

# D20

System

Universal Role-Playing System

# *Star Frontiers*

## *Core Rules*

Version 4.5



Adapted by Victor M. Gil de Rubio



### **What is Star Frontiers?**

**Star Frontiers** is a game of Space Fantasy set in the distant future in a Galaxy very unlike our own. It is a game of heroic fantasy set in a backdrop of science fantasy, complete with faster than light speed vessels, strange alien races, robots, heroes, villains, and wild adventure.

Star Frontiers is all these things and more, but ultimately it is what both the Administrator and his players want it to be. Before you are the tools by which the stories are told, but it's up to each of you to use these tools to craft a game worthy of the great Space epics that we have all seen, or read about.

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## **The Expanded Frontier**

In the distant future after a great many wars, the last of which nearly caused the extinction of the Human race, mankind managed to overcome their differences and repair the damage that they had wrought on their home world. Eventually Humans began once again to look to the stars when they received communications from an industrious race of beings known as the Vrusk, who had for several years been communicating with a race of beings known as the Dralasites, and had been sharing information in the hopes of one day meeting face to face. The three races formed an alliance and together were able to create space craft that were capable of crossing the vast distances of interstellar space. The three races eventually met and after some discussion forged an alliance. During this time a fourth race who had been communicating with the humans was introduced to the other two races, and joined the newly forged alliance. Together the four races began to explore and colonize the vast Frontier around them.

The age of adventure as it became known introduced the four allied races to many other races, and though a great many of them joined the four races creating an interstellar trade alliance, other races refused, and boundary lines were drawn across Frontier space.

Eventually the Alliance of Worlds encountered a hostile race and fought their first interstellar war. This war caused the Allied worlds to create a strong interstellar government which they named the United Planetary Federation, and soon after they were again plunged into an interstellar war, but this time the UPF was ready, and the war ended quickly. New borders were established with treaties insuring the sovereign rights of the non Frontier races to coexist with the Frontier and an uneasy peace followed.

As time passed the Frontier came into contact with a loose coalition of worlds known as the Rim Coalition and the two interstellar governments became trade partners, and allies.

But everything is not as peaceful as it seems. A race of beings known as the Sathar have learned about the Frontier and have set their sights on destroying the UPF. The reasons for this are as mysterious as the Sathar themselves, and once again the might of the United Planetary Federation will be tested.

### **Materials needed for playing this game**

This game has many similarities to most games produced using the D20 system, but the differences outweigh the similarities and will hopefully will be sufficiently detailed herein that you will not need to refer to any other rulebook but these to play the game.

The following materials are essential for playing this game:

- A set of dice that includes at least one d20, d12, two d10 (of different colors), d8, d4, and at least four d6.
- Paper, pencils, graph paper
- A group of friends and a good imagination.

### **Die roll shorthand**

Throughout this game is found a shorthand way of listing the number and type of dice used in a specific situation. This is usually a number that represents how many dice are called for followed by a d and a number that represents the type of dice needed, so that a notation of 4d6 means that the roll requires the player to roll 4 six sided dice, the only exception to this is when the game calls for a d100 or percentile roll. In this case the player must roll two ten sided dice with one color representing the tens place and the other the number in the ones place. A roll of double 0 equals 100.

The different dice used in this game and their codes are as follows:

D20= one 20 sided die	d8=one 8 sided die
D12= one 12 sided die	d6= one six sided die
D10= one 10 sided die	d4= one 4 sided die

Occasionally there will be a + or – notation after a die code followed by a number. This is a number added or subtracted from the result of the die roll to determine the final outcome of a roll.

### **The Core mechanics**

At certain times during a game session players will be called on to roll dice to determine the success of an action that the player's character (called the hero in this book) wants to accomplish, or the roll he must make to avoid some game effect like poisoning, or escaping from a deadly creatures clutches. The most common types of rolls that the players of this game should be familiar with are as follows:

**Ability checks:** These rolls are made using a d20 (20 sided die) and are modified by one of the heroes attributes (Strength, Agility, Stamina, Logic, Intuition, Personality, or appearance) against a difficulty assigned by the Administrator. This difficulty increases depending on how hard the Administrator chooses to make succeeding in the task is. Most tasks are accomplished on a roll of 15 or more on a d20.

**Resistance rolls:** Sometimes the heroes must resist the effects of some condition or effect that requires that the player roll against his hero's Fortitude, Reflex, or Will. The Resistance rolls will be discussed later in this guidebook, but when a Resistance roll is called for the player must roll a d20 and add a modifier based on his hero's level, and a relevant attribute (Stamina for Fortitude, Agility for Reflex, and Intuition for Will)

**Skill checks:** in order to succeed at a task requiring the hero use a particular skill, the player rolls one d20, and adds a modifier determined by the level he possesses in a skill and a modifier based on one of his attributes. Typically the chance to succeed is 15, but the difficulty can increase due to the difficulty of the task, as determined by the Administrator. The chance to succeed in a particular skill is often modified by a number of factors and can include racial modifiers, or bonuses or penalties due to the types of tools the hero is using to accomplish a task.

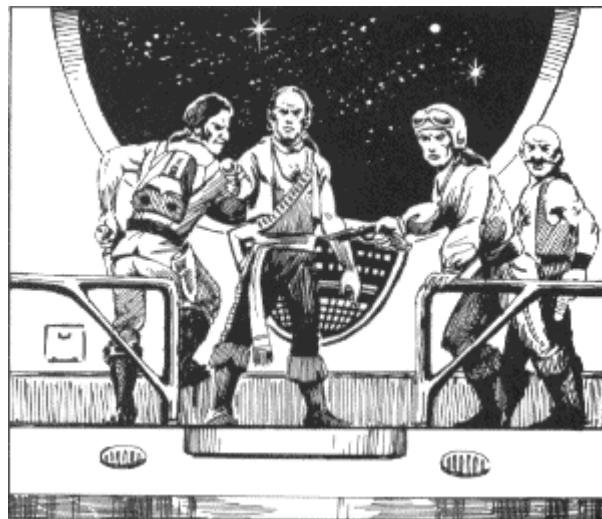
**Combat rolls:** Heroes in Star Frontiers are often called on to engage in combat in order to accomplish a mission, or just to survive against some hideous space beast that wants to make them lunch. Combat is detailed in its own section, but it might be best to discuss the two basic rolls used in combat, the roll to hit, a target and how to roll damage.

**Rolling to hit:** In order to hit a target in combat the player must roll one d20 and add a modifier based on his character's level, his characters Strength (for melee weapons) or Agility (for ranged weapons) and possibly the weapon he is using against a difficulty determined by the type of armor or other form of protection that his opponent has, and his opponent's agility modifier. If this roll succeeds the hero has hit his target.

**Rolling damage:** Every attack in the game causes damage of some type. Usually damage is listed by a number followed by a die code (such as 2d4) which means that two 4 sided dice are rolled to determine the actual damage that the attack does.

Sometimes there will be a notation after the damage such as a + or – followed by a number or a + sign followed by a word such as poison, or acid. In the case of a number this is a bonus or penalty that is applied to the result of the dice rolled to determine the actual damage done.

In the case of a + and a word this is usually some additional effect that a successful attack inflicts on the hero. These effects are usually detailed in the description of the creature, and may require the hero make other rolls to negate or reduce damage from a special effect. These too are detailed in the passage detailing the special attack of the creature in question.



## Some important terms used in this game

**Administrator:** An administrator is the person who is running a gaming session. The administrator's job includes creating or presenting an adventure to his gaming group, interpreting rules, and overseeing the various rolls that the players make when overcoming the challenges that the player's heroes must face during the course of a gaming session. The administrator is also required to assume the rolls of any characters in a gaming session not controlled by a player.

**Adventure:** An adventure is an interactive story created by the games Administrator for his gaming group, which can be completed in one or more game sessions. A series of three or linked adventures are generally called a campaign adventure.

**Attributes:** every character in the game possesses a number of numerical statistics which represent the characters strength or weaknesses in one of seven characteristics (Strength, Agility, Stamina, logic, Intuition, Personality, and Appearance. Characters also possess certain secondary attributes which are generated using the character's primary attributes. These secondary stats change more frequently than the character's primary stats. These stats are Health, Psyche, and Reputation.

**Campaign:** A campaign is a series of linked adventures whose events alter the game setting in some significant way. Even if the campaign only affects a small group such as the players it is a campaign if by overcoming the adventure challenges the characters gain some measure of power (including wealth) that they can use to affect the world around them.

**Campaign model:** A campaign model is a set of rules, and information about a specific setting, including information about the races, cultures, geography and the types of threats that may challenge the heroes, that when applied to the Universal Role Playing System create a new game.

**Combat roll:** A combat roll is a d20 roll made during combat to determine if the character strikes his intended target.

**Damage roll:** A damage roll is a numeric representation of an affect that alters the health of the hero. Different things such as weapons or natural effects (such as fire, acid, or electricity) will have one or more damage dice that represent the severity of the attack.

**Defensive rating:** a character's defensive rating is a numeric representation of how difficult it is to damage him in combat. This score can be because of protective gear that the character is actively wearing or using, his reflexes, or the being's natural form.

**Experience points:** Experience points are a numeric representation of the difficulty of a challenge faced by a hero. As the character accumulates experience points, he may increase in levels, which grant him increased abilities allowing him to overcome greater challenges.

**Game session:** A game session usually consists of one or more linked encounters that occur during one or more hours of gaming. One or more linked game sessions comprise an adventure, and dozens of linked game sessions often comprise a campaign.

**Hero:** A character controlled by a player in the game is referred to as a Hero. The character does not have to be particularly heroic (he could be the vilest villain) but because he is controlled by the players he is called a hero. Heroes are also referred to as Player characters.

**Level:** As the characters overcome challenges they are awarded a number of points representing the difficulty of a challenge that they have defeated. When they acquire a certain number of experience points, the Hero increases in level, and gains benefits that make him more capable allowing him to overcome greater challenges.

**Non player characters (NPC):** any character that is controlled by the Administrator is called an NPC. These characters are not limited to beings of the same species as the player's heroes, and can include monsters, or robots. NPCs differ from creature encounters because NPC's have the ability to communicate with the players in a manner greater than on an instinctual level.

**Resistance roll:** A resistance roll is a d20 roll that is made by the hero to overcome some special effect that can affect him, physically or mentally.



## Section One: Character Generation

At the Core of the Star Frontiers game is the character, without which there would be no point in playing the game. The Star Frontier's universe allows for a variety of character arch-types each which grant the character certain abilities and are a way to measure the character's progress as he adventures in the Frontier. The following is a summary of the steps that make up the process of creating a character for use in the game. It might be useful to keep a piece of scrap paper to jot down attribute modifiers and racial modifiers as you create your character.

**Step One:** Choose a concept and decide on an acceptable race.

**Step Two:** Roll initial stats

**Step Three:** Add racial modifiers

**Step Four:** Roll Character points (Page 21)\*

**Step Five:** Choose Merits/Flaws (Page 21)\*

**Step Six:** Apply all starting level bonuses from Hero Template (Page 27)

**Step Seven:** Choose a profession {to determine starting funds} (Page 29)

**Step Eight:** Choose starting skills (page 30), initial feat (page 56)

**Step Nine:** Finishing touches: Determine starting funds (Page 68) buy equipment. Choose psionics\* etc.

\*Optional

### Step One: Character Concept

Before putting pen-to-paper or even rolling dice, the player should take a moment and consider what the role of the character he wishes to play in the game. Will the character be a fringer living on a backwater world on the edge of civilization? Or will the character be an ambassador? Or a spacer? Or perhaps a mercenary soldier, and for that matter will the character be human, or will he be a member of one of the dozens of species of aliens known throughout the Frontier?

All these questions should be considered before the player starts the character creation process as they help shape the character in the player's mind so that the character becomes more than just stats on paper.

An Administrator should be willing to help the player at this stage by suggesting the kind of characters that he feels appropriate for the adventure or campaign he is running, but ultimately it must be the Player's choice, as he will be the one playing the character and if the player is dissatisfied with the character, the game will suffer, not just for him but for everyone involved.

### Step Two and Three: Rolling Stats and Racial Modifiers

There are two acceptable methods for rolling up characters for use in Star Frontiers. The first method is rolling 4d6 seven times and dropping the lowest die from each roll to give a range between 3 and 18. Once these rolls are made the player may put these scores as he sees fit among the character's seven attributes (Strength, Agility, Stamina, Logic, Intuition, Personality and Appearance).

The second method is generally used for creating quick characters with generally above normal attributes. To generate the seven attributes the player rolls 1d10 for a range of 0-9 to which he adds 9 to generate scores of 9-18.

Once the character's initial stats are generated locate the race of the character and modify the stats by the races' ability modifiers and record the character's final attributes (racial modifiers can raise initial scores past 18). Below is the table used to determine the bonuses granted to the character due to his attribute scores.

**Sub table one:** Attribute tables

Score	Modifier	Score	Modifier
1	-5	26-27	+8
2-3	-4	28-29	+9
4-5	-3	30-31	+10
6-7	-2	32-33	+11
8-9	-1	34-35	+12
10-11	+0	36-37	+13
12-13	+1	38-39	+14
14-15	+2	40-41	+15
16-17	+3	42-43	+16
18-19	+4	44-45	+17
20-21	+5	46-47	+18
22-23	+6	48-49	+18
24-25	+7	50+	+20

## Ability Score Summary

The following is a quick summary of the character's main attributes:

**Strength (Str):** A character's Strength modifier applies to the attack and damage rolls in combat. A character can carry 5-pounds per point of Strength that he has before becoming encumbered. A character can lift 10-pounds per point of strength over his head without requiring a Strength check, and on a successful Strength check (DC 18) they can press up to 20-pounds/point of Strength. A character whose strength drops to 0 can't exert force, nor can they move.

**Agility (Ag):** A character's Agility modifier applies to their Initiative modifier, Ranged attack modifier, Defense rating, Reflex saves, and is added to their base move to determine their actual movement rate. A character who has 0 Agility can't move.

**Stamina (Sta):** A character's Stamina modifier applies to their Fortitude saves. The character can go for 1 day/5 points of Stamina that he possesses without sleep. The character may also perform Strenuous activity for 1 hour +1 hour/point of Stamina modifier before needing to rest for 1/2 an hour. A character whose Stamina drops to 0 is dead.

**Logic (Log):** A character's Logic modifier grants a character a bonus number of starting skills points (4x their Logic modifier) and languages (equal to their Logic modifier). A character with 0 Logic can't think for himself, nor can they understand anything but the most simple ideas.

**Intuition (Int):** A character's Intuition modifier applies to the character's Will saves, and determines the bonus Psions for a Psionic user if psionics are used in the game. A character with 0 Intuition has no sensory perception, nor are they aware of the world around them.

**Personality (Per):** A character's Personality modifier applies to all NPC reactions, A character with 0 Personality also has no Intuition.

**Appearance (App):** A character's Appearance modifier is used to determine initial NPC reactions. A character with 0 Appearance is unbearably hideous.

It must be noted that all playable races have some sort of modifier to the base scores rolled for a character's attributes, and in addition every four levels the player may increase one of the character's attributes. Age, poisons, and many other circumstances may temporarily or permanently affect a character's attributes.

## Changing Ability Scores

Ability scores can increase with no limit.

Poisons, diseases, and other effects can temporarily harm an ability (temporary ability damage). Ability points lost to damage return on their own, typically at a rate of 1 point per day.

Some effects drain abilities, resulting in a permanent loss (permanent ability drain). Points lost this way don't return on their own.

As a character ages, some ability scores go up and others go down. Old age permanently reduces Strength, Agility and Stamina by 1 point, and Venerable characters suffer an additional point loss to these abilities as well.

When an ability score changes, the modifier associated with that score also changes.

## Secondary Traits

Each character possesses three secondary traits which depend on the character's attributes. These secondary traits are Endurance, Psyche and Reputation. Endurance is a mandatory trait, but the other two attributes (Psyche and Reputation) are optional, though strongly recommended that you list them for your character. The first two traits fluctuate the most during an adventure, while the third trait is a gauge to determine how well known the character has become, and can modify the reactions of NPC's for good or ill.

**Endurance:** A character's Endurance score determines how much damage he can sustain before the character either fall unconscious (At 0 Endurance) or dies (at -10 Endurance). The Endurance rating is not a physical representation of how much damage the character can take, it represents such variables as physical health, battle fatigue, and luck.

To determine a character's starting Endurance, add the character's Agility and Strength modifiers, (or subtract them in the case of a negative modifier) to his Stamina score. After determining this result add 10 + the character's starting level bonus (found on the Hero Template Page 27) to determine the character's starting Endurance. As the character advances in level, he increases in Endurance as detailed under the Hero template.

Endurance = Strength modifier + Agility modifier + Stamina + 10 + Level bonus

Endurance exception: Note that a normal human has a base Endurance of 20 unless he has exceptional attributes

**Psyche:** A character's Psyche determines how many Psionic points he has available to him if the Administrator is utilizing the Psionic rules in his Campaign. To determine the character's Psyche roll 1d4/point of Intuition modifier that he has.

**Reputation:** The exploits of the characters eventually become local folklore, and at the highest levels become the legends told throughout the Frontier. This can be a blessing or a curse, because while fame can be wonderful, many disreputable individuals exist who want nothing better than to destroy a hero. A character's initial Reputation is equal to his Personality modifier. This gives a modifier that is applied when a character tries to get a loan, borrow that special piece of equipment or starship and can reduce a character's personality modifier or negate it in these circumstances. The following table gives a rough idea of what the Reputation rank actually means:

Reputation rank	Modifier	Typical NPC Reaction
up to 1	-5	Open hostility
2-3	-4	Complete indifference (hostile tendency)
4-5	-3	Cool neutrality
6-7	-2	Mild disinterest
8-9	-1	False congeniality
10-11	+0	no reaction
12-13	+1	Positive reaction
14-15	+2	Positive reaction (out of awe/fear)
16-17	+3	Immediate reaction (fear/awe)
18-19	+4	Fawning over character (out of awe or fear)
20+	+5	Stunned silence (awe/fear)



## Character Races

The following are a list of the most common species available to players in the known Frontier. The races listed here are found throughout the entire Frontier. It should be noted that the Frontier and for that matter the Rim is a huge place, and not all the races found there are listed in this book. Many playable races will be featured in additional guide books. In addition to this the area outside the Frontier is equally great, and none of it has been explored or catalogued so it is possible for characters to interact with many species not listed within these pages as the game progresses.

**Starting languages:** Unless otherwise stated all characters speak Pan-galactic (commonly referred to as Pan-Gal or Standard) which is the common trade language spoken throughout the Frontier.

## Core Races

### Dralasites

Average size: 4'-4'6" tall, and 3' in diameter

Average Mass: 90lbs

Average Life span: 250 Years

Body Temperature: 87° Fahrenheit

Reproduction: Hermaphroditic, budding

#### PHYSICAL DESCRIPTION AND STRUCTURE

Dralasites are short, rubbery aliens that have no bones or hard body parts. Their skin is a flexible membrane that is very tough and scratchy. It generally is dull gray and lined with dark veins that meet at the Dralosite's two eyespots.

The internal structure of a Dralosite is very different from the other races. The Dralosite's central nerve bundle (brain), numerous small hearts and other internal organs float in a pudding-like mixture of protein and organic fluids. Dralasites breathe by absorbing oxygen directly through their skin, so they have no lungs. They are omnivores, but eat by surrounding their food and absorbing it, so they also have no digestive tract or intestines.

All Dralasites go through male, female and neutral stages during their lives (these phases can be controlled with medicines). Males release spores into the air, which drift until they become attached to a female. A young Dralosite then "sprouts" from its mother, eventually maturing and dropping off.

#### SENSES

The most important sense for a Dralosite is smell. They breathe directly through their skin, and the entire membrane is sensitive to odors. Their sense of smell is so keen they can identify persons by smell alone and can recognize familiar smells on objects or persons. The membrane also is sensitive to touch and to vibrations, allowing Dralasites to hear and feel.

Dralasites see only in black and white. They see shapes and light and darkness very clearly, and can see a difference between distinct colors (blue and green, for example) because one is darker than the other, but they do not see actual colors.

#### SPEECH

Dralasites have a voicebox, but it works like a bellows because they have no lungs. A Dralosite's voice can vary from a soft whisper to a thundering roar and from a bass rumble to a piercing screech. Among themselves, they also use shapes, odors and touch to communicate.

#### SOCIETY AND ATTITUDES

Dralasites are philosophical and thoughtful. Their communities are small, and many Dralasites prefer to live alone. Dralasites do not care about wealth, power or status symbols. They judge themselves by the quality of their ideas and their ability to discuss important ideas wisely. Dralasites often hold large public meetings to discuss new ideas. Discussions and debates are among their favorite ways to relax.

Steam baths are another favorite Dralosite recreation. They mix perfumes and intoxicants with the steam. These effect Dralasites the same way alcohol does a Human or Yazirian. Dralasites are widely known for their strange sense of humor. They love old jokes and puns that make Humans groan. Many Human comedians who could not find work in Human cities have become rich performing on Dralosite worlds.

Dralasites do not normally wear clothing, because it makes breathing difficult and interferes with their sense of smell.

They usually carry their equipment on utility harnesses. When they must wear clothing to protect themselves, they use special materials that let air reach their skin.

Dralasites are very fond of Vrusk, because they think Vrusk have funny shapes. They get along well with Humans but are careful not to upset Yazirians, who they consider too violent.

### **SPECIAL ABILITIES**

**Elasticity.** A Dralosite's skin is stretchable and supported by a complex muscle structure. This allows them to change the shape of their bodies, within limits. They can "grow" arms and legs to use for walking and handling tools and weapons, and re-absorb limbs when they are not needed.

A Dralosite can have a number of limbs equal to its Agility divided by 2, rounded up. The player must decide whether a limb is an arm or a leg when it is grown. For example, a Dralosite with an Agility of 10 can control up to five limbs. It could have three legs and two arms, two legs and one arm, no legs and five arms, or any other combination adding up to five or less.

Growing or absorbing a limb takes five minutes. Only one limb can be grown at a time. A limb can be up to 5' long, and no less than 4" thick. "Fingers" for handling items can be up to 8 inches long and no less than ½ an inch thick.

Even though a Dralosite can have many arms, it cannot fire more than two weapons at once. When a Dralosite player creates limbs, he must specify one as the dominant limb, the same way a Human must choose to be either right or left handed. Also, despite a Dralosite's stretching and shrinking, the pattern of veins and ridges on its skin does not change, so they have a permanent "fingerprint" for identification.

**Lie Detection.** All Dralosite characters have a +4 bonus to their Sense Motive checks to realize when someone is lying to them. The Dralosite must be communicating face to face with the character, and the Dralosite player must tell the Administrator he is trying to detect a lie. The Administrator rolls the check secretly. If the result is successful, the Dralosite knows whether the person is telling the truth.

### **ATTRIBUTE ADJUSTMENTS**

**Str:** +1   **Ag:** -1   **Sta:** +1                      **Log:** +0   **Int:** +0   **Per:** +0   **App:** +0  
**Endurance points:** +10                      **Psyche:** +10

## **Humans**

Average size: 6' tall

Average Mass: 170lbs (male), 110lbs (female)

Average Life span: 200 Years

Body Temperature: 98.6° Fahrenheit

Reproduction: Heterosexual Viviparous

### **PHYSICAL DESCRIPTION AND STRUCTURE**

Typical adult Humans are approximately 6' tall, and have two arms and two legs. They are warm-blooded omnivores with internal skeletons. Both hands have four fingers and one opposable thumb, which allows them to grip and use tools. Their arms are jointed at the shoulder, elbow and wrist. Their legs are similar, being jointed at the hip, knee and ankle. Humans walk upright.

Human skin color varies over a wide range, including pale white and pink, tan, pale yellow, red, brown and black. This color does not change as the Human matures. Most Humans have hair covering the top and back of the head, and males also have hair on their chins and throats. Hair color varies from white and yellow to red, brown and black, gradually changing to gray as the Human ages.

### **SENSES**

Humans have color vision, sensing the spectrum between infrared and ultraviolet wavelengths. They have good depth and motion perception. Their hearing covers a range from 16 to 27,000 cycles per second, with good separation and direction-sensing qualities. Their skin is touch-sensitive. Their senses of taste and smell are not as highly developed as their sight.

### **SPEECH**

Humans speak by forcing air from their lungs through a larynx or voicebox and shaping sounds with their lips and tongue. They can create a wide range of sounds, and have no difficulty speaking Standard and the languages of most Frontier

racess who do not require special vocal capabilities to communicate..

## **SOCIETY AND ATTITUDES**

Human society centers around the family. A family consists of two parents and often their offspring. Humans generally group together into communities for mutual support and protection. These community size varies widely; with several Human settlements having populations above 5 million.

Of all the star-faring races, Humans are the most varied. As a race they are extremely adaptable, and they cannot easily be categorized. Humans are driven by their curiosity and for a race that lacks the special adaptations of most other species Humans are the most populous of the Frontier species and hold the majority of the seats on the Council of Worlds.

Humans value individuality and personal freedom more than anything else, but they do not hesitate to work together to reach a common goal or to protect themselves from attack. To members of the other races, the most puzzling aspect of Human behavior is their curiosity and love of adventure. Many Humans are willing to put themselves in great danger simply to see something new or go somewhere no one has ever gone before. Some Humans (a very small percentage) seem to actually enjoy being in danger, thriving on the excitement of a life-or-death situation. This type of behavior has never been observed in normal members of the other races. Even the Yazirians, known for their violence and fits of rage, try to avoid taking unnecessary risks. This spirit of adventure has served Humans well, however, as most major exploration missions organized by local governments or private companies are led by aHuman.

Many alien biologists have wondered how the Human race could have survived long enough to build a civilization and colonize new planets; compared to other creatures in the galaxy, Humans are not especially strong or quick, and are no smarter than the other races. However, Humans are very inventive and adaptable. They manage to survive and even flourish in areas other races consider uninhabitable, by adapting themselves to the new conditions with surprising speed. This and the Humans' love for gadgets and hardware led to the appearance of a popular saying among Vrusk, "Mr. Human and his Indestructible Junk Show." Despite this condescending attitude, Vrusk and the other star-faring races have learned to respect Humans.

Humans are one of the most open and accepting of the known races. They get along very well with Dralasites, and their similarity to Yazirians usually is strong enough to overcome the usual negative reaction to a Yazirian's pushiness. Many Humans, however, are mildly nervous around Vrusk. Human psychologists blame this on the Vrusk's resemblance to a giant insect (Many Humans dislike insects, and some are actually afraid of them.)

## **SPECIAL ABILITIES**

Humans begin with a bonus of 4 additional Skills at first level, and for every level over 1<sup>st</sup> level they gain an additional Skill. This is due to humans thirst for knowledge.

## **ATTRIBUTE ADJUSTMENTS**

All Humans start with two points which they can apply to their attributes as they see fit.

## **Vrusk**

Average size: 5'6" tall, 6' long

Average Mass: 180lbs

Average Life span: 175 Years

Body Temperature: 97° Fahrenheit

Reproduction: Heterosexual, ovoviviparous

## **PHYSICAL DESCRIPTION AND STRUCTURE**

Vrusk look like large insects. Eight legs grow from their abdomen, four on each side. Their torso is upright in front of the abdomen. The torso is humanoid, with two arms connected at the shoulders. The head is above the shoulders. Vrusk hands are circular pads with five fingers spaced evenly around the edge. A Vrusk's shoulders are double-jointed, so they can rotate their arms in a full circle without straining any muscles. They can reach any point on their abdomen or behind their backs easily.

A Vrusk's body is covered by a carapace (hard shell). This shell is jointed at the Vrusk's elbows, hips, knees, etc. The carapace protects the Vrusk from bruises, cuts, scratches and other minor injuries. Unlike insects, Vrusk have an internal skeleton to support their bodies. Young Vrusk have a blue carapace with bright orange near the joints. As the Vrusk gets older, its carapace changes to dull green with yellow joints.

Vrusk have large eyes that are protected by a hard, clear covering. The mouth is surrounded by four eating mandibles. The two larger mandibles hold food while the small ones tear it apart and place it in the mouth. They are omnivores. Vrusk have lungs, and breathe through many small nostrils under their abdomens. This arrangement makes it difficult for Vrusk to swim.

## SENSES

Vrusk have very good color vision, but they see more of the short wavelengths (blue and ultraviolet light) than Humans do, and less of the long wavelengths (orange and red). Their sense of smell is centered in their antennae, and is slightly better than a Human's. They also can touch with their antennae. Their hearing is about the same as a Human's.

## SPEECH

Vrusk speak by combining clicks produced by their mandibles and buzzes produced by a plate in their mouths.

## SOCIETY AND ATTITUDES

Vrusk are hard-working and practical. Their society is organized around independent corporations. To a Vrusk, the company he works for is his family and his nation. The company determines everything about the Vrusk's life; who he lives with, what his job is, where he travels, etc. Vrusk give their company name before their personal name.

Vrusk have two types of corporations: conglomerates and trade houses. Conglomerates have business interests in many areas. A single conglomerate might have divisions that build computers, operate farms, train lawyers and set up colonies. A Vrusk that works for a conglomerate usually works for only one division, and might not even know what other divisions the company owns. Trade houses, which are more common in the Frontier, specialize in one type of business. Because all Vrusk working for a trade house do the same work, trade houses usually work together. For example, a trade house that builds farming equipment would hire accountants from an accounting house to keep their financial records. Business between companies is regulated by laws that are so complex no one besides Vrusk have ever fully understood them.

Vrusk also love beauty, harmony and order. The goal of most Vrusk is to become wealthy, collect art, and live in peace. Their love for beauty makes them unwilling to get into fights that do not involve their company. However, Vrusk that are defending their company will do anything to remove the threat permanently.

Vrusk adventurers, however, do not belong to a company. Some are independent businessmen, some are company employees who were fired and some are just too rebellious to put up with company rules. A few start their own companies and eventually become leaders in their communities.

Vrusk get along well with the other three races. They respect the Yazirian custom of choosing a life-enemy, and feel at ease around Dralasites because they are careful and skillful planners (though they are annoyed by the Dralasites' sense of humor). They understand Humans the least because, to a Vrusk, Humans seem unpredictable and a little lazy.

## SPECIAL ABILITIES

**Ambidexterity.** All Vrusk are ambidextrous (they can use both hands equally well). Players with Vrusk characters do not need to choose whether their character is right or left handed. Vrusk can shoot weapons, throw grenades, write, catch or grip with either hand.

**Comprehension.** Because Vrusk have such a complicated society, they are able to understand all sorts of social dealings. All Vrusk characters start with the Diplomacy Skill at no cost, and have a +2 racial bonus added to it.

## ATTRIBUTE ADJUSTMENTS

**Str:** +2   **Ag:** +2   **Sta:** +0                      **Log:** +0   **Int:** +0   **Per:** +0   **App:** -2  
**Endurance points:** +10                      **Psyche:** +10

## **Yazirian**

Average size: 6'6" tall  
Average Mass: 120lbs  
Average Life span: 140 Years  
Body Temperature: 99.3° Fahrenheit  
Reproduction: Heterosexual Viviparous

## PHYSICAL DESCRIPTION AND STRUCTURE

Yazirians are tall, thin humanoids. They have long arms and legs and slender torsos. Two large flaps of skin grow on either side of their bodies, attached along their arms, torso and legs. When a Yazirian raises its arms, this membrane is stretched tight and forms a sort of wing. Under certain conditions (explained under Gliding). Yazirians can glide short distances using

these wings.

Yazirians have muzzles and high foreheads, giving them an animal-like appearance. Their heads are surrounded by manes and collars of hair, which varies in color from glossy black to pale yellow. Their skin color ranges from gray to light tan. Because their bodies do not sweat, Yazirians pant to keep cool. They are omnivores.

Yazirians have four knuckles (one more than Humans) on their fingers and toes. The inside toe is opposed like a thumb, allowing them to grasp things with their feet. The tips of their fingers and toes end in broad, ribbed pads, giving them an excellent grip. These characteristics, combined with their animal-like appearance, earned them the nickname "monkeys."

## **SENSES**

Yazirians' senses of hearing, smell and taste are equivalent to a human's. Because they evolved from nocturnal hunters, however, their eyes are adapted to seeing in dim light. They cannot see in complete darkness. They usually wear dark goggles when they must work in sunlight. In bright light, Yazirians without dark goggles must subtract 3 from both their Agility and Intuition scores.

## **SPEECH**

Yazirians have no trouble speaking Human languages or Standard. Their own language is a combination of Human-type sounds and snarls and growls.

## **SOCIETY AND ATTITUDES**

Yazirian communities are divided into large, loosely organized clans. All the members of a clan are related to each other. In the past, clan ties were very strong. The clans had traditional enemies and allies, and they struggled constantly for power and land. Since the Yazirians moved into space, they have learned to cooperate more and the clans have become less important. Despite this, Yazirians still have a reputation throughout the Frontier as proud, fierce fighters.

A custom Yazirians have kept intact is the selection of a life-enemy. When a Yazirian chooses a life-enemy, he dedicates his life to destroying, overcoming or outdoing that enemy as completely as possible. In the past, a Yazirian would choose an enemy clan or clan member as his life-enemy, but now the choice is much wider. A Yazirian scientist could name an incurable disease as his life-enemy, or a Yazirian trader could choose a competing company. The scientist would try to find a cure for the disease; the trader would try to build up his own company so it is more powerful than his enemy's, or even try to drive the other company out of business.

A Yazirian gains honor by striving to defeat his enemy. Yazirians with powerful life-enemies are respected and admired. A Yazirian that defeats its enemy does not need to choose another, but some Yazirians do. There is no set point in a Yazirian's life when he must choose a life-enemy, and some Yazirians never choose one. A Yazirian that dies without having chosen a life-enemy is considered unlucky.

Typical Yazirian clothing is a large, brightly colored cape and tunic, a waist belt and two belts crossed over the chest. Dark goggles are worn in the daytime. Yazirians do not like shoes, but when necessary they wear mitten-like shoes.

In general, Yazirians like Vrusk and Humans. They occasionally lose their patience with Dralasites, because they are slow and would rather discuss ideas than act on them.

## **SPECIAL ABILITIES**

**Battle Rage.** Yazirians train themselves to go berserk in battle. A berserk Yazirian gets a bonus of +4 to hit in melee. Yazirian characters are allowed to roll a Will Resistance roll (DC 15) to work themselves into a berzerk fury. This roll is done at any point in combat before initiative is rolled. Battle Rage lasts as long as the Yazirian keeps fighting; it ends when the Yazirian rests for five minutes.

**Gliding.** Yazirians can glide short distances using the membranes along their sides. A Yazirian can glide 3' for every foot he is above the ground when he starts. He must start at least 30' above the ground. The maximum distance a Yazirian can glide depends on the gravity of the planet, as shown below.

<b>Gravity</b>	<b>Max. Glide</b>	<b>Gravity</b>	<b>Max. Glide</b>
.6	500'	.9	100'
.7	300'	1.0	50'
.8	150'		

Yazirians cannot glide on planets with gravities below .6 or above 1.



## ATTRIBUTE ADJUSTMENTS

Str: +0 Ag: +4 Sta: +2 Log: -1 Int: -1 Per: -1 App: +0  
Endurance points: +0 Psyche: -4

## **Rim Coalition Races**

### **Humma**

Average size: 7' tall  
Average Mass: 190lbs  
Average Life span: 210 Years  
Body Temperature: 98.3° Fahrenheit  
Reproduction: Hermaphroditic, Viviparous

### PHYSICAL DESCRIPTION AND STRUCTURE

The body of a Humma is pear-shaped with a short, blunt head, no visible neck, narrow shoulders, unusually short arms, a stocky trunk, and wide hips with powerful legs. The face has a muzzle, with both feline and canine features. The body is covered with matted fur, usually dull brown. The hands are hairless. The feet are long and tough.

Humma walk on the balls and toes of their feet, which gives them their extra height. They are able to jump an incredible distance. Their short arms can hold a rifle but are not suited for melee weapons. They have evolved with an agile and strong prehensile tail with which they can deliver a sound blow or use a melee weapon.

Humma are warm-blooded but they are not mammals; their physiology and life cycle are unique. Young Humma are female. After they have borne a single litter (all Humma bear one litter of 1-6 cubs in their lifetime) they change into males. When Humma approach 170 years of age they undergo another change into a neuter stage and remain neuter until death.

### SENSES

Humma hearing and sight are equivalent to Human standards. Their sense of smell and touch are not as acute as most of the other races, while their sense of taste is completely dull. This lack of smell and taste, combined with their tough digestive system, means they can eat almost anything that is vaguely edible.

### SPEECH

The Humma language is an ugly one, full of grunts and guttural noises. It is not an easy language to learn; Vrusk and Ifshnits, particularly, have a difficult time with it.

### SOCIETY AND ATTITUDES

Most Frontiersmen do not like Humma, and even their fellow Rim dwellers are not overly fond of them. That is fine with the Humma, because they do not care for the other races, either. Humma are rude, crude, lewd, pushy, and arrogant. The only races they enjoy working with are the Yazirians (Humma admire their battle rage)

Humma evolved from an extremely warlike society. They were welcomed into the Rim System and eventually allied with the Frontier because they are much more desirable as allies than enemies. Since the Ordanian conflict, their hatred for the Ordanians has run a close second to that of the Ifshnit.

Humma history is steeped in civil and interspecies war. The frequent strife between them, the Aldorians, and the Ordanians have driven the Humma to finally join the Rim Coalition. There is little that they enjoy more than a good brawl. Humma have an almost fatalistic, "it is a good day to die," attitude which not only makes them deadly warriors but leads them to entertain themselves in most illicit fashions. They are carousers without peers. Many Frontiersmen draw striking similarities between Humma attitudes and those of the Aldorians.

Humma society is feudal with the equivalent of a king (called the Highest One) and royalty (Higher Ones, High Ones, and so forth). The fealty they owe their superiors is a very serious matter with them. Humma are usually named after their forebears or the houses they serve (Glaxchild, Klud of Arius, etc.). The lineage of a Humma is important to him and a source of pride.

In the last few decades the pride and honor that Humma have traditionally assigned to feats of war have come to include accomplishments in technical and scientific areas and explorations. There is even a house, Platget that now sends out its descendants to become Star Law Rangers.

## **SPECIAL ABILITIES**

**Spring Charge:** A Humma can spring up to 60' horizontally from a standing start and, if he lands within 5' of an opponent, The opponent must make a Reflex save (DC 15) or they are caught off balance, losing their Agility granted Defensive bonus and allowing the Humma one melee attack against the opponent, who cannot strike back and the attack doesn't count against his attacks of opportunity or standard attacks in a round. The "carousel attack:" a circle of Humma springing from one enemy to another, is a bizarre battle tactic they enjoy using. A Humma can continue this 60' spring for up to 10 turns, but then gets winded and cannot use it again for at least 30 minutes.

**Poison Resistance:** Humma are unaffected by any poison that they eat or drink.

**Prehensile Tail:** The tail of the Humma is 6 ½ ' long and has a grip stronger than a Human hand. The tail is capable of holding an item or swinging a melee weapon. When holding an item, the Humma can use its two arms normally. When using the tail to wield a weapon, the Humma must concentrate on it and cannot use its arms to operate anything else. The tail can only wrap around hilts, handles, etc., and cannot throw grenades or operate devices. The tail itself causes 1-4 points of blunt damage. It is strong enough to support a Humma's body, but only for a number of turns equal to the Humma's Stamina divided by 10 (minimum 1 turn).

## **ATTRIBUTE ADJUSTMENTS**

**Str:** +2   **Ag:** +0   **Sta:** +2                      **Log:** +0   **Int:** -2   **Per:** -2   **App:** +0  
**Endurance points:** +20                      **Psyche:** +4

## **Ifshnit**

Average size: 3'0" tall

Average Mass: 66lbs

Average Life span: 150 Years

Body Temperature: 98.3° Fahrenheit

Reproduction: Heterosexual Viviparous

## **PHYSICAL DESCRIPTION AND STRUCTURE**

Ifshnits are short, hairy humanoids. They are bipedal, symmetrical mammals that look like tiny Humans in hair coats. All Ifshnits have bald pates, moustaches, and long, silky hair over the rest of their bodies. This body hair can be any color but is seldom different shades on the same body. All males have long and ornate beards, usually of a different shade than the rest of the body hair. The body hair of both sexes is usually worn in intricate braids. Each Ifshnit clan braids its hair differently.

Ifshnit hands and feet are covered with short hair, except for their palms and soles, which are bare and padded. This short hair is slightly darker than the rest of the body hair. Their hands have three fingers and an opposing thumb, the feet have four toes.

Ifshnits are herbivores and the thought of eating another creature is utterly revolting to them. Because of their vegetarian diet they are constantly nibbling instead of eating meals. Because of their small size Ifshnits cannot use many large items, including normal rifles.

## **SENSES**

Ifshnits have normal senses of hearing, touch, and taste. They have almost no sense of smell and have a hard time understanding the concept of scent. Their eyes are masterpieces of biological engineering. A fast-closing inner lid closes instantly if exposed to bright light, preventing the Ifshnit from being blinded (many exobiologists believe Ifshnits evolved under intense sunlight). Their night sight is no better than a Human's.

## **SPEECH**

Ifshnits have a lilting, piping voice that is best described as cute. Their language is intricate, but is compatible with most races' linguistic abilities (except the Humma).

## **SOCIETY AND ATTITUDES**

Ifshnits are intelligent, brave, patient, and tolerant of other races, and members of most other races like them instantly.

Unfortunately, Ifshnits prefer being alone or with other members of their clan. They harbor an intense hatred for the Ordanians and any who serve them. This is due to the devastation the Ordanians wrought on their world. Ifshnits have been known to risk life and limb many times over to eliminate Ordanians and their agents.

Ifshnits founded the Capellan Free Merchants though they no longer control the organization. Their strange, polite dickerer is known and welcome on most planets. Due to their origins, Ifshnits are fiercely independent. They like neither mega-corps nor cadres. They live in small family clans and are governed by a committee that changes continually.

Ifshnits believe that this is the last corporeal existence they will have. Their concept of an afterlife is one of pure thought mixed with gentler emotions. As a part of this belief they tend to ignore the sensual pleasures of life. Their favorite pastimes include games (they love competition), storytelling, and bartering for goods. They adapt very well to living and working in space. Dorem Dasak, the famous Dralasite philosopher and historian, has named them "The race of the future, they who will inherit!"

### **SPECIAL ABILITIES**

**Size Adjustments:** Ifshnits being small gain a +1 size bonus to their Defensive rating, a +1 bonus on attack rolls, and a +4 size bonus on Hide checks. They suffer a -4 penalty on grapple checks. Their lifting and carrying limits are half those of a normal character. Ifshnits must use two hands to wield a Medium-size weapon.

**Highly Developed Sight:** Ifshnits cannot be blinded by any light, as their inner eyelids snap shut instantly. They cannot see during the turn a light flashes brightly, but their eyesight will be normal the following turn.

**Innate Skill:** Because of their unique culture, which is heavily based on barter, Ifshnits learn about trading at an early age. An Ifshnit character is allowed to choose one of the following skills at second level and at no cost when it begins the game: Appraisal, Barter/Haggling, or Knowledge: Trade.

### **ATTRIBUTE ADJUSTMENTS**

**Str:** -1   **Ag:** +0   **Sta:** -1                      **Log:** +1   **Int:** +1   **Per:** +2   **App:** -1  
**Endurance points:** +0                              **Psyche:** +0

## **Osakar**

Average size: 8' tall  
Average Mass: 100 Kilograms  
Average Life span: 225 Years  
Body Temperature: 93° Fahrenheit  
Reproduction: Parthenogenesis

### **PHYSICAL DESCRIPTION AND STRUCTURE**

Osakar are very tall, long-limbed creatures. Four legs grow symmetrically from the lower portion of their barrel-shaped bodies and constitute 65% of their height. Each leg has two opposing knees and can fold up to lower the Osakar to a height of a little under 7'.

Osakar have two arms with shoulder joints similar to those of a Vrusk, but they aren't double jointed. The hands are short and powerful with five fingers (each finger has five knuckles) and two opposing thumbs (each thumb has three knuckles).

The Osakar head is set slightly forward of the shoulders on a long, thick, muscular neck. This neck can turn the head straight back, so the Osakar can easily look behind itself. The Osakar head has a very flat face with little detail. The two eyes are totally black. The nose is an intricately baffled vertical opening. The mouth is a mere slit containing hard, bony ridges used for chewing. Two opposing tongues, one on either side of the mouth, can be seen.

The Osakar epidermis is made up of thousands of large white, hard plate-like cells that are shingled downward all over the body. They resemble a huge, white plant more than any animal. Osakar have only one sex, which is considered female and new individuals are developed from unfertilized eggs. To all other races Osakar appear completely identical, like clones.

### **SENSES**

Osakar have vision, hearing, and a sense of touch comparable to that of mankind. They have the finest sense of taste and smell on the Frontier (see Special Abilities).

### **SPEECH**

Osakar speak a strange language that is quite beautiful. The two tongues produce sounds no other race can make and the use of their baffled nose-hole adds exotic fluting which is entrancing. They have no problem learning to speak new languages.

### **SOCIETY AND ATTITUDES**

Osakar try to get along with everyone, but some of the other races are barely able to tolerate the Osakar, probably because of their appearance. Most Humans are afraid of Osakar (because of their "spidery" legs) and the two races never live close to each other. The only races that get along with them are the Ifshnits (after centuries of trade and interaction) and the Humma (because no one likes them either).

The incredible physical similarities between Osakars has an interesting impact on Osakar society. All Osakar are absolutely equal and have the same rights. They are the only race that has achieved perfect equality. Their lack of distinguishing features not only reinforces this equality, but also channels their natural inclination toward individuality in a most unusual direction. No two Osakar sound alike, the inflection and tone of their voice being unmistakably different. Some even adopt other languages permanently.

This desire to be different also manifests itself in their religious beliefs. Every known religion in the galaxy, including ancient and "forgotten" religions, is being practiced by at least one Osakar. All Osakar are fervently religious, but the religion itself is not as important as the fact that the Osakar believes in it.

But the Osakar desire for individualism is most notably expressed in their apparel. While Osakar can live comfortably in most climates without clothing, apparel accounts for a major portion of their personal expenses. They absolutely love fashion. Gaudy, tasteful, tacky, luxurious, the range of Osakar apparel is without limits and changes continuously. (Osakar characters must spend at least 20% of their income on clothing and accessories.) Osakar do not limit their outfits to one gender or species; any clothing that fits, from any culture or time period, may be worn by an Osakar.

### **SPECIAL ABILITIES**

**Highly Developed Smell:** All Osakar have highly developed olfactory senses. These are so accurate that an Osakar can recognize and identify even very weak odors that it has encountered in the past, including people. Any Osakar learning the Tracking feat gains a +2 bonus to her success rate, unless something has masked or removed the scent.

**Languages:** Because of their unique mouth structure Osakar can duplicate all known languages. The Osakar are the finest linguists known. An Osakar character starts the game knowing any four civilized languages it desires in addition to Standard and Osakish.

### **ATTRIBUTE ADJUSTMENTS**

**Str:** +0   **Ag:** +1   **Sta:** +0                      **Log:** +0   **Int:** +1   **Per:** +2   **App:** -1  
**Endurance points:** +5                              **Psyche:** +8

## Character Points (This is an optional rule)

All characters begin play with 10 character points + 1d4/point of Logic modifier that the character has. Human characters gain a bonus of 4 Character points. These points can be used to buy Merits or Flaws that grant the character advantages and disadvantages. In addition Character points can be spent to increase other aspects of the character as shown below:

Increase skill= 1 character point/skill level increased to a maximum of level 4.  
 New skill= 3 character points  
 New Feat= 5 points  
 Raise Attribute 1 point (Maximum of 14) = 5 points

A character can increase the number of character points he has by taking Flaws. A character can not have more than 3 Flaws to offset his Merits. The Flaws available are detailed after the descriptions for the various Merits available to characters in the Frontier.

Merits	Cost	Flaws	Bonus
Accuracy	3	Allergies	+1
Allure	2	Bad tempered	+2
Alertness	3	Bruise easily	+4
Ambidexterity	3	Clumsy	+2
Animal companion	4	Colorblind	+1
Animal empathy	3	Compulsive honesty	+3
Artistic understanding	2	Cowardice	+3
Battle rage	4	Curiosity	+3
Climate sense	2	Deep sleeper	+3
Craftsmanship	2	Easily distracted	+2
Dense flesh	3	Fanaticism	+4
Determine stability	2	Forbidden love	+2
Determine structural age	2	Gentle heart	+3
Diving	3	Greed	+3
Double Jointed	3	Ineptness	+4
Empathy	4	Irrational fear (specify)	+5
Enhanced Equilibrium	4	Irrational hatred (specify)	+4
Enhanced Intuition	5	Irritating personality	+1
Enhanced Logic	5	Lazy	+1
Enhanced Stamina	5	Light sensitive	+3
Fast healer	4	Longing for acceptance	+2
Fearlessness	3	Lucid dreaming	+3
Glibness	2	Melancholia	+3
Impersonation	3	Paranoia	+2
Indomitable will	5	Phobia: (specify)	+3
Inherent immunity: Poison	4	Powerful enemy	+5
Inherent immunity: Disease	4	Pride	+4
Inherent immunity: Cold	4	Size	+3
Inherent immunity: Heat	4	Social outcast	+2
Internal compass	2	Stubbornness	+3
Keen eyesight	3	Tongue tied	+2:
Keen hearing	3	Unlucky	+4:
Keen sense of smell	3		
Keen sense of taste	3		
Keen tactile sense	3		
Light sleeper	2		
Luck	5		
Mechanical aptitude	3		
Obscure knowledge	3		
Power	4		
Precise Memory	3		
Quickness	4		
Speed burst	2		
Stealth	3		
Weapon affinity	3		

## Merit and Flaw descriptions

### Merits

**Accuracy:** Characters adept at this talent have an innate ability to hit targets with ranged weapons or objects. A character with this ability cuts his range penalties for using a range or thrown weapon or object by ½.

**Allure:** This trait allows the character to attract the romantic interest of NPC's. The character can conceal the trait at any time, but when in effect it can modify the reaction rolls of NPC's that might be affected by as much as +3. The trait is only effective if there is a reasonable chance of the PC drawing romantic attention from the NPC -at the very least the NPC must be of the opposite sex and be of at least young adult age.

**Alertness:** A character with this trait is blessed with a combination of peripheral vision, good hearing, and mental stamina that makes them very resistant to surprise. A character with this trait gains a +4 bonus to their spot checks to avoid surprise. The character gains a +2 to any Reflex saves that he makes.

**Ambidexterity:** This character is equally skilled with the use of either hand. This trait characteristic carries over into training, so that the Hero can use weapons, bear a shield, and perform acts of strength with a reduced penalty over non-ambidextrous characters. A character who is ambidextrous does not suffer the -2 penalty for using a weapon in his off hand so long as the weapon used in the off hand is small.

**Animal companion:** A character with this trait has an affinity to an animal that he chooses at the start of his career. This animal must be one that is common to his homeworld and is domesticated. With the exception of a riding beast the animal must be of small size. The Administrator can help characters choose a suitable animal.

**Animal empathy:** A character with this trait possesses an inherent ability to relate to animals. The character will generally receive a positive reaction from domesticated animals and can sooth the fears of captive wild animals with remarkable consistency. The character can use his Personality based reaction adjustment on animals. A character cannot use this ability on exceptionally fierce or wild animals.

**Artistic understanding:** The character with this trait gains a +2 bonus to his skill rolls when using his performance skills due to his knack for artistic endeavors. In addition whenever he encounters an NPC that has some knowledge of the character's skill the Hero gains a +2 bonus to their reaction rolls.

**Battle rage:** The character with this ability is able to go berserk in combat. The character must sustain 1 Endurance point of damage which can either be inflicted on him or the character can inflict it on himself. After this the character gains a +2 bonus to his attack and damage rolls, but suffers a loss his defensive bonus. This lasts 1 round +1 round/ point of Stamina modifier he has (minimum 1 round).

**Climate sense:** The character with this ability has an uncanny knack for knowing when the weather will change. The character may roll an Intuition check to determine if the weather will change in the next 12 hours (DC: 16). If he has the Knowledge: Nature skill the character can determine what the weather will actually change to, otherwise he can only determine if the weather will worsen or improve.

**Craftsmanship:** The character with this trait gains a +2 bonus to his skill rolls when using a Craft or Professional skill that he chooses at the start of his career. In addition whenever he encounters an NPC that has some knowledge of the character's skill the Hero gains a +2 bonus to his reaction rolls.

**Dense flesh:** A character with this trait reduces damage taken from attacks (including subdual damage) by -1 point including reducing damage taken to 0.

**Determine stability:** A character with this trait is able to determine the stability of any structure or area. The character may make a Logic check (DC: 16) to determine how much pressure or movement will be necessary to topple the object, or cause a shift in the area (as in starting a rockslide, or avalanche).

**Determine structural age:** The character with this ability is able to make a Logic check (DC: 16) to determine the exact age of a ruin, or structure.

**Diving:** A character must be able to fly (or glide) by his own ability to use this ability. If he possesses the required ability he can make a diving attack in combat. When diving the character gains a +4 bonus to Initiative and if he succeeds the character can make an attack against his opponent and if the attack succeeds the character does an additional die of damage before any additions are made for Strength or skill.

**Double jointed:** The character has the unique ability to wriggle out of ropes, manacles, brackets, chains, or other bonds. The character can roll an unskilled Escape Artist roll with a +1 bonus or if he possesses the Escape artist skill he gains a +2 bonus for having this trait.

**Empathy:** A character with this trait has the innate ability to sense the general mood of individuals. The character may make an Intuition check (DC 16) upon entering a room or coming within 30' of a target, and if successful he can learn the general mood of the creature, or being.

**Enhanced Equilibrium:** A character with this ability can never dismally fail at a task involving Agility. The character always gains a bonus of +2 to any Skill or Feat rolls involving Agility but this does not increase his attack bonuses in ranged combat.

**Enhanced Intuition:** A character with this trait can never dismally fail at a task involving Intuition. The character always gains a bonus of +2 to any Skill or Feat rolls involving Intuition.

**Enhanced Logic:** A character with this trait can never dismally fail at a task involving Logic. The character always gains a bonus of +2 to any Skill or Feat rolls involving Logic.

**Enhanced Stamina:** A character with this trait can never dismally fail at a task involving Stamina. The character always gains a bonus of +2 to any Skill or Feat rolls involving Stamina. In addition the character begins with a bonus to his starting Endurance points equal to his Stamina modifier x2 (2 points minimum)

**Fast healing:** A character with this trait recovers from damage or from temporary ability losses at his normal healing rate (2 Endurance points/level + his Stamina modifier per day of rest, or regains 1 lost attribute point/day) but instead of needing a full day (24 hours) to recover, he does so in 12 hour periods if he is completely resting, otherwise he recovers as a normal character.

**Fearlessness:** A character with this ability gains a +2 to his Resistance rolls vs. fear effects. He gains a Resistance roll if the fear effect normally does not call for one, but in this case the Resistance roll's difficulty is determined as follows: Difficulty: 20+ the Endurance level of the being producing the effect.

**Glibness:** A character with this ability who can speak the same language as his listeners can shift the targets reactions by one place towards being friendly on a successful Personality check (DC: 16).

**Impersonation:** A character with this trait has a knack for acting. This gives him a +1 bonus to his skill rolls for any of the following skills: Bluff, Diplomacy, Disguise, Innuendo, and Performance

**Indomitable Will:** A character possessing this ability gains a bonus of +2 to his Will Saves.

**Immunity: Poison:** This trait enhances the character's natural resistance to poison, whether ingested, inhaled, or otherwise entering his system. The character gains a +2 bonus to his Fortitude saves against poisons. In addition the character can never die from poisoning. If the poison would kill the character, it will instead incapacitate him totally for 10 days minus his/Stamina modifier and at the end of that time he loses one permanent point of Stamina, as opposed to dying from the toxin.

**Immunity: Disease:** This trait enhances the character's natural resistance to disease. The character gains a +2 bonus to his Fortitude saves against disease. In addition the character can never die due to a disease. If the disease would kill the character, it will instead incapacitate him totally for 10 days minus his Stamina modifier and at the end of that time he loses one permanent point of Stamina, as opposed to dying from the disease.

**Immunity to cold:** A character who possesses this trait will feel comfortable in temperatures that other characters find cold. The character reduces damage from cold by -1 point/die even reducing damage to 0/die.

**Immunity to heat:** A character who possesses this trait will feel comfortable in temperatures that other characters find hot. The character reduces damage from heat by -1 point/die even reducing damage to 0/die.

**Internal compass:** A character with this trait has a general idea of where they are, and in what direction they are facing when outdoors. A character with this trait gains a +2 bonus to his intuit direction skill.

**Keen eyesight:** A character with this ability has "eagle eyes" and are thus able to perceive details at a range of twice what a character with normal vision would have. This does not grant the character night vision if he does not already have it, but grants a +2 bonus to a character's spot checks. A character with this skill cuts the range penalties when using a missile weapon in half.

**Keen hearing:** A character with this ability has excellent aural acuity. The character gains a +2 bonus to his Will saves to avoid

surprise and gains a +2 bonus to his Listen checks.

**Keen olfactory sense:** This valuable trait elevates the character's sense of smell to an uncanny level. The character gains a +2 bonus to any Spot checks where they are able to detect faint smells.

**Keen sense of taste:** This valuable trait elevates the character's sense of taste to an uncanny level. The character gains a +2 bonus to any Fortitude saves he may be forced to make from attempts to poison him by tainting food, or drinks.

**Keen tactile Sense:** This trait gives a character a +2 bonus to Search skill checks where tactile information must be gained.

**Light sleeper:** A character who possesses this trait will awaken at the slightest disturbance. The character is allowed to roll listen checks when asleep and if successful he will awaken with no penalties to his actions due to disorientation.

**Luck:** A character who has this advantage may once/adventure reroll one die roll and take whichever roll is more favorable.

**Mechanical aptitude:** The character with this trait gains a +2 bonus to his skill rolls when using any type of machine due to the characters innate ability to understand the complex workings of machines. In addition whenever he encounters an NPC that has some knowledge of the character's skill the hero gains a +2 bonus to his reaction rolls.

**Obscure knowledge:** A character with this ability has listened too long to Spacer's legends, and local gossip. The character can once/adventure roll an Intuition check (DC 20) to know some obscure fact about a person, place or object.

**Power:** A character with this ability can never dismally fail at a task involving Strength. The character always gains a bonus of +2 to any Skill or Feat rolls involving Strength but this does not increase his attack or damage bonuses.

**Precise memory:** A character with this ability is able to remember things after a glance. They are allowed to roll a Logic check (DC: 16) to remember any facts that might be pertinent to a situation (if they ask).

**Quickness:** A character with this ability is naturally faster than other characters. The character gains a +2 bonus to his Initiative modifier and gains one additional Attack of opportunity in a round.

**Speed burst:** A character with this ability can increase his running speed by +4' for one round/point of Strength modifier that the character possesses by making a Stamina check (DC: 18).

**Stealth:** A character with this ability reduces a target's chance to detect him, when he is alone and not wearing reflective or metal armor. The ability reduces the chance that the character is detected by -2 and is cumulative with the Move silently skill.

**Weapon affinity:** The character with this ability has a natural aptitude for a weapon. When using that type of weapon, which is chosen when this trait is taken, the character gains a +1 to his Attack and Damage rolls.

## Flaws

**Allergies:** A character with this disadvantage is subject to sneezing outdoors during warm and hot weather due to severe hay fever. The character will suffer a -2 to his Ability and Combat rolls due to his allergies. At the beginning of any week the character must roll a Fortitude save (DC: 17) and if he fails at one point during that week lasting 1-3 days the character will suffer from this allergy.

**Bad tempered:** This character has extreme difficulty with social interaction. He is quick to become enraged when he feels slighted whether the insult was real or imagined. The character must roll a Will Resistance roll (DC: 18) whenever he is in a social situation where he is given some reason to believe he has been insulted. If the save fails the character will start swinging, insulting or otherwise ruining any opportunity to keep things friendly. A character can not have a Personality over 12 if he possesses this trait and can never have more than three cohorts.

**Bruise easily:** A character with this trait suffers 1 extra point of damage/die up to the maximum damage allowed from any attack. The character also suffers an additional d4 of real damage resulting from non-lethal combat.

**Clumsy:** The character with this disadvantage has the misfortune of always tripping or dropping an item at the most inopportune time. Whenever the character fails a roll by 6 or more points the character must roll a Reflex Save (DC: 16) to avoid dropping whatever is in his hands.

**Colorblind:** At first this disadvantage seems not to be very great, but the character will suffer a -4 to any Logic checks or a -2 to



his chance to Spot or Disarm a trap where color variations are a factor.

**Compulsive honesty:** The character with this disadvantage can never tell a lie, or behave in a deceitful manner. He tends to be blunt rather than tactful, and in a case where the character must tell a lie or partake in a deception he must make a Will save (DC: 18) or he will subconsciously sabotage the plan.

**Cowardice:** This is a hefty disadvantage for a character. The character may want to be brave or fight heroically, but when faced with danger he must roll a Will Save (DC: 18) to avoid freezing up. If he does freeze up the character loses his Initiative bonus for 1-4 rounds due to fear.

**Curiosity:** This character will always forgo his safety to satisfy his curiosity. The character must make a Will save (DC: 18) to avoid endangering himself and his companions for the chance of satisfying his curiosity.

**Deep sleeper:** A character with this disadvantage will always need prodding to be woken, and suffers 1-4 rounds where he will be at -2 to all Ability and Combat rolls due to sluggishness.

**Easily distracted:** A character with this disadvantage suffers a -2 to all his Skill checks where success takes time because of the character's inability to keep his mind on the task at hand. The character takes twice as long to perform any task that requires concentration or takes an extended period of time because he will procrastinate as long as they can. Characters that have this disadvantage may take ten to perform a task, but they can never take 20.

**Fanaticism:** A character with this failing has such a strong dedication to some person, or ideal that he must make a Will save (DC: 18) to do anything that does not in some way relate to his goal, or ideal. Also during the time that the character is performing a task that does not involve his goal or ideal he will be nearly unbearable, suffering a -4 to NPC reactions.

**Forbidden love:** The character with this disadvantage has fallen in love with a person who should he profess his love for will ruin their lives.

**Gentle heart:** The character with this failing is so soft hearted that he must make a Will save (DC: 18) whenever he is forced to fight or the character suffers a -4 to all his rolls for the next day as he falls into a deep depression. The character must likewise roll a Will save (DC: 18) to avoid helping a person regardless of the person's previous actions.

**Greed:** A character with this trait suffers from greed that can not be defined. The character will put himself and everyone around him in danger for the chance at that extra few credits. The character must make a Will save (DC: 18) to avoid endangering himself and his companions for the chance of acquiring wealth, and is not above lying or stealing, even from those that are his friends to make a profit.

**Ineptness:** A character with this disadvantage permanently suffers a -2 to all Skill, Ability, and Combat rolls because the character is just not good at anything.

**Irrational fear:** This disadvantage is a greater fear than that produced by the "Phobia" disadvantage. Whenever the character is faced with the subject of his fear the character must roll a Will save (DC: 20) or freeze up. The character will do nothing but cower in fear as long as the subject of his fear is in view and for 1-3 rounds afterwards the character will be so distracted that they suffer a -2 to all Skill, Ability and Combat rolls.

**Irrational hatred:** A character with this disadvantage will refuse to parley, give quarter, or retreat from a fight with his hated foe. The character must make a Will save (DC: 18) in order to retreat from such an encounter regardless of the odds. The character will gain a +2 to his Attack rolls when facing his hated foes but will fight heedless of the character's own safety (losing his defensive bonus).

**Irritating personality:** A character with this failing must make a Will save (Dif: 18) whenever involved in crucial negotiations or suffer a -5 to all NPC reactions as the more annoying aspects of the character's personality become incredibly pronounced.

**Lazy:** Characters with this disadvantage never do more than is absolutely necessary, relying on others to do the lion's share of the work, but expecting equal shares of the rewards. The character must make a Will Save (DC: 18) whenever the prospect of labor comes into mind or the task will take 2-3 times longer than it should as the character finds inventive ways to procrastinate.

**Light sensitivity:** The character with this failing suffers a -4 to all his Skill, Ability and Combat rolls when not in darkness. Even dim light causes a distraction but not as much as bright light (-2 to rolls)

**Longing for acceptance:** A character with this disadvantage is so immersed in his desire for acceptance that the character does not allow himself any joy. These characters often sabotage their own chance for acceptance. The character suffers a -2 to all NPC

reactions who become frustrated by the character's attitude.

**Lucid dreaming:** A character who suffers this disadvantage will have such realistic dreams that the character suffers a -2 to all his skill, ability and combat rolls for 1-6 rounds when they wake-up due to disorientation.

**Melancholia:** A character with this disadvantage no longer knows any joy in his life and is so filled with longing for things long gone and the happiness that has long ago faded that they suffer a -2 to all NPC reactions who become frustrated by the character's attitude.

**Paranoia:** A character who suffers this affliction is always seeing schemes and motives in everything that goes on around him as some intricate plot against him. The character is so suspicious that he must make a Will Resistance roll (DC: 18) to accept any aid or anything given to him by another person.

**Phobia (All):** These disadvantages all share the following explanation. Whenever the character is faced with the subject of his fear the character must roll a Will Save (DC: 18) or freeze up. The character will be unable to do anything for the first round that he is in the presence of the thing that the character is afraid of, but he will defend himself if the need arises. On subsequent rounds the character will lose his Initiative bonus due to fear.

If the object of the character's fear is not combat related the character suffers a -4 to any Skill or Ability rolls that he must make while in the presence of the character's fear. In both cases the character gains only ½ experience for any encounter with his phobia.

**Powerful enemy:** A character with this disadvantage has made an enemy of some very powerful being or organization. This enemy will do anything in its power to make the character's life miserable. The enemy need not be powerful in level or ability, he could be a powerful crime boss, a bounty hunter, the local media, or even a Star Law officer who though not being high in character level has such an influence in the area the character calls home, that he or it makes the character's life unbearably difficult.

**Pride:** A character with this disadvantage will find himself in bad situations because his pride won't let the character back away from anything or take back anything he has said. The character must roll a Will Resistance roll (DC: 18) whenever he is in a social situation where the character is given some reason to believe that he have been slighted. If the character fails his save they will ruin any opportunity to keep things friendly. A character can not have a Personality over 12 if he possesses this trait.

**Size:** Because of the character's large size he must pay +50% of the cost when purchasing clothing, armor and equipment for his size. Characters who possess this flaw suffer a -1 penalty to Defense, a -1 penalty on attack rolls, and a -4 penalty on Hide checks because of their size. They however gain a +4 bonus on grapple checks. Their lifting and carrying limits are twice those of a normal character. Large characters must use two hands to wield a huge weapon, and light weapons for them are medium-size.

**Social outcast:** A character with this disadvantage has fallen so out of favor within his social circle that he is the source of much rumor and the focus of many unflattering statements. The character suffers a -4 to all NPC reactions.

**Stubbornness:** A character with this disadvantage will find himself in bad situations because the character won't back away from anything. The character suffers a -2 to all NPC reactions after 1-4 rounds of conversation as the character's stubbornness becomes painfully evident. A character can not have a Personality over 12 if he possesses this trait.

**Tongue Tied:** This disadvantage crops up when the character tries to discuss important topics with companions and NPC's. The character's inability to keep his facts straight causes him a -2 to NPC reactions.

**Unlucky:** A character with this horrid disadvantage begins to suffer bad luck from the moment he first fails miserably at a task (rolls a one). From this point on until the character rolls an unmodified 20, he will suffer a -5 to all his Ability, Skill, Resistance and Combat rolls.

## The Hero Template

The Hero Template is designed to detail all the basic traits possessed by all Heroic characters that increase as the character gains experience. All characters increase in Endurance points, gain bonuses to their Resistance rolls, and acquire new Skills and Feats as they increase in level which grant the character the ability to overcome greater challenges. Unless the Administrator is starting characters at higher levels, all starting characters begin play at level one, and gain all the benefits of that level. These benefits are as follows:

### Level Information

Level	Bonus	Combat Modifier	Resistance Rolls			Skills	Feat
	Endurance		Fort.	Ref.	Will.		
1	+5	+2	+2	+0	+0	15	1
2	+5	+2	+0	+1	+0	+1	
3	+5	+2	+1	+1	+1	+1	+1
4	+5	+2	+0	+0	+1	+1	
5	+5	+2	+0	+1	+0	+1	
6	+5	+2	+1	+0	+1	+1	+1
7	+5	+2	+0	+0	+0	+1	
8	+5	+2	+0	+1	+0	+1	
9	+5	+2	+0	+0	+1	+1	+1
10	+5	+2	+1	+0	+0	+1	
11	+5	+2	+0	+0	+0	+1	
12	+5	+2	+0	+1	+0	+1	+1
13	+5	+2	+0	+0	+1	+1	
14	+5	+2	+0	+0	+0	+1	
15	+5	+2	+0	+0	+0	+1	+1
16	+5	+1	+1	+0	+0	+1	
17	+5	+1	+0	+1	+0	+1	
18	+5	+1	+0	+0	+1	+1	+1
19	+5	+1	+0	+0	+0	+1	
20	+5	+1	+0	+0	+0	+1	

### Definitions

**Endurance bonus:** The Endurance bonus grants a number of points that are added to the Endurance points determined when the player created the character's secondary attributes. These points are further modified by the character's Stamina modifier which is added (or subtracted) for each level that the character gains after 1<sup>st</sup> level.

**Combat modifier:** The Combat modifier lists a number of points that a character gains as he raises in level. These points are distributed among certain aspects of his combat attributes as detailed in the combat section of this book.

**Resistance rolls:** Resistance rolls grant a character a chance to avoid many harmful effects. To determine the character's actual bonus add the Attribute modifier from Stamina to Fortitude, Agility to Reflex, and Intuition to Will to the bonuses listed above up to his level.

**Fortitude:** These Resistance rolls measure the character's ability to stand up to physical punishment or attacks against the character's vitality and health.

**Reflex:** These Resistance rolls test the character's ability to dodge area attacks.

**Will:** These Resistance rolls reflect the character's resistance to mental influence, and effects that alter the character's perceptions.

**Skills:** To determine the actual number of Skill points a character possesses add the skill points gained due to his Logic Modifier (4x the character's Logic modifier) to the Skill points listed on the Hero template. Each level above one the character gains 1 additional skill point + the character's Logic modifier if positive.

**Feats:** Feats are special abilities that enable the character to perform maneuvers that enable them to do things that are beyond what normal people can do. Some feats give advantages in combat, while other feats grant the character abilities in other areas that affect their capabilities and can sometimes affect their chance to survive an adventure.

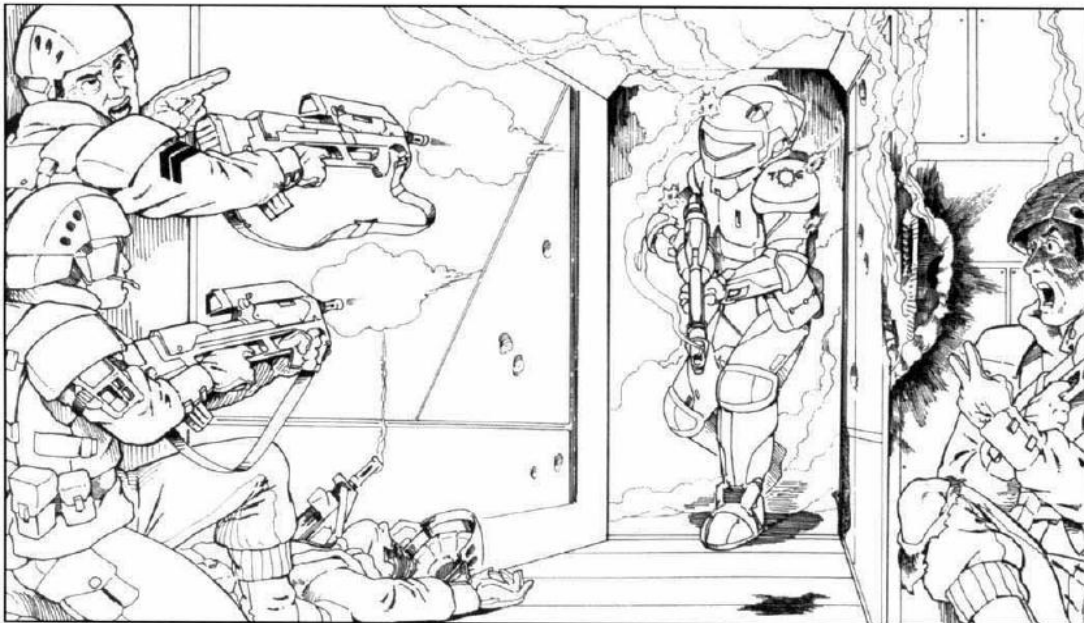
## Level Advancement

Each character advances in level as he accumulates experience points, and with each level that he gains the character increases in ability, becoming more formidable. The table below contains the information relevant to level advancement .

**Table one:** Experience/Ability Increases

Experience Points	Level	Attribute Increase
0-999	1	
1,000-2,999	2	
3,000-5,999	3	
6,000-9,999	4	+1
10,000-14,999	5	
15,000-20,999	6	
21,000-27,999	7	
28,000-35,999	8	+1
36,000-44,999	9	
45,000-54,999	10	
55,000-65,999	11	
66,000-77,999	12	+1
78,000-90,999	13	
91,000-104,999	14	
105,000-119,999	15	
120,000-135,999	16	+1
136,000-152,999	17	
153,000-170,999	18	
171,000-189,999	19	
190,000+	20	+1

At every four levels the Character may increase one of his/her primary Attributes by +1 point.



## Professions

What follows are a list of the various Professions available to characters in the Frontier. There are seven Archtypical Professions (Bio-social, Enforcer, Explorer, Rogue, Sci-spec, Spacer, and Tech-ex) that are available to the characters and represent the Core Professions which can be found throughout the Frontier. These core Professions often attract characters with high scores in one of the basic Attributes as listed in parenthesis after the arch-types name. The Profession listings here are presented only to give players an idea of the kind of characters they can play in the game, but other than this they do not grant abilities or bonuses as Professions do in other Role playing games. The core professions and some ideas of the types of professions that they represent are as follows:

### **Bio-Social (Per)**

Administrator  
Ambassador  
Celebrity  
Diplomat  
Escort  
Field reporter  
Politician  
Political activist  
Psycho-Therapist  
Religious leader  
Trader  
Translator

### **Enforcer (Str)**

Bodyguard  
Bounty hunter  
Colonial marine  
Colonial police  
Corporate security  
Landfleet trooper  
Planetary militiaman  
Royal marine  
Security guard  
Spacefleet soldier  
Star law officer  
Underworld muscle

### **Explorer (Sta)**

Commando  
Corporate assessor  
Environmentalist  
Eco-terrorist  
Landfleet commando  
Missionary  
Planetary guide  
Prospector  
Royal Marine Corps ranger  
Scout  
Star Law ranger  
Surveyor

### **Rogue (Ag)**

Assassin  
Corporate assassin  
Corporate security expert  
Corporate spy  
Deep cover agent  
Investigative reporter  
Landfleet sniper  
Private investigator  
Saboteur  
Star Law intelligence agent  
Thief

### **Sci-Spec (Log)**

Corporate researcher  
Crime scene investigator  
Exo-biologist  
Field medic  
Genetisist  
Medic  
Space scientist  
Star Law science officer

### **Spacer (Int)**

Colonial naval officer  
Crewman  
Fighter pilot  
Freight hauler  
Gunnery officer  
Knighthawk pilot  
Royal marines officer  
Shuttle pilot  
Smuggler  
Spacefleet officer  
Space pirate  
Space trader  
Star Law ranger  
Survey ship pilot  
Tramp freighter pilot  
Tramp liner pilot  
Transport pilot

### **Tech-Ex (Log)**

Aerospace fighter pilot  
Communications expert  
Computer expert  
Corporate hacker  
Corporate techno-saboteur  
Cybernetisist  
Demolitions expert  
Engineer  
Landfleet military engineer  
Medical technician  
Pilot  
Racing pit crewmember  
Racing vehicle driver/pilot  
Robotics expert  
Security expert  
Sensory officer  
Star Law cyber crimes officer  
Technician  
Techno-Junkie  
Techno-terrorist

# Skills

What follows is a list of skills available to characters in Star Frontiers. A player chooses his character's skills and raises them one level per skill point spent though these initial skills cannot be raised by spending skill points above level 4 (but Attribute modifiers may push the initial ranks above 4), and with each additional level they can raise a skill an additional 2 ranks maximum.

## Characters Skill Points

Each first level character starts with 15 Skill slots as listed on the Hero Template (P27) to which they add a number of Skill points equal to 4 x the character's Logic modifier (if positive). If the Character points option is used Players can buy additional skills or raise skill levels by expending character points at a cost of 3 points/new skill or 1 character point per skill level raised to a maximum starting level of 4.

## Skill list

The skill lists below detail the following information beside what skills are available. The Major attribute notation lists the Attribute whose modifier is added to the skill rank to determine the modifier added to a D20 roll to determine if a skill succeeds.

<b>Skill</b>	<b>Major Attribute</b>	<b>Skill</b>	<b>Major Attribute</b>
Administration	Log	Jump	Str
Analyze**	Log	Jury rig	Int
Animal Empathy	Int	Kit bash	Log
Appraise	Log	Knowledge*	Log
Astrogation	Log	Listen	Int
Balance	Ag	Modify	Log
Barter/Haggling	Per	Move silently	Ag
Bluff	Per	Open locks	Ag
Climb	Str	Perform***	Varies
Computers	Log	Pick pocket	Ag
Craft**	Log	Pilot**	Ag
Crowd Working	Per	Profession**	Int
Cybernetics	Log	Read lips	Int
Decipher Script	Log	Repair	Log
Demolitions	Ag	Ride	Ag
Diplomacy	Per	Robotics	Log
Disable Device	Ag	Search	Log
Disguise	Per	Seduction	Per
Drive**	Ag	Sense motive	Int
Escape Artist	Ag	Signaling	Log
First Aid	Log	Sound	Int
Forgery	Ag	Speak languages	special
Gather Information	Per	Spot	Int
Gaming	Per	Swim	Str
Handle Animal	Per	Tumble	Ag
Heal	Int	Use rope	Ag
Hide	Ag	Use technology	Log
Hypnosis	Log	Weapons**	Ag
Innuendo	Per	Wilderness lore	Int
Intimidate	Per	Zero gravity movement	Ag
Intuit Direction	Int		

\*\* Sub-skills for each of these skills is listed below.

## Sub-skill Lists

The following lists give examples of the types of specific skills that are available to a character who chooses Any of the following skills: Analyze, Craft, Drive, Knowledge, Pilot, Profession, or Weapons

### Analyze

Animal Behavior  
Artifacts  
Cultures  
Damage  
Data  
Eco-Systems  
Medical (Diagnosis)  
Samples: Mineral  
Samples-Organic  
Security  
Technology

### Craft

Craft: Acoustics  
Craft: Body comps  
Craft: Calligraphy  
Craft: Cartography  
Craft: Chemical substances  
Craft: Clothing manufacture  
Craft: Computer  
Craft: Entertainment equipment  
Craft: furniture making  
Craft: Jeweler  
Craft: Optics

### Drive

Aquatic Vehicles  
Ground Cars  
Ground Cycles  
Ground Transports  
Ground Trucks  
Hover Cars  
Hover Cycles  
Hover Transports  
Hover Trucks  
Military-Assault vehicles  
Military-Ground tanks  
Military: Hover tanks

### Pilot

Aero-craft  
Aero-fighters  
Glider  
Shuttle  
Suborbital craft  
Space fighter  
System ship  
Star fighter  
Starship  
Work pod

### Profession

Agriculturalist  
Architect  
Armorer  
Bartender  
Chef  
Defensive screen manufacturer  
Draftsman  
Engineer: Alternate Energy  
Engineer: Civil

Engineer: Construction  
Engineer: Hydrolic  
Engineer: Mechanical  
Engineer: Military  
Engineer: Nuclear  
Engineer: System ship  
Engineer: Starship  
Engineer: Vehicle  
Weapon Maker

### Knowledges

Aeronautics  
Ancient cultures  
Ancient history  
Ancient languages  
Architecture  
Art  
Biology  
Bionics  
Chemistry  
Computer science  
Engineer: Alternate Energy  
Engineer: Architecture  
Engineer: Civil  
Engineer: Hydraulic  
Engineer: Mechanical  
Engineer: Military  
Engineer: Nuclear  
Exobiology  
Folklore  
Forensics  
Gemology  
Genetics  
Geneology  
Geology  
Geophysics

History  
Local history  
Local gossip  
Local lore  
Medical treatments  
Medical science  
Military history  
Military science  
Military tactics  
Music history  
Oceanography  
Nano-technology  
Philosophy  
Psychology  
Physics  
Political science  
Politics  
Psychoanalysis  
Psychopathology  
Robo-psychology  
Security procedures  
Theology  
Theoretical science  
Trade  
Underworld lore

### Repair

Architecture  
Armor  
Communications devices  
Computers  
Damage Control  
Electronics  
Machinery  
Medical equipment  
Robots  
Scanners  
Vehicles  
System ships  
Starships

### Weapons

Archaic Melee  
Archaic Projectile  
Beam  
Grenade  
Gunnery: Beam  
Gunnery: Missiles  
Gunnery: PGS  
Man-portable missiles  
Melee  
PGS

### Languages

Ackeran	Elar`r	Keltarian	Rian, The
Adrainian	Elarian	Koren	Rissian
Aldorian	Ghann	Kroyan	Sarren
Andorian	Ghed`yan	Nomidian	Vrusk
Belphan	Human	Odean	Yazirian
Bissian	Humma	Odissian	
Callisian	Ifsnit	Orillian	
Chadyre	Illarian	Orissian	
Crittian	Jahar`r	Osakar	
Dralasite	Jhan`n	Quarian	



## Skill Descriptions

### **Administration (Log)** Trained only

A character with this skill has the ability to supervise the daily activities of an organization such as a business, corporation, or noble's household. This skill includes the ability to utilize resources and to manage people.

**Check:** Under normal circumstances a check is not required to use this skill, but one could be made if an important event, or unusual occurrence happens which would threaten the operation.

**Retry:** Only one Retry is allowed per day to correct any wrongness in an organization, but the effect will take place 1-4 hours from when the roll is made.

**Untrained:** This skill cannot be tried untrained unless the character has a very high Personality at the Administrator's option.

**Special:** Character's with the Leadership skill gain a +2 bonus when using this skill.

### **Analyze (Log)** Trained only

A character possessing this skill can deduce facts about his chosen area of expertise using tools and techniques appropriate to the task. To use this skill the character must be able to physically examine the object in question, or must be able to review data, reports and other details if his skill deals with such things as businesses or trends.

**Check:** A check is always made whenever this skill is used and represents at least one hour of uninterrupted time spent by the character studying the item.

**Retry:** A character can only retry this skill after spending an additional hour/point below the required roll that he made.

**Untrained:** This skill cannot be tried by a character who doesn't possess this skill.

**Special:** Characters with a Knowledge skill that Complements his Analysis skill gains a +2 bonus if the Knowledge skill possessed is at least 2 points higher than the character's rank in this skill.

### **Animal Empathy (Per)** Trained only

The character can improve the attitude of an animal with a successful check.

**Check:** To use the skill, the character and the animal must be able to study each other, noting each other's body language,



vocalizations, and general demeanor. This means that the character must be within 30 feet under normal conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. This skill works on animals, though the character can use it with a -4 penalty on beasts vermin and aberrations with at least 1 point of Logic.

**Retry:** Retries on the same animal generally don't work (or don't work any better), whether the character has succeeded or not.

### **Appraise (Log)**

The character can use this skill to determine the relative value of common or well-known objects.

**Check:** To appraise an object within 10% of its value (DC 12). Failure means the character estimates the value at 10%/ point of success under or over the required difficulty as determined by the Administrator. Rare or exotic items require a successful check against DC 15, 20, or higher. Failure when attempting to give the value of a rare or exotic item means the character cannot estimate the item's value. Appraising an item takes 1 minute.

**Retry:** Not on the same object, regardless of success.

**Special:** If the character is making the check untrained, for common items, failure means no estimate, and for rare items, success means an estimate of 50% to 150% (2d6+3 times 10%) of the item's actual value.

### **Astrogation (Log) Trained only**

A character who possesses this skill is able to plot courses for interplanetary and interstellar travel so that a craft can reach its destination without suffering a mishap. Failing this skill can be disastrous, and many starships have disappeared because of mistakes made by an Astrogator. Charting a course takes a minimum of 10 +2d6 turns if making an interstellar jump.

**Check:** A check is required at the beginning of any planetary or interstellar voyage. If the roll succeeds the journey will be uneventful. A failure by up to -5 will cause the vessel to miss its target. If the craft was interplanetary, the ship will miss its destination by 100,000 miles/point of difference between what was rolled and the success roll needed. If the trip was interstellar, the ship will miss its mark by 1 sector/point of difference.

**Retry:** A retry is only allowed once the vessel arrives at its targeted location even if it is not the intended location, and requires that the Astrogator spend at least one hour realigning his sensors, and recalculating his trip. If this roll fails the Astrogator won't know until he arrives at the new location only to discover that he is still lost. If this roll fails three times consecutively, the character is hopelessly lost.

**Untrained:** This skill cannot be tried by a character who doesn't possess this skill.

**Special:** Characters with a Knowledge Astronomy gains a +2 bonus if the Knowledge skill possessed is at least 2 points higher than this skill. An Astrogator can try to make a blind jump by making quick calculations. In this case the character may shave off several turns but doing so gives him a +1 to his difficulty making it more likely that he will miscalculate his jump.

### **Balance (Ag) Armor check penalty**

The character can walk on a precarious surfaces by spending an action.

**Check:** A successful check lets the character move at half his speed along the surface for 1 round. A failure means that the character can't move for 1 round. A failure by 5 or more means that the character falls. The difficulty varies with the surface:

<b>Surface</b>	<b>DC</b>
7-12 inches wide	10
2-6 inches wide	15
Less than 2 inches wide	20
Uneven Floor	10
Surface Angled	+5*
Surface Slippery	+5*

\*Cumulative; if both apply, use both.

Being attacked while balancing: Attacks against the character are made as if the character were off balance: They gain a +2 attack bonus, and the character loses any Agility bonus to his Defensive rating. If the character has 5 or more ranks in Balance, he retains the Agility bonus to his Defensive rating (if any) in the face of attacks. If the character takes damage, he must make a new

check to remain balanced.

**Accelerated Movement:** The character can try to walk a precarious surface more quickly than normal. If the character accepts a -5 penalty, the character can move at his normal speed. Moving twice his speed in a round requires that he succeed in two consecutive Skill rolls.

**Special:** If the character has 5 or more ranks in the Tumble skill, he gains a +2 bonus on his Balance checks.

### **Barter/Haggling (Per)**

A Character with this skill will be able to trade any type of goods and receive fair compensation on a successful skill roll.

**Check:** A Barter roll is made by the buyer which establishes a difficulty for the Merchant who either must make a Will save or use his own Barter skill to oppose the Buyer's roll. If the merchant fails this roll, the character may purchase the Item at half the listed cost.

**Retry:** This Skill cannot be tried more than once on an object as it assumes that negotiations and renegotiations have occurred over the course of the first roll.

**Untrained:** If used untrained the Bargain gained will only be 20% of the item's cost.

**Special:** Character's with any of the following skills (when appropriate) Appraisal, Craft, Bluff or a related Profession skill at 4th level or more gain a +2 bonus when using this skill.

### **Bluff (Per)**

This skill allows the character to use his guile to cause one or more targets to react favorably to whatever he says, such as believing the character's lies.

**Check:** A Bluff check is opposed by the target's Sense motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: Either the bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc.

If it's important, the Administrator can distinguish between a Bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something that the character wants him to believe.

A Bluff requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. A Bluff always takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate.

**Creating a Diversion to Hide:** The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

**Retry:** Generally, a failed Bluff check makes the target too suspicious for the Character to try another one in the same circumstances. For feinting in combat, the character may retry freely.

**Special:** Having 5 or more ranks in Bluff gives the character a +2 bonus on Intimidate and Pick pocket checks and a +2 bonus on an Innuendo check to transmit a message. Also, if the character has 5 or more ranks of Bluff, the character gets a +2 bonus on Disguise checks when the character knows that the character is being observed and the character tries to remain in character.

### **Climb (STR) Armor check penalty**

The character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds)

**Check:** With each successful Climb check, the character moves up, down, or across a slope or a wall at one-half his speed as a full-round action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height the character has already attained.

A climber's kit gives a +2 bonus to Climb checks The DC of the check depends on the conditions of the climb, as shown below:

<b>DC</b>	<b>Example of the wall or surface</b>
0	A slope too steep to walk up. A knotted rope with a wall to brace against.

- 5 A rope with a wall to brace against, or a knotted rope.
- 10 A surface with ledges to hold on to and stand on, such as a very rough wall or a old fashion ship's rigging.
- 15 Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.
- 20 An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
- 25 A rough surface, such as a natural rock wall or a brick wall.
- 25 Overhang or ceiling with handholds but no footholds.
- A perfectly smooth, flat, vertical surface cannot be climbed.
  
- 10\* Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).
- 5\* Climbing a corner where the character can brace against perpendicular walls (reduces DC by 5).
- +5\* Surface is slippery (increases DC by 5).

\*These modifiers are cumulative; use all that apply.

Since the character can't move to avoid a blow while climbing, enemies can attack him with a +2 bonus, and the character loses any Agility bonus he normally applies to his Defensive rating. The character cannot use a shield while climbing. Any time the character takes damage while climbing, he must make a Climb check against the DC of the slope or wall. Failure means the character falls from the character's current height and takes falling damage.

**Accelerated climbing:** The character tries to climb more quickly than normal. As a full-round action, the character can attempt to cover the character's full speed in climbing distance, but the character suffers a -5 penalty on his Climb checks and the character must make two checks each round. Each successful check allows the character to climb a distance equal to one-half his speed.

**Making the character's own hand and footholds:** The character can make his own hand and footholds by pounding pitons into a wall. Doing so takes 1 minute/piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a hand axe or similar implement can cut holds in an ice wall.

**Catching one's self when falling:** It's practically impossible to catch one's self on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is a lot easier to catch one's self on (DC = slope's DC + 10).

**Special:** A character with 5 or more ranks in Use Rope gets a +2 bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

### Computers (Log) Trained only

Whether mainframe, specialized, or bodycomp, this skill allows the character to access and operate the particular type of computer he is working with. Once a character has accessed a computer successfully, he can operate that computer anytime, unless it is modified.

**Check:** A Skill roll is always required the first time a character is trying to access an unfamiliar computer, though if he succeeds the character may always access that computer as stated above. A check is also required if the character attempts to perform any of the following actions:

**Bypass security:** If a computer has a Security (computer) maxiprogram, characters must bypass or break this security override before they can perform any other computer skill. A security override will sound an alarm if anyone tries to run, alter, or purge the maxiprogram without first defeating or bypassing the security override.

A security override is the same level as the Security maxiprogram. The Administrator should make the skill check to detect a security override secretly, since many maxiprograms have no overrides on them. A security override can be manually bypassed by rewiring the computer. This takes only 1d10 minutes, but has several disadvantages; there is a chance equal to the success rate every day that the wiring shorts out. Manually running a bypass requires a techkit, and failing the roll sets off every alarm the computer has.

**Defeat security:** Defeating a Security (computer) maxiprogram in a computer involves a decoding procedure on the computer itself that can take a long time (1d10 hours). At the end of this time the skill check is made. If unsuccessful, all the computer's alarms sound. If successful, the Security (computer) maxiprogram is erased.

**Display information:** A character can use his skill to display any information accessed in a computer's memory in whatever form he wishes: alphabetical, chronological, order of security value, etc. It is especially useful for getting lists of files, personal

records, and raw, unprocessed data that is recorded on an A/I (storage) maxiprogram.

A character receives a bonus of +2 if he is trying to display information about a maxiprogram he knows. He can automatically display information about maxiprograms he wrote in the computer. Once a character displays information successfully, he never needs to roll to display it again with that computer, unless it is altered.

**Interface:** A character tries to link two computers together, either by connecting their wiring or through some intermediary device like a Computer Access Computer (CAC). Once the two computers are linked, the character can perform all of his computers skills (except Bypass security) from either computer. The computer level used in the skill check is the highest level of the two computers. The speed of the computer communications would be that of the lower and slower level.

**Program manipulation:** A character has a chance to successfully run a maxiprogram's program, alter it, or purge it from a computer. If the maxiprogram is one that the character is familiar with, he gets an additional +2 bonus. If the program is one he programmed into the maxiprogram itself, or if it is one he has successfully run before, the character can run it automatically.

A character may want to alter a maxiprogram before running it. For example, a Maintenance (Life Support) maxiprogram does not normally let someone shut down the life support system or release a poison gas into the air. The maxiprogram could be altered, however, to allow the operator to do either of these things.

The Administrator should note that a character usually must run the maxiprogram successfully after altering it before the changes have any effect. Purging a maxiprogram means wiping the program out of the Johnson Field's memory, either to destroy it or make room for a new one. A character can purge any maxiprogram he wrote.

**Program writing:** A character with the Computer skill learns to write his own programs into a maxiprogram for a computer. For every skill level gained, he learns how to write one computer program, and increases the level of the programs he can write by one level. The player can pick programs he knows from the listing of maxiprograms in the Computer section of this book.

A character who knows how to write a particular program can buy that maxiprogram at half-price for his own computer, if he spends 12 hours upgrading it when he first purchases it. A character who has created a new program may sell it on the open market or to a mega-corp (or black market if he desires). The price should be set by the Administrator in comparison to other costs in his game. The character then gains an additional +4 when trying to manipulate that program or detect security on it in any computer.

**Program bodycomp:** The character can use the progit reprogrammer device to alter or purge a progit. Since progit programs are relatively simple, the character gains a +2 to his skill checks. Once a progit has been purged, a new program can be written into it by the progit reprogrammer using another already established progit. It is left to the Administrator's discretion as to the content and time it would take to write a new progit program. It should not be more complex than any progit already listed. A progit can be erased in one hour.

**Retry:** Generally retries are only possible if the Character advances in his Computer skill level, if he is trying to bypass, defeat, interface two computers, otherwise it is left up to the Administrator.

**Untrained:** This skill cannot be used untrained.

**Special:** A character who possesses this Skill and the repair skill gains a +2 bonus to his attempts to physically Bypass, or Defeat Security, or Interface two computers.

### Craft (Log)

Craft is actually a number of separate skills. For instance, the character could have the skill Craft: Electronics. The character's ranks in that skill don't affect any checks the character happens to make for Visual Arts or Writing, for example. The character could have several Craft skills, each with its own ranks, each purchased as a separate skill.

Check: The character can practice a trade and make a decent living, earning about 10 times the check result in credits per day of dedicated work. The character knows how to use the tools of the trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 10 credits per day.)

However, the basic function of the Craft skill is to allow the character to make an item of the appropriate type. The DC depends on the difficulty of the item created. Below is general information for determining the difficulties and time required to make common items:

General description	DC	Average Base cost	
		Time	for materials
Simple object, no movable parts	15	1 week	10% item cost
Moderately complex object	20	2 weeks	20% item cost
Complex object, many moving parts	25	3 weeks	30% of item cost

Hyper technological Object

35

4 weeks

40% of Item cost

All crafts require tools to give the best chance of success; if improvised tools are used instead, the check is made with a -2 penalty. On the other hand, masterwork tools provide a +2 bonus.

If the character's roll is 4 places over what he needed to roll the character has completed the task in one-half the time. If the character fails the check, the character makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

**Creating Masterwork Items:** The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through external enhancement) To create a masterwork version of an item The character adds a +10 to the Difficulty of the item.

**Retry:** Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

**Special:** A character can choose to take ten, or 20 in creating an item. If the character takes 10 they must spend an additional week to create the item in question, while taking 20 requires that 2 weeks above the required time are being spent.

### **Crowd working (Per)**

A character with this skill is able to influence a crowd to his advantage.

**Check:** If the character succeeds on a skill check he can alter the crowd's mood 2 places towards the feelings he was trying to convey, or can gain 1cr/point over his difficulty times the number of people affected.

**Retry:** This skill can only be used once an hour and only once/crowd.

**Untrained:** This skill can be tried untrained, but the reaction modifier is only one place, and only one credit/2 people in the group can be coaxed.

**Special:** Characters with at least four levels in Bluff or any Performance skill gain a +2 bonus when using this skill.

### **Cybernetics (Log) Trained only**

This skill is quite advanced and is used when a character wants to build, or repair Androids or Cyborgs (cybernetic organisms).

**Check:** A check is always required to build, or repair cybernetic organisms. A fully stocked cybernetic tech station is required to use this skill, and each check requires a minimum 2 hours of uninterrupted time for the character to work at the object/being. Only a character with this skill can heal an Android or cybernetic life form of damage/it has taken.

**Retry:** Generally a retry to create a cybernetic object can only be tried after the character advances in his skill. The cost of creating an Android or Cyborg is detailed in other sections of these guidebooks. Retries though are allowed to heal damage taken by cybernetic beings.

**Untrained:** This Skill cannot be attempted by the untrained.

**Special:** Characters possessing Robotics skill of at least rank 4 gain a +2 bonus when using this skill.

### **Decipher script (Log) Trained Only**

The character can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form.

**Check:** The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing. If the check succeeds, the character understands the general content of a piece of writing, reading about one single page of text (or its equivalent) in 1 minute. If the check fails, the Administrator makes an Intuition check (DC 5) for the character to see if he avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The Administrator secretly makes both the skill check and (if necessary) the Intuition check so the character can't tell whether the conclusion the character draws is true or false.

**Retry:** No.

## Diplomacy (Per)

The character can change others' attitudes with a successful check.

**Check:** In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases in a hearing before a third party.

**Retry:** Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

**Special:** Personality checks to influence NPCs are generally untrained Diplomacy checks. If the character has 5 or more ranks in Bluff or Sense Motive, the character gets a +2 bonus on Diplomacy checks. These bonuses stack.

## Demolition (Ag) Trained only

This skill instructs the character on the uses of explosives such as TD-19, TD-20, and Plastid. The character also learns how to use the numerous detonators used for explosives, and how to use type I missile warheads as mines. He may use and throw an explosive damage pack. Only a character with demolitions skill can legally buy or use explosives or detonators.

**Check:** He can recognize and combine all of these items automatically. However, setting and defusing charges or mines requires a skill check. Only characters with this skill can set charges. The number of turns needed to set a charge is the character's skill level subtracted from 10 (Minimum 1 turn). Charges can be detonated by the various detonators described elsewhere. TD-19 or TD-20 charges can also be set off with a laser. If the expert hits the charge, it explodes.

A demolitions expert can try to defuse a charge that was set by another expert. Defusing a charge takes one turn, no matter what level the expert is. The expert's chance to succeed is his success rate plus or minus a modifier determined by comparing the defusing character's skill level to that of the character who set the charges. A character can defuse one of his own charges automatically.

**Retry:** A character who fails his demolition skill but does not blow himself up may attempt to reset his demolition charge.

**Untrained:** This skill cannot be used by the unskilled.

**Special:** A character with this skill and the Chemistry skill can easily manufacture small explosives one-tenth the strength of TD-19 for around 12cr.

## Disable device (Log) Trained only

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, etc.).

**Check:** Attempting a Disable device check without a set of proper tools carries a -2 penalty, even if a simple tool is employed. The use of masterwork tools enables the character to make the check with a +2 bonus. The Administrator makes the Disable device check so that the character doesn't necessarily know whether the character has succeeded. The amount of time needed to make a check and the DC for the check depend on how tricky the device is.

Disabling a simple device takes 1 round (and is at least a full-round action). Intricate or complex devices require 2d4 rounds. The character also can rig simple devices to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use). Disabling (or rigging or jamming) a fairly simple device has a DC of 10. More intricate and complex devices have a higher DC. The Administrator rolls the check. If the check succeeds, the character disables the device. If the check fails by up to 4, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

Device	Time	DC*	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a ground car's wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a Robot

\*If the character attempts to leave behind no trace of the tampering, add 5 to the DC.

**Retry:** Yes, though the character must be aware that he has failed in order to try again. A character who beats a trap's DC by 10 or more can generally study a trap, figure out how it works, and bypass it (along with his companions) without disarming it.

## Disguise (Per)

The effort requires at least a few props, some makeup, and 1d3 X 10 minutes of work.

**Check:** The use of a disguise kit provides a +2 bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than one tenth the original. The character can also impersonate people, either individuals or types, so that, for example, the character might, with little or no actual disguise, make himself seem like a traveler even if he is a local.

The character's Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The Administrator makes the character's Disguise check secretly so that the character is not sure how good it is.

If the character doesn't draw any attention to himself, however, others do not get to make Spot checks. If the character comes to the attention of people who are suspicious (such as a Star Law officer who is watching travelers walking through a space port), the Administrator can assume that such observers are taking 10 on their Spot checks. The effectiveness of the character's disguise depends in part on how much the character is attempting to change his appearance:

Disguise	Modifier
Minor details only	+5
Disguised as different sex	-2
Disguised as different race	-2
Disguised as different age category	-2*
Disguised as specific class	-2

\*Per step of difference between character's actual age category and disguised age category (young [younger than adulthood], adulthood, middle age, old, venerable).

If the character is impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically considered to be suspicious of the character, so opposed checks are always invoked).

Familiarity	Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a check for detection immediately upon meeting the character and each hour thereafter. If the character casually meet many different creatures, each for a short time, check once/day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a merchant at a bazaar, the Administrator can make one Spot check/hour for the people he encounters using a +1 bonus on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

**Retry:** A character may try to redo a failed disguise, but once others know that a disguise was attempted they'll be more suspicious.

**Special:** If the character has 5 or more ranks of Bluff, he gets a +2 bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

## Drive (Ag) Trained only

A character who possesses this skill is able to Drive a specific type of vehicle that he specifies when taking this skill. The character also learns how to perform simple maintenance on the vehicle.

**Check:** Under normal circumstances no check is needed to operate a vehicle the character is familiar with. A check though is required if the character must deal with some unusual circumstance (Inclement weather, or icy surface for example), or during some dramatic action (such as during a car chase). A check is also required by the driver when he attempts to perform a vehicle stunt, or maneuver.

**Retry:** Most Driving checks have consequences that make trying again impossible.

**Untrained:** An untrained character can attempt to drive a vehicle, but automatically fails any driving checks that may be required.

**Special:** A character can take 10 when driving, but cannot take 20.

### Escape artist (Ag) Armor check penalties

With this skill the character can attempt to escape from ropes, manacles, or other restraints (except a grappler).

**Check:** Making a check requires 1 minute of work. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Restraint	DC
Ropes Binder's Use Rope check	+10
Net	20
Manacles	30
Tight space	30
Masterwork manacles	35

**Ropes:** The character's Escape artist check is opposed by the binder's Use rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a special +10 bonus on his check.

**Manacles and masterwork manacles:** Manacles have a DC set by their construction.

**Net:** Escaping from a net is a full-round action.

**Tight space:** This is the DC for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in a chimney, the Administrator may call for multiple checks. The character can't fit through a space that the character's head does not fit through.

**Retry:** The character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks or even take 20 as long as the character is not being actively opposed.

**Special:** A character with 5 or more ranks of Use rope gets a +2 bonus on Escape artist checks when escaping from rope bonds.

### First Aid (Int)

A character with this skill is able to staunch a wound, apply bandages, compresses or make a wounded person more comfortable. Though no actual healing can be performed with this skill, a person treated will not lose Stamina, or additional endurance points from continual bleeding and will not suffer infection or get worse while he is being cared for.

**Check:** A check is required each time this skill is used and failing the check will not aggravate the condition unless the failure results in a botch in which case the victim is allowed a Fortitude Save (Dif 15) or they lose a temporary Stamina point.

**Retry:** The character may only retry one time if he fails the initial First aid check. If the character fails the retry attempt he may not try again for 24 hours.

**Untrained:** This skill can be tried by someone with little knowledge of first aid but any failure will require the victim roll a Fortitude save (Dif 15) or suffer temporary Stamina loss.

**Special:** A character who possesses the Heal skill gains a +4 bonus regardless of the level that they possess in the Heal skill.

### Forgery (Ag)

Forgery requires materials appropriate to the document being forged.

**Check:** Forging a very short and simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), the character needs only to have seen a similar document before and gains a +8 bonus on the roll. To forge a signature, an autograph of that person to copy is needed, and the character gains a +4 bonus on the roll. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The Administrator makes the check secretly so the character is not sure how good the forgery is. As with Disguise, the character doesn't need to make a check until someone examines the work. This Forgery check is opposed by the person who examines the document to check its authenticity. That person makes a Forgery check opposed to the forger's. The reader gains bonuses or penalties to his check as described in the table below.



<b>Reader's Condition</b>	<b>Check Modifier</b>
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

As with Bluff, a document that contradicts procedure, orders, or previous knowledge or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

**Retry:** Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

**Special:** To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.).

### **Gaming (Per)**

The character knows most common games of chance and skill including dice, cards, draughts, and chess. A character can make a moderate living as a gambler.

**Check:** Characters roll opposed skill rolls with the highest success roll winning. The character who spends an evening gambling states how much he is betting over the course of an evening and then rolls his skill roll against a difficulty of 18. If the character fails the roll by 5 points or less the character loses ½ his bet. If the roll fails by 6 or more points the character loses all his bet.

If the character succeeds on his roll by up to 5 points the character earns double his bet. If the character succeeds over 5 points he earns 3 times his bet. Note that if the character botches on his skill roll the character will be accused of cheating whether he was or not.

**Retry:** This skill represents one hour's worth of playing and thus can only be rolled once/hour.

**Untrained:** This skill can be attempted by an untrained character.

**Special:** Characters with Bluff can add 1/2 his Bluff skill ranks to gaming if attempting to cheat. Characters with Sense motive can add 1/2 his level to their roll if attempting to ferret out a cheat.

### **Gather information (Per)**

By use of this skill a character can get a general idea of what the major news items are in a city, assuming no obvious reasons exist why the information would be withheld.

**Check:** By succeeding at a Skill check (DC 10), given an evening with a few credits to use for making friends by buying drinks and such, the character can get a general idea of what the major news items are in a city, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information.

If the character wants to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the DC is 15 to 25 or higher.

**Retry:** Yes, but it takes an evening or so for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

### **Handle animal (Per) Trained only**

This skill enables a character to handle domesticated animals bred to serve as pack animals, or to draw a conveyance, but does not cover riding mounts (that being a separate skill).

**Check:** The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle a domestic animal	Varies	10
"Push" a domestic animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + EL of animal
Rear a beast	1 year	20 + EL of beast
Train a wild animal	2 months	20 + EL of animal
Train a beast	2 months	25 + EL of beast

**Time:** For a task with a specific time frame, the character must spend half this time (at the rate of 3 hours/day per animal being handled) working toward completion of the task before the character makes the skill check. If the check fails, the character can't teach, rear, or train that animal. If the check succeeds, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If the time is interrupted or the task is not followed through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

**Handle a domestic animal:** This means to command a trained dog, to drive beasts of labor, to tend to tired horses, and so forth.

**"Push" a domestic animal:** To push a domestic animal means to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.

**Teach an animal tasks:** This means to teach a domestic animal some tricks. The character can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. The character can work with up to three animals at one time, and the character can teach them general tasks. An animal can be trained for one general purpose only.

**Teach an animal unusual tasks:** This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternatively, the character can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or come when whistled for or teaching a falcon to pluck objects from someone's grasp.

**Rear a wild animal or a beast:** To rear an animal or beast means to raise a wild creature from infancy so that it is domesticated. A handler can rear up to three creatures of the same type at once. A successfully domesticated animal or beast can be taught tricks at the same time that it's being raised, or can be taught as a domesticated animal later.

**Train a wild animal and train a beast:** This ability mean to train a wild creature to do certain tricks, but only at the character's command. The creature is still wild, though usually controllable.

**Retry:** For handling and pushing domestic animals, yes. For training and rearing, no.

**Special:** A character with 5 or more ranks of Animal empathy gets a +2 bonus on Handle animal checks with animals. A character must have 9 or more ranks of Animal empathy to get the same +2 bonus on Handle animal checks with beasts. A character with 5 or more ranks of Handle animal gets a +2 bonus on Ride checks. An untrained character can use a Personality check to handle and push animals.

### Heal (Log)

A character with this skill is able to treat injuries, and perform long term care including diagnosing ailments and creating medicines (healing balms, poultices, and remedies) to help cure the sick.

**Check:** The DC and effect depend on the task the character attempts.

Task	DC
First aid	15
Long-term care	15
Treat caltrop wound	15
Treat poison	Poison's DC
Treat disease	Disease's DC

**First Aid:** First aid usually means saving a dying character. If a character has negative Endurance and is losing Endurance points (at 1 per round, 1 per hour, or 1 per day), the healing character can make him stable. The injured character regains no EP's, but he does stop losing them. The check is a standard action.

**Long-term Care:** Providing long-term care means treating a wounded person for a day or more. If successful, the character lets the patient recover EP's or ability score points (lost to temporary damage) at twice the normal rate: 2 EP's per level + his Stamina modifier for each day of light activity, 3 EP's per level + his Stamina modifier for each day of complete rest, and 1 Ability score point per day. The character can tend up to six patients at a time. The character needs a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands.

Giving long-term care counts as light activity for the medic. The character cannot give long-term care to himself. A Med-kit gives a +2 bonus to Heal checks.

**Treat wound that reduces base speed:** A creature that has its speed reduced can be treated by the Heal skill. A successful Heal check removes this movement penalty. Treating such a wound is a standard action.

**Treat poison:** To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a Resistance roll against the poison, the Medic makes a Heal check. The poisoned character uses the Medic's result in place of his Resistance roll if the character's Heal result is higher.

**Treat disease:** To treat a disease means to tend a diseased character. Every time the diseased character makes a Resistance roll against disease effects, the Medic makes a Heal check. The diseased character uses the character's result in place of his Resistance roll if the character's Heal result is higher.

**Special:** If the character has 5 or more ranks in Knowledge: Medical treatment, the character gets a +2 bonus on Heal checks.

### **Hide (Ag) Armor check penalties**

A character with this skill is able to use shadows, and available cover to hide.

**Check:** The character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to one-half normal speed and hide at no penalty. At more than one-half and up to the full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to hide while running or charging. Larger and smaller creatures get size bonuses and size penalties on Hide checks:

<b>Creature's Size</b>	<b>Modifier</b>
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Large	-4
Huge	-8
Gargantuan	-12
Colossal	-16

If people are observing the character, even casually, the character can't hide. The character can run around a corner or something so that the character is out of sight and then hide, but the others then know at least where the character went. If the character's observers are momentarily distracted (as by a Bluff check; see below), though, the character can attempt to hide.

While the others turn their attention from the character, the character can attempt a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot/rank the character has in Hide.) This check, however, is at -10 because the character has to move fast.

**Creating a diversion to hide:** The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

### **Hypnosis (Per) Trained only**

With this skill a character can hypnotize another person. This places the character in a very relaxed state which makes them very susceptible to suggestion.

**Check:** The hypnotist must succeed on an opposed roll with the target rolling a Will save against the Hypnotist's success score to resist the effect. The hypnotized character can not be made to do anything that goes against his morals, but is more easily deceived into doing things while hypnotized. A hypnotized target can be made to remember forgotten events even with clarity, made calm, or can be cured of a minor bad habit.

**Retry:** Each attempt takes 2-12 minutes. If the Hypnosis attempt fails the character must wait at least an hour to try again.

**Untrained:** This skill cannot be tried by an untrained character.

**Special:** Note that it is not possible to hypnotize an unwilling subject.

**Innuendo (Int)** Trained only

A character who possesses this skill can use body language to get a message across to another character .

**Check:** For getting simple messages through the DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, the character can try to discern the hidden message in a conversation between two other characters who are using this skill. The DC is the skill check of the character using Innuendo, and for each piece of information that the eavesdropper is missing, that character suffers a -2 penalty on the check. For example, if a character eavesdrops on people planning to assassinate a visiting diplomat, the eavesdropper suffers a -2 penalty if he doesn't know about the diplomat.

Whether trying to send or intercept a message, a failure by 5 or more points means that some false information has been implied or inferred. The Administrator makes the character's Innuendo check secretly so that the character doesn't necessarily know whether the character was successful.

**Retry:** Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

**Special:** If the character has 5 or more ranks in Bluff, the character gets a +2 bonus on the check to transmit (but not receive) a message. If the character has 5 or more ranks in Sense motive, the character gets a +2 bonus on the check to receive or intercept (but not transmit) a message.

**Intimidate (Per)**

A character with this skill is able to use threats both implied or spoken aloud to cause a victim to change his actions to benefit the character.

**Check:** The character can change others' behavior with a successful check. The DC is typically 10 + the target's Endurance level. Any bonuses that a target may have on Resistance roll against fear increase the DC.

**Retry:** Generally, retries do not work. Even if the initial check succeeds, the other character can only be intimidated so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

**Special:** If the character has 5 or more ranks in Bluff the character gets a +2 bonus on Intimidate checks.

**Intuit direction (Int)** Trained only

The character can determine where true north lies in relation to the character

**Check:** By concentrating for 1 minute, the character can determine where true north lies in relation to him (DC 15). If the check fails, the character cannot determine direction. On a natural roll of 1, the character errs and mistakenly identify a random direction as true north. The Administrator makes the character's check secretly so that the character doesn't know whether the character rolled a successful result or a 1.

**Retry:** The character can use Intuit Direction more than once per day. The roll represents how sensitive to direction the character is at that point in the day. Use the most recently rolled number for all other checks in the same day.

**Special:** Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues.

**Jump (Str)** Armor check penalty

A character possessing the jumping skill roll a jumping skill check and if successful add one foot/point scored over the required difficulty to the distance they can jump. The difficulties for jumping are:

Running broad jump	Dif: 15
Standing broad jump	Dif: 17

Running high jump  
Standing high jump

Dif: 16  
Dif: 18

If armored increase the difficulty by the armor penalty (treat as if the minus is a positive number added to the difficulty above). Characters who are jumping down may jump an additional foot/skill level.

**Jury rig (Int)** Trained only

A character with this Skill has the ability to hot wire a piece of equipment, bypass a locked ignition switch to start a vehicle, or otherwise turn on a piece of equipment. Utilizing the equipment however may require a separate skill.

**Check:** A character must make a skill check every time that they are using this skill. Each attempt takes 2-5 rounds.. Though tools are not necessary if the character has a tech kit he gains a +2 to his roll when using this skill. If the character botches on his roll to jury rig an object he actually breaks it.

**Retry:** A character can make one attempt to retry jury rigging a piece of equipment, and if that fails he can not try again until the character raises raising his skill level.

**Untrained:** This skill cannot be tried untrained.

**Special:** A character with at least 4 levels in use technology, or repair gains a +2 bonus when using this skill.

**Kitbash (Log)** Trained only

A character who possesses this talent is able to use existing materials to create a piece of equipment. kitbashing requires that the character has a tech kit, and ample time to perform the require task. Kitbashing only allows for the creation of existing technology, and cannot be used to invent things.

**Check:** Kitbashing takes at least one hour, so long as the character has the proper tools and enough material on hand to create his desired object. A Skill check is required every time this skill is attempted.

**Retry:** A character can retry this skill so long as he has parts and time to do so, but each subsequent attempt doubles the amount of time required. If the Kitbash roll fails by more than 10 points the character can not try to create the object again until he gains another rank in this skill.

**Untrained:** Untrained characters cannot use this skill.

**Special:** A character with a knowledge skill that would give him an advantage in creating a desired object, like Knowledge Electronics when Kitbashing a calculator, gains a +2 bonus when this skill is used.

**Knowledge (Log)** Trained only

A character with this skill has extensive knowledge regarding a specific subject.

**Check:** Answering a question within the character's field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions)

**Retry:** No. The check represents what the character knows, and thinking about a topic a second time doesn't let the character know something the character never learned in the first place.

**Special:** An untrained Knowledge check is simply a Logic check. Without actual training, a character only knows common knowledge.

**Listen (Int)**

A character utilizes this skill to audile information.

**Check:** Make a Listen check against a DC that reflects how quiet the noise is that the character might hear or against an opposed Move Silently check. The Administrator may make the Listen check so that the character doesn't know whether not hearing anything means that nothing is there, or that the character rolled low.

<b>DC</b>	<b>Sound</b>
0	People talking
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level character using Move Silently within 10 ft. of the listener
19	A cat stalking
30	An owl gliding in for a kill
+1	Per 10 ft. from the listener
+5	Through a door
+15	Through a stone wall

In the case of people trying to be quiet, the listed DCs could be replaced by Move Silently checks, in which case the listed DC would be the average result (or close to it).

**Retry:** The character can make a Listen check every time the character has a chance to hear something in a reactive manner. As a full-round action, the character may try to hear something the character failed to hear previously.

**Special:** When several characters are listening to the same thing, the Administrator can make a single 1d20 roll and use it for all the listeners' skill checks.

**Modify (Log) Trained only**

A character possessing this skill is able to improve existing technology so long as he has the appropriate Craft, Profession, or Knowledge skills. Thus a character who has the Craft: Battle armor skill can purchase this skill, which then allows him to modify battle armor. This skill only needs to be purchased once however and applies to all the skills that he has which allow him the ability to create objects. Note that the character must have access to a fully stocked laboratory, medical lab or technical facility to utilize this skill and must spend several weeks of time to work on the object.

**Check:** To use this skill the character must have access to a fully stocked facility appropriate to the task and the materials he will need to perform the modification. The character must then spend the required amount of time, before he makes his skill check. These details are summarized below:

<b>General description</b>	<b>DC</b>	<b>Average Time</b>	<b>Base cost for materials</b>
Simple object, no movable parts	15	1 week	10% item cost
Moderately complex object	20	4 weeks	20% item cost
Complex object, many moving parts	25	8 weeks	50% of item cost
Hyper technological object	35	12 weeks	100% of Item cost

If the character's roll is 4 places over what he needed to roll the character has completed the task in one-half the time. If the character fails the check, the character makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again. Once successful the object will be improved by 10% per level he has in this skill.

**Retry:** Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

**Special:** A character can choose to take ten, or 20 in creating an item. If the character takes 10 they must spend an additional week to create the item in question, while taking 20 requires 4 weeks above the required time are being spent.

**Move Silently (Ag) Armor check penalty**

A character with this skill is able to move without making discernable noise.

**Check:** The character's Move Silently check is opposed by the Listen check of anyone who might hear the character. The character can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

**Open lock (Ag) Trained only**

A character who wishes to attempt this skill must have at least a simple tool of the appropriate sort (a pick, pry bar, blank key,

wire, etc.) to pick a lock.

**Check:** Attempting an Open lock check without a set of lock picks carries a -2 penalty, even if a simple tool is employed. The use of masterwork lock picks enables the character to make the check with a +2 bonus. Opening a lock entails 1 round of work and a successful check. (It is a full-round action.)

<b>Lock</b>	<b>DC</b>
Very simple lock	20
Average lock	25
Good lock	30
Amazing Lock	40

### **Perform (varies)**

A character with this skill must designate a type of entertainment skill he has mastered, and unlike other skills the type of skill mastered determined the ability score this skill is tied to.

**Check:** The character can impress audiences with his talent and skill.

<b>DC</b>	<b>Performance</b>
10	Routine performance. Trying to earn money by playing in public is essentially begging. The character earns 1d10 credits/day.
15	Enjoyable performance In a prosperous city, the character can earn 11-20 credits/day.
20	Great performance. In a prosperous city, the character can earn 1-2 hundred credits/day. With time, the character may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, the character can earn 2-5 hundred credits/day. With time, the character may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, the character can earn 5+1d4 hundred credits/day. With time, the character may draw attention from distant potential patrons from off world locations.

A masterwork musical instrument gives a +2 bonus to Perform checks that involve the use of the instrument.

**Retry:** Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances (Increase the DC by 2 for each previous failure). In addition to using the Perform skill, a character could entertain people with tumbling, tightrope walking, etc.

### **Pick pocket (Ag) Trained only; Armor check penalties**

A character with this skill has the ability to lift small objects unnoticed.

**Check:** A check against DC 10 lets the character palm a coin-sized, unattended object. Minor feats of legerdemain, such as making a coin disappear, are also DC 10 unless an observer is determined to note where the item went. When performing this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

If the character tries to take something from another creature, the character must make a skill check against DC 20. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if his check result beats the character's check result, regardless of whether the character got the item.

<b>DC</b>	<b>Task</b>
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

**Retry:** A second Pick pocket attempt against the same target, or when being watched by the same observer, has a DC +10 higher than the first skill check if the first check failed or if the attempt was noticed.

**Special:** If the character has 5 or more ranks in Bluff, the character gets a +2 bonus on Pick pocket checks.

### **Pilot (Ag) Trained only**

A character who possesses this skill is able to pilot a specific type of vehicle that he specifies when taking this skill. The character also learns how to perform simple maintenance on the vehicle.

**Check:** Under normal circumstances no check is needed to operate a vehicle the character is familiar with. A check though is required if the character must deal with some unusual circumstance (flying through a storm, or traveling across an asteroid field), or during some dramatic action (Such as during a dog fight). A check is also required by the pilot when he attempts to perform a stunt, or special maneuver.

**Retry:** Most Piloting checks have consequences that make trying again impossible.

**Untrained:** An untrained character can attempt to pilot a vehicle, but automatically fails any Piloting checks that may be required.

**Special:** A character can take 10 when piloting a craft, but cannot take 20.

**Profession (Int)** Trained only

The character is trained in a livelihood or a professional role which involves many related skills as opposed to a craft which is more specialized.

**Check:** Like Craft, Profession is actually a number of separate skills. The character could have several Profession skills, each with its own ranks, each purchased as a separate skill. The character can practice a trade and make a decent living, earning about half the check result in hundreds of credits per month of dedicated work. The character knows how to use the tools of the trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems.

**Creating Masterwork Items:** The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through external enhancements). To create a masterwork version of an item the character adds a +10 to the Difficulty of the item.

**Retry:** Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

**Special:** A character can choose to take ten, or 20 in creating an item. If the character takes 10 he must spend an additional week to create the item in question, while taking 20 requires that 2 weeks above the required time are being spent.

**Read lips (Log)** Trained only

A character with this skill is able to understand what someone is saying by studying their mouth movements and must have an unobstructed view of the target.

**Check:** The character must be within 30 feet of the speaker and be able to see him speak. The character must be able to understand the speaker's language. (Use of this skill is language-dependent.) The base DC is 15, and it is higher for complex speech or an inarticulate speaker. The character has to concentrate on reading lips for a full minute before making the skill check, and the character can't perform some other action during this minute. The character can move at half speed but not any faster, and he must maintain a line of sight to the lips being read.

If the check succeeds, he can understand the general content of a minute's worth of speaking, but the character usually still misses certain details. If the check fails however, the character can't read the speaker's lips. The Administrator rolls the character's check so the character don't know whether the character succeeded or missed and if the roll failed by 5 or more points the character draws the wrong conclusions from what he understood.

**Retry:** The skill can be used once per minute.

**Repair (Log)** Trained only

A character with this skill can repair damaged machinery or electronic devices so long as he has the appropriate Craft, Profession, or Knowledge skills. Thus a character who has the Craft: Battle armor skill can purchase this skill, which then allows him to repair damaged battle armor. This skill only needs to be purchased once however and applies to all the skills that he has which allow him the ability to create objects.

**Check:** Most repair checks are made to fix complex electronic or mechanical devices such as subspace radios, vehicles, computers or even robots. The DC is set by the Administrator. In general simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repairs have a DC of 20 or higher and can require an hour or more to complete. Repairs also involve a monetary cost when spare parts, or new components are needed.



<b>General description</b>	<b>DC</b>	<b>Average Time</b>	<b>Base cost for materials</b>
Simple object, no movable parts	10-15	1 hour	10% item cost
Moderately complex object	20	1 hour	20% item cost
Complex object, many moving parts	25	2-5 hours	50% of item cost
Hyper technological object	35	5-20 hours	100% of Item cost

**Retry:** Yes, but each retry raises the difficulty of the repair by 2 and costs 10% of the item's value in additional parts.

**Untrained:** No

**Special:** a character with 4 ranks or more in a related skill gains a +2 bonus when using this skill.

### **Ride (Ag)**

When the character selects this skill, choose the type of mount the character is familiar with. For this purpose, "horses" includes mules, donkeys, and ponies. If the character uses the skill with a different mount (such as riding a giant lizard when the character is used to riding horses), the character's rank is reduced by 2 (but not below 0). If the character uses this skill with a very different mount (such as riding a flying creature when the character is used to riding horses), the character's rank is reduced by 5 (but not below 0).

**Check:** Typical riding actions don't require checks. The character can saddle, mount, ride, and dismount from a steed without a problem. Mounting or dismounting uses up one action. Some tasks require checks:

<b>Riding Task</b>	<b>DC</b>
Guide with knees	5
Stay in saddle	5
Fight with a battle trained steed	10
Leap	15
Control mount in battle	20
Fast mount or dismount	20*
Cover	15
Soft fall	15

\*Armor check penalty applies.

**Guide with knees:** The character can react instantly to guide the character's steed with his knees so that the character can use both hands in combat. Make the check at the start of round before initiative is rolled, and if the roll fails, the character can only use one hand this round because he needs to use the other to control the mount.

**Stay in saddle:** The character can react instantly to try to avoid falling when the character's mount rears or bolts unexpectedly or when the character takes damage.

**Fight with battle mount:** If the character directs a war-trained steed to attack in battle, the character can still make the character's own attack or attacks normally.

**Cover:** The character can react instantly to drop down and hang alongside the mount, using it as one-half cover. The character can't attack while using the character's mount as cover. If the character fails, the character doesn't get the cover benefit.

**Soft fall:** The character reacts instantly to try to take no damage when the character falls off a mount, such as when it is killed or when it falls. If the character fails, the character takes 1d6 points of falling damage.

**Leap:** The character can get a mount to leap obstacles as part of its movement. Use the character's Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what the character needs to roll to stay on the mount when it leaps.

**Control mount in battle:** By expending an action, the character can attempt to control a mount while in combat. If the character fails, the character can do nothing else that round. The character does not need to roll for beasts trained specifically for battle.

**Fast mount or dismount:** The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting expends an action. (The character can't attempt a fast mount or dismount unless the character can perform the mount or dismount by expending an action.)

**Special:** If the character is riding bareback, the character suffers a -5 penalty on Ride checks. If the character has 5 or more ranks in Handle animal, the character gets a +2 bonus to Ride checks. If the character's mount has a military saddle, it gives a +2 bonus to Ride checks related to staying in the saddle.

### **Robotics (Log)** Trained only

A character who possesses this skill is able to perform various skills related to Robots.

**Check:** In order to perform most of these skills a character must have a specialized tech kit. A skill check is required by the Robotist when performing any of the following skills:

**Activate/deactivate:** A character can activate (turn on) or deactivate (turn off) a robot regardless of its level if he can gain access to its activation progit. Before a character can deactivate the robot, read its function progit, remove its security lock, or alter its mission or function progit, he must gain access to the robot's internal progit circuitry. At a minimum, this requires removing a protective plate, which takes one turn.

The plate can be removed in one turn even if the robot is fighting, but not if the robot is moving and the character cannot gain a firm handhold. Once the plate is off, the robot can be deactivated in one turn. Some robots have specially designed secure compartments for their progit circuitry and multiple plates must be removed before access is gained. The heavier, military versions of robots have anti-tamper devices (explosives, electrical shocks, etc.) built into their protective plates.

**Alter functions:** Altering a function progit requires 1d10 minutes. If the new function progit violates the robot's mission or requires function progit the robot does not have, the robot overrides and ignores the new function progit. Only one robot function progit can be altered at a time. A character with this skill must roll separately for each function progit altered. Changing an altered function progit back to its original form also requires a new roll. A failed skill check can result in a malfunction.

**Alter mission:** A character can try to alter the robot's mission progit. This takes 1d10 minutes plus the robot's level in minutes. Altering the mission progit does not alter the function progit, those must be altered separately. Once a mission has been changed, changing it back to the original mission requires another roll. If the new mission requires function progit that the robot does not have, the robot still tries to follow its new mission as best it can. A failed skill check can result in a malfunction.

**Identification:** The character can determine a robot's type and level simply by looking at it. If the skill check is successful, then the character is allowed another one (at the same rate) for each fact about the robot that the character wants to know. Possibilities include: what external weapons it is equipped with, what internal weapons it might be equipped with (for its size and type), the manufacturing company or race, what kind of sensors are obvious, etc.

Once a skill check is missed, no more facts can be gleaned from that particular robot, otherwise the character can keep asking for details and rolling dice until he has exhausted all the facts. Once a robot has been successfully identified, the character can always identify that robot type again (unless its appearance is changed).

**List functions:** The character can tap into the robot's function progit after he has gained access to the progit circuitry boards. Once accessed, the robot's functions can be listed. A character who successfully lists the robot's functions can always list them again without having to roll. A robot's mission progit cannot be listed with this skill. Only a successful Robotics: Alter mission skill check reveals the mission. Thus, a character may know all of the robot's functions and have to guess at its mission.

**Remove security locks:** After the final protection plate has been removed from a robot's progit circuitry board, there may be a security lock. The lock must be removed before the List functions, Alter functions, or Alter mission skills can be tried. A robot can be deactivated after the protection plates are taken off but before the security lock is removed. Once a security lock has been removed, it cannot be used again. A failed skill check for Robotics: remove security lock can result in a malfunction.

**Retry:** Generally retries are only possible if the Character advances in his/her Robotics skill level.

**Untrained:** This skill cannot be used untrained.

**Special:** A character who possesses this skill and the repair skill gains a +2 bonus to his Robotics skill rolls and vice versa.

### **Search (Log)**

A character with this skill is trained in observation so that they are better able to locate things that would otherwise go unfound.

**Check:** The character generally must be within 10 feet of the object or surface to be searched. It takes 1 round to search a 5'x 5' area or a volume of goods 5' on a side; doing so is a full-round action.

**Task**

**DC**

Ransack a crate full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult trap not of stone	21+
Find a high tech trap	25+ Skill level used to create
Notice a well-hidden secret door	30

**Special:** A character who does not have the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less

### **Seduction (Per)**

This skill allows a character the ability to use his charm, appearance, gestures and body language to entice, tease and possibly grant sexual pleasure.

**Check:** A check is always required when using this skill to determine the difficulty score that is required for a victim to resist this skill. The victim may roll Sense motive against the success score to resist the seduction.

**Retry:** Under ordinary circumstances this skill cannot be retried.

**Untrained:** This skill can be tried by the untrained.

**Special:** Characters with at least four levels in Bluff gain a +2 bonus when using this skill, and if the character has 4 or more levels in this skill may gain a +2 bonus to his Bluff, or Gather information rolls.

### **Sense motive (Int)**

A character with this skill is able to intuitively determine the reasons behind someone's actions or words.

**Check:** A successful check allows the character to avoid being bluffed. The character can also use the skill to tell when something is up (something odd is going on that the character were unaware of) or to assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and the character could spend a whole evening trying to get a sense of the people around the character.

<b>Sense motive task</b>	<b>DC</b>
Hunch	20
Sense external influence	25

**Hunch:** This use of the skill essentially means making a gut assessment of the social situation. The character can get the feeling from another's behavior that something is wrong, such as when the character is talking to an impostor. Alternatively, the character can get the feeling that someone is trustworthy.

**Sense External influence:** The character can tell that someone's behavior is being influenced by an outside force (by definition, a mind-affecting effect), even if that person isn't aware of it himself.

**Retry:** No, though the character may make a Sense motive check for each bluff made on the character.

### **Signaling (Log)**

The character is capable of sending long distance signals using some method. Characters begin with one choice of signaling and every three ranks can choose a new form. The most common are drumming, smoke, mirrors, and bird calls.

**Check:** Characters must roll a skill check against a difficulty determined by the Administrator, depending on how complex the message is, weather conditions or other factors. These messages can only be understood by others with this skill, and may end up attracting the attention of unwanted creatures, curious to find out who or what is behind them.

**Retry:** Messages can be resent.

**Untrained:** Untrained characters can only send simple messages like, help, danger or here I am.

### **Sound (Int)**

The character with this skill is able to identify sounds and can pick out specific sounds even if the sounds are hidden among other noises. The character also gains the ability to imitate sounds such as bird calls or the noises that creatures make, but cannot imitate languages.

**Check:** The character is required to make a skill check against a difficulty determined by the Administrator when using either aspect of this ability.

**Retry:** The Administrator is the final arbitrator in determining if this skill can be retried due to the circumstances involved when the skill is being used.

**Untrained:** Untrained characters may use this ability but the difficulty is always 18+.

**Special:** Characters with Knowledge: nature gain a +2 bonus when using this skill to imitate real world animal noises.

**Speak language (None)** Trained only

The Speak language skill doesn't work like a standard skill. The character starts at 1st level knowing one language + his Logic bonus in languages and each time a new level is purchased the character may speak an additional language + his Logic modifier. In both cases at least one language is gained when taking this skill.

**Retry:** Not applicable. (There are no Speak language checks to fail.)

**Spot (Int)**

The Spot skill is used primarily to detect characters or creatures who are hiding.

**Check:** To detect characters or creatures who are hiding, the spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it. A Spot check result of greater than 20 can generally let the character become aware of an invisible creature near the character (though the character can't actually see it). Spot is also used to detect someone in disguise, and to avoid surprise.

<b>Condition</b>	<b>Penalty</b>
Per 10 feet of distance	-1
Spotter distracted	-5

**Retry:** the character can make a Spot check every time the character has the opportunity to notice something in a reactive manner. As a full-round action, the character may attempt to spot something that the character failed to spot previously.

**Swim (Str)**

A character with this skill is able to swim though they may be hampered by the equipment or armor they are wearing or carrying.

**Check:** A successful Swim check allows the character to swim one-quarter of the character's speed or one-half the character's speed as a full-round action. Roll once per round. If the character fails, the character makes no progress through the water. If the character fails by 5 or more, the character goes underwater and starts to drown.

If the character is underwater (whether drowning or swimming underwater intentionally), the character suffers a cumulative -1 penalty to the character's Swim check for each consecutive round the character has been underwater. The DC for the Swim check depends on the water:

<b>Water Conditions</b>	<b>DC</b>
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20 or take 1d6 points of subdual damage from fatigue.

**Special:** Instead of an armor check penalty, the character suffers a penalty of -1 for each 5 pounds of gear the character is carrying or wearing.

**Tumble (Ag)** Trained only; Armor check penalty

A character with this skill has learned to perform such acrobatic feats as cartwheels, back-flips or front-flips.

**Check:** The character can't use this skill if the character's speed has been reduced by armor, excess equipment, or loot. The character can land softly when the character falls or tumbles past opponents. The character can also tumble to entertain an audience (as with the Perform skill).

<b>DC</b>	<b>Task</b>
15	Treat a fall as if it were 10 feet shorter when determining damage.
15	Tumble up to 30' (as part of normal movement), suffering no attacks of opportunity while doing so. Failure means the character tumbles 30' but suffers attacks of opportunity normally.
25	Tumble up to 30' (as part of normal movement), suffering no attacks of opportunity while doing so and moving through areas occupied by enemies (over, under, or around them). Failure means the character tumbles 30' and can move through enemy-occupied areas but suffers attacks of opportunity normally.

**Retry:** An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. The character can try to reduce damage from a fall as an instant reaction once per fall. The character can attempt to tumble as part of movement once per round.

**Special:** A character with 5 or more ranks in Tumble gains a +3 dodge Defense bonus when executing the fight defensively standard or full-round action instead of a +2 dodge bonus. A character with 5 or more ranks in Tumble gains a +6 dodge bonus when executing the total defense standard action instead of a +4 dodge bonus. If the character has 5 or more ranks in Jump, the character gets a +2 bonus on Tumble checks. If the character has 5 or more ranks in Tumble, the character gets a +2 bonus on Balance checks.

#### **Use rope (Ag)**

A character with this skill has learned all manner of knots, and can use a rope in any way that a rope is intended to be used for.

**Check:** Most tasks with a rope are relatively simple.

<b>DC</b>	<b>Task</b>
10	Tie a firm knot
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around oneself one-handed
15	Splice two ropes together (takes 5 minutes)

When the character binds another character with a rope, any Escape artist check that the bound character makes is opposed by the character's Use rope check. The character gets a special +10 bonus on the check because it is easier to bind someone than to escape from being tied up. The character doesn't make the character's Use rope check until someone tries to escape.

**Special:** A silk rope gives a +2 bonus on Use rope checks. If the character has 5 or more ranks in Escape artist, the character gets a +2 bonus on checks to bind someone.

#### **Use technology (Log) Trained only**

This is a catch all skill allowing a character to use any technological item not covered by any other Skill.

**Check:** A check is required the first time an unfamiliar piece of equipment is used, but thereafter no check is required unless the item has been modified.

**Retry:** Generally a retry is not allowed until the character advances his skill rank

**Untrained:** An unskilled character may use Technology on a Logic check.

**Special:** A character with a related knowledge skill of at least rank 4 gains a +2 bonus when using this skill.

#### **Weapons (Ag) Trained only**

A character choosing this skill must choose a sub-skill to determine what types of weapons he can use. These Sub-skills are as follows:

**Archaic melee:** The character can use all manner of hand held archaic weapons like, swords, maces, Pole arms, or axes.

**Archaic projectile:** This skill includes all manner of bows or crossbows, and even throwing weapons such as throwing knives, or throwing axes

**Beam:** This skill covers the use of all manner of laser, rafflur, electrostunner, sonic, maser, or bolt or energy weapon.

**Grenades:** This is self-explanatory

**Gunnery: Beam:** This skill covers all manner of vehicle mounted plaser, laser, rafflur, electrostunner, sonic, maser, or bolt or energy weapon, including space craft mounted beam weapons.

**Gunnery: P.G.S (Projectile/Gyrojet/Sprayer):** This skill covers all manner of vehicle mounted machine gun, grenade or mortar launcher, acid sprayer, flamethrower, micro-missile launcher, needler, or gyrojet weapon including space craft mounted weapons.

**Man portable missiles:** Characters with this skill can use all types I through III missiles and missile launchers

**Melee:** This skill allows the character to use all manner of vibro blades, energy swords, and high tech melee weapon available.

**P.G.S:** This skill covers the use of all manner of auto-pistol or rifle, grenade rifle or mortar, acid sprayer, flamethrower, micromissile, needler, or gyrojet weapon

**Check:** Like the Speak languages skill this skill does not require that the character make a skill roll when using weapons that are covered under the sub-skill that the character chooses when he purchases this skill. This skill allows the character to use weapons covered by the sub-skill without suffering a penalty to his combat rolls for using an unfamiliar weapon.

Characters combat rolls when using weapons are determined as follows:

**Melee or hand to hand attacks:**  $d20 + \text{Combat modifier to hit} + \text{his Strength modifier} + \text{Misc bonuses (Expertise, masterwork weapon bonuses etc.)}$

**Ranged weapons:**  $D20 + \text{combat modifier to hit} + \text{his Agility modifier} + \text{Misc bonuses (Expertise, masterwork weapon bonuses etc.)}$

**Retry:** As each use of a weapon is a separate action there is no retry with this skill.

**Untrained:** Characters can attempt to use a weapon they are unfamiliar with, but do so at a -4 to hit.

**Special:** Certain characters can specialize in the use of a particular weapon, as detailed under the Expertise feat.

### **Wilderness lore (Int)**

A character with this skill is versed in the lore of the wilds. He can survive and provide food and water for himself and potentially his companions, as well as start fires and identify edible plants, and fresh water.

Check: The character can keep himself and others safe and fed in the wild.

<b>DC</b>	<b>Task</b>
10	Get along in the wild. Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain +2 on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every 1 point by which the check result exceeds 15.
15	Avoid getting lost or avoid natural hazards, such as quicksand.

**Retry:** For getting along in the wild or for gaining the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, the character makes a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

**Special:** If the character has 5 or more ranks of Intuit direction, the character gets a +2 bonus on Wilderness Lore checks to avoid getting lost.

**Zero gravity movement (Ag)** Trained only; Armor check penalties

A Character with this skill is able to move unhindered in zero gravity environments.

**Check:** Under ordinary circumstances no roll is required by a skilled character in a zero gravity environment. If the Character however is engaged in combat or there is some dramatic moment where failing to use this skill has repercussions, a check might be called. Failing the check results in the character losing his Agility adjustment to his Defense rating as the character spins out of control. It takes one action to right oneself and requires a successful Skill check. A character out of control is vulnerable to attacks of opportunity.

**Retry:** See above

**Untrained:** Untrained characters automatically lose control if doing anything but moving at ½ speed in zero gravity.

**Special:** Characters with at least 4 ranks in Swim gain a +2 Synergy bonus when using this Skill.



## Feats

Feats grant a character special abilities allowing them to perform heroic acts. What follows are a list of all the available feats in the Frontier and a notation as to whether they require the expenditure of an action to use them or not, followed by descriptions of the feats. Certain feats have been eliminated as the new combat system makes them obsolete and some are now Merits or Flaws.

<b>Combat</b>	<b>Cost</b>
Blind fight	None
Blinding strike	One action
Cleave	One action
Combat mind	None
Combat reflexes	None
Dodge	One action
Expertise	None
Far shot	One action
Great cleave	One action
Improved bullrush	One action
Improved critical	None
Improved disarm	One action
Improved initiative	None
Improved trip	One action
Improved two weapon fighting	None
Improved unarmed strike	One action
Mounted Combat	none
Mounted Ranged Combat	One Action
Power attack	One action
Precise shot	One action
Quick draw	special
Rapid shot	special
Ride by attack	One action
Shot on the run	One action
Spirited charge	One action
Spring attack	One action
Sunder	One action
Trample	One action
Two weapon fighting	None
Weapon finesse	None
Weapon Focus	One action
Weapon specialization	None
Weapon mastery	None
Zero gravity combat	None
<b>General</b>	
All around sight	None
Endurance	None
Great fortitude	None
Increased carrying capacity	None
Iron will	None
Lightning reflexes	None
Mobility	None
Run	None
Silent step	None
Skill focus	None
Skill mastery	None
Toughness	None
<b>Martial Arts</b>	
Backward Kick	One action
Chi Strike	One action



Circle Kick	One action
Combat Adaptability	None
Concentrated Push	One action
Delay Damage	One action
Dim Mak	One action
Eagle's Claw	One action
Flying Kick	One action
Great Throw	One action
Hurl	One action
Immovability	One action
Incapacitating Strike	One action
Iron Fist	One action
Iron Skin	none
Missile Deflection	One action
Pain Touch	One action
Prone Fighting	One action
Sticking Touch	One action
Weapon Break	One action
Weapon Catch	One action
<b>Special</b>	
Tracking	Special

## Feat Descriptions

What follows are descriptions for all the Feats available to Characters in the Frontier.

### Combat Feats

#### Blind fighting

**Prerequisites:** Alertness (5th Level)

**Effects:** The Character with this ability is no longer penalized when attacking invisible creatures or when fighting in the dark or blindfolded.

#### Blinding strike

**Prerequisites:** none

**Effects:** The character must state that he is using this feat before making an attack roll, and he must succeed on a called shot with a penalty of -6. If this succeeds the victim must make a Reflex save against a difficulty equal to the attacker's success roll to avoid this effect, otherwise he will be temporarily blinded.

A character temporarily blinded makes all his attacks as if he were fighting invisible targets (+10 to the opponent's Defensive rating) and attacks against him are made at +4 to hit and the blind character loses his Agility based defensive bonus. This blindness lasts 1 round/level of the attacker.

#### Cleave

**Prerequisites:** None

**Effect:** This maneuver is only available to characters using a cleaving or slashing weapon, and costs one combat action. The player must state that they are using this maneuver and rolls to hit as normal, but if the attack roll succeeds the character double's the weapon's damage die and then adds any additional modifiers he has to damage due to Strength, Specialization, etc.

#### Combat mind

**Prerequisites:** Logic or Intuition 14+

**Effect:** A character with this ability is not only unshaken by combat but has developed a sort of combat sense allowing him to add 1/2 his Logic or Intuition modifier to either his Initiative, Attack rolls or Damage rolls, determined when this feat is taken.

### **Combat reflexes**

**Prerequisites:** Agility 12+

**Effect:** A character who possesses this feat is able to make one additional attack of opportunity in a round equal to his Agility modifier.

### **Dodge**

**Prerequisites:** None

**Effect:** By expending an action stated at the beginning of the combat round before Initiative is rolled the character gains a +2 bonus to his Defensive rating for the round including his Defensive rating against traps, and increases his Reflex saves by +2.

### **Expertise**

**Prerequisites:** None

**Effect:** This is a form of specialization which grants a character a +2 bonus to Initiative, and to Hit in combat with a chosen weapon or a natural attack.

### **Far shot**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character who has this ability must state its use before rolling to hit and costs one action which is spent taking aim. The character with far shot doubles his extreme weapon range for that shot and gains a +2 bonus to hit.

### **Great cleave**

**Prerequisites:** Cleave

**Effect:** This maneuver is only available to characters using a cleaving/slashing weapon, and costs one combat action. The player must state that they are using this maneuver and rolls to hit as normal, but if the attack roll succeeds the character triples the weapon's damage die and then adds any additional modifiers he has to damage due to Strength, Specialization, etc. In addition the victim must roll a Fortitude Resistance roll against the damage taken or they lose a limb.

A character who loses a limb permanently loses 2 Endurance points/level. If the lost limb was an arm the character suffers a -2 to any Strength checks. If the lost limb was a leg, the character can move at a maximum speed of 15'/round and all Agility checks are made with a -2 penalty.

### **Improved bullrush**

**Prerequisites:** None

**Effect:** A character who uses this special maneuver charges forward and slams his opponent with his shoulder driving them back 5'/point of Strength modifier that the character has. The attacker does not suffer an attack of opportunity when using this maneuver as he does with a regular bullrush. The attacker rolls a standard to hit roll against the victim and if he succeeds the victim must roll a Reflex save with a difficulty equal to the attacker's Strength score +2 or they are knocked prone. A prone character loses his defensive bonus and allowing for attacks of opportunity against him. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

### **Improved critical**

**Prerequisites:** Expertise

**Effect:** A character who chooses this feat gains the following special ability. On a natural 20 (unmodified roll of 20) the character doubles the damage die for the weapon and adds his damage modifiers (Strength, Specialization etc.), and in addition he gains an immediate Attack of opportunity against his opponent who is not allowed his Agility based defensive bonus. This Attack of opportunity does not count against the number of Attacks of opportunity that the attacker can make in a round.

### **Improved disarm**

**Prerequisites:** None

**Effect:** A character with this special ability can attempt to disarm an opponent. Use of this special ability costs one action and requires that the character make a called shot (-4 to hit) against a Defensive rating of 10 + the opponent's level + the opponent's Defensive bonus. If this attack succeeds the opponent must roll a Reflex save with a difficulty equal to the success score of the attacker. If the Reflex save is failed whatever the opponent held in his hand is sent 5' +2' per point of Strength modifier in a random direction.

### **Improved initiative**

**Prerequisites:** None

**Effect:** A character with this special ability gains a +2 bonus to their initiative rolls.

### **Improved trip**

**Prerequisites:** None

**Effect:** A character who uses this special maneuver must use one action to perform this attack. He rolls a standard to hit roll against the victim and if he succeeds the victim must roll a Reflex save with a difficulty equal to the success scored by the attacker or they are knocked prone. A prone character loses their defensive bonus and allowing for attacks of opportunity against them. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

### **Improved two weapon fighting**

**Prerequisites:** Two weapon fighting

**Effect:** A character with this Feat may use two weapons of equal length without incurring any penalty for using two weapons. When using dual weapons the attacker may make an attack with his off hand weapon at any point in the round by dividing the attack bonus for that strike between the two strikes (any remainders are applied to the primary strike).

### **Improved unarmed strike**

**Prerequisites:** Expertise (Unarmed combat)

**Effect:** A character who uses this special maneuver must use one action to perform this attack. He rolls a called shot against the opponent and if he succeeds, in addition to taking damage from the attack the victim must roll a Fortitude save with a difficulty equal to the success scored by the attacker or they are stunned. A stunned character loses his Agility based Defensive bonus for the remainder of the round and loses his Initiative modifier for the following round.

### **Mounted combat**

**Prerequisites:** Ride skill 4+ levels

**Effect:** A character possessing this feat can fight while on horseback without the chance of falling off his steed's back under normal circumstances. The character suffers no penalty to his attack or damage rolls while on the back of a steed, and can make a charge attack while mounted, but in this case the character must roll a Ride check with a difficulty equal to 10+ the damage the character dealt in the charge and if this roll fails the character falls off his steed taking 1-3 points of damage from the fall and is subject to Attacks of opportunity from the fall. The character must spend an action to get back on his feet and is subject to Attacks of opportunity while getting up.

### **Mounted ranged combat**

**Prerequisites:** Ride

**Effect:** A character with this feat has trained to use a ranged weapon while mounted and moving. A character does not suffer a penalty when moving at 1/2 the mount's standard movement rate. If the mount is moving at its standard movement speed the character may attack but he suffers a -2 to hit. If the steed is moving at double its speed the penalty is -4.

### **Power attack**

**Prerequisites:** None

**Effect:** A character must state that he is using a power attack and must inform the Administrator how many points that he is reducing his chance to hit to increase the damage the character inflicts if the attack succeeds on a point for point basis.

### **Precise shot**

**Prerequisite:** Expertise (ranged weapon)

**Effect:** A character who has mastered this feat can make a called shot against a target's body with a -2 to hit and against an opponent's face at -4 to hit as opposed to the standard called shot penalties (-4 to the body, or -6 to a target's face). so long as the target is within short range.

### **Quick draw**

**Prerequisites:** Expertise

**Effect:** A character with this special ability can draw and use his weapon with amazing speed by succeeding in a Reflex save with a difficulty equal to the opponent's initiative roll. If he succeeds the character may make a single attack before anyone moves in combat due to initiative but the character does so at a -4 to hit.

### **Rapid shot**

**Prerequisites:** Expertise

**Effect:** A character who possesses this special ability can draw and use his ranged weapon with amazing speed by succeeding in a Reflex Save with a difficulty equal to the opponent's initiative roll. If he succeeds the character may make a single attack before anyone moves in combat due to initiative but suffers a -4 to hit.

### **Ride by attack**

**Prerequisites:** Ride +4 or better

**Effect:** A character who possesses this ability can make an attack against an opponent while his mount is moving without falling off his steed. The character makes an attack against his opponent with a penalty equal to how fast the steed is moving as follows:

Moving at 1/2 the mount's standard movement rate	No penalty
Moving at the mount's standard movement rate	-2 to hit
Moving at double the Mount's movement rate	-4 to hit

If the attack succeeds the opponent must roll a Reflex save with a difficulty equal to the success score of the attacker or he is knocked prone. Regardless of whether the opponent was mounted or not, if he fails his Reflex save the victim suffers 1-3 points of damage (or if falling off a horse or similar creature the damage is 1d3 + 1d4/10' of movement over 30'/round that the steed was moving). In addition to the damage taken from the fall the character suffers one additional die of damage from the weapon before any bonuses to Strength or skill are applied, and he loses his Agility based Defensive bonus and allowing for attacks of opportunity against him for being in a prone position. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

### **Shot on the run**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character who possesses this special ability use his thrown weapon or bow without suffering any penalty while moving at double his movement rate (Jog or charge speed). If he is moving at a run (3x his movement rate) he suffers a -4 to hit.

### **Spirited charge**

**Prerequisites:** Ride +4 or better

**Effect:** A character with this ability is able to spur his mount an additional 10'/round faster then charging speed (double

movement speed) allowing him to attack in a charge first regardless of the opponent's weapon length, and gaining an additional die of weapon damage above the additional die gained for a charge, due to his steed's speed.

### **Spring attack**

**Prerequisites:** Jump

**Effects:** A character with this ability is able to leap through the air and deliver an attack at the end of the jump. The character adds his Jump skill's level to the distance he can normally broad jump (standing or running), and then rolls a Called shot to hit his target. If this succeeds the character causes an additional die of damage + his Strength modifier.

### **Sunder**

**Prerequisites:** Str 16+

**Effect:** A character who has developed this ability may make a devastating attack. The character makes an attack roll with only his Strength modifier but if he succeeds the character gains 2 additional damage dice before adding his standard damage modifiers. As a secondary effect the character may use his weapons on structures without reducing the damage die (standard weapons do 1/2 damage to structures).

### **Trample**

**Prerequisites:** Mounted combat

**Effect:** A character with this ability can by using up one action during a charge cause his mount to run over an opponent. The opponent is only able to attack either the character or the mount in the charge, but will suffer both an attack from the rider and must make a Reflex save (Dif 10+ either the mount's Strength or the rider's Ride skill rank whichever is higher) or suffer 2d8 points of damage from being run over by the mount. In addition the victim of this attack is knocked prone. A prone character loses their Agility based Defensive bonus allowing for attacks of opportunity against him. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

### **Two weapon fighting**

**Prerequisites:** None

**Effect:** A character with this Feat may use two weapons without incurring any penalty for using two weapons so long as the second weapon is no larger or bulkier than a short sword. When using dual weapons the attacker may make an attack with his off hand weapon at any point in the round by dividing the attack bonus for that strike between the two strikes (any remainders are applied to the primary strike).

### **Weapon finesse**

**Prerequisites:** Agility 14+

**Effect:** A character who possesses this ability adds 1/2 his Agility modifier to his Strength modifier to determine his attack modifier, before adding any other combat modifiers due to skill, etc.

### **Weapon focus**

**Prerequisites:** Expertise

**Effect:** A character who has this special ability must declare its use at the beginning of a combat round before initiative is rolled. The character may take points away from his initiative modifier and add them to either his bonus to hit or weapon damage for the combat round.

### **Weapon Specialization**

**Prerequisites:** Expertise

**Effect:** A character who possesses this feat gains a +1 bonus to his initiative, and chance to hit, and increases his Damage modifier by +2 when using his chosen weapon.

## **Weapon Mastery**

**Prerequisites:** Expertise, Weapon specialization

**Effect:** A character who possesses Weapon Mastery gains a +1 bonus to his Initiative modifier, and a +2 bonus to his chance to hit, and damage when using his chosen weapon.

## **Zero gravity combat**

**Prerequisite:** Zero gravity movement +4

**Effect:** The character with this ability has special training, enabling him to fight in zero gravity. The character doesn't suffer any penalties when fighting in zero gravity.

## **General**

### **All around sight**

**Prerequisites:** Intuition 12+

**Effect:** A character possessing this ability has been trained to be more aware of his immediate surroundings. The character is able to detect opponents on all sides of him unless they are invisible. The character with this ability can not be back stabbed, flanked or blindsided. This feat is always in effect.

### **Endurance**

**Prerequisites:** Stamina 12+

**Effect:** A character who possesses this ability can go for an additional day/Stamina modifier without sleep so long as he has food and water. A normal character can go for 1 day/5 points of Stamina that he possesses. The character may also perform Strenuous activity for 1 hour/3 points of Stamina without resting for 1/2 an hour where a normal character can go for 1 hour + 1 hour/ point of Stamina modifier.

### **Great fortitude**

**Prerequisites:** None

**Effect:** A character who possesses this feat Doubles his Stamina modifier and adds this to his bonus Endurance Points/level.

### **Increased carrying capacity**

**Prerequisites:** None

**Effect:** A character who possesses this feat treats his Strength as if it were 3 points higher to determine how much the character can carry before he is encumbered. Under normal circumstances the character can carry 5 pounds/point of Strength before being encumbered.

### **Iron will**

**Prerequisites:** Strength 15+

**Effect:** A character who possesses this feat adds 1/2 his Strength modifier to his Will Resistance rolls due to his indomitable will to avoid mind influencing effects (except illusions).

### **Lightning reflexes**

**Prerequisites:** Intuition, and Agility of 15+

**Effect:** A character who possesses this ability doesn't suffer a loss of defensive bonus when surprised or when he is attacked by an invisible opponent (unless he is immobilized). The character gains a +1 Reflex Resistance roll bonus against traps as well.

### **Long distance movement**

**Prerequisites:** Endurance

**Effect:** A character who possesses this skill is able to move great distances at a fast pace alternating from jogging to running. This character can add a number of miles to his daily move equal to double their Stamina modifier/day.

### **Mobility**

**Prerequisites:** Agility 12+

**Effect:** A character who possesses this ability gains an additional +2' round to his movement rate, and when wearing armor the character is able to move as if the armor was of one weight class lighter than it actually is.

### **Run**

**Prerequisites:** Strength 12+

**Effect:** A character with this ability adds his Strength modifier to his running movement rate (3x normal move). The character also doubles the amount of time he can run before needing to rest for 10 minutes -his Stamina modifier (minimum 1 minute). Running is treated as strenuous activity to determine how long a character can run before needing to rest.

### **Silent step**

**Prerequisites:** Agility 15+

**Effect:** A character who possesses this ability moves so silently that opponents trying to listen to him suffer a +2 to the difficulty required.

### **Skill focus**

**Prerequisites:** Logic 12+

**Effect:** A character who possesses this feat gains a +2 to his skill checks when using a number of skills equal to his Logic modifier.

### **Skill mastery**

**Prerequisites:** Skill level 6+

**Effect:** A character who possesses this ability may "Take 10" with a number of skills equal to the character's Logic modifier regardless of whether they are in distress or in a situation where they are distracted by external circumstances (like in the middle of combat).

### **Toughness**

**Prerequisites:** Stamina 15+

**Effect:** A Character who is reduced to zero Endurance points must roll a Will Resistance roll with a difficulty of 20 to avoid unconsciousness. If the roll succeeds the character can remain awake but suffers a -8 to all skill, ability, and combat rolls and loses his defensive bonus due to sluggishness. While in this state the character can not move faster than at 1/2 speed. If the character is struck again he succumbs to unconsciousness. Note that at -10 Endurance points the character succumbs to death.

## **Martial Arts Feats**

### **Backward kick**

**Prerequisites:** Blind fighting

**Effects:** The character with this Feat can attack any creature directly behind him either kicking his foot over and behind his own

head or lashing out straight behind him. The character does not have to turn around to use this ability and does not suffer any penalties for making the attack.

### **Chi strike**

**Prerequisites:** Stamina 15+

**Effects:** A character possessing this ability is able to strike opponents at a distance by focusing his Chi (or Ki). This is a full round effect, and allows the character to strike an opponent up to 10' away +2'/level over one causing 1d4 points of damage + 1d4 points of damage every odd level (2d4 at 3rd level, 3d4 at 5th level etc.). to use this ability the character must roll a standard to hit roll using his Agility adjustment instead of his Strength adjustment, and if he succeeds the opponent is entitled to a Reflex save (DC 10+ the attacker's level) to take half damage from the attack.

### **Circle kick**

**Prerequisites:** None

**Effects:** The attacker uses the momentum of pivoting his body while lashing out with his back leg to deliver a devastating kick. On a successful hit the victim suffers double damage from the attack and must make a Reflex save with a difficulty equal to the attacker's Strength +2 or they are knocked back 5' and fall prone, losing their agility based defensive bonus and allowing for attacks of opportunity against them. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

### **Combat adaptability**

**Prerequisite:** Knowledge: Nature, Zero gravity movement, and Swimming

**Effect:** The character with this ability has special training, enabling him to fight in unusual environments. A character with this ability reduces the penalties he suffers in adverse conditions by 1/2 what is listed.

### **Concentrated push**

**Prerequisites:** Chi strike

**Effects:** By means of this feat the character is able to channel his Chi through his body and into his hands which enables the character to by lightly pushing an opponent send him back as if the attacker had thrown him. On a successful hit made against the attacker as if he were not wearing armor (Only his natural armor and Agility based defensive bonus apply to his Defensive rating) the victim suffers normal damage from the attack and must make a Reflex save with a difficulty equal to the attacker's Strength +2 or they are knocked back 5' +1'/point of Psyche that the character has and falls prone.

A prone character loses his Agility based defensive bonus and allowing for Attacks of opportunity against him. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

### **Delay Damage**

**Prerequisites:** Chi Strike

**Effects:** A character with this Feat is able to strike an opponent and cause the damage to take effect after a specific delay. The attacker can delay the damage for one round/point of Intuition modifier that he has and then at the beginning of that round, before initiative is rolled the damage is done. Damage must be from an unarmed strike however.

**Effects:** A character with this Feat is able to strike an opponent and cause the damage to take effect after a specific delay. The attacker can delay the damage for one round/point of Psyche that he has and then at the beginning of that round, before initiative is rolled the damage is done. Damage must be from an unarmed strike however.

### **Dim Mak**

**Prerequisites:** Chi strike, Delay damage

**Effects:** An attacker who has mastered this art has mastered Chi Kong to the point where he can strike an opponent in such a manner as to disrupt the victim's Chi, and after a specific time the attacker may cause their death with a single spoken word. To utilize this power the character must roll a 1d20 +his Psyche against a DC of 20 which is a full round action, and on the following round if he succeeds on a called shot against the defender he sets this ability into motion.



Once successful, at any time within one day/point of Psyche that the attacker possesses he may whisper a secret word if he is within 10' of the victim which forces the victim to roll a Fortitude save against a difficulty of 10 + the attacker's Psyche. If the victim fails the save he takes 1d4 points of damage/level of the attacker + 1pt/point of Psyche that the attacker has. If the save is made the damage is cut in 1/2.

### **Eagle's claw**

**Prerequisites:** None

**Effects:** This devastating attack has the potential of breaking bones. On a successful strike the character causes 1d4 points of damage/point of Strength modifier that he possesses and the victim must roll a successful Fortitude save against a difficulty equal to the damage inflicted or suffer a broken bone. The effects of a break are covered in the Combat section.

### **Flying kick**

**Prerequisites:** Jump

**Effects:** A character with this ability is able to leap through the air and deliver a devastating kick at the end of the jump. The character adds his Jump skill's level to the distance he can normally broad jump (standing or running), and he then rolls a Called shot to hit his target. If this succeeds he causes 1d4 points of damage + 1d4 points of damage/point of Strength modifier that he possesses.

### **Great throw**

**Prerequisites:** Hurl

**Effects:** By means of this feat the Martial Artist is able to throw his opponent a great distance. On a successful hit the victim must make a Reflex save with a difficulty equal to the attacker's Strength +2 or they are knocked back 5' + 5'/point of Strength modifier that the Martial artist has and falls prone, losing his defensive bonus and allowing for attacks of opportunity against him. It takes one action to get back up, and allows for attacks of opportunity while the character gets up. The throw causes 1d4 points of damage per 5' thrown.

### **Hurl**

**Prerequisites:** None

**Effects:** By means of this feat the character is able to knock his opponent prone. On a successful hit the victim must make a Reflex save with a difficulty equal to 10 + the attacker's level or they are knocked prone. If knocked down the victim loses his defensive bonus and suffers attacks of opportunity against him. It takes one action to get back up, and allows for attacks of opportunity while the character gets up. The attack causes 1d4 points of damage + the attacker's damage modifier.

### **Immovability**

**Prerequisites:** Strength 15+

**Effects:** A character with this feat may make a Strength check (DC 15) at the beginning of a round to employ this power. If successful the character can not be thrown or pushed back. Any attempt to push or throw the character automatically fails, but use of this ability costs the Martial artist one action, and negates his initiative bonus for the round as he must concentrate to utilize this power.

### **Incapacitating strike**

**Prerequisites:** None

**Effect:** A character with this ability can incapacitate an opponent with a well placed blow. The Martial Artist rolls a called shot against his opponent and if he succeeds instead of rolling damage the victim must make a Fortitude save with a difficulty equal to the success scored by the attacker. If he fails the save the victim lose any actions that they have in the present round, and lose their defensive bonus, and initiative bonus from excruciating pain. This effect lasts for 1 round+ 1round/point of Strength bonus possessed by the Martial Artist.

### **Iron fist**

**Prerequisites:** None

**Effects:** A Martial Artist who has developed this ability has hardened his fists (or feet) by hitting large iron pots filled with hot sand for hours over the course of his training. The character's bare hand or foot attacks as he chooses do an additional 2 points of damage, and he can even do damage to structures without reducing his damage to 1/2 as is normal for bare fist attacks on structures.

### **Iron Skin**

**Prerequisites:** Iron Fist

**Effects:** Through training and the ingestion of secret herbal potions the character who has gained this ability reduces damage from blunt attacks including unarmed combat damage by -2 points/die even reducing damage to 0/die. Furthermore the character gains a +2 bonus to any Resistance rolls to avoid touch effects.

### **Missile deflection**

**Prerequisites:** Agility, and Intuition of 15+

**Effects:** A Character with this feat gains the ability to deflect missile weapon attacks with his hands, arms and legs. This is a full round action and the character must declare it before initiative is rolled. The character using this feat forgoes rolling initiative and may make a Reflex save against a number of missiles in the round as he has actions in the round. The difficulty of his save is equal to the success scored by the attacker against him, and if he succeeds in the roll he negates the attack roll against him.

### **Pain touch**

**Prerequisites:** Incapacitating strike

**Effect:** A Martial Artist with this ability can cause a victim excruciating pain with a touch. The Attacker rolls a called shot against his opponent and if he succeeds the victim must make a Fortitude save with a difficulty equal to 10 + the attacker's level . If he fails the save they lose any actions that they have in the present round, and lose their defensive bonus, and initiative bonus from excruciating pain. This effect lasts for 1 round+ 1 round/point of Strength bonus possessed by the Martial Artist.

### **Prone fighting**

**Prerequisites:** None

**Effects:** A Martial Artist who has mastered this skill does not lose his Agility based defensive bonus if he is knocked to the ground and does not suffer any penalties from fighting when lying on the ground.

### **Sticking touch**

**Prerequisites:** Intuition of 15+

**Effects:** A Martial Artist with this feat has the ability to follow his opponent's movements with such skill that it seems as if his fingers were glued to his opponent. A Martial Artist with this ability must declare that they are using the feat and lose one action/round that they wish to use this art. While using Sticking touch the Attacker negates his opponent's agility based defensive bonus and gains a +2 bonus to any touch attacks he uses on his opponent.

### **Weapon break**

**Prerequisites:** Eagle's claw, Weapon catch

**Effects:** A Character who has mastered this art must declare the use of this Feat and give up an action. When a weapon attack is made against him the Character rolls a Reflex save against the success scored by his opponent and if this succeeds he causes 1-4 points of damage/point of Strength modifier he has to the weapon often breaking it.

### **Weapon catch**

**Prerequisites:** Agility, and Intuition of 15+

**Effects:** A Character with this feat gains the ability to catch weapons with his hands, arms and legs and not be damaged by the

attack. The Martial Artist must declare the use of this Feat and give up an action and when a weapon attack is made against him the character rolls a Reflex save against the success scored by his opponent. If he succeeds in the roll the character negates the attack roll against him and forces the opponent to succeed in a Strength roll against a difficulty equal to the Strength of the Martial Artist +2 to free his weapon. Each attempt to free his weapon takes up an action.

## Special

### Tracking

**Prerequisites:** Wilderness lore

**Effect:** A character who possesses this feat is able to find, interpret and follow tracks. In order to use this ability the tracks must be made by a corporal creature and the surface must be one which can retain an impression. If both these conditions are met the character rolls 1d20 + his wilderness lore skill level + his Intuition bonus against a difficulty determined below:

Very soft terrain (snow, mud, sand))	Dif: 5
Soft Terrain (wilderness terrain after rain)	Dif: 10
Firm Terrain (standard wilderness terrain)	Dif: 15
Interpret tracks	Dif 16+
Hard terrain (Rocky, gravel covered areas, typical dungeon setting)	Dif: 20+

In addition certain circumstances may increase or decrease the chance of the character successfully tracking as shown below:

#### Circumstance

Every 3 creatures in a group being tracked

#### Modifier

-1 to difficulty

Largest creature being tracked:

Tiny	+8 to difficulty
Small	+4 to difficulty
Medium	no adjustment
Large	-2 to difficulty
Huge	-4 to difficulty
Gargantuan	-8 to difficulty
Colossal	-10 to difficulty

Tracking character moving:

Half speed	no adjustment
Normal speed	+2 to difficulty
Jog	+4 to difficulty
Run	+8 to difficulty

Tracked creatures trying to hide tracks

-highest Intelligence modifier

Every 24 hours since trail was made

+4 to difficulty

Every hour of rain or snowfall since the tracks were made

+4 to difficulty

Poor visibility (overcast, evening, or dawn, foggy conditions)

+4 to difficulty

Very poor visibility (night, or darkness)

+10 to difficulty

## Wealth in the Frontier

Generally characters have a duroplas card which contains a fiber optic strip that serves as both an identification card, passport, and bank card, so that all a character has to do is swipe a card to make his purchases. This is common throughout the Core, but as the character travels Rimward, the character usually has to begin carrying actual credits, small golden, hexagonal coins that come in 1, 5, 10, 20, 50, and 100 denominations, or they can use credit vouchers, which are duroplas cards which can be placed in a reader, and can be charged with a set amount of money.

## Starting Funds

Characters begin play with the following funds which represent the character's savings and weekly salary: Characters are paid in credits which is the standard unit of trade throughout the known Frontier.

### Starting Funds

Profession	Starting Funds	Weekly Salary	Level Increase
Biosocial:	12,000cr	300cr	+150cr
Enforcer:	14,000cr	350cr	+175cr
Explorer:	14,000cr	350cr	+175cr
Rogue:	10,000cr	250cr	+125cr
Sci-spec:	20,000cr	500cr	+250cr
Spacer:	14,000cr	350cr	+175cr
Tech-ex:	16,000cr	400cr	+200cr

### Starting Money Modifiers

It perhaps seems unusual that characters always start with the same amount of money regardless of their skill level or how they've managed their money before the campaign begins. These rules have been presented to cover these facts.

The character may add 10% per point of Logic modifier to his starting resources to show his better reason in financial matters, and then there is luck. The table below determines if the character has during his pre-campaign career fallen on bad times, won the lottery or perhaps inherited money. This would affect the character's starting resources as follows:

#### Resources at the beginning of the character's career.

Die Roll	Results
01	Begin with no starting money and 45% chance of being in debt.
02-03	Begin with 10% of starting money
04-07	Begin with 50% of starting money
08-09	Begin with 75% of starting money
10-14	No modifier to starting funds
15-16	Begin with +10% of starting money.
17-18	Begin with +50% of starting money
19	Begin with double starting money
20	Begin with 4x starting money

Characters can start out in debt by choice or as a result of the table above. The Player and Administrator should work together to create a plausible reason for the debt to exist, and to whom is the character indebted to. The Character is expected to repay the debt before he can begin saving money and may be constantly hounded for it or worse. Roll on the table below to determine how much money was loaned to the character. This money is added to his starting funds, and may be used as the player sees fit within reason.

Die Roll	Results
01	Debt Equals +10% of Starting funds (Add 10% of starting funds to character's money)
02	Debt Equals +50% of Starting funds (Add 50% of starting funds to character's money)
03	Debt Equals 100% of Starting funds (Double Character's Starting Funds)
04	Debt Equals 150% of Starting Funds (Add 1.5 times the characters Starting funds to his money)
05	Debt Equals 200% of Starting Funds (Double Character's Starting Funds)

- 06 Debt Equals 300% of Character's Starting funds (Add 3x character's Starting Funds)
- 07 Debt Equals 400% of Characters Starting Funds (Add 4x Character's Starting Funds)
- 08 Debt Equals 5x Starting funds (Add 5x Character's Starting Funds)
- 09 Debt Equals 10x Starting Funds
- 10 Debt Equals 20x Starting Funds



## Equipment Listings

On the pages that follow can be found a wide variety of equipment that is available to characters in the Frontier. This is by no means an exhaustive list of the kinds of equipment available, nor does it take into account whether the item in question was manufactured by humans, or non humans. Other supplements will offer additional equipment for characters in the frontier.

### Equipment Endurance points

As a simple way to determine the Endurance points of any piece of equipment or any object whose Endurance points are not known the Administrator can use the table below. Simply cross reference the size of the object in question with how fragile or sturdy it is and the resulting number is the endurance points for the object in question.

Object's size	Fragile	Standard	Durable	Dense (lt)	Dense (med)	Dense (hvy)	Dense (ex)
Fine	1	1	1	2	4	8	16
Diminutive	1	1	1	2	4	8	16
Tiny	1	1	1	2	4	8	16
Small	1	1	2	4	8	16	32
Medium	1	2	4	8	16	32	64
Large	2	3	6	12	24	48	96
Huge	3	4	8	16	32	64	128
Gargantuan	4	5	10	20	40	80	160
Colossal	5	6	12	24	48	96	192

Fragile objects include glass and ceramics

Standard objects include most plastics, or wood

Durable objects include most high impact plastics, and light metals

Dense (light) objects include most composite metals, or light construction materials

Dense (medium) objects include most light armored structures, and or hard stone

Dense (heavy) objects include most medium armored structures, diamonds and objects able to handle the stresses of interstellar travel.

Dense (extreme) objects are made of super dense materials like federanium.

### Clothing

Characters begin play with a standard wardrobe which generally includes common attire for the character and any uniform that he may be required to wear as part of his profession. Generally characters belonging to a corporation, the military or working for an agency have a distinct uniform. Below however is a listing for common types of wardrobe that the character may wish to purchase, this list is by no means complete and does not detail the hundreds of thousands of variations or styles of clothing found in the Future.

Type	Cost
Casual clothing	200
Corporate attire	300
Military/paramilitary attire	300
Service wardrobe	300
Spacer/Technicians gear	400
High fashion wardrobe	500
Environmental wear	300

Casual clothing consists of clothing that would be appropriate for normal daily wear.

Corporate attire consists of clothing that is typically worn in a business setting, and often includes some type of corporate identifier (such as patches, or badges).

Military/Paramilitary attire includes both clothing worn daily by military personnel, combat fatigues, and dress uniforms, and usually have patches and other identifiers that identify the wearer as a member of a particular group. This also includes uniforms for members of police.

Service wardrobes cover clothing used by characters not covered elsewhere and includes such things as medical scrubs, laboratory uniforms.

Spacer/Technician gear consist of clothing that is made to either be durable and resistant to wear and tear, or is made to help characters spend extended periods of time in zero gravity environments.

High fashion wardrobe includes all types of gowns or suits that can be worn in high society events.

Environmental wear is usually clothing that is designed to provide characters with some measure of protection from the extremes of temperature.

## Protective Wear/Defensive Screens

The Frontier is a dangerous place, and protective gear is a lucrative business. Protective wear which includes armor, and personal defensive screens have been developed to counter the advances in weapon technology, and to provide Frontier beings with protection against the hazards of often inhospitable planets. Below are listed the various forms of protective gear available in the Frontier.

### Defensive Rating:

A Character has a Defense Rating equal to 10 + his protective apparel/armor or defensive screen modifier + his Agility modifier unless the character loses his Agility based Defensive adjustment due to surprise, being stunned or being affected by several other effects. A Character can increase his Defensive Rating by expending points from his Combat modifier as detailed in the combat section, or by wearing better protective gear.

There are two costs listed for many types of protective apparel or armor, the first being the average price for standard quality protective apparel/armor, while the higher price is for masterwork protective apparel armor. When purchasing masterwork protective apparel/armor roll on the table below for the exact benefit conferred by the item.

### High Quality (masterwork) Protective wear

Die Roll	Result
01-02	Movement rate one class better (or +2' to move), weight 25% less than listed
03-04	Movement rate one class better, (or +2' to move) Armor value +1
05-06	Armor value +1, weight 35% less than listed
07-08	Armor value +1
09	Weight 25% less than listed
10	Movement rate one class better (or +2' to move)

### Protective Apparel

Type	DR	Max. Agility	Skill Penalty	Weight	Cost	Cost
Deadsuit*	+2	+10	+0	3lbs	400cr	800cr
Environmental bodysuit	+2	+10	+0	3lbs	200cr	400cr
Technician's coveralls	+2	+10	+0	3lbs	200cr	400cr
Skien/reflective bodysuit	+2	+10	+0	3lbs	400cr	800cr
Slip-suit**	+2	+10	+0	3lbs	500cr	1,000cr
Synthvelope bodysuit	+3	+8	-1	4lbs	750cr	1,500cr
Teflon weave shirt	+3	+8	-1	4lbs	1,000cr	2,000cr
Vacuum suit (light weight)	+3	+6	-1	15lbs	2,000cr	4,000cr
Grid suit (partial)	+4	-1	-2	30lbs	2,000cr	4,000cr
Semi rigid combat armor	+4	-2	-2	35lbs	3,500cr	7,000cr
Teflon weave suit	+4	+6	-1	8lbs	1,500cr	3,000cr
Maser mesh (partial)	+4	-1	-2	30lbs	12,000cr	24,000cr
Micromesh shirt	+4	+6	-1	4lbs	2,000cr	4,000cr
Maser mesh (full)	+5	-2	-4	40lbs	15,000cr	30,000cr
Micromesh bodysuit	+5	+4	-2	8lbs	3,000cr	6,000cr
Vacuum suit (combat)	+5	+0	-2	40lbs	10,000cr	20,000cr
Grid suit (full)	+6	-3	-4	40lbs	4,000cr	8,000cr
Rigid combat armor	+6	-4	-4	60lbs	4,500cr	9,000cr
Vacuum suit (armored)	+7	-4	-4	80lbs	20,000cr	40,000cr

\* a dead suit reduces a character's chance to be detected by thermal scanners by -10 to the chance to detect him.

\*\* In addition to providing a character a bonus to his Defensive ratings Slipsuits reduce an opponents chance to successfully grapple with a character by -10.

## Personal Defensive Screen

With the advent of personal defensive screen technology the battlefield was changed forever. Originally only vehicles could generate the power necessary to generate defensive shielding until the advent of a man portable power pack. Originally the power pack generator weighed 44 pounds, but eventually a belt pack version as powerful as the full sized backpack was created.

A personal defensive screen absorbs one or more different types of damage causing the energy to harmlessly cascade off of the shield, protecting the character within. Generally however the protected character cannot use a weapon that the shield protects against, unless he pays for an advanced shield generator that can be attuned to allow his weapon's discharge to harmlessly pass through the shield much like a vehicle's weapons are modulated to pass through the vehicle's defensive shielding.

A defensive shield has a side effect of distorting the location of the wearer which has a side effect of increasing the character's Defensive rating. A defense shield can only disperse a certain number of points of damage in a round, before it is breached, but at the beginning of the next round it is back up and can absorb more damage. Each round that the shield is on it drains a certain amount of power from its power pack, which can be recharged using any standard power generator or outlet. It recharges at one Seu/round. A standard pack holds 100seu worth of energy.

Defense Screen Type	DR	Damage Absorbed Per Round	Power used per round	Standard Cost	Advanced Shield Cost
Holo	+4	n/a	2	2,000cr	3,000cr
Inertia	+3	30pts Blunt/edged/P.G.S	5	10,000cr	15,000cr
Proton	+3	30pts Electron	5	8,000cr	12,000cr
Electron	+3	30pts Proton	5	8,000cr	12,000cr
Deflector	+2	30pts All types	10	20,000cr	30,000cr
Light shift-					
Type A	+2	30pts Lasers/½ Plasers	5	2,000cr	3,000cr
Type B	+4	30pts Lasers/½ Plasers	5	4,000cr	6,000cr
Type C	+4	30pts Lasers and Plasers	5	8,000cr	12,000cr
Simp Screen	+2	30pts Rafflurs	5	5,000cr	7,500cr
Sonic screen	+4	30pts Sonics	2	4,000cr	6,000cr

## Helmets/shields

Helmets are often ignored but their importance comes to play in the Frontier because wearing a helmet gives a +2 bonus to any Fortitude saves that are required to reduce the effects of a called shot which aims at any part of the character's head.

Shields can be used to defend against a number of attacks in a round determined by their size, and if a character chooses to expend an action he may add his Agility modifier to the number of attacks in a round he can defend against. A buckler provides protection from one attack in a round, as does a small shield. A medium shield can defend against two attacks in a round. Large shields provide protection against three attacks in a round.

Body shields differ from these shields because they protect against all attacks in a round, but are so bulky that it costs an action just to use one. All Helmets and shields are made of a composite of impact resistant ceramics and high density plastics as opposed to metal.

Helmet	Effect	Cost
Helmet		
Open faced		20cr
Full w/visor		50cr
Environmentally sealed		+100cr
Sonic guard unit	+4 to saves vs sonics	+200cr
<b>Shield</b>	<b>Defensive Adjustment</b>	<b>Weight Cost</b>
Buckler	+1	5lbs 40cr
Medium	+1	10lbs 50cr
Large	+2	15lbs 75cr
Body	+4	40lbs 150cr



## Melee weapons

The weapons listed below are available in one form or another throughout the Frontier. Each weapon has two costs. The first cost is for average quality weapons while the second cost are for masterwork weapons. To determine the exact benefits of a masterwork weapon, roll on the table below:

### Masterwork weapons

#### Die roll Result

01-02	+1 to initiative/+1 to hit/+1 to damage
03-05	+1 initiative/+1 to hit
06-07	+1 initiative/+1 damage
07-08	+1 to hit/+1 damage
09	+1 hit
10	+1 initiative

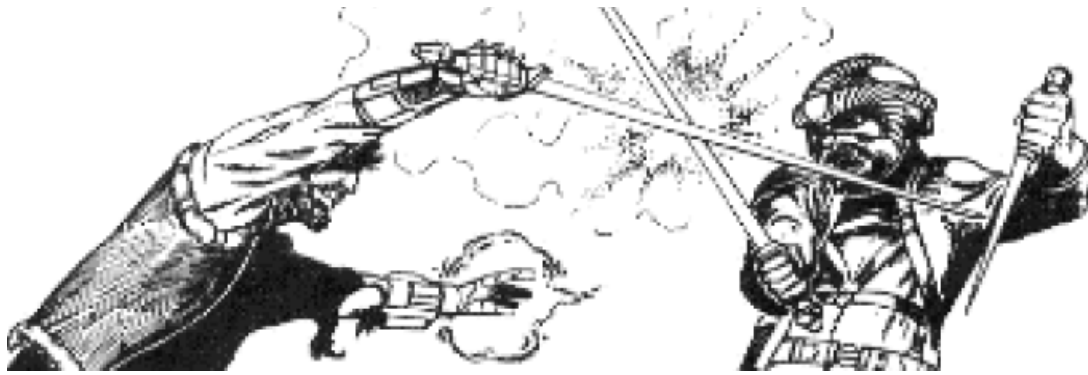
**Weapon Damage types:** Weapons are classified by the type of damage that they cause. This notation is as follows:

Slashing (S)	Slash/Piercing (S/P)
Blunt (B)	Energy (E)
Piercing (P)	Entangle (ent.)

### Standard (Non-powered)

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Axe-							
Hatchet	S	(S)	1d4	2x Str mod	4lbs	20cr	40cr
Hand	S	(S)	1d6	n/a	4lbs	30cr	60cr
Battleaxe	M	(S)	1d8	n/a	7lbs	150cr	300cr
Great axe	M	(S)	1d12	n/a	20lbs	400cr	800cr
Two headed	M	(S)	1d8	n/a	9lbs	200cr	400cr
Two handed	M	(S)	1d10	n/a	12lbs	200cr	400cr
Baton/Club	M	(B)	1d6	n/a	3.5lbs	15cr	n/a
Brass Knuckles	T	(B)	+1 punch	n/a	.1lbs	10cr	20cr
Combat Gloves	S	(B)	+2 punch	n/a	2.2lbs	200cr	n/a
Garrote*	S	(S)	1d6	n/a	.01lbs	50cr	n/a
Knife-							
Standard	S	(S/P)	1d3	n/a	2lbs	25cr	50cr
Throwing	S	(SP)	1d4	2x Str mod	1lb	25cr	50cr
Mace-							
Light	S	(B)	1d6	n/a	6lbs	50cr	100cr
Quarterstaff	L	(B)	1d6	n/a	4lbs	65cr	130cr
Spear	L	(P)	1d8	2x Str mod	3lbs	60cr	120cr
Sword-							
Long sword	M	(S)	1d8	n/a	4lbs	150cr	300cr
Whip	S	(S)	1d3	n/a	2lbs	100cr	200cr

\* The character will continue to take damage unless he succeeds on a Strength roll (DC equals Attacker's Strength rating). Each roll uses up one action. At the beginning of the following round the character must make a Fortitude Save (DC equals attacker's Strength Score +1) If he succeeds the character doesn't lose a Stamina point, or suffer additional damage. If the victim loses 3 Stamina points, he falls unconscious, and in the following round if pressure continues he must make a Fortitude roll (DC equals Attacker's Strength) or die. This continues until the character is killed or the attacker stops attacking him.



## Powered

Powered melee weapons are exactly like standard melee weapons except that they require energy to work. Each powered melee weapon comes with a rechargeable power cell that can be recharged using any type of power clip, parabattery or power generator. The weapon can be used continuously for 10 hours before needing a recharge. The power cell in the weapon requires 50seu to recharge and can absorb 5seu/turn.

Powered melee weapons have one additional damage type then standard melee weapons. They can cause energy damage (E).

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Axe-							
Vibro	L	(S)	2d10	n/a	4lbs	500cr	1,000cr
Baton-							
Stun**	M	(E)	see below	n/a	3lbs	50cr	100cr
Stun (type 2)**	M	(E)	as above or 1d6	n/a	3lbs	50cr	100cr
Contact Stunner**	S	(E)	see below	n/a	2lbs	700cr	n/a
Force Pike-							
Standard**	L	(S)	2d8 or stun	n/a	4lbs	500cr	1,000cr
Great	L	(S)	3d8	n/a	6lbs	1,000cr	2,000cr
Lightsabre-							
Standard	M	(E)	3d8	n/a	2lbs	3,000cr	6,000cr
Double	M	(E)	3d8	n/a	4.5lbs	7,000cr	14,000cr
Stiletto-							
Molecular	T	(P)	1d6	n/a	1lbs	700cr	1,400cr
Stun Gauntlets**	M	(E)	see below	n/a	2lbs	500cr	n/a
Sword-							
Electric	M	(S)	2d6 +2	n/a	3lbs	400cr	800cr
Vibroblade	M	(S)	2d6	n/a	3lbs	250cr	500cr
Vibrorapier	M	(S)	2d6 +2	n/a	2.5lbs	500cr	1,000cr
Vibrobayonet	S	(S)	2d4 +2	n/a	2lbs	200cr	400cr
Vibrokknife	S	(S)	2d4	n/a	2lbs	200cr	400cr
Vibroknucklers	T	(S)	1d6 +1	n/a	1lb	200cr	400cr
Whip-							
Neuronic**	S	(S)	1d4 or stun	n/a	3lbs	700cr	1,400cr

\*\* A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

## Ranged Weapons

Perhaps the most common feature of any Science Fiction game are projectile weapons. Below are listed the most common types of projectile weapons in the Frontier. Each weapon has two costs. The first cost is for average quality weapons while the second cost are for masterwork weapons. To determine the exact benefits of a masterwork weapon, roll on the table below:

### Masterwork weapons

#### Die roll Result

01-02	+1 to initiative/+1 to hit/+1 to damage
03-05	+1 initiative/+1 to hit
06-07	+1 initiative/+1 damage
07-08	+1 to hit/+1 damage
09	+1 hit
10	+1 initiative

A few notes about these types of weapons follows:

**Multi-fire-** Weapons that have this capability have multiple settings. They can be set to stun, in which case they do not cause any damage, but require the victim make a Fortitude Save against a DC of 20 and if the roll fails the character is knocked unconscious for 1 round/point under the required roll was scored by the victim.

The weapon's second setting is standard which fires once/squeeze of the trigger and causes damage as listed in the weapons entry below. The last setting on this type of weapon allows it to fire a burst. In burst mode the weapon causes 2x damage in a 5' spread requiring everyone in range to make a Reflex save (DC 15) for half damage. If a character using an energy weapon on burst mode and botches his roll the weapon fuses and becomes useless. An energy weapon on stun mode uses up one charge as it does when firing on standard mode. In burst mode, the weapon uses up two charges/squeeze of the trigger.

**Auto-fire-** Weapons that have auto-fire capabilities can be set for semi-automatic or full automatic fire. On semi-automatic the burst mode causes double damage in a 5' spread, while on full auto the burst causes 3x damage in a 10' spread. In either mode victims caught in the area affected by a burst are allowed to roll Reflex saves (DC 15) to reduce damage by ½. A Semi-automatic burst uses up 3 rounds, and a full burst uses up 10 bullets.

**Range** The listed range under the weapon is the weapon's range increment. Attacks within 10' are considered point blank range shots and the character gains a +2 to hit. For each attack increment beyond the first the character's chance to hit suffers a -2 cumulative penalty to a maximum penalty of -8 (or 4x the range increment) which is the maximum range of any weapon.

## Projectile/Gyrojet/Sprayer (PSG)

### Pistol/Machine pistol

Weapon	Size	Damage	Multi-Auto fire	Range	Weight	Cost	Cost
5.56mm Autopistol	S	1d8	Auto	20'	2.2lbs	200cr	400cr
Heavy	S	1d10	Auto	30'	2.2lbs	300cr	600cr
Hold out	T	1d6	Auto	10'	1lb	80cr	160cr
Sporting	S	1d8	n/a	30'	2.2lbs	250cr	500cr
9mm Autopistol	S	1d10	Auto	30'	2.2lbs	300cr	600cr
Heavy	S	1d12	Auto	40'	3lbs	400cr	800cr
Hold out	T	1d8	Auto	20'	1lb	100cr	200cr
Sporting	S	1d10	n/a	40'	2.2lbs	350cr	700cr
10mm Autopistol	S	1d12	Auto	30'	2.5lbs	300cr	600cr
Heavy	S	1d12 +2	Auto	40'	3lbs	400cr	800cr
Hold out	T	1d10	Auto	20'	1.2lbs	100cr	200cr
Sporting	S	1d12	n/a	40'	2.2lbs	350cr	700cr
Gyrojet pistol-	S	2d8	n/a	50'	4lbs	550cr	1100cr
Needler Pistol	S	1d4	n/a	20'	2lbs	100cr	200cr
Heavy	S	2d4	n/a	30'	2.2lbs	200cr	400cr
Hold out	T	1d4	n/a	10'	1.5lbs	150cr	300cr
Sub Machine gun	M	1d10 or burst	Auto	60'	6lbs	500cr	1,000cr
Taser-Pistol	T	1d6 or Stun	n/a	10'	1.5lbs	100cr	200cr

## Rifles

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
5.56mm-Autorifle-	M	1d10	Auto	70'	6lbs	650cr	1,300cr
Carbine	M	1d10	Auto	70'	5.5lbs	500cr	1,000cr
Sporting	M	1d8	n/a	90'	5lbs	550cr	1,100cr
9mm-Autorifle-	M	1d12	Auto	80'	9lbs	750cr	1,500cr
Carbine	M	1d12	Auto	80'	8lbs	600cr	1,200cr
Sporting	M	1d10	n/a	100'	8lbs	650cr	1,300cr
10mm-Autorifle-	M	1d12 +4	Auto	80'	10lbs	750cr	1,500cr
Carbine	M	1d12 +4	Auto	80'	8lbs	600cr	1,200cr
Sporting	M	1d12	n/a	100'	8lbs	650cr	1,300cr
Chain gun (9mm)	L	1d12	Auto	100'	30lbs	1500cr	n/a
(10mm)	L	1d12 +2	Auto	100'	30lbs	2,000cr	n/a
Gyrojet rifle-	L	2d10	n/a	70'	8lbs	1100cr	2200cr
Needler Rifle	L	2d6	n/a	30'	6lbs	300cr	600cr
Carbine	M	2d6	n/a	30'	5lbs	250kg	500kg
Shotgun-							
Double barrel	L	as ammo	n/a	30'	8lbs	15cr	30cr
Repeating	L	as ammo	n/a	30'	8lbs	30cr	60cr
Sawed off	M	as ammo	n/a	10'	4lbs	12cr	24cr
Sniper rifle	L	1d12	n/a	200'	8lbs	800cr	1,600cr

## Other PGS weapons

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
Flamethrower	L	3d6	n/a	20'	12lbs	1,000cr	n/a
Net caster*-	M	Ent.	n/a	20'	12lbs	25cr	50cr
Electro**	M	As net + Stun*	n/a	20'	14lbs	300cr	600cr
Rocket Launcher	L	As rocket	n/a	150'	15lbs	2,000cr	4,000cr

\* Entanglement (ent.): A character who is entangled loses his Agility based defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of 18 to free himself. Each attempt to break free takes one action.

\*\* A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

## Beam Weapons

Bolt weapons are the first particle beam weapons known in the Frontier and are treated as radiation weapons to determine what defensive screens are affective against them. Microwave (masers) and Plasma weapons are also treated as radiation weapons to determine what defensive screens affect them, Proton weapons are commonly called rafflurs or disintegrators and are highly illegal in the Frontier.

**Energy weapons vs. Structures:** It should be noted that while non-energy weapons cause half damage to structures, energy weapons do not have their damage reduced when attacking structures.

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
Bolt caster-							
Type A	T	2d8	Multi	20'	2.2lbs	12,000cr	24,000cr
Type B	S	2d10	Multi	40'	3.5lbs	15,000cr	30,000cr
Type C	M	2d12	Multi	80'	6lbs	20,000cr	40,000cr
Concussion pistol	S	2d6	n/a	30'	3lbs	750cr	1,500cr
Heavy	M	2d8	n/a	40'	4lbs	1,200cr	2,400cr
Electron-Pistol	S	2d6	Multi	30'	2.2lbs	300cr	600cr
Heavy	M	3d6	Multi	30'	3lbs	400cr	800cr
Hold-out	T	1d6	n/a	20'	1lbs	250cr	500cr

Weapon	Size	Damage	Multi-Auto fire	Range	Weight	Cost	Cost
Ion Pistol	S	3d6	n/a	20'	3lbs	250cr	500cr
Laser-Pistol	S	2d10	Multi	40'	2.2lbs	500cr	1,000cr
Heavy	M	3d10	Multi	60'	3lbs	700cr	1,400cr
Hold-out	T	1d10	n/a	30'	1lbs	200cr	400cr
Sporting	S	2d10	n/a	40'	2lbs	300cr	600cr
Microwave pistol	S	1d10	Multi	10'	2lbs	500cr	1,000cr
Heavy	M	2d10	Multi	20'	2.5lbs	700cr	1,400cr
Hold-out	T	1d8	n/a	10'	1lbs	200cr	400cr
Sporting	S	1d10	n/a	20'	2lbs	300cr	600cr
Plaser Pistol	S	3d6	Multi	40'	3lbs	500cr	1,000cr
Heavy	M	3d8	Multi	50'	4lbs	750cr	1,500cr
Hold-out	T	3d4	n/a	30'	1.5lbs	300cr	600cr
Sporting	S	3d4	n/a	50'	2.2lbs	300cr	600cr
Plasma projector	M	3d10	Multi	40'	6lbs	10,000cr	20,000cr
Proton-Pistol	S	3d8	Multi	40'	3lbs	750cr	1,500cr
Heavy	M	3d10	Multi	50'	4lbs	1,000cr	2,000cr
Hold-out	T	3d6	n/a	30'	2lbs	600cr	1,200cr
Sonic-Pistol	S	2d6	n/a	20'	2.2lbs	450cr	900cr

### Rifles

Weapon	Size	Damage	Multi-Auto fire	Range	Weight	Cost	Cost
Concussion rifle	L	3d12	n/a	80'	15lbs	3,000cr	6,000cr
Carbine	M	2d10	n/a	60'	12lbs	2,500cr	5,000cr
Electron-Rifle	M	3d8	n/a	60'	6lbs	600cr	1,200cr
Carbine	M	3d6	Multi	60'	5lbs	700cr	1,400cr
Ion rifle	M	3d8	n/a	40'	6lbs	800cr	1,600cr
Laser-Rifle	M	3d10	n/a	80'	8lbs	1,000cr	2,000cr
Carbine	M	3d8	Multi	70'	7lbs	900cr	1,800cr
Sporting	M	3d6	n/a	100'	7lbs	800cr	1,600cr
Lt. repeating	L	3d8	Multi	80'	8lbs	2,000cr	4,000cr
Microwave-Rifle	M	2d10	n/a	40'	7lbs	1,000cr	2,000cr
Carbine	M	2d8	Multi	40'	6lbs	900cr	1,800cr
Sporting	M	2d6	n/a	50'	6lbs	800cr	1,600cr
Lt. repeating	L	2d8	Multi	40'	7lbs	2,000cr	4,000cr
Plaser-Rifle	M	3d8	n/a	100'	10lbs	1,000cr	2,000cr
Carbine	M	3d8	Multi	80'	8lbs	900cr	1,800cr
Sporting	M	3d6	n/a	120'	8lbs	800cr	1,600cr
Lt. repeating	L	3d8	Multi	80'	10lbs	2,000cr	4,000cr
Proton-Rifle	M	3d10	n/a	80'	12lbs	2,000cr	4,000cr
Carbine	M	3d10	Multi	70'	10lbs	1,750cr	3,000cr

### Grenades/Mines

Grenades and mines have a primary, and secondary blast area. Characters caught in either blast area must roll a Reflex save against a DC of 15 for a grenade, or 18 for a mine. If they are in the secondary blast radius however they make their any saves at +2. If the characters in the primary blast radius make their saves they suffer ½ damage, while those caught in the secondary blast radius who make their Resistance roll are unaffected by the attack.

**Using mines or grenades as traps:** While grenades can be thrown, mines must be placed by a demolitions expert. Grenades can be used by a demolitions expert in the same way as he would use a mine as well. A demolitions expert may set a mine by rolling a successful demolitions check (DC 15) and if he succeeds a character checking an area that has been booby trapped must roll a search, or spot check with a difficulty equal to 10 + the setting character's demolition skill level, which is also the difficulty a character with disable devices or demolitions has to defuse a mine or grenade trap.

Weapon	Size	Blast radius		Damage		Throwing Range	Weight	Cost
		Primary	Secondary	Primary	Secondary			
<b>Grenades-</b>								
Adhesive	T	10'	n/a	Ent.	n/a	2x Str	.5lbs	50cr
Concussion	T	10'	15'	6d6	3d6	2x Str	.5lbs	100cr
Flash	T	20'	n/a	*	n/a	2x Str	.5lbs	50cr
Fragmentary	T	10'	20'	4d6 +1	2d6	2x Str	.5lbs	500cr
Nausea	T	20'	n/a	**	n/a	2x Str	.5lbs	50cr
Smoke	T	30'	n/a	***	n/a	2x Str	.5lbs	30cr
Stun	T	20'	n/a	****	n/a	2x Str	.5lbs	600cr
Thermal	T	15'	15'	8d6 +6	4d6+3	2x Str	.5lbs	2,000cr
<b>Mines-</b>								
Concussion	S	20'	10'	6d6	3d6	n/a	5lbs	2,500cr
Fragmentation	S	30'	20'	6d10	3d10	n/a	4lbs	3,000cr
High explosive	S	30'	30'	6d12	3d12	n/a	6lbs	5,000cr
Net	S	30'	n/a	Ent.	n/a	n/a	5lbs	1,000cr
Razorwire	S	30'	n/a	6d6	n/a	n/a	5lbs	2,000cr
Sonic	S	30'	20'	6d6	3d6	n/a	4lbs	3,000cr

\* Characters in range must make a Reflex save (DC 17) to avoid being blinded. Blinded characters treat opponents as if they were invisible (+10 to Defensive Rating). Effect lasts 2-5 rounds.

\*\* Characters in range must roll Fortitude save (DC 17) or suffer -2 to all Attack rolls, and lose ½ Initiative modifier and their Defensive adjustment due to nausea for 2-5 rounds.

\*\*\* Smoke grenades last 1-3 rounds and while they last all targets in the smoke gain a +5 to their Defense Rating due to obscurement.

\*\*\*\* A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

Entanglement (ent.): A character who is entangled loses his Agility based defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of 18 to free himself. Each attempt to break free takes one action.

## Missiles

It should be noted that a demolitions expert can roll a Demolitions check (DC 17) to remove the warhead from a micro-missile (type A) and use it as a mine. Micro missiles are man portable missiles that come with a simple shoulder launcher that has a tripod mount allowing it to either be fired as a bazooka or fired from the ground. These weapons have a small sensor and keypad allowing a character to program in a target by expending an action, or they can use a pull down trigger if firing it from a shoulder position (this is called "eyeballing it.")

**Missile blast radius:** The blast radius listing below is the primary blast radius of the missile. Characters or objects caught in this area must make a Reflex save (DC 18) and if successful they suffer half damage from the blast. Characters that are caught in the missile's secondary blast radius must roll a Reflex Resistance roll (DC 16) and if they succeed they take no damage from the missile.

Weapon	Size	Blast radius		Damage		Range	Weight	Cost
		Primary	Secondary	Primary	Secondary			
<b>Micro missiles-</b>								
<b>High explosive-</b>								
Type A	M	10'	10'	6d4	3d4	100'	4lbs	500cr
Type B	L	10'	20'	6d6	3d6	100'	8lbs	750cr
Type C	L	20'	10'	6d8	3d8	100'	8lbs	1,000cr
<b>Concussion-</b>								
Type A	M	10'	10'	6d6	3d6	100'	4lbs	500cr
Type B	L	10'	20'	8d6	4d6	100'	8lbs	750cr
Type C	L	20'	10'	10d6	5d6	100'	8lbs	1,000cr
<b>Thermal-</b>								
Type A	M	10'	10'	6d6	3d6	100'	4lbs	500cr
Type B	L	10'	20'	6d8	3d8	100'	8lbs	750cr
Type C	L	20'	10'	8d8	4d8	100'	8lbs	1,000cr

Weapon	Size	Blast radius		Damage		Range	Weight	Cost
		Primary	Secondary	Primary	Secondary			
Vehicle mounted								
High explosive-								
Type D	L	20'	10'	6d10	3d10	1 mile	20lbs	2,000cr
Type E	H	40'	20'	6d10	3d10	2 miles	40lbs	5,000cr
Type F	H	40'	30'	6d12	3d12	5 miles	80lbs	10,000cr
Concussion-								
Type D	L	20'	10'	6d10	3d10	1 mile	20lbs	2,500cr
Type E	H	40'	20'	6d12	3d12	2 miles	40lbs	5,000cr
Type F	H	40'	30'	6d20	3d20	5 miles	80lbs	10,000cr
Electron-								
Type A	L	20'	10'	6d6	3d10	1 mile	20lbs	2,000cr
Type B	H	40'	20'	6d8	3d8	2 miles	40lbs	4,000cr
Type C	H	40'	30'	6d10	3d10	5 miles	80lbs	8,000cr
Plasma-								
Type D	L	20'	10'	6d12	3d12	1 mile	20lbs	5,000cr
Type E	H	40'	20'	8d12	4d12	2 miles	40lbs	8,000cr
Type F	H	40'	30'	10d12	5d12	5 miles	80lbs	12,000cr
Thermal-								
Type D	L	20'	10'	6d10	3d10	1 mile	20lbs	2,000cr
Type E	H	40'	20'	6d10	3d10	2 miles	40lbs	5,000cr
Type F	H	40'	30'	6d12	3d12	5 miles	80lbs	10,000cr

### Vehicle mounted/Heavy P.G.S Weapons

Weapon	Size	Damage	Multi-Auto fire	Range	Weight	Cost	Cost
Grenade Launcher	L	as grenade	n/a	100'	12lbs	500cr	1,000cr
Heavy Machine gun	H	Burst*	Auto	200'	80lbs	1,500cr	3,000cr
Micro-missile Battery							
6 micro missiles	L	as missile	n/a	as missile	20lbs	5,000cr	10,000cr
12 micro missiles	H	as missile	n/a	as missile	30lbs	10,000cr	20,000cr
Missile battery-							
3 missiles	L	as missile	n/a	as missile	20lbs	10,000cr	20,000cr
6 missiles	H	as missile	n/a	as missile	40lbs	15,000cr	30,000cr
12 missiles	H	as missile	n/a	as missile	80lbs	25,000cr	50,000cr
Rocket launcher	L	as rocket	n/a	100'	20lbs	4,000cr	n/a

\* A heavy machine gun can fire a semi-automatic burst that causes 3d10 points of damage in a 5' spread that requires all targets in the area to roll a Reflex save (DC 15) to take ½ damage. The weapon can also fire as full auto which causes 6d10 points in a 10' spread and requires targets to roll a Reflex save (DC 17) to take ½ damage.

### Vehicle mounted/Heavy Beam Weapons

Weapon	Size	Damage	Multi-Auto fire	Range	Weight	Cost	Cost
Laser-							
Cannon	H	6d8	n/a	150'	30lbs	4,000cr	8,000cr
Heavy Repeating	L	4d8	Multi	200'	40lbs	6,000cr	12,000cr
E-web	L	6d8	Multi	200'	40lbs	8,000cr	16,000cr
Plaser-							
Cannon	L	6d10	n/a	200'	30lbs	5,000cr	10,000cr
Heavy Repeating	L	4d10	Multi	200'	40lbs	7,500cr	14,000cr
E-Web	L	6d10	Multi	200'	40lbs	10,000cr	20,000cr
Plaser Devastator	H	8d10	n/a	240'	80lbs	10,000cr	20,000cr
Plasma Projector	L	5d10	n/a	200'	40lbs	8,000cr	16,000cr

## Ammunition

Type	Number	Rounds/shots	Damage	Cost
5.56mm clip	10	100		20cr
9mm clip	10	100		40cr
10mm clip	10	100		50cr
Flame thrower canister	1	10		200cr
Gyrojet rocket cartridge	1	10		200cr
Needler cartridge	10	100		20cr
Powerclip standard	10	100		100cr
Macro-clip	1	100		200cr
Rocket Multi-pack-				
Type A	1	5	4d4 (5' radius)	150cr
Type B	1	5	4d6 (5' radius)	175cr
Type C	1	5	4d8 (5' radius)	200cr
Vehicle Mounted-				
Type D	1	5	4d10 (5' radius)	3050cr
Type E	1	5	4d12 (5' radius)	400cr
Type F	1	5	4d20 (5' radius)	500cr
Shot Gun Shells-				
Buck Shot	1	10	2d6	40cr
Scatter shot	1	10	2d4 (5' spread)	50cr
Standard	1	10	2d6 +2	45cr
Sub Machine gun clip	1	30	5 burst*	100cr

\* A burst causes 3x damage in a 10' spread requiring all targets to roll Reflex saves vs. 10+ Attackers Skill rank for ½ damage.

## Weapon Attachments

Item	Notes	Weight	Cost
Bayonet mount	Allows a Knife to be attached to rifle	.2lbs	50cr
Electronic Scope	Double weapons range increment, treat as darkvision	.2lbs	300cr
Laser sight	+1 to attack rolls	.2lbs	100cr
Silencer	Add +10 to difficulty to hear a PGS weapon being fired	.2lbs	50cr
Targeting goggles	+4 to accuracy. requires sensor unit	.2lbs	500cr
Targeting sensors	Requires targeting goggles to work	.2lbs	500cr
Weapon Harness	Changes weapons in one action, holds 5 weapons	4lbs	200cr

## Explosives

Item	Weight	Reflex DC	Primary Blast Radius	Primary Blast Damage	Quick Damage	Secondary Blast Radius	Secondary Blast Damage	Quick Damage	Cost
Nitogel	1 ounce	15	5'	3d6	12pts	5'	3d4	6pts	400cr
Plastid	1 ounce	15	5'	3d8	18pts	5'	3d6	12pts	500cr
Thermium 238	1 ounce	17	10'	3d10	24pts	10'	3d8	18pts	750cr
Tornadium d19	1 ounce	18	10'	3d12	30pts	20'	3d10	24pts	1,000cr
Tornadium d20	1 ounce	18	20'	6d12	60pts	20'	3d12	30pts	2500cr

As with all explosive devices a character who makes his Reflex save takes ½ damage from the blast if caught in the primary blast radius. If the character is in the secondary blast area they suffer full damage unless they make a Reflex Resistance roll in which case they suffer no damage. It should be noted adding extra ounces of explosive stack and the difficulty increases by +1/additional ounce. so that a pound of Thermium 238 (16 ounces) would have a primary blast radius of 160' with a difficulty of 32, causing 48d10 (384pts) points of damage , and have a secondary blast radius of 160' causing 48d8 (288pts) to anyone caught in the blast.



## Timers

Item	notes	Cost
Proximity sensor	DC 20 to disarm, range 5'	500cr
Radio trigger	DC 16 to disarm, range 1 mile	300cr
Sonic trigger	DC 25 to disarm, range 10'	750cr
Thermal trigger	DC 20 to disarm, range 5'	400cr
Variable light trigger	DC 35 to disarm, range 20'	500cr
Variable timer	DC 15 to disarm, simple time delay	250cr

## Standard Equipment

What follows is a list of many pieces of equipment that can be used by a character in an adventure. This is by no means a complete list of what is available in the Frontier, and the Administrator may devise additional equipment for his campaign.

### Starting Kit

Cost: 100cr

This starting kit was created to make getting a character's starting gear, or acquiring gear for an NPC easier. The starting kit comes with a variety of useful items that are commonly purchased by characters. The kit contains the following items:

Standard uniform for profession  
 1 Duraplas Identocard  
 1 Chronocom  
 1 Standard polyvox  
 1 Data pad/reader

## Adventurer's Gear

Item	Notes	Weight	Cost
Air filter mask	+10 to Fortitude saves vs. tainted air	2lbs	500cr
Antishock implant	+4 to Fortitude saves to avoid stunning attacks	n/a	2,000cr
Armor/Weapon maintenance kit		4lbs	50cr
Bandoleer-			
Double	Holds 30 weapon clips	4lbs	150cr
Utility	Holds 20 weapon clips, 4 utility pouches	3lbs	200cr
Equipment straps	Each holds 2 items	.2lbs	10cr
Flashlight		.5lbs	5cr
Global positioning unit	+10 to intuit direction	.2lbs	50cr
Handcuffs-	DC 30 to break	.2lbs	50cr
Magnetic grapples	DC 40 to break	.5lbs	500cr
Holster-			
Standard	Holds one small weapon, and 5 ammo clips	2lbs	40cr
Double	Holds two small weapons, and 5 ammo clips	3lbs	50cr
Duelist	Holds one small weapon, and 5 ammo clips	1.5lbs	75cr
Shoulder	Holds one small weapon and 5 ammo clips	3lbs	50cr
Rifle	Holds one medium or large weapon, and 5 ammo clips	3lbs	120cr
Magnetic boots	Reduce movement ½	4lbs	200cr
Paraglider	Glide for ½ hour at 20mph	22lbs	750cr
Quiver-			
Hip quiver	Holds 20 arrows/bolts	2.2lbs	50cr
Back quiver	Holds 20 arrows/bolts	2.3lbs	50cr
Sheath, dagger and knife-			
Leather	Holds one small bladed weapon	.2lbs	20cr
Duroplas	Holds one small bladed weapon	.1lbs	30cr
Sword scabbard-			
Leather	Holds one medium or large bladed weapon	1.4lbs	40cr
Duroplas	Holds one medium or large bladed weapon	1.2lbs	50cr

Item	Notes	Weight	Cost
Surveillance laser	Triggers alarm if tripped	.5lbs	100cr
Thermagel (1 bottle)	5' splash causing 3d4 pts of fire damage	.2lbs	50cr
Throat com	Range 2 miles	neg	250cr
Thruster pack	120'/turn flight at 20mph	20lbs	1,000cr
Utility vest	6 utility pockets and 2 equipment straps	4lbs	200cr

## Containers

Item	Notes	Weight	Cost
Backpack-	Holds 50lbs	2lbs	
Canvas			20cr
Duroplas			50cr
Environmentally sealed	Contents protected against environmental extremes	2.5lbs	250cr
Belt pouch-			
Large	Holds 200cr	.2lbs	5cr
Small	Holds 100cr	.1lbs	2cr
Box (ornamental)-	Holds 100cr	.3lbs	5cr
Crate large-	Holds 200lbs		
Duroplas		8lbs	50cr
Metallic		8lbs	250cr
Crate small-	Holds 100lbs		
Duroplas		5lbs	40cr
Metallic		6lbs	200cr
Duffle bag/rucksack/satchel	Holds 30lbs	2lbs	15cr
Sack-			
Large	Holds 30lbs	2.4lbs	10cr
Small	Holds 20lbs	2lbs	7cr

## Energy Storage

Item	Notes	Weight	Cost
Energy cell	Holds 100seu and is rechargeable	.1lbs	50cr
Parabattery			
Type A	Holds 500seu and is rechargeable	2lbs	250cr
Type B	Holds 1,000seu and is rechargeable	3lbs	500cr
Type C	Holds 2,000seu and is rechargeable	5lbs	1,000cr
Energy Capacitor			
Type A	Holds 4,000seu and is rechargeable	10lbs	2,500cr
Type B	Holds 5,000seu and is rechargeable	12lbs	4,000cr
Power Generator-			
Type A	Holds 1,000seu in storage and generates 50seu/hour	10lbs	2,000cr
Type B	Holds 2,000seu in storage and generates 100seu/hour	14lbs	3,000cr
Type C	Holds 4,000seu in storage and generates 500seu/hour	18lbs	10,000cr
Power belt pack			
Type A	Holds 100seu and can be recharged	2.5lbs	75cr
Type B	Holds 200seu and can be recharged	3.5lbs	150cr
Type C	Holds 400seu and can be recharged	4lbs	300cr
Power backpack-			
Type A	Holds 500seu and can be recharged	8lbs	750cr
Type B	Holds 750seu and can be recharged	12lbs	1,500cr
Type C	Holds 1,000seu and can be recharged	15lbs	3,000cr

## Explorer's Gear

Item	Notes	Weight	Cost
Animal call	+2 to sound checks	.1lbs	5cr
Aquatic re-breather	Extracts oxygen from water, character can breathe underwater	.5lbs	200cr
Climbing gear	Climbing irons, clamp gauntlets chisel boots +2 to climb checks	5lbs	50cr
Compass	Points to magnetic north	.1lbs	5cr
Digital binoculars	5x spotting distance	2lbs	350cr
Diver's belt w/six pouches	Holds up to 8 one pound weights, and holds 8lbs	10lb	20cr
Diver's bag	Floatation device keeps up to 250lbs afloat	1lb	10cr
Diver's goggles	½ spotting distance underwater	.2lbs	20cr
Diver's mask	Standard spotting distance	.5lbs	50cr
Diver's net sack	Holds 20lbs	1lb	40cr
Diver's snorkel tube	Breathing device	.1lb	2cr
Divers weights	1lb weights (4)	1lb	5cr
Electro-binoculars	10x spotting distance	2.2lbs	500cr
Electronic map-kit	Creates maps as you go	.5lbs	300cr
Emergency beacon	Transmits location up to 30 miles from source	6lbs	500cr
Emergency pod	Environmentally sealed single person shelter	12lbs	1,000cr
Environmentalist's-kit	Sample kit for explorers	8lbs	500cr
Field kit	Water purifier, water pack, rations (1 week), fusion lamp emergency pod, med pack	10lbs	800cr
Fire paste (20 applications)	Starts a fire in one round	neg	50cr
Fishing gear		3lbs	30cr
Flare gun-	Range 150'	1lb	30cr
Holo-flare (10)	Remains aloft 1 hour. +20 to spot within 1 mile	.1lb	20cr
Food purifier unit		3lbs	250cr
Fusion lantern	Illuminates 30' can recharge 3 items at once. Stores 100seu and generates 10seu/hour	8lbs	1,000cr
Grappling spike launcher-	Launches spike up to 150'	2lbs	100cr
Extra grapple	Grapple has a molecular adhesive tip DC 50 to unhook	.2lbs	200cr
Microline	Per 100'	.1lbs	50cr
Harness-			
Body	Holds 6 items, backpack and has 6 pouches.	1.5lb	50cr
Belt w/six pouches		1lb	20cr
Hot rations pack	1 weeks supply	5lbs	50cr
Macro-binoculars	5x spotting distance	1lb	100cr
Mess kit		1lb	10cr
Metal mirror, small		.2lb	20cr
Provisions sack	Holds 20lbs	2.2lbs	40cr
Sensor pack	Thermal, ultraviolet, atmosphere, radiation, life sensors with 1 mile range	2.2lbs	5,000cr
Sleeping bag	Protects one sleeping person from environmental extremes	6lbs	100cr
Specimen cages-			
Small	Holds one specimen and is environmentally sealed	4.5lbs	150cr
Medium	Holds one specimen and is environmentally sealed	10lbs	400cr
Large	Holds one specimen and is environmentally sealed	15lbs	800cr
Huge	Holds one specimen and is environmentally sealed	30lbs	1,500cr
Subspace radio	Allows hyper-light communications range 1au	20lbs	50,000cr
Survival kit	As field kit +survival pod, water pack, subspace radio, flare gun, and 10 holo-flares	30lbs	75,000cr
Survival rations (1 week)	Tasteless nutrient paste and vitamin supplements	3lbs	40cr
Temporary shelter-			
2 person	Environmentally sealed	8lbs	200cr
4 person	Environmentally sealed	15lbs	300cr
8 person	Environmentally sealed	20lbs	400cr
Toxi-rad gauge	Detects airborne toxins, and radiation in a 60' radius	.1lbs	1,000cr
Water collector	Collects 2 gallons/4 hours of water from environment	5lbs	800cr
Water purifier	Purifies 5 gallons/hour	4lbs	500cr
Water pack	Holds 1 gallon water	.5kg	50cr

## General Equipment

Item	Notes	Weight	Cost
Balance set	Weights and scales	2lbs	10cr
Cellular com unit	Range 100,000 miles	.1lbs	50cr
Chain (per 5')-			
Heavy	DC 40 to break	10lbs	50cr
Light	DC 30 to break	5lbs	25cr
Code cylinder	Blue, yellow or red security level	.2lbs	1,000cr
Comlink, decorative	Range 20,000 miles	.1lbs	50cr
Credit chip	Programmable money chip	neg	10cr
Chronometer	Standard digital watch	neg	10cr
Chronocom	Audio and visual communications with a range of 5 miles	neg	50cr
Credit voucher pad	Holds 20 credit vouchers	.1lbs	100cr
Data chip reader	Reads data, program, credit	.4lbs	200cr
Datachip blank (10)	Holds 2 program levels	.1lbs	50cr
Datapad	Reads data, holo-novels, plays holo-games, identicards, Vouchers and data chip, and data card programs	1.2lbs	2,000cr
Datacards blank (10)	Holds 4 program levels	.2lbs	100cr
Glow rod	Illuminates 20' radius, lasts 4 hours	.2lbs	20cr
Holo-cam	Records audio, and visual images in 120' range uses 2seu/hour	5lbs	250cr
Holo-disc (10)	Each discs holds 4 hours worth of images duration	.2lbs	50cr
Holo-projector (personal)	Plays holo-discs, and expends 1seu/hour	3lbs	200cr
Holo-recorder	Records audio and visual images in 30' uses 1 seu/hour	2.4lbs	150cr
Hygiene kit		2.2lbs	20cr
Nictine -			
Lites	5 packs (100 cigarettes)	neg	5cr
Standard	5 packs (100 cigarettes)	neg	10cr
Cigars	5 packs (50 cigars)	neg	20cr
Perfume (per bottle)	1 month's supply	.1lbs	20-50cr
Polyvox-			
Standard	5 language capacity	.1lbs	1,000cr
Advanced	10 language capacity	.1lbs	2,500cr
Recording rod	Records 4 hours of audio within 20'	.2lbs	50cr
Recording rod reader	Reads recording rods	1lbs	100cr
Replacement Identocard		neg	5,000cr
Sungoggles	+5 to resistance rolls to avoid blinding attacks	.1lbs	20cr
Sunglasses	+2 to resistance rolls to avoid blinding attacks	.1lbs	10cr
Tech kit-			
Computer	Standard tools required for technicians, engineers	10lbs	250cr
Robotic	Standard computer tools for computer technicians	3lbs	500cr
Standard	Standard tools and tools for robotic repair, and maintenance	10lbs	750cr
Thermalight	Wind proof lighter uses 1-seu/month and uses power clips	neg	5cr

## Medical Goods

Item	Notes	Weight	Cost
Antibody plus (20 app)	+10 to Fortitude vs. disease	neg	100cr
Antitox (20 app)	+10 to Fortitude vs. poison	neg	100cr
Autodoc (portable)	First aid, Heal checks at +4	10lbs	20,000cr
Biocort (20 app)	+10 to Fortitude vs. infection, doubles natural healing rate	neg	250cr
Body jump box	Fortitude check (DC 20) within 1 hour after death to bring Dead character back to life at 1 EP and Stamina point	15lbs	500,000cr
Cast Gel (20 app)	Creates a duroplas cast	neg	20cr
Compression cocoon	Holds one person and heals altitude/pressure damage	4.4lbs	5,000cr
Diagnostic Monitor	+4 to First aid and heal checks to diagnose medical condition	3lbs	2,000cr
Freeze field	Preserves body and puts character in stasis. Requires 10seu/hour	20lbs	4,000cr
Medkit	Contains 20 applications of the following antibody plus, antitox, biocort, cast gel, and omnicylyn. also has a diagnostic monitor, and a stay dose (5 applications), and 5 Stimdose applicators	10lbs	2,000cr
Medpack	Contains 20 applications of the following antibody plus, antitox, biocort, Omnicylin, and cast gel.	8lbs	500cr

Item	Notes	Weight	Cost
Omnicylin (20 app)	+10 to Fortitude vs disease, infections and parasitic infestation	neg.	250cr
Staydose (5 app)	Fortitude save DC 20 or fall unconscious for 1 hour	neg	500cr
Stimdose	Adds 10 temporary Endurance points and +4 Stamina lasts 1 hour	neg	500cr
Surgery kit, portable	+2 to heal checks to perform surgery and heal damage	3lbs	500cr
Syntheflesh dispenser (20 app)	Keeps wounds from becoming infected (+4 to Fortitude saves)	.2lbs	500cr
Telol	Will save DC20 or truthfully answer 5 questions. Effect lasts 1 hour	neg	2,000cr

## Rogue's Gear

Item	Notes	Weight	Cost
Blade boots	+2 to kicking damage, +2 to climb checks	.3lbs	200cr
Disguise kit	+4 to Disguise checks	2lbs	1,000cr
Electronic lock picks	+2 to Disable device, or Open locks	1lb	5,000cr
Infrared jammer (10 app)	Spray makes target invisible to thermal vision, and infrared sensors lasting 1 hour	1lb	10,000cr
Liquid cable dispenser	creates 300' duroplas micro line	neg	300cr
Lock breaker	+10 to Open lock skill	1.5lbs	20,000cr
Micro-bug receiver-	Receives signals from micro-bugs within 1 mile radius	.5lbs	10,000cr
Micro-bug (10)	+10 to spot difficulty transmits audio, video, and location	neg	5,000cr
Nightvision goggles	Darkvision 60' range	.2lbs	1,000cr
Rigged games	+2 to gaming, -2 to spot cheat		
Cards-		neg.	50cr
Dice-		neg	50cr
Security kit	Contains 1 set of Electronic lock picks, 6 surveillance lasers, portable sensor unit	6lbs	5,000cr
Signal Jammer	Jams communications, radio signals, electronic communication within 1 mile	2lbs	20,000cr
Silent suit	+4 to Move silently	.2lbs	1,000cr
Solveaway (10 app)	Dissolves adhesive grenade material	neg	250cr
Uv flashlight	+4 to spot checks w/Ultravision	.2lbs	200cr
Uv Jammer (10 app)	Spray makes target invisible to ultraviolet sensitive vision, and ultraviolet light sensors	1lb	10,000cr

## Specialized Clothing

Item	notes	Cost
All temperature cloak	Provides comfortable temperature with a range of -20 to 120° Fahrenheit	300cr
Chameleon suit	+4 to hide in natural terrain	500cr
Darksuit	+4 to hide checks in shadowy conditions	500cr
Drysuit	Keeps character dry in aquatic environments and protects against pressure	250cr
Flight suit	light weight vacuum suit	2,000cr
Exoskeleton	Skeletal framework with Muscle enhancement rig adding +5 to Strength, +2 Dexterity (negates Armor penalty) Uses 5seu/hour	10,000cr

## Tack and Harness for Mounts

Item	notes	Weight	Cost
Barding-			
Duroplas	Defense Rating +3	20lbs	1,000cr
Bit and bridle		3lbs	50cr
Harness and feed bag		5lbs	75cr
Blanket and hood		4lbs	25cr
Leashes-			
Small	6' lead	.1lb	10cr
Medium	6' lead	.3lb	25cr
Large	10' lead	1lb	40cr
Saddle-			
Pack		15lbs	100cr
Riding		12lbs	120cr
War		15lbs	200cr
Saddle bags-			
Large	Holds 50lbs	3lbs	100cr
Small	Holds 30lbs	2.4lbs	75cr
Saddle blanket		.3lbs	10cr



## Equipment descriptions

### Armor Types

**Combat armor:** Both semi rigid and rigid battle armor consist of a suit of ballistic resistant material over which is affixed molded armor plate which provides a shell of protection for the wearer. Semi rigid versions do not offer much protection to the wearer's joints, but allows the wearer more freedom of movement. Characters wearing this type of armor reduce damage from non energy attacks by -1point/die and can even reduce damage per die to 0.

**Dead suit:** a dead suit is a light weight dull black suit that looks like a diver's wetsuit. When worn the suit provides the character with some protection, but more importantly it hides his thermal image making the character almost invisible to thermal scanners.

**Environmental bodysuit-**This is a light weight body sheath which covers the character's entire body and comes with a full helmet, and a portable life support pack to provide complete protection from environmental hazards for up to six hours. The suit is self sealing, but for tears larger than 3 inches in diameter the suit comes with 12 environmental patches which can be affixed to the suit by the character by expending an action. While wearing an Environmental bodysuit the character gains a +10 bonus to his resistance rolls to avoid the effects of airborne toxins and disease. The character also gains a +5 to his resistance rolls vs. radiation, and acid attacks.

**Gridsuit:** The gridsuit is probably the most unusual, sought after, defensive suit. Like skeinsuits, it comes in both military and civilian styles. The military style is a camouflaged uniform that has convenient patch pockets. The civilian style can be any fashion desired, though this may increase the cost. Much more important than the style is the inner lining of the suit, which includes a nullifying absorption field circuit that absorbs and dissipates large amounts of energy. The suit comes in elasticized styles for Dralasites. A grid suit reduces damage from all manner of energy by -1pt/die of damage, and can even reduce this damage to 0.

**Maser mesh:** Maser mesh resembles chain mail armor and can be purchased in different sizes. Full maser mesh almost touches the ground and is heavy and a bit cumbersome. While this armor protects from weapon attacks it is easily picked up by scanners and radar.

Partial maser mesh, is similar in size to a long shirt and is lighter and harder to trace than full mesh. Characters wearing maser mesh are more vulnerable to electrical attacks suffering a -2 to their Resistance rolls to avoid electrical damage. Maser mesh does not adapt well to unusual Dralasites shapes. Characters wearing maser mesh reduce damage from maser weapons by -1pt/die of damage and can even reduce this damage to 0.

**Micromesh armor-** Micromesh armor is made of micro-linked duroplas chain mail creating a lightweight suit of protective armor that can be worn easily beneath normal clothing. Micromesh armor is not overly heavy or restrictive to movement and comes in a variety of sizes, and shapes allowing most races to wear it.

**Skien/reflective weave bodysuits-** Skien suits are made of micro-weave armor that is as supple as denim and provides excellent protection. Skien suits can be made to resemble common fashions and are quite popular with diplomats and other officials. Reflective cloth woven into the thread provides protection from energy weapons. Skien/reflective weave bodysuits reduce damage from physical attacks and lasers by -1pt/die of damage and can reduce damage to 0 points/die.

**Slip-suit:** Slip-suits are full body gloves made of an oily synthetic material that makes it difficult to grapple with the wearer, and provides some protection from physical attacks. The palm side of the suit's gloves, and the boot soles of the suit are not slippery. Characters attempting to grapple with a character wearing a slip suit suffer a -10 to their attempts to do so.

**Synthelope bodysuit:** A synthelope suit is a synthetic one-piece envelope that absorbs damage from most weapons but was specifically intended to provide protection from Proton weapons. The suit must be stepped into from the back and zipped up, completely encasing the wearer's body except for the head. It is flexible enough even for a Dralasite to use. Characters wearing Synthelope bodysuits reduce damage from Proton weapons by -1point/die and can even reduce damage to 0 points/die.

**Technicians coveralls:** These coveralls are made of a quilted synthetic weave woven into an outer layer of tear resistant cloth. The coveralls have ribbed protective pads on the elbows, inner thighs, and knees for additional protection. The coveralls come with two breast pockets and cargo pockets in the front of the coverall's thighs.

**Teflon weave protective gear:** Teflon weave protective suits are made of quilted and padded Teflon which absorbs and deflects damage from blunt attacks and solid projectiles. Characters wearing this type of armor reduce damage from blunt attacks, or solid projectiles by -1point/die and can even reduce damage to 0 points/die.

**Vacuum Suit--**This is a heavier version of the Environmental suit, allowing the character to survive the rigors of outer space.

The suit is made of a heavy environmentally sealed material with ribbing along the knees, elbows, and inner thighs for additional protection. The body suit covers the character's entire body and comes with a full helmet, and a portable life support pack to provide complete protection from environmental hazards for up to six hours. The suit is self sealing, but for tears larger than 3 inches in diameter the suit comes with 12 environmental patches which can be affixed to the tear by the character by expending an action. When wearing a Vacuum suit the character is immune to airborne toxins, and disease, and gains a +10 to his resistance rolls to avoid acid or radiation.

Combat versions of these suits come with light armor providing protection to the characters chest, and shoulders and encloses the suit's life support pack with armor. Armored vacuum suits differ from combat versions in that the vacuum suit is encased in an interlocking suit of rigid armor plate that provides exceptional protection against all manner of attacks.

## Armor weight classes and Movement rates

Movement rates are determined on the table below:

Armor Weight class	Base movement rate	
	30'/round	20'/round
Light weight	30'/round	20'/round
Medium weight	20'/round	20'/round
Heavy weight	20'/round	15'/round
Extremely heavy	15'/round	15'/round

**Light Armor:** Deadsuit, environmental bodysuit, maser mesh (partial), micromesh shirt, skein/reflective bodysuit, slipsuit, synthvelope bodysuit, technicians coveralls, Teflon weave shirt, Vacuum suit (light weight)

**Medium Armor:** Grid suit (partial), maser mesh suit, micromesh suit, Semi-rigid combat armor, Teflon weave suit, Vacuum suit (combat).

**Heavy Armor:** Grid suit, rigid combat armor

**Extremely heavy:** Vacuum suit (armored)

## Defensive screens

**Deflector screen:** a deflector screen envelopes a character with an energy field based on the same technology that has given the Frontier repulsor lift, and artificial gravity. This field provides a character with protection against all types of inertia or energy based attacks, but does not provide protection against airborne toxins, or disease.

**Electron screen:** An Electron screen provides protection from all manner of Proton based energy weapons. The only draw back to this screen however is that electron based weapons striking the character cause double damage to him.

**Holo screen:** A Holo-screen projects a 3-dimensional 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 one person or thing. For example, a holo disc could project the image of an adult male Yazirian in civilian clothes. A character using a holo-screen as part of a disguise gains a +8 to his disguise rolls.

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. Personalized holo discs can be ordered for 5,000 Cr. A personalized holo disc contains holographic information on a specific individual. Producing a personalized holo disc takes 1d10 months, because it requires detailed (and very illegal) holographic filming of the desired subject. If the subject is willing, the filming can be done in one day. A camouflage feedback loop can be added to the holo screen for an additional 1,000 Cr. The camouflage loop adjusts the holographic image to match nearby surroundings, giving the wearer a +8 to his Hide skill.

**Inertia Screen:** An inertia screen defends against all projectile weapons, gyrojet pistols and rifles, fragmentation grenades, explosives and all melee weapons except electrical or sonic weapons.

**Light shift screen:** Light shift screens cover the wearer in a shimmering field of energy that diffuses light based attacks striking it. The screen is effective against lasers, but against plasmas (particle lasers) it is only partially effective.

**Proton Screen:** much like an electron screen, this device surrounds the wearer in a cocoon of protons which provide him with



protection against all manner of Electron based (or electrical) attacks. As a side effect however, if the character is struck by a proton weapon while this shield is active he suffers double damage from the attack.

**Simp screen:** A simp screen is similar to a light shift screen and even has the same silvery aura about it, but it protects against rafflur fire instead of laser damage.

**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 screen also absorbs all sonic attacks that hit it. A character inside a sonic screen can communicate only with a radio or hand signals.

## The Typical Hero

Below is a sample Human hero created for the Star Frontiers Role playing game. This character can be used as a template for Players creating their own heroes, and with a little tweaking can even provide a template for non-human characters.

### Typical Hero

**Race:** Human      **Profession:** Enforcer  
**Str:** 11 (+0)   **Ag:** 11 (+0)   **Sta:** 10 (+0)  
**Psyche:** 0

**Level:** 1   **EP:** 25  
**Log:** 10 (+0)   **Int:** 10 (+0)   **Per:** 10 (+0)   **App:** 10 (+0)  
**Reputation:** +0 (-5)

**Combat Modifier:** +1  
**Resistance Rolls:** **Fortitude:** +2      **Reflex:** +0  
**Armor worn:** Semi-rigid combat armor, helmet

**Initiative Modifier:** +1  
**Will:** +0  
**DR:** 15/(d) 15

**Ranged weapon:** Plaser Carbine      **Range:** 80'      **Damage:** 3d8    **In:** +1    **Hit:** +1    **Dmg:** +0    **Dr**  
**Ranged Weapon:** Plaser Pistol      **Range:** 30'      **Damage:** 3d6    **In:** +3    **Hit:** +3    **Dmg:** +0    **Dr**  
**Ranged Weapon:** Fragmentary Grenade    **Range:** 24'      **Damage:** 4d6 +1    **In:** +1    **Hit:** +1    **Dmg:** +0    **Dr**

**Primary weapon:** Vibroknife      **Damage:** 2d4    **In:** +1    **Hit:** +1    **Dmg:** +0    **Dr:**

**Unarmed attack:** Punch      **Damage:** 1-2    **In:** +1    **Hit:** +1    **Dmg:** +0    **Dr:**  
**Unarmed Attack:** Kick      **Damage:** 1-3    **In:** +1    **Hit:** +1    **Dmg:** +0    **Dr:**

**Combat Abilities:** On a natural 20 the character gains a free attack against an off balanced opponent at +2 to hit.

### Racial Abilities

+4 Skills at 1<sup>st</sup> level and 1 bonus skill each level thereafter

**Skills:** Bluff +1, Climb +1, Computers +1, Drive +1, Gather information +1, Hide +1, Intimidate +1, Listen +1, Move Silently +1, Repair +1, Search +1, Spot +2, Swim +1, Use technology +1, Weapon: Beam, Weapon: Grenade, Weapon Melee, Zero gravity movement +1

**Feats:** Expertise (Plaser pistol)

**Languages:** Standard

**Move/round:** 30'

**Equipment carried:** Air filter mask, utility bandoleer (20 macroclips), Standard holster, Duroplas knife sheath, Duroplas identocard, chronocom, polyvox, digital binoculars, Environmentally sealed backpack, field kit (water purifier, waterpack, rations (1 week), fusion lamp, emergency pod, Med pack (Antibody plus 20app, antitox 20app, omnicylin 20 app, stimdose, staydose 5, cast gel 20 app) fire paste (20 app), Armor/weapon maintenance kit, hygiene kit

**Personal Wealth:** 2,880cr

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## Section Two: Game Rules

### Basic Task Resolution System

Under most circumstances there are two general formulas used to resolve situations where die rolls are required. The first being  $10 + \text{relevant ability level} + \text{relevant attribute modifier}$ . This is generally used to determine success when using skills. This formula may also be used to determine a difficulty when no other way has been offered, particularly when opposed checks are called for. The second method is  $d20 + \text{relevant ability modifier} + \text{relevant attribute modifier}$ . This is generally used to determine if an attack succeeds, or a Resistance roll is made. Below is a list of typical difficulties for performing tasks.

Very easy	Dif: 0
Easy	Dif: 5
Moderate difficulty	Dif: 10
Routine difficulty	Dif: 15
Difficult	Dif: 16-18
Very difficult	Dif: 19-24
Incredibly difficult	Dif: 25-35
Nearly Impossible	Dif: 36+

Under certain circumstances characters can choose to take extra time in performing a skill or in some cases other checks. Characters who are not distressed, or distracted, and have ample opportunity can take ten, as a full round action under most circumstances, or if performing complex tasks taking ten may take between 1-10 minutes. Characters who are under no stress or can fully concentrate on a task uninterrupted for  $10 + 2d6$  minutes can opt to take 20 to perform a task.

In the case of taking ten, the character may roll his skill check with a +10 bonus to the roll for taking the time to concentrate on the task at hand, to the exclusion of nothing else. Likewise characters who take 20 gain a +20 bonus to the roll if they meet the above criteria.

### Breaking or Bursting through objects

A common use of Strength is to break open doors and burst bonds. Larger and smaller creatures get size bonuses and size penalties on these Strength checks: When a combatant tries to break something use a Strength check to see whether the attempt succeeds. The DC depends more on the construction of the item than on the material. If an item has lost half or more of

its Endurance points, the DC to break it drops by 2.

#### Creature size modifiers

Size	Modifier
Fine	-16
Diminutive	-12
Tiny	-8
Small	-4
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16.

#### DCs to Break or Burst Items

Strength check to:	DC
Burst rope bonds	23
Bend iron bars	24
Burst chain bonds	26

#### WALLS

Wall Type	Thickness	Break DC	Endurance Points*	Climb DC
Masonry	1 ft.	35	90 EP	15
Superior masonry	1 ft.	35	90 EP	20
Reinforced masonry	1 ft.	45	180 EP	15
Hewn stone	3 ft.	50	540 EP	22
Unworked stone	5 ft.	65	900 EP	20
Fusion formed stone	1 foot	65	900 EP	24
Metal	3 in.	30	90 EP	25
Duroplas	2 in	35	150 EP	30
Plasti-steel	2 in	35	200 EP	30
Fusion formed steel	2 in	40	900 EP	35
Paper	Paper-thin	1	1 EP	30
Wood	6 in.	20	60 EP	21

#### DOORS

Simple wooden	1 in.	13	10 EP	15
Good wooden	1 ½ in	18	15 EP	16
Strong wooden	2 in.	23	20 EP	25
Barred door	2 in	25	30 EP	26
Duroplas	1 ½ in	30	30 EP	30
Plasti-steel	1 ½ in	35	40 EP	30
Stone	4 in.	25	60 EP	28
Iron	2 in.	28	60 EP	28
Portcullis, wooden	3 in	25	30 EP	25**
Portcullis, iron	2 in.	30	60 EP	25**
Blast door	12 in	50	480 EP	35
Lock	—		30 EP	
Hinge	—		30 EP	

\*Per 10-ft.-by-10-ft. section.

\*\*DC to lift. Use appropriate door figure for breaking.

## Healing Rates

Characters heal damage without aid at a rate of 1 Endurance Point/level + their Stamina bonus/day unless otherwise stated. If the character is resting however their healing rate is doubled. A resting character cannot be involved in any form of strenuous activity for 8 hours.

## Holding One's Breath

A character can hold his breath for 1 minute + 1 minute/point of Stamina modifier (minimum 1 minute). After this the character makes a Fortitude Resistance roll starting at 10 and raising by one point/round until the character fails this roll in which case he must get air by the end of the round or he starts losing Stamina points at a rate of 2/round. At 0 Stamina the character falls unconscious and in the following round he dies of suffocation.

## Invisibility/Darkness

A character who is invisible or in darkness gains a +10 bonus to his Defensive rating, and can only be spotted on a Spot check with a difficulty of 20, in which case the bonus to their Defensive rating is cut in half. Invisible characters or those in darkness that are attacking negate their opponent's Defensive bonus and the attacker gains a +4 bonus to hit the target.

## Jumping

A character with at least a 20' running start can attempt a running broad jump of a distance equal to one foot/point that he possesses in Agility. With the same start a character can leap vertically a distance equal to 1/2 his Strength score in feet. From a standing start a character can broad jump a distance of 1/2 his Strength in feet, and can high jump a distance equal to 1/3<sup>rd</sup> the character's Strength score in feet. Lastly the character can jump down a distance in feet equal to 1/2 the character's Strength score without taking damage.

## The Jumping Skill revisited

A character possessing the Jumping skill rolls a jumping skill check and if successful add one foot/point scored over the required difficulty to the distance they can jump. The difficulties for jumping are:

Running broad jump	Dif: 17
Standing broad jump	Dif: 18
Running High jump	Dif: 17
Standing high jump	Dif: 18

If armored increase the difficulty by the armor penalty (treat as if the minus is a positive number added to the difficulty above). Characters who are jumping down may jump an additional foot/skill level.

## Light Sources

Under normal conditions a character cannot see in darkness without some kind of light source, unless they possess some form of night vision (Darkvision, Infravision, low light vision, ultraviolet vision). Below is listed a number of different light sources and the area which they illuminate.

### Light source

Type	Range	Duration
Bonfire	50'	1hour/armload
Campfire	35'	1hour/armload
Glow rod	20'	1seu/5 hours
Lantern	60'	4 hours/pint of oil
Candle	5'	1/2 hour/inch
Torch	15'	1/2 an hour

## Movement Rates (Jogging/Running)

To determine a character's jogging movement rate (also used for charging attacks) double the character's standard movement rate. If the character is running they move at 3x their movement rate/turn, but can increase this to 4x their standard move by succeeding on a Fortitude save (DC: 17).

A character can jog under normal conditions for one round/Stamina point and can double this on a successful Stamina

check (DC: 15). The character can run for 2 rounds/point of Stamina bonus (Minimum 2 rounds). Once they stop the character must rest for 5 rounds minus 1 round/ point of Stamina modifier (minimum 1 round).

### Overland Movement

Characters traveling long distances cross-country use overland movement. Overland movement is measured in hours or days. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

A character can walk 8 hours in a day of travel without a problem. The character spends the rest of the day making and breaking camp, resting, and eating. If the character walks longer than 8 hours he is considered to be involved in a forced march. For each hour of marching beyond 8 hours, the character makes a Stamina check (DC 10 + 1/extra hour). If the check fails, the character loses a point of Stamina temporarily. A character can't recover this damage until the character halts and rests for at least 4 hours. It's possible for a character to march into unconsciousness by pushing himself too hard.

It should be noted that the terrain which a character travels through affects how much distance the character can cover in an hour or a day.

### Movement and Distance

	----- Base Speed -----			
	15 ft.	20 ft.	30 ft.	40 ft.
<i>One Round (Combat)</i>				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Jog	30 ft.	40 ft.	60 ft.	80 ft.
Run (X3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (X4)	60 ft.	80 ft.	120 ft.	160 ft.
<i>One Minute (Urban areas)</i>				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Jog	300 ft.	400 ft.	600 ft.	800 ft.
Run (X3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (X4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
<i>One Hour (Overland)</i>				
Walk	1 1/2 miles	2 miles	3 miles	4 miles
Jog (forced march)	3 miles	4 miles	6 miles	8 miles
<i>One Day (Overland)</i>				
Walk	12 miles	16 miles	24 miles	32 miles

### Terrain and Overland Movement

Terrain	Highway	Road	Trackless
Plains	normal	normal	normal
Scrub, rough	normal	normal	3/4 movement rate (x.75)
Forest	normal	normal	1/2 movement rate
Jungle	normal	3/4 movement rate (.75)	1/4 <sup>th</sup> movement rate (x.25)
Swamp	normal	3/4 movement rate (.75)	1/2 movement rate
Hills	normal	3/4 movement rate (.75)	1/2 movement rate
Mountains	3/4 movement rate (.75)	1/2 movement rate	1/4 <sup>th</sup> movement rate (x.25)
Sandy desert	normal	n/a	1/2 movement rate

### Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Large mount	6 miles	48 miles
Huge mount	5 miles	40 miles
Medium mount	4 miles	32 miles
Medium or large pack animal	3 miles	24 miles
Cart or wagon	2 miles	16 miles

Mount/Vehicle	Per Hour	Per Day
Raft or barge (poled or towed)*	1/2 mile	5 miles

Keelboat (rowed)*	1 mile	10 miles
Rowboat	1 1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Colossal ship (sailed and rowed)	2 1/2 miles	60 miles
Gargantuan ship (sailed and rowed)	3 miles	72 miles
Huge ship (rowed and sailed)	4 miles	96 miles

\*Rafts, barges, and keelboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 mph) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

### Reading and Writing

It is assumed that any character with a Logic of 9 or better is able to read and write his native language, unless the player indicates otherwise. A character with a Logic of 16 or greater can read and write any language he is able to speak as determined when the character was first created.

### Speak Language skill

When the character chooses to buy the Speak languages skill he learns a number of languages equal to his Logic modifier (minimum 1) and is able to write these languages if his Logic allows for it.

### Vision and Sighting distance

The table below gives information pertaining to the distance in which a character can spot and eventually identify a man sized being. If the target's size category differs from man-sized (medium) merely determine the number of size categories between the target creature and a medium sized being and if the target creature is smaller divide the distance by the size category to determine the actual distance required to spot the target. To determine the distance for larger than man-sized creatures, multiply the size category difference from the distance shown to determine the actual spotting distance. It should be noted that weather affects sighting distances as shown below:

### Visibility Ranges

Condition	Movement	Spotted	Type	Identification	Details
Clear sky	1,500	1,000	500	100	10
Dense fog, or blizzard	10	10	5	5	3
Light fog or snow	500	200	100	30	10
Moderate fog	100	50	25	15	10
Light rain, or mist	1,000	500	250	30	10
Night, full moon	100	50	30	10	5
Night, no moon	50	20	10	5	3
Twilight	500	300	150	30	10





## Combat

What follows are revised rules for combat in the Frontier. These rules have been designed to cover most options available in combat and to allow characters a wide variety of choices without adding too many additional dice rolls to the combat system.

### The Combat Round

A combat round is as long as it takes for all the characters involved to perform all the actions that they have in that round and generally lasts between 6 seconds and a full minute of game time. In that time characters can take a variety of actions, while it is assumed that the characters are moving around within a 5' circle/character, dodging and trying to probe through their opponent's defenses but only able to make as many important actions as dictated by the number of potential attacks they can make in a round. A combat round is broken up into stages as follows:

- 1) Check for surprise and resolve surprise attacks if surprise is indicated.
- 2) Declarations of any feats that are taken before Initiative, resolve any effects that extend for more than one round
- 3) Roll initiative for all groups or individuals that are taking actions in that round
- 4) All characters with initiative take their actions (attacking, using feats etc.) and all damage rolls and effects are applied to their targets.
- 5) All remaining characters who rolled initiative and lost may now take their actions (attacking, using feats etc.) and all damage rolls and effects are applied to their opponents.
- 6) Any characters who held actions and haven't taken them may do so at this point. If no other actions remain a new round begins starting with step 2.

### Surprise

There is always a chance to surprise characters and creatures, both in combat and in other situations. When the chance of Surprise exists the characters involved are allowed to roll a Spot check against a difficulty equal to the opponent's Move silently success score if the opponents were moving silently or the difficulty is determined using the following formula:

$10 + \text{Opponent's Agility modifier} + \text{the Opponent's size modifier.}$

Size modifiers are determined as follows:

Tiny	+8 to difficulty
Small	+4 to difficulty
Medium	no adjustment
Large	-2 to difficulty
Huge	-4 to difficulty
Gargantuan	-8 to difficulty
Colossal	-10 to difficulty

If surprise occurs the characters who have surprise are able to make an Attack of opportunity against the surprised opponents as if they were defenseless (Defensive rating without Agility based defensive modifier). This attack does not count against the number of Attacks of opportunity or regular attacks that the character can make in a combat round. In addition to this when initiative is rolled the surprised characters lose their Initiative modifier for that round. Certain characters or creatures are very hard to surprise and in their descriptions are rules that cover the effects if any of surprise on them.

### **Initiative Options**

When rolling initiative with a group of characters as opposed to rolling singly for each character, one person may roll 1d20 and each member of the group adds his Initiative modifier to this number to determine the order that the characters move in. This option is useful when the party has ahead of time discussed a coordinated attack, or if the group has been adventuring together for an extended period as the characters start working together like a well-oiled machine. As an option the group may roll once using the highest initiative in the group but in so doing they are all bound by that result.

### **Actions in a Round**

A character has a number of actions in a round equal to the number of attacks he can make in that round. Whenever the character takes an action to perform some task he gives up the highest attack bonus he has regardless of when the action takes place. So a character with a bonus of +6/+3 has two attacks he can make in a combat round, or can take two actions. If the character were to choose to make an attack and inject himself with a stimdose in that round he would lose the +6 bonus to hit for injecting himself and the character's attack would be made at +3 regardless of whether the character had chosen to attack before using the stimdose or not.

It must be noted that certain creatures have special abilities, and may use only one in a round, but the ability is treated as a single action, not a full round action.

As an option, characters that have a single attack in a round may still make an attack and take a non-combat action if he cuts his attack bonus in half. In this case any result that would be a fraction is treated as if the character's attack bonus was -1 instead.

### **Holding Actions**

A character can designate during the declaration phase that they are holding a number of actions in a round. The character then rolls initiative but must reduce his Initiative modifier by 1/2. When the character's turn comes he may only take as many actions as the character has remaining, but at any point in the round after his turn the character may declare that he is taking an action up to the number of actions he has held, even before someone takes an action during their turn.

### **Movement in a round**

A character can move up to his movement rate in a round without losing an action. If the character chooses to however he can give up moving that round and in this case, he gains a free non-combat action. Non-combat actions allow the character to do such things as drop or pick up an item, switch weapons, check on a fallen ally, or even use a stimdose (these actions may take up an action under normal circumstances). A character who gives up his movement for a round still can move around in a 5' circle, but cannot move beyond that. A character who chooses to jog (2x movement rate), or Run (3x movement rate), or decides to make a charge attack must spend a combat action to do so.

### **Making an Attack**

A character who makes an attack, rolls 1d20 + his attack modifier + any circumstance modifiers against a difficulty equal to his opponent's Defensive rating, or 10 + the size of an object in the case that he is targeting an item. If his roll is equal to or greater than the difficulty his attack succeeds. Below are typical modifiers for combat:

<b>Situation</b>	<b>Modifier</b>
<b>Attacker is:</b>	
Dazzled	-1
Entangled	-2
Flanking defender	+2
Invisible	+4
On higher ground	+2
Prone	-4 (melee)/-2 (ranged)
Shaken or frightened	-2
Squeezing through a space	-4
<b>Defender is:</b>	
Behind cover	-2 soft cover/ -4 hard cover
Blinded	+4
Concealed	-2 (partial)/-4 (full concealment)
Invisible	+10 to DR
Cowering	+2
Entangled	+2
Grappling other target	+2
Helpless	+10
Kneeling or sitting	-2
Pinned	+4
Prone	+4
Squeezing through space	+4
Stunned	+2
<b>Objects size:</b>	
Tiny	+8 to difficulty
Small	+4 to difficulty
Medium	no adjustment
Large	-2 to difficulty
Huge	-4 to difficulty
Gargantuan	-8 to difficulty
Colossal	-10 to difficulty

### **Combat Advancement**

As characters advance in level they receive a Combat bonus. This modifier is not automatically applied to their bonus to hit, but instead the point or points gained can be applied to any of the following areas of combat as the player sees fit: Initiative, Attack bonus, Damage, or Defensive rating. This change reflects the fact that not every character advances in combat skill the same way, or are trained to fight the same way.

It must be noted that when the combat modifier becomes 6 the player must decide to either keep the modifier as it stands, or may choose to take another attack in the round. At first it may seem advantageous to take another action but if the character chooses this option the character's primary bonus remains 6 and he gains a second attack at +0 and may add bonuses to that second attack as he raises in level, but only when the second bonus increases to +3 can the character add bonuses to his principle attack again. This process is repeated when the character's second attack bonus increases to +6 allowing for the character to gain 3 attacks in a round and so on.

Characters who do not take advantage of the opportunity to gain multiple attacks when their Attack bonus becomes +6 must wait until their primary Attack bonus becomes +12 in which case they automatically gain a second attack at +0, and only when this second attack bonus becomes +3 can they again add points to their principle attack. When their secondary bonus reaches +12 they automatically gain a third attack at +0 and the process repeats. Below are listed the total combat modifiers possessed by a character at each level listed by the character class:

<b>Hero Level</b>	<b>Bonuses Modifier</b>	<b>Creature End Level</b>	<b>Modifiers Bonus</b>
01	+2	up to 1	+2
02	+2	1+ to 2	+3
03	+2	2+ to 3	+4
04	+2	3+ to 4	+5
05	+2	4+ to 5	+6

06	+2	5+ to 6	+8
07	+2	6+ to 7	+10
08	+2	7+ to 8	+12
09	+2	8+ to 9	+14
10	+2	9+ to 10	+16
11	+2	10+ to 11	+18
12	+2	11+ to 12	+20
13	+2	12+ to 13	+22
14	+2	13+ to 14	+24
15	+2	14+ to 15	+26
16	+1	15+ to 16	+28
17	+1	16+ to 17	+30
18	+1	17+ to 18	+32
19	+1	18+ to 19	+34
20	+1	19+ to 20	+36

### Critical Hits/Critical Fumbles

**Critical hits:** A roll to hit of 20, unmodified by Strength or other additions is a critical strike. A critical strike will hit any creature regardless of its Defensive rating unless the creature is not tangible, requires special weapons to hit it, or its type makes it immune to critical hits. A critical hit is treated as an automatic called shot as determined by the character. In addition the player is allowed to make an attack of opportunity against his opponent who loses its Agility based defensive bonus for the attack.

**Critical fumbles:** If the attacker has the misfortune of rolling a one in combat the character is thrown off balance by his attack which allows his opponent to make an Attack of opportunity against the character's defenseless Defensive rating (Defensive Rating minus his Agility based defensive bonus).

In both cases the Attack of opportunity does not count against the number of Attacks of opportunity that the attacker is allowed in a round, and the benefits only apply to the attacker.

### Combat Options

The following are options that are allowed to characters in combat. These options are available to all characters unless otherwise stated, and add more variation than just roll to hit, do damage that most combat devolves into.

### Attacking Structures/Items

Whenever a character makes an attack on a structure or item the character typically does not need to roll to hit unless he is targeting a specific part of the item or he is attacking an item being held by a character. In case of attacking a specific part of an item the Difficulty (DR) of the part is 10+ the Item's size modifier found on the table below:

Tiny	+8 to difficulty
Small	+4 to difficulty
Medium	no adjustment
Large	-2 to difficulty
Huge	-4 to difficulty
Gargantuan	-8 to difficulty
Colossal	-10 to difficulty

If the item is being held by someone a called shot is required against a Defensive rating equal to 10 + the holding character's Agility based defensive modifier + the item's size modifier. If the attack succeeds damage is ½ normal damage. The character holding the object takes ½ damage from the attack as well unless he manages a Reflex save (DC 10+ the attacker's level)

### Attacks of opportunity

Sometimes a combatant in a melee lets his guard down. In this case, combatants near him can take advantage of the combatant's lapse in defense to attack him for free. These free attacks are called Attacks of opportunity. An attack of opportunity is a single melee attack, and unless otherwise stated a character can only make one per round. Characters do not have to make an attack of opportunity if the character does not want to.

Characters make attacks of opportunity, at their highest attack bonus even if they've already attacked in the round. An

attack of opportunity “interrupts” the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character’s turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character’s turn).

**Combat reflexes and additional Attacks of opportunity:** If the character has the Combat reflexes feat the character adds his Agility modifier to the number of attacks of opportunity he can make in a round. This feat does not let the character make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from the character in question, the attacker can make two separate Attacks of opportunity (since each one represents a different opportunity).

### **Bullrush**

A character can charge forward and slam his opponent with his shoulder, driving them back 5'/point of Strength modifier that the character has. The attacker suffers an attack of opportunity when using this maneuver as he closes in, and then rolls to hit against the victim. If he succeeds the victim must roll a Reflex save with a difficulty equal to the attacker’s Strength score or they are knocked prone. A prone character loses their Agility based defensive bonus and allowing for attacks of opportunity against them. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

### **Called Shots**

In combat, called shots can often turn the tide of battle. Below is information developed to cover some of the most common ways that a called shot can be used in combat. In the event of special damage to the victim of a called shot, the victim is allowed to make a Fortitude save against a difficulty of 10 + the damage inflicted. If the roll is made the victim suffers the effects of the called shot but the effects are temporary. If not stated in the description temporary effects last one day/point of damage inflicted on the character.

It must be noted that any ability damage that brings an attribute down to zero causes the character to fall unconscious for a number of rounds equal to ½ the damage of the attack with the exception of Stamina damage. A character who suffers temporary Stamina damage that brings his Stamina to zero falls unconscious, but in the permanent form, the character brought down to zero Stamina is killed. Called shots are made at -4 to hit except called shots to small or hard to hit targets (like a character’s eye or nose) that are made at -6 to hit.

### **Special Called Shots**

*Ears:* (-6 to hit) A victim of this attack loses one point of Agility and suffers a -2 to his Spot checks to avoid surprise. Also for 1-4 days in either the temporary or permanent versions the character suffers a -2 to hit in combat. It should be noted that deaf characters are immune to audible effects.

*Eyes:* (-6 to hit): This called shot blinds the opponent in that eye reducing the character’s chance to hit in combat by -2. Opponents on the characters blind side though are hit at -4 and if the victim is completely blinded, either the result of losing the use of both eyes or due to the “Blinding Strike” feat their opponents gain a +10 bonus to their Defensive rating against the blind character only. It should be noted that opponents who target a character who’s been blinded on his blind side gain a +4 bonus to their attack rolls against him.

*Nose:* (-6 to hit) Attacks to a character’s nose cause a victim to lose one point of Stamina and for 1-2 hours they suffer a -2 to all Ability checks, Attack rolls, and Skill checks and lose their Defensive bonus due to the pain.

*Neck:* (-6 to hit): A successful called shot causes a character to potentially die from suffocation and blood loss. The character loses 1 Stamina point/round and in the temporary form this lasts for 1 round/2 points of damage inflicted by the attack. In the permanent form, the character will bleed to death, unless he receives medical attention from a character with the Heal skill. The healing character must succeed on a skill check with a difficulty of 10+ the damage that the character took on the attack that caused the wound to stop the character’s blood loss.

A character with the first aid skill can roll a skill check with a DC of 10 +1/point of damage taken by the victim from the attack that caused the wound and if this succeeds he cannot stop the bleeding, but slows it down so that only one point of Stamina is lost every 2 rounds.

In either the temporary or permanent forms of this attack, a the victim’s Ability checks, Attack rolls, and Skill checks suffer a -1/round for 1-4 rounds

*Chest:* (-4 to hit) A successful called shot causes a character to potentially die from blood loss. The character loses 1 Stamina point/round and in the temporary form this lasts for 1 round/2 points of damage inflicted by the attack. In the permanent form, the character will bleed to death, unless he receives medical attention from a character with the Heal skill. The healing character must succeed on a skill check with a difficulty of 10+ the damage that the character took on the attack that caused the wound to stop the character’s blood loss.

A character with the first aid skill can roll a skill check with a DC of 10 +1/point of damage taken by the victim from

the attack that caused the wound and if this succeeds he cannot stop the bleeding, but slows it down so that only one point of Stamina is lost every 2 rounds.

In either the temporary or permanent forms of this attack, a the victim's Ability checks, Attack rolls, and Skill checks suffer a -1/round for 1-4 rounds

*Midsection:* (-4 to hit) A successful called shot causes a character to potentially die from blood loss. The character loses 1 Stamina point/round and in the temporary form this lasts for 1 round/2 points of damage inflicted by the attack. In the permanent form, the character will bleed to death, unless he receives medical attention from a character with the Heal skill. The healing character must succeed on a skill check with a difficulty of 10+ the damage that the character took on the attack that caused the wound to stop the character's blood loss.

A character with the first aid skill can roll a skill check with a DC of 10 +1/point of damage taken by the victim from the attack that caused the wound and if this succeeds he cannot stop the bleeding, but slows it down so that only one point of Stamina is lost every 2 rounds.

In either the temporary or permanent forms of this attack, a the victim's Ability checks, Attack rolls, and Skill checks suffer a -1/round for 1-4 rounds

*Upper arms:* (-4 to hit) A called shot to a victim's upper arm causes him to suffer a -2 to his Strength checks and Strength related skill checks for 1 round/point of damage they suffered and in addition the character suffers a -1 to their attack rolls when using that limb. Multiple called shots cause these losses to stack.

*Legs:* (-4 to hit) A called shot to a victim's legs cause the character to suffer a -2 to his Agility checks and Agility related skill checks lasting 1 round/point of damage they suffered and in addition the character must make a Reflex save (Dif 10 + the damage taken) any time his leg is struck or the character falls prone.

### **Charging**

A character making a charge attack moves at double his movement rate/round and once they close into attack range the weapons used determine who strikes first. Ranged weapons will fire before the attackers close into striking distance, followed by long hafted weapons (large sized weapons) and then smaller weapons.

A charging character loses his Agility based defensive bonus for the charge but gains a +2 bonus to hit. If he successfully hits the character causes an additional die of weapon damage before adding his modifiers due to strength or skill.

Character who set a weapon against a charge likewise lose their Agility based defensive bonus for the charge, but gain a +2 bonus to hit. If he successfully hits his target the defender causes an additional die of damage before adding his modifiers due to strength or skill.

### **Disarm**

A character can attempt to disarm an opponent which costs one action and requires that the character make a called shot (-4 to hit) against a Defensive rating of 10 + the opponent's level + the opponent's Agility based Defensive bonus. If this attack succeeds the opponent must roll a Reflex save with a difficulty of 10 + the attacker's level. If the defender fails his Reflex save whatever he was holding is sent 5' in a random direction.

### **Fighting with two weapons**

A character who does not have a Feat allowing him to fight with two weapons may still fight with two weapons so long as the weapon in the off-hand is no longer than a dagger. A character may make an attack with the off-hand weapon at any point in the round by dividing the attack bonus for that strike between the two strikes but suffers an additional -2 to hit with the off-hand weapon. Ambidexterity negates this additional penalty.

### **Fleeing Combat**

Characters can retreat from combat in two ways. The character can retreat from combat, moving at ½ his movement rate, in which case he retains his Agility based defensive bonus, or the character can flee. If the character chooses to flee, any character in attack range (5' with a melee weapon, or 30' with a ranged or thrown weapon) can make an immediate Attack of opportunity against the fleeing character who loses his agility based defensive bonus for the attack. This Attack of opportunity counts against the number of Attacks of opportunity that the attacking character can make in that combat round, but the attacker gains a +4 to hit the fleeing character.

### **Non-Proficiency Penalties**

Characters who do not have the skill to use a particular weapon may still use a weapon that they are not skilled in its use, but they suffer a -4 penalty to their Attack rolls because they lack the skill to use that weapon.

### Parrying

A character can by spending one action in a round, parry incoming attacks. If the character does this he gains a +1 bonus to his Defensive rating +1 per 4 levels he has. If the character is an Enforcer however the bonus is +1 and per 3 levels that the character has he gains an additional +1.

### Ranged Attacks of Opportunity

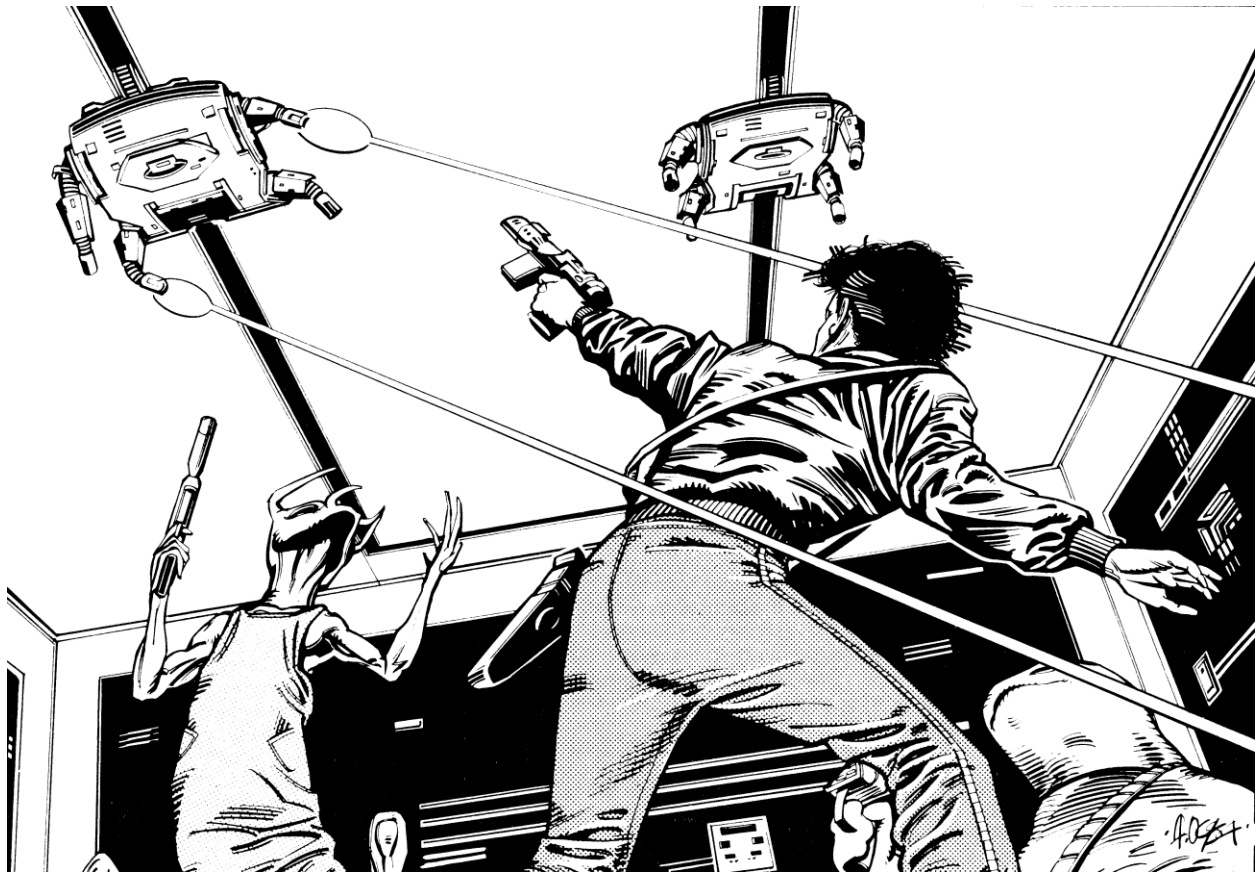
A character can utilize a ranged weapon to take an Attack of opportunity on any character so long as the character is within 30' of the attacker. This includes attacks made by the character against opponents who are fleeing combat.

### Suppressive Fire

Any personal weapon that has semi-automatic or full automatic mode can be used to produce covering or suppressive fire. The character using this ability forgoes all his actions in a round, but anything that comes within the first range increment of the weapon must make a Reflex save (DC equal to 10 + the attacker's level) or they take damage equal to the standard damage for the weapon.

### Trip

A character must expend one action to perform this attack. He rolls a called shot against the victim and if he succeeds the victim must roll a Reflex save with a difficulty equal to 10 + the attacker's Agility modifier + the attacker's Strength modifier or they are knocked prone. A prone character loses his Defensive bonus and allowing for Attacks of opportunity against them. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.



## Unarmed Combat

There are three types of unarmed combat Brawling, Grappling, and Wrestling. All characters can brawl or wrestle without needing to learn any special skills though experts in hand to hand combat or wrestling would be treated as possessing Brawling, Grappling or Wrestling Expertise or Specialization feats. The forms of unarmed combat are detailed below:

### Brawling

All characters are able to fight bare handed. The character simply attempts to hit his opponent using his normal chance to hit. If he succeeds follow the rules below:

*Damage:* Attacks made in bare fist combat depend on the size of the attacker. The table below shows the damage for punching and kicking dependent on the size of the opponent. This damage is modified by the character's Strength modifier unless the character states that he is pulling his punches in which case the character does not apply his Strength modifier. This damage can be even be negated by weak creatures in which case the creature may hit, but the damage he does is negligible. Damage is as follows:

Creature Size	Damage*	
	Punch	Kick
up to Tiny	0pts	1pt
Small	1pt	1-2
Medium	1-2	1-3
Large	1-3	1-4
Huge	1-4	1-6
Gargantuan	1-6	1-8
Colossal	1-8	1-10

\* Using metal gauntlets or hard soled boots adds one point of damage.

If used to subdue a character a successful attack (punch or kick) does no damage but requires a Fortitude save (DC equal to the opponent's Strength) or the victim loses one point of temporary Stamina. If his Stamina reaches 0 he falls unconscious for 1 round + the attacker's Strength modifier (Minimum 1 round). Attacking an unconscious character requires that the victim continue to make Fortitude saves/attack with a difficulty as above. If he fails a save the character dies.

*Armed Opponents:* An opponent who is armed or attacking a creature that has a natural attack mode suffers an Attack of opportunity by the opponent when he attempts to close in on the target. Once in striking range he may not suffer Attacks of opportunity for closing in unless he moves back more than 5'.

*Armored opponents:* A character who is attacking an armored opponent wearing medium or heavy armor, or attacking a creature who has a natural Defensive rating of 13 or better due to scales, bony plating, etc., only causes his Strength modifier in damage and unless he uses a called shot to hit exposed areas the attacker takes 1 point of damage each time he strikes the armored foe.

*Critical strikes:* If a character strikes an opponent with a modified 20 or more he may choose one of the following special effects. Note that these are modified 20 rolls, not perfect 20 rolls which have effects that differ from those detailed below:

*Knockout blow:* If the attacker succeeds on a strike with a modified roll of 20 he forces the victim to roll a Fortitude save to avoid being knocked unconscious. The difficulty of this roll is the attacker's Strength score, and if this save is failed the victim is knocked unconscious for one round + the attacker's Strength modifier if positive. An unconscious character's Stamina drops immediately to 0. Attacking an unconscious character requires that the victim make Fortitude saves against a difficulty as detailed above and if he fails his save the character dies.

*Stunning strike:* If the attacker succeeds on a strike with a modified roll of 20 he forces the victim to roll a Fortitude save to avoid being stunned. The difficulty of this roll is equal to the attacker's Strength score, and if this save is failed the stunned character loses his Agility based defensive bonus for the remainder of the round and loses his Initiative modifier for the following round.

### Grappling

A character who attempts to grab an opponent in combat is subject to an Attack of opportunity if the opponent is armed, but if he is unarmed the character may attempt the grapple without fear of being attacked before he can move in for the attack. The character makes a standard attack roll against the target who is treated as DR 10+ his Agility based defensive bonus



+1 if he is wearing medium armor, or +2 if he is wearing heavy armor.

If the attack succeeds the victim is held. The victim may attempt to break free by expending an action and rolling a Strength check against a difficulty equal to his opponent's Strength score. If the victim of a grapple succeeds he is free. If the character who is holding the victim still has actions he may cause his strength bonus in damage (minimum 1pt) for each action he expends.

If the victim has not been let go or hasn't freed himself, before initiative is rolled the two opponents roll a Strength check against a difficulty equal to their opponent's Strength score and if the defender scores higher than the attacker he frees himself, otherwise the attacker may continue to hold him and cause damage to him as stated above.

For every three consecutive rounds that a character is held the victim suffers a point of temporary Strength loss, and if he loses 3 points of Strength The attacker may force him to roll a Resistance roll or suffer one of the following effects:

Will save (Difficulty equal to the Strength of his opponent) or surrender.

Fortitude save (DC equals the opponent's Strength) or lose 1 point of temporary Stamina.

A character can pin a victim's limb by making a called shot at -4 to hit and if he succeeds the victim cannot use that limb. The procedure for freeing himself and for the character doing damage to the limb are the same as if he had grabbed hold of his opponent, but no Strength loss is caused for maintaining a hold on a limb.

## Wrestling

Wrestling differs from most forms of combat. In wrestling while initiative is still required both the attacker and defender make opposed attack rolls using their opponent's Strength score as a difficulty (with a bonus or penalty depending on the type of armor he is wearing as detailed below). The character who wins initiative determines what attack he is attempting.

The term Defender in wrestling refers to the character who loses the initiative roll, but if he becomes the aggressor by turning an attack back on the attacker, the former attacker becomes the Defender.

The Defender's attack roll enables him to counter the attack, break free of the attack, or turn it back on the attacker. It should be noted that armor benefits the Defender's Difficulty (Strength + weight bonus) due to its weight and heavy armors penalize attack rolls because they hamper movement as shown below:

Armor type	Defender's Bonus	Attack Penalty/Bonus
Light	+0	+2
Medium	+1	+0
Heavy	+2	-4

Each opposed roll takes up one action for both the Attacker and Defender and any character who still has actions after their opponent has used up all his actions may attack the attacker unopposed in which case the difficulty of the wrestling roll is equal to 10 + the Defender's agility based Defensive bonus + his armor modifier as shown above.

To determine who wins in a wrestling contest each opponent makes an attack roll as detailed above and if the Defender scores higher than his opponent he counters the attack, thus negating it. If however his success rate is 5 points or more greater than the attacker's roll he may choose to break free of the hold, or reverse the move, thus doing to the attacker what he had intended to do to him.

The following are typical wrestling maneuvers:

*Head lock/choke hold:* If the attacker succeeds in this attack he causes the victim to lose 1 temporary Stamina point and the Defender's attack rolls suffer a -1 for the remainder of the round. An attacker who still has actions in a combat round can apply pressure to the hold by expending an action, that forces the Defender to either expend an action to counter or reverse it, or if the Defender does not have any remaining actions, he must roll a Fortitude save to avoid losing an additional Temporary Stamina point and suffering an additional -1 penalty to his attack rolls.

This is a sustained hold which means that before initiative is rolled in the following round if the Defender was unable to counter the hold another opposed attack roll is made using up another action for both the Attacker and Defender who is still penalized for being held, and if the attacker succeeds he maintains the hold otherwise the hold is broken.

After 3 consecutive rounds if the hold is maintained, the victim must make a Fortitude save with a difficulty equal to the Strength of the attacker or they are knocked unconscious. If the save is made another 3 consecutive rounds must pass before another roll is made to avoid unconsciousness. In either case if the victim's Stamina drops to 0 they fall unconscious.

*Holds:* A wrestler may attempt to try to pin a victim's limb. If the attack succeeds and the attacker had targeted the victim's upper arm the Defender suffers a -2 to his Strength rolls and Strength related skill checks for the remainder of the round, and suffers a -1 to his attack rolls.

If the limb being targeted was a leg, the victim suffers a -2 to his Agility rolls and Agility related skill checks for the

remainder of the round, and they may only hobble at ½ speed while the effect lasts. In addition the Defender must make a Reflex save (DC equals the opponent's Strength score) any time his leg is struck or the character falls prone while the effect lasts.

An attacker who still has actions in a round may apply pressure to the hold, which forces the defender to expend an action to counter or possibly reverse the hold. If the attacker succeeds he causes the victim to suffer an additional -2 to the Defender's Agility rolls and agility related skill checks. If the victim does not have any more actions He must an Reflex resistance roll to avoid falling prone.

A prone character loses his Defensive bonus, and suffers Attacks of opportunity against him. Getting up from a prone position in wrestling requires that the prone character and his opponent expend an action, and both roll a wrestling check, but if the defender succeeds he gets back to his feet, and only if he succeeds by 5 or more points can he either break free of the hold or reverse it.

This hold can be maintained for more than one round. To do this the hold must have been maintained, before initiative is rolled another opposed attack roll is made using up another action for both the Attacker and Defender who is still penalized for being held, and if the attacker succeeds he maintains the hold otherwise the hold is broken.

*Paralyzing a limb:* A wrestler may choose to stun a victim's limb. In this case if the Attacker succeeds on his attack the opponent must roll a Fortitude save with a difficulty equal to the opponent's Strength and if they fail this roll and an upper arm was chosen, the attack causes the Defender to suffer a -2 to his Strength rolls and Strength related skill checks for the remainder of the round +1 round/point of Strength modifier of the Attacker (minimum of 1 round). In addition the Defender suffers a -1 to his attack rolls.

If the limb targeted was a leg, the victim suffers a -2 to their Agility rolls and Agility related skill checks for the remainder of the round +1 round/point of Strength modifier of the attacker (minimum of one round), and they may only hobble at ½ speed while the effect lasts. In addition the character must make a Reflex save (DC 14) any time his leg is struck or the character falls prone while the effect lasts. Note that while this is an opposed attack, it can only be countered by the Defender not reversed. Multiple uses of this attack form stack, and if the Defender's Agility drops to zero he falls prone and cannot move until his Agility raises back to a positive number.

*Take down:* An attacker who succeeds in this maneuver is able to knock his opponent prone. As above both the attacker and the Defender expend an action, and roll an attack roll using their opponent's Strength score as a difficulty, but if the attacker succeeds he forces his opponent to make a Reflex save with a difficulty equal to his Strength score, and if this fails the Defender is knocked prone.

A prone character loses his defensive bonus and unless the hold is not held it takes one action to get back up, and allows for attacks of opportunity while the character gets up. If the attacker maintains the hold, the defender can attempt to get up from a prone position by both the prone character and his opponent expend an action, and both roll a wrestling check. If the Defender succeeds he gets back to his feet, and only if he succeeds by 5 or more points can he either break free of the hold or reverse it.

This hold can be maintained for more than one round. To do this the hold must have been maintained, before initiative is rolled another opposed attack roll is made using up another action for both the Attacker and Defender who is still penalized for being held, and if the attacker succeeds he maintains the hold otherwise the hold is broken.

**Effects of unarmed combat:** Damage from unarmed combat is not normally fatal. After one hour all damage taken from this type of combat disappears except for 1-4 points of damage which is standard damage. Temporary Ability score loses from unarmed combat return at a rate of one point/hour, though if the character is resting the character regains doubles the number of Attribute points he regains/ hour.

### **Subdual Combat**

A special form of combat exists which is used to cause a target to succumb to a character by being bludgeoned until they can take no more. To subdue a target the attackers use the hafts, hilts or flats of their weapons and though they make normal attack rolls instead of doing damage each successful attack reduces a victim's Stamina by one point. Every time the victim loses 3 Stamina points they must make a Will save with a difficulty of 15 + the highest Strength modifier of the attackers and if they fail this roll they surrender. Otherwise if their Temporary Stamina reaches 1 they surrender. Subdual damage is regained at one point/hour.

## **Damage Effects**

These are special effects that involve damage, for the most part in combat though falling damage effects is listed here because it involves broken bones, and rules covering this are listed below:

### **Broken Bones**

A character can suffer a broken limb if a blunt weapon strikes him on an unmodified 20 and the weapon causes its maximum damage (before applying Strength and skill bonuses). If these conditions are met the victim must roll a Fortitude save with a difficulty equal to 10+ the total damage inflicted by the weapon. If the save is failed but within 5 points of the save the bone is sprained, but any other failure results in a broken bone.

A broken bone causes a -2 penalty to Agility, and Strength checks. If the break was a leg the character may move at ½ their movement rate and if they make a Strength check (DC: 15) they may hobble at their normal movement rate for 1 round/3 points of Stamina but suffer a -1 temporary Stamina point for the attempt. In addition whenever they are struck in combat on that limb they must make a Reflex save (DC 15) or the character falls prone.

A Sprain causes a -1 penalty to Agility, and Strength checks. If the sprain was a leg the character may move at ½ their movement rate and if they make a Strength check (Dif 10) they may hobble at their normal movement rate for 1 round/3 points of Stamina but suffer a -1 temporary Stamina point for the attempt. In addition whenever they are struck in combat on that limb they must make a Reflex save (Dif 10) or the character falls prone.

A sprain is healed after one week, while a break requires a Stamina check made after 24 days modified by the character's Stamina modifier (-1 day per point of Stamina bonus or add 1 day/point of Stamina penalty). The difficulty of this roll is 20 minus the character's Stamina modifier. If the check is not made the character can attempt another check every day thereafter until the wound heals.

### **Falls and Breaks**

A character that falls a distance greater than his Stamina score in feet must roll a Fortitude save with a difficulty equal to the distance fallen. If this roll fails in addition to any falling damage they take they suffer a broken bone for any fall up to 20' + an additional break for every 10 feet thereafter.

### **Massive Damage**

If a character sustains 50 points of damage or more as the result of a single attack and the character isn't killed outright, the character must make a Fortitude save (DC 15). If this Resistance roll fails, the character dies regardless of his current Endurance points.

### **Severing**

The following special maneuver can only be made in combat with a cleaving weapon. To successfully sever a victim's limb or decapitate the victim the character must score an unmodified 20, and the weapon must score its maximum damage before any modifiers for Strength and Combat skill are applied. If these conditions are met the victim must roll a Fortitude save with a difficulty equal to 10+ the total damage inflicted by the weapon. If the save is failed and the limb being targeted was not the victim's head it loses 2 Endurance points/level permanently. A decapitated character is dead unless they possess more than one head in which case it's treated as if a limb was severed as long as at least one head remains.

### **Scars**

Any edged weapon that causes its maximum damage before any adjustments due to Strength or Skill will cause a permanent scar, as will such things as taking full damage from acid, or fire. A called shot can also be declared to be used to make a permanent scar on the target and in this case the weapon does not need to cause maximum damage. A character who receives 5 scars loses an Appearance point, and for every 3 scars thereafter another point is lost.

### **Subdual (temporary) damage**

Subdual, or Temporary damage usually applies to damage taken by a regenerating creature is determined as if the character had taken normal damage (though it should be noted separately) but this damage cannot kill the creature. If the character's Endurance points drop to 0 from subdual damage the creature/character falls unconscious for 1 round +1 round/point of damage under 0 that he was brought down to. Once the character regains consciousness the temporary damage vanishes except for 1-4 points of damage which are real, and must heal as normal.

### Wielding a Weapon Two-Handed

When a combatant deals damage with a weapon that he is wielding two-handed, the combatant adds one and one half times (x1.5) the combatant's Strength bonus. Light weapons don't get this higher Strength bonus when used two-handed.

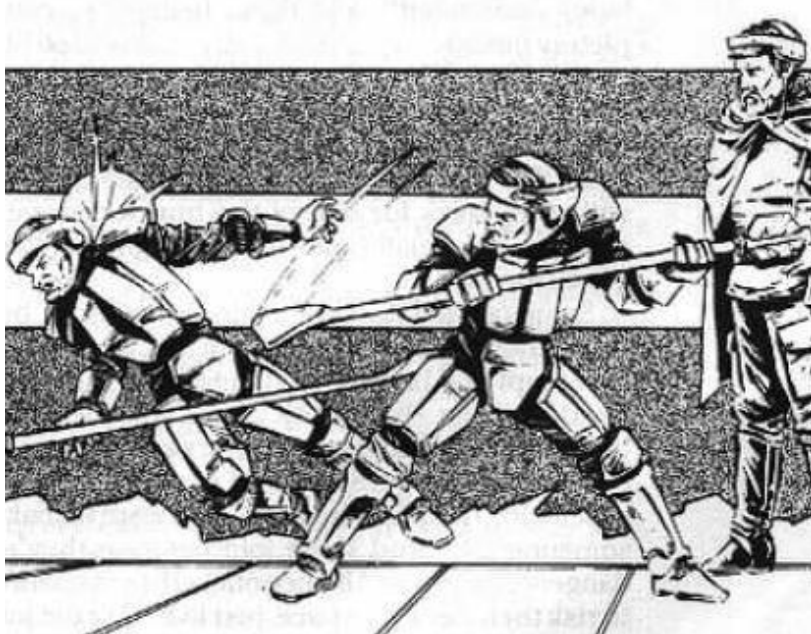
### Resistance rolls

Each character possesses three Resistance rolls, Will, Reflex and Fortitude. to make a Resistance roll a player rolls 1d20 and adds his Resistance roll bonus which depends on their level and their relevant ability modifier, against a difficulty determined in one of the following ways:

Trap: 10+ trap CR

Special ability: 10 + relevant ability + relevant Attribute modifier

Will saves involve attacks against the character's mind, or perceptions. Reflex saves are used against attacks where the character's agility can be used to avoid the effect or reduce its impact on the character, while Fortitude saves involves reducing or avoiding physical punishment, attacks against the character's health, or vitality.



### Additional Combat Effects

The following roles cover effects or conditions that a character may find himself in due to a variety of effects (such as combat, or the effects of a creature's special abilities). If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

**Ability Damaged:** The character has temporarily lost one or more ability score points. These points return at a rate of one/day. A character with Strength 0 falls to the ground and is helpless. A character with an Agility of 0 is paralyzed. A character with Stamina of 0 is dead or unconscious depending on what caused the drop in the attribute score. A character with Logic, Intuition, or Personality score of 0 is unconscious.

**Ability Drained:** The character has permanently lost one or more ability score points. The character cannot regain these points through natural healing or the passage of time. A character with Strength of 0 falls to the ground and is helpless. A character with an Agility score of 0 is paralyzed. A character with Stamina of 0 is dead. A character with Logic, Intuition, or Personality scores of 0 is unconscious.

**Blown Away:** Depending on their size, creatures can be blown away by winds of high velocity. Creatures on the ground that are blown away are knocked down and rolled 1d4x10 feet, sustaining 1d3 points of damage per 10 feet. Flying creatures that are

blown away are blown back 2d6x10 feet and sustain 2d6 points of damage due to battering and buffering.

**Confused:** A confused character's actions are determined by a 1d10 roll, rolled each round:

1: wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up);  
2-6: do nothing for 1 round;  
7-9: attack the nearest creature for 1 round;  
10: act normally for 1 round. Any confused creature who is attacked automatically attacks his/her attackers on the character's next turn.

**Cowering:** The character is frozen in fear, losing his Agility bonus to DR (if any), and can take no actions. Foes gain a +2 bonus to hit cowering characters.

**Dazed:** A dazed creature can take no actions (but defends itself normally). A dazed condition typically lasts 1 round.

**Dazzled:** Unable to see well because of over stimulation of the eyes. A dazzled creature suffers a -1 penalty on attack rolls until the effect ends.

**Deafened:** A deafened character cannot hear, suffers a -4 penalty to initiative checks, and cannot make Listen skill checks.

**Dying:** When a character's current Endurance points drop to between -1 and -9 inclusive, the character is dying. The character immediately falls unconscious and can take no actions. At the end of each round (starting with the round in which the character dropped below 0), he loses an additional Endurance point until he is stabilized.

**Energy Drained:** The character suffers a -1 on Attack rolls, Resistance rolls, Skill checks, Ability checks and loses 5 Endurance points. The effects of energy drain stack. Characters who have been energy drained suffer these effects for 24 hours unless the losses are restored at a hospital or similar facility. After 24 hours, the afflicted character must attempt a Fortitude save. The DC is 10 + the attacker's Endurance level + the attacker's Psyche modifier. If the drained character succeeds, the negative effects dissipates. If not, the character permanently loses -1 to his Attack rolls, Resistance rolls, and Skill checks,

**Entangled:** An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to his effective Agility. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but can't run or charge.

**Exhausted:** Characters who are exhausted moves at half normal speed and suffer an effective penalty of -6 to Strength and Agility. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 1 hour of complete rest, exhausted characters become fatigued.

**Fatigued:** Characters who are fatigued cannot run or charge and suffer an effective penalty of -2 to Strength and Agility. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 8 hours of complete rest, fatigued characters are no longer fatigued.

**Frightened:** A creature that is frightened flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 penalty on Attack rolls, Ability checks, and Resistance rolls. A frightened creature can use its special abilities to flee; indeed, the creature must use such means if they are the only way to escape .

**Held:** Held characters are subject to effects that make them unable to move. They are helpless. They can perform no physical actions (but they continue to breathe and can take purely mental actions).

**Helpless/Incapacitated:** Bound, held, sleeping, paralyzed, or unconscious characters are helpless. Enemies can make advantageous attacks against helpless characters. A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A helpless defender loses his agility based Defensive bonus. In fact, his Agility score is treated as if it were 0.

**Nauseated:** Experiencing stomach distress. Nauseated creatures are unable to attack, concentrate, or do anything else requiring attention.

**Panicked:** A panicked creature suffers a -2 penalty on Resistance rolls and must flee. A panicked creature has a 50% chance to drop what he's holding, chooses his path randomly (as long as the character is getting away from immediate danger), and flees any other dangers that confront him. If cornered, a panicked creature cowers. A creature may use a special ability to escape.

**Paralyzed:** A paralyzed character stands rigid and helpless, unable to move or act physically. He has effective Strength and

Agility scores of 0 but may take purely mental actions.

**Petrified:** A petrified character is not dead as long as a majority of his body remains intact. He cannot move or take actions of any kind, not even purely mental ones. The character's Strength and Agility scores are effectively (but not actually) 0. He is unaware of what occurs around him, since all of the character's senses have ceased operating. If a petrified character cracks or breaks but the broken pieces are joined with him as the character returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete.

**Shaken:** A shaken character suffers a -2 penalty on Attack rolls, Ability checks, and Resistance rolls.

**Stable:** A character who was dying but who has stabilized is no longer dying, but is still unconscious. The character no longer loses Endurance points.

**Stunned:** The character loses his Agility bonus to DR (if any) and can take no actions. Foes gain a +2 bonus to hit stunned characters.



## Healing Damage

There are many ways that a character can suffer damage in the Frontier, and the rules have covered rules concerning these things, but nothing has been said about healing damage except through rest and the passage of time. Characters in the Frontier however have access to Medical care in advanced facilities, such as hospitals, or can go to a ship's medbay to be cured of damage.

A character who possesses the Heal Skill and has access to at least a ship's med bay is able to use the facilities equipment to heal a character. The character can roll a heal check against the following difficulties to perform any of the following:

Effect	DC	Time
Restore 2 Endurance point/skill level usable once/24 hours on a victim	15	1 round
Cure Infection/infestation	15	1 round
Cure minor disease	16	1 round
Cure major disease	16	1 hour
Restore 1 temporary Attribute loss usable once/per day on victim	16	1 hour
Reattach severed limb (restores ½ permanently lost Endurance points)	18	1-2 hours
Attach cybernetic limb (Must have Cybernetic Skill) restores all permanently lost EP	20	2-5 hours

## Experience and Advancement

What happens when characters gain enough experience to raise in level? In Star Frontiers this is dealt with differently than in most campaigns. A character who advances in level automatically gains all the benefits of advancement following these guidelines:

- 1) The character automatically gains his new Endurance points, Resistance rolls modifier, and Combat modifier.
- 2) The character can spend any new skill points to increase any skill that he does not need to research or train in (Bluff, Hide, Intimidation, Listen, Move silently, Sense motive, Spot, etc.)
- 3) A character gains any special abilities that do not require training (Feats etc.)

Other than this a character must spend at least a week in a settlement of at least outpost size to gain any new skills, or abilities that would require training. A character must spend 50 credits/level to cover the cost of training, research, and equipment in order to advance in level.

The only exception to this is if there is a character within the group that belongs to the same profession as the character and is at least 3 levels greater than the character. In this case the character can train while adventuring. It still takes a week to gain the skills and abilities, but the character does not need to be in a settlement.



## Part Three: Specialized Equipment

The following rules cover various rules dealing with Computers, Cybernetic Enhancements, Robots Vehicles and Vehicle combat, There are also a few Templates which allow for the creation of Robots, Androids, and Cyborgs in the Star Frontier's campaign, With the Administrator's permission Players may be allowed to use these Templates to play these types of characters. It must be noted that rules for Starships and Starship combat will be presented in a separate rulebook (the Knighthawks Rulebook).



### Computers

The computer in the Frontier are categorized into three distinct types: Mainframe Computers (includes personal computers), Specialized Computers, and Personalized Body Computers (Bodycomps). The greatest advances in the Frontier civilization were accomplished through the use of computers. Micro-computerization changed the lives of virtually all members of the Frontier. Bodycomps and progits are readily available and have made vast arrays of knowledge accessible to Frontiersmen of all walks of life.

#### MAINFRAME COMPUTERS

The mainframe computer is the workhorse of the Frontier. Personal computers and the computers that run starships, space stations, and cities are a vital part of everyday life on the Frontier. All but the largest types run on parabatteries, are portable, and are completely immune to local power failures or surges.

**Mainframe Hardware:** Mainframe computers come in six different sizes, ranging from Level 1 (home computers) to Level 6 (computers that run space stations and other large installations). Larger computers can run more complex programs and can perform more simultaneous operations than smaller computers. It is not possible to add on to a computer to raise it to a higher level. To increase computer capacity, a high-level computer or several computers of the same level must be purchased.

The mainframe computer, unlike the body computer, comes with its own processor unit. Certain hardware is provided with mainframe computers: monitor, access stations, printer, etc. Additional components can be purchased at increased cost (Administrators set the price).



## MAINFRAME PROGRAMS (MAXIPROGS)

Once the hardware has been acquired, the programs that the computer needs to perform its special functions must be purchased separately. Programs are contained in a maximum programming unit, commonly called a maxiprogram. A maxiprogram is a nine inch square by three inch thick Johnson Energy Field surrounded by an extremely durable plastic shell. This field holds gigabyte upon gigabyte of information. It is the most stable field known to the tech-exes of the Frontier and only an anti-matter field can disrupt the information contained therein.

Four blunt prongs are located on one of the large sides of the maxiprogram. These are plugged into a mainframe and the maxiprogram immediately interfaces with the hardware and other maxiprograms that are part of the computer. Maxiprograms are classified from Level 1 to Level 6, the complexity of the programming increasing with the level. The following brief guideline gives the Administrator some idea of the complexity levels of Maxiprograms. This is important, as the Administrator's decision usually determines what level of maxiprogram a character or organization needs.

### MAXIPROGRAM COMPLEXITY LEVEL

Level	Maximum Extent of Control
1	The needs of a single character or small household.
2	The needs of a large household or small business.
3	The needs of a medium business or small bureaucracy.
4	The needs of a large business, a medium bureaucracy, or a small town.
5	The needs of a mega-corp (in one field), a large bureaucracy, or a medium-sized city.
6	The needs of a space-station, space ship, or specific field (such as traffic control) in a large city.

### MAXIPROGRAM FUNCTION DESCRIPTIONS

Maxiprograms are available for Five different functional areas. A brief description of each area is listed below.

**Analysis/Information:** This type of maxiprogram will perform one of the following functions: information storage, information access, cross referencing, analysis of statistics and facts, language capabilities, coordination of scanners and interpretation of scanner data, etc. Libraries, government information services, and universities use these maxiprograms extensively.

**Creative:** This type of maxiprogram will perform one of the following functions: abstract representation of data, architectural tools and displays, engineering tools and displays, flight and combat holographic simulation control, data on research and development, data on inventions, and general think tank uses. Military organizations, mega-corp research and development divisions, governmental patent offices, think tanks, and the like use these maxiprograms extensively.

**Job:** This type of maxiprogram will perform one of the following functions: communications operations, robotics management, traffic control and transportation, medical operations, industrial uses such as manufacturing, assembling, packing, etc., and any other specific job function not covered in the other maxiprogram areas. Industrial facilities, hospitals, starports and airports, installations, city governments, and the like use these maxiprograms extensively.

**Maintenance:** This type of maxiprogram will perform one of the following functions: life support systems, automatic repair and maintenance on machinery or robots, monitoring a facility for general maintenance, power feed controls (both outgoing and incoming), waste management, and other general maintenance and repair functions. Almost every installation and large facility uses these maxiprograms, as do spaceships and space stations.

**Security:** This type of maxiprogram will perform one of the following functions: defensive systems (internal, external, perimeter, vehicular, etc.), offensive weapon systems, coordination of offensive weapons and defense systems, computer security, etc. Military organizations, law enforcement facilities, large computer systems, space ships and stations, and the like use these maxiprograms extensively.

**Combining Hardware and Maxiprograms:** When a character or firm wants a mainframe computer to help with work, security, or whatever, they must first decide what maxiprogram functions are needed. Then the levels of those maxiprogram functions are determined, depending on the amount of work the maxiprogram must do (see Maxiprogram Complexity Table). After the maxiprogram functions and levels are determined, a sufficiently complex mainframe computer is purchased or rented. Maxiprograms of different functional areas can be integrated into the same mainframe computer. Only in the larger mainframes do you find an entire computer given over to just one function. The total number of program levels that a mainframe computer can run is the square of the computer level.

Computer Level	Total Maxiprogram Levels It Can Run
1	1
2	4
3	9
4	16
5	25
6	36

Therefore, a Level 2 Mainframe computer, which handles up to four maxiprogram levels, can either run four Level 1 maxiprograms, two Level 2 maxiprograms, or one Level 2 and two Level 1 maxiprograms. The number of maxiprogram outlets that can be plugged into a mainframe computer equals the total maxiprogram levels it has (so a Level 6 mainframe has 36 progs). No mainframe computer can run a maxiprogram of greater level than its level.

### Computer Statistics

Below are listed the various Stats for a mainframe computer. It should be noted that no actual dimensions are listed because the exact configuration of the unit varies by Manufacturer and model.

Mainframe Level	Endurance Points	Power Source	Life of Battery	Recharge Time	Cost
1	5	Battery type A	4 hours	2 hours	500
2	10	Battery type A	4 hours	1 hour	1,000
3	15	Battery type B	8 hours	1 hour	5,000
4	20	Battery type C	16 hours	4 hours	10,000
5	40	Power Generator	n/a	n/a	50,000
6	80	Power Generator	n/a	n/a	100,000

**Mainframe Computer Controlled Attacks:** Any defensive or offensive weapon or robot controlled by a computer gains a +2 bonus to its attack rolls to resolve its actions for every level or Security maxiprograms the computer has, plus any normal combat modifiers. Therefore, a mainframe with a Level 3 Security (Defensive Weapons) maxiprogram would attack with a +6 bonus to its attacks + whatever standard normal combat modifiers it has.

**Computer Skill Levels:** A mainframe computer does not possess an individual skill unless that skill falls into one of the functional areas of the maxiprogram. Much of this is left to the Administrator's interpretation of the maxiprogram's function and level. A good example of this would be a Level 3 Job (Medical) maxiprogram. The computer has some knowledge and skills in the medical field, but would it necessarily contain the information necessary to treat a radiation burn? A lot would depend on the location of the mainframe and whether radiation was a rare or common occurrence there.

As a general guideline, the skills and skill levels are identical to those of the maxiprogram's function and level. A Level 4 Job (Communications) maxiprogram would have the skill equivalence of "Use Technology: Communications Devices at Level 4 .

### MAINFRAME EXTRA EQUIPMENT

**Strongbox:** The strongbox is a duraplas shell that can completely encase a mainframe computer. For each layer encasing the computer, the computer gains a damage reduction of 2/Acid. Up to five layers can be added for a maximum damage reduction of 10/Acid. Though openings are provided for operations and cables, the maxiprogram is locked around the mainframe with a lock. A Strongbox adds 500cr/layer to the cost of the computer.

### SPECIALIZED COMPUTERS

Specialized computers are custom-made for specific tasks. All specialized computers are powered by a sealed power cell built right in. The sealed power cell can be recharged at most energizing retail outlets at a cost of 100 cr. The maximum capacity of a sealed power cell is 100 hours. There are four common types of specialized computers: file computers, CACs, lock compicks, and CASS.

#### FILE COMPUTER

The file computer records information. It is programmed for one language. A poly-vox or some other translation device

is necessary if the character does not understand the programmed language. The unit is palm sized. It has a voice grid, random location indicator, and buttons on one side. It can store a remarkable amount of information in its memory, but all of it must be verbally entered through the voice grid. All Star Lawmen involved in criminal investigations must carry a file computer to record testimonies and statements. They are required to enter their files into Star Law's mainframe computers on a regular basis. Thus, Star Law is assured of a complete and up-to-date computer file of all cases being handled.

Most large computers have audio-transfer grids so that information can be easily exchanged with file computers. Administrators may wish to spice up their game by having a file computer found among the ruins of an old civilization or ship wreckage. The information on the computer could be garbled or in a strange language. This should encourage players to seek out language experts or an alien race for assistance in translating.

## **COMPUTER ACCESS COMPUTER (CAC)**

This extremely important computer is the size of a 20th-century Earth computer keyboard. It comes with various connecting cables, speech synthesizer, and a universal adaptor that can adjust itself to nearly all known computer jacks. This is a standard unit used by nearly all computer technicians for entry into computers that have no fixed access keyboard or voice grid.

The CAC, once connected, adjusts itself to the computer language used by the host computer so the user can interface with it. This is how the computer skills for accessing and operating, bypassing and defeating security, interfacing, displaying information, and manipulating or writing programs are attempted when there is no obvious, easy access. Only those characters with Computer skill can operate a CAC for these purposes. The CAC can also be equipped with up to four booster programs that assist the user. No more than two of any one type may be used at the same time. Each booster program adds a +1 to the character's success rate when using the skill. The available programs are:

- Computers: Access & Operate
- Computers: Bypass Security
- Computers: Defeat Security
- Computers: Display Information
- Computers: Interface
- Computers: Program Manipulation
- Computers: Program Writing
- Computers: Program Bodycomp

A special CAC for characters with robot skills also exists. Booster programs, with the +1 modifier, for these CACRV (robotics version) include:

- Robotics: Alter Functions
- Robotics: Alter Mission
- Robotics: List Functions

## **LOCK COMPICK**

A lock compick resembles a file computer, but comes with five credit card-sized remote broadcast circuit cards. This device is illegal and its possession can bring 5-10 years on a penal asteroid; it is only at the disposal of Star Lawmen on rare occasions. In the hands of a character with the Open Locks skill it can potentially open any card lock.

The broadcast circuit is inserted into the card lock like a normal passcard. Once switched on it emits a changing electromagnetic pattern that will eventually open the card lock. Some machines have a timer security system built within their card locks. After 10 or 15 minutes, these machines will retain any nonfunctioning card, securing it for later inspection. This is why five cards come with the compick. Extra cards can be purchased, but they cost 1000 Cr each and require a week to attune to the lock computer. The time required to open the lock depends on the color of the passcard.

<b>Card Color</b>	<b>Time Required</b>
Grey	1d10 minutes
Blue	1d10 + 15 minutes
Green	1d10 + 30 minutes
White	1d10 + 45 minutes
Silver	1d10 + 60 minutes
Red	1d10 minutes + 2 hours
Black	1d10 hours
Not marked	1d20 hours

The Administrator should secretly roll to see how long the lock compick will take to open the card lock.

## COMPUTERIZED ANALYSIS SCANNER (CAS)

The computerized analysis scanner is a highly specialized and sophisticated piece of equipment. It can scan for information, compile the information and analyze it, and then present that information to a character familiar with its functions in a concise readout. Each CAS is covered with micro-switches and small gauges and lights, along with a voice grid that is used for vocal commands and audio replies from the computer. Limitations on CAS use are detailed in the individual skills that apply to them. For each CAS listed below the Administrator and players can assume the following:

The CAS must be within 30' of the object or bio-form being scanned (unless otherwise stated).

Analysis must be prompted vocally by the user with specific queries (such as "What is the damage to the computer's circuits?", "Is the injury treatable using a standard medkit?" etc.).

The CAS can only be interpreted by someone with skills in the area of the CAS's function (Robotics skill for Robo-CAS, Knowledge: Nature skill for Flora-CAS, and so forth).

The skill bonuses for the different CAS are only applicable when the devices are being used and do not teach the character new skill levels.

**Atmospheric-CAS:** (vaporscanner) an atmospheric-CAS indicates what levels of radiation, gas, and spores are in the atmosphere surrounding the CAS, what effects they would have on different life forms, and the most likely causes of these atmospheric conditions. This CAS has no skill bonuses.

**Chemical-CAS:** A chemical-CAS scans an object (up to a ton in weight) and indicates what natural and/or synthetic chemicals and compounds compose it. This CAS adds a +2 to the Knowledge: Chemistry skill when used on chemical samples.

**Demolitions-CAS:** A demolitions-CAS can scan explosives, bombs, or mines within 10', through all materials except federanium, and indicate what type of explosive it is, what detonation devices are attached, and give suggestions on how to defuse it. This CAS adds a +2 to the Demolitions skill when defusing a bomb.

**Electro-CAS:** An electro-CAS is used to scan electrical circuitry and power sources. It displays how a machine is wired, indicates any breaks in the wiring, and gives suggestions on how to repair it. This CAS adds a +2 for the Open Lock skill, if the lock is electrical. And a +1 to any of the following Skills:

Craft: Electronics	Knowledge: Cybernetics	Robotics
Disable device (electronic)	Knowledge: Electronics	Repair
Jury rig (electronics)	Knowledge: Engineering	
Kitbash (Electronics)	Knowledge: Robotics	

**Fauna-CAS:** (bioscanner) A fauna-CAS is used to scan bio-forms. It indicates if the bio-form is alive, what type of organism it is, whether it is edible, and extensive information concerning its physiology. This CAS adds a +2 to the Appraise: Bio samples skill, or +1 to the Knowledge: Biology skill or Knowledge: Nature skill.

**Flora-CAS:** A flora-CAS is used to scan plant life. It indicates if the plant is alive, it is can be a threat to any of the character races, it if is edible, and how it interacts with its immediate surroundings. This CAS adds a +2 to the Appraise: Botanical samples skill, and +1 to the knowledge: Biology or Knowledge: Nature skill.

**Geological-CAS:** (geoscanner) A geological-CAS can scan up to a ton of geological samples. It indicates what minerals the samples contain, whether there are likely to be valuable minerals, gas, or oil deposits nearby, and suggests possible geological and mineralogical difficulties associates with these combinations of minerals. This CAS adds a +2 to the Appraise: Mineral ores skill, and a +1 to the Knowledge: Geology skill when used on geological samples.

**Magnetic-CAS:** A magnetic-CAS can scan up to a ton of metallic structures. It indicates what metal and metal alloys are present in the structure, the structure's weak and/or strong points and how it reacts to certain stress, etc. It can also indicate whether any sources of electromagnetic radiation are within 300' of the CAS, their strength, direction, and likely source. This CAS adds a +2 to seismic disturbance analysis when using the Knowledge: Geophysics skill. A +2 is added to the following skills when building a device:

Craft: Mechanical

Craft: Electronics  
Profession: Hydraulic Engineer  
Profession Engineer: Mechanical

**Mechanical-CAS:** A mechanical-CAS can scan a mechanism up to a ton in mass. It can show the internal working parts, cracks or breaks, and give suggestions on maintenance. This CAS adds a +1 to the following Skills:

Disable device skill	Profession: Vehicle creation
Knowledge: Engineering	Repair Mechanical equipment
Knowledge: Hydraulic Engineer	Repair vehicles
Knowledge: Mechanical Engineering	Use technology

**Medic-CAS:** A medic-CAS is used to scan a patient or victim. It indicates the patient's physical condition, diagnoses ailments, estimates time of survival under present conditions, etc. This CAS adds a +2 to the First aid, Heal and knowledge medical skill.

**Robo-CAS:** The robo-CAS is a unique combination of several different scanners. It indicates a robot's physical condition including suggestions for maintenance, estimated time for repairs, etc. This CAS adds a +2 for any Cybernetic, or Robotics skills, and gives a +1 bonus to Repair and Modify skills pertaining to cybernetics and Robotics.

**Duo-CAS:** These units are slightly thicker than normal CAS and can handle two of the functions listed above in one unit, usually in a logical combination such as Electro/Mechanical-CAS. In some instances the Administrator may wish to modify the bonuses when functions are combined. The cost for a duo-CAS is the combined costs of both CASes plus 20%.

## BODYCOMPS

Bodycomps are by far the most popular and widely used computer type. The development of the modular system of computer snap-on program units (progrits) and hardware that is completely compatible with all bodycomp models brought the personal computer out of the home and onto the waist.

The best way to picture what a bodycomp looks like is to imagine a wide belt made of extremely durable plastic bonded over solid state computer circuitry. On the belt are two wallet-sized white plastic units: one is the power source, the other is the processor. At intervals along the belt there are twelve square plastic plugs. These plugs can be removed to reveal an open circuit ready for a progit to be plugged in. The bodycomp comes in different styles for different races but they all have identical access ports and use identical power packs, processors, and progrits.

Most people on the Frontier wear a bodycomp for such diverse needs as astronavigation, communications, business matters, etc. The maximum number of progrits on a bodycomp belt at any one time is twelve. This is in addition to the required power pack and processor pack. However, the number of progrits that can be used at any one time depends on the types of power and processor packs.

Both the progit and the hardware required for its use are listed under the progit descriptions. The costs for progrits are separate from any hardware costs, and both are listed on the tables below. The cost of connector cords, adaptors, etc. is included in the progit cost.

Vehicular computers (VCs) control various functions of Frontier vehicles and have many similarities to body comps.

## BODYCOMP POWER PACK

A bodycomp requires a power pack, which is similar to a high-power, long-life battery, to power all of its functions. The differences in the following power packs are in their duration and amount of progrits they can handle at any one time. A computer power pack's duration is listed below. It can be recharged for the cost shown below. It can never be used to power anything else.

**Sixpack:** The least powerful and cheapest computer power pack. It can provide power for any of the following:

- a) One processor pack Type A or B and six progrits,
- b) One processor pack Type C and four progrits.

The sixpack lasts for one month and costs 50 Cr to recharge.

**Tenpack:** The most commonly used computer power pack. It can provide power for any of the following:

- a) One processor pack Type A or B and ten progrits
- b) One processor pack Type C and eight progrits

c) One processor pack Type D and four progit.

The tenpack lasts for three months and costs 125 Cr to recharge.

**Fullpack:** The computer power pack most popular with spacers, sci-specs, and tech-exes. It can provide power for any of the following:

- a) One processor pack Type A or B and twelve progit
- b) One processor pack Type C and ten progit
- c) One processor pack Type D and six progit.

The fullpack lasts for six months and costs 275 Cr to recharge.

**Kingpack:** The top-of-the-line computer power pack used by the very rich, very important, or very busy. It can provide power for one processor pack of any type and twelve progit. The kingpack lasts for one year and costs 450 Cr to recharge.

## **BODYCOMP PROCESSOR PACKS**

The bodycomp's processor pack is the organizer, brain, and interpreter for the entire system. There are four types of processor packs (all the same size).

**Processor Pack Type A:** Handles Type-A progit only.

**Processor Pack Type B:** Handles Type-A and B progit.

**Processor Pack Type C:** Handles Type-A, B, and C progit.

**Processor Pack Type D:** Handles all progit.

## **BODYCOMP PROGRAM UNITS (PROGITS)**

A progit is a 3 inch square that is ½ an inch thick. Its shell is made of duroplas. It has a blunt plug on one side that plugs into the belt and raised letters on the other side to identify it. Some progit have lights, switches, or indicator windows built in to them. The shell surrounds a Johnson Energy Field that holds gigabytes of information. This field is the most stable known to the technicians of the Frontier and only an antimatter field can disrupt the information contained therein.

Progit are classified from A to D, the latter being the most complex and energy consuming. When purchasing progit, player characters must consider their bodycomp's power and processing packs so that the whole system is compatible (i.e., a sixpack and a processor pack type C cannot handle type D progit).

While the common Type-A progit can be found in a number of retail outlets, the Type-B progit are a bit more difficult to find, Type-C progit are rarer still, and Type-D progit are seldom found outside of specialty shops. This should give the Administrator greater control over their acquisition to prevent improper escalation of computer power within the game. Progit resale values are usually only 40 to 50% of their original costs because of the inability to determine their age. Most progit last for three to five years of constant use.

### **PROGITS--TYPE A**

**Audio-Act:** This progit controls a microphone that is used to voice activate the bodycomp. The wearer simply speaks into his throat mike and starts whatever progit he desires. This is used as an alternative to the normal method of pushing buttons on a bodycomp belt to activate progit.

**Calc-All:** This progit has many tiny buttons on its face. It can be operated manually but is fastest when operated with an Audio-Act progit. It functions as a highspeed calculator. Even though it is only a Type A progit, Mini-Calc fulfills the computational needs for all but the most complex of problems (for those problems a Type D progit, Calc-Boost, is needed). No character who deals with any complex computers, robots, or machinery would be without it.

**CAS-Interface:** (Must be used with a CAS computer and the Comp-Talk progit. May also use with Audio-Act.) This progit acts as an interface between CASes and the bodycomp. With this the CAS pipes its information right to the user's ear through the bodycomp. With an Audio-Act progit the user can keep his CAS hanging at his side and occasionally ask it to turn on and scan. This is important if the character's hands are full at the time.

**Chrono-Calc:** This progit has a continuing time tracking field for all of the Frontier's systems, planets, and major cities. Therefore the character can know what time and date it is anywhere in the Frontier. It also has two stopwatch capabilities so a

character can time two different occurrences simultaneously. It has four alarm settings for each day. Readouts are either through a Comp-Talk progit or through the small display screen on top of the Chrono-Calc progit.

**Comp-Talk:** This progit allows the body-comp to verbally answer when it needs to reply, as with Map-Cal readouts, Chrono-Calc readouts, and so forth. The progit comes with a tiny device that is safely inserted in the ear of the character or affixed inside his helmet. It can even be surgically implanted into the user's head. Thus, Comp-Talk conversations are kept confidential between the character and his bodycomp. Comp-Talk can be programmed in any known languages.

**Dis-Viz:** This progit activates a tiny, harmless laser inside a special helmet visor that can display computer readouts, diagrams, etc. from a progit. Special helmets even have omnocular capabilities built-in and that information can also be displayed inside a helmet by a Dis-Viz progit. The latter helmet is extremely expensive. Through the use of a Dis-Viz progit, a character can have full visual readouts from his bodycomp without having to open his helmet; maps, file copies, holographic images, and so forth can be displayed for the user's eyes only. For those who wish to have an open helm, half-visors that just cover the eyes are available.

Other Dis-Viz display options:

*Progit* -- On the progit itself, though detail would be hard to see.

*Wrist Screen* -- An arm bracelet that contains a screen. The arm would have to be raised to the face to read the display.

**Helm-Link:** This progit allows a bodycomp to be lined directly to the helmet. This enables several additions to the bodycomp that can be used through the helmet:

Audio-Act  
Brain-Scan  
Comp-Talk  
Death-Wish  
Dis-Viz

These progits are actually attached to the helmet. The number of helmet progits that can be attached depends on the helmet type, but is usually limited to three. While the progits attached to the helmet are hooked to the bodycomp belt through the Helm-Link progit (thus occupying only one progit space on the bodycomp belt) they still count as three normal progits for the purposes of maximum amount supported by a power pack.

**Help-Beam:** This progit must be sub-programmed when purchased. Its function is to send out an emergency beam on a specific wavelength (specified by the wearer) when a condition is met. This condition can either be a direct-effect command, such as "If the bodycomp starts deteriorating due to excessive physical damage, transmit beam," or a coordinated-effect program, such as "When the Brain-Scan progit indicates that I am dead, transmit beam." The subprogram is stated at the time of purchase by the player, with the assistance of the Administrator, and should be written on the player character sheet. The Help-Beam progit can also be manually activated.

**Help-Call:** This progit activates in the same manner as the Help-Beam, but emits a loud wailing sound rather than an invisible beam. A Help-Call linked to a Body-Scan and programmed to go off when the wearer is unconscious is a favorite system used by security chiefs. A guard so equipped would immediately start blaring a warning if he fell asleep or was knocked unconscious.

**Map-Calc:** (Must be used with Audio-Act.) This progit plots and maps according to the character's verbal instructions. In this manner a character or party can map as it moves. Maximum map memory is 20 maps. Map information can be retrieved by use of either a Dis-Viz progit, a Comp-Talk progit, or a readout screen that can be attached to a jack in the Map-Calc progit.

Since the information being fed into Map-Calc is verbally provided by the character, a player should actually map the land or structure his character is passing through, but the Administrator should check for inaccuracies and correct them.

**Trans-Comp I:** (Must be used with Comp-Talk.) This progit translates verbal communications in five languages. The languages are specified when purchased or can be entered later by a poly-vox. The outside of the progit has a voice-receiving grid. When the progit is activated the user can understand anyone within hearing distance who is speaking any one of the five programmed languages. The progit does not translate replies from the user (that is the function of a Type B Trans-Comp II progit).

#### PROGITS--TYPE B

**Bio-Center:** This progit is only for use with Cybernetic parts that have been attached to a character's cybernetic legs, arms, hands, etc. Works smoother than most people might expect, but they are still not completely natural in their actions or in the user's control. This progit receives transmission from a surgically implanted transmitter in the user's brain and instantly relays the transmission to the bionic part. With a little practice and this progit, no one can tell if a limb, eye, or other cybernetic part is real

or not. Each Bio-Center progit can control similar bionic parts: one for legs, one for arms, one for senses, one for up to four internal artificial organs, etc.

**Body-Scan:** This progit is a small bioscanner that is attuned upon purchase to the user's normal body functions (excluding that of the brain). It has a small readout window that automatically lists pulse, respiration, blood pressure, etc. It can also list any physical damage the body has taken, if infection is present, etc. Anyone with the First aid or Heal skill can look at this readout and instantly diagnose the medical condition of the wearer. This progit can also be linked up to other progit like Help-Beam or Med-Inject in the same manner as a Brain-Scan.

**Brain-Scan:** (Must be attached to a helmet and be used with Helm-Link.) This progit is a small bio-scanner that monitors the character's brain functions. This is an absolute necessity when using some progit (such as Death-Wish). Brain-Scan progit have a small window that shows the brain waves and can easily be read by a character with the First aid or Heal skill to tell if the user is unconscious, comatose, brain-damaged, or dead. Brain-Scan and Body-Scan progit can be used to trigger another progit by defining a condition. For example, a Help-Beam progit is set to broadcast when a character is rendered unconscious. A Brain-Scan progit picks up the user's Delta waves, which it has been programmed to recognize as a deep sleep. Thus, it tells the Help-Beam progit that the unconscious condition has been met.

**Comm-Link:** (Must be used with Audio-Act and Comp-Talk.) This progit allows Audio-Act and Comp-Talk progit to be linked to communications devices such as chronocom, comlinks, and subspace radios. Every Comm-Link has a separate frequency and those frequencies are like phone number (except the numbers are much longer). The Comm-Link has three separate functions:

- a) Helm-to-helm communications. This can be accomplished if the other Comm-Link number is known. A character can then speak quietly with another character in a private conversation. The range is 10 miles.
- b) Helm-to-chronocom communications. The Comm-Link progit can also be set to broadcast to any chronocom in a 5-mile range (if the frequency is known) or to all chronocom in that same range on a general frequency broadcast. A character with this can communicate with a group of characters, broadcast a warning, etc.
- c) Helm-to-comlink link-up. This progit can also patch a character through to a radiophone whose frequency numbers are known. The range from helm to comlink cannot exceed 2 miles; the range for a call from the comlink is the normal range

In addition, the Comm-Link also has a jack and cable for direct hookup with subspace radios. Thus, a character carrying a subspace radio on his back can be directly linked to it through his helmet. This is a must for character exploring planets with unbreathable atmosphere.

**Med-Inject:** This is an interpreter progit. It interprets information provided by a Brain-Scan or Body-Scan. If the information is a prerequisite for an injection, it broadcasts a short range signal (a few yards at most) to a small injection unit that is inserted under the user's skin. The injection unit holds one hypo dose of any drug the player has selected and placed in the injector unit. Thus the Med-Inject progit can immediately treat the wearer. The Med-Inject progit can also be manually triggered by switching a micro-switch on the progit itself, thus avoiding searching for a hypo dose. This action is so fast that a character thus equipped can inject himself in a turn without sacrificing an action. The injection unit itself can be removed, sterilized, and reused again with a new dose after its use. Only one injection unit responds to each Med-Inject progit but up to twelve Med-Injects can be attached to a bodycomp.

**Prog-Lock:** This progit comes equipped with four Security Level 2 locks of any type the player desires; door locks, vehicle locks, drawer locks, gun locks, etc. These four locks, after they have been installed, will resist opening unless they receive a beam emitted by the progit. This beam is a sonic code of great complexity. The probability of any other Prog-Lock or sonic sender matching the code is 1 in 1 billion. The maximum activation range from the Prog-Lock to these locks is 30'.

**Prog-Switch:** This progit comes equipped with 10 switches of any type the player desires trigger switches, light switches, microswitches, push buttons, etc. All are a little thicker than their normal counterparts because they are all capable of being activated not only manually but by the Prog-Switch as well. They are activated by a beam transmission from the progit. This is especially effective when combined with an Audio-Act progit. A player can then turn one of these switches by identifying it through his bodycomp. Maximum activation range from the Prog-Switch to the switches is 100'.

**Robo-Link:** (Must be used with Audio-Act.) This progit is somewhat like a Comm-Link progit but instead of a two-way control function it is a one-way control function through which the user verbally controls a robot. The robot must be equipped with a device that can receive transmissions from only one Robo-Link and can override the robot's normal missions and functions as long as contact is maintained. A character must successfully modify a robot with a specialized remote operations unit and link it to this progit (DC 18)

**Trans-Comp II:** (Must be used with Comp-Talk, Trans-Comp I, and Audio-Act.) This progit allows for outgoing translation



capabilities in five languages. The languages are specified when purchased or can be entered later by a poly-vox. Its appearance is identical to the Trans-Comp I progit. Unlike the Trans-Comp I progit, however, Trans-Comp II translates from the wearer's language into one of the five languages programmed. Thus, with both Trans-Comp progit, a two-way dialogue can occur, though the user cannot really speak the language. The advantages this has over the poly-vox is that there is a smaller chance of bad translation.

## **PROGITS--TYPE C**

**Ani-Link:** (Must be used with two Brain-Links.) This progit connects to two Brain-Links by a tight transmission beam. One Brain-Link is in the user, the other is in a bioform mount or pet belonging to the user. The Ani-Link allows a basic communication between the two and gives the higher intelligence life form, usually the user, control over the lesser logic life form, if he desires. The user of an Ani-Link between two members of an intelligent race is strictly forbidden and illegal on all Frontier planets. Some cases of spies using them have been recorded.

**Brain-Link:** This progit comes with a miniature cortex coordinator that must be surgically implanted in the brain. Once implanted, it can transmit and receive simple messages straight from the brain. This progit, when linked to certain other progit, can perform acts at incredible speeds (i.e., using a Prog-Switch progit and mentally switching devices on and off). A maximum of four progit can be linked through a Brain-Link progit.

**Comp-Sight I:** This popular progit comes with a floating gyroscopic system that is attached to any ranged weapon that is long pistol size or larger (excluding medium- or heavy-ordnance weapons). This gyroscope contains complex transmission and receiving circuitry plus an autogyro for stabilizing. The progit and hardware stabilize the attached weapon for the user. The result of this is that a character using this progit weapon never suffers a Combat modifier for range. The range maximums for weapons are not altered by this device.

**Comp-Sight II:** (Must be used with Helm-Link.) This progit is similar to Comp-Sight I, and has the same weapon size requirements, but this autogyro package is more movement oriented than range oriented. It moves the weapon in the direction the character's helmet moves and eliminates any movement Combat modifiers for the character using the progit weapon.

**Comp-Sight III:** (Must be used with both Comp-Sight I and Comp-Sight II.) This progit is a coordinator and booster for the first two Comp-Sight progit. It comes with a thick disc that fits over the top of the weapon. No scope can be used with a weapon that has Comp-Sight III attached. It reduces any kick or weave the weapon may normally produce when firing. When all three Comp-Sights are in place, the user is not affected by movement, range, or smaller than man-size (medium) target Combat modifiers.

**Death-Wish:** (Must be used with Brain-Scan.) This progit is very similar to the Prog-Switch progit. It comes equipped with three switches of any type. These switches are designed to activate immediately upon the death of the character wearing the Death-Wish progit on his bodycomp. In this manner a player who dies (defined, for the purposes of this progit, as when the character's Stamina drops below -10 for more than three minutes of game time) may activate a Med-Inject unit, freeze field, pack of tornadium d20, or whatever he has programmed. Since this is such an important progit, it cannot easily be removed from the bodycomp. To do so takes at least 10 minutes. The activation signal for these devices has a maximum range of 30'.

**Enviro-Comp:** (Must be used with Body-Scan.) This progit is essential for coordinating the various life support systems found in power armor Life support suits, or deep space suits. It monitors, evaluates, regulates, and updates all equipment controlling the respiratory, heating, cooling, waste disposal, and nutritional systems. Without this progit the character would be constantly checking and adjusting his life support systems. This progit can also be linked to a small craft's life support systems for the same functions. Because of the importance of this progit, removal time is 10 minutes.

**Fast-Scan:** (Must be used with Brain-Scan.) The Fast-Scan progit comes equipped with a small square scan board that is connected, by cable, to the progit. The user then places any printed material, including pictures and maps, on the board, face down, and it is instantly recorded. This is the ultimate in speed reading and photographic memory. Time required for inserting information into the user's memory is roughly five seconds/page of material. The amount of material that can be retained by a Fast-Scan process is no more than 100 pages, maps, or pictures.

**Hear-All:** When activated this progit scans all known transmission frequencies. It will pick up an unprotected transmission and give its type (Radiophone, Help-Beam, etc.), its direction from the user, the range of the transmission source from the user (up to two miles), and the frequency being used. A jack in the progit allows it to be hooked up to an earplug (or headphones if the character is so equipped) so the wearer can listen to the transmission.

**Natur-Act:** (Must be used with Brain-Link.) This progit contains the culture and customs of a single race or tribe. There are thousands of these available for most of the cultures existing on the frontier. But Natur-Act does not just inform the character about the customs, it has him perform these customs at the proper time. A character using this progit can pass as a native if his

appearance also matches that of the culture. This progit is extensively used by Star Law both for maintaining harmony with the various peoples they protect and for undercover work.

**Prog-Motors:** This progit is primarily an enhanced-response progit. It comes equipped with three micro-motors that can be activated either manually or through the Prog-Motors progit. See Prog-Locks for the details on the tight beam and sonic coding used to activate these motors. The motors must be mounted and fitted by a tech-ex to whatever device the character wants to control. The most common uses for these motors are in the hinge mountings of a helmet's visor and gas mask. If a character suspects dangerous gases in the atmosphere, he touches the buttons on the progit that snap down his visor while swinging his gas mask in place.

An Audio-Act progit gives even faster control. "Down visor, up mask" is all it would take to seal himself from breathing the gas. Maximum activation range from the Prog-Motors progit to the micromotors is 30'.

**Stop-Hear:** This progit protects all transmissions used through the bodycomp by ultra-focusing them into tight beams. It is a scrambler that uses an erratic pattern and frequency that the Hear-All progit cannot pick up. The receiving end of this scrambled transmission must have an identical Stop-Hear progit or computerized communications program to unscramble it. While a Hear-All cannot discern what is being transmitted or what its exact direction is, it can show that something is being transmitted at a certain range from the wearer.

**Truth-Tell:** (Only works on Humanoid bioforms.) This progit must be located in the front of the bodycomp belt. It sends out a directional sonic echo in a very tight cone. This echo can monitor the physical functions of the nearest intelligent bioform and, if the bioform is one of the susceptible races listed above, indicate whether it is giving false replies to queries. The range of the cone is 15' and it cannot pass through any sonic defenses. The process is 90% accurate (Administrator rolls for whether NPCs give accurate or misleading answers). There is an indicator light on the progit that blinks when a falsehood is told, unless it is bypassed by using a Comp-Tell progit that sounds a beep in the user's ear instead.

#### PROGITS--TYPE D

**Beam-Boost:** This progit provides a focusing circuit for all beams used by other progits on the user's bodycomp belt. All beams emitted by the user's progits have triple their normal range.

**Calc-Boost:** (Must be used with Calc-All.) This booster progit greatly improves the bodycomp's ability to work out mathematical probabilities. Using Calc-Boost gives a character a +4 to the following skills' success rates:

Analysis: Chemistry	Knowledge: Finance
Astrogation	Knowledge: Physics
Computers	Modification
Craft: Acoustics	Profession: Engineering: Alternative Energy
Craft: Optics	Profession: Engineering: Nuclear
Cybernetics	Robotics

A character using the Calc-All, Calc-Boost and Master-Comp progits together, and with the proper type and amount of data, can work out the probabilities of many events.

**Comp-Link:** (Must be used with Brain-Link.) This progit allows the user to attempt direct brain-to-computer communications with any computer he can plug his comp-Link progit cable into. Thereafter, the character can attempt his computer skill directly on the computer with a +4 added to his chance of success. The user has only one chance at initiating contact through this progit. If he misses it the computer identifies him as a "bug" in the system and ignores him. If the character establishes contact with the computer in the normal method and then plugs into it, he may continue using his computer skills at leisure. Any character who has no computer skills and attempts this will automatically fail.

**Comp-Sight IV:** (Must be used with Comp-Sight I, II, and III.) This progit comes with two cables, an expensive goggle apparatus, and a thick forearm bracelet. The goggles fit tightly against the user's head and contain tiny lasers that target the wearer's eyes. The movement and focusing of the eyes is tied into the first three Comp-Sight components that have been attached to the pistol or rifle the bracelet, attached to the forearm of the limb that is not primarily used, is connected by the cables to the goggles and to the other three attachments. This fine tuning allows the character to ignore the Combat modifier for using the wrong hand (as well as the benefits for the other three Comp-Sights).

The Administrator should be careful not to allow too many completely Comp-Sighted weapons in his campaign at any one time, as it has a tremendous influence on the balance of the game.

**Master-Comp:** (Must be used with Audio-Act and Comp-Talk or Brain-Link.) This progit is a necessity for any character who is

serious about bodycomps. It is the grandmaster of progit and ties all of them together into a unified whole. The biggest advantage is its ability to receive conditional orders from all other progit. A player can make a list of up to and including 20 conditions and functions he wishes his bodycomp to follow for standard operating procedure, such as:

- a) Scan with the Atmospheric-CAS every twenty minutes and inform me of any unusual conditions.
- b) Let me sleep for six hours unless a bio-form approaches within 20 meters.
- c) Three minutes after you wake me, patch me into planet HQ for the morning report.
- d) Set the Death-Wish progit to activate the Help-Beam progit, the Med-Inject progit with the staydose, and detonate the fragmentary Grenade by my side.

The preceding examines all assume the character has the necessary progit to perform the indicated actions.

The Master-Comp progit is so complete that you can instruct it in simple terms and if it has any questions it will ask you. The drawbacks to this wonderful progit are that;

- a) Only 20 commands can be programmed in at any one time
- b) It takes the place of two progit on the bodycomp,
- c) If over 15 commands are programmed in, it uses an enormous amount of energy. A kingpack could conceivably be drained in one month (at the Administrator's discretion) if the bodycomp is constantly on and performing numerous functions. This is why environmental suits, deep space suits, and powered assault armor are so expensive to operate.

**Mind-Drive:** (Must be used with Brain-Link.) This progit is used with vehicles that the character has the skill to use. It comes with a set of cables that are permanently attached to it and that can be plugged into the guidance control of various vehicles. Once plugged into the vehicle the character can drive it with his mind, thus his reactions are much, much faster and the chance of avoiding accidents are much better. While the character still uses his normal skill level for operating a vehicle, he adds a +5 to his Reflex saves for keeping the vehicle under control.

**Mind-Mount:** (Must be used with Brain-Link.) This progit is an advanced form of Prog-Motor. It comes with one mini-motor specially designed for an installation or vehicle mounted weapon. When physically aiming this weapon, with which the character must already have a skill, the normal modifiers for range, movement, and size are ignored; only the character's skill level is used.

**Mind-Teach:** (Must be used with Brain-Link.) This progit comes in a variety of types: languages, skills, histories, and so forth. When this one-shot progit is inserted and activated, the character can do nothing for two days but stare as if in a trance. If anyone turns off the user's bodycomp at this time the lesson has not been learned and the progit is useless as it erases itself as it teaches. There are two different kinds of Mind-Teach progit. The most common type conveys temporary knowledge that might be forgotten in weeks, days, or even hours. The duration is left to the Administrator, as is the content. This progit is most useful in emergency situations where the character must have a member who can perform a task, pass as another character, etc. The second kind of Mind-Teach progit is much rarer. Its knowledge is gained by the character permanently. The only time an Administrator would want to introduce this into a campaign is as a major reward for accomplishing a goal. It is impossible to tell these two Mind-Teach progit apart.

## FINAL COMMENTS CONCERNING BODYCOMPS

The personalize computer can vastly expand a character's identity and abilities, if used properly. Avoid bogging the game down the overuse or over-concentration of technical items, but allow the players to experience some of these new items. A wise Administrator will introduce only the lesser versions of the bodycomps at first: sixpacks, Type A or B progit, and Type A or B type processor packs.

Break the players in slowly to this new concept so that, by the time the campaign is ready for the more powerful progit, the players' use of the basics is second nature. This will save both the Administrator and the players a lot of time continually referring to the equipment section for even the simplest progit explanations.

## PROGIT ACCESSORIES

**Progit Reprogrammer:** This device allows a character with the Computers skill to alter or purge a progit. See the skill description for further explanations.

**Battle Bodycomp Belt:** this federanium overly completely surrounds the bodycomp and attached progit, making them relatively invulnerable to everything except nuclear or anti-matter attacks. Administrators should let common sense prevail here. If a character wishes to remove a dead NPC's bodycomp that is encased in a battle bodycomp belt, he can either try to unlock it (Security Lock Level 6) or blast it open.

**Fake Progits:** These progits look like the real thing but are actually empty and weighted to feel normal. They can be used for securing small items or information, fitted with explosives as a booby trap for anyone trying to steal the belt or progits, or just occupy space on the bodycomp, giving the impression of a powerful individual.



# Computer Price List

These prices are standardized within the core worlds where most of these items can be found. Outside the core availability becomes an issue and prices may vary. The Administrator as always has final say as to what is available to the characters, and should be consulted before purchases are made.

## Common Computer Maxiprogs

Maxiprogram Type	Cost*
Analysis/Information	4,000cr
Creative	1,000cr
Job	2,000cr
Maintenance	2,000cr
Security	5,000cr

\* Cost is multiplied by computer level

## Specialized Computer Maxiprogs

Program	Level	Modifier	Notes	Cost*
Administration-				
Business	1	+2		200cr
Robotic administration	1-6		Control/assigns tasks for 5 robots in the labor pool x the program level	1,500cr
Analyze (choose specialty)	1-6	+2x level		5,000cr
Astrogration-				
Astrogration Assistance	1-6	+2/level		5,000cr
Common Star routes	1-6		20ly/program level	10,000cr
Autodrive (Choose vehicle)	1-4	+1/level	as Drive skill	1,000cr
Computers-				
Defenses-				
Black Ice defender	5-6	+10/+20 DC		10,000cr
Blackwall	4-5	+5/+10 DC		5,000cr
Data Doctor	1-6	+2x Level	recreates damaged programs/files	2,000cr
Data encryptor	1-6	+2x Level DC	increase difficulty to decipher computer data	2,000cr
Program purge	1-3		failed Computer check purges listed programs	1,000cr
Firewall	1-4	+2x level DC		500cr
Passcode	1-6	+1xlevel		500cr
Sentry	2-4	+2x level DC		3,000cr
Shield	2-3	+2x Level DC		2,000cr
Security lockout	1-6	+2xlevel		2,000cr
Data Store	1-6		Holds 5 gigs of data/Level	100cr
Hacks-				
Black Ice	4-6	+2xlevel	bonus to Defeat security	5,000cr
Data Doppelganger	1-6		Copies Datastore once Computer accessed	2,000cr
Data Slicer	4-6	+2x level	Computer encryption breaker	10,000cr
Keystroke Copier	1-6	+1/level	Copies inputted docs to slave data stores	8,000cr
Program piggyback	4-6	+2x level DC	increases difficulty to detect, and chance to interface computers	5,000cr
Stealth	2-4	+1/level	Bypass security	2,000cr
Interface	1-6	+2x level		250cr
Viruses-				
Code creator	1-6	+2x level DC	changes access codes at random	5,000cr
Data Dump	1-4		wipes data stores	8,000cr
Digital death	6	+12 to DC	fries motherboard	10,000cr
Energy Management	1-6		regulates power generators/power plants	5,000cr
Damage Control	1-6	+1/level	regulates self-repair systems	5,000cr
Drive Assist	1-6	+2/level	requires Physics program	4,000cr

Program	Level	Modifier	Notes	Cost*
Knowledge-				
Advanced Mathematics	1-6	+2xlevel		500cr
Astronomy	1	+2		500cr
Astrophysics	2	+4	increases Astrogation	4,000cr**
Biology-	1	+2		500cr
Xeno-biology	2	+2		2,000cr**
Botany	1	+2	increases Knowledge: Nature, Wilderness lore	2,000cr**
Geo physics	2	+4	increases Piloting and Astrogation	4,000cr**
Computer Systems	1	+2	Increases repair computers	2,000cr**
Cultural Index	1	+1	increases diplomacy	500cr
Engineering-				
Alternate Energy	2	+4	increases repair/construction	5,000cr**
Architectural	2	+4	increases repair/construction	5,000cr**
Civil	2	+4	increases repair/construction	5,000cr**
Electronic	2	+4	increases repair/construction	5,000cr**
Mechanical	2	+4	increases repair/construction	5,000cr**
Military	2	+4	increases repair/construction	5,000cr**
Nuclear	2	+4	increases repair/construction	5,000cr**
Forensics	2	+4	Increases Knowledge: Forensic	4,000cr**
Frontier Law	1	+2		1,000cr
History	1	+2		250cr
Medicine-	2	+4	Increases first aid/Heal	8,000cr**
Diseases	2	+4	Increases first aid/Heal	8,000cr**
Infections	2	+4	Increases first aid/Heal	8,000cr**
Toxins	2	+4	Increases first aid/Heal	8,000cr**
Military Tactics	2	+4		8,000cr**
Physics	1	+2	Increases Drive/Piloting	2,000cr**
Robotic Systems	2	+2	Increases repair/Construction	4,000cr**
Zoology	1	+2	increases Knowledge: Nature Wilderness lore	2,000cr**
Life Support	1-6			10,000cr
Security	1-6	+2x level to DC	controls security robots, sector access /defensive weapons/equipment	5,000cr

\* Cost is multiplied by computer level

\*\*Cost unmodified by level

## Specialized Computer prices

Item	Notes	Weight	Cost
Computer Access Computer (CAC)		1.5kg	2,000cr
Booster Program		.3kg	1,000cr
Robotics CAC		1.5kg	3,000cr
File Computer		1.2kg	500cr
Lock Compick	Highly illegal to non-authorized Law-enforcers	.5kg	40,000cr
Computer Analysis Scanners-		2.5kg	
Atmospheric			2,000cr
Chemical			2,000cr
Demolitions			4,000cr
Electro-cas			5,000cr
Fauna			1,500cr
Flora			1,500cr
Geological			2,000cr
Magnetic			2,000cr
Mechanical			4,000cr
Medic			8,000cr
Robo			5,000cr

## Body Comp prices

### Power supplies

Item	Cost	Item	Cost
Six Pack	5,000cr	Full pack	15,000cr
Ten Pack	10,000cr	King pack	20,000cr

### BODYCOMP PROCESSOR PACKS

Processor	Cost	Processor	Cost
Type A	5,000cr	Type C	20,000cr
Type B	10,000cr	Type D	40,000cr

### PROGIT PRICES

#### Progit Type A

Progit	Cost
Audio-Act	1,000cr
Calc-All	500cr
CAS-Interface	500cr
Chrono-Calc	500cr
Comp-Talk	1,500cr
Dis-Vis	500cr
Helm-Link	500cr
Help-Beam	500cr
Help-Call	750cr
Map-Calc.	750cr
Trans-Comp I.	1,000cr

#### PROGITS--TYPE B

Progit	Cost
Bio-Center	2000cr
Body-Scan	3,000cr
Brain-Scan	5,000cr
Comm-Link	2,000cr
Med-Inject	2,500cr
Prog-Lock	4,000cr
Prog-Switch	4,000cr
Robo-Link	5,000cr
Trans-Comp II	4,000cr

#### PROGITS--TYPE C

Progit	Cost
Ani-Link	10,000cr
Brain-Link	20,000cr
Comp-Sight I	15,000cr
Comp-Sight II.	18,000cr
Comp-Sight III	20,000cr
Death-Wish	20,000cr
Enviro-Comp	15,000cr
Fast-Scan	15,000cr
Hear-All	20,000cr
Natur-Act	17,000cr
Prog-Motors	15,000cr
Stop-Hear	20,000cr
Truth-Tell	15,000cr

#### PROGITS--TYPE D

Progit	Cost
Beam-Boost	20,000cr
Calc-Boost	20,000cr
Comp-Link	25,000cr
Comp-Sight IV	30,000cr
Master-Comp	50,000cr
Mind-Drive	50,000cr
Mind-Mount	50,000cr
Mind-Teach	40,000cr





## Cybernetics in the Frontier

The field of cybernetics originally was based on creating artificial limbs for beings who had suffered from accidents, but has now become a multi-billion credit industry as people, mostly adventurers turn to cybernetics as a way to increase their capabilities. Below are rules designed to allow for the incorporation of cybernetics into the Star Frontiers universe.

### Number of Enhancements possible

A character can only be fitted with a certain number of cybernetic enhancements based on their Attributes. The table below is used to determine the types of enhancements available and are based on the character's attributes. Stamina is used to determine body modifications, Logic is used to determine how many internal computer modules the character can possess, Intuition determines how many internal sensors can be possessed by the character, and Appearance allows for cosmetic cybernetics.

Character's Attribute	Number of Cybernetic enhancements	Installation/Removal DC
1-7	none	n/a
8-9	2	20
10-11	4	18
12-13	6	18
14-15	6	16
16-17	6	15
18-19	8	15
20+	10	15

The cybernetic enhancements are designed not to alter the basic structure of the being in question, though outlaw Body shops may create alterations of this type if allowed by the Administrator it should be forbidden for a player character to play a cybernetic being with vast changes to his physical structure. Unless otherwise stated a character attempting to graft cybernetic parts on a living being must have access to a fully stocked surgical center, and requires 4 levels in the following skills: Cybernetics, Heal, Knowledge: Medical procedures.

### Cybernetics and Psyche

All cybernetics have an effect on a character's Psyche, but organic computers and their modules have the most profound effects. The reason for this is unclear, but the more "C-Tek" the character possesses the harder it is for him to manifest or be affected by mental abilities (all which are detailed in the Expanded Universe supplement). Every physical cybernetic alteration (except cosmetic ones) reduces a character's Psyche by 1 point. If the cyborg has an organic computer he loses 1d4 psyche points per level of the Organic computer.

### Available Cybernetic enhancements

The following list are the most common types of Cybernetic enhancements found in the Frontier. They are readily available in the core systems, but as the characters travel further away from the Core they will find that cybernetic parts are hard to come by. This list is not a complete list of every type of enhancement available and Administrators are welcome to create new cybernetic enhancements for his campaign.

#### Neural Impulse Adaptor

All cybernetic adaptations require that the character be fitted with a Neural Impulse Adaptor (NIA) somewhere on their body (usually at the base of the spine) which translates the signals to the brain into electronic pulses understood by the microprocessors in the cybernetic enhancement and vice versa so that the character does not need a bodycomp to do it for him. Installing the chip requires a surgeon with the above mentioned skills, a fully stocked surgical theatre and takes 4 hours with a difficulty of 18. The Neural Impulse Adaptor is treated as one mental adaptation and thus lowers psyche by 1-4 points. Some characters forgo this and depend on a Bodycomp with the Biocenter progit. This doesn't count as a mental implant, and thus doesn't affect the character's Psyche.

#### Physical Enhancement

These enhancements affect the three physical attributes of a character and also include any alteration that changes, enhances or

alters the physiology of the character (such as adaptations allowing the character to survive underwater without a pressure suit, and external air supply).

<b>Cybernetic Enhancement</b>	<b>Attribute Modifier</b>	<b>Notes</b>	<b>Cost</b>
Dermal Armor-			
Type A	n/a	5/Acid	5,000cr
Type B	n/a	5/energy	10,000cr
Type C	-2 Ag	-10/Acid	20,000cr
Type D	-2 Ag	-10/Energy	40,000cr
Type E	-4 Ag	-10/Radiation	80,000cr
Cybernetic Life support system-			
External power source		requires 10seu/hour	100,000cr
Integrated weapon-		Any standard or hold out pistol type	
External ammo/power source			8,000cr
Medical Injector		holds 10 doses, required med diagnostic unit	1,000cr
Muscle augmentation-			
Type A	+2 Str/+1 Ag	doesn't require skeletal reinforcing	5,000cr
Type B	+4/Str/+2 Ag	doesn't require skeletal reinforcing	7,500cr
Type C	+6/Str/+4 Ag	requires Type-A skeletal reinforcing	10,000cr
Type D	+8/Str/+6 Ag	requires Type-B or greater skeletal reinforcement	15,000cr
Type E	+10/Str/+8 Ag	requires Type-C or greater skeletal reinforcement	30,000cr
Skeletal reinforcement-			
Type A	+2 Sta	Duraplas reinforcement of skeleton	5000cr
Type B	+4 Sta	Duraplas replacement of skeleton	20,000cr
Type C	+6 Sta	Duralloy reinforcement of skeleton	15,000cr
Type D	+8 Sta	Duralloy replacement of skeleton	30,000cr
Type E	+10 Sta	Federanium reinforcement of skeleton	100,000cr
Standard replacement limb-			
Arm complete			1,500cr
Arm partial			750cr
Hand			500cr
Leg complete			2,500cr
Leg partial			1,000cr
Foot			400cr
Standard replacement organ			2,000cr
Synthetic skin-			
Atmospheric guard		provides protection against temp (-4 to 280° Fahrenheit)	10,000cr
Lumina skin		soft glow (cosmetic alteration)	5,000cr
Pigment alteration		cosmetic alteration	5,000cr
Pressure adaptation		immunity to pressure damage	10,000cr
Scintillating skin		cosmetic alteration	12,000cr
Slip skin		+5 to DR vs. grappling attacks	15,000cr
Thermal guard		immune to Infrared detection	20,000cr
Ultraviolet guard		immune to ultraviolet sensors	20,000cr
Vacuum guard		immune to effects of space	100,000cr

## **Intuition Adaptations**

<b>Cybernetic Enhancement</b>	<b>Attribute Modifier</b>	<b>Notes</b>	<b>Cost</b>
Replacement sense-			
Standard audile	Int +2	range is 2x Intuition modifier	5,000cr
Standard olfactory	Int +2	range is 2x Intuition modifier	5,000cr
Visual-			
Standard	Int +2	standard visual ranges	15,000cr
Telescopic	Int +2	Range is 3x standard	20,000cr

Cybernetic Enhancement	Attribute Modifier	Notes	Cost
Scanners-	Int +2	Range is 5x Intuition modifier in feet	
Beam			5,000cr
Electromagnetic			20,000cr
Infrared			5,000cr
Intense light			5,000cr
Life			10,000cr
Motion			5,000cr
Odor			7,500cr
Parabolic			10,000cr
Radiation			15,000cr
Radar/Sonar			5,000cr
Ultraviolet			5,000cr
Multi-scanner-			
Type A		any two scanners	20,000cr
Type B		any three scanners	22,000cr
Type C		any four scanners	25,000cr
Type D		any five scanners	27,500cr
Type E		any six scanners	30,000cr

## Logic Enhancers

### Organic Computers

Cybertechnologies created the first organic computers and revolutionized the industry by creating a computer that could be surgically installed in a recipient. Organic computers are exactly like bodycomps in capabilities, but come with a temple mounted slot with an extendable fibre optic cable that can be connected to either a wrist display unit, or a mainframe, or Bodycomp. Organic computers have a retractable power cable that extends from a slot near the base of the neck and can be inserted into any standard bodycomp power pack. Organic computers have the following Stats:

Type	Progit Levels	Notes	Cost
Processor-			
Type A	4	Handles Type-A progit only	20,000cr
Type B	8	Handles Type-A and B progit	40,000cr
Type C	12	Handles Type-A, B, and C progit	80,000cr
Type D	16	Handles all progit	160,000cr

### Installing progit

Organic computers can have progit imbedded into their processor when first purchased, or the character can upload them from bodycomps by interfacing his organic computer to the bodycomp processor. A Progit level (A-D) is equal to 1-4 progit levels (A=1 level). Unlike Bodycomps Organic computers cannot easily switch progit. The character must first erase the number of levels of progit in his organic computer (1 progit level can be erased/turn) in order to make room for a new progit and then he must succeed on a Computer check to interface with the Bodycomp and begin uploading the software, which takes 30 minutes/progit level. Imbedded progit however cannot be replaced in this way.

### Processor Booster Pack

A character can spend 10,000cr to buy a processor booster pack. The booster is a scalp mounted unit that connects to the processor through the data port. The unit is charged by the organic computers power pack and increases the number of Progit that the organic computer can hold by 4 levels. These progit can be plugged directly into the headband unit and are protected by a duralloy case.

# ROBOTS

Robotic constructs, or robots, are among the most sophisticated and useful technologies in the Frontier. A robot is a complex machine controlled by an advanced computer that can be programmed to achieve specific functions. While their mechanical bodies and electronic brains can be extremely sophisticated, robots are not truly alive or sentient. They have no souls or free will, are incapable of imagination, creativity, and true emotion, and will effectively do nothing unless specifically programmed or commanded to do so. Nevertheless, they are incredibly useful and versatile tools.

As mechanical constructs, robots are immune to Toxins, Paralysis, Stunning, and disease. They do not heal damage on their own, though they can be repaired the same way an object can. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep.

Robots unlike most machines do possess a Stamina score. This score represents how much activity they can perform in a day before needing to recharge. This score also represents how well built and durable they are. A robot with a high stamina score may be a top of the line model with an exceptionally efficient power core. Robots can function for 1 hour/point of Stamina they possess before needing to recharge their power cells. A robot's power cell can hold 10seu/Stamina point of the robot and it uses 10seu/hour regardless of the type of activity a robot performs.

Unlike most conventional constructs, robots have a Logic score: They can reason, remember, and learn, and they are very adept at calculation. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects.

The robots described in this section are self-contained, mobile units. Stationary robotic devices and automated machinery are commonly used in industry, but characters are unlikely to encounter and interact with these machines. Robots are sophisticated machines, and as such, they are expensive. They are designed for specialized functions. In the Core worlds Robots will be found performing even the most trivial tasks but in the Rim, because of Scarcity of resources, one almost never finds a Robot valet, though Labor robots are common in and around most Spaceports.

Many robots are bipedal humanoids-robots that stand upright and walk around on two legs. But many other forms are common as well: There are wheeled robots, tracked robots, robots that look like mechanical spiders, small spherical robots that fly around powered by vectored-thrust hover fans, and many more.

## ROBOT DESIGN

A robot's basic statistics and capabilities are dependent on its size. Standard stat blocks are listed below. Robots larger than Medium-size are rarely constructed, since the increased size usually presents more disadvantages than advantages in the specialized roles for which robots are designed.

### Robot Chassis

#### Tiny Robot

Cost: 500cr

Endurance Points: 18

Initiative: +1 (Ag)

Speed: 50'

Defensive Rating: 13

Resistance Rolls:

Fort: +0 Ref: +1 Will: +0

Attributes:

Str: 4 (-3)

Ag: 12 (+1)

Sta: 10 (+0)

Log: 12 (+1)

Int: 10 (+0)

Per: 8 (-1)

#### Small Robot

Cost: 1,000cr

Endurance Points: 19

Initiative: +0

Speed: 40'

Defensive Rating: 11

Resistance Rolls:

Fort: +0 Ref: +0 Will: +0

Attributes:

Str: 8 (-1)

Ag: 10 (+0)

Sta: 10 (+0)

Log: 12 (+1)

Int: 10 (+0)

Per: 8 (-1)

### Medium Robot

Cost: 2,000cr

Endurance Points: 20

Initiative: -1 (Ag)

Speed: 40'

Defensive Rating: 9

Resistance Rolls:

Fort: +0 Ref: -1 Will: +0

Attributes:

Str: 12 (+1) Ag: 8 (-1) Sta: 10 (+0)

Log: 12 (+1) Int: 10 (+0) Per: 8 (-1)

### Large Robot

Cost: 4,000cr

Endurance Points: 23

Initiative: -2 (Ag)

Speed: 30'

Defensive Rating: 9 (-2 Ag, -1 size, +2 natural)

Resistance Rolls:

Fort: +1 Ref: -2 Will: +0

Attributes:

Str: 20 (+5) Ag: 6 (-2) Sta: 10 (+0)

Log: 12 (+1) Int: 10 (+0) Per: 8 (-1)

### Huge Robot

Cost: 8,000cr

Endurance Points: 26

Initiative: -3

Speed: 30'

Defensive Rating: 9 (-3 Ag, -1 Size, +3 Natural)

Resistance Rolls:

Fort: +2 Ref: -3 Will: +0

Attributes:

Str: 28 (+9) Ag: 4 (-3) Sta: 10 (+0)

Log: 12 (+1) Int: 10 (+0) Per: 8 (-1)

### Gargantuan Robot

Cost: 16,000cr

Endurance Points: 26

Initiative: -3 Dex

Speed: 20'

Defensive Rating: 9 (-3 Ag, -2 Size, +4 Natural)

Resistance Rolls:

Fort: +5 Ref: -3 Will: +0

Attributes:

Str: 28 (+9) Ag: 4 (-3) Sta: 10 (+0)

Log: 12 (+1) Int: 10 (+0) Per: 8 (-1)

### Colossal Robot

Cost: 32,000cr

Endurance Points: 30

Initiative: -3

Speed: 20'

Defensive Rating: 9 (-3 Ag, -3 Size, +5 Natural)

Resistance Rolls:

Fort: +10 Ref: -3 Will: +0

Attributes:

Str: 36 (+13) Ag: 4 (-3) Sta: 10 (+0)

Log: 12 (+1) Int: 10 (+0) Per: 8 (-1)

All Robots are Ambidextrous, and have Ultraviolet vision capabilities enabling them to see in the dark as well as they can in daylight.

### Means of Movement

Most robots in the Frontier move much like a standard humanoid, having legs and feet that let them move like bipeds, quadrupeds, or other similar creatures. Some robots have different types of locomotion, with wheels, and treads being the most common. Recently advancements in repulsor lift technology led by Cyber-technologies corporation has expanded the scope of robot locomotion as follows:

**Repulsor lift:** Repulsor lift technology was only possible on small or tiny Robots, but recent advances in Robotic design now allow any Robot to be fitted with repulsor lift units. These units allow the robot to hover with a maximum ceiling of 30'.

**Flight:** Robots can be fitted with micro engines of some kind allowing them limited flight capabilities. These robots tend to be very expensive. Magnetic propulsion is the most common type of engine used on robots, and has the added benefit of allowing them to move as if they had repulsor lifts. Chemical engines and even rotor based flight are available in older models.

## Manipulator limbs

The general assumption is that most robots have limbs resembling the arms and hands of any common humanoid, and though these types of robots are very common some robots possess specialized limbs instead of the standard arm, hand combination.

**Claw:** Claws are useful for grabbing objects to be removed, but are not good for manipulating things.

**Instrument:** Instrument limbs are a step up from the common probe and are as varied as the equipment that can be fitted on them. Instrument limbs can hold any small piece of equipment found on the equipment lists that can feasibly be fitted on a robot, and include Medicinal injectors, single tools, single scanners, holo-recorders, projectors, and the like.

**Multi-Tool:** A multi-tool appendage is much like the instrument limb above but can be fitted with up to three different pieces of equipment

**Probe:** This is simple a slender telescoping cylinder that can extend up to 5' from the robot and can poke, or push objects, buttons, etc.

**Tentacle:** The oldest type of limb found on a Robot, the tentacle is a series of joined segments that are articulate enough to wrap around the handle of an object. They are still in use because they can snake through obstacles that most manipulator limbs cannot.

**Unarmed combat damage:** Unless otherwise stated a Robot's manipulator limbs cause 1-3 points of damage while a kick causes 1-4 points of damage. These attacks are bludgeoning attacks, and only a robot with a combat module will use these attacks.

## Robot Programming

Note that robots do not follow the conventional advancement pattern of creatures in the Frontier. Specifically, attacks do not automatically progress with increased Levels. Robots that are custom designed (not purchased from the standard types below) have not been programmed and cannot do much of anything beyond the most fundamental tasks, such as movement and perception. To accomplish anything more, a robot must be programmed and upgraded.

A robot without the combat programming upgrade has no challenge rating, as it makes no effort to defend itself. The Robot's Combat ratings should be modified according to the robot's offensive and defensive technology (Combat module and level), if any.

When robots are programmed, they gain the ability to perform specialized tasks. This programming is represented by Hero template based levels. Robots can be programmed with levels unlike normal characters. When a robot gains levels, it gains most of the benefits of that level. This includes Skill points, Resistance rolls, and Ability increases (mental abilities only). The exceptions are Combat bonuses and Increases to Physical attributes, and Endurance. A robot is incapable of attack or defense in combat, unless it has the combat programming upgrade in which case it increases in combat skill as a normal hero. Robots do not increase in or Physical attributes or Endurance as characters. To increase these stats the robot must be upgraded as explained below. All robots with at least one level of programming get the Use Technology Skill for free.

The cost of programming is based on the desired level, as shown in the following table.

Starting Level	Cost	Upgrade Cost	Starting Level	Cost	Upgrade Cost
1	1,000	n/a	11	121,000	21,000
2	4,000	3,000	12	144,000	23,000
3	9,000	5,000	13	169,000	25,000
4	16,000	7,000	14	196,000	27,000
5	25,000	9,000	15	225,000	29,000
6	36,000	11,000	16	256,000	31,000
7	49,000	13,000	17	289,000	33,000
8	64,000	15,000	18	324,000	35,000
9	81,000	17,000	19	361,000	37,000
10	100,000	19,000	20	400,000	39,000

The cost listing shows how much the character must spend to start his robot off at the desired level. If the player is however designing the robot to be a helper for his heroic character the Administrator may impose that the robot's level may not be greater than the character's level -3 or 1<sup>st</sup> level if the reduced level would make the robot's level less than 0.

The upgrade cost listing is used to determine how much it would cost to upgrade a robot to a chosen level. The Robot can not be upgraded more than 4 levels/adventure, and to determine the actual cost of the upgrade the totals from each level between the robot's current level, and the desired level must be added together, with the result being how much the upgrade will cost.

It should be said that Robot programming pushes the boundaries of computer science, and the expense makes high-level programming extremely rare.

Non-Heroic Robots do not gain experience and do not advance in levels on their own. However there are templates allowing a player to play a robot as a character. These templates are discussed in their own section below.

## **ROBOTS AND SKILL USE**

Because they can only accomplish tasks they've been programmed for, robots cannot attempt untrained skill checks. The only exceptions are for skills related to movement and perception that are part of the robot's core design. These core skills include: Balance, Climb, Jump, Listen, Search, and Spot. Robots do not automatically get these skills, but they can attempt untrained checks in these skills.

## **Robot Maintenance**

An often ignored part of any game is the maintenance of equipment. While it is assumed that characters spend some time maintaining their equipment Their Robots too need maintenance. When properly maintained a Robots parts can last for decades with no loss in its performance, however the following problems plague Robots, just as diseases plague most races,

<b>Condition</b>	<b>Resistance Roll DC</b>	<b>Effect</b>	<b>Repair roll</b>
Rust	12	-1 Str, -1 Ag, -1 Sta	10
Dust or grit	12	-1-3 Ag	12
AI Fragmentation	15	-1-4 Logic	15
Disrepair	12	-1-3 Sta	15

When a condition exists where one of these effects can occur (Like hitting a robot with a shock glove might produce AI fragmentation) the Robot is allowed a Resistance roll to avoid the effect. Effects last until repaired.

## **Repairing a Robot**

While organic characters can heal from wounds, and other forms of damage, Robots do not possess that ability and must be repaired. A character who possesses the Repair (Robotics) skill who has access to a robotics tech kit can repair a robot of simple damage on the field. Simple damage is any Endurance point loss, but not the recovery of Attribute damaging effects, such as broken limbs, or damaged sensory units. Healing simple damage takes 10 minutes and requires a Repair roll with a difficulty of 10 + the damage to be repaired. If successful the robot recovers the amount of damage that the repairing character had stated. A character can take ten or 20 to perform this task if he has the time.

Recovering Ability damage, and repairing breaks can only be done in a repair facility or tech station onboard a ship, and requires at least 1 hour/point of ability loss that is being repaired. The Robotics expert rolls his repair roll (DC 15 +1/point to be recovered) and if successful the ability damage has been repaired. Only one ability score can be repaired per roll, so the character must finish repairing Strength damage, before he goes on to Logic loss etc. Repairs of this type also cost money for spare parts, though the character doesn't run out and buy the parts, it is assumed he has them at hand but the cost is deducted as needed, not ahead of time. Repairing ability damage on a robot costs 50cr/ attribute point lost.

## **Recovering from Robotic Death**

A Robot who reaches 0 Endurance points is destroyed, meaning it cannot be repaired, but a Robotics expert may be able to transfer a robot's neural processor into a new Robot body. To do this the character must spend at least 10 minutes and must roll a Robotics skill check (DC 18). If he succeeds he has removed the Robot's AI module without mishap. If the roll fails by more than 5 points however the robot loses 1 Skill level per point below 5 that the character scored, taken from the highest

level skill first, and if that skill reaches zero it is erased, and the additional points are applied to the next highest skill etc.

If the roll is a botch, however the AI can be salvaged, but the robot's Skills are wiped except for Use Technology, which all robots possess. The memory wiped robot has to be reprogrammed but will have only 4x its Logic Modifier +1 point/ Robot Level. Buying a robots Skill progit costs 100cr/skill level but the robot is only allowed to raise these skills to level 4 As if he was a starting character, with any additional points being used to buy new skills or can be saved to raise the old skills as the robot advances in level.

Once the Robot's Neural net processor is removed it can be put in a new chassis. This requires a full tech station and takes at least two hours/level of the original robot. The difficulty of the Robotics check is listed below:

Chassis Type	DC	Additional Hours
Same make and model	15	+0 hours
Same make, different model	16	+1 hour
Different chassis (smaller)	18	+2 hours
Different chassis (larger)	18	+2 hours
Different robot type	25	+5 hours

Failing this roll is the same as failing to remove the Robot's neural net to begin with. Once accomplished the Robot must make a Will save (DC 15) and if successful the Robot is back, otherwise something went horribly wrong and the Neural net Processor cannot be salvaged.



## ROBOT UPGRADES

Once A Robot's chassis and programming has been purchased it must be equip with specific upgrades. Many different upgrades are available, and they allow the robot specific functions and enhanced capabilities. Typical upgrades are listed below:

Robot Upgrade	Cost
360 degree vision	300cr
AI Module (increases Logic)	5,000cr
+2	+400cr
+4	+1,600cr
+6	+3,200cr
+8	+6,400cr
+10	+12,800cr
+12	+25,600cr
+14	+51,200cr



**Robot Upgrade**

	<b>Cost</b>
Biosynthetic conversion	1,500cr
Combat programing	3,000cr
Diagnostic Package	1,600cr
Electroshock Probe	1,000cr
Emergency beacon	150cr
Endurance upgrade	
Sta: +2, EP: +5	1,000cr
Sta: +4, EP: +10	2,000cr
Sta: +6, EP: +15	4,000cr
Sta: +8, EP: +20	8,000cr
Sta: +10, EP: +25	16,000cr
Sta: +10, EP: +30	32,000cr
Sta: +10, EP: +35	64,000cr
Sta: +12, EP: +40	128,000cr
Sta: +12, EP: +45	256,000cr
Sta: +14, EP: +50	512,000cr
Enhanced Agility-	
+2	400cr
+4	1,600cr
+6	3,200cr
+8	6,400cr
+10	12,800cr
+12	25,600cr
+14	51,200cr
Enhanced Intuition:	
+2	400cr
+4	1,600cr
+6	3,200cr
+8	6,400cr
+10	12,800cr
+12	25,600cr
+14	51,200cr
Enhanced Strength-	
+2	400cr
+4	1,600cr
+6	3,200cr
+8	6,400cr
+10	12,800cr
+12	25,600cr
+14	51,200cr
Environmental Adaptation	400crx chassis size
Hoverlift	3,000cr
Improved Audio Sensors	80cr
Improved Visual Sensors	80cr
Infravision	1,200cr
Integral Laser Sight	150cr
Integral Toolkit	Toolkit cost
Integral Weapons	Weapon Cost
Language Module	500cr
Laser Torch	250cr
Manipulators (each)	1,000cr
Micro engine-	
Chemical	400cr x chassis type
Repulsor jets	2,000cr x chassis type
Rotors	100cr x chassis type
Motion Sensors	80cr
Multiple Legs	1,250cr
Natural Armor-	
+2	800cr
+4	3,200cr
+6	7,200cr

<b>Robot Upgrade</b>	<b>Cost</b>
Natural armor (cont.)	
+8	12,800cr
+10	20,000cr
Override circuitry	1,600cr
Personal Communicator	100cr
Personality Module	
+4	2,500cr
+6	5,000cr
+8	10,000cr
+10	20,000cr
+12	40,000cr
+14	80,000cr
Magnetic Grippers	120cr
Medical Package	420cr
Multi Scanner	2,500cr
Reinforced Construction-	
Hardness: 5/acid	10,000cr
Hardness 10/acid	20,000cr
Hardness 15/acid	40,000cr
Hardness 20/acid	80,000cr
Remote Operation Unit	1,000cr
Retracting compartments	400cr
Repulsor units, advanced	1,000cr chassis size
Rust inhibitor	200cr x chassis size
Security Scanner	1,000cr
Self-destruct system	5000cr x chassis size
Sensory Recorder	1,000cr
Spring loaded mechanism	400cr
Storage Compartment	50cr
Suspension system	500cr
Telescopic Vision	500cr
Telescoping appendage	400cr
Tracks	1,000cr
Transform Conversion	1,500cr
Wheels	800cr

**360° Vision:** Secondary optical sensors allow the robot to see in all directions at once. The robot gains a +2 bonus on Spot checks for determining surprise.

**AI Module:** This processor upgrade vastly improves a robot's ability to reason and learn, mimicking true intelligence. The AI module allows a robot to use any skill untrained that an organic character could use untrained. The AI can be purchased with an enhancement module which increases the Logic of the robot by the listed rates

**Biosynthetic Conversion:** This upgrade must be incorporated into a robot's original construction. The robot is designed to mimic the appearance of an organic being. It has synthetic skin that, while unnaturally pale and resistant, it looks vaguely realistic. Biosynthetic robots are usually completely hairless and have obviously electronic eyes, but they can otherwise pass for an organic. Many robots that are designed to work and interact with the wealthy in the core receive this conversion.

**Combat Programming:** A robot must have this specialized programming suite to fight or use weapons, even in self-defense. A robot with combat programming gains the Combat Modifier for its Profession, as well as any bonuses for abilities, feats, upgrades, or equipment. Robots without this upgrade make no effort to defend or protect itself in combat.

**Diagnostic Package:** The Diagnostic package gives the robot a +4 bonus to its Appraise checks.

**Electroshock Probe:** This small appendage emits a brief electric discharge, sufficient to short out a computer terminal. It deals 2d6 points of damage to a mechanical being/object, and acts as a stun weapon on an organic being. To use this against Organic beings requires the Combat Module.

**Emergency Beacon:** The robot has an internal radio transmitter that can be activated as a free action to generate a continuous, pulsing telemetry signal intended to guide rescuers or operators. The beacon has a range of 5 miles.

**Enhanced Agility:** The robot's neural net is upgraded with high-performance optical pathways that greatly facilitate precise control and coordination of the robotic body. The robot receives the listed upgrade bonus to its Agility ability score.

**Enhanced Intuition:** A robot with this enhancement has enhanced optical, and audial sensors, and have a fibre-optic net integrated into their chassis to increase their tactile sense. These robots also have olfactory sensors, all which are tied to their neural processor.

**Enhanced Strength:** A reinforced frame and augmented articulation systems significantly improve the robot's physical power. A robot with this upgrade gains the listed upgrade bonus to its Strength ability score.

**Endurance Upgrade:** Robots are not living creatures and as such they do not increase in Endurance points as they increase in level as normal characters do. A Robot however can increase in Endurance points by purchasing this upgrade. The Robot undergoes extensive refitting including reinforcing weak points, and upgrading its chassis with more durable materials when gaining this upgrade. A Robot not only increases its endurance points, but also gains a more efficient power distribution system, that allows it to function longer before needing to recharge.

**Environmental Adaptation:** This is an over-all installation of protective layering on the robot's body allowing it to survive in a wide variety of hostile climates.

**Hoverlift:** The robot has vectored-thrust turbofans that allow it to fly at its base speed with good maneuverability. The robot must be Tiny or Small to use this upgrade, and most feature a spherical or disc-shaped chassis-the upgrade will not work with a conventional bipedal robot chassis.

**Improved Audio Sensors:** This upgrade provides both enhanced hardware and sophisticated programming to filter and process auditory data. A robot with this upgrade gains a +2 upgrade bonus on Listen checks.

**Improved Visual Sensors:** This upgrade provides both enhanced hardware and more sophisticated programming to filter and process visual data. A robot with this upgrade gains a +2 upgrade bonus on Search and Spot checks.

**Infravision:** Robots with this thermal imaging upgrade can see in the dark up to 60', but vision is restricted to black and white only, but it is otherwise like normal sight, and robots with this upgrade can function just fine with no light at all .

**Integral Laser Sight:** This device is usually built into one of the robot's eyes or optical sensors. A robot with an integral laser sight gains a +1 upgrade bonus on all ranged attack rolls.

**Integral Toolkit:** The robot is equipped with small, retractable appendages and precision manipulators fitted with a variety of useful tools. Both standard and specialized toolkits are available at the listed prices and must be purchased separately.

**Integral Weapons:** The robot is fitted with integral melee or ranged weapons. If the weapon is at least one size category smaller than the robot, the weapon can be internal or retractable. If it is equal to or larger than the robot's size category, the weapon must be external. On bipedal military robots, heavy weapons are often mounted on the shoulders or may even replace the robot's conventional arms.

**Language Module:** This upgrade allows the robot to speak and write any language it understands. Without this upgrade the Robot understands Standard, and communicates only in Robotic, a binary language of bursts of information, that are transmitted through sounds and often sounds like beeps, and chirps.

**Laser Torch:** One of the robot's appendages is fitted with a retractable, internally powered laser torch. The torch is otherwise identical in all respects to the standard tool of the same name. (A laser torch can cause 2d8 points of damage if used as a weapon)

**Magnetic Grippers:** This upgrade typically only works with walking robots . Magnetic grippers on the robot's feet or appendages allow it to move more effectively in zero gravity environments, as long as there is a suitable metallic surface to traverse.

**Manipulators:** Conventional humanoid robots are always equipped with standard arms and hands that allow them to perform a wide range of tasks. Other robot designs, however, call for spherical, disc-shaped, or spiderlike chasses. Manipulators are not standard in these designs, but they may be added. These manipulators are often retractable, allowing them to be completely withdrawn into the robot's chassis. They allow the robot to perform any tasks that a humanoid robot could ordinarily perform with its arms or hands.

**Medical Package:** This upgrade features hardware that allows a robot to treat injuries and illness. It includes all of the

capabilities of a medkit and diagnostic monitor, providing a total circumstance bonus of +6 to the robot's Heal checks. The robot must still be programmed with the Heal skill (or be equipped with an AI module) to use this upgrade effectively.

**Micro Engines:** Micro engines allow the Robot self-propelled flight at a speed equal to its running speed. The Robot can maintain this flight for 10 minutes/point of Agility modifier that it possesses before needing a recharge. Chemical engines cost 50cr/ chassis size to recharge. Other engines use power from the robot's power generator, and require ½ an hour before they can be used again. A flying robot can carry its normal weight allowance in addition to itself.

**Motion Sensors:** The robot is equipped with internal sensors capable of detecting movement. The robot gains a +2 bonus on Spot checks to notice moving objects, creatures, or characters.

**Multiple Legs:** The robot has multiple legs and often resembles a mechanical animal such as a quadruped or spider. The robot's base speed is increased by 10' and it gains a +2 upgrade bonus on Climb and Balance checks. Humanoid robots are sometimes given this package, in which case the conventional legs are simply replaced and the humanoid torso is retained. More commonly, a robot with multiple legs is given a semi-spherical spiderlike chassis that is more practical for the design. Such robots are often given manipulators.

**Multiscanner:** The robot is equipped with an integral sensor package that features all of the capabilities of a standard multiscanner.

**Natural Armor:** A reinforced frame and more durable construction materials provide the robot a natural bonus to DR.

**Override Circuitry:** This small unit is adhered to the robot and comes with a palm sized unit that allows the Robot's Owner to override the Robot's current activity and cause it to return to his side. The Override does not allow for a Will save unless the Robot is an Advanced (Player controlled) Robot in which case it can resist (Will save DC 30).

**Personal Communicator:** The robot is equipped with an integral system that features radio, cellular, and satellite communications capabilities. Ranges and other characteristics are identical to the standard comlink.

**Personality Module:** This specialized sub-processor greatly enhances the capabilities of a robot's computerized brain. While it does not confer self-awareness or true sentience, it does allow the robot to effectively mimic the personality and behavior of a sentient being. The module makes interaction with the robot almost indistinguishable from interaction with a real person. Robots with personality modules gain a bonus to their Personality ability score.

**Reinforced Construction:** The robot's synthetic skin, shell, or frame is constructed using advanced materials that offer increased resistance to physical damage. A robot with this upgrade gains a damage reduction value.

**Remote Operation Unit:** This upgrade allows a robot to be operated remotely using a standard datapad and wireless communications link. Ordinarily, a robot must be given commands and these commands must be fairly general. A remote operation unit allows a character to control all of a robot's actions, issuing specific commands as they are needed. A remote operations unit has a standard range of about 5 miles. The character may make attacks with the robot's weapons using his own base attack bonus but suffers a -4 penalty on attack rolls. The character can make attacks in this way even if the robot does not have the combat programming upgrade. Alternatively, the character can simply issue attack commands to a robot with the combat programming upgrade.

**Retracting Compartments:** This upgrade allows a designated upgrade, or limb to be able to fold up and retract into the Robot's chassis. Most models come with an environmentally sealed plate that closes over the retracted unit.

**Rust inhibitor:** A Robot with this upgrade has been treated with a rust resistant sealant which grants it a +4 bonus to avoid rusting.

**Security Scanner:** Surveillance and security robots are most commonly equipped with this upgrade. It features all the capabilities of a standard security scanner.

**Sensory Recorder:** The robot's optical and auditory sensors are linked to an internal holographic recorder. The upgrade comes with sufficient onboard storage for 100 hours of recordings, and data can also be uploaded to a datapad or external recorder for long-term storage and backup.

**Self-destruct system:** Some robots are pre-programmed to self-destruct if a specific condition is met. A self-destructing Robot's power cell overloads and it explodes much like a robot sized fragmentary grenade causing 2d10 points per chassis size to all targets in 5'/size category. A Reflex save is allowed for ½ damage.

**Spring-loaded mechanism:** A small, medium or large robot can be fitted with this allowing it to launch any object within its internal storage compartment up to 30'.

**Storage Compartment:** This is a small, sealing, internal storage area. The amount of cargo the compartment will hold depends on the size category of the robot:

**Tiny:** 1 pound

**Small:** 2 pounds

**Medium-size:** 5 pounds

**Large:** 10 pounds

**Huge:** 50 pounds

**Gargantuan:** 100 pounds

**Colossal:** 500 pounds

**Suspension System:** Robots with a suspension system are able to jump like a normal character.

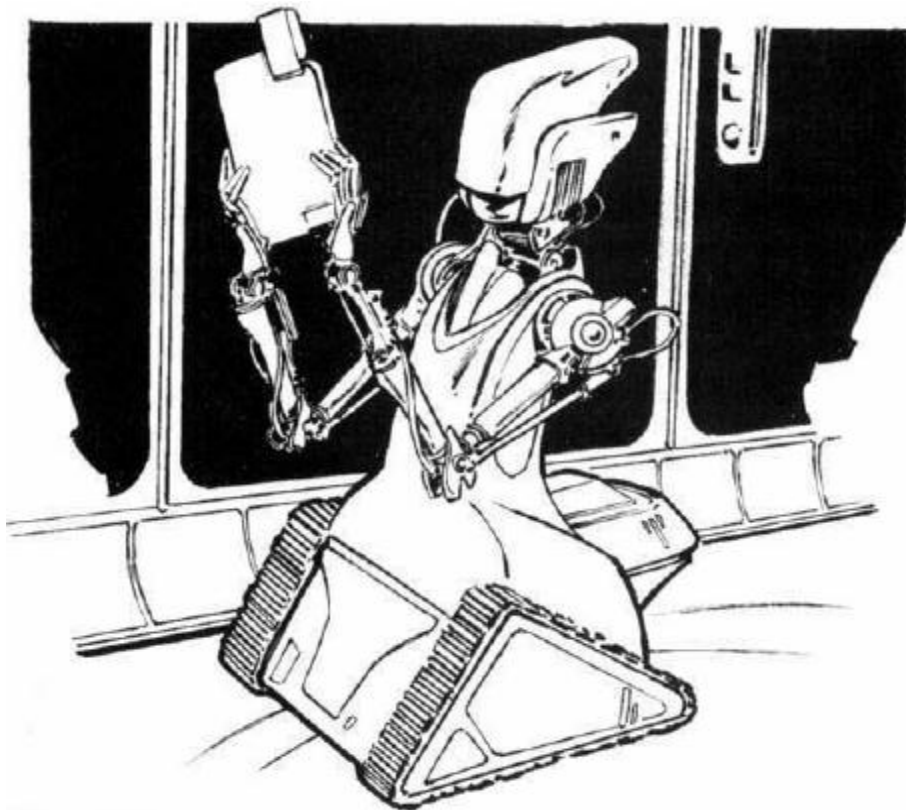
**Telescoping appendage:** Much like a probe this upgrade allows a designated limb to extend up to 6'.

**Telescopic Vision:** The robot's optical sensors feature magnification and zoom capabilities. The robot suffers a -1 penalty on Spot checks for every 90' of distance.

**Tracks:** The robot moves by means of two or more tracks. The tracks feature thick treads that greatly increase the robot's traction in difficult terrain. The robot's base speed is increased by 10' and movement penalties for poor surface conditions are eliminated. Overland movement rates through difficult terrain are improved by one step.

**Transform Conversion:** This upgrade allows the robot to switch between two different movement modes (bipedal, multi-pedal, wheeled, tracked, hover lift, etc.). The equipment for one movement mode is typically retracted into the robot's chassis while the other is in use. For example, a surveillance robot may be equipped with multiple legs as well as a hover lift package. When the hover fans are operating, the spiderlike legs retract into the robot's spherical chassis. This upgrade only allows the robot to switch between two modes. It may be purchased multiple times to give a robot more than two movement modes.

**Wheels:** The robot is equipped with wheels that serve as its primary means of movement and mobility. This upgrade increases the robot's base speed by 20'.



## Basic Robot Models

Robots in the Frontier are as varied as the races and cultures that created them. Listed below are a wide range of Robot types that are commonly found in the Frontier. The listing is for a standard type of Robot. Many robots that belong to Corporations, trade cartels etc. are modified beyond the standard listed here, and often are painted or have their bodies emblazoned with the corporate logo, or they possess some other identifying marking to help identify them as belonging to someone. The Robots listed below fill a great number of rolls, that are often too menial or time consuming for characters.

### Advertisement Drone

**Profession:** Biosocial  
**Size:** Small      **Level:** 1  
**Str:** 8 (-1) **Ag:** 12 (+1) **Sta:** 10 (+0)  
**Cost:** 10,000cr  
**Endurance points:** 18  
**Log:** 12 (+1) **Int:** 10 (+0) **Per:** 14 (+2)

**Combat Modifier:** n/a  
**Resistance rolls: Fortitude:** +0      **Reflex:** +2  
**Armor:** none  
**Initiative Modifier:** +1  
**Will:** +1  
**DR:** 12

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. These robots are programmed to spend an action to gain a +2 modifier to their DR for the round as they move to avoid attacks.

**Skills:** Use technology +2, Balance +4, Bluff +4, Crowd Working +4, Listen +4, Sense Motive +4, Spot +4

**Feats:** Dodge

**Languages:** Standard, Robotic, +6 languages

#### Special Abilities

Ultravision  
Ambidexterity  
Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Personality Upgrade +6, Enhanced agility +2, Hover lift, Language module, Personality module +6

**Movement:** 40' (hover)

**Notes:** Mega Corporations with credits to spare will purchase fleets of these robots which they then send out around the major cities as robotic billboards. These spherical robots float on repulsor lift pads, while in the center of its body 3-d Advertisements flash, and its voice grill advertises whatever product it is hawking.

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### Astromech Robot

**Profession:** Spacer  
**Size:** Small      **Level:** 1  
**Str:** 8 (-1) **Ag:** 14 (+2) **Sta:** 10 (+0)  
**Cost:** 41,000cr  
**Endurance points:** 21  
**Log:** 14 (+2) **Int:** 14 (+2) **Per:** 8 (-1)

**Combat modifier:** +0  
**Resistance rolls: Fortitude:** +1      **Reflex:** +3  
**Armor:** none  
**Initiative Modifier:** +2  
**Will:** +2  
**DR:** 11

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient

mind, it is immune to mind-influencing effects. These robots are built with dura-steel reinforcements for a damage resistance of 10/acid.

**Skills:** Analyze: damage +7, Astrogation +5, Computers +3, Intuit Direction +3, Jury rig +3, Kitbash +3, Knowledge: Engineer (alternate energy) +3, Knowledge: Engineer mechanical +3, Knowledge: Engineer hydrolic +3, Knowledge: technology +3, Knowledge: Geo physics +3, Knowledge: astronomy +3, Listen +3, Modify +3, Pilot +3, Repair +4, Search +3, Spot +3, Use technology +3, Zero gravity movement +3

**Feats:** Skill focus (repair, astrogation)

**Languages:** Standard, Robotic, (+1 language)

### Special Abilities

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** retractable multi tool arm, AI module +2, emergency beacon, enhanced agility +4, enhanced intuition +4, internal tool kit, retractable claw, retractable electro shock probe, telescoping computer jack, reinforced construction, magnetic grippers, multi scanner, sensory recorder, storage compartment, transform conversion (wheels), diagnostic package, environmental adaptation, chemical micro engines

**Movement:** 40' / 60' (wheels), 120' (flight)

**Notes:** Cassadine Development Corporation's Astromech robots have become the Spacer's best friend. They are designed to be incredibly versatile robots that can fill various niches as required on board a Starship. Their small size enables them to move in tight confines, and their reinforced construction, magnetic grippers and environmental seals enables them to work in the vacuum of space.

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## Construction Robot

**Profession:** Tech-ex

**Size:** Huge

**Level:** 1

**Str:** 28 (+9) **Ag:** 4 (-3) **Sta:** 10 (+0)

**Cost:** 30,000cr

**Endurance points:** 26

**Log:** 12 (+1) **Int:** 10 (+0) **Per:** 8 (-1)

**Combat modifier:** n/a

**Resistance rolls: Fortitude:** +2

**Reflex:** -2

**Armor:** none

**Initiative Modifier:** -3

**Will:** +1

**DR:** 9

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. These robots are built with dura-steel reinforcements for a damage resistance of 10/acid.

**Skills:** Analyze: Structures +4, Analyze: Damage +4, Knowledge: Engineering: Architecture +3, Knowledge: Engineer hydrolic, +3, Knowledge: Engineer mechanical +3, Knowledge: Engineer mechanical +3, Knowledge: Engineer Electric +3, Listen +1, Profession Construction Engineer +3, Profession: mechanical engineer +1, Profession: hydrolic engineer +1, Profession: Electrical Engineer +1, Repair +2, Spot +1, Use Technology +2

**Feats:** Increased carrying capacity

**Languages:** Standard, Robotic

### Special Abilities

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Integrated tool kit, Laser torch, 1 extra manipulator, reinforced construction, tracks

**Movement:** 20'

**Notes:** These robots have been replaced in the core by better machines, but are still found in the Rim. Originally designed to build settlements in hostile environments these 12' long behemoths have three manipulation limbs, two in front of its segmented torso, and a third limb behind it, making it look vaguely like a scorpion. These machines move on thick treads, and motion sensors insure that they don't damage any small beings that may end up in its path.

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## Cybertech Industries Bodyguard class Security Robot

**Profession:** Enforcer

**Size:** Medium

**Level:** 1

**Str:** 14 (+2) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 28,000cr

**Endurance points:** 23

**Log:** 12 (+1) **Int:** 14 (+2) **Per:** 8 (-1)

**Combat modifier:** +3

**Resistance rolls: Fortitude:** +2

**Reflex:** +1

**Armor:** none

**Initiative Modifier:** +4

**Will:** +0

**DR:** 11

**Primary Attack:** Punch

**Damage:** 1-3 **In:** +4 **Hit:** +3 **Dmg:** +2 **DR:**

**Secondary Attack:** Kick

**Damage:** 1-4 **In:** +4 **Hit:** +3 **Dmg:** +2 **DR:**

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. These Robots have dura-steel reinforcements for a resistance of 10/acid. Because of their laser sight they gain +1 to hit with ranged weapons. These robots can make 2 attacks of opportunity each round.

**Skills:** Intimidate +1, Listen +3, Search +2, Spot +4, Use Technology +2, Weapons: Melee, Weapon: Beam, Weapon: PGS, Weapons: Grenades, Weapon: Micro missiles. Zero Gravity Movement +2

**Feats:** Combat reflexes, Improved Initiative

**Languages:** Standard, Robotic

### Special Abilities

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Enhanced agility +4, Enhanced Strength +2, Enhanced Intuition +4, Integral laser sight, reinforced construction, suspension system, emergency beeper, personal communicator

**Movement:** 30'

**Notes:** Cybertech industries in an effort to produce a robot that can serve as a bodyguard for the upper classes created this robot. They are quite popular as they are unflinchingly loyal to their owners, and have no regard for their own existences.

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## Cybertech Industries Robot Brain

**Profession:** Sci-Spec

**Size:** Huge

**Level:** 8

**Str:** 28 (+9) **Ag:** 10 (+0) **Sta:** 10 (+0)

**Cost:** 95,000cr

**Endurance points:** 29

**Log:** 20 (+5) **Int:** 18 (+4) **Per:** 8 (-1)

**Combat Modifier:** +10

**Resistance rolls: Fortitude:** +5

**Reflex:** +4

**Initiative Modifier:** +3

**Will:** +8



**Armor:** none

**DR:** 16

**Ranged Weapon:** Heavy plaser pistol x2 **Range:** 50' **Damage:** 3d8 **In:** +5 **Hit:** +3 **Dmg:** +0 **DR:**

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. These robots are built of multilayer duro-steel, and they have armored hard points giving them a damage resistance of 20/acid

**Skills:** Analyze Biological samples +6, Analyze eco-systems +8, Astrogation +6, Computer+6, Craft Electronics +6, Craft: Chemical +6, , Cybernetics +6, First Aid +6, Jury Rig +5, Kitbash +6, Knowledge: Biology +6, Knowledge: Chemistry+6, Knowledge: Engineer: Alternate Energy +6, Knowledge: Engineer: Hydraulic +6, Knowledge: Engineer: Mechanical +6, Knowledge: Medical science +6, Knowledge: Security procedures, +6, Listen +5, Modify +6, Robotics+6, Search +6, Spot +5, Use Technology +6 Weapon: Beam, Repair (Robots) +6

**Feats:** Combat mind, Expertise (heavy plaser), Skill focus (Analyze: eco Systems)

**Languages:** Standard, Robotic (+2 additional languages)

### Special Abilities

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** 360 degree vision, AI module +8, combat programing, emergency beacon, enhanced agility +6, enhanced intuition +8, multiple legs, integrated weapons (x2), language module, natural armor +4, personal communicator, magnetic grippers, multiscanner, remote control unit

**Movement:** 40'

**Notes:** Originally created to perform various functions in installations, these huge spider-like machines have been abandoned as being too dangerous, and are very difficult to come by, much less find one for sale. Reports persist that the line was recalled when several of these machines went beyond their programing and had to be destroyed when they attempted to purge their facility of organic life.

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## Cyber-Technologies Translator Robot

**Profession:** Biosocial

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 10 (+0) **Sta:** 10 (+0)

**Cost:** 17,000cr

**Endurance points:** 21

**Log:** 14 (+2) **Int:** 12 (+1) **Per:** 14 (+2)

**Combat modifier:** n/a

**Resistance rolls:** **Fortitude:** +0

**Reflex:** +1

**Armor:** none

**Initiative Modifier:** +0

**Will:** +2

**DR:** 10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Bluff +3, Computers +3, Diplomacy +5, Knowledge: Local customs +3, Knowledge: Local law +3, Knowledge: Frontier Gossip +3, Listen +2, Read Lips +2, Search +3, Sense Motive +2, Spot +2

**Feats:** Skill focus (Diplomacy)

**Languages:** Standard, Robotic, +15 languages

### Special Abilities

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** AI module +2, biosynthetic construction, emergency beacon, enhanced agility +2, enhanced intuition +2, language module, personal communicator, personality module +6, sensory recorder

**Movement:** 40'

**Notes:** Not to be outdone Cyber-Technologies designed these robots. These Robots however lack the versatility of Star Industries Protocol Robots, and are as expensive, which has lowered the demand for Translator robots in the Frontier.

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## Exploratech Industries Probot

**Profession:** Explorer

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 14 (+2) **Sta:** 10 (+0)

**Cost:** 68,000cr

**Endurance points:** 23

**Log:** 14 (+2) **Int:** 14 (+2) **Per:** 8 (-1)

**Combat Modifier:** +3

**Resistance rolls: Fortitude:** +1

**Reflex:** +3

**Armor:** none

**Initiative Modifier:** +2

**Will:** +2

**DR:** 16

**Ranged Weapon:** Plaser pistol

**Range:** 30'

**Damage:** 3d6 **In:** +4 **Hit:** +6/+0 **Dmg:** +0 **DR:**

**Primary Attack:** Claw

**Damage:** 1-3 **In:** +2 **Hit:** +1 **Dmg:** +1 **DR:**

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. Due to their reinforced construction Probots have damage resistance of 10/acid.

**Skills:** Analyze: Eco systems +7, Analyze Samples +7, Climb +2, Computers +3, Hide +3, Intuit Direction +3, Knowledge: Biology +3, Knowledge Xeno biology +3, Knowledge: Geo physics +3 Knowledge: chemistry +3, Knowledge: nature +5, Listen +3, Move Silently +3, Search +3, Spot +4, Use Technology +3, Weapons: Beam, Wilderness Lore +3, Zero Gravity Movement +3

**Feats:** Expertise (Plaser pistol)

**Languages:** Standard, Robotic

### Special Abilities

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Self-Destruct:** Explodes much like a robot sized fragmentary grenade causing 6d10 points to all targets in 30' radius. A Reflex save is allowed for ½ damage

**Upgrades:** 360 degree vision, AI module +2, combat programing, emergency beacon, enhanced agility +6, enhanced intuition +4, 4 extra manipulators, multi-tool arm, telescoping claw, 2 telescoping probe, natural armor +4, personal communicator, multiscanner, reinforced construction, sensory recorder, storage compartment, diagnostic pack, Integral plaser pistol, environmental adaptation, repulsor micro engines, advanced repulsor unit, self-destruct system.

**Movement:** 14m/flight 42m

**Notes:** Probots are versatile machines that are an invaluable tool to many survey ships in the Frontier, and have become almost standard equipment aboard corporate owned exploration craft. Their chief purpose is to perform a preliminary survey of a planet

before a manned expedition is launched to the surface of an unexplored world.

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### Labor Robot, Standard

**Profession:** Tech-Ex

**Size:** Medium

**Level:** 1

**Str:** 20 (+5) **Ag:** 8 (-1) **Sta:** 10 (+0)

**Cost:** 28,000cr

**Endurance points:** 24

**Log:** 12 (+1) **Int:** 10 (+0) **Per:** 8 (-1)

**Combat modifier:** n/a

**Resistance rolls: Fortitude:** +0

**Reflex:** -1

**Armor:** none

**Initiative Modifier:** -1

**Will:** +0

**DR:** 9

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. These Robots have dura-steel reinforcements for a resistance of 10/acid.

**Skills:** Analyze: Structures +2, Appraise +2, Drive: Machinery +4, Drive : Transports +3, Listen +1, Profession: Laborer +4, Search +2, Spot +1, Use Technology +2, Zero gravity movement +2

**Feats:** Increased carrying capacity

**Languages:** Standard, Robotics

#### Special Abilities

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Enhanced Strength +8, Enhanced Agility +2, Reinforced Construction, Magnetic grippers

**Movement:** 30'

**Notes:** Much like their heavy duty counterparts, these robots are one of the most commonly found mechanicals in the Frontier. They are quite popular onboard starships because of their humanoid shape and size makes it easy for them to move around, and yet they have great strength, and increased carrying capacity making them incredibly useful.

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### Labor Robot, Heavy duty

**Profession:** Tech-ex

**Size:** Large

**Level:** 1

**Str:** 28 (+9) **Ag:** 8 (-1) **Sta:** 10(+0)

**Cost:** 30,000cr

**Endurance points:** 28

**Log:** 12 (+1) **Int:** 10 (+0) **Per:** 8 (-1)

**Combat Modifier:** n/a

**Resistance rolls: Fortitude:** +1

**Reflex:** -1

**Armor:** none

**Initiative Modifier:** -2

**Will:** +1

**DR:** 9

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. These Robots have dura-steel reinforcements for a resistance of 10/acid.

**Skills:** Analyze: Structures +2, Appraise +2, Drive: Machinery +4, Drive : Transports +3, Listen +1, Profession Laborer +4, Search +2, Spot +1, Use Technology +2, Zero gravity movement +2

**Feats:** Increased carrying capacity

**Languages:** Standard, Robotics

**Special Abilities**

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Enhanced Strength +8, Enhanced agility +2, Reinforced Construction, Magnetic grippers

**Movement:** 30'

**Notes:** Throughout the Frontier the need for skilled laborers is greater than those willing to do the job, and so these robots were created. These heavy duty workhorses can be found throughout the Frontier, wherever the need for manual labor exists. This model is more expensive, because of its reinforced construction, but it is well worth the extra credits.

---

**Maintenance Robot**

**Profession:** Tech ex

**Size:** Small

**Level:** 1

**Str:** 8 (-1) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 7,000

**Endurance points:** 20

**Log:** 12 (+1) **Int:** 10 (+0) **Per:** 8 (-1)

**Combat modifier:** n/a

**Resistance rolls:** **Fortitude:** +0

**Reflex:** +1

**Initiative Modifier:** +1

**Will:** +1

**Armor:** none

**DR:** 11

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Analyze: Damage +4, Analyze: structures +4, Computers +4, Knowledge: Electronics +4, Listen +1, Profession: Maintenance Engineer +4, Repair +4, Robotics +5, Search +2, Spot +1, Use Technology +3

**Feats:** Skill focus Repair

**Languages:** Standard, Robotic

**Special Abilities**

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Enhance Agility +2, Hover lift, Integrated toolkit, 2 extra manipulators (retractable), storage compartment, magnetic grippers

**Movement:** 40'

**Notes:** The Frontier is huge and someone has to take care of the jobs that no one cares to do. This job falls on these small robots. Maintenance robots can be found throughout the Frontier in droves. They can be found in corporate towers, apartment complexes and military installations where they roam the corridors, seeking out small damaged areas, or equipment in need of repair. These robots are spherical in design and move about on repulsor pads, they have 3 small manipulator arms one which ends in a multi-tool attachment. Two additional manipulators are kept in internal housings until they need to be used. These spare limbs also have magnetic attachments to stabilize these robots on ships hulls and the like.

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## MEDICAL ROBOT

**Profession:** Sci-Spec

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 15,000cr

**Endurance points:** 22

**Log:** 12 (+1) **Int:** 10 (+0) **Per:** 8 (-1)

**Combat Modifier:** n/a

**Resistance rolls: Fortitude:** +0

**Reflex:** +2

**Armor:** none

**Initiative:** +1

**Will:** +2

**DR:** 11

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Use Technology +2, Heal +7, Analyze +4, Computer +2, Cybernetics +2, First Aid +4, Knowledge: Medical Treatment +4, Knowledge: Chemistry +2, Knowledge: Biology +3, Knowledge: Xeno-biology +2, Knowledge: Nature +2, Listen +1, Spot +1

**Feats:** Skill Focus (Heal)

**Languages:** Standard, Robotic

### Special Abilities

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Biosynthetic conversion, Enhance Agility +4, storage compartment, medical package.

**Speed:** 40'

**Notes:** These humanoid robots are used in place of organic medics in some high-threat combat situations or high risk search-and-rescue operations. As with their technical counterparts, medbots are no substitute for a "real" medic, though they are usually better than nothing. That didn't stop Space Marines from giving them unflattering nicknames such as "deadbots" and "reapers."

---

## Medi-Robot M-1a

**Profession:** Sci-Spec

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 18,000

**Endurance points:** 22

**Log:** 14 (+2) **Int:** 12 (+1) **Per:** 12 (+1)

**Combat modifier:** n/a

**Resistance rolls: Fortitude:** +0

**Reflex:** +2

**Armor:** none

**Initiative Modifier:** +1

**Will:** +2

**DR:** 9

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. These robots have reinforced construction giving them damage reduction 5/acid.

**Skills:** Analyze: Medical samples +3, Computer +3, Craft: Chemical +3, Cybernetics +3, First Aid +6, Heal +6, Heal: surgery +3, Knowledge: Biology +3, Knowledge: Chemistry +3, Knowledge: Medical treatment +3, Knowledge: Xeno-biology +3, Knowledge: Forensics +3, Listen +2, Search +3, Spot +2, Use Technology +3

**Feats:** Skill focus (Heal, First aid)

**Languages:** Standard, Robotic (+3 languages)

**Special Abilities**

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** AI module +2, emergency beacon, language module, personal communicator, medical package, reinforced construction, storage compartment, suspension system, enhanced agility +4, enhanced intuition +2, personality module +4

**Movement:** 40'

**Notes:** These Robots were produced by Cassidine Development Corporation mainly to serve as a versatile Medical robot, capable of performing on the battlefield. To this end they built them with duralloy reinforcements providing them some protection from damage. The popularity of these robots has almost made the older model Medical Robot obsolete.

---

**RECON DRONE**

**Profession:** Explorer

**Size:** Small

**Level:** 1

**Str:** 8 (-1) **Ag:** 10 (+0) **Sta:** 10 (+0)

**Cost:** 8,000cr

**Endurance points:** 19

**Log:** 12 (+1) **Int:** 10 (+0) **Per:** 8 (-1)

**Combat Modifier:** n/a

**Resistance rolls: Fortitude:** +1

**Reflex:** +1

**Initiative:** +1 (Ag)

**Will:** +0

**Armor:** none

**DR:** 11

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Use Technology +2, Knowledge: Nature +2, Wilderness Lore +1, Analyze +3, Decipher Script+3, Hide +4, Intuit Direction +2, Listen +4, Move Silently +5, Search +2, Spot +2, Zero Gravity Movement +1

**Feats:** Tracking, Skill Focus (Move silently)

**Languages:** Robotic, Standard

**Special Abilities**

Ambidextrous

Ultravision

Infravision: range 60'

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** 360° vision, darkvision, emergency beacon, hover lift, improved audio sensors, improved visual sensors, language module (Standard), multiple legs, personal communicator, remote operations unit, sensory recorder, telescopic vision, transform conversion.

**Speed:** 40'/Flight 40'

**Notes:** These robots are small, spherical drones studded with lenses and microphones that zip about on tiny hover-fans. They are extremely silent, emitting little more than a soft whir, and very difficult to spot. They can also land and extend six mechanical legs for skittering about in places where flying is difficult or too likely to be noticed. These robots are used for a wide range of surveillance and reconnaissance tasks.

---

**Robot Valet**

**Profession:** Biosocial  
**Size:** Medium      **Level:** 1  
**Str:** 12 (+1) **Ag:** 10 (+0) **Sta:** 10 (+0)

**Cost:** 17,000cr  
**Endurance points:** 21  
**Log:** 12 (+1) **Int:** 12 (+1) **Per:** 12 (+1)

**Combat modifier:** n/a  
**Resistance rolls: Fortitude:** +0      **Reflex:** +1  
**Armor:** none

**Initiative Modifier:** -1  
**Will:** +2  
**DR:** 9

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. These robots are programmed to spend an action to gain a +2 modifier to their DR for the round as they move to avoid attacks.

**Skills:** Use technology +2, Administration +4, Barter/Haggling +2, Computers +2, Diplomacy +2, Drive +2 First Aid +2, Gather Information +2, Gaming +2, Knowledge: Local customs +3, Knowledge: Local laws +2, Knowledge: Local fashions +3, Listen +2, Search +2, Sense Motive +2, Spot +2

**Feats:** Dodge

**Languages:** Standard, Robotic (+5 languages)

#### **Special Abilities**

Ultravision  
Ambidexterity  
Robots do not eat, drink, breathe, or sleep.

**Upgrades:** biosynthetic construction, emergency beacon, enhanced agility +2, Enhanced Intuition +2, Language module, Personal communicator, personality module +4, storage compartment

**Movement:** 30'

**Notes:** The robot valet is the choice of Ambassadors, business tycoons, and the wealthy throughout the core. These human-shaped robots are built with a synthe flesh sheath making them more pleasing to the eye, yet their features are still very mechanical. The Robot Valet is an indispensable addition to any entourage.

---

## **Security Robot**

**Profession:** Enforcer  
**Size:** Medium      **Level:** 1  
**Str:** 12 (+1) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 20,000cr  
**Endurance points:** 22  
**Log:** 12 (+1) **Int:** 10 (+0) **Per:** 8 (-1)

**Combat Modifier:** +2  
**Resistance rolls: Fortitude:** +3      **Reflex:** +2  
**Armor:** none

**Initiative:** +1  
**Will:** +0  
**DR:** 11

**Primary Weapon:** Plaser Pistol      **Range:** 40'      **Dmg:** 3d6 **In:** +3 **Hit:** +4 **Dam:** +0 **DR:**

**Secondary Weapon:** Adhesive Grenade (2)      **Range:** 6'      **Dmg:** Ent **In:** +1 **Hit:** +2 **Dam:** +0 **DR:**

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. Security robots have a hardness of 5/acid.

**Skills:** Use Technology +2, Computers +2, Drive +2, Intimidate +2, Intuit Direction +1, Jump +2, Listen +3, Search +2, Spot +4, Weapons: Beam . Weapons: Grenades, Zero Gravity Movement +2

**Feats:** Expertise (Plaser pistol)

**Languages:** Standard, Robotic

**Special Abilities**

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Enhanced Agility +4, combat programming, integral plaser pistol, integral laser sight, reinforced construction 5/acid, storage compartment.

**Speed:** 40'

**Notes:** These humanoid robots are used as cheap security, crowd control, and patrol forces by both public and private security and law enforcement organizations. Civilian activist groups sometimes protest the arming of these robots, as some models have demonstrated a lack of the judgment necessary to use weapons safely and responsibly.

---

**Sentry Class Security Robot**

**Profession:** Enforcer

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 14 (+2) **Sta:** 10 (+0)

**Cost:** 20,000cr

**Endurance points:** 23

**Log:** 12 (+1) **Int:** 12 (+1) **Per:** 8 (-1)

**Combat Modifier:** +2

**Resistance rolls:** **Fortitude:** +3

**Reflex:** +3

**Armor:** none

**Initiative:** +2

**Will:** +1

**DR:** 12

**Primary Weapon:** Heavy plaser Pistol **Range:** 50' **Dmg:** 3d8 **In:** +4 **Hit:** +5 **Dam:** +0 **DR:**

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. Security robots have a hardness of 5/acid.

**Skills:** Use Technology +2, Computers +2, Drive +3, Intimidate +3, Intuit Direction +2, Jump +2, Listen +3, Search +2, Spot +4, Weapons: Beam, Zero Gravity Movement +3

**Feats:** Expertise (Heavy plaser pistol)

**Languages:** Standard, Robotic

**Special Abilities**

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Enhanced Agility +6, enhanced intuition +2, combat programming, integral plaser pistol, integral laser sight, reinforced construction 5/acid, storage compartment, magnetic grippers, Environmental adaptations.

**Speed:** 40'

**Notes:** The Sentry Class Security Robot is a marked improvement on older Security Robots in use in the Frontier. These Robots are used primarily by Corporations aboard their Freighters and have been designed to operate in zero gravity.

---

**Star Enterprises Protocol Robot**

**Profession:** Bio-socialist

**Size:** Medium

**Level:** 1

**Cost:** 17,000cr

**Endurance points:** 21



**Str:** 12 (+1) **Ag:** 10 (+0) **Sta:** 10 (+0)

**Log:** 14 (+2) **Int:** 12 (+1) **Per:** 14 (+2)

**Combat modifier:** n/a

**Initiative Modifier:** +0

**Resistance rolls: Fortitude:** +0

**Reflex:** +1

**Will:** +2

**Armor:** none

**DR:** 10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Administration +2, Barter/Haggling +3, Bluff +3, Computers +3, Diplomacy +5, Drive +1, Gaming +3, Knowledge: Local customs +3, Knowledge: Local law +3, Knowledge: Frontier Gossip +3, Listen +2, Perform: Storytelling +3, Read Lips +2, Search +3, Sense Motive +2, Spot +2

**Feats:** Skill focus (Diplomacy)

**Languages:** Standard, Robotic, +10 languages

### Special Abilities

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** AI module +2, biosynthetic construction, emergency beacon, enhanced agility +2, enhanced intuition +2, language module, personal communicator, personality module +6, sensory recorder

**Movement:** 40'

**Notes:** Star Enterprises Protocol series Robot has become as popular among diplomats, corporate business men, and Traders as Robot valets. Built with versatility in mind, these robots can serve as translators, chauffeurs, and even robot companions.

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## Streel Corporation Heavy Assault Robot W127

**Profession:** Enforcer

**Cost:** 48,000cr

**Size:** Large

**Level:** 1

**Endurance points:** 30

**Str:** 28 (+9) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Log:** 12 (+1) **Int:** 12 (+1) **Per:** 8 (-1)

**Combat Modifier:** +10

**Initiative Modifier:** +2

**Resistance rolls: Fortitude:** +3

**Reflex:** +1

**Will:** +1

**Armor:** none

**DR:** 13

**Ranged Weapon:** Heavy plaser pistol **Range:** 50'

**Damage:** 3d8 **In:** +4 **Hit:** +4 **Dmg:** +0 **DR:**

**Ranged Weapon:** Flame thrower **Range:** 20'

**Damage:** 3d6 **In:** +4 **Hit:** +4 **Dmg:** +0 **DR:**

**Ranged Weapon:** Micro-missile A **Range:** 100'

**Damage:** 6d4 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. These robots are built of multilayer dura-steel, and they have armored hard points giving them a damage resistance of 10/acid

**Skills:** Intimidate +2, Intuit Direction +2, Listen +3, Search +2, Spot +4, Use Technology +2, Weapons: Beam, Weapon: PGS, Weapon Missiles, Zero Gravity Movement +2

**Feats:** Expertise (Heavy Plaser pistol), Expertise (Flame thrower)

**Languages:** Standard, Robotic

### Special Abilities

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Combat module, enhanced agility +6, enhanced strength +8, enhanced intuition +2, integral laser sight, integral weapons x3, natural armor +4, multiscanner, reinforced construction 10/acid, remote operator unit, tracks

**Movement:** 33'

**Notes:** Strel Corporations Heavy assault Robot is one of the oldest "War-Bots" still to be found in the Frontier, though most of these types of robots have been replaced by newer, more powerful war-bots. These machines move on heavy treads, which enable them to move across roughed terrain but causes them trouble in hilly areas. These robots have two weapon wrist projectors, and a one shot shoulder mounted missile launcher.

---

## Strel Corporation Interrogation Robot It-4

**Profession:** Sci-Spec

**Size:** Small

**Level:** 1

**Str:** 12 (+1) **Ag:** 12 (+1) **Sta:** 10(+0)

**Cost:** 26,000cr

**Endurance points:** 22

**Log:** 12 (+1) **Int:** 10 (+0) **Per:** 8 (-1)

**Combat Modifier:** +1

**Resistance rolls: Fortitude:** +0

**Reflex:** +2

**Armor:** none

**Initiative Modifier:** +2

**Will:** +1

**DR:** 16

**Primary Weapon:** Electro-shock probe

**Secondary Weapon:** Laser torch

**Damage:** see below **In:**+2 **Hit:** +1 **Dmg:** +0 **DR:**

**Damage:** 2d8 **In:**+2 **Hit:** +1 **Dmg:** +0 **DR:**

**Primary Attack:** Claw

**Damage:** 1-3

**In:** +2 **Hit:** +1 **Dmg:** +1 **DR:**

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. These robots have reinforced construction giving them damage reduction 5/acid.

**Skills:** Computer +2, First Aid +2, Hypnosis +2, Knowledge: Biology +2, Knowledge: Interrogation techniques +2, Knowledge: Xeno-biology +2, Listen +1, Search +2, Spot +1, Use Technology +2, Weapon: PGS, Weapon: Beam, Weapon Melee, Intimidation +3, Sense Motive +2

**Feats:** Skill focus (Intimidation)

**Languages:** Standard, Robotic

### Special Abilities

Ultravision

Ambidexterity

Robots do not eat, drink, breathe, or sleep

**Upgrades:** combat programing, enhanced agility +2, enhanced strength +4, hover lift, laser torch, natural armor +4, medical package, reinforced construction 5/acid, storage compartment, electroshock probe, 2 telescoping appendages

**Movement:** 40'

**Notes:** Strel Corporation designed these robots as a way to interrogate possible Sathar spies but Star Law never accepted them and the Frontier passed legislation banning their use, saying that they are an unethical use of technology. Strel Corporation recalled the machines, and halted production, but rumors that hundreds still exist and many have fallen into the hands of Crime bosses throughout the Frontier have been a constant source of embarrassment for the Corporation.

---

## TECHNICAL ROBOT

**Profession:** Tech Ex

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 12,000 cr.

**Endurance points:** 22

**Log:** 12 (+1) **Int:** 10 (+0) **Per:** 8 (-1)

**Combat Modifier:** n/a

**Resistance rolls: Fortitude:** +0

**Reflex:** +3

**Armor:** none

**Initiative:** +1

**Will:** +2

**DR:** 11

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Use technology +5, Analyze +2, Appraise +2, Computers +4, Craft (Electronics) +4, Craft: Mechanical +2, Knowledge: Technology +4, Knowledge: Engineer: Hydraulic +2, Knowledge: Engineer: Mechanical +2, Listen +1, Repair +7, Robotics +4, Spot +1

**Feats:** Skill Focus (Repair)

**Languages:** Standard, Robotic

#### **Special Abilities**

Ambidextrous

Ultravision

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** integral toolkit, (basic electronics, computer, robotics), storage compartment. Laser torch, Enhanced Agility +4

**Speed:** 40'

**Notes:** These humanoid robots are used as maintenance and repair specialists, often in high-risk or hazardous environments. Even the most advanced and extraordinarily expensive models are no match for a sentient technician, but these robots are useful for many tasks. Some families keep a tech-bot around the house as a handyman.

---

### **Wartech's Combatant Series Training Robot Mark A**

**Profession:** Enforcer

**Size:** Medium

**Level:** 1

**Str:** 14 (+2) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 27,000cr

**Endurance points:** 23

**Log:** 12 (+1) **Int:** 14 (+2) **Per:** 8 (-1)

**Combat modifier:** +3

**Resistance rolls: Fortitude:** +2

**Reflex:** +1

**Armor:** none

**Initiative Modifier:** +4

**Will:** +0

**DR:** 11

**Primary Attack:** Punch

**Secondary Attack:** Kick

**Damage:** 1-3 **In:** +4 **Hit:** +3 **Dmg:** +2 **DR:**

**Damage:** 1-4 **In:** +4 **Hit:** +3 **Dmg:** +2 **DR:**

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. These Robots have dura-steel reinforcements for a resistance of 10/acid. Because of their laser sight they gain +1 to hit with ranged weapons. These robots can make 2 attacks of opportunity each round

**Skills:** Intimidate +1, Listen +3, Search +2, Spot +4, Use Technology +2, Weapons:Melee +2, Weapon: Beam +2, Weapon: PGS +2, Weapons: Grenades +2, Weapon: Micro missiles +2. Zero Gravity Movement +2

**Feats:** Combat reflexes, Improved Initiative

**Languages:** Standard, Robotic

**Special Abilities**

Ultravision

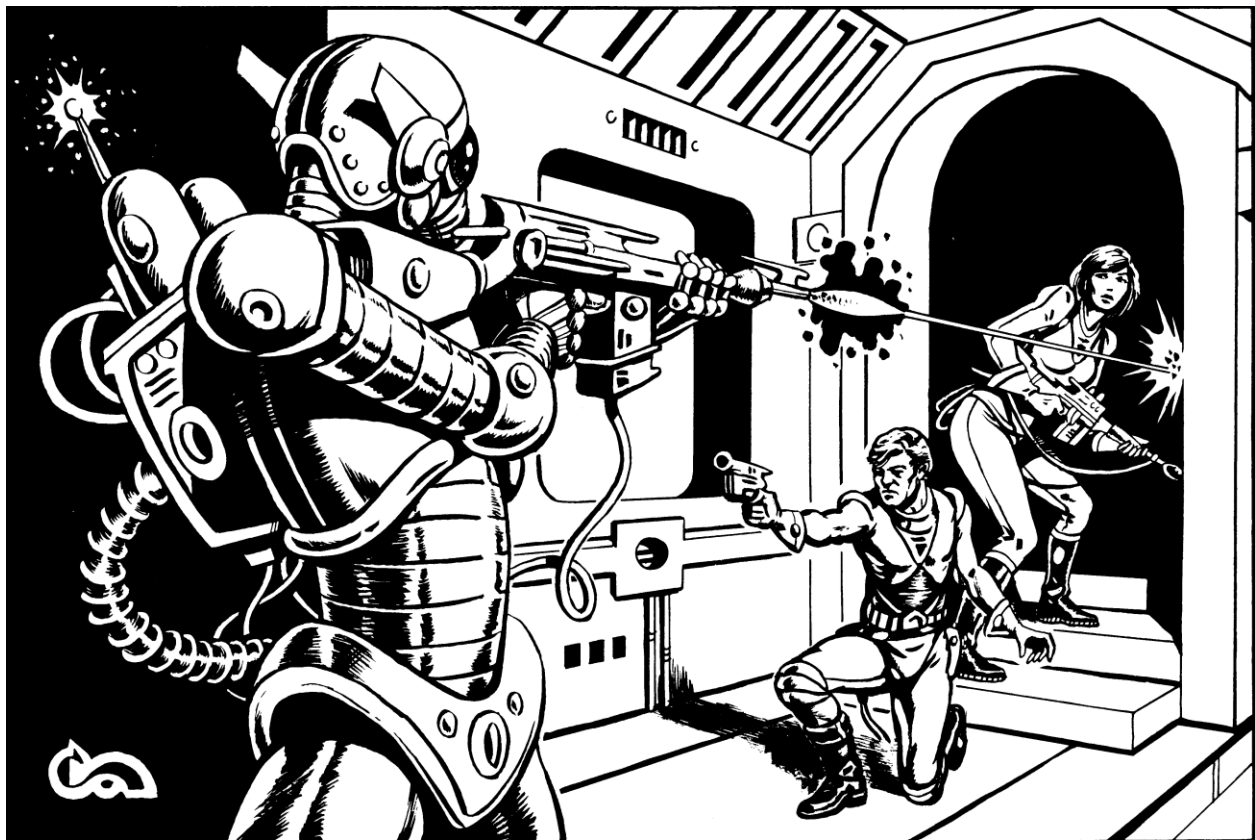
Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Enhanced agility +4, Enhanced Strength +2, Enhanced Intuition +4, Integral laser sight, reinforced construction 10/acid, remote operating unit, suspension system

**Movement:** 30'

**Notes:** Wartech designed these robots originally to help train Star Law agents in combat techniques and for almost a decade these robots were the top of the line, but as Wartech upgraded its designs this class was replaced, and is now being sold mainly to mega-corporations to help train their security force. The remote operating unit is a mandatory safeguard allowing these robots to be controlled by an operator to insure the safety of the individual, being trained. Rumors persist that certain Crime bosses in the Rim use these robots to amuse themselves in gladiator style combat.



# Heroic Robot Template

The following Heroic Robot template serves two functions. Firstly it can be applied to a creature to create a robotic version of it. Secondly and most importantly it is used for creating Robot characters. As with all templates, the information in these templates is applied to a basic creature (Humanoid, Monstrous humanoid, Giant) to create a robotic version of it.

## Robot, Human shaped

Average size: 6' tall  
Average Mass: 170lbs

### PHYSICAL DESCRIPTION AND STRUCTURE

A Robot of this type follows the basic symmetry of a human being. It possesses a head mounted on a short neck, two arms ending in 4 digits and an opposable thumb, and has two legs. These robots have a skeletal armature over which is connected a fibre-mesh musculature that allows them to move much in the manner of a human except perhaps a little stiffly. Fibre-optic cables form a network of nerves over this allowing the robot an approximation of touch and all of it is tied to a central processing matrix.

Most Robots are covered with a duralloy shell, though military and Security robots might instead use dura-steel with armored hard points to protect vital areas. Robots are powered by an internal power cell that can store 100seu of power. A robot can function for 1 hour/point of stamina that they possess before needing to recharge their power cells. While a robot is recharging its neural net continues to function and processes all the sensory data the robot has collected during the day, in order to erase useless data it has collected. This process is as close to dreaming as a robot can get.

### SENSES

Unless upgraded Robots are equipped with a basic sensory package that approximates human level senses, though all robots have Ultravision enabling them to see in darkness as if it were daylight, though generally everything is tinged green.

### SPEECH

Most human shaped robots have been fitted with a vocoder and are manufactured with an integrated language program enabling them to speak Standard, and to understand and communicate with other robots in an electronic language known as Robotic.

### ATTITUDES

Robots are machines and as such their neural net has been fashioned with three basic tenets which form the basis of Robotic thought and only robots designed for combat have this part of their central programming altered. All Robots that have not been fitted with a combat module which overrides their core programming cannot cause a sentient organic being to be killed either through their own actions, or by their own inaction. Most Robots develop programming glitches that result in robots acquiring distinct personalities.

### SPECIAL ABILITIES

As mechanical constructs, robots are immune to Toxins, Paralysis, Stunning, and Disease. They do not heal damage on their own, though they can be repaired the same way an object can. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep.

Unlike most machines, robots do have a Logic score: They can reason, remember, and learn, and they are very adept at calculation. However, because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects. A robot must spend an hour/point of Logic modifier (Minimum 1 hour) in "sleep mode" where they are basically idle while their neural net sorts through data it has collected throughout the day and updates itself.

All robots are equally adept at using their manipulators so they suffer no off hand penalty. All robots are pre-programmed with the Use Technology skill at no cost. All Robots can choose any four of the following upgrades when first created. Every time that the heroic robot gains a point to increase an Attribute score, it may opt instead to choose one additional upgrade either from the list below or if the Administrator allows from the standard list of upgrades allowed for robots.

## Upgrades

360 degree vision	Enhanced agility +2	Motion sensors
AI Module +2	Integral tool kit	Multi-scanner
Combat programming	Integral weapon	Personality module (Per +2)
Emergency beacon	Magnetic grippers	Reinforced construction 5/acid

Robots starting Endurance is determined as a standard character adding their Strength, and Agility modifiers to their Stamina score +10. However robots do not increase in endurance points as they raise in level. The only way a robot character can increase in Endurance points is to purchase the Endurance upgrade. Robots do not heal from damage as a normal character, but they can be repaired by a Tech-Ex using the repair skill. A Tech- Ex can make a Repair check (DC 15) and for each point of success scored over 15 they can restore 2 Endurance points to the robot.

Because a robot is made of metal alloys and duralloy they have a natural Defensive rating of +3. A Robot has the option to have equipment installed into them as opposed to carrying it like normal characters. This type of Modification can be performed by a Tech-Ex using the modification skill (DC 15).

## Template Summary

**Endurance:** Agility Modifier + Strength Modifier+ Stamina score +10

**Defensive rating:** +3

### Special abilities

**Immunities:** Toxins, Paralysis, Stunning, Disease Fortitude effects (except those that affect objects), Mind influencing effects. They are not subject to subdual damage, ability damage, ability drain, or energy drain, or death from massive damage.

Robots do not need to eat, sleep, or breathe

## Heroic Robot-Omni-form

The Heroic Robot-Omni-form Template is applied to any Aberration, Animal, Beast, Dragon, Dragon-like, or Vermin to create a robotic version of the creature in question. This template can also be used to create a heroic robot that is not humanoid in form.

The Creature's type changes to robot construct and its size is cross referenced with the robot Chassis size table and from that table the following changes are made:

**Endurance Level/Die type:** The creature's Endurance level remains the same but it uses the die used for robots and give the creature maximum EP for its level.

**Defensive Rating:** becomes 13 + the robot's Agility Modifier

**Robot Attributes:** Cross reference the Robot's Endurance level with the level listing for a typical Heroic character to determine its Resistance rolls, Skills, and Feats.

**Combat Rating/Attacks:** Creatures with a combat programming have Combat ratings (equal to the combat ratings of a standard creature of its type), and if they have natural weapons, they have the integral weapons upgrade for each attack type. For special attacks like fire breathing find a weapon equivalent or disregard the attack. Any special abilities that do not have equipment or weapon equivalents are also lost.

**Attributes:** The robot's Strength and Agility are determined by the Robot's chassis but can be increased by choosing upgrades. It retains its Stamina, Intuition, and Personality ratings, but its Logic becomes 12.

**Miscellaneous changes:** As mechanical constructs, robots are immune to Toxins, Paralysis, Stunning, and disease. They do not heal damage on their own, though they can be repaired the same way an object can. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. They are not subject to death from massive damage but are immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Unlike most machines, robots are immune to mind-influencing effects. All robots are equally adept at using their manipulators so they suffer no off hand penalty. All robots are preprogrammed with the Use Technology skill at no cost.

All Robots can choose any four of the following upgrades when first created. Every time that the heroic robot gains a point to

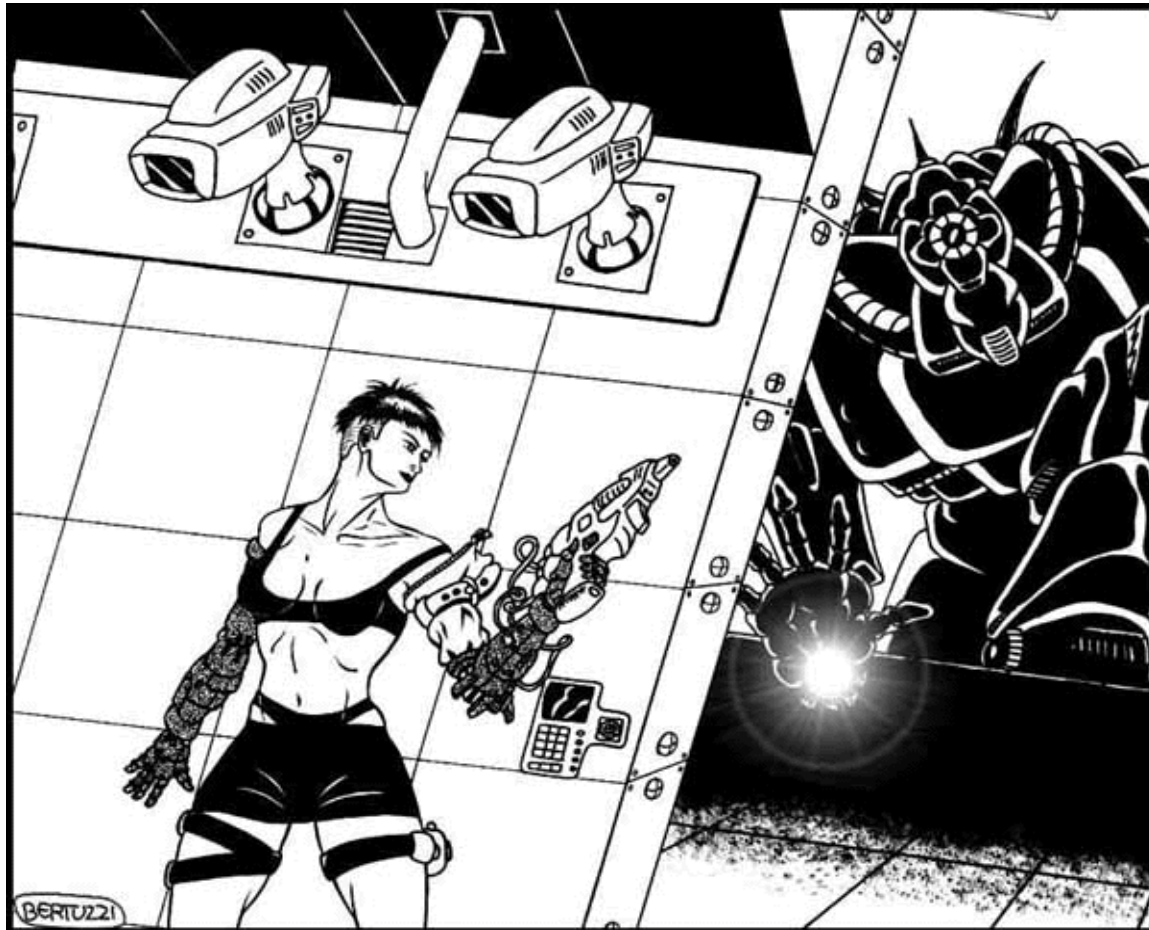
increase an Attribute score, it may opt instead to choose one additional upgrade either from the list below or if the administrator allows from the standard list of upgrades allowed for robots.

### Upgrades

360 degree vision	Enhanced agility +2	Motion sensors
AI Module +2	Integral tool kit	Multi-scanner
Combat programming	Integral weapon	Personality module (Per +2)
Emergency beacon	Magnetic grippers	Reinforced construction 5/acid

Robots do not heal from damage as a normal character, but they can be repaired by a Tech-Ex using the repair skill. A Tech-Ex can make a Repair check (DC 15) and for each point of success scored over 15 they can restore 2 Endurance points to the robot.

Because a robot is made of metal alloys and Duralloy they have a natural Defensive rating of +3. A Robot has the option to have equipment installed into them as opposed to carrying it like normal characters. This type of Modification can be performed by a Tech-Ex using the modification skill (DC 15).



# **Android**

Average size: 6' tall  
Average Mass: 170lbs (male), 110lbs (female)  
Average Life span: 200 Years  
Body Temperature: 98.6° Fahrenheit

## **PHYSICAL DESCRIPTION AND STRUCTURE**

Androids are the crowning achievement in CyberTechnologies Corporation's Robotics division and represent the first steps in creating artificial life. The few Androids that were created followed the basic symmetry of the Humans that created them. They possess a duralloy articulation frame much like a robots over which is anchored a fibre-mesh musculature that allows them to move much in the manner of a human. Fibre-optic cables form a network of nerves over this allowing the Android an approximation of touch and all of it is tied to a central processing matrix.

Androids unlike robots make extensive use of nano-technology. They can convert organic material eaten into its core components which are then used by the nano-techs to repair damage, allowing an Android to eat and heal. Androids are covered with syntheflesh and hair which passes for natural skin and hair without a chemical test. The first proto-types had pasty skin, but later versions created before production stopped were completely indistinguishable from organics, except that Androids do not perspire and lack body odor.

Androids are powered by a micro-power generator that will last 200 years without needing to be replaced. The generator is only powerful enough to power the Android and cannot be used to power external equipment or tools. Like a Robot an Android's neural processor must spend a minimum of 4 hours/ 24 hour period updating itself, and deleting useless sensory data. This diagnostic mode is the closest an Android comes to needing sleep, and as a side effect of this Androids do dream.

## **SENSES**

Androids senses are sharper than a human's senses, and they possess ultraviolet and infrared capabilities enabling them to see in the dark just as well as they can in daylight.

## **SPEECH**

Androids vocal capabilities were allowed to match the capabilities of a human, but in truth an Android's vocal range is slightly better than that of a human, allowing an Android to communicate with certain races that a normal human have trouble communicating with.

## **ATTITUDES**

The achievement of creating the first artificial life was not met with praise or accolades and because of pressure by the Vrusk and their allies in the Council of Worlds CyberTechnologies Corporation was forced to abandon the project. There is rumored to have been only a few hundred prototype Androids created, most which have been impounded by Star Law, but one of the transport ships headed to a Star Law security dump vanished and rumors persist that the Androids onboard took over the ship and that the Androids have dispersed throughout the Rim systems.

Androids were not programmed with the same core programming that Robots have and so their attitudes have developed along much more natural lines. Androids though have a deep rooted hatred for the Vrusks who were instrumental in the move to outlaw their production.

In general Androids may seem enigmatic and aloof. Many of the more devil may care races find them a little too analytical for their taste. Androids however have a strong desire to experience life, and many gravitate towards the Bio-social, and Explorer professions.

## **SPECIAL ABILITIES**

Though Androids are not living creatures in the conventional sense they do possess a Stamina score which represents the efficiency of their internal power generator. As an android performs strenuous activity the Android's reserves lower which imitate a living being getting tired from overwork. Androids however retain the immunity to Toxins, Paralysis, Stunning, and Disease that Robots benefit from. Androids cannot be repaired like robots can, nor do they benefit from First aid or Healing, but their self-healing properties allow them to regenerate from damage at a rate of 2 Endurance points/Level + their Stamina modifier. An Android that loses a limb can reattach it if they hold it in place for 1 hour allowing the nano-techs to reattach it on a cellular level. But more than this, if an Android loses a limb and cannot rejoin it the nano-techs will recreate that limb in 2 weeks for an arm, and 1 month for a leg. An Android that has its head severed however is "Killed".

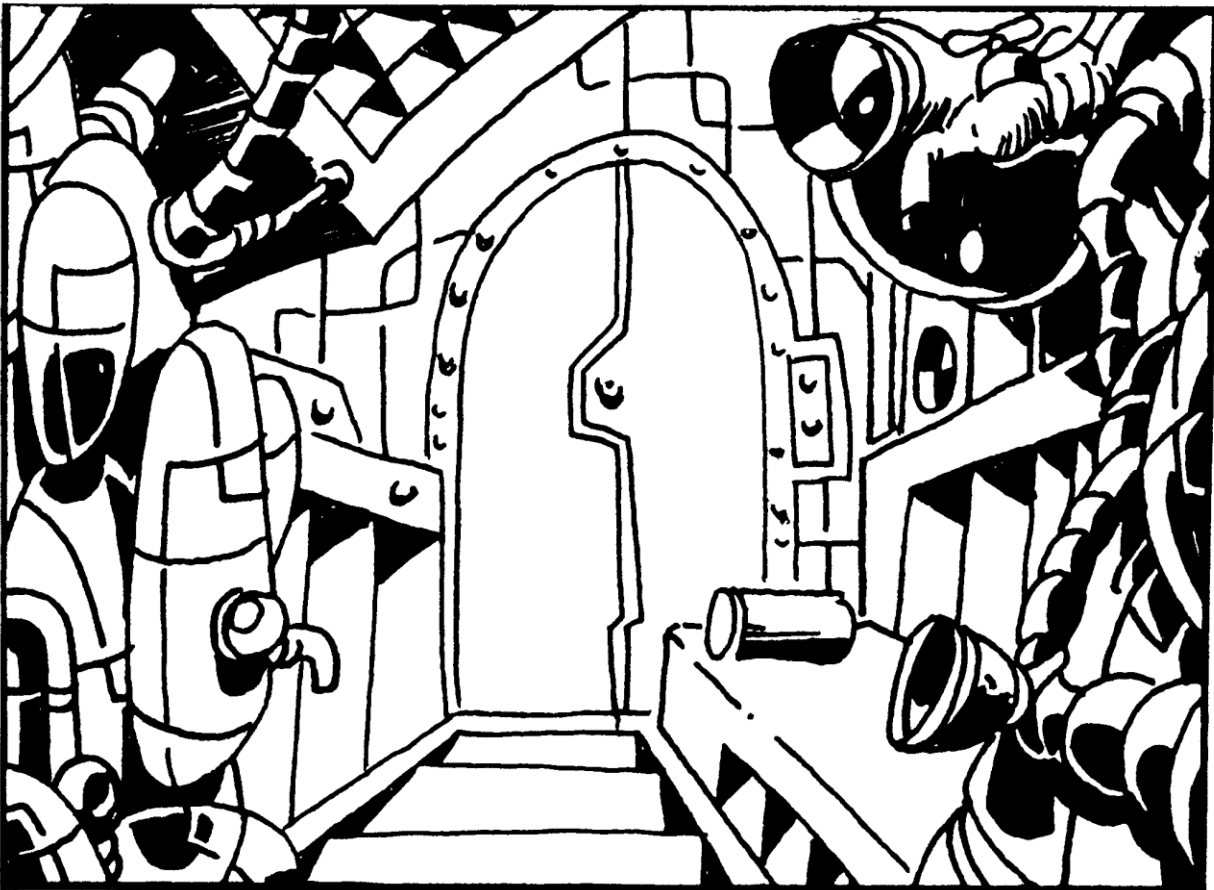


Androids are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. Androids are not subject to death from massive damage but they are immediately destroyed when reduced to 0 Endurance points or less. Because an Android's neural processor is electronic and it has no sentient mind, it is immune to mind-influencing effects .

An Android is equally adept at using either hand so they suffer no off hand penalty. Lastly Androids structurally are denser than a human and grants them a natural bonus to their Defensive rating of +1.

### ATTRIBUTE ADJUSTMENTS

Str: +2 Ag: +2 Sta: +4 Log: +2 Int: +2 Per: -1 Ap: +0  
Endurance: +10



# SECURITY DEVICES

## LOCKS

There are three different types of mass-manufactured locks that are used for all security needs: mechanical locks, card locks, and baton locks. There are also personalized locks that are tailor-made to the customer and extremely expensive. The Open Locks skill is used to try to open any of the first three kinds of locks, but it is modified by the level of the lock. For every level of the lock, there is a +2 to the difficulty of the skill check (15). The personalized locks require a lot more than knowledge of the lock.

**Mechanical Locks:** Mechanical locks run the gamut from simple desk drawer locks to bank vaults. Most vehicle ignitions are mechanical locks. The lock levels, for purposes of the Open Locks Skill run from Level 0 to Level 5 (DC: +0 to +10) . Most mechanical locks are jammed or removed easily by weapons fire or explosives.

**Card Locks:** Card locks are second-generation locking mechanisms. A card lock is a small square plaque mounted on a wall or door about 4' above floor level. The card lock operates by scanning an inserted pass card that contains a tiny electromagnetic ribbon. When a match is confirmed, the lock opens. Card locks are usually used for doors or equipment, like security computers. There are eight levels of card and matching pass cards.

Card Color	Level	Open Lock DC: Modifier	Usual Uses
Grey	1	+2	Closets
Blue	2	+4	Living Quarters
Green	3	+6	Offices, File Rooms
White	4	+8	Medical or Scientific Facilities
Silver	5	+10	Supervisory or Robotic Facilities, Vehicles
Red	6	+12	Star Law or Security Facilities
Black	7	+14	Governmental or Penal Facilities
Gold	8	+16	Extremely expensive, personalized lock

When a card lock is purchased it comes equipped with two or three pass cards. Usually the card lock and pass cards are color coded on the outside. Card locks are built to last and can withstand 120 points of damage. When a card lock is completely destroyed there is only a 20% chance that the lock will open the door, drawer, etc., otherwise it is jammed closed or off.

**Baton Locks:** Baton locks are third-generation locks but operate similarly to card locks. A baton, 3 inches long with a ½ inch diameter, has an intricate electromagnetic circuit inside. When inserted into the baton lock, a square plaque with a shuttered hole in the center, that circuit is scanned. If confirmed as being the proper baton, the lock opens and the baton is ejected. If the scan does not confirm that the baton is the proper one, it is locked into place and an alarm goes off at the local Star Law office, constabulary, or security robot computer. The circuitry in a baton is far more complex than the emission bands on a pass card and therefore a more secure locking mechanism. Baton locks are used on super-security projects, higher level robots (for some, in fact, it is the only way to turn them off), and by the very rich. Baton locks are Levels 5 to 10 (DC: +10 to +20). They are masterpieces of solid-state construction, requiring 200 points of damage before they are destroyed. Even when destroyed they will be jammed closed or off 90% of the time.

**Personalized Locks:** For those wealthy individuals or institutions who want the most secure locks possible, there are locks that only recognize personalized codes. The proper lock level is recorded after the title. A character cannot attempt to use his Open Locks skill without some form of artificial replacement for the needed code. If any exists, it is listed after the type below.

**Voice Recognition:** Level 5 or 6 (DC +10 or +12). The lock only responds to a character's voice pattern.

Replacement: A quality recording of the voice giving the proper code words.

**Hand Prints:** Level 6 (+12). The lock has a plate that scans the entire hand or manipulative appendage print.

Replacement: A synthetic casting of the hand or appendage, or the hand or appendage itself.

**Retina Scan:** Level 7 or 8 (DC 14-16). The lock is equipped with a viewing apparatus that the character must look into before the lock will open. Inside the viewer the retinal pattern of the character's eye is scanned by lasers.

Replacement: An intricate and expensive operation whereby a character of the same race has his retinal pattern altered to match the lock owner's pattern. The lock owner's retinal pattern must first be possessed, but there are laser cameras that can photo it

quickly.

**Brain Scan:** Level 9 (DC +18). The lock is linked to an intricate scanner that scans the character's brain structure and brain waves. This takes a few minutes to confirm and requires a Level 5 Job (Medical) maxiprogram attached to at least a Level 5 mainframe computer.

Replacement: None known (possibly use of a clone).

**Full Body Scan:** Level 10 (+20). The lock is linked to a room-sized scanner that must be entered before the door is approached. It scans the entire body and brain, matching metabolic rate, brain waves, physical recognition patterns, etc. This takes at least 10 minutes and requires the scanner to be linked to a Level 6 Job (Medical) maxiprogram in a Level 6 mainframe computer.

Replacement: None known (possibly the use of a recently created clone).

## Locks

### Mechanical Locks

Type	Cost
Level 0	1-5cr
Level 1	6-10cr
Level 2	11-20cr
Level 3	21-50cr
Level 4	51-100cr
Level 5	150cr

### Card Locks

Type	Cost
Grey	75cr
Blue	125cr
Green	200cr
White	400cr
Silver	800cr
Red	1500cr
Black	3000cr
Gold	6000cr

### Baton Locks

Type	Cost
Level 5	5000cr
Level 6	7500cr
Level 7	10000cr
Level 8	15000cr
Level 9	25000cr
Level 10	40000cr

### Personalized Locks

Type	Cost
Voice Recognition - Level 5	6000cr
Voice Recognition - Level 6	9000cr
Hand Prints - Level 6	10000cr
Retina Scan - Level 7	12500cr
Retina Scan - Level 8	16000cr
Brain Scan - Level 9	30000cr
Full Body Scan - Level 10	50000cr

## Scanners

Scanners are devices that sweep an area, sensing for something in a particular fashion. They are the security system's main source of information, the robot's eyes and ears, and are used by intelligent bio-forms to enhance limited senses. Security scanners are usually mounted high on a wall or on a ceiling at strategic scanning sites: above doors, corners, in the center of the room. The arc and pattern of their scanning is left up to the Administrator (this should be established in advance). Scanners can either be linked to a mainframe computer or monitoring stations for observation. Many are used with different maxiprograms and are tied in to

defensive weapon systems mounted for installation security. All scanners are limited by the visible horizon. This means that sometimes a small scanner works just as well as a big scanner. The size of the scanner determines the effective range, as shown on the following table.

<b>Size Type</b>	<b>Scanner Size</b>	<b>Range</b>
A	palm sized	10-30'
B	palm sized	10-150'
C	palm sized	150-300'
D	1 foot (square or diameter)	200-500'
E	1 foot (square or diameter)	500-1 mile
F	2 feet (square or diameter)	1-5 miles
G	3-5' (square or diameter)	5+ miles

## **TYPES OF SCANNERS**

**Beam:** This scans for microwaves. This type of scanner is commonly used for missile guidance systems or warbots to home in on these weapon types being used.

**Electromagnetic:** This type of scanner detects electromagnetic waves produced by force fields.

**Infrared:** Commonly called heat seeking, this type of scanner detects strong heat sources, such as missiles, vehicles, generators, etc. A high-resolution version is often used by night-prowling robots or characters to track warm-blooded creatures. This scanner type always indicates the greatest heat source and is not very effective on hot planets or during the day on any planet when the sun is in the sky.

**Intense Light:** This type of scanner detects concentrated light beams, such as lasers. It is effective both day and night, but susceptible to damage from high-intensity flares of light, such as flash grenade explosions.

**Motion:** This type of scanner identifies any movement within its range. The problem is that it does not identify the moving object, only that "something moved over there."

**Odor:** This scanner can detect molecular traces in an atmosphere or a liquid for a short time after a bio-form has passed by. Every type of creature has a unique odor that this scanner can be programmed for. This type of scanner is usually used by campers as a perimeter defensive security system.

**Parabolic:** This scanner does for sound what omniscopes do for light. It amplifies the sound so that soft or far-away noises can be picked up. The parabolic scanner must be aimed at the source of the sound and at a specific distance to work. Loud noises, like an explosion, can damage or destroy a parabolic scanner.

**Radar:** This scanner uses radio waves and can detect solid objects that are at least as dense as bone, or detect other characters or mechanisms that are using radar.

**Radioactivity:** This type of scanner can detect strong fluxes of radiation. This includes nuclear generators, power plants, weapons, and radiated areas. It can also determine the level of radiation.

**Seismic:** Not to be confused with a motion scanner, the seismic scanner can pick up strong vibrations through the ground, such as heavy equipment moving or a large group of animals. It is also used for locating mining and energy source uses, such as coal and oil deposits.

**Shape:** This type of scanner needs to be connected to a mainframe computer of at least Level 3. It can be programmed to recognize or ignore certain shapes: characters, vehicles, animals, geography, etc. There is a tiny scanner that is used for missiles that also recognizes shapes, although only a few types.

**Sonar:** This type of scanner only works in very dense atmospheres or underwater. Sound waves are used to find solid objects at least as dense as bone.

**Ultraviolet:** This scanner detects ultraviolet rays.

**Visual:** This type of scanner is still the most common type used on the Frontier. It optically scans an area and the observer watching must interpret what he sees. There are two main optional attachments that are usually found on scanners, though a

creative Administrator can introduce more. One type of attachment is a light source. This is especially necessary for visual scanners, external scanners, or scanners that exist to pinpoint intruders for security guards or robots. A mounted power light, or an infra-light will do the trick nicely. The other attachment is a directional microphone. This is commonly used for internal security so monitoring stations can record conversations for later use in criminal convictions or data gathering. Other additions to visual scanners include zoom lenses, omnocular lenses, and starlight optics.

## **MISCELLANEOUS SCANNER EQUIPMENT**

**Spy Eye:** This is a small sphere that has a built-in scanner and moves by silent hoverjet. It is usually used for spying but is sometimes good as a randomly directed guard. The information gathered is either stored within the spy eye for later perusal, or broadcast back to the receiving station. A spy eye can move up to 120' per turn in any direction and has a maximum attainable height of 360' above a horizontal surface. Spy eyes have DR 13 (+1 for AG +2 Size), 10 Endurance points move quickly and are tiny.

**Mounted Security and Defensive Weapons:** The following guidelines should be used for mounted security and defensive weapons. These do not include simple mounted weapons that are directly manned by character, but rather weapons directed by computers (also see the Mainframe Computer section).

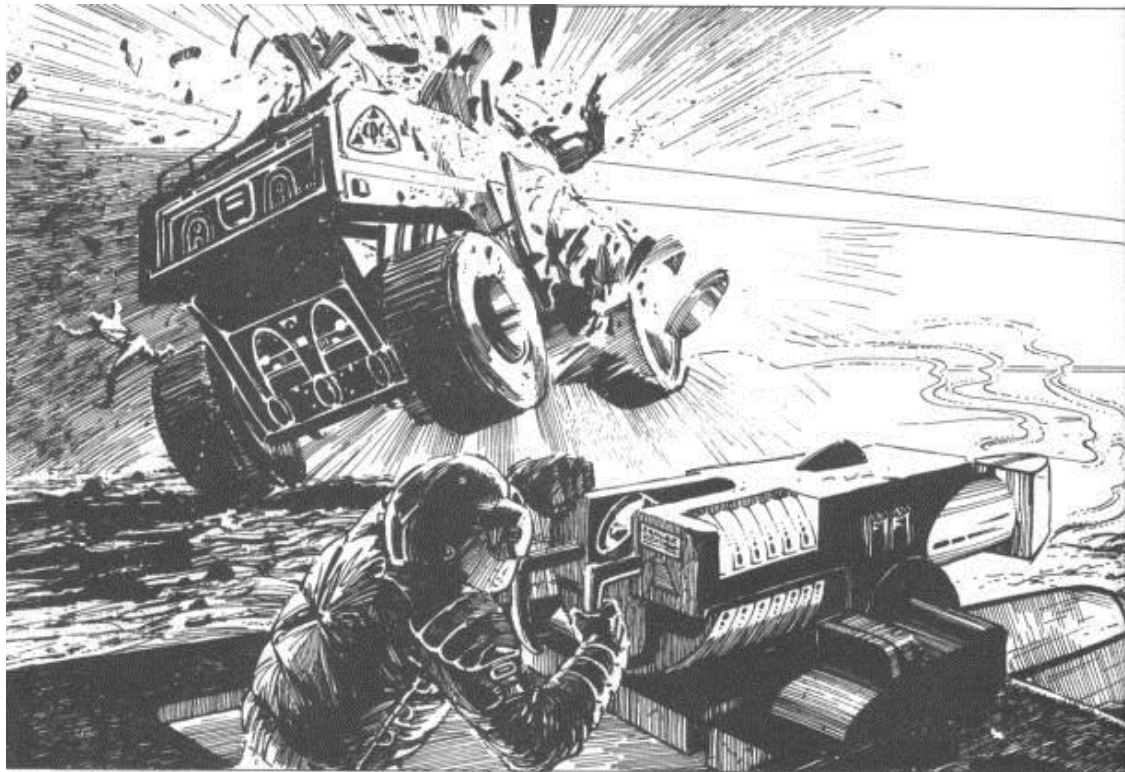
Any weapons may be mounted. The level of Skill for these defenses is normally level +1/+1 for each level of the mainframe computer's Security (Defense) maxiprogram. The Initiative Modifier is the program level plus three.

If the weapon can handle it, parabatteries usually power it and belts of ammo (if needed) are fitted to it.

Intelligent defense designers do not mount weapons that will harm the installation itself. Pistols or weak rifles are used for inside defense, along with electrified grids, gas, and so forth (or else the room or corridor is armored, insulated, or otherwise protected from the defense's form of attack). More powerful beam, projectile, or gyrojet weapons, missiles, grenades, and mines are used for external security. While most mounted energy, projectile, or gyrojet weapons resemble their handheld counterparts, they are built for mounted use and can only be scavenged for parts, not taken off and used as handheld weapons once they are captured. With the proper skills, however, they may be remounted on the robots, vehicles, or structures of the characters who captured them.

## **Scanner**

<b>Scanner Type</b>	<b>Cost/ Size</b>
Beam	200cr
Electromag	300cr
Infrared	300cr
Intense Light	200cr
Motion	400cr
Odor	200cr
Parabolic	350cr
Radar	500cr
Radioactivity	150cr
Seismic	150cr
Shape	500cr
Sonar	250cr
Ultraviolet	300cr
Visual	275cr
VS Zoom Lens	100cr
Direct. Micro	40cr



## Vehicles and Vehicle Combat

These rules are designed to cover a variety of situations which may arise from the characters driving vehicles in situations other than driving from one place to another. Most of these rules cover ground effect vehicles, but variants of these rules covering Aquatic and Aerial Vehicles are also detailed. As stated earlier rules for Spacecraft are dealt with elsewhere and are not the subject of these rules.

### Vehicle Sizes

Vehicles use the same size categories that characters and creatures use. The Vehicle's size modifier applies to its initiative modifier, maneuver modifier and Defense (the Size modifiers are included in the various vehicles stats).

Vehicle size	Modifier	Examples
Medium sized	+0	Ground Cycle, Hover bike, Turbo speeder
Large	-1	Ground Car, Hover car
Huge	-2	Luxury Ground Car, Luxury Hover car, Armored Transport
Gargantuan	-4	Hover Tank, Ground or Hover Limousine
Colossal	-8	Ground or Hover truck

### Initiative

Unlike Standard Initiative when Initiative is called for during vehicular combat the Driver (or Pilot) rolls 1d20 and adds his initiative modifier modified by the vehicle's Size modifier to the roll, and all characters in the vehicle move according to this roll.

### Vehicle Speed

Vehicle speed is expressed in 5 categories; Stationary, Slow, Cruising, Fast, Top Speed. Each of these speeds represents a variety of possible movements. Each round a vehicle moves according to its current speed category.

## Acceleration/Deceleration

At the beginning of a turn, before Initiative is rolled each driver declares whether he is accelerating or decelerating. The vehicle can increase or decrease its speed category by one level in a turn. A vehicle that was stationary can either accelerate to slow speed in forward or reverse, and suffers no penalty for moving in reverse. A character moving faster than slow in reverse suffers a cumulative -2/ speed category to all his drive checks. The speed categories are as follows:

Speed	Percentage of Speed	Defense Adjustment	Drive Modifiers
Stationary	0%	+0	+0
Slow	25%	+0	+0
Cruise	50%	+2	+0
Fast	75%	+4	-1
Top Speed	100%	+8	-2

It should be noted that fast moving vehicles are harder to hit, but they are harder to control, than slow moving vehicles as the table above shows. If the driver chooses to accelerate or decelerate during the round, he must expend an action.

## Maneuvers and Stunts

By expending an action the driving character can perform certain maneuvers. Some of these maneuvers are so simple that they do not require a Drive check while others do and are considered stunts. It should be noted that if an opposed check is called for the Driver rolls his Drive skill, but his opponent rolls his Drive skill modified by Intuition as opposed to Agility as he must use his instincts and senses to anticipate what his opponent is doing. A definition of the various maneuvers follows:

**Simple Maneuvers:** A Simple maneuver such as a 45 degree turn is easy to perform and does not require a Drive check.

**Stunts:** Stunts are difficult and sometimes dangerous maneuvers that enable a Driver to change his vehicle's speed or heading more radically than a simple turn, or enables the driver to do such things as bump his opponent's car, jump an obstacle, or take the vehicle through treacherous terrain. Stunts always require Drive Checks.

## Maneuver Descriptions

**Ram:** A Driver can ram his vehicle into an obstacle including another vehicle. If striking a stationary object, no roll is needed. If the ramming attempt involved striking a person, or a moving vehicle, then the target is allowed a Reflex save with a difficulty equal to the attacking vehicle's Driver's Skill check. If the target's reflex save succeeds the vehicle misses him.

If the ram was successful the victim is allowed a second Reflex save (DC 18) and if successful the damage taken by the ramming attack is halved, and the driver does not have to roll a Drive check to avoid losing control of his vehicle. Damage for this maneuver is the same as that done in a collision. The ramming vehicle always takes 1d4 points of damage/speed category it was going. Ramming is the only action other than accelerating or decelerating that a driver can perform in a round that he has declared that he is attempting this Stunt.

**Sideslip:** A drive check (DC 14) allows the driver to weave through traffic, change lanes or slip past obstacles. Side slips use up one action.

**Avoid Hazard:** vehicle combat rarely occurs on featureless terrains. Rocks, trees, buildings, people, vehicles, wreckage and other hazards are common. In order to avoid a hazard a Drive check is required. Avoiding a hazard takes one action. On a failed check the vehicle hits the obstacle. Certain obstacles (Caltrops) cause damage to a vehicle if the driver fails to avoid them, and almost all of them require a Reflex save (DC 18) for the driver to avoid losing control of his vehicle. A failed Drive roll results in a collision with the object. Below are listed various difficulties for common hazards:

Hazard	DC	Damage
Caltrops	15	Speed reduced one category
Oil slick/Black ice	15	loss of control, possible collision
Object-		
Small (tire, light debris)	5	1d6
Medium (crate, Person)	10	2d6
Large (pile of wreckage)	15	3d6
Structure	20	4d6+

**Bootleg Turn:** By making a Bootleg turn, a driver can radically change direction without turning in a loop. However in so doing, the vehicle comes to a halt. A driver must make a Drive check to make the turn otherwise he/she must make a Reflex Save (DC 18) or he/she loses control of the vehicle and spins out. Using this maneuver takes one action. The difficulty of the roll is as follows:

Turn Radius	Difficulty
45 degree	5
90 degree	10
135 degree	15
180 degree	20

**Hard Brake:** With a hard brake the Driver must make a Drive check (DC 15) to instantly stop. If the drive check fails the car will stop but it will stall out requiring one action to start it up again.

**Hard Turn:** A Driver who uses a hard turn maneuver can make a turn much in the manner of making a Bootleg turn without the vehicle stopping. The DC for the turn is 2 points over that listed under the Bootleg Maneuver. Failing to make this turn will result in the driver having to make a Reflex save (DC 18) to keep the vehicle from spinning out of control.

**Jump:** A Driver can attempt to cause a vehicle to jump across a gap in his path like a ditch or culvert. The DC for a jump depends on the width of the gap modified by the vehicle's speed category. On a failed check the vehicle fails to clear the gap and instead falls into it (or collides with the far side). Determine the damage as if the vehicle had collided.

Gap Width	DC
3' (ditch)	15
5' (culvert)	20
6'-15' (creek, small ravine)	25
16'-20' (narrow road, small pond)	35
21'-40' (wide road, small river)	45

Vehicle Speed Category	DC Modifier
Slow	+10
Cruise	+5
Fast	+0
Top speed	-5

A shallow gap is the equivalent of a medium sized object. In this case instead of the collision the character may make a Drive check as if he were avoiding a hazard, otherwise he will lose control.

A moderate gap is the same as a huge object. It should also be noted that on a failed roll the driver can only drive out of the gap if the walls are not too steep, and he has room to maneuver.

A deeper gap is equivalent to a colossal object. Like above the vehicle must have room to maneuver and walls that are not too steep in order for the character to drive out of the gap.

If the gap is filled with water the damage taken from a collision is halved but the possibility of sinking becomes a threat if the gap is deeper than it appears on the surface.

**Side Swipe:** By expending an action the driver can attempt to sideswipe a vehicle or other target and either cause damage without ramming the vehicle and possibly causing the other vehicle's driver to lose control. The driver of the attacking vehicle rolls his driving check against a difficulty equal to his opponent's Drive skill + Intuition. If he succeeds he causes 1d4 points of damage/speed category he is driving at to the opponent's vehicle as well as forcing the victim to make a Reflex Save (DC 16) or lose control of his vehicle.

## Vehicle Stealth Rating

All vehicles have a Stealth rating which gives a Difficulty for Spot checks from other vehicle's sensor suites. Generally a Vehicle's stealth rating depends on such factors as its size, the materials utilized in construction, speed, and may be modified by jamming equipment, cloaking technology, or other factors.

## Vehicle Sensor Rating

A Vehicle's sensor rating gives a modifier or penalty to Spot checks using the vehicle's sensor suite. Most military



vehicles are equipped with sensors. The modifier only applies if someone other than the driver is using the vehicles sensors, as the driver cannot concentrate on driving and adjusting a vehicle's sensors at once, unless he stops the vehicle.

## Collisions and Damage

A collision occurs when a vehicle strikes another vehicle, or solid object. A character can make a reflex save (DC 15) to reduce damage by half in any event.

### Collision Damage

The base damage dealt by a vehicle collision depends on the speed and size of the vehicle and objects involved. Use the highest speed and smallest size of the two colliding objects and refer to the table below:

Highest Speed	Damage Die Type
Slow	d2
Cruise	d4
Fast	d8
Top speed	d12

Smallest object/Creature Size	Damage multiplier
Smaller than tiny	x0
Tiny	x1
Small	x2
Medium	x4
Large	x5
Huge	x10
Gargantuan	x15
Colossal	x20

The driver of the vehicle that caused the collision must immediately make a Drive check (DC 15) or lose control of his vehicle, as well as the driver of the second vehicle in the case of two vehicles colliding. If the object struck by a vehicle was smaller than the vehicle it is sent in a random direction as determined by the Administrator 50'/speed category of the striking vehicle and takes 1d6 points of damage/10' it travels. if there is another moving object in its path a Reflex save (DC 14) is required by the driver or person in the path to avoid causing 1d4 points of damage to the struck target, and taking an additional 1d4 points of damage.

### Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Cover	Damage
None	Same as the damage taken by vehicle
One Quarter (Sitting on window of a car)	One half of the damage taken by vehicle
One Half (Leaning out of the window of a car)	One quarter of the damage taken by the vehicle
Three Quarters or more	one 10 <sup>th</sup> of the damage (if belted otherwise as above)

Each occupant may make a Reflex save (DC 17) to take ½ damage from the crash.

## Losing Control

A collision or failed stunt can cause a driver to lose control of his vehicle. In these cases the driver must make a Reflex save (DC 18) to retain control of his vehicle. If this check is successful the driver maintains control of the vehicle. If it fails the vehicle spins out of control still moving forward, but at the end of the round it comes to a stop in a random direction (roll 1d8 with 1 equaling north). If the roll failed by more than 10 the vehicle crashes into something. Use the rules for collisions in this case.

If the roll is a botch the vehicle rolls. in this case the vehicle moves forward 5'/speed category it was moving and takes 1d6 points of damage/5' travelled. The occupants of the vehicle must make a Reflex Save (DC 18) to take half damage otherwise they take the same amount of damage as the vehicle.

## Other Hazards

The following are rules covering several situations that may arise due to the surface conditions of the area that the vehicle is driving on, often due to inclement weather.

**Swerve slightly** .The vehicle completes any maneuver the Driver was attempting and moves its current speed. However, the Driver suffers a -2 circumstance penalty on all maneuvers until he makes a successful Drive check to regain control.

**Slide:** The vehicle almost slides out of control. If the Driver attempted an extreme or sharp turn, he only manages a soft turn and if he was swerving to avoid an obstacle, he still clips or sideswipes it. If he was attempting to jump some obstacle or gap he doesn't quite make it. The Driver also suffers a -4 penalty on all maneuvers until he makes a successful Drive check to regain control.

**Skid:** The vehicle skids to the right or left (determine randomly), which may cause a collision. If the driver was attempting a specific maneuver, it fails completely. The vehicle's speed drops one level each round until the Driver makes a drive check to regain control, the vehicle's speed drops to 0, or it crashes into something.

**Spin:** The vehicle goes into an uncontrolled spin. The vehicle's speed drops by one rank and it moves in a random direction (roll one d8). This continues each round with the vehicle moving in the same direction until the driver makes a successful check to regain control, the vehicle's speed reaches 0, or it crashes into something. If the driver was attempting a specific maneuver, it fails completely.

## Feats and Driving

Certain feats can be applied to vehicle combat. Below is a list of feats that can be used by either the driver or a passenger in a vehicle. The standard rules for the feat apply but driver feats effects are applied to the vehicle.

Feat	Driver/ Passenger	Notes
Blindfight	Both	Applies to fighting or driving in adverse conditions
Combat mind	Driver	Apply bonus to Drive checks
Dodge	Driver	
Far shot	Gunner	Applied to vehicle mounted weapons
Improved critical	Driver	
Mounted combat	Passenger	
Mounted Ranged attack	Passenger	
Power attack	Driver	
Precise shot	Gunner	Can be applied to vehicle mounted weapon
Ride by attack	Driver/passenger	
Shot on the run	Passenger	
Sunder	Driver	Applies to vehicle damage
Trample	Driver	

## Other Vehicle Rules

### Losing Pursuit

A Driver can attempt a Hide check to lose his pursuer in heavy traffic, or can make a Bluff check to misdirect his pursuers before turning into an alley or side street. For hiding in traffic the driver gains a +8 to his check due to circumstances.

### Weapons vs. Vehicles

All vehicles have Endurance points and also have a hardness rating. Whenever a vehicle is struck by a weapon, the weapon causes ½ damage and on top of that the vehicle's hardness further reduces this damage. Energy weapons however are not reduced by ½. Though dealt with elsewhere Starship mounted weapons multiply their damage by x10 against vehicles and characters.



### **Damaged Vehicles**

When a vehicle is reduced to zero it is disabled, although it might be repairable. If the vehicle was moving it will come to a stop at the end of the round, and the driver can only make a simple 45 degree turn. A vehicle is destroyed when its Endurance points reach a negative number equal to  $\frac{1}{2}$  its Endurance points.

An attack that disables a vehicle in one hit causes the vehicle to explode. A vehicle that explodes requires that everyone within make a Reflex save (DC 20) or they suffer 10d6 points of fire damage. If the Reflex save is made the character takes  $\frac{1}{2}$  damage.

### **Repairing Damage**

Repairing damage to a vehicle requires at a minimum a tech kit, and an hour's worth of work/20 points of damage to be repaired. Up to three techs can work on a medium sized vehicle at one time. A Large vehicle can be worked on by a 6 man work crew at the same time. A huge vehicle can support 3 work crews, and a colossal vehicle can have 9 work crews at once working on the vehicle. Each mechanic rolls his repair skill and for every point of success scored they can repair 2 points of damage to the vehicle.

When working in a crew one character (usually the most skilled) is the crew chief and he rolls his repair skill. If he succeeds the damage repaired is 2 points/member of the crew/point of success scored, and the time is cut in  $\frac{1}{2}$  per work crew that is working on the vehicle.

### **Critical Damage**

Unlike other objects, vehicles are subject to critical hits. When an attack inflicts a critical hit on a vehicle, however, no bonus damage is applied. Instead, the critical may cause a specific effect that hinders or degrades the vehicle's performance or capabilities. If a vehicle suffers a critical hit, roll 1d6 on the following table.

<b>Die Roll</b>	<b>Result</b>
01	Frame/Shield
02	Engine
03	Control
04	Weapons
05	Sensors
06	Cargo

The critical effect depends on the location hit and the severity of the damage. The severity of critical damage is measured in increments of its hardness, before the hardness rating is subtracted from the base damage.

**Light damage:** Damage exceeds but is less than twice the vehicle's hardness.

**Moderate damage:** Damage is at least twice but less than three times the vehicle's hardness.

**Heavy damage:** Damage is at least three times but less than four times the vehicle's hardness.

**Severe damage:** Damage is at least four times but less than five times the vehicle's hardness.

**Catastrophic:** Damage is at least five times the vehicle's hardness .

**Frame/Shields:** The vehicle's frame or superstructure is damaged. The vehicle's hardness is reduced by a random number based on the severity of the damage. If the vehicle has shields, these are damaged instead of the vehicle's frame. The vehicle loses a random number from its shields bonus to DR based on the severity of the damage.

Severity	Hardness or Shields lost	Severity	Hardness or Shields lost
Light	1d6	Severe	4d6
Moderate	2d6	Catastrophic	5d6
Heavy	3d6		

**Engine:** The vehicle's engine or propulsion system is damaged. Reduce the vehicle's top speed by a random number based on the severity of the damage.

Severity	Speed lost	Severity	Speed lost
Light	1d4	Severe	4d4
Moderate	2d4	Catastrophic	5d4
Heavy	3d4		

**Control:** The vehicle's control systems are damaged. All maneuvers suffer a circumstance penalty based on the severity of the damage.

Severity	Maneuverability Penalty	Severity	Maneuverability Penalty
Light	-2	Severe	-8
Moderate	-4	Catastrophic	-10
Heavy	-6		

**Weapons:** One of the weapon stations is damaged .Attacks with that weapon or battery suffer a penalty based on the severity of the damage.

Severity	Attack Penalty	Severity	Attack Penalty
Light	-2	Severe	-8
Moderate	-4	Catastrophic	-10
Heavy	-6		

**Sensors:** The vehicle's sensor systems are damaged. All Use technology checks for sensor operations suffer a penalty based on the severity of the damage.

Severity	Penalty	Severity	Penalty
Light	-2	Severe	-8
Moderate	-4	Catastrophic	-10
Heavy	-6		

**Cargo:** Any cargo the vehicle is carrying is damaged. The percentage of the vehicle's cargo (measured in pounds, tons or specific items at the Administrator's discretion) destroyed by the attack is based on the severity of the damage.

Severity	Percentage Destroyed	Severity	Percentage Destroyed
Light	-10%	Severe	-75%
Moderate	-20%	Catastrophic	-100%
Heavy	-50%		

## Repairing Critical Damage

An engineer or technician can attempt to repair critical damage to a vehicle. The DC is based on the severity of damage. These DCs assume the technician has the necessary parts and tools. A successful repair reduces the severity of the critical damage by one step (e.g. from severe to heavy). Each critical must be repaired separately. Critical hits to cargo ordinarily cannot be repaired.

Severity	Difficulty
Light	15
Moderate	20
Heavy	25
Severe	30
Catastrophic	35

## Modifying Vehicles

Vehicles can be modified by using the Modification skill, or by adding equipment to the base vehicle package. Common Equipment that can be added to a vehicle include, but are not limited to adding weapons, adding defensive shielding, Adding sensors, Life support, Emergency equipment, etc. Below are listed various modification packages that can be purchased for a vehicle:

Item/ Package	Install DC	Range	Notes	Cost
Armor coat-				
Duroplas	10	n/a	+2 to DR, +1 Hardness	1,000*
Duralloy	10	n/a	+4 to DR +2 Hardness	2,000*
Hypersteel	10	n/a	+6 to DR +3 Hardness	4,000cr*
Armor Plating-				
Light	15	n/a	+8 to DR +4 Hardness, -5 to top speed	8,000*
Medium	15	n/a	+10 to DR+5 Hardness, -10 to top speed	16,000cr*
Heavy	15	n/a	+12 to DR +6 Hardness, -15 to top speed	32,000*
Extremely heavy	18	n/a	+14 to DR +7 Hardness, -20 to top speed	64,000cr*
Auto doc unit	20	n/a	See Equipment listing	30,000cr
Auto Drive unit	18	n/a	Drive +4 requires Guidance computer sensor suite	10,000cr
Communication Array	18	250,000 miles	Treat as Subspace radio	20,000cr
Communication Encryption unit	18	n/a	+4 to decipher script difficulty to decode transmissions	40,000cr
Communication Jamming unit	18	5 miles	Negates all non-shielded communications	50,000cr
Communication shielding	18	n/a	Negates communication Jamming by 50%	65,000cr
Computer Mount	18	n/a	As per Computer	500cr*
Damage Resistance-				
Fire/cold	18	n/a	-1 point of damage/die of damage	5,000cr
Energy	20	n/a	-1 point of damage/die of damage	20,000cr
Radiation	20	n/a	-1 point of damage/die of damage	50,000cr
Damage Suppression System	18	n/a	-1/die of damage (Minimum 1pt)	20,000cr
Emergency Beacon/Receiver	15	5 miles		2,000cr
Emergency Power system	18	n/a	Supports vehicle systems for 20 hours	10,000cr
Enhanced Suspension unit	16	n/a	-2/die damage from jump maneuver induced damage	2,000cr*
Environmental Shielding	15	n/a	Environmentally sealed interior	500cr*
Fire control unit	18	n/a	Allows Driver to fire weapon systems	6,000cr
Guidance Computer	16	n/a	+4 to intuit direction +2 Drive checks to avoid obstacles/hazards	10,000cr
Heads up Display	16	n/a	Liquid crystal windshield display	1,000cr
Life Support Pack	25	n/a	6 hours medium, 12 hours large, 24 hours huge, 28 hours gargantuan, 56 hours colossal	5,000cr*
Maneuverability Jets				
+2	15	n/a	+2 to defensive rating	4,000cr
+4	18	n/a	+4 to defensive rating	8,000cr
+6	20	n/a	+6 to defensive rating	16,000cr
+8	20	n/a	+8 to defensive rating	32,000cr
Power Generator	25	n/a	Supplies power for onboard systems and weapons	10,000cr

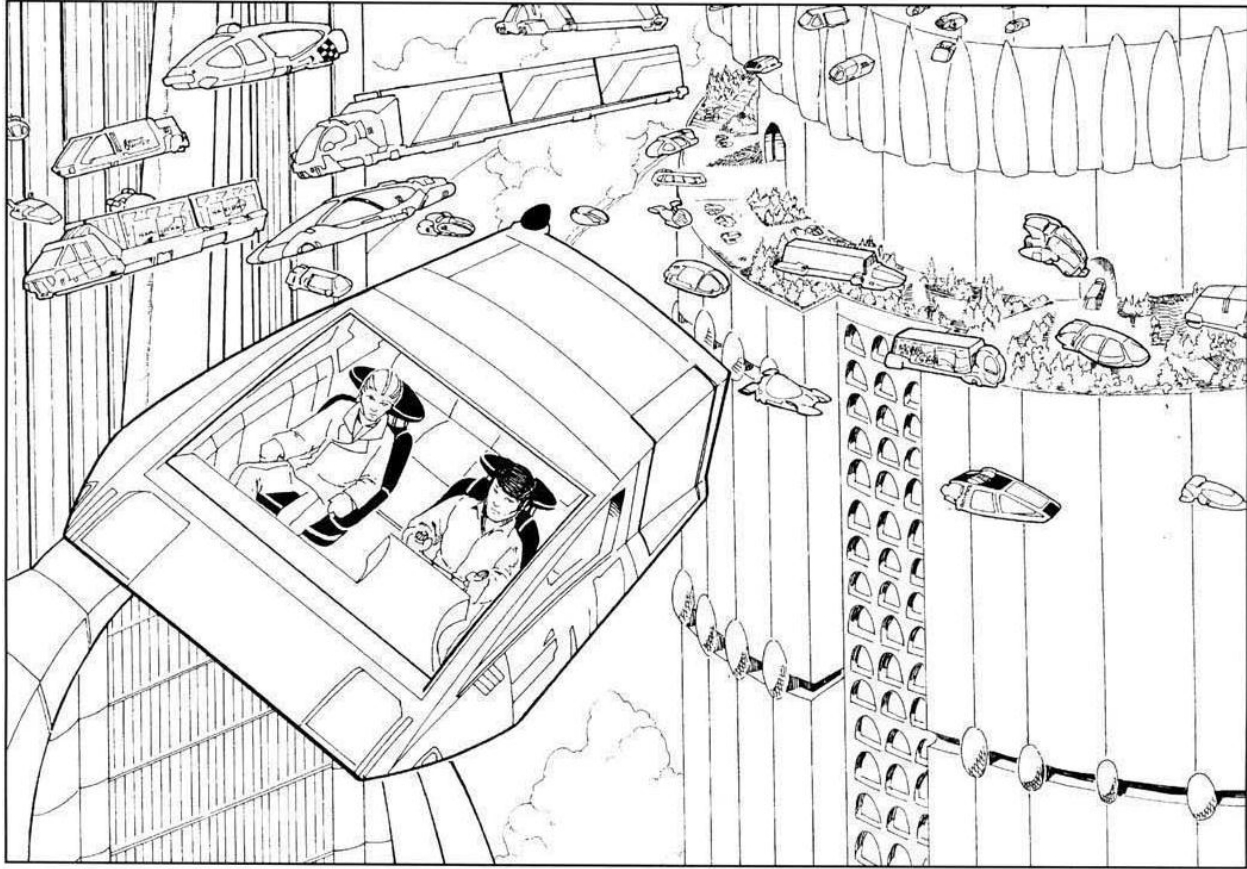
Item/ Package	Install		Notes	Cost
	DC	Range		
Reflective paint	10	n/a	-1pts/die from energy weapons	2,000cr*
Reinforced Construction				
+5 EP	15	n/a		2,000cr
+10 EP	15	n/a		4,000cr
+20 EP	15	n/a		8,000cr
Sensor Suite	18		As equipment Sensor	
Type A		Range x2	Any two sensors	20,000cr
Type B		Range x5	Any four sensors	40,000cr
Type C		Range x10	Any eight sensors	80,000cr
Stealth module				
+2	20	n/a	-2 to hit vehicle	50,000cr
+4	20	n/a	-4 to hit vehicle	100,000cr
+6	25	n/a	-6 to hit vehicle	150,000cr
Stealth cloak				
+8	30	n/a	-8 to hit vehicle	200,000cr
+10	30	n/a	Confers invisibility (-10 to hit)	1,000,000cr
Targeting computer				
Mark A	18	n/a	+2 to attack	5,000cr
Mark B	18	n/a	+4 to attack	10,000cr
Weapon mount				
Forward firing	15	As weapon		500cr**
Missile rack-				
Type A	15	As weapon	8 micro missiles	500cr**
Type B	15	As weapon	16 micro missiles	700cr**
Type C	16	As weapon	4 missiles	1,000cr**
Type D	16	As weapon	8 missiles	2,000cr**
Type E	16	As weapon	16 missiles	4,000cr**
Swivel mount	18	As weapon	180 degree arc	2,000cr**

\* Multiplied by vehicle size as follows: Medium x3, Large x4, Huge x5, Gargantuan x6, Colossal x7, Colossal I x8, Colossal II x9, Colossal III x10, Colossal IV x11, Colossal V x12, Colossal VI x13

\*\* A Vehicle can mount a certain number of weapons by size as shown below:

Vehicle size	number	Vehicle size	number
up to medium	2	Colossal II	20
Large	4	Colossal III	40
Huge	6	Colossal IV	80
Gargantuan	8	Colossal V	160
Colossal	10	Colossal VI	320
Colossal I	15		





## Aerial Combat

When dealing with Aerial vehicles most of the rules for ground vehicles apply with the following changes. Aerial vehicles require pilot checks as opposed to Drive checks, and often the pilot doubles as the vehicle's gunner requiring him to divide his actions between using the vehicle's weapons and maneuvering as detailed in the combat section (under "Number of Actions").

### Stalling Out

Aerial vehicles that stall generally continue to move forward but start to move at a 45 degree angle towards the ground. The distance that a vehicle drops is equal to  $\frac{1}{2}$  the distance it could cross in a round, and might result in the vehicle crashing into an obstacle. To determine the speed and distance see the table below:

Miles per Hour (MPH)	Feet	Miles per Hour (MPH)	Feet
60	500	1190	10,500
110	1,000	1250	11,000
170	1,500	1310	11,500
230	2,000	1360	12,000
280	2,500	1420	12,500
340	3,000	1480	13,000
400	3,500	1530	13,500
450	4,000	1590	14,000
510	4,500	1650	14,500
570	5,000	1700	15,000
620	5,500	1760	15,500
680	6,000	1820	16,000
740	6,500	1870	16,500
800	7,000	1930	17,000
850	7,500	1990	17,500
910	8,000	2050	18,000

970	8,500	2100	18,500
1020	9,000	2160	19,000
1080	9,500	2220	19,500
1140	10,000	2270	20,000

As this table shows most aerial ships will crash into the ground before the round ends possible striking people or objects, especially if they are moving at very fast speeds. In this event the rules for collisions apply. A Reflex save by the pilot (DC 18) will allow him to eject in time however, unless the vehicle has an automatic ejection unit. In the unlikely event that the aero-craft doesn't crash at the beginning of the next round, before initiative is rolled the pilot may make a Pilot check (DC 18) to regain control of his craft.

### Aerial Maneuvers

The following maneuvers are available to pilots of aircraft, and are unchanged except for the required skill roll which is Piloting not drive; Ram, Sideslip, Avoid Hazard, Hard break, Hard Turn, and Side swipe. In addition the following maneuvers are also allowed:

**Barrel roll:** A Pilot can make his craft harder to hit by performing this maneuver, but as with all aerial stunts the possibility of losing control and crashing is always a risk. At the beginning of the turn, before initiative is rolled the Pilot declares that he is using this maneuver and rolls his Pilot skill after expending an action against a difficulty of 17. If this roll succeeds the craft's defensive bonus for the round is increased by +4 but the pilot or gunner suffers a -2 penalty to hit. If the roll fails the pilot loses control of his craft, and during his turn must expend an action and roll a Reflex save (DC 16) to regain control, otherwise the craft is treated as if it had stalled.

**Dive:** A skilled pilot can pull his plane into a steep yet controlled dive by rolling a piloting skill check (DC 16). The pilot must expend an action at the end of his dive and rolls a Reflex save (DC 18) to pull out of the dive and if this roll fails the aircraft plows into the ground (treat as a collision). This highly dangerous move is often used to force a pilot's opponents to crash.

**Immelmann turn:** This difficult maneuver is a half-loop and a half-roll. The vehicle climbs, inverts then executes a half-roll to return to an upright orientation and reverse its direction of travel. This is the only way for aircraft to make a 180° turn-otherwise, they must make consecutive soft, sharp, or extreme turns to reverse their direction of travel. This maneuver requires a Pilot check (DC 17) to execute and costs one action. If the roll fails the pilot loses control of his plane with effects as detailed in a stall.

**Landing:** This maneuver is used to land an aircraft. The pilot rolls a Pilot check (DC 10) assuming that he is landing on a flat surface, such as a runway or landing strip. If he is landing in a hazardous surface use the difficulty for avoiding a hazard. If this roll fails the Pilot is allowed to make a Reflex roll (DC 17) to avoid a collision and can try to land again.

**Loop:** The vehicle executes a full loop over the course of the round, first gaining then losing altitude and ending up in the same position as it started. Only air and spacecraft can execute a loop. The pilot rolls a Pilot check (DC 17) to perform the maneuver. If he fails the roll, the pilot is allowed a Reflex save (DC 16) to maintain control, otherwise treat the vehicle as if it had stalled.

**Steep Climb:** This maneuver allows the pilot to suddenly turn his plane into a climb often causing his opponents to fly past the pilot's craft. The pilot makes a piloting skill check (Dif 16) to perform this maneuver and if he is being pursued the pursuers must roll a Reflex save against a difficulty equal to the pilot's success score or they fail to follow the craft they are pursuing. A Pilot who fails his piloting check loses control of his craft, and must spend an action to regain control by rolling a Reflex save (DC 17) or the plane will continue forward and drop in altitude as if he had stalled out with often disastrous results.

**Take Off:** Usually no roll is needed for the pilot to take off unless it is hazardous to do so in which case the Pilot makes a Piloting check (DC 10) to take off without colliding with anything. If the roll fails treat it as if he has sideswiped an obstacle.





## Aquatic Combat

Aquatic vehicles are treated exactly like ground vehicles in all respects. A Water vehicle however has one additional maneuver that should be noted here and is unique to water craft,

**Splash by Attack:** The driver of a water craft can use this maneuver to send a torrent of water into an opposing vessel in an effort to either send the crew of the vessel over the side of the ship or possibly cause the other vessel to start sinking. In order to do this the attacking vessel must be moving at fast or top speed and the driver expends an action rolling a Reflex save (DC 16) and if he succeeds he sends a wave of water slamming into the opponent's ship, requiring anyone that is not tied down to roll a Reflex save (DC 16) or they are swept off the ship.

If the attacker succeeds by 10 points or more and his opponent's ship is no bigger than large, his opponent's ship has taken too much water and begins to sink. The boat will sink in 5-20 (5d4) rounds unless the crew can get enough water out to save themselves. This requires that the crew spend 1-4 rounds with buckets or a bilge pump and doing nothing but pumping out water hoping that they can succeed before the time that the ship will remain aloft expires. If the defender's roll botches, the ship capsizes.

If the attacker fails his roll, treat this as a collision for the effects.

## Vehicle Descriptions

This section provides descriptions and game rules for a number of common vehicles, from ground cars to Suborbital fighters. The models provided here can be used as the standard on which to base new vehicles of your own design-these listings are not intended to be exclusive. All vehicles have several characteristics that determine their capabilities. These are listed in the stat block for each vehicle and described below.

**Size:** This is the vehicle's size category. Vehicle sizes are based on the same scale used by characters and creatures. The table below lists dimensions, weight, base Endurance points, hardness, and fuel cost for each vehicle class.

Size	Defense/Stealth Rating/Stealth	Maximum Length	Maximum Weight	Endurance Points	Hardness	Fuel Cost
Fine	+8	6 inch	10lbs	10	0/Acid	1cr
Diminutive	+4	1'	50lbs	20	1/acid	2cr
Tiny	+2	2'	100lbs	30	2/acid	10cr
Small	+1	4'	500lbs	50	4/acid	20cr
Medium	+0	8'	2,000lbs	50	6/acid	50cr
Large	-1	16'	10,000lbs	70	8/acid	100cr
Huge	-2	32'	50,000lbs	90	10/acid	500cr
Gargantuan	-4	64'	500,000lbs	100	20/acid	5,000cr
Colossal	-8	128'	1,000,000lbs	200	30/acid	10,000cr
Colossal II	-16	256'	5,000,000lbs	300	40/acid	50,000cr
Colossal III	-32	512'	50,000,000lbs	400	50/acid	100,000cr
Colossal IV	-64	1,024'	100,000,000lbs	600	60/acid	500,000cr
Colossal V	-128	2,048'	500,000,000lbs	800	80/acid	1,000,000cr
Colossal VI	-256	4,096'	1,000,000,000lbs	1,000	100/acid	50,000,000cr

**Endurance points:** This entry lists the vehicle's number of Endurance points. A vehicle's Endurance points are based on its size, but they can vary dramatically from this standard. Military vehicles, for example, often have significantly higher Endurance point totals as a result of their reinforced structures and the advanced materials used in their construction.

**Speed:** This is the vehicle's speed ratings. .

**Handling:** This rating is a modifier on all Drive or Pilot checks to perform maneuvers.

**Stealth:** This rating determines how difficult the vehicle is to detect and track with vehicle sensor systems .

**Defense rating:** This is the vehicle's DR. A vehicle's DR is 10 but is typically modified by its size and construction as shown on the table above.

**Fuel:** This rating lists the number of miles the vehicle can travel at an average speed before refueling. The above table lists the cost to refuel or recharge vehicles of each size class.

**Stations:** This section lists the space and facilities available for various crew and passengers. All vehicles must have at least one pilot or driver.

**Sensors** - Crewmembers at this station operate the vehicle's sensor systems, such as radar.

**Fire Control** - Crewmembers at this station operate targeting computers for the vehicle's weapon systems.

**Gunners** - Crewmembers at this station fire the vehicle's weapons.

**Crew** - Crew perform various general and specialized tasks and are necessary for the vehicle to function at full effectiveness.

**Passengers** - This lists the vehicle's maximum passenger capacity.

**Cargo:** This lists the vehicle's maximum cargo capacity.

**Weapon:** In this section, statistics for all of a vehicle's weapons are listed. These statistics include:

**Fire Arc:** This shows the direction which the weapon can fire.

**Attack Bonus** - the bonus added to an attack roll with the weapon if the targeting computer has acquired the target.

**Damage** - the amount of damage the weapon inflicts on a successful attack.

**Range/Speed** - the weapon's range increment or speed, listed in the vehicle's standard scale.

**Cost:** The average cost for the vehicle. Prices vary considerably based on availability, custom features, and legality.



## Typical Vehicles

### Hover bike

**Size:** Medium-size vehicle

**Cost:** 15,000 cr.

**Combat modifier:** -4

**EP:** 60

**Hardness:** 6/Acid

**DR:** 10

**Defenses:** None

**Slow:** 25 mph

**Cruise:** 50mph

**Fast:** 100mph

**Top Speed:** 200mph

**Handling:** +1

**Stealth** 10

**Fuel:** 200 miles

**Stations:** Driver 1, Passenger 1

**Cargo:** 50lbs

**Notes:** These extreme vehicles are essentially motorcycles equipped with vectored-thrust turbofans instead of wheels. They depend on ground effect to remain suspended and their maximum altitude is only 3-5' over most terrains. Hover bikes do not suffer movement or maneuver penalties for poor surface conditions, with the exception of steep slopes. However, penalties for poor weather are increased by one step. Hover bikes cannot be operated at all during storms .

### Hover Car

**Size:** Large Vehicle

**Cost:** 15,000 cr.

**Combat modifier:** n/a

**EP:** 70

**Hardness** 8/acid

**DR:** 9

**Defenses:** none

**Slow:** 25 mph

**Cruise:** 50mph

**Fast:** 100mph

**Top Speed:** 200mph

**Handling:** +1

**Stealth:** 10

**Fuel:** 200 miles

**Stations:** 1 driver, 4 passengers

**Cargo:** 200lbs

**Notes:** Hover cars are becoming quite common throughout the Frontier, because they are faster than ground cars and can work well both on and off road. These vehicles are environmentally sealed for passenger comfort and coast over terrain at a height of between 3 to 5', allowing them to pass over many minor obstacles that would cause a ground car to have to maneuver around. This gives them a better maneuverability rating than a ground car.

### Motorcycle

**Size:** Medium-size vehicle

**Cost:** 2,500 cr.

**Combat modifier:** -4

**EP:** 50

**Hardness:** 6/acid

**DR:** 10

**Defenses:** none

**Slow:** 25mph

**Cruise:** 50mph

**Fast:** 90mph

**Top Speed:** 180mph

**Handling:** +2

**Stealth** 10

**Fuel:** 150 miles

**Stations:** Driver 1, Passenger 1

**Cargo:** 50lbs

**Notes:** Motorcycles have largely been replaced by hover bikes in the most developed urban centers of the Frontier, but they're still common on newly colonized worlds along the Rim Coalition. Countless models of motorcycles are in use, from heavy roadsters to sleek racing machines.

### **Passenger car**

**Size:** Large vehicle

**Cost:** 10,000 cr.

**Combat modifier:** n/a

**EP:** 70

**Hardness:** 8/acid

**DR:** 9

**Defenses:** none

**Slow:** 25mph

**Cruise:** 50mph

**Fast:** 90mph

**Top Speed:** 170mph

**Handling:** +0

**Stealth:** 9

**Fuel:** 170 miles

**Stations:** Driver 1, Passenger 4

**Cargo:** 200lbs

**Notes:** Like motorcycles, ground cars are uncommon in the core worlds. On the Rim however, they're often found in both urban enclaves and remote settlements. The most common models are two and four door sedans with room for a driver and up to four passengers

### **Utility aircraft**

**Size:** Gargantuan vehicle

**Cost:** 100,000 cr.

**Combat modifier:** n/a

**EP:** 100

**Hardness:** 20/acid

**DR:** 8

**Defenses:** none

**Slow:** 50mph

**Cruise:** 100mph

**Fast:** 200mph

**Top Speed:** 400mph

**Handling:** +10

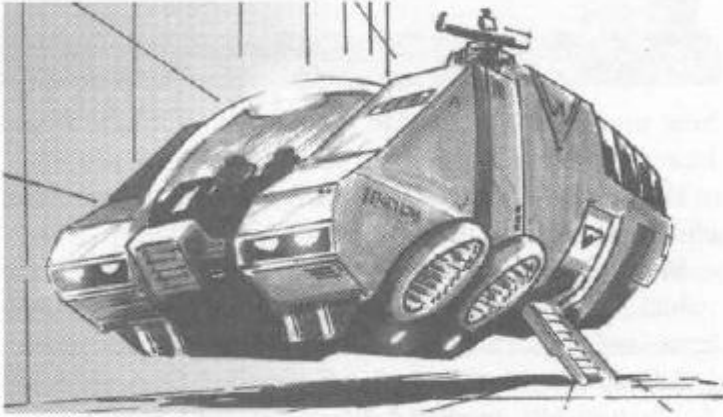
**Stealth:** 6

**Fuel** 300 miles

**Stations:** Pilot 1, Passenger 10.

**Cargo:** 1 ton

**Notes:** These small vertical takeoff and landing (VTOL) aircraft are used to transport cargo and passengers throughout the Frontier. VTOLs can hover in place, and they can execute up to four-point (180°) turns at cruise speed or less.



### Utility hovercraft

**Size:** Huge vehicle

**Cost:** 30,000 cr.

**Combat modifier:** n/a

**EP:** 100

**Hardness:** 10/acid

**DR:** 8

**Defenses:** none

**Slow:** 25mph

**Cruise:** 50mph

**Fast:** 70mph

**Top Speed:** 140mph

**Handling:** -3

**Stealth:** 8

**Fuel:** 90 miles

**Stations:** Driver 1, Passenger 6

**Cargo:** 1,000lbs

**Notes:** Hovercraft are turbofan-driven ground-effect vehicles with a maximum altitude of about 3-5'. They can travel over land or water and are capable of traversing most terrain. The utility hovercraft is a very common civilian vehicle in use throughout the Frontier. Steep slopes impose the normal movement and maneuver penalties on hovercraft, but they suffer no penalties for other surface conditions.



## Utility truck

**Size:** Huge vehicle

**Cost:** 20,000 cr.

**Combat modifier:** n/a

**EP:** 100

**Hardness:** 10/acid

**DR:** 8

**Defenses:** none

**Slow:** 25mph

**Cruise:** 50mph

**Fast:** 70mph

**Top Speed:** 140mph

**Handling:** -2

**Stealth:** 8

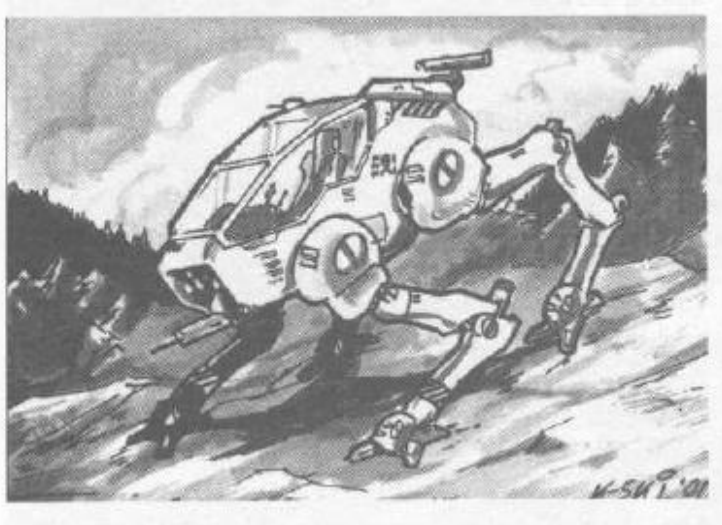
**Fuel:** 100 miles

**Stations:** Driver 1, Passenger 6

**Cargo:** 1,000lbs

**Notes:** These general-purpose ground vehicles are used on many newly colonized frontier worlds for hauling both cargo and passengers. Models range from open-backed haulers to enclosed utility vehicles. For an extra 5,000cr, a utility truck can be equipped with an off-road package that reduces penalties for obstructions and surface conditions by one step.

## Military Vehicles



### Scout walker

**Size:** Huge vehicle

**Cost:** 75,000 cr.

**Combat modifier:** +2

**EP:** 120

**Hardness:** 14/acid

**DR:** 21

**Defenses:** Light armor plate

**Weapon:** Plaser cannon

**Range:** 200'

**Fire arc:** Forward firing

**Damage:** 4d8

**Slow:** 20mph

**Cruise:** 30mph

**Fast:** 40mph

**Top Speed:** 50mph

**Handling:** +2

**Sensor:** +3

**Stealth:** 14 (-6 hit)

**Fuel:** 140 miles

**Stations:** Driver 1, Gunner.

**Cargo:** 200lbs

**Notes:** This military vehicle uses articulated legs rather than wheels or tracks to provide speed and mobility across a wide variety of terrain types. The scout walker's cockpit provides just enough room for two crewmen and their gear. The vehicle is equipped with light composite armor and a belly-mounted plaser cannon that can fire at any target in the vehicle's forward arc.

### **Assault walker**

**Size:** Huge vehicle

**Cost:** 150,000 cr.

**Combat modifier:** +2

**EP:** 140

**Hardness:** 15/acid

**DR:** 28

**Defenses:** Medium armor plate

**Weapon:** Plaser cannon

**Range:** 200'

**Fire arc:** Forward firing

**Damage:** 4d8

**Weapon:** Missile launcher

**Range:** 1 mile

**Fire arc:** Swivel mounted

**Ammo:** 4 Type D micro-missiles

**Damage:** 6d10

**Slow:** 10mph

**Cruise:** 20mph

**Fast:** 30mph

**Top Speed:** 40mph

**Handling:** +2

**Sensor:** +1

**Stealth:** 8

**Fuel:** 100 miles

**Stations:** Driver 1, Sensor 1, Gunner 2

**Cargo:** 500lbs

**Notes:** The assault walker is the heavier cousin of the scout walker. Designed as a frontline mechanized combat vehicle, the assault walker sacrifices speed and maneuverability for heavier armor and armament. The standard assault walker weapons configuration is a belly mounted plaser cannon and a turret-mounted missile launcher for defense against aircraft and other vehicles.

### **Hover tank**

**Size:** Huge Vehicle

**Cost:** 200,000 cr.

**Combat modifier:** +2

**EP:** 190

**Hardness:** 15/acid

**DR:** 33

**Defenses:** Medium Armor plate

**Weapon:** Plasma projector

**Range:** 200'

**Fire arc:** Forward firing

**Damage:** 5d10

**Weapon:** Plaser cannon

**Range:** 200'

**Fire arc:** Swivel mounted

**Damage:** 4d8

**Weapon:** Missile launcher

**Range:** 5 miles

**Fire arc:** Swivel mounted

**Ammo:** 16 Type E micro-missiles

**Damage:** 6d10

**Slow:** 15mph

**Cruise:** 25mph

**Fast:** 50mph

**Top Speed:** 100mph

**Handling:** -4

**Sensor:** +1

**Stealth:** 8

**Fuel:** 75 miles

**Stations:** Driver 1, Gunner 1, Fire Control 1, Passenger 2

**Cargo:** 500lbs

**Notes:** The hover tank is the primary mechanized combat vehicle of the Frontier Space Marines. This light model combines

deceptive speed with considerable armor and an array of effective weapon systems. The hover tank's main gun is a plasma projector that is primarily used against enemy tanks. A plaser cannon provides fire support against lighter combat vehicles, and the missile launcher is typically used for air defense. Steep slopes impose the normal movement and maneuver penalties on these types of hovercraft.

### Strike aircraft

**Size:** Gargantuan vehicle

**Cost:** 500,000 cr.

**Combat modifier:** +2

**EP:** 100

**Hardness:** 20/acid

**DR:** 11

**Defenses:**

**Weapon:** Plaser cannon

**Range:** 200'

**Fire arc:** Forward firing

**Damage:** 4d8

**Weapon:** Missile launcher

**Range:** 1 mile

**Fire arc:** Forward firing

**Damage:** 6d10

**Ammo:** 16 Type D micro-missiles

**Slow:** 250mph

**Cruise:** 500mph

**Fast:** 750mph

**Top Speed:** 1,500 mph

**Handling:** +14

**Sensor:** +5

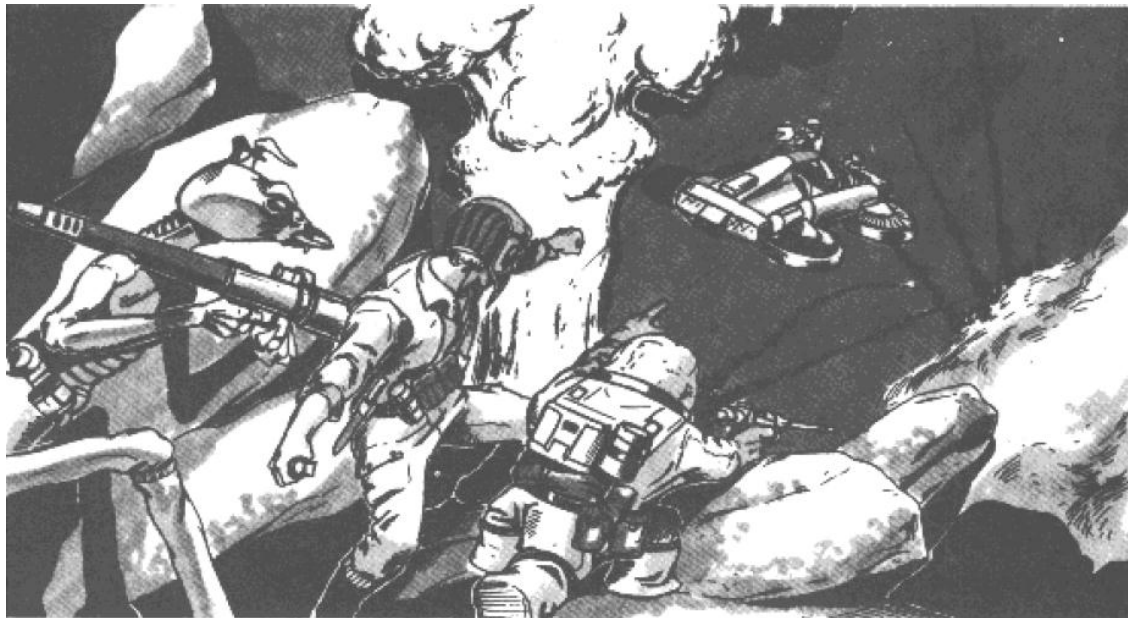
**Stealth:** 12 (-6 hit)

**Fuel:** 450 miles

**Stations:** Pilot 1

**Cargo:** 100lbs

**Notes:** This VTOL fighter-bomber is the oldest combat aircraft in the Rim Coalition as it has been phased out of production by smaller faster fighter craft. The strike aircraft is effective in both intercept and ground strike roles and combines excellent maneuverability with good stealth.





## Part Four: The Campaign

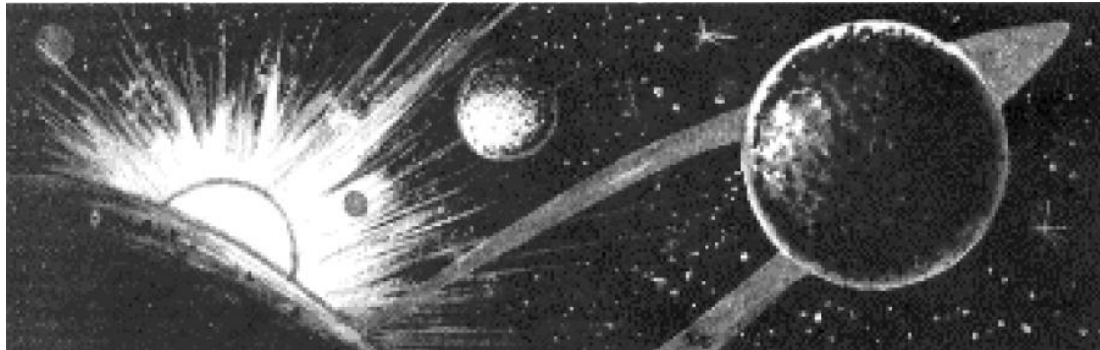
The Star Frontier's game is set in a sector of space known as the Frontier by its inhabitants. In this section of space are thousands of planetary systems, nebulae, asteroid fields and other phenomena most which have never been explored. The frontier is also home to a loose confederation of sentient bio-forms that have thrown their lot together forming a stable inter-galactic representative democracy united in an effort to promote stability in the region, but more to promote trade between the races than anything else.

Recently (within the last 200 years) the borders of the Frontier were colonized by a hardy breed of settlers that had grown tired of living in the vast mega cities of the core worlds, and chose to take their chances taming the fringe worlds. The Rim Coalition has only been acknowledged as a part of the Frontier in the last 50 years, and is largely unexplored.

The Frontier is governed by a council of worlds, and is a monolithic bureaucracy headed by representatives of each of the twelve founding races. Gran querva on Prenglar is home to the council of worlds and is the heart of the Frontier. Each planet has its own governing body but most are modeled after the council of worlds. Each race signed what is known as "The Frontier Charter" a set of laws that would bind each race equally. The Charter has been amended greatly over the years but has never been rewritten or challenged.

The Charter has provisions that allowed for the creation of a unified Spacefleet, a standing army and the formation of Star Law a body of law enforcers with broad ranging powers allowed to uphold "The Charter" throughout the Frontier. Each planet is allowed to create its own army, and can create or charter decommissioned military space craft for planetary defense but the Charter insures that command of these militias can in time of war be absorbed into either the Spacefleet or the Star corps.

The Frontier is also home to several non-member races some which control several star systems, but often a neutral buffer zone exists between these races and their empires and the Frontier.



### The Known Frontier

What follows is a listing of all the star systems in the Frontier, and the Rim Coalition, as well as many star systems that belong to races not affiliated with the UPF and Rim Coalition. This list also includes many star systems that have yet to be explored by heroes such as the Player's characters. Many of the races in this list, and many of these star systems (and their secrets) will be revealed in the Zebulon's guidebooks which will offer Administrators and Players greater insights into the Frontier. Traveling from star system to star system and the rules for spaceships in the Frontier are detailed in the Knighthawks rule supplement.

#### Core star systems

Star system	Coordinates	Sun type	Planets	Race	Notes
Prenglar	0.000.000	G1/F4	9	All	The center of the Frontier government
Prometheus	1-032.9	RG6	6	Human	Mining colony
Prospera	1-037.8	K4	7	Human/Mutant	Mutant reservation
Sol II	1-043.6	F4	4	Human	Second oldest Human colony
Barnard's star	1-049.6	MD	6	Human	Industry/shipyards
Terra nova	1-050.6	G7	5	Human	Oldest Human colony
Thesius (Sol)	1-057.9	G1	9	Human	Human homeworld

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Alpha Centari	1-061.6	G5/RG3	5	Human	Human military command post
Tanis	1-068.4	G5	5	Human	Cultural center
Newhome	1-073.5	F1	8	Dabber	Adopted Dabber homeworld
Pangea	1-080.7	G2	8	Sleeth	Adopted Sleeth homeworld
Snowfall	1-084.8	F4	5	Sasquatch	Adopted Sasquatch homeworld
White light	1-097.4	F1	8	Human	Non-member world
Cassidine	2-038.5	G5	8	Human	Renown center of commerce
Devco	2-046.6	F9	4	Corp	Corporate research center
New pale	2-063.7	F4	5	Human	Industrial center
Junction	2-067.6	G4	3	Human	Colony/Shipyards
Dixon's star	2-070.0	G9	8	Human	Oldest Shadow world
Beta Eridani	2-092.0	F2/M4	8	Andorians	Andorian homeworld
Ghed'yr	2-098.6	K5	6	Ghed'yan	Ghed'yan homeworld
Midway	3-032.0	F4	6	All	Commerce/shipyards
Hephaestus	3-043.5	RG1	4	Human/Mutant	Mutant reservation
Hades	3-044.6	RG2	5	Corp	Mining colony
Inferno	3-045.1	F7/R3	7	Corp	Mining colony
Forlorn	3-057.6	K4	6	Human/Mutant	Mutant reservation
Ember	3-062.6	RG4	1	Corp	Corporate research facility
Loki	3-078.8	K6	6	All	Shadow world
Dismal	3-081.7	K3	7	Corp	Mining/Planetary scrap yard
Sunmist	3-096.3	F1/G2	6	Human	Failed mining colony
Adrain	3-099.7	K3	8	Adrainian	Adrainian homeworld
Procyon	4-027.8	F2	7	Corp	Corporate research center
Ys	4-035.8	K5	4	Human/Yazirian	Colony
Remulak	4-046.7	K3	7	Human/Vrusk	Mining/ship yards
Agidda	4-064.6	F4	5	Human	Agricultural Colony
Nusuk	4-076.6	G5	7	Human/Sleeth	Scientific research center
Calgary	4-082.6	G2	6	Human	White Light agricultural colony
Sirius	4-092.6	F1/WD1	6	Human	Non-member world
Oceanus	4-097.6	K2	4	Human/Keltarian	Keltarian Homeworld
Pan-Gal	5-016.2	G8	6	Corp	Corporate research center
New Streel	5-032.7	G2	5	Corp	Corporate research center
Rhianna	5-040.7	G6	6	Corp	Center of commerce
Mirablis	5-052.5	K2	5	Human	Agricultural colony
Chrysolite	5-067.9	F2/K7	6	Human	Mining colony/ship yards
Triune	5-087.4	G5	5	Human	Agriculture/conservation center
Lynchpin	5-090.4	K2	6	Human	Military outpost/ship yards
Madderly's star	5-094.6	G3	7	Human	Military outpost/Planetary scrap yards
Liberty	5-097.3	G1	3	Spec	Military outpost
Mechan	5-099.3	K7	7	Mechanon	Blockade world
Tristkar	6-021.7	K0	7	Vrusk/Human	Center of commerce
K'aken-Kar	6-033.7	K8	6	Vrusk	Center of commerce
Kizk'-Kar	6-038.4	G2	6	Vrusk	Agricultural research center
K'tsa-Kar	6-042.6	K0	8	Vrusk	Industry/ship yards
Kis-Kar	6-047.6	G8	7	Vrusk	Vrusk home world
Kit'Kis'Kar	6-076.9	RG5	7	Vrusk	Gas mining/research center
Fromeltar	6-083.5	G5	5	Dralasite/Vrusk	Center of commerce
Dralis	6-086.7	B4/M3	6	Dralasite	Dralasite home world
Dramune	6-090.1	K1	5	All	Contested world
Belfar	6-094.3	G6	8	Belphan	Belphan home world
Solar major	6-098.5	F3	4	Vrusk	Vrusk colony
Solar minor	6-099.5	F8	6	Human/Vrusk	Contested world
Dral	7-016.6	BM7	6	Dralasite/Vrusk	Oldest center of commerce
Dromal	7-023.6	RG5	4	Dralasite	Oldest learning center

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Muhaldim	7-036.2	K7	5	Dralasite/Human	Center of commerce
Nin'K'ur	7-044.7	R3	6	Dralasite/Vrusk	Heavy industry/ship yards
Sapedon	7-054.8	G3	4	Yazirian/Human	Colony
Tungusta	7-062.6	G4/WD1	7	Human/Yazirian	Heavy industry/ship yards
Thalassa	7-069.8	G8/RG1	3	Human/Dralasite	Heavy industry/ship yards
Wallach	7-074.8	F2	5	Human/Yazirian	White Light Royal Marines Training
Araks	7-083.6	G4	7	Yazirian	Light industry/agriculture
Gruna Garu	7-087.4	G8	5	Yazirian	Yazirian adopted home world
Skree Fron	7-093.3	K7	6	Yazirian	Heavy industry/ship yards
Athor	7-098.3	K2	4	Yazirian	Light industry/agriculture
Anthor	7-099.6	G3	6	Yazirian	Hunting preserve
Timeon	8-022.9	G5	4	Human	Light industry/agriculture
Truane's Star	8-037.3	G7	6	Human	Colony
Sionnach	8-043.6	F3	6	Sleeth/Rian	Learning center
Ishimshuli	8-053.7	K4	5	Sleeth/Rian	Cultural center
Kit'Kar	8-072.4	B5/BM4	5	Vrusk	Heavy industry
Zebulon	8-074.8	G2	6	All	Learning center
Lagash	8-089.7	RG1	3	All	Shadow world
Sundown	8-094.1	K9	7	All	Military outpost
Waller Nexus	8-096.8	G9	3	All	Military outpost

### Core deep space stations

<b>Name</b>	<b>Coordinates</b>	<b>Race</b>	<b>Type</b>	<b>Notes</b>
Gollwyn academy	0-000.1	All	Fortress	Spacefleet academy
Prenglar ship yards	0-000.15	All	Fortress	Spacefleet ship yards
Spacefleet headquarters	0-000.05	All	Fortress	Spacefleet command center
The Defender	0-001.0	All	Fortress	Star Law headquarters
The Royale	1-090.0	All	Station	White Light controlled Rec center
Royal Marines Academy	1-097.6	All	Fortress	Royal Marines Headquarters/Academy
Royal ship yards	1-097.65	Human	Fortress	Royal Marines ship yards
Cassidine ship yards	2-038.6	Human	Station	Commercial ship yards
The Independence	2-040.2	All	Fortress	Spacefleet fortress
Deros station	3-040.7	All	Station	Scientific research station
The Alliance	5-045.0	All	Station	Vrusk/Dralasite trade center
The Roulette	5-050.0	All	Station	Privately owned Rec station
The Rock	5-097.6	All	Fortress	Penal colony
The Trinity	8-075.5	All	Station	Human/Vrusk/Dralasite trade station

### Central star systems

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Rian	1-102.6	F6	7	Rian, the	Rian homeworld
A'dis	1-114.0	G5	6	Adrainian	Heavy industry/commerce center
Terene	1-136.7	G4	6	Human	White Light cultural center
Nomm	1-161.6	K6	5	Nomidian	Nomidian homeworld
Or'll	2-110.3	F3	7	Orillian	Orillian homeworld
Helus	2-128.9	RG2	6	Adrainian	Adrainian strip mining
Gorse	3-122.7	G3/K2	5	Human/Quarian	Contested world
Illaris	3-136.4	F1	7	Illarian	Illarian homeworld
Elar'	3-145.4	B3	6	Elar'r/Elarian	Elar'r/Elarian homeworld

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Phobus	4-122.9	G4	7	Keltarian/Human	First Human underwater colony
Primus	4-144.6	O4	6	Human/Yazirian	Colony
Chad	4-167.7	F3	6	Chadyre	Chadyre homeworld
Bajhan	4-180.0	G4	4	Human	White Light agro/culture center
Quar	7-140.7	O3	3	Quarian	Quarian homeworld
Quaris	7-159.9	K4	5	Human/Quarian	Colony
New Cal	8-109.8	RG1	6	Callisian/Human	Agriculture/commerce
Ghann	8-113.7	F5	8	Ghann	Ghann homeworld
Callis	8-145.9	F2	7	Callisian	Callisian homeworld

### **United Trade Coalition**

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Kroy	1-177.4	G6	4	Kroyan	Kroyan homeworld
Critt	2-133.8	F6	7	Crittian	Crittian homeworld
O'dis	2-145.8	G2	5	Odean/O'disian	O'disean homeworld
Kro	2-160.0	WD1	1	Kroyan	Heavy industry/mining/ship yards
Odean	2-172.9	F5	7	Odean	Odean homeworld
Oris	3-120.5	G4	5	Orisian	Orisian homeworld

### **United Trade Coalition deep space stations**

<b>Name</b>	<b>Coordinates</b>	<b>Race</b>	<b>Type</b>	<b>Notes</b>
Bazaar	1-180.0	All	Station	Kroyan controlled Rec/commerce
Garrison-1	1-181.0	Kroyan	Fortress	Kroyan militia/ship yards
Moog ship yards	2-150.0	Crittian	Station	Commercial ship yards
Garrison-2	3-121.0	Kroyan	Fortress	Kroyan militia/ship yards

### **Free Trade Coalition**

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Danuu	1-190.4	F3	5	Jhan'n/Human	Jhan'n homeworld
Jah'r	2-189.0	RG5	6	Jahar'r	Jahar'r homeworld
A'karis	2-193.8	G3	6	Ackarian	Ackarian homeworld
Koros	2-198.3	WD1	3	Koren	Koren homeworld
Riss	3-136.9	K8	7	Rissian/Human	Rissian homeworld
Biss	3-146.4	O1	6	Bissian/Human	Bissian homeworld
Sand Dune	3-154.7	F3	8	Human	Colony
Sarris	3-169.7	G7	7	Sarren/Human	Sarren homeworld

### **Unexplored star systems**

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Anthor	1-199.8	F2	7		
Hossk	3-184.8	G2/F3	7		
Durst	3-189.9	G7	8		
Epsilon Astor	4-168.7	RG4	9		
Astor Omega	4-176.8	F5	7		
Beta Dani	4-186.0	G5	8		

Star system	Coordinates	Sun type	Planets	Race	Notes
Epsilon Eridani	5-176.4	F3	7		
Deros	5-170.3	G7	9		
Canis Major	5-183.8	G5	8		
Alpha Eridani	5-196.7	F6	6		
Deryl	6-192.8	G3	6		
Lasyr	6-197.8	G4	7		
Ilarose	7-199.9	F7	8		
Alpha Medros	8-180.7	G4	7		
Delta Medros	8-189.6	F4	9		

### Outer star systems

Star system	Coordinates	Sun type	Planets	Race	Notes
Adalanti	1-227.0	G7	6	Adalantian	Adalantian homeworld
Palatine	1-238.9	F3	7	All	Commerce/cultural center
Erewhon	1-244.7	K8	7	Human	"Free people's" commune
Scoria	1-276.8	O1	6	All	Heavy industrial/commerce
Yahn	1-289.0	G5	7	Yazirian/Human	Colony
Adar	1-320.7	F3	7	Adar/Human	Adar homeworld
Gorr	1-378.9	G7	6	Gorrean	Gorrean homeworld
Gallas	1-407.3	G7	6	Corp	CDC Mining/commerce/ship yards
Alpha Antaris	2-216.6	G4	6	Tarisian/Human	Tarisian homeworld
Dani	2-226.5	G8	9	Human	Agriculture/cultural center
Roma	2-238.5	F4	6	All	Cultural center
Blue Light	2-246.8	B4	3	Human	Outpost
Sollas	2-259.7	RG1	3	Human	Mining colony
Snow Ball	2-310.8	B4	2	Human	Outpost
Antaris	2-426.0	F3	3	Antarian	Antarian homeworld
Far Light	2-435.5	G3	3	Human	Outpost
Caltare	2-443.6	K5	6	Caltarean	Caltarean homeworld
Laos	3-208.0	F4	8	All	Moderate industry/mining
Mist	3-257.7	B6	6	Human	Outpost
Cygnus	4-109.5	G4	7	Human	Trade colony
Dragos	4-217.8	G1/G5	4	All	Military training center
Night Moon	4-306.3	G5	6	Human/Ghed'yan	Colony
Amarys	4-405.7	K1	6	Deltan	Military outpost
Deltar'r	5-218.5	G3	7	Deltan	Deltan homeworld
Balis	5-278.5	B3	6	Chadyr	Chadyr trade colony
Badoon	5-307.3	G3	8	Chadyr	Chadyr trade colony
Nabo	5-319.8	F4	9	Human	Colony
Jir	5-339.8	G3	6	Jirrean	Jirrean homeworld
Kit'Tik'Kar	6-207.5	M3/B5	6	Corp	Vrusk research center
Kil'Kit'-Kar	6-226.3	RG6	4	Vrusk	Moderate industrial colony
Arkis	6-248.5	K5	8	Yazirian/Human	Colony
Gneisis	6-267.8	G3	8	Human/Ghed'yan	Agricultural colony/nature preserve
Orean	6-279.9	F4	4	Orean	Orean homeworld
Gherr	6-286.8	G4	7	Gheryn	Gheryn homeworld
Yast	7-218.5	K4	7	Yazirian	Colony
Yazare	7-236.6	F4	6	Yazirian	Trade colony/hunting grounds
Ocarus	7-278.3	F4	8	Ocara	Ocara homeworld
Oberon	7-289.0	G2	4	All	Shadow world

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Dromos	8-202.6	B7	5	Dralasite	Cultural/learning center
Kazyr	8-446.8	F7/G3	5	Kazyr	Kazyr homeworld

### Restricted star systems

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Phobis	3-228.5	K7	6		
Bogyr	3-345.7	G4	5		Plague world
Alpha Zentry	3-374.4	B4	4		Plague world
Zarcon	3-388.6	F3	5		Plague world
Beta Reglis	3-393.5	G3	4		Plague world
Last Stop	3-412.2	G3	3	All	Prison planet
Jhenn	3-420.6	F2	5		
Mogh	3-438.7	G1	5		
Varryn	3-443.9	G9	5		

### Unexplored star systems

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Oridiar	1-486.6	F2	6		
Delta Oridi	1-492.5	G7	8		
Alpha Reglis	1-498.8	F4	7		
Malfar	2-470.0	F4	7		
Baelfar	2-478.9	RG2	4		
Kalus	2-487.9	K4	8		
Thess	2-490.9	G3	8		
K'rl	2-497.0	F2	6		
Beta Ildani	4-468.2	G3	5		
Gamma Hydrys	4-475.6	G5	4		
Anadar'r	4-487.4	F4	7		
Gamma Quaris	4-497.0	RG2/K5	6		
Silvaris	5-329.0	RG3	5		
Adere	5-338.7	RG2/k5	2		
Alpha Edris	6-256.7	G3	6		
Beta Loren	6-268.3	G7	6		
Chronus	6-273.9	F4	5		
Epsilon Idi	6-279.0	RG2	6		

### Contested star systems

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Aldare	6-291.0	F2	7	Human/Aldorian	Contested world
Cad'dis	6-301.8	G3	8	Human/Aldorian	Contested world
Gahl	6-312.8	RG5	6	Vrusk/Aldorian	Contested world
Or'gar	7-331.0	RG6	8	Ordanian/Aldorian	Contested world
Knass	7-337.8	G4	5	Ordanian/Aldorian	Contested world

### Aldorian Empire

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Tranis	6-293.7	B3	4	Aldorian	Industrial center
Blood Moon	6-319.7	RG4	6	Aldorian	Military ship yards
Blood Mist	6-347.8	R4	5	Aldorian	Military training center
Aldoria	6-358.7	RG5	6	Aldorian	Aldorian capitol
Eldar'r	6-407.8	RG4/G3	5	Eldorian	Eldorian homeworld

Altare	6-409.6	K5	6	Aldorian	Conquered world
White Mist	6-422.4	F2	6	Aldorian	Agriculture/cultural center
Warstar	6-430.0	F4	7	Aldorian	Restricted to Aldorian military
Tarkis	6-459.8	G4	5	Aldorian	Agriculture/military outpost
Arkere	6-462.8	RG7	5	Aldorian	Industrial center
Delure	6-469.9	K7	7	Aldorian	Military training center
Har'Drek	6-471.5	K1	5	Aldorian	Aldorian military prison colony

### Althean sphere

Star system	Coordinates	Sun type	Planets	Race	Notes
Althas	5-468.5	F5	7	Althean	Althean homeworld
Ardis	5-471.8	F2	6	Althean/Aldorian	Contested world
Al'Kere	5-474.8	G6	7	Althean/Aldorian	Contested world
Serene	5-479.7	F5	1	Althean	Cultural center
Ar'fyn	5-482.7	K6	5	Althean	Commerce/agricultural center
Sil'lar	5-485.9	K3	4	Althean	Industrial/mining
Imadis	5-487.6	F4	6	Althean	Industrial center/ship yards
Mil'lyn	5-492.6	G3	9	Althean	Colony
Lesare	5-493.7	G3	4	Althean	Agricultural colony
Imris	5-498.8	F5	5	Althean/Aldorian	Contested world

### Ordanian Empire

Star system	Coordinates	Sun type	Planets	Race	Notes
Ordanna	7-341.9	K7	7	Ordanian	Ordanian homeworld
Orist	7-345.8	K2	6	Ordanian	Military construction center
Orkis	7-360.3	F3	7	Ordanian/Arkonian	Ordanian occupation/Arkonian homeworld
Ulak	7-366.8	G6	9	Ordanian	Agriculture/Light industry
Ogram	7-370.7	G2	5	Ordanian	Mining colony
Nor'rek	7-380.9	RG6	5	Ordanian	Conquered world
Gad'r	7-382.8	F7	6	Gadian/Ordanian	Ordanian occupation/Gadian homeworld
Ocara	7-388.8	G3	6	Ordanian/Ocara	Ordanian occupation/Ocara homeworld

### The Rim Coalition

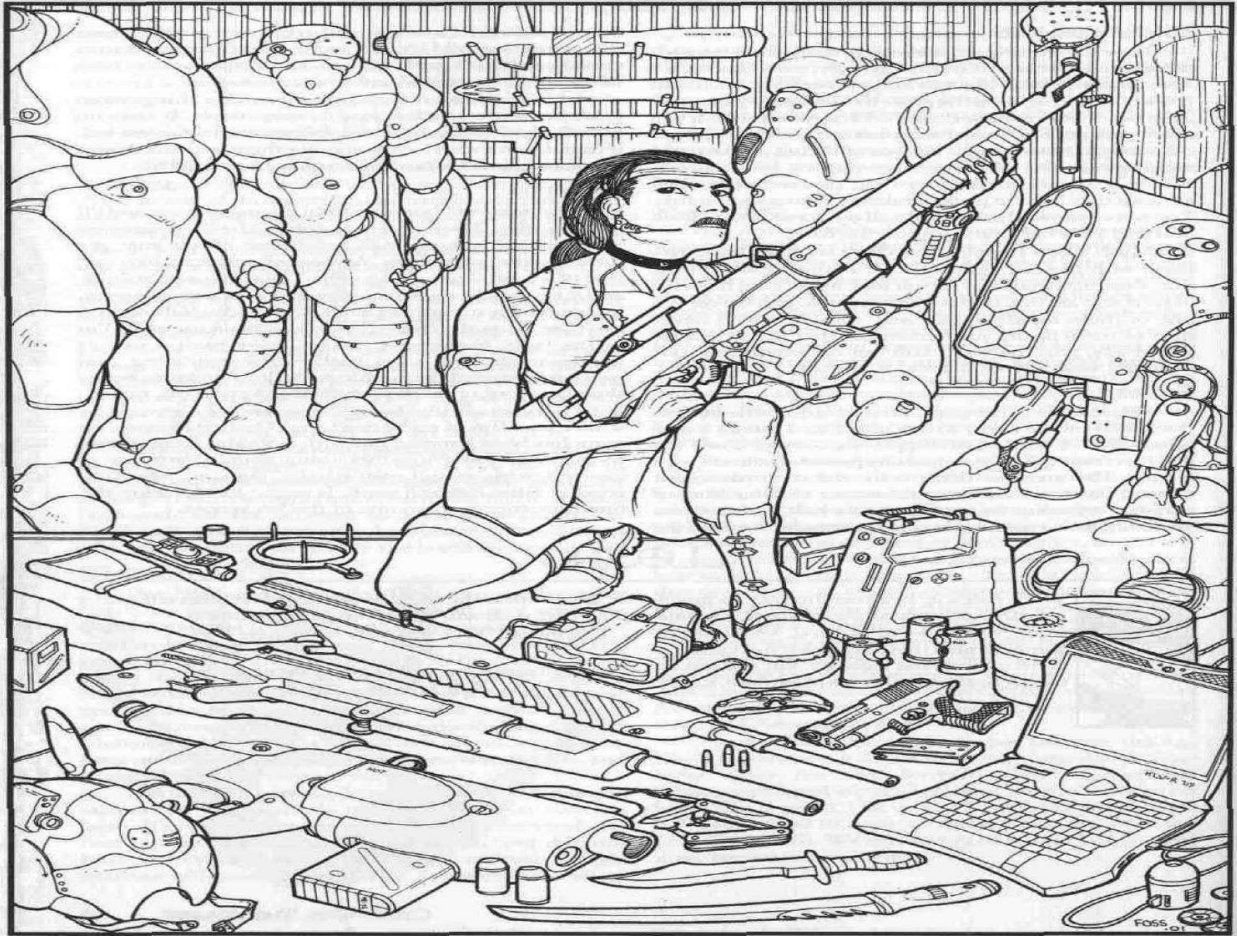
Star system	Coordinates	Sun type	Planets	Race	Notes
Aldera	1-557.6	RG1	4	All	Colony
Borea	1-560.0	F5	6	All	Colony
Travatine	1-578.0	F3	7	S'Kara/Human	Contested world
Benthos	1-589.0	G3	4	Beltan	Beltan outpost
Zaria	1-608.6	G9	8	Zarian	Zarian homeworld
Jor'r	1-626.0	RG1	3	Jorrean	Jorrean homeworld
Beltar	1-633.6	F3	8	Beltan	Beltan homeworld
S'Kare	1-653.9	F5	7	S'Kara	S'Kara homeworld
Mekkaar	1-672.6	G4	6	All	Heavy industry/ship yards
New Hope	1-686.5	G2	8	Human	Colony
Reglar's Ring	1-698.4	*	3	Human	Military outpost

\*Reglar's Ring is a luminous nebula

Capella	2-536.4	G6	6	All	Center of the Rim Government
Bosk	2-573.5	G4	4	Human	Military outpost
Cryxcia	2-586.2	K5	6	All	Center of commerce
Balure	2-627.0	B5	6	Balurian	Balurian homeworld
Fahn	2-631.3	F2	5	Fahnite	Fahnite homeworld
Giff	2-644.8	G5	7	Giff/Human	Giff homeworld
Serenity	2-663.6	G5/K4	4	Human	Light industry/agriculture/ship yards
Thetis	2-687.3	RG5	5	Human	Military outpost
Sundown	2-596.4	G5	6	Human	Shadow world
Last Chance	2-598.4	F3	5	All	Shadow world

<b>Star system</b>	<b>Coordinates</b>	<b>Sun type</b>	<b>Planets</b>	<b>Race</b>	<b>Notes</b>
Calvare	3-615.7	G9	8	Calvari	Calvari homeworld
Zethos	3-627.3	K5	4	All	Center of commerce/heavy industry
Atria	3-640.3	G3	5	Human/Deltan	Contested world
Kalinan	3-658.8	F2	4	Human/Vrusk	Trade colony
Sar'r	3-669.0	O3	6	Human	Mining colony
New Cass	3-680.9	RG8	6	Corp	CDC mining colony
Torros	3-687.4	F5	7	Torosian	Torosian hmeowld
Hope	4-503.0	G3	7	All	Agriculture/culture/light industry
Dahl	4-513.8	F5	6	Dahlian	Dahlian homeworld
Fochrik	4-523.8	K9	7	Vrusk/Human	Moderate industry/ship yards
Kazak	4-532.8	G1	7	All	Cultural center
Klaeok	4-548.7	G8	6	All	Center of commerce
Ifrain	4-567.8	K5	6	Ifsnit	Center of commerce
Theta Prime	4-612.7	B1	5	Yazirian/Human	Colony/hunting grounds
Tau-Ri	4-632.6	RG4	5	Human/Yazirian	Mining colony
Hummar	4-660.7	RG1	5	Humma	Humma homeworld
Eloryn	4-667.2	B3	6	Eldenian	Eldenian homeworld
Randal's Hole	4-698.6	G8	7	All	Shadow world
Lothaar	5-610.4	F7	7	Ifsnit/Humma	Moderate industry/Mining
Imyaris	5-637.4	G3	9	Ifsnit	Heavy industry/ship yards
Theta	5-648.8	F2	7	Human/Ifsnit	Trade colony
Avior	5-663.0	G4/R3	3	Human/Beltan	Scientific research colony
Illansa	5-672.3	G2	4	Human/Beltan	Cultural center
Turas	5-687.5	G2	8	Turasian	Turasian homeworld
Aslere	6-612.3	G6	7	Human/Adrainian	Contested world
Osak	6-641.7	G4	6	Osakar/Dralasite	Cultural center
Piscatean	6-648.6	K4	4	Keltarian/Human	Aquatic research center
Bryton	6-652.8	F2	4	Human/Dralasite	Colony
Zallas	6-692.4	G5	5	Zalanite	Zalanite homeworld
Blizzard	6-699.3	G2	7	Human	Scientific outpost
Hades	7-615.0	G4/F1	6	All	Military ship yards
Penargyn	7-633.2	G3	5	All	Military training facility
Aloit	7-642.6	G2/O2	4	Human/Ugnere	Planetary scrapyard
Hollis	7-670.4	F5	7	All	Center of commerce
Gamma Fardis	7-686.0	G3	4	All	Center of commerce/ship yards
Ardyr	7-697.2	RG3	6	Ifsnit/Vrusk	Center of commerce
Elasiar	8-503.6	O1	7	Elasian	Elasian homeworld
Osaka	8-567.9	G3	7	Osakar	Osakar homeworld
Ifsnelle	8-577.8	G4	5	Ifsnit	Ifsnit homeworld
Dromm	8-590.7	O4	3	Osakar/Dralasite	Cultural center/commerce
Ord	8-673.2	R5	6	Human/Ugnere	Planetary scrapyard
Tadue	8-688.0	G2/O2	7	Human	Colony
Sandstone	8-690.5	G2/F2	4	Human	Outpost
Briar	8-693.5	G6	6	Skree	Skree homeworld
Freeport	8-699.3	F3	3	All	Shadow world





Appendix A: Equipment descriptions

# STAR FRONTIERS™

