/L/E |
|---------------|--|
| I | +2/+1/+1/+1/+0 |
| II | +2/+2/+1/+1/+1 |
| III | +2/+2/+2/+1/+1 |

Repair Equipment**Armorgel**

Armorgel is an isotope based paste which can duplicate the properties of most modern armor materials when it is applied. It is stored in tin/lead alloy tubes and comes with an application kit which include gloves, application knives, and primer spray. Armorgel comes in 3 types. Each kit can do up to 10 Repairs.

Armor Gel Repair Table 1

| TYPE | Cost | COL SHIFT | Armor Type |
|------|------|-----------|------------------------------|
| I | 400 | 0 CS | A, B |
| II | 800 | -1 CS | C, D |
| III | 1500 | -2 CS | LIGHT COMBAT, SCOUT, COMMAND |

Armor Gel repair Table 2

| Result Shifts | Armor Repair |
|---------------|----------------------|
| Cobalt | full damage repaired |
| Blue | full damage repaired |
| Green | 3/4 damage repaired |
| Yellow | 1/2 damage repaired |

Note: +1/2 CS (rd) per level in Machinery Repair. +1 CS per level in Armorer Skill.

Suits**Omni-suit**

Mass- 3kg Cost-4000cr

An Omnisuit is a hostile environment survival suit designed primarily for military scouts. The exact design of the outer shell is a highly classified secret, but it combines the effect of a gridsuit and a IR deadsuit.

The suit has an internal temperature regulator that maintains the internal temperature despite external temperature 50 degrees Celsius hotter or colder. It is also hermetically sealed with the only air inlet being filtered against gases and particulate matter. The heating/cooling systems require 1 SEU a day to operate and can operate off any standard power source. Integral solar visors and sonic headphones protect the eyes and ears, respectively. The suit counts as a type-A armor, and is destroyed after 100 pts of damage pass through it.

Gelsuit

A gelsuit is a 2-layer self-sealing bodyglove containing a mixture of blood/body fluid coagulant and anesthetic. When pierced by an attack, it bathes the wound with its solution, then closes up. There is enough mixture for 20 uses. The benefit of a Gelsuit is that it nullifies the effects of pain and sudden shock. The wearer acts as if he/she has never been hit. It also helps in any attempt on Medical Treatment skill attempts on any wounds. The Gelsuit gives a +2 CS to any Medical Treatment attempts to heal the wound. Mass: Neg. Cost: 500 Cr

Defense Equipment

Screen scrambler

Screen Scramblers act as countermeasure for screen scanner. Shifts screen composition at random intervals; completely neutralizes effects of shield scanner. These items are available but heavily regulated (Registration, waiting period, proof-of-need). Cost: 500cr. Mass: Neg.

Screen Phase Adapter (SPA)

A Screen Phase Adapter is a power adapter that fits on the Screen power adapter on the Power Belt Pack and Power Back Pack, which phases two screens, so the wearer is virtually wearing two screens at once. It is most effective and most widely used with a Albedo Screen and Inertia Screen. When this is the case, there is a slight chance that an energy attack may get through when the SPA is phased on the wrong screen, and a smaller chance for bullets. The target PC rolls d100 versus the chance to be off-phase; if it fails, the screen absorbs as normal. If the adapter is off-phase i.e., the d100 roll succeeds, the shot goes through as if the target was not wearing a screen at all.

Off-phase chance:

| | |
|---------------------|-----|
| Beam Attacks: | 25% |
| Ballistics Attacks: | 15% |

Phasing other screens and their effects are up to the GM. Energy use for a SPA is both the corresponding energy-uses for each of the screens. Cost: 2000 Cr. Mass: 1 kg.

Robots and Drones

Cybernetic Artificial Sensory Transceiver (CAST)

A CAST is a drone control device used by a specialized group of Techexes called CASTers. It allows them to mentally monitor and control many drones simultaneously. The CAST is usually installed in a fixed security console, but there are briefcase-sized portable versions. Both versions are equipped with a standard plug for a Mind-link cortex coordinator cable and various attachments for transceiver modules. The CAST creates a two-way link to each drone. A non-CASTer trying to use a CAST will be nearly instantly disoriented by the multiple sensory overlays. Some CASTs have a secondary port called a "piggyback port". A non-CASTer can plug into a piggyback port and observe the output only from one drone.

Mass - 4kg (portable) Cost - 5000

CAST Drones**Spy-Eye class Basic hoverdrone**

- Size- 15cm sphere
- Speed- 40 m/t
- Armor- 25 sp
- Armament-twin sonic GL or twin Rafflur M-1
- Sensors- one scanner/visor plus normal vision
- Std Equip- none
- Cost- 1200

Vapor Class Recon hoverdrone

- Size- 15cm sphere
- Speed- 80 m/t
- Armor- 15 sp
- Armament- none
- Sensors- Up to 4 visor/scanners plus standard audio-visual
- Std Equip- Data recorder
- Programmable nav comp
- coded burst data link
- EPC (various types, depending on user)
- IR damping gear (Deadsuit equivalent)
- Cost- 3000cr

Hunter Class Attack hoverdrone

- Size- 50cm by 20cm ovoid
- Speed- 50 m/t
- Armor- 35sp
- Armament- 1 minigrenade launcher w/triple 10-round ammo packs

- 1 Gyrojet rifle in forward mount
- 4 external mounts for standard hand grenades
- Sensors- HRIR, Low light, EM, standard audiovisual
- Std Equip- Comp-sight 1,2 equivalent
- Cost- 5000cr

Mauler Class Heavy attack hoverdrone

- Size- 90cm by 40cm ovoid
- Speed- 40 m/t
- Armor- 30 sp
- Armament- 4 air dropped warheads OR
- 2 type 1 missiles OR
- 1 type 2 missile
- 4 air-dropped grenades
- Sensors- HRIR Low-light, EM, standard audiovisual
- Std Equip- Comp-sight 1,2 equivalent
- Cost- 8000cr

Shield Class Escort hoverdrone

- Size- 40cm by 15cm ovoid
- Speed- 80 m/t
- Armor- 25 sp
- Armament- 1 Ke-2000 in forward mount w/60 SEU powerpack
- 2 micromissiles in forward mount
- 2 air-dropped grenades
- Sensors- HRIR, Lowlight, radar(10 mile range)
- Std Equip- Comp-sight 1,2, T-System 2
- Cost- 5000

Energy Supplies

Improved Model Power Packs

With coming of the new Alliance and the Frontiers First Expansion, new demands on Power supply devices have forced new developments in the market. the following are new power pack devices that are the result of this need. These power devices apply to power belt packs and back packs.

1. The first level of improvement is called is the basic IMP or Improved Model Pack. The IMP's core is enhanced to store twice the normal capacity i.e. a IMP Power Belt Pack carries 150 SEU and the IMP Back Pack carries 300 SEUs, keeping the masses the same. The cost is 3x the Standard price of the device.
2. The Second level of IMP is called the Vampire. The packs are the same as the first level except the mass would be increased by 0.5 kg. The extra mass is needed to provide for a Vampire Receptacle, allowing for Standard SEU clip connection. With the proper skills (Power Read), a PC can drain SEUs from a clip to the belt pack or back pack at a rate of 1 SEU per combat turn. Without the proper skill there is a chance that the Vampire circuitry will burn out and all that would be left is a IMP pack. The unit also has a Parabattery Adapter to fit on the Vampire Adapter to recharge off of a parabattery or equipment powered by the Vampire to draw power from a parabattery. These cost an additional 20% of the IMP price.
3. The Third Level uses the IMP Packs, as well and are called the Solaris. This upgrade adds 0.5 kg to the mass of an IMP, which is the mini-solar generator attachment. The Solaris attachment allows for 1 SEU recharge per combat turn in an moderately cloudy day under normal sunlight (does not increase with better sunlight). The Solaris will attempt to function when ever the IMP pack is below maximum charge or equipment attached to it is operating (except at night or darkness). These cost an additional 25% of the IMP cost.

The final upgrade level of the IMP is the Bastard pack; using both level 2 and 3 combined (Vampire and Solaris). All the above apply. The mass is increased by 1.0 kg and the cost is 30% more than the normal IMP cost.

Tactical Parabattery

As some military units started to use parabatteries in tactical situations, it was discovered that parabatteries were not as well protected as other power cells. Despite the small size of a type one parabattery, it exploded with the force of an explosive warhead when hit by weapons fire. A tactical parabattery consists of three 10cm by 10cm by 3cm sub-modules, and a separate power distribution panel, with 6 power ports. Various attachment kits are available for wearing the parabattery in a belt pack, back pack, conformal body rig, etc. The battery modules are each armored on one side, as a weight-saving measure. The armoring provides 20 structural points. **Cost-750 Mass- 30kg**

MISC. EQUIPMENT

Conformal medkit rig

Instead of a backpack, A CMR consists of a pair of thigh packs and a tactical vest with small individual compartments for the medical gear. They hold the weight of the medkit closer to the body, making quick movements easier. They also have quick-release tabs, making it a simple action to get out of the rig. It is standard for Military medics, and is available at almost any military surplus store.

Cost- 25cr

Mass- 1kg (5kg filled)

Flit-Pack

| | |
|------------------------|---------------------------------|
| Cost- 22,000 | Top/Cruise speed- 125/60 kph |
| Passengers- pilot only | Cargo-none |
| Weight- 15kg | Power source-type 1 parabattery |

A flit pack is a development of the Flit board originally developed for Star-Law SWAT teams and Land-Fleet Special forces. It consists of a backpack mounted power unit, and two micro turbines on extensible mounts. The unit is narrower than the average user, allowing normal mobility when not in use. When activated, each mount extends 1 meter outwards and slightly forward. This process takes one turn. The flit pack is controlled by a hand control, and auto-hovers when controls are released. This allows for a relatively stable firing platform. Firing while moving gives a -3 CS to appropriate skill. These items are available but heavily regulated (Registration, waiting period, proof-of-need)

Forcefield Aero Speedshell (FAS)

This device projects a forcefield in the form of an aerodynamic airfoil around a vehicle. The field is almost completely transparent to most EM frequencies (including light). It provides only enough physical protection to fend off wind. It will not stop any small projectile faster than 300 MPH, and any person with a strength of 30 or greater can pass through a FAS with negligible (but noticeable) effort.

The Aeroshell lowers drag to the extent that speed and range are extended by 50%. The field does, however, effectively double the length of the vehicle for purposes of traffic handling.

Forcefield Impact Restraint System (FIRS)

A FIRS unit is a safety unit for vehicles than uses a high-resolution forcefield projector to completely restrain the user in case of an accident. The field activates a few microseconds before impact, and stays activated a few microseconds after impact. It also protects from flying debris. (Think of it as a bulletproof airbag that's roughly twice as effective.) FIRS cuts damage from vehicle crashes by 75%. It is usable once before recharge.

Mass 3kg

Cost 750

Recharge- 50

Hand-held grappling gun.

A hand-held grappling-gun holds 50m of line, fired by heavy pistol blanks, though some EMA versions do exist, can lift up to 120kg. Cost: 175cr. Mass: 1.5kg

Micro-tool accessory pack

The MTAP ("m-tap") is a carrying system for a series of miniaturized, specialized tools for those who may need only selected features from full size tools, or have infrequent, but vital need of certain equipment.

Most MTAPs are in the form of a belt, and carry up to 20 modules. MTAPS are also available in almost any other configuration, like tactical vests, or even pendants. Adequate versions can be made without difficulty by anyone with appropriate skills.

MTAP attachments

- Most MTAP modules are approximately the same size as a pack of cigarettes. They weigh between 50 and 300 grams each.
- Mini-light- This finger-sized light can project a beam of light clearly for about 10m. It attaches directly to the MTAP.
- Micro-cam- This 10cm by 30cm by 20cm unit can record 100 still frames at up to 10 frames per second. The imaging cell is aimed by a simple peep-hole. The images cannot be retrieved by the unit; it must be plugged into some other device.
- Micro-audio- This is a sound recorder similar in size to the Micro-cam. It can record an hour of sound. The recorder has an integral microphone/speaker, but can have various external mikes, bugs, speakers, etc attached to a multipurpose jack.
- Mini-bomb dispenser- This is a dispenser for various miniature munitions. The munitions are dispensed one at a time by a push button arrangement. The mini-bombs are dispensed in the same order as loaded, and cannot be changed without emptying and reloading the device. The munitions are usually scaled-down versions of normal grenades. Smoke and foam minis have a radius of 1 meter, others have a diameter of 1 meter. Frag mini-bombs have a maximum damage of 32 points. Up to three mini-bombs can be thrown as a volley. Roll to hit for each bomb.
- Oxy-tank- This is a small tank of compressed air. It has a self-contained regulator, letting it be used as a scuba tank. It has enough air for 10 minutes of normal activity, 5 minutes of heavy exertion, or up to 20 minutes if motionless or unconscious. The Oxy-tank attaches to the MTAB by means of a small carrying case
- Monocular- This is a small (80mm by 30mm) model of all standard visors. The main difference between this and most visors is that it must be held to the eye to use.

- **Line reel-** This is an enclosed reel of 20m of moderate weight (125kg working limit). The reel has no winching ability, but it does have a friction brake that'll safely bring the user to a stop from freefall. The reel is spring-loaded to take up any slack in the line.
- **Ascender motor-** This is an accessory to the line reel that allows the reel to lift up to its safe workload.
- **Gaspatch dispenser-** this dispenser dispenses chemical treated patches with touch-sensitive adhesive around the edges. A gaspatch is simply stuck to the mouth/nose. A gaspatch is not quite as effective as a standard gasmask, but it is effective enough to defeat most gases.
- **Mini-Medkit-** A minimedkit is larger than most modules, but holds the bare essentials. It contains 3 local anesthetic patches, 3 staypatches, 3 stimpaches, A small package of wound closure patches, and a small can of antiseptic/ hyper-coagulant spray.
- **Cargo-** This is simply an empty box with small doors on the top and bottom.

MilSpec medkit

This is a medkit specially designed for the rigors of combat. The Spray hypo is replaced with dermal patches and measured-dose styro-sprays (a styro-spray is a one-use disposable micro-hypo spray). All the electronics are in plasteel, shock-resistant housings, letting the kit as a whole take much more punishment before being damaged. Cost 600cr. Mass 3kg

Smart-metal multi-tool

This is a computerized handle with a piece of "Smart Metal" on one end. The smart metal can be re-configured to any configuration stored in a toothpick-sized memory cell. Any configuration can be scaled up or down within reasonable limits. One of these can replace many, if not all tools in a toolkit. It can at GM's option provide a +1 or +2 CS for mechanical-based rolls, or just insure that the tech will never take penalties from lack of proper tools.

One memory clip holds 20-50 tool designs, depending on complexity. Weight .5kg Cost 500 (10 each for memory clips)

Spider pack

A spider-pack is a climbing aid that consists of backpack with eight articulated arms pair of sensor sleeves for the user's arms, and a pair of hand-held control units. The pack is used by pressing a switch on the hand control (models vary, but usually trigger-type switches) to activate an arm. The selected arm will then copy all motion of the user's arm, via the sensor sleeve. In this manner the user can climb almost any surface, provided enough hand-holds. The arms are each two meters long, though on some models, the top arm on each side is three meters long. The end of each arm has high-traction polymer tip, and deluxe models have rock drills built into the top two arms. Spider packs have adapters for all common power sources, and uses 10 seu per hour of normal use. Cost- 1500 Mass- 10

Vehicle Turbocharger

Material cost- 15% Labor cost- 10%

This is designed for parabattery powered vehicles as a way to temporarily gain greater performance. It boosts power to the motors by means of it's own type one parabattery. The extra power raises top speed to 150% of normal, but there's a 10% chance, cumulative per turn of use of damaging the motors reducing top speed to 50% of normal.