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## Star Frontiers/Star Drive In True20

### d20 Future Inspired Weapons

(With a *Shatterzone* influence)

#### Ranged Weapons

<i>Weapon<sup>1</sup></i>	<i>Damage</i>	<i>Critical</i>	<i>Damage Type</i>	<i>Range Incr.</i>	<i>RoF</i>	<i>Magazine</i>	<i>Size</i>	<i>Weight</i>	<i>Purchase DC (weapon/clip)</i>	<i>Tech Rating</i>
<b>Blaster Weapons</b>										
Furtherman B-11 Blaster Pistol	+5	20/+3	Energy	50 ft	S	50 box	Medium	3 lb.	15/8	7
Furtherman B-200 Blaster Rifle						50 box	Large	8 lb.	17/8	7
<b>Charge Weapons</b>										
<i>Brodie XS Charge Hold Out</i>	+4	20/+3	Ballistic	40 ft	S	12 clip	Small	1 lb	19/8	6
<i>Brodie S2 Fang Charge Autopistol</i>	+6	20/+3	Ballistic	60 ft	S, A	50 box	Medium	2 lb	17/8	6
<i>Furtherman Falcon 45 Charge Pistol</i>	+4	20/+3	Ballistic	40 ft	S, A	20 box	Medium	2.5 lb	18/8	6
<i>Furtherman Falcon 55 Charge Pistol</i>	+6	20/+4	Ballistic	40 ft	S, A	16 clip	Medium	2 lb	19/10	6
<i>Brodie C90 Talon Charge Rifle</i>	+8	20/+3	Ballistic	150 ft	S, A	50 box	Large	14 lb.	19/8	6
<i>Brodie Hawkeye Charge Sniper Rifle</i>	+9	20/+3	Ballistic	180 ft	S	50 box	Large	16 lb.	21/8	6
<b>Concussion / Grav / EMP Weapons</b>										
Brodie THD-1 "Thud" Concussion rifle	+8 + special	20/+3	Concussion	20 ft	S	—	Large	6 lb.	22/10	7
Gurtman GP1 Gaussian EM-Pulse Rifle	+4 <sup>3</sup>	20/+3	Special	60 ft	S	20 int.	Large	14 lb	26/10	7
Gurtman G5 Grav-Glob Gun	Special	20/Special	Special	50 ft	S	15 int.	Huge	42 lb	25/15	7
Gurtman GS-K1 Gravity Snare	Special	—	—	30 ft	S	—	Large	7 lb.	17/10	7
<b>Flechette Weapons</b>										
<i>Wolfarms G50 'Shredder' 25mm Flechette Pistol</i>	+4	20/+3	Piercing/Slashing	40 ft	S,A	30 box	Medium	2 lb	19/8	6
<i>Wolfarms BT100 'Butcher' Flechette Rifle</i>	+4	20/+3	Piercing/Slashing	80 ft	S,A	50 box	Large	12 lb	20/12	6
<b>Gauss/ Grav-Rail Weapons</b>										
Kereteka HA4 Holdout Gauss Pistol	+5	20/+3	Ballistic	50 ft	S	16 clip	Small	1 lb	20/10	6
Kereteka LA2 Gauss Pistol	+7	20/+3	Ballistic	70 ft	S,A	60 clip	Medium	2 lb	22/10	6
Kereteka LA20 Gauss Assault Rifle	+12	20/+3	Ballistic	120 ft	S,A	100 clip	Large	18 lb	26/14	6
Kereteka LA24 Grav-Rail Rifle	+15	20/+5	Ballistic	100 ft	S	20 box	Large	18 lb.	24/15	7
Kereteka LA25 Gauss Sniper Rifle	+16	20/+3	Ballistic	200 ft	S	30 clip	Large	20 lb	26/14	6
<b>Gyrojet Weapons</b>										
Netarms G9 Gyrojet Pistol	Varies <sup>2</sup>	20/Varies <sup>2</sup>	Ballistic	60 ft	S	8 box	Medium	2 lb	14/Varies <sup>2</sup>	6
Wartech MX-10 Gyrojet Carbine	Varies <sup>2</sup>	20/Varies <sup>2</sup>	Ballistic	80 ft	S	16 box	Medium	8 lb	16/Varies <sup>2</sup>	6
Netarms G10A Gyrojet Rifle	Varies <sup>2</sup>	20/Varies <sup>2</sup>	Ballistic	140 ft	S	15 box	Large	15 lb	18/Varies <sup>2</sup>	6

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Wartech MT-1 Gyrojet Assault Rifle	Varies <sup>2</sup>	20/Varies <sup>2</sup>	Ballistic	160 ft	S,A	30 box	Large	20 lb	22/Varies <sup>2</sup>	6
WolfArms "Rocker" Underslung Gyrojet Attach.	Varies <sup>2</sup>	20/Varies <sup>2</sup>	Ballistic	60 ft	S	8 box	Large	8 lb	18/Varies <sup>2</sup>	6
<b>Laser Weapons</b>										
Furtherman Arms F10 Laser pistol	+6	20/+3	Energy	50 ft	S	50 box	Medium	3 lb.	17/8	6
Furtherman Arms F15 Laser rifle	+8	20/+3	Energy	80 ft	S, A	50 box	Large	8 lb.	19/8	6
Furtherman Arms F19 Laser sniper rifle	+8	20/+3	Energy	120 ft	S	50 box	Large	14 lb.	21/8	6
Furtherman Arms F20 Laser Assault rifle	+10	20/+3	Energy	140 ft	S, A	100 Box	Large	20 lb	22/14	6
Furtherman Arms F50 Heavy Laser Cannon	+15	20/+3	Energy	200 ft	S, A	500 Box	Huge	65 lb	25/18	6
<b>Needler Weapons</b>										
Kereteka Pike K-5 Needle pistol	+2	20	Piercing	40 ft	A	80 box	Medium	2 lb	15/12	7
Kereteka Lancer K-10 Needle rifle	+4	20	Piercing	100 ft	A	100 box	Large	10 lb	18/12	7
<b>Plasma Weapons</b>										
Brodie VP5 Plasma Pistol	+8	20/+3	Energy	40 ft	S	50 box	Medium	3 lb.	17/10	7
Brodie VP10 Plasma Rifle	+12	20/+3	Energy	80 ft	S, A	50 box	Large	8 lb.	19/10	7
<b>Render Weapons</b>										
Wolfarms RN-88 Render rifle	+8	20/+4	Slashing	120 ft	S	10 int.	Large	14 lb	18/10	7
<b>Other Projectile Weapons</b>										
Wolfarms Vengeance Mini-grenade launcher	Varies <sup>2</sup>	Varies <sup>2</sup>	Varies <sup>2</sup>	70 ft	Single	1 int.	Medium	4 lb.	20/varies	6
Wolfarms Harbinger Mini-rocket launcher	Varies <sup>2</sup>	Varies <sup>2</sup>	Varies <sup>2</sup>	150 ft	Single	1 int.	Medium	5 lb.	23/varies	6
Kereteka Tangler gun	Special	—	—	20 ft	S, A	20 box	Large	8 lb.	16/10	6
Wolfarms Double Barrel Tangler gun	Special	—	—	20 ft	S	20 box	Large	8 lb.	18/10	7
Kereteka Sleep Pistol	Special	n/a	n/a	Special	S	6 int	Medium	2 lb	18/10	6
Kereteka DK-7 Light antitank pistol	+20	—	—	80 ft	1	1 Int.	Medium	3 lb	14/-	7
<b>Other Beam Weapons</b>										
Kereteka Bolt-9 Electroshunner "Zapgun"	+4/+8 <sup>3</sup>	20/+3	Electricity	20 ft	S	10 int.	Medium	4 lb.	15/8	6
Wartech 'Screamer' Sonic Disruptor	+8 <sup>3</sup>	20/+3	Sonic	40 ft	S	10 int.	Large	15 lb	18/10	7
Wartech 'Tracer' Sonic Stunner	+4 <sup>3</sup>	20/+3	Sonic	20 ft	S	10 int.	Medium	4 lb.	15/8	
Wartech 'ThunderGun' Sonic Devastator	+14	20/+4	Sonic	100 ft	S	50 int	Huge	60 lb	24/16	

1 All weapons listed in this table require the Firearms Training feat.

2 Damage and damage type varies depending on the ammunition.

3 See the weapons description for details

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### Gyrojet Ammunition

Gyrojet Ammunition	Damage	Critical	Purchase (Medium/Large)*	Tech Rating
Standard (S)	+5	20/+3	10/12	6
High Explosive (HE)	+8	20/+4	14/16	6
Concussion	+6 nonlethal	20/+3	10/12	6
Armor Piercing (AP)	+4 <sup>2</sup>	20/+3	14/16	6
Blast Effect (BE)	+6 <sup>3</sup>	20/+3	10/12	6
+Tracking <sup>1</sup>	-	-	+2/+4	7

\* Purchase based on size of weapons

<sup>1</sup> +1/+2 to attack.

<sup>2</sup> See Description for Armor Piercing effects

<sup>3</sup> Effective against non-armored targets

## Blaster Weapons

Blasters fire a coherent bolt of energy, formed by a similar process used in Plasma weapons.

## Charge Weapons

Charge weapons replace gunpowder and other chemical explosives with electrochemical propellant ignited with a short but massive shock to the cartridge (rather than the old-fashioned firing pin). The propellant converts to white-hot plasma with a smoother, more powerful expansion than gunpowder, resulting in a slug with a considerably higher muzzle velocity. The recoil is slightly greater than with gunpowder, though not enough to significantly affect the user's aim.

The charge rifle is a larger version of the charge pistol with better range, increased firepower, and, of course, a full-automatic mode.

### Furthman Falcon Series

The law enforcement response to the ever-growing firepower found in the hands of criminals and gang members, the Falcon .45 charge pistol not only possesses increased stopping power but also integrates the ability to fire in full automatic mode. Additionally, the Falcon is lightweight and easy to carry.

With the increasing popularity of a civilian model of the Falcon .45, law enforcement needed a better sidearm. In TR 6, the new service pistol is simply a higher-caliber version of the old reliable charge pistol, with the same tremendous stopping power and autofire mode in a lightweight frame.

## Concussion / Grav / EMP Weapons

### Concussion Rifle

A concussion rifle fires an artificial gravity pulse at the target with enough force to hurl it through the air (along a path away from the shooter). The discharged gravity pulse is mostly transparent, but bends light around itself, creating a ripple effect along its path. The pulse deals 2d10 points of concussion damage with a successful hit. In addition, the target is thrown back 5 ft for every 5 points of damage dealt by the weapon. The target must also succeed in a Fortitude save (DC = damage dealt) or be knocked prone. If the thrown target strikes a wall or other solid surface, it takes damage as though it had fallen from a height equal to the number of ft it was thrown back.

### Gaussian EM-Pulse (GEMP) Weapons

GEMP Weapons use magnetic energy to damage the target's internal organs-making armor ineffective and powered armor a liability. A GEMP rifle causes +4 damage with a **ranged touch attack**. A target wearing powered armor must



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make a DC 13 Fortitude save; failure means the armor becomes nonfunctional for 3 rounds. When used against robots or mecha, the gauss rifle's damage is doubled and the robot or mecha becomes nonfunctional for 3 rounds (Fortitude DC 13 negates).

### Grav-Glob Gun

Grav-globs are high-density blobs made of magnetized, adhesive metal alloy. When properly charged, grav-globs quickly increase in size, simultaneously becoming heavier. A grav-glob initially weighs 1 pound, but doubles in weight each round to 2,4,8, and finally 16 pounds (its upper limit). Because a successful hit with a grav-glob merely encumbers the target, grav-glob guns are extremely popular as nonlethal crowd-control devices.



If the attack roll with a grav-glob gun results in a critical hit, the grav-glob makes contact not only with the target, but with a nearby solid surface as well (usually the floor, but possibly a wall or vehicle). A critical hit with a grav-glob sticks the target in place unless the target makes a DC 15 Reflex save. Failure means the target is unable to move, and takes a -2 penalty on attack rolls and a -2 penalty to her Dexterity. Success means the target is not stuck in place, but still has the grav-glob attached to her and moves at only half speed. A character struck by a grav-glob can remove it with a DC 17 Strength check.

### Gravity Snare

The gravity snare resembles a laser rifle but with two metal prongs where the muzzle should be. When fired, the prongs generate a strip of luminescent white energy that leaps from the end of the rifle toward the target. When the strip of energy strikes a target, the energy bolt bends and creates a ring of gravity around the target. A creature hit by the gravity ring must succeed in a Reflex save (DC 13) to avoid its effects. On a failed save, the target is entangled and unable to move for 1d6 rounds, until the gravity ring dissipates. An entangled creature can escape the gravity ring with a successful Escape Artist check (DC 40) or break free with a successful Strength check (DC 30).

### Flechette Weapons

Flechette weapons fire bundles of tiny, razor-sharp aerofoils. The bundles expand upon exiting the barrel, maximizing the damage area (though the aerofoils lack real penetrating power). The majority of the damage is due to blood loss and nerve and muscle damage, rather than serious internal injuries. The aerofoils also lose momentum more quickly than a standard slug; the damage is halved at greater than 2 range increments.

The larger version of the flechette pistol, the flechette rifle boasts improved range and a slightly larger aerofoil bundle, as well as an autofire setting-perfect for clearing rooms full of opponents without seriously damaging the room itself.

## Gauss/ Grav-Rail weapons

Gauss weapons (also called "linear accelerators") work due to electromagnetism. A metallic projectile is pushed down the barrel at a very high speed by use of a magnetic field. The stronger the field, the greater the velocity that can be achieved. These weapons require both a power cell and a supply of ammo. Often a clip contains both the ammunition and the super insulation cell. These cells can't be removed from the clip since they're an integral part of them.

**Grav-Rail Gun:** The Gravity Age rail gun uses gravity pulses, not magnets, to propel a projectile at high velocities. Metal shards are accelerated along the rail gun's length, leaving the barrel at an extremely high velocity.

## Gyrojet Weapons

Gyrojet weapons fire miniature self-propelled rockets rather than solid slug projectiles. Though somewhat heavier than standard ammunition, gyrojet ammo has the advantage of being slightly more accurate, while the weapons themselves are lighter and don't require any sort of power source.

The larger version of the gyrojet pistol, the gyrojet rifle has a greater range and a larger clip capacity, but it is otherwise basically the same.

WolfArms "Rocker" Underslung Gyrojet Rifle: The "Rocker" was designed originally for the GP1 assault system as an optional weapon. However, the design's idea has proven very popular, so it is now produced for most military issue weapons. The idea behind the weapon is a simple one: grenade launchers have long been integrated with rifles, so why not a gyrojet weapon? The "Rocker" is in all ways like a standard gyrojet rifle, but it has to be attached to another rifle sized weapon to fire properly.

### Gyrojet Ammunition

**Standard:** Standard issue solid-state missiles low yield explosive warheads.

**High Explosive:** Higher yield explosives than the standard missile load.

**Armor-Piercing:** These missiles do slightly less damage than the others, applies a -2 penalty to the target's toughness roll if the target is wearing armor.

**Burst Effect:** These are basically useless against armored opponent, but can wreak havoc against a crowd of unarmored soft targets. Damage applies to everything within 20 ft of the impact point. Damage decreases by -2 for every 10 ft beyond ground zero.





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**Concussion:** These missiles emit a concussion pulse upon impact, causing nothing but non-lethal damage for a blast radius of 20 ft. Reflex save halves effects.

**Tracking:** At Tech Rating 7 worlds, all Gyrojet rounds can be fitted with tracking chips that doubles all effective ranges and if a lock is established (Move Action), applies a +2 effect to the attack. If no lock is established, the tracking still gives a +1 to the attack.

### Laser Weapons

Laser weapons come in many shapes and sizes, from pistols to rifles and other longarms. Many different forms of technology can be used to create laser weapons, resulting in many different forms of lasers; short, self-contained beams are as common as longer, solid stream lasers, while others produce spherical balls of energy and others fire laser rings. The coloration and noise created by the laser may vary, but the effect is the same. Laser weapons do not use ammunition, but are instead powered by power packs.

### Needle Weapons

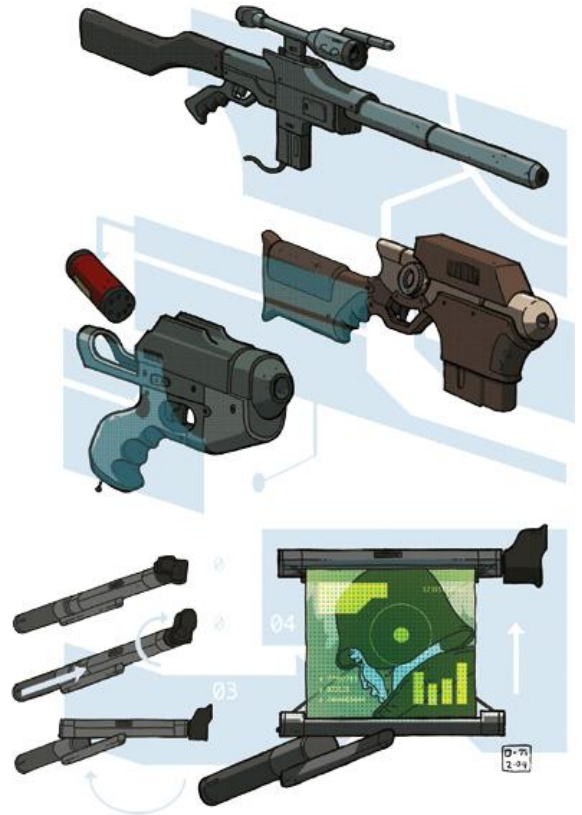
Needle weapons (or "needlers") are a variation of the PL 6 flechette weapons firing streams of tiny, pointed slivers of titanium rather than bundles of tungsten darts. These needles deal less damage than the average bullet but the weapons fire virtually silently and can hold considerably more ammunition than other projectile weapons. Because they are autofire-only weapons, needle weapons scatter their damage over an area and are typically not used to target an individual. A needle pistol targets a 5-foot square and the targets in that area must make a Reflex save vs. the shooter's attack roll.

Despite their ammunition's logical adaptability to the task, needlers cannot be used to deliver poisons. The magazine is actually a coil of titanium wire, which is cut to the appropriate shape as part of the firing process; coating the entire coil with poison invariably jams the weapon.

Needle rifles are the long-range version of the needle pistol with a much larger magazine.

### Plasma Weapons

Plasma occurs when gases become electrically charged after losing electrons. Plasma weapons condense this electrically charged gas into a destructive force that can eat through solid objects and cause severe damage. Like laser weapons, plasma weapons come in many varieties. Most plasma weapons generate their destructive ammunition by superheating gasses held inside specialized power packs and then compressing those gasses into a focused plasma round. Plasma weapons do not use ammunition, but are instead powered by power packs.



## Render Rifle

Render rifles use gravitic inducers to cycle rapidly back and forth between attraction and repulsion, literally tearing the target to pieces. A target struck by a render rifle's beam takes not only the given damage, but 1d4 Constitution damage as well. The target can make a DC IS Reflex save to negate the Constitution damage.

## Other Projectile Weapons

### Mini-Grenade Launcher

Though personal grenade launchers were commonly found in the Information Age, the mini-grenade launcher is somewhat different in that it is reduced to roughly the size of a large pistol. Additionally, the ammunition it uses, while still as potent as hand-held counterparts, is reduced in size to match the weapon. Use the same Purchase DC as the grenade.

### Mini-Rocket Launcher

Though shoulder-carried missile launchers were commonly found in the Information Age, the mini-rocket launcher is somewhat different in that it is reduced to roughly the size of a large pistol. Additionally, the ammunition it uses is reduced in size to match the weapon. Use the same Purchase DC as the grenade.

### Light Antitank Pistol

The light antitank pistol, or LAP, is a disposable, one-shot pistol version of the PL 5 M72A3 LAW rocket launcher. Like the LAW, it is collapsible and must be extended (as a move action) before firing. Its overall length is just over 1 foot.

With a successful hit, the LAP's high explosive warhead detonates, dealing 10d6 points of damage to all creatures within a 10 foot radius (Reflex DC 18 half). Further, the rocket's shaped charge enables it to bypass up to 10 points of hardness when used against a vehicle, building, or object. (This applies only to the target struck, not other objects within the burst radius.) The LAP has a minimum range of 20 feet. If fired against a target closer than 20 feet, it does not arm and will not explode. The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

### Tangler Gun

A unique nonlethal weapon eagerly adopted by law enforcement agencies around the world, the tangler gun fires condensed balls of an incredibly sticky compound that can render a target immobile in a few short moments. The tangler gun fires pellets of an inert compound that, when broken, expand into a gelatinous substance that covers large portions of a target. Unfortunately for the target, the disgusting mess soon becomes more problematic as the compound hardens. Within second, a single pellet no larger than a fingernail has expanded into a ball of goop and then hardened into an immobilizing layer of tough chitin.

Any time a character is struck by a tangler gun, that character suffers a cumulative  $-2$  *tangled* penalty to Dexterity. This penalty remains in place until the compound is dissolved. At  $-5$  Dex, the target is immobilized.

Hardened compound dissolves naturally after 8 hours or can be removed by using solvaway chemical or some other spray solvent.

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**Double Barrel Tangler Gun:** Same effect as the Tangler gun with twice the effectiveness. It fires two tangler pellets, causing a -3 penalty per hot. It fires on Semi-auto, but with a critical hot, the penalty can increase to -4.

### Sleep Pistol

Sleep pistols fire spheres of frozen somnall designed to render rioters unconscious without dealing damage. The pistol fires the Somnall sphere 40 ft, where it explodes, scattering the drug as a fine mist over a 5-foot square. Any living creature in the affected square must make a DC 15 Fortitude save to avoid falling instantly unconscious.

Unconsciousness lasts for 2d4 rounds. The sleep pistol can be adjusted to fire the Somnall sphere from 20 ft to 60 ft; resetting the detonation distance is a full-round action.

### Other Beam Weapons

#### Electrostunner

An electrostunner looks like a large pistol. It is a short-range weapon. It fires an arc of electrons that looks like a lightning flash. It is commonly called a zapgun because of the noise it makes when fired. An electrostunner can be set to shock stun (non-lethal) or lethal blast. When set on stun, a successful hit causes only non-lethal damage of +4 damage bonus as well as possible stun. The target must make a DC 10 + total damage bonus Fortitude check or be stunned for 4 rounds. Conversely, a lethal blast does lethal damage using the +8 damage bonus. Electrostunner will not affect anyone protected by a gauss screen or an anti-shock implant.

#### Sonic Disruptor

A sonic disruptor is a type of rifle. It is commonly called a disruptor. A sonic disruptor generates a focused sound beam. The damage it causes depends on the range. It drops with each range increment. At the first increment, the Sonic Disruptor has a +8 damage bonus. At each increment beyond the first, the damage bonus is reduced by 1.

#### Sonic Stunner

A sonic stunner is a type of pistol. It is commonly called a stunner. If successfully hit target must make a DC 15 fortitude check or stun the victim for 4 turns. A target with an anti-shock implant can not be stunned. Otherwise, only a sonic screen can stop the stunner's sound beam.

#### Sonic Devastator

A sonic devastator is a heavy weapon that must be mounted on a tripod or a swival mount to be fired. Except for its greater range and damage, the sonic devastator operates just like the sonic disruptor.

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### Grenades and Explosives

Weapon	Damage	Damage Type	Burst Radius	Reflex DC	Range Incr	Size	Weight	Purchase DC	Tech Rating
<b>Grenades</b>									
Fragmentation	+5 damage explosion	slashing	50 ft.	15	10 ft.	Tiny	1 lb.	15	6
Smoke	visual cover	visual cover	10 ft.	—	10 ft.	Small	2 lb.	4	6
Flash-bang	blinding/deafening	Sonic/Blinding	20 ft.	14	10 ft.	Tiny	2 lb.	16	6
Sleep gas	fatigue	fatigue	40 ft.	14	10 ft.	Tiny	2 lb.	12	6
Tear gas	blinding/nauseating	blinding/nauseating	40 ft.	14	10 ft.	Small	2 lb.	18	6
Concussion	+8 nonlethal	Concussion	15 ft.	15	10 ft.	Tiny	1 lb.	15	6
Doze	Special	—	20 ft.	15	10 ft.	Tiny	1 lb.	14	6
EMP	Special <sup>1</sup>	Electricity	20 ft.	15	10 ft.	Small	2 lb.	16	6
Fireflush	+6	Fire	10 ft.	15	10 ft.	Small	2 lb.	18	6
Midnighter	Special	—	10 ft.	14	10 ft.	Tiny	1 lb.	14	6
Tangler	Special <sup>1</sup>	—	5 ft.	12	10 ft.	Tiny	1 lb.	14	6
Dissolver	2d6	Acid	5 ft.	15	10 ft.	Small	2 lb.	14	7
Gravitic	6d6	Bludgeoning	10 ft.	15	10 ft.	Tiny	1 lb.	20	7
Stun	Special <sup>1</sup>	—	10 ft.	18	10 ft.	Tiny	1 lb.	17	7
<b>Explosives</b>									
Dynamite	+5 damage explosion	Concussion	50 ft.	15		Tiny	1 lb.	15	6
Plastic explosive	+10 damage explosion	Concussion	100 ft.	20		Small	1 lb.	30	6
Tornadium D-19	+15 damage explosion	Concussion							6

<sup>1</sup> See the weapon description for details.

## Grenades

### Concussion

Law enforcement officers use concussion grenades to knock out threatening targets. Living creatures within the concussion grenade's 10-foot burst radius take +8 bonus worth nonlethal concussion damage, or half damage on a successful Reflex save (DC 15). Concussion grenades do not affect robots or other nonliving creatures.

### Doze

Sleep grenades carry a payload of frozen somnol, a pharmaceutical barbiturate normally used to sedate patients, but in this dosage it is a potent riot-control measure. When the grenade explodes, it scatters the drug as a fine mist over a 20-foot radius; any living creature in the radius must make a DC 18 Fortitude save to avoid falling instantly unconscious. Unconsciousness lasts for 8 rounds.

### EMP

An EMP grenade releases an electromagnetic pulse that instantly shorts out all electronic devices (including computers) within a 20-foot burst radius. Affected devices remain nonfunctional until repaired.

The EMP grenade deals no damage to living creatures. However, a creature with cybernetic attachments takes +2 damage bonus worth of electricity damage per cybernetic attachment (maximum +10) and must succeed on a Fortitude save (DC 15) or be stunned for 4 rounds. If the cybernetically enhanced creature rolls a natural 1 on its Fortitude save, each of its cybernetic attachments takes +2 of electricity damage as well. An EMP grenade has a +10 electricity damage modifier to a mecha or robot.

### Fireflush

A fireflush grenade contains a chemical compound that combusts immediately upon contact with oxygen. When a fireflush grenade detonates, it produces geysers of flame that fill a 10-foot burst radius. All creatures and objects within the burst radius suffer +6 damage bonus worth of fire damage. The blast also ignites clothing and other flammable items.

### Midnighter

Midnighter grenades release light-absorbing smoke that doesn't just obscure vision-the smoke creates a field of impenetrable darkness with a 10-foot radius. Not even creatures that can normally see in the dark (such as with darkvision) can see in an area shrouded in midnighter smoke. Normal lights (flashlights, candles, lanterns, and so forth) do not illuminate the darkened area. Night vision goggles are equally ineffective.

### Tangler

The tangler grenade operates on the same principle as the tangler gun, but targets an area rather than one specific character. Any time a character is struck by a tangler grenade, that character suffers a cumulative *-2 tangled* penalty to Dexterity. This penalty remains in place until the compound is dissolved. At -5 Dexterity, the target is immobilized.

Dexterity penalties from tangler grenades stack with those from tangler guns. Hardened compound dissolves naturally after 8 hours or can be removed by using solvaway chemical or some other spray solvent.

### **Dissolver**

This grenade releases a cloud of gas that dissolves organic matter, dealing +4 damage bonus of acid damage per round to all living creatures and organic materials in a 5-foot-radius burst. Suspended in an artificial gravity well, the cloud persists until the gravity well collapses after 1 minute. The gravity well prevents even strong winds from dispersing the acid cloud.

### **Gravitic**

When this grenade detonates, it releases incredible gravitational forces. All creatures within a 10-foot-radius burst are crushed for +12 damage bonus worth of bludgeoning damage. A successful Reflex save (DC 15) halves the damage.

### **Stun**

A stun grenade deals no damage, but any creature within its 15-foot burst radius that fails a Reflex save (DC 18) must immediately make a Fortitude save (DC 15) or be stunned for 4 rounds. A creature that succeeds on the Reflex save is not required to make a Fortitude save and is unaffected by the grenade. A stun grenade has no effect on robots and other creatures immune to stunning effects.

## Melee Weapons

Weapon <sup>1</sup>	Damage	Critical	Damage Type	Range Incr.	Size	Weight	Purchase DC	Tech Rating
Concussion rod	+6	20/+3	Bludgeoning/Concussion	—	Medium	3 lb.	17	7
Electric Sword	+4/+8 <sup>2</sup>	20/+3	Electricity	—	Medium	4 lb	15	6
Shock Gloves	+3/+6 <sup>2</sup>	20/+3	Electricity	—	Small	3 lb	12	6
Stun baton/Stunstick	+2 + special	20/+3	Bludgeoning	—	Medium	1 lb.	16	6
Vibro-knife	+5	19–20/+3	Slashing	—	Medium	2 lb.	14	6
Vibro-sword	+6	19–20/+3	Slashing	—	Large	2 lb.	15	6

1 All weapons listed in this table require the Weapons Training feat.**Melee Weapons**

2 This does special damage, see description

### Concussion Rod

Modeled after the medieval mace, this weapon has a miniature artificial gravity generator embedded in its alloy head, which increases in mass at the instant of impact. The rod applies a +6 damage bonus with each successful hit; half of the damage is bludgeoning damage; half is concussive damage.

### Electric Sword

This is a light-weight metal rod that contains a battery in the handle. It delivers an electrical shock when it strikes someone. It can be set to shock stun (non-lethal) or lethal shock. When set on stun, a successful hit causes only non-lethal damage of +4 damage bonus as well as possible stun. The target must make a DC 10 + total damage bonus Fortitude check or be stunned for 4 rounds. Conversely, a lethal shock does lethal damage using the +8 damage bonus. Electric Swords will not affect anyone protected by a gauss screen or an anti-shock implant.

### Shock Gloves

Shock gloves are silvery gloves that deliver an electrical shock to anything they touch. It works the same was as a Electric Sword. Shock gloves will not affect anyone protected by a gauss screen or an anti-shock implant.

### Stun Baton/Stunstick

The stun baton is a long rod similar to those carried by modern-day police officers, though on one end of the baton a metal cap that emits a pulse of stunning energy when it strikes a target. Any creature hit by a stun baton takes +2 bludgeoning damage and must succeed on a Fortitude save (DC 10 + total damage bonus) or be stunned for 4 rounds.

### Vibro-Knife/Vibro-Sword

One of the few melee weapons to be developed in the Fusion Age, the Vibro-sword/Vibro-knife is made of a durable metal alloy many times tougher than steel. Inside the blade itself, and controlled by a switch on the hilt of the weapon, are microscopic machines that cause the blade to vibrate at incredibly high speeds. Though the wielder of the weapon is shielded from these vibrations by a soft hilt, any character or object struck by the Vibro-sword/Vibro-knife finds that the weapon is given extra cutting power thanks to its technological enhancements.

## Armor

Armor	Type	Subtype	Toughness Bonus	Armor Penalty	Speed (30 ft./20 ft.)	Weight	Purchase DC	Tech Rating
Light Combat	Light	Tactical	+3	-2	30 ft./20 ft.	6 lb.	12	6
Scout	Light	Tactical	+2	-1	30 ft./20 ft.	4 lb.	11	6
Survival Suit	Light	Concealable	+1	-0	30 ft./20 ft.	3 lb.	16	6
Stun shield	Light	Shield	+2	-2	30 ft / 20 ft	15 lb	9	6
Medium combat	Medium	Tactical	+4	-2	20 ft./15 ft.	8 lb.	14	7
Silent suit	Medium	Concealable	+2	-0	30 ft./20 ft.	1 lb.	18	7
Space combat	Medium	Tactical	+9	-7	15 ft./10 ft.	40 lb.	17	7

### Light Combat Armor

Light combat armor provides less protection than later, heavier types, but also allows increased mobility. Most light combat armors consist of a reinforced blast vest, shoulder and upper arm pads, thigh and abdomen pads, and kneepads. Some light combat armors also include helmets and visors, though not all incorporate this aspect of the armor.

### Scout Armor

Scout armor is similar in many ways to light combat armor, but with a few notable exceptions. Scout armor is painted with camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, the armor grants a +2 bonus on Hide checks.

Additionally, scout armor lacks the kneepads and legwear of the light combat armor, increasing mobility but decreasing protection to the lower body. Scout armor more often incorporates survival gadgets as fits the terrain for which it is designed.

### Survival Suit

The survival suit is the natural evolution of wilderness survival gear popularized in the Information Age. Thanks to the continued miniaturization of technology along with advancements in chemical engineering, the survival suit allows its wearer to function for days or even weeks on end without a source of water or rations. The basic premise of the survival suit is that in order to continue living in harsh environments the human body must conserve and recycle resources. As a result, the survival suit, which looks much like a modern-day wetsuit covered with matte-black pads, is able to control the intake and waste of the human body in an efficient manner.

Water is stored in small pouches all over the survival suit and can be drawn through a small tube that protrudes from the collar; the suit recycles sweat and urine (which it chemically purifies) and then refills those pouches as needed. The outside of the survival suit bears a number of partially reflective black pads, which absorb solar energy and heat and store that energy in tiny heat cells throughout the suit. If the temperature begins to drop, these heat cells can release energy and sustain a comfortable temperature for the human body for up to 8 hours without needing to recharge. If these cells are empty, the suit also has chemical pouches that can be activated one time for another 8 hours of heat. A tiny intravenous feeding system provides nourishment when rations and food run out for up to six days. Tiny fans and vents built into the suit cool the body in temperatures of extreme heat without losing any body moisture.



### **Medium Combat Armor**

Designed for heavy warfare and dangerous situations, medium combat armor covers the user almost head to toe in armor plating. Medium combat armor comes with a helmet that fits snugly on the head and does not interfere with the soldier's field of vision.

### **Silent Suit**

The silent suit uses cutting-edge sonic dampening technology to increase the stealth of the user. Silent suits look like form-fitting bodysuits with padding on the shoulders, elbows, and knees. Sonic dampening field generators are built into the suit, reducing to a minimum the noise made by movement. A character wearing a silent suit gains a +10 equipment bonus on all Stealth checks.

### **Space Combat Armor**

Space combat armor is the first true powered armor to reach common use. Space combat armor consists of heavy body armor with an environmental seal and built-in communications gear. Additionally, space combat armor boasts a jetpack specifically designed to function in space, allowing the user to maneuver in zero-g conditions. Space combat armor can be difficult and unwieldy, but makes even individual soldiers a threat in ship-to-ship combat.

**Power Screens**<sup>1</sup>

Power Screen	Type	Subtype	Toughness Bonus	Armor Penalty	Weight	Purchase DC	Tech Rating
Albedo Screen	Light	Concealable	+2 <sup>2</sup> vs. Energy	0	6 lb	20	7
Holo Screen	Light	Concealable	--	0	6 lb	20	7
Inertia Screen	Light	Concealable	+2 <sup>2</sup> vs. Inertia	0	9 lb	22	7
Gauss Screen	Light	Concealable	+4 vs Electricity	0	6 lb	20	7
Sonic Screen	Light	Concealable		0	6 lb	20	7

1 Use of screens requires Armor Training feat

2 Variable setting

All power screens except the chameleon screen are worn like belts around the waist. Special adapters are provided for Dralasites at no extra cost. Only one power screen can be worn or used at one time. Putting on or taking off a power screen takes five turns. When a screen runs out of power it has no effect.

**Albedo Screen**

An albedo screen projects a silvery aura that absorbs laser damage. The aura completely surrounds the person wearing the screen. The wearer gains a variable bonus to toughness vs. Energy type attacks, based on the setting. An albedo screen drains power from a rechargeable power source, and can last a certain amount of hits based on the setting. A person can fire a laser weapon out of an albedo screen.

Setting	Bonus	# of hits
1	+2	10
2	+4	5
3	+6	2
4	+10	1

Once the screen has taken a hit at a specific setting, it can not be changed until recharged.

**Gauss Screen.**

A gauss screen generates an invisible barrier that protects the wearer from electrical attacks (EMP attacks, electrostunners, electric swords, shock gloves, stunsticks). Against any electrical attack, the Gauss screen gives the wearer a +4 toughness bonus to the target. Against an EMP blast, the gauss field completely protects the wearer against a single attack, but is then completely drained and must be recharged. There is a quick flash of light when the screen is hit. The Gauss screen lasts up to 10 hits before the power is drained.

**Holo Screen**

There are two types of Holo-Screens – Disguise version and Camo-Feedback Stealth version.

A **Disguise** holo screen projects a 3-dimensionsal image around its wearer. The image is projected from a holo disc, a small disk that slides into the top of the holo screen control unit. The holo disc contains complete holographic information on

## Star Frontiers/Star Drive In True20

one person or thing. For example, a holo disc could project the image of an adult male Yazirian in civilian clothes. The holo image is limited to roughly the same size and shape as the wearer. For example, a Vrusk could not masquerade as a Human or a T'sa could not appear like a Weren. This version of a holo screen gives the user a +8 bonus to Disguise checks.

Personalized holo discs are ordered for at a Cost DC of 20. A personalized holo disc contains holo information on a specific individual. Producing a personalized holo disc takes 10 months, because it requires detailed (and very illegal) holo-filming of the desired subject. If the subject is willing, the filming can be done in one day.

The **Camo-Feedback** version holo screen adjusts the holo image to match nearby surroundings, giving the wearer a +10 to his Stealth checks.

### Inertia Screen

An inertia screen defends against all projectile weapons, gyrojet weapons, slashing or concussion type grenades, explosives and most slashing or bludgeoning melee weapons. Like the Albedo Screen, an Inertia Screen has a variable setting. Based on the setting, you can determine the toughness bonus and how many hits it can take.

Setting	Bonus	# of hits
1	+2	10
2	+4	5
3	+6	2
4	+10	1

Once the screen has taken a hit at a specific setting, it can not be changed until recharged.

### Sonic Screen.

A sonic screen is also known as a hush field, because no sound can cross it, either coming in or going out. The wearer games a +5 bonus to Stealth for soundlessness.

The screen also absorbs all sonic attacks that hit it. It has a variable setting, like the Albedo and Interia screen.

Setting	Bonus	# of hits
1	+2	10
2	+4	5
3	+6	2
4	+10	1

Once the screen has taken a hit at a specific setting, it can not be changed until recharged.

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### Star Drive Weapons

Hand-to-Hand Energy Weapons	Damage	Critical	Damage Type	Range Incr.	Rate of Fire	Magazine	Size	Mass (kg)	Purchase DC (weapon/clip)
Samurai 300 Ion Blade	+2 <sup>1</sup>	19-20/+1	Slashing/Energy	-	-	10	Medium	2.25kg	16/8
Dragonfist Stun-chuks	+2 <sup>2</sup>	20 /+1	Nonlethal			10	Medium	2.5kg	15/8
Nighthawk A5 Pulse Baton	+2	20 /+1	Electricity	-	-	10	Small	1.15kg	15/8
Punk Thumper 6000	+4	20 /+2	Electricity	-	-	10	Medium	2kg	14/8
<b>Hand-to-Hand Hyperblades</b>									
AX2 Chainsword	+6	19-20 /+3	Slashing	-	-	8	Medium	7kg	18/10
Viper D Filament Blade	+4	18-20 /+3	Slashing	4 <sup>3</sup>	-	20	Medium	1.75kg	19/8
TN Bar <sup>3</sup>	+2	19-20 /+3	Slashing	-	-	-	Small	4kg	15
AVX Neural Whip	+2 + Stun <sup>5</sup>	20 /+3	Electricity	-	-	8	Medium	2kg	17/11
Templar 27-N Powersword	+4	19-20 /+3	Energy	-	-	16	Medium	5kg	18/10
<b>Hand-to-Hand Gravitic Weapons</b>									
Thunder 150 Grav Mace	+6	20 /+4	Bludgeoning/ Concussive	-	-	10	Medium	3kg	16/8
Head Buster Power Cestus	Unarmed + 2	20 /+4	Bludgeoning	-	-	12	Tiny	2kg	15/6
K-3 Zero-G Axe <sup>6</sup>	+4	19-20 /+4	Variable Mass	-	-	10	Large	4kg	17/9
<b>Powered Melee</b>									
Mjolnir 220 Rocket Maul	+6/+8 <sup>7</sup>	20/+3 19-20/+4 <sup>8</sup>	Blunt	-	-	6	Medium	10kg	15/9
Patriot II Explosive Lance	<sup>7</sup>	<sup>7</sup>	<sup>7</sup>	-	-	1	Large	2kg	12/*
<b>Hand-to-Hand Nonpowered Weapons</b>									
Chuurkhna (Weren)	+4	19-20 / +3	Slashing	Large				7kg	14
Dait'sya (T'sa)	+1	20 / +3	Slashing	Tiny				1kg	12
Tong Fe	+2	20 / +3	Bludgeoning	Medium				1kg	7

1 +2 vs. Robots and Cyborgs

2 Creature hit must make a DC 12 Fort. Check or be stunned for a number of rounds equal to the difference

3 The maximum extension of the viper's filament is 4 meters.

4 Target's armor bonus to AC counts only half (rounded up)

5 Creature hit must succeed in a Fort. check DC 15 or be be stunned for a number of rounds equal to the difference

6 Gravity penalty is reduced by half.

7 The first damage or critical rating is for rocket-unassisted attacks. The second is for rocket-powered.

8 The same damage and critical stats for the grenade used as warhead. Warhead cost is the same as normal grenade, but its radius is a tactical 1 m, effectively only harming the occupants of one square.

## Star Frontiers/Star Drive In True20

Charge Weapons	Damage	Critical	Damage Type	Range Incr.	Rate of Fire	Magazine	Size	Mass (kg)	Purchase DC (weapon/clip)
M9 9mm Charge Pistol	+4	20 / +3	Ballistic	16	S	15	Small	1	15/6
Hammer 5 11mm Charge Pistol	+6	20 / +3	Ballistic	24	S	12	Medium	1.2	17/7
K-Sat 100 9mm Zero-G <sup>1</sup> Charge Pistol	+4	20 / +3	Ballistic	8	S	15	Small	1	14/6
11mm Pepperbox Charge Pistol	+6	20 / +3	Ballistic	12	S	4	Small	0.75	14/4
9mm Derringer Charge Pistol	+4	20 / +3	Ballistic	8	S	2	Small	0.5	13/2
Robohawk 4mm Charge Pistol	+6	20 / +3	Ballistic	16	S, A	30	Medium	1.2	19/7
ARZ 6mm Charge Autorifle	+8	20 / +3	Ballistic	60	A	100	Large	2.75	20/10
Bulldog 9mm Charge SMG	+6	20 / +3	Ballistic	30	A	40	Medium	2.25	19/9
IF-3 11mm Charge Rifle	+8	20 / +3	Ballistic	72	S, A	30	Large	3	19/7
<b>Other Charge Weapons</b>									
Devastator Flechette Pistol	+4	20 / +3	Ballistic	16	Single	6	Medium	1	18/6
AGC-7 Autoflech. Shotgun	+8	20 / +3	Ballistic	36	S, A	15	Medium	3.25	21/11
KZ 160 13mm Charge MG	+16	20 / +4	Ballistic	96	A	150	Large	22.5	25/20
Heavy Charge Machine Gun	+15	20 / +3	Ballistic	96	A	150	Large	45	25/21
<b>Sabot Guns</b>									
Tornado 600 15mm	+8	20 / +4	Ballistic	10	Single	6	Medium	2	17/7
M5 15mm Rifle	+12	20 / +4	Ballistic	40	Single	12	Large	4	22/9
Ronin 900 25mm Cannon	+16	20 / +4	Ballistic	80	Single	20	Large	10	25/12
<b>Stutter Weapons</b>									
Falcon T9 Stutter Pistol	+6	20 / +3	Concussion	4	S	10	Small	0.75	14/6
Condor X7 Stutter Pistol	+8	20 / +3	Concussion	6	S	8	Medium	1.25	16/7
Cyclone 700 Stutter SMG	+8	20 / +3	Concussion	10	S, A	20	Medium	3kg	17/4
<b>Heavy Stutter Weapon</b>									
Tauri 9 Impact Hvy. Stutter Pistol	+8	20 / +3	Concussion	6	S, A <sup>2</sup>	12	Medium	1kg	17/6
Sirocco 100 Hvy. Stutter Rifle	+10	20 / +3	Concussion	30	S	8	Medium	3.5kg	16/6
Roc Z1 Hvy. Stutter Cannon	+18	20 / +3	Concussion	30	S	10	Large	15kg	20/9
<b>Sonic Weapons</b>									
Banshee Mk IV Screamer Pistol <sup>3</sup>	+4	20 / +3	Sonic	16	S	10	Small	1.1	18/8
Banshee Mk IX Screamer SMG <sup>3,4</sup>	+6	20	Sonic	20	A	75	Medium	3.25	20/12
<b>Laser Weapons</b>									
Ninja 600 Laser Pistol	+6	20 / +3	Fire	16	Single	20	Small	0.5	18/6
CLR-19 Laser Rifle	+9	20 / +3	Fire	60	S	12	Large	4	19/8
Valkyrie 9 Laser SMG	+6	20 / +3	Fire	40	A <sup>3</sup>	30	Large	3.25	19/8

## Star Frontiers/Star Drive In True20

- 1 Effectively recoilless, low-g and zero-g penalties are halved.
- 2 Fires a three-round burst.
- 3 Ignores armor that doesn't protect the ears.
- 4 May be used underwater without penalty.
- 5 Fires 3-round bursts.

## Star Frontiers/Star Drive In True20

Melter Guns	Damage	Critical	Damage Type	Range Incr.	Rate of Fire	Magazine	Size	Mass (kg)	Purchase DC (weapon/clip)
VMP 40 Watt Pistol	+6	20 / +3	Radiation	10	S	12	Medium	1	19/10
Firebird 80 Watt SMG	+6	20 / +3	Radiation	30	A	30	Large	4	21/10
Phoenix 200-watt Assault Rifle	+9	20 / +3	Radiation	40	S	30	Large	4	24/10
<b>Mass Weapons</b>									
Nova 6 Mass Pistol	+9	20/+3	Mass	4	S	6	Medium	1	18/9
AAMG-12 Mass Rifle	+12	20/+3	Mass	20	S	8	Medium	4	20/9
Supernova X1 Mass Cannon	+16	20/+3	Mass	40	S	8	Large	8.75	24/9
<b>Repulser Weapons</b>									
Stalwart ZF Repulser Pistol	+1/ +5 KB <sup>1</sup>	-	Concussion	10	S	20	Small	3.5	18/9
Defender 4 Repulser SMG	+4/ +8 KB <sup>1</sup>	-	Concussion	30	S, A	30	Medium	1	19/9
Avenger 5 Repulser Rifle	+5/ +10 KB <sup>1</sup>	-	Concussion	40	S, A	30	Large	3.5	22/9
<b>Miscellaneous Direct Fire</b>									
Z-Lok Render Rifle <sup>2</sup>	+8	20	Slashing	48	Single	8	Large	4	20/9
D16 Plasma Rifle	+12	20	Plasma	40	S	8	Large	6	26/9
HAK-59 Quantum Mini	+18	20	Energy	80	S, A <sup>3</sup>	90	Large	10	27/13
X-Lok Render Pistol <sup>1</sup>	+4	20	Singularity	24	S	12	Medium	1.5	20/9
G-12 Plasma Pistol	+6	20	Plasma	10	S	3	Medium	1	20/9
Ph60 Flash Gun	Flash <sup>4</sup>	-	Flash	20	S	45	Small	1	16/6
<b>Arc Guns and Flamers</b>									
Blue Bolt Arc Gun	+12	20/+3	Energy	20	S	12	Medium	10	21/12
Demon 9 Hand Flamer	+6	20/+3	Fire	8	S, A	10 <sup>3</sup>	Medium	4.5	18/9
Dragon 3 Heavy Flamer	+9	20/+3	Fire	20	S, A	15 <sup>3</sup>	Large	8.5	20/12
<b>Racial Weapons</b>									
Musket, Flintlock (Weren)	+4	20/+3	Piercing	8	S	2	Large	1.35kg	12/2
<b>Rocket / Grenade Launchers</b>									
Z-K5 Grenade Launcher	5	5	5	80	Single		Large	2	19/ <sup>6</sup>
Bantam Launcher	5	5	5	200	Single	4	Large	7	22/ <sup>6</sup>
Bloodhound F3 Smart Grenade	5	5	5	30	Single	1	Small	0.5	13/ <sup>6</sup>

<sup>1</sup> KB = Knock Back Value. In addition to the base damage, the target is thrown back the number of feet equal to the Knock Back Value – one half Toughness. Follow the specifics explained in the Warriors Hand Book, page 42 for Knock Back. The distance can be halved if the target succeeds in a Reflex check with a DC 10 + KB Value.

<sup>2</sup> Creature hit must make a DC 15 Reflex save or take an additional -1 Constitution damage

<sup>3</sup> Fires a 3-round burst

<sup>4</sup> Creature hit must make a DC 15 Reflex save or be blinded for 3 rounds, and must make a DC 10 Fortitude check or be knocked unconscious for 34 rounds. Tinted eyewear, environmental suits or powered armor helmets provide a +1, +2 or +3 equipment bonus respectively to these checks.

<sup>5</sup> Depends on grenade type.

## Star Frontiers/Star Drive In True20

Light Armor	Type	Bonus	STR Bonus	Max. Dex.	Armor Penalty	G.R.A.P.H.	Mass	Purchase DC
Flight Suit and helmet	Tactical	+2			0	-	1	10
Haramaki 100 CF Long Coat	Light	+3			0	-	3	16
Haramaki 200 CF Short Coat	Light	+2			0	-	2	15
Leather jacket	Impromptu	+1			0	-	1.8	10
Light combat armor	Tactical	+3			-2	-	2.7	12
Light undercover shirt	Concealable	+2			0	-	1	13
Scout armor	Tactical	+2			-1	-	1.8	11
Silent suit	Concealable	+1			0	-	0.45	18
Survival suit	Concealable	+1			0	-	1.35	16
Undercover vest	Concealable	+3			-2	-	1.35	14
Medium Armor	Type	Bonus	Strength Bonus	Max. Dex.	Armor Penalty	G.R.A.P.H.	Mass	Purchase DC
Bellwey Sil (Fraal armor)	Tactical	+5	-	5	-1	H1-H3	2	24
Bodyguard Ballistic Vest	Tactical	+4	-	5	-1	-	3	16
Bushmaster Mail	Tactical	+7	-	3	-4	-	7	20
CF Softsuit	Tactical	+6	-	4	-2	-	3	20
Ghost Suit <sup>1</sup>	Tactical	+5	-	3	-3	-	4	25
Landsknecht 34 Ballistic Jacket	Tactical	+5	-	4	-2	A0-A3, P0-P3, H1-H3	6	19
Milano GX Bodysuit	Tactical	+6	-	4	-2	-	3	20
Ptokh K'se (Tsa armor)	Tactical	+5	-	5	-1	-	2	16
Heavy Armor	Type	Bonus	Strength Bonus	Max. Dex.	Armor Penalty	G.R.A.P.H.	Mass	Purchase DC
ACN 4 Cerametal Armor	Tactical	+9	-	1	-6	A2-A3, P1-P3, H1-H3	10	20
Battlehawk Zero-G Assault Gear	Tactical	+7	-	3	-4	R0-R3, A0-A3, P0-P3, H1-H3	8	21
Cerametal Armor	Tactical	+7	-	3	-4	-	6	20
Dauntless 29 Attack Armor	Tactical	+9	-	0	-7	A2-A3, P1-P3, H1-H3	12	21
Khel Burund (Weren Armor)	Tactical	+8	-	1	-4	-	12	22
Land warrior armor	Tactical	+6	-	3	-3	-	4.5	20
Scout 230 AET Assault Gear	Tactical	+8	-	0	-7	R0-R3, A0-A4, P0-P3, H0-H4	10	20
Space suit	Tactical	+7			-10	R0-R2, A0-A3, P0-P3, H1-H3	22.5	26



## Star Frontiers/Star Drive In True20

<b>Powered Armor</b>	<b>Type</b>	<b>Bonus</b>	<b>STR Bonus</b>	<b>Max. Dex.</b>	<b>Armor Penalty</b>	<b>G.R.A.P.H.</b>	<b>Mass</b>	<b>Purchase DC</b>
AAS-23 Titan Assault Armor	Tactical	+10	4	0	-6	G0-G4, R0-R4, A0-A4, P0-P4, H1-H3	80	31
ABM-5 Paladin Battle Armor	Tactical	+7	2	2	-5	G0-G4, R0-R4, A0-A4, P0-P4, H0-H4	60	28
ABS-11 Dragoon Recon Armor	Tactical	+9	2	1	-5	G0-G4, R0-R4, A0-A4, P0-P4, H0-H4	50	30
Had'Niltas (Mechalus armor)	Tactical	+7	2	2	-4	G0-G4, R0-R4, A0-A4, P0-P4, H0-H4	12	29
Space combat Armor	Tactical	+9		1	-7	G0-G4, R0-R4, A0-A4, P0-P4, H0-H4	18	17
Tiger Mod 6 Power Armor	Tactical	+7	2	1	-4	G2-G3, A2-A3, P1-P3, H1-H3	25	25
<b>Assault Shields</b>	<b>Type</b>	<b>Bonus</b>	<b>Strength Bonus</b>	<b>Max. Dex.</b>	<b>Armor Penalty</b>	<b>G.R.A.P.H.</b>	<b>Mass</b>	<b>Purchase DC</b>
Aegis 650 Cerametal Shield	Shield	+2	-	-	-2	-	1.6	12
SAI Powered Shield	Shield	+3	-	-	-2	-	8	24
<b>Deflection Fields</b>	<b>Type</b>	<b>Bonus</b>	<b>Strength Bonus</b>	<b>Max. Dex.</b>	<b>Armor Penalty</b>	<b>G.R.A.P.H.</b>	<b>Mass</b>	<b>Purchase DC</b>
Rampart Deflection Inducer	Concealable	-	-	-	0	-	1.2	18
Projectile Deflector	Concealable	+4	-	-	0	-	0.2	15
Anvil 44 Magnetic Screen <sup>1</sup>	Concealable	-	-	-	0	R0-R4	3.5	24
<b>Particle Screens</b>	<b>Type</b>	<b>Bonus</b>	<b>Strength Bonus</b>	<b>Max. Dex.</b>	<b>Armor Penalty</b>	<b>G.R.A.P.H.</b>	<b>Mass</b>	<b>Purchase DC</b>
Alpha 50 Particle Screen <sup>1</sup>	Concealable	+3/Energy	-	-	0	R0-R4	12	24
SCM-16 Capacitor Screen <sup>1</sup>	Concealable	+2/Ballistic +4/Energy	-	-	0	R0-R4	8.5	27

<sup>1</sup> Can only be equipped with Powered Armor