Monsters By Email, Who Knew?

STAR FRONTIERSMAN
Magazine

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ON THE COVER:

A QuickDeath by Ryan Baker. Here is the original picture. I had to make some adjustments for it to be our cover for this issue. I don't think this is the last thing I want to see.

OTHER ART CREDITS:

» Artist Credit on images

FOREWORD

So the next issue of the Star Frontiersman is out and you are trying to figure out when am I going to get a chance to read this cool issue? **I say, do it now.**

As promised, "Day of the Juggernaut" Remastered is in this issue. You will find a good variety of information, from adventures to new make-up fashion.

We also have a couple of good fiction pieces in this issue.

Nicholas Cloister at Monsters by Email has shared with us some of his creations. I have put some Star Frontiers spin to their tales. Enjoy the fabulous art from Nicholas.

I would also like to thank the artists for all of the original Star Frontiers art in this issue.

If anyone out there is interested, we could use someone who draws creatures for a couple of articles. Please contact me if you are interested.

Also in Issue #20, due to some technology issues, I did not have the stats for the Clii'jak and Thren. I am including them here at the end of the Oduvu'urian write-up.

Raise your dice hand high!
William Douglass
Wdouglass1970@gmail.com

CHARACTERS

Encounters

By David Cook

From Polyhedron Magazine #9

Edited by William Douglass

According to the original article, "Encounters" was going to be a new addition to Polyhedron Magazine. An adventure plot would be created to fit the cover image. This would give the referee and players some new ideas to test out with an image to spark their imagination.

The setting

This encounter occurs on the dry, windswept planet of Laco, an extremely inhospitable planet, swept by great dust storms during long, dry days. The minimal amount of animal life on Laco lives around the edges of the small shallow seas that dot the planet. Poor in resources, the only feature of interest is a huge, deserted alien city built long past by a race known only as the Tetrachs.

The Characters

Raoul Debonham	Human member of the PGC Artifact Research and Development Team, Assistant Xenopologist
STR/STA:	55/40
DEX/RS:	50/60
INT/LOG:	70/60
PER/LDR:	70/50
Skills:	Level 3 Psycho-Social Level 1 Computer Level 1 Environmental
Equipment:	Laser Pistol; Powerclip (18SEU remaining); Polyvox; Level 1 Computer,w/ Level 3 Information Storage, Level 2 Language Program

Nothru Far Rider	Ul-mor
RW	5
M	45
PS	2
IM	6
RS	55
STA	40

Loper	
MV	Fast
IM	5
RS	4
STA	100
ATT	40
DM	4d10
SD	Immune to Needlers

Raoul is a minor member of a team of experts sent to investigate the strange alien city. For several weeks now, he has been doing minor busywork – running calculations, cataloging facts, proofing maps, etc. Raoul had originally joined the expedition for fame and excitement; the work as of late has caused him to be thoroughly bored and disgusted. Since work is light, he has taken the chance to slip away and explore the

area beyond a ridge of hills to the west. None of the other members of the exploration team had ever crossed the ridge – satellite maps showed absolutely nothing of interest in this direction.

It is late in the afternoon, and Raoul is hot, tired, hungry, thirsty and lost. He has been stumbling around for hours through rock fields and dust pits, and has to defend himself on two occasions from savage looking creatures.

Far too late, he realizes that he should have brought food, water, a communicator and compass – he curses himself for the fool that he is.

Then, he sees it – before him, topping a rise is an octopus-like creature riding a big lizard. Nothru Far Rider is an outcast, exiled from his tribe. Captured by pirates on his home planet of Volturnus, and then taken off-planet to be sold as an oddity, he and his loper managed to escape when the pirates landed here. It's hot and barren conditions make Nothru feel at home. Nothru distrusts all non-Ul-mor, but knows that they are the key to his getting home.
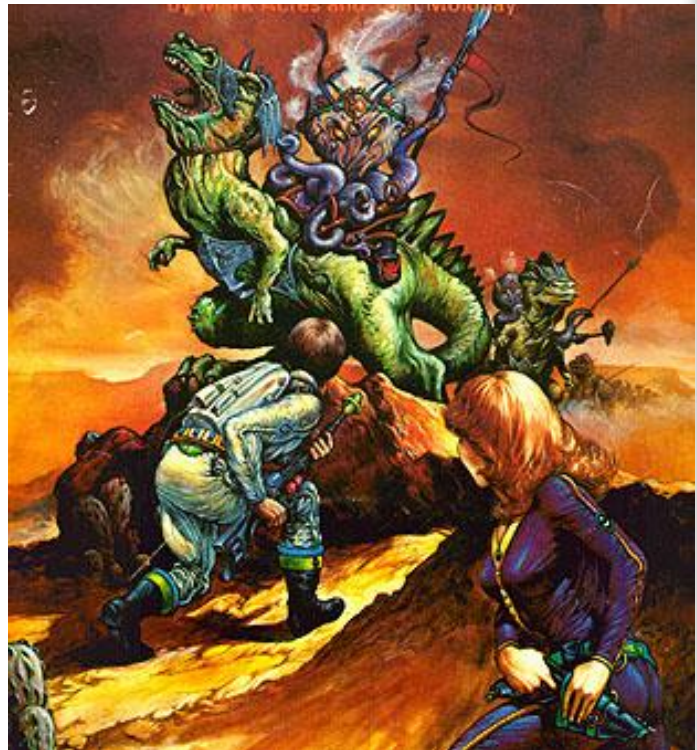
Actions

Nothru will slowly advance the loper towards Raoul, trying not to scare the Human, but not letting his guard down. He recognizes that this may be a chance for him to go home. Once close enough to Raoul, he will attempt some simple sign language and speak (in his own simple tongue) to show that he is friendly.

If Raoul uses his *Empathy* sub-skill successfully, he will be able to tell that the creature is uncertain and not immediately hostile. If Raoul uses his *Communication* Sub-skill successfully, the referee may allow the player to speak to the Ul-mor in phrases of two words or less – nothing complicated. If Nothru can get close enough to Raoul, he will slowly withdraw his mind-link tentacle from the loper and extend it towards Raoul. The loper, out of contact with Nothru, has a 50% chance of panicking and attacking Raoul when this is done.

If Raoul checks his information Storage Program, he will learn that this creature is not native to Laco. It comes from a planet called Volturnus and is considered intelligent, but possibly dangerous. If he allows the mind-link to occur, he will understand that the Ul-mor is not hostile and wants to go to some place it calls the "Place of Oneness." If attacked, it will fight to the best of its ability.

> **Editor's Note:** This is a good starter encounter for a new player to be introduced to Star Frontiers. You could also use this with a single seasoned character if you wanted to have a one on one side adventure. Another option for a larger group would be to have Nothru running from the pirates and have the players get caught up in the middle of the chase. Many possibilities can be had from this story.

ADVENTURE

I found this adventure hook at the rpgarchives,

http://www.rpgarchive.com/index.php?sysid=26&page=adv&sort=Alpha

It disappeared from there and I am glad I saved it. This goes with the previous article as an addition to any adventures you have for Laco.

Expedition to Laco's World

By Jason Combs

This is for a small to medium group with little to moderate experience. No Starship experience is required.

A team is sent to Laco's World, Dixon's Star for archeological research. The team is hired as muscle and security.

1. The team is contracted by a team of scientists, on behalf of the Planetary Survey Administration (PSA), to help transport and with the equipment as well as pulling security for the team. *** (pay is 100 cr/day)

2. Head to Laco Station (Size 3 Space Station). No action is seen. Upon arriving at Laco Station, they can search for supplies and a shuttle. The team gets shuttled down to the planet. Cost ~ 10 to 25 cr per person.

3. Arrive at Point Glass star port. Point Glass is the capital and largest town ~ 50,000. The team needs to rent a car (6 pass, 100 kph, 150 kg) and 2 transports (3 pass, 75 kph, 10,000 kg) at a cost of 200 cr + 250 cr/day.

4. Team needs to head to Dixon's Peak (pop. 5,000), which is 1,500 km from Point Glass. It is located in the southern foothills of Lavaback Mountain range. The town is away from the active volcanoes in the mountain range. It will take two 10-hour days to get there.

5. The team will stay at Dixon's Peak for a day. They players need to find a hotel. The net day the team

heads south a day to the ruins. The scientists plan on staying here for 10 days. This can be a quiet period or lead into the Sather, Clikks or the team could interact with Bob the miner. Random encounters will happen once a day. Roll below as the encounters are numbered. On a 9 or 0, nothing happens that day.

6. Robert "Bob" Haus is a hermit Miner, outside Dixon's Peak near the alien/ancient ruins. He scavenged a mining refinery and six mining robots (@@) off of a moon and brought it here. He makes enough to pay for his survival. // He can help the team with food and water. He may need help with some repairs or a rogue robot.

7. Team will return to Point Glass straight from the dig site. They will board a shuttle, head to Laco Station and part ways.

Random Encounters & Dangers:

1) Dust Storms – see Laco's World Environmental Notes

2) Dust Devils – see Laco's World Environmental Notes

3) Dehydration - see Laco's World Environmental Notes

4) Low oxygen levels - see Laco's World Environmental Notes

5) Magnetic fluctuation – no compass will work. 25% chance, per hour, of getting lost.

6) Grolm herd – 1-5 grolm wander close to the convoy. They will puff up and roar. If attacked or touched they will attack the convoy.

7) Cave-ins – 50% chance that each vehicle will be caught in the cave in. The vehicles will suffer major damage and cannot be pulled out.

8) Volcanoes – rumbling sound heard and smoke pours from a nearby volcanoe. 25% chance of an eruption ~ anything within 10 miles is destroyed. Ash will fall from the sky up to 50 miles away. Lava rivers will stem from the volocanoe.

9-10) Nothing happens

Experience

Secure a shuttle and vehicles, and then arrive at Dixon's Peak without incident – 5 XP

Team encounters dust storm, dust devil, magnetic fluctuation, volcanoes, dehydration - +1 XP each

Team experiences a cave in – 1-3 XP for encounter and recovery.

Variant one – Some areas used to be home to the Sather.

3-4 Sather came out of stasis. They have a small bases and are conducting recon. *** (destroy Sather – 3 XP, destroy Sather + base – 5 XP)

Variant two – reports of alien/ancient ruins. There are a 3-4 Clikks in the area. They will keep a low profile and recover all of their dead. (Destroy Clikk – 3 XP)

Variant three – reports of the dead coming back to life.

***The Sather are making cybots from any beings they come across. They are up to 8 cybots now. They have raided a couple of farms and raided several graves. (Destroy cybots – 3 XP, destroy cybots & Sather – 5 XP, destroy Sather + cybots, Sather + base – 8 XP)

NPCs

Scientific Team

Carl Newman	Human Ecologist: male
STR/STA:	40/40
DEX/RS:	40/40
INT/LOG:	50/50
PER/LDR:	45/45
IM:	4
RS:	
RW/MW:	20/25
Skills:	Environmental 1, Computer 1
Equipment:	Envirokit, Standard Equipment Pack, 150 cr

Za- Qitl-Tekitz	Vrusk Visionary Ecologist: male
STR/STA:	45/45
DEX/RS:	45/45
INT/LOG:	60/60
PER/LDR:	55/55
IM:	
RS:	
RW/MW:	23/23
Skills:	Environmental 3, Computer 1
Equipment:	Envirokit, compass, everflame, gasmask, holoflare, rope, toxy-rad guage, 10 vitasalt pills, water pack, Standard Equipment Pack, 10,000 cr

Tvis-S'kix	Vrusk Ecologist: female
STR/STA:	45/45
DEX/RS:	45/45
INT/LOG:	55/55
PER/LDR:	50/50
IM:	5
RS:	
RW/MW:	23/23
Skills:	Environmental 1, Technician 1
Equipment:	Envirokit, Toolkit, Standard Equipment Pack, 50 cr

Sheila Dorf	Human Xenomedical Specialist: female
STR/STA:	40/40
DEX/RS:	40/40
INT/LOG:	60/60
PER/LDR:	50/50
IM:	4
RS:	
RW/MW:	25/25
Skills:	Psychosocial 1, Medical 2
Equipment:	Standard Equipment Pack, medkit, 50 cr

Gorbangor	Dralasite Linguist: neutral
STR/STA:	50/50
DEX/RS:	50/50
INT/LOG:	45/45
PER/LDR:	45/45
IM:	4
RS:	
RW/MW:	20/25
Skills:	Psychosocial 1, Computer 1, Technician 1
Equipment:	Standard Equipment Pack, polyvox, radiophone (1,000 km), Computer (Info lvl 1), Toolkit, 200 cr

Hermit Miner	Human Hermit Miner: male
STR/STA:	35/35
DEX/RS:	50/50
INT/LOG:	60/60
PER/LDR:	50/50
IM:	5
RS:	50
RW/MW:	45/35
Skills:	Pilot 1, Engineering 1, Beam 3
Equipment:	laser rifle, civilian skeinsuit (40 pts) and albedo screen with power beltpack (50 SEU)

 (6) Mining Robots (Level: 3 STA: 500, Programs: Security Lock-1, Excavation-2, Restrain-2) they have two tracks, two arms and one arm that ends with a shovel.

Creatures

Grolm	
Type	Large herbivore
Number	1-5
Move	Medium (50 meters/turn)
IM/RS	5/45
Stamina	140
Attack	65
Damage	2d10 Slap (x2); 1d10 bite
Special Attack	Rage (25% chance each turn during combat, gain +20 attack, lasts until death or end of combat)
Special Defense	Tough Hide (acts as a skeinsuit but does not ablate)
Native World	Laco; forests

Description: A grolm is a huge, barrel-chested quadripedal saurian. It normally walks on all fours, but can rear-up on its hind legs, using its strong tail to balance. At over 5 meters long, this creature uses its bulk to intimidate predators and other foes, though it will attack if sufficiently threatened or to defend young. Though a strict vegetarian, the grolm possess sharp canine teeth, and can deliver a savage bite. The tough, scaly hide of the grolm is a deep mottled green, paler on its underside, and often dappled with lighter stripes to break up its profile in the forest.

Bad Guys

Sather	
STR/STA	45/45
DEX/RS	40/40
INT/LOG	40/40
PER/LDR	45/65
Special Ability	Hypnotism

Cybots	
STA	100
Level	4
Speed	30 m /turn
RW	40%
MW	40%
Damage	2D10
Programs	Security Lock (1), Self Defense (2), Attack/Defense (2), Search/Destroy (4), Computer Link (4)
Weapon	Laser Rifle (4D10, 20 SEU)

Clikks		
Average Stats		
Ability	**Female**	**Male**
STR/STA	70/70	40/40
DEX/RS	60/50	50/60
INT/LOG	25/25	60/60
PER/LDR	20/20	45/45
Ablative Chitin	It absorbs half damage from all beam and physical attacks. Half of the damage decreases the clikk's stamina.	
Electric Field Generation	2d10 electric shock, Clikk must touch target. This ability can be used only once per encounter.	
Sonic Resistance	Clikks take one-half damage from sonic weapons.	
Immobilization	Clikks can attack three times per round in melee combat. If both arm attacks hit the target is immobilized (strength check to break free) Raptorial arm, 2d10 kinetic damage Bite, 1d10 kinetic damage	
Raptorial Arms	Attacks always penetrate skeinsuits.	
Leaping	females 150 m length, 80 m high, males lack this ability	

Laco's World Environmental Notes

Water

In the harsh Lacosian environment characters need 4 liters of water per day to survive. Characters can reduce this requirement by 1 liter by taking 4 salt pills per 60 hour Lacosian day and another 1 liter by only being active at night. Characters on foot can move their maximum rate but must double their water intake (after taking into account any precautions taken to reduce water consumption). Thus a character moving at maximum speed during daylight without taking salt pills would need 8 liters of water a day to survive. If, however, the character were taking four salt pills per day he could survive on 6 liters of water. Finally, a character moving at maximum at night while taking 4 salt pills could survive on 4 liters of water per day. Characters who do not have enough water to survive quickly become dehydrated suffering -5 to all abilities. Dehydrated characters who continue not getting enough water become heat exhausted -10 to all abilities inaddition to the penalty for dehydration. Heat exhausted characters who continue to not get enough water will suffer heat stroke -15 to all abilities in addition to the former penalties and unconsciousness occurs if stamina drops to 0. Even if a heat stroked character does not become unconscious it will happen soon without medical help followed by death.

Dust Storms

In a typical dust storm the wind can blow 120 kph. Any character with an environmental skill should make an Intuition check; modify this roll by +10 per level above one; -15 if in a canyon, and +10 for most species of domesticated Fluter Fluter being present. If any character makes a successful INT check, the party will be able to improvise shelter and survive the storm without taking damage. If the characters happen to be in a hex with unusual rock formations, canyons or caves the characters can find shelter quickly and avoid taking damage from the storm. If the characters have no advance warning and are not in one of the hexes listed above, they will take damage from the storm. Have each character roll a Reaction Speed check. If the check is unsuccessful the character takes 4d10 damage from the storm. If successful, the character only takes 2d10 damage.

Dust Devils/Whirlwinds

When these occur the referee should place a counter on the map and roll for the whirl wind's strength, duration, and speed: S is 2d10, duration is 3d10, and speed is 5-10m. The dust devil will move in random directions (use the center grenade bounce table to determine) every turn. If it comes within one square or hex of a character, at any time during its movement, it will do the damage rolled by the referee but the character gets a RS check for half damage. If it enters the square or hex of a character, at any time during its movement, it will do the double the damage rolled by the referee but the character gets a RS check for half damage. When the duration is reached in turns the dust devil disappears suddenly. The local colonists speak of dust devils that have a mind of their own or frequently turning up during combat. Some even talk of them being possessed and an independent scientist alleged that they are more frequent in proximity to the Tetrarch ruins. PGC adamantly denies this. It's hard to say what the truth is concerning dust devils on Laco as hard data is sadly lacking.
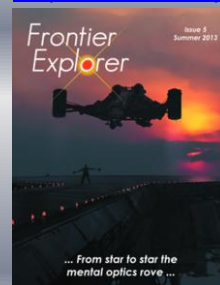
Here is another adventure hook that disappeared and I thought should be saved. Thank you to Jason Combs for creating these.-Editor

Is Anyone Home?

By Jason Combs

Synopsis

GVMPI has information on a small trade ship that is going through the Truane's Star system. This is secret information. The team is hired to board the ship and return to to port on behalf of GVMPI.

Ship

Background

The Fair Winds was taken over by its robot crew. All the passengers were jettisoned. They were reprogrammed by the Zuraqqor. Once the ship is in the inner system, it is then to start attacking all merchant ships. There is one Heavy Duty robot and four Maintenance robots.

"Fair Winds" Fair Trader class Merchant vessel (1, Robot *Ghost* Ship) HS 4	
DCR:27	**ADF:**1(2)
HP: 20	**MR:**3
Powerplant	3 Chemical A (SC for Fast Trader)
Weapons	LT(x2)
Defenses	Reflective Hull
Crew	Up to 8
Crew Accommodations	Captain's double suite, 3 double cabins
Passenger Accommodations	2 double 1st Class cabins, 4 double journey class cabins
Communication/Detection	Subspace Radio, Radar
Cargo Capacity	2.5
Ship's Vehicles	small launch
Misc	Streamlined

Robot	Level	STA	Programs	Work	Weight	Parabattery	
Maintenance	4	100	***	Clean, oil machines, watch for breaks	100Kg	Type 1	2D10 melee
Heavy Duty	4	500	***	Excavating, Crop harvest, rock quarry	500 Kg	Type 2	5D10 melee
Programs ***	**Level**						
Security Lock	1	once it is removed/broken, it can't be reused					
Restrain	2	Attack & Defend - nonlethal weapon only					
Self Defense	2	Can fight back if attacked in melee					
Attack/ Defense	2	Can fight using any weapon & albedo suit + a screen. Can use leathal weapons					
Search & Destroy	4	Can track down target. Must have Attack/Defense					
Computer Link	4	Can communicate with computer & have computer access					

BACKGROUND MATERIAL

Yan hoo grandee, Pan-Gal?
Language in the Frontier and Rim

By Allen Trussell

The Frontier and Rim is a region with over 50 planets and many moons, eight major races, and a dozen or so other sentients. This presents a vast number of languages, dialects, patois, creoles and more. Consider that on Earth alone there are around 5,000 such forms of communication among one species, humans. Yet in the Alpha Dawn rules we are presented only one – Pan-Gal. This article seeks to redress this, with a brief discussion of the linguistics of the Frontier and Rim, and two new Psycho-Social sub-skills – Linguistics and Xenolinguistics.

Characters are always considered to know at least one native language, as well as Pan-Gal. A character can learn an additional number of languages equal to one-tenth (1/10) of his or her Logic score – a character with a 50 LOG could learn 5 more languages beyond his native language and Pan-Gal. Osakar characters begin with four additional languages.

Author's Note: Languages and Dialects – the difference between these two linguistic concepts cannot be overemphasized. Languages are differentiated by major differences, such as grammar and syntax, not to mention vocabulary. A dialect, on the other hand is essentially a language spoken with small variations from one group to another. An example of two languages is English and Spanish, while two dialects are American English and British English. There are also linguistic constructs such as slangs, cants (a secret, coded slang), patois (broken, "pidgin" speech), creoles (patched together pieces of multiple different languages), and more, which will only be given brief mention in this article.

Dralasite Language

The dralasites have few languages compared to other races, though there are hundreds of dialects. The prime language is known simply as Dral, and its major dialects are Fromeltarian and Drammunish. All forms of Dral share common characteristics and sound like soft pops and glops, with occasional aspirants. Dralasites of course can make any sound known to most sentients, and there are dialects that mimic or borrow from other languages. For instance, the Fromeltarian dialect borrows heavily from vrusk languages, and includes many clicks and buzzes. A formalized High Dral exists; an ancient language that is used in certain religious ceremonies and scientific nomenclature, but it is not a living language.

The few lesser dralasite languages fall into only three linguistic families – Dral, Gral and Lamnuu. In each family, the languages have similarities that allow some intra-lingual comprehension, but true fluency is required for full communication. Dral and Gral languages show a historic relationship, though Lamnuu seems to be radically different from the others. The dialects are almost all a form of Dral, and largely dependent on the world where the speakers live. Low Dral is a slang dialect, or cant, spoken among many criminal and other underworld dralasites.

Dral Languages: Adrul, Dral, Dura, High Dral, Kura, Marl, Sabul, Xal.
Gral Languages: Gral, Hugura, Karuu.
Lamnuu Languages: Lamnuu, Malaa, Obalaa, Saluu, Zibluu.
Major Dialects: Drammunish (Dral), Fromeltarian (Gral), Grothan (Gral), Low Dral (Dral), Prenglarian (Dura), Palish (Kura), Terledromite (Gral).

Human Language

Humans have many languages, and many more dialects. Through the centuries in the Frontier, numerous "universal" languages have been created, discarded and revised, until the establishment of Pan-Gal, which emerged as the lingua franca of humanity and the UPF. Each world settled by humans has produced its own language, with attendant dialects, and these planetary languages are spoken along with Pan-Gal and other common languages.

Human languages fall into four linguistic families; Eurasian, African, American and Southeast Asian. Each of these then divide into several sub-families – Indo-European, Uralic, Nilo-Saharan, Khoisan, Dravidian, Sino-Tibetan, Na-Dene, and so on. These further divide into many more groups and individual languages. In the Frontier, many of these languages and language groups have been lost, and only the Eurasian and Southeast Asian languages are widely spoken.

Dialects exist throughout the various planets and even within the cities of human worlds. Many borrow sounds and words from other languages, especially in places where humans interact with many other races. One notorious dialect is Reachspeak, a mishmash of various linguistic traditions, slangs and cants used among the traders in the Drammune system, both legitimate and criminal.

Several companies have developed languages based on human tongues, as well. Among these are Pan-Gal, Streel, Mercspeak, and Tachtonish, just to name a few. These languages barely qualify as such, most being based off local dialects, but have been registered (and copyrighted) by their various corporations.

Eurasian Languages: Angles, Clarioni, Euranto, Franali, Grecce, Kdiki, Lossender, Minos, Russic.
Southeast Asian Languages: Cassian, Indiri, Lacoan, Paloan, Parshta, Prengao, Sinese, Thailay, Xing.
African Languages: Arabi, Zimbi.
Major Dialects: Circan (Minos), Krataari (Minos), Morgainer (Prengao), Quiveran (Prengao), Reachspeak (Cassian), Triadan (Cassian), Zebulian (Paloan).

Company Languages: Mercspeak, Pan-Gal, Streel, Tachtonish.

Author's Note: The above section assumes that the humans of the Frontier came from Earth. If your game calls for a different history, disregard all references to Earth languages. Instead, consider the languages above to fall into two categories – Prenglar languages (Cassian, Lacoan, Paloan and Prengao) and Thesseus languages (Clarioni, Kdiki, Lossender and Minos), along with their attendant dialects.

Humma Language

The humma have few languages, and those are relatively simple and quite interrelated. There are two main language groups, Hum and Lar, with Hum having the most speakers. The relative similarities between the two language groups and the lack of major shifts from older, dying or extinct languages leads many to believe that language is a comparatively new concept to the humma, though they themselves dispute this vehemently. Humma languages have a contextual basis, as well, meaning that one must know what the speakers are discussing to fully comprehend a conversation. As with most species, the humma languages have several dialects, most notably on the worlds where they have settled.

Humma languages are slow to adapt, and generally do not use loan words, despite the hummas' interaction with other races. Some negatively consider this a function of humma society, but the truth is that linguistically it is easy to describe almost everything within the existing vocabulary and syntax, and thus loan words are unneeded. More often than not, a humma will simply speak a different language to describe "alien" concepts than to continue in a humma language.

Some humma are fond of using slang, throwing non-humma terms into their speech, usually in a manner derogatory to speakers of that tongue. Some of these have even become patois or creoles in places where humma interact with many races.

Hum Languages: Fom, Hum.
Lar Languages: Lar, Lum.
Major Dialects: Forg (Fom), Go (Hum), Low Hum (Hum), High Hum (Hum), Kran (Hum), Sten (Lar).

Ifshnit Language

While not as numerous as the yazirian languages, the ifshnits nonetheless have many languages, and many more dialects, slangs, patois and cants. There are four distinct language groups – Ifsh, Shni, Shem and Fasht – among which are numerous languages and dialects. The main language spoken among the majority of ifshnits is Ifshnari, an Ifsh language. Shnizza, Shemari, and Fashto are also commonly spoken, and most Ifshnits know at least two of these tongues. It is not uncommon to find Ifshnits engaged in conversation in multiple languages, switching between them without difficulty.

Ifshnits also have many dialects, patois and cants, as well as trade languages among the clans. Ifshnits commonly use one language for dealing outside their family and clan, and a dialect for familial conversations. Also, planetary and regional dialects are common, and ifshnits again are familiar with multiple modes of conversation.

Ifsh **Languages**: Ifshnari, Ifshana, Ifshni.
Shni **Languages:** Shnizza, Shinza, Ifshniz, Shniri.
Shem **Languages:** Shemari, Shema, Shmi.
Fasht **Languages:** Fashto, Fashna.

Art by Shadow Shack

Major Dialects: *Astri (Shemari), Capshi (Ifshnari), Cryxsha (Ifshnari), Fari (Fashto), Klaema (Ifshana), Kleeva (Shinza), Pisca (Shnizza), Stenma (Ifshnari)*

Trade Dialects: B'daa (Shemari), Fshnaa (Ifshnari), Shasti (Shnizza), Shtaasi (Fashto), Vlaun (Ifshnari), Xashna (Ifshana)

Osakar Language

For all their love of linguistics, the osakar themselves have but one language, though it is a complex one. The osakar language has a simple vocabulary, but infinite combinations, essentially consisting of few thousand single syllable words that string together to form new terms and full sentences. The vocalizations of the osakar also create many unique words with no correlation to other tongues. Linguistic drift has caused numerous dialects to appear, though they all share the same, singular root language, Osakarish. Many of these dialects have formed through contact with other races, where the osakar have added loan words and sounds to Osakarish.

Major Dialects: Cryx, Fhlo, Kaza, Klae, Obla, Onta, Osa, Pi'Ka, Pisc, Rean, Sten, Wesk, Won.

Vrusk Language

The vrusk have a rich and diverse linguistic heritage, and many languages have been recorded among their histories. Four major language groups have survived – Vr'sk, Kliz'sk, Aqat'sk and Skir'sk, and among them there are dozens of languages spoken among the vrusk. These languages often sound the same to non-vrusk, all comprised of various clicks,

©RJR studio

buzzes and whistles, but to the trained ear there is a decided distinction between them. As with most other races, many planetary languages exist, and there are many dialects as well, most notably where vrusk coexist with other sentients.

There is a common language among the vrusk, known as Vr'sk'aq. This is used in business, science and everyday speech, though there are dialects in these usages. Vr'sk'aq also borrows heavily from other languages, allowing its widespread use among other races dealing with vrusk associates.

Many vrusk languages and dialects also use scents and antennae movements, which largely escape the notice of non-vrusk. There is more than one secret language among the vrusk that is completely non-verbal, and undecipherable to other races.

Aqat'sk Languages: Aq'sk'at, Tzi'aq, Zik'aq.
Kliz'sk Languages: Kizzat, Kliz'at, Zzaak.
Skir'sk Languages: Kawdiir, Skiir, Tlick'at.
Vr'sk Languages: Braack, Kak'ack, K'tik, Szel'ick, Vr'sk'aq.
Major Dialects: Kar'taq (Kawdiir), Krata'aq (Kawdiir), Prenglat (Vr'sk'aq), Ringlat (Kak'ack), Terl'aq (Zik'aq).
Secret Languages (Verbal): Hass'vat, Tzzi'aq.

Yazirian Language

Yazirians have what may be the most diverse linguistics of all the races of the Frontier. Once, more than 10,000 languages were spoken by the yazirians before they even took to the stars. Regional, clan and religious dialects and cants boasted into the hundreds of thousands. Many of these traditional languages have been preserved, and many of the numerous yazirian religions and clans cling to these ancient tongues.

All yazirian languages are punctuated with various growls, grunts and howls, some of which carry meaning and some to emote. These sounds are difficult to produce by non-yazirians, but in most forms of speech these sounds are unnecessary.

Since entering the Frontier, the yazirians have adapted, and formulated new tongues and dialects for use among their neighbors and allies. The most

common of these is Yaziri, although it not universal among the yazirians. There are six major language groups in yazirian linguistics, and three religious language groups that are unrelated to these. Among these, over 100 languages are still widely spoken, as well as the thousands of dialects, and many dying languages.

Like most other races, the yazirians have also adapted world-wide languages where they have settled in numbers. All began as dialects of some other language, but quickly developed a vocabulary and drift of their own, establishing themselves as distinct languages.

Several secret languages also exist among the yazirians, in both religious and secular forms. Many of these are ritualized, and highly regarded, while others are so secret that to reveal any part of it to an outsider risks death.

Aza Languages: Azana, Hentzir, Siina, Tsavi.
Breena Religious Languages: Bereenou, Granee.
Garaal Languages: Garaa, Hargu, Larou, Minou.
Haaz Languages: Daaz, Haaz.
Krolou Religious Languages: Broloa, Krolou, Mraaz.
Pradeen Languages: Bradep, Kardaan, Pradeen.
Razzir Languages: Hzaar, Laapaa, Pozeen, Razz, Viaz.
Thaar Religious Languages: Alaar, Thaar.
Yazi Languages: Hakosao, Histra, Yasti, Yazi.
Major Dialects: Drammi (Hentzir), Exi (Yasti), Palaaz (Hakosao), Quivas (Hargu), Trefrou (Hargu), Triaadz (Hentzir).
Secret Languages: Izaa, Kalee, Paralou.

Ancient Languages

The Clikks, Tetrarch Societies, and more ancient peoples have all left ruins throughout the Frontier and Rim, and among these ruins are numerous written and recorded messages in various languages. Some of these have been studied extensively, while others have so few examples that almost no work has been undertaken in them.

Of these ancient languages, only three have any widespread knowledge, and even these are only among historians, archeologists and linguists. These languages are Clikk, Avlasan and Soran, the latter two

being Tetrarch languages that have been widely studied and mostly translated. There are many more, such as Xickii, Copesh, Linari, G'naa, Touc, Hssk, Yiero, Vli Ma and more, but these are rare and obscure, and most have only been barely translated. Characters can learn these, but there only use is typically in understanding the ancients' ruins.

New Sub-Skills: Linguistics and Xenolinguistics

While it is perfectly acceptable to simply use the Psycho-social skill Communication, these specific sub-skills can be used to add more dimension and depth to linguist characters. These sub-skills are part of the Psycho-social skill.

Linguistics
Success Rate: 50% plus skill level

The linguistics skill allows a character to learn new languages, and understand languages related to ones he already knows. A character can learn one language family per skill level in linguistics, and two specific languages in each family he knows. This is in addition to any other languages he may know. Knowledge of a language grants a +35 bonus to all linguistic checks to comprehend a related dialect. Secret languages impose a -25 penalty to linguistic checks to learn or comprehend. Learning a language through this skill is in addition to those learned from the character's LOG score.

Art by Marcos Hildalgo @ toposolitario.com

Xenolinguistics
Success Rate: 40% plus skill level

This skill allows a character to make sense and learn a language she has never encountered before, such as from a newly discovered race. It also allows comprehension of communication forms not normally recognized as language. Additionally, xenolinguistics can be used to decipher ancient languages, many of which have never been encountered by any race in the Frontier. Such languages impose a -25 penalty on the check.

EQUIPMENT

Smart Cosmetics and Fashion

By Ben Gorman

Art by J. A. Davis

The very latest in technological advances have ushered in a new age in cosmetics and fashion!

Using 'smart tattoo' technology and techniques have allowed for some trendy applications, specifically; cosmetics. People may now have smart tattoos surgically implanted in strategic areas (eye lids, eye lashes, lips, cheeks, contact lenses, fingernails and toenails) in order to provide a permanent application of cosmetics. Of course, smart tattoos may be fashioned so as to simply cover an area of skin or in whatever shape/design the wearer wishes.

These 'smart tattoos' work in conjunction with a small hand-held computer and stylus pen to alter the coloration of the subcutaneous (usually) smart tattoo. These smart tattoos are actually electronic webs; meshes if you will, that are virtually weightless and thinner than a human hair. They can be surgically implanted just beneath the skin in the area(s) that the wearer wishes to be affected or, in the case of the eyes, fashioned into contact lens or, if the wearer chooses, permanently bonded directly to the eye itself.

This technology integrates with the skin in such a way that it is mechanically and physiologically invisible to the user and any casual observer (microscopic inspection would reveal the technology).

In effect what this allows is for the wearer to access their 'smart tattoo compact progit' (a round device that opens in a clam-shell fashion and is about 1cm (0.394in) thick and about 7.62cm (3in) in diameter) and instantly adjust the coloration of any of their smart tattoos.

When the compact progit is opened a small stylus can be found held against the inside of the lid by way of a friction clip. Also contained in the lid is a small, round mirror (which is the same diameter as the compact progit). The body of the compact houses the computer and microdisk battery that powers it (one disk will last 2 months). The tattoos themselves collect their power from a combination of sources; from the miniscule amounts of stray electrical energy that is produced from a person's own body and from stray or transmitted electromagnetic radiation from random external sources.

The user is able to choose any color they wish (to include no color) and by tapping the screen with their stylus and then waving the stylus over any of their smart tattoos, can instantly change the color of the tattoo. As well, they can use their compact progit to optically sample a color for immediate application thereby reducing the time it would take to sort through a visual list of colors for a perfect match.

The user may also set their smart tattoos for a dozen different color combinations and each smart tattoo can be set for its own color or to synchronize with other smart tattoos (up to a maximum of a dozen tattoo groups or 50 individual tattoos). These combinations can be set on a timer anywhere from a fraction of a second to a full day, week or even year. The smart tattoos will then automatically adjust the colors previously set at the preset intervals.

This technology has become quite the rave amongst the trendy nightclub scene where users will set their smart tattoos to rapidly switch between eye-popping neon colors. The effect can be somewhat disorienting to observers, especially when the club employs the use of black lights!

Similarly, holo technology has been applied to standard clothing so that the effect is very much like that of a smart tattoo except that there is a fine electronic circuitry web woven throughout the fabric of the garment. For an increased fee, the user may instantly synchronize their smart tattoo compact progit with their smart fashion progit associated with their clothing. Doing this will enable the user to synchronize their tattoo color(s) with their clothing color(s)!

It should be noted that this application of holo technology only affects the color of clothing, and nothing else. One smart fashion progit can manage up to a dozen different articles of standard clothing. This technology is not intended to be used with tactical clothing.

Cost(s)	
Smart Fashion	Base cost of article of clothing +250%
Smart Fashion Progit	700cr
Smart Tattoo, Small (up to 7.62cm [3in] in diameter)	150cr each
Smart Tatoo, Medium (between 7.63cm and 15.24cm [6in] in diameter)	300cr each
Smart Tattoo, Large (between 15.24cm and 30.48cm [12in] or more in diameter)	600cr each
Smart Tattoo Compact Progit	700cr
Smart Fashion/Tattoo Progit Synchronization	150cr

Art by J.A. Davis

Thing is, you could just get an old fashion tattoo, but why not go hi-tech?

Try PGC's new *'Smart Tattoo Compact Progit'*. You will never want to go back to the parlor again.

FRONTIER FICTION

Survival Instinct

By Eric Johnson

He heard the alarm claxons a moment before he regained consciousness. His eyes opened just as the worst headache of his life struck. Where in the Hades was he? Everything was out of focus. Damn it, would somebody shut off that alarm and fix the damn lights?

The main lights were out. Illumination was provided by the emergency flashers. The man looked at himself in the strobing light still uncomprehending the situation. Why am I naked? Where are my clothes? His eyes focused; there was blood on his hands. There was blood all over his body. Whose blood? What the nug happened? Somebody shut off the alarm!

The man sat up and frantically checked himself for wounds. He found none. Well the blood wasn't his. Gravity seemed to be working, so the ship was in motion. He stood up and almost fell over as dizziness assaulted his sense of balance.

He stumbled over to the hatch to the next chamber and looked through the small window. The reflection in the glass was as blurry and unclear as his memories. The light in the other room also pulsed in alarm. It provided small bites of visual clarity to his confused brain.

 He saw her, Tharsia. Her face was painted with outrage, lust, and hate. She was screaming at him. The yazirian female was naked too and covered in blood. Bits of what looked to be flesh peppered her mane and collar. She was bleeding from various cuts to her patagia. Tharsia, who had the personality of a dirty librarian, looked as though she had jumped out of her race's primordial past.

"Sweet Tharsia, look at you now," ran through his head. He should have been concerned but he wasn't. He did not feel the cold, spidery tendrils of fear. He couldn't hear her or make out what she was saying but he knew what she wanted. She wanted him to open the airlock door. She didn't want him to vent the object.

He knew the controls on her side had been smashed into uselessness. The alien artifact that they had recovered was held in one hand. Blood covered the statuette. It looked as though it had been used to brain the others.

The very thing that they thought was going to make them rich had killed them. The inanimate object had somehow brought to the surface all of the hatred and jealousy that had been suppressed in the viscera beneath everyone's mask of civility.

He blinked as the glass became filled with a spider web from Tharsia's frustrated attempt to breach the glass. Her emotions projected from her like the radiation waves from a supernova. He felt each one yet he felt nothing. Feelings would stop him and ensure the doom of all.

The controls to the depressurization chamber on his side were intact his hand moved to the control for the outer door. She was panicked; he could see it all over her face now. The yazirian woman on the other side of the door was begging. He found it curious that the product of a proud warrior culture was begging.

The artifact could not be brought back. He had to prevent a salvage crew from unwittingly damning the rest of the frontier. He had to blast the thing into space.

A voice from inside screamed at him to do it. He was taking too long. The fate of worlds hung in the balance. The dead faces of the crew ran through his mind. Sweat beaded on his brow. His resolve was cracking.

He pressed the button that opened the outer airlock door. A sigh of relief escaped his lips. Claxons screamed a different warning into his ears. He felt the vibrations of the door moving.

The air was forced from his lungs as the temperature plummeted instantly. His feet left the deck. He saw Tharsia's bloody hand print on the glass. Eternity drew him out of the airlock and into her embrace. The statuette was in his.

CHARACTER RACES

Oduvu'urian

By Allen Trussell

Author's note – The Star Frontiers game has many races, each of which fills a niche. The dralasites are philosophical and humorous, the vrusk are business-like, and the yazirians are warriors. One thing I always felt missing was a technological race, a race of scientists and engineers; thus, I created the oduvu'urians. Similarly, I wanted a race that wasn't "humans-in-funny-suits", so I went with an evolved version of a highly intelligent animal, the octopus. I hope that you find the oduvu'urian worth including in your Frontier.

Physical Structure

The oduvu'urians are a race of cephalopoid beings, vaguely resembling a squid or octopus. The main body of an oduvu'urian is a soft, bulbous mass, which contains the vital organs and brain. Around this central mass are six strong, flexible tentacles, arranged as four lower "legs", used solely for locomotion, and two upper "arms", used for manipulation of tools and weapons. The skin of the oduvu'urian ranges from yellow-brown to deep maroon, with warty growths darker or lighter in color. Oduvu'urian eyes are golden amber, rich brown or rarely a piercing blue. On very rare occasions, an albino is born, with white skin and pink or red eyes. Despite their origins as an aquatic species, oduvu'urians long ago adapted to a land existence. Their skin is dry and tough, and they maintain a warm body temperature through endothermal processes. An oduvu'urian measures 1.1 to 1.3 meters in height, with a body diameter of 80 to 90 cm.

Despite their cephalopoid physiology, oduvu'urians share absolutely no connection to other such races, like the ul-mor of Volturnus.

Senses

The eyesight of the oduvu'urian is exceptional, about twice as good as a human's. They are able to see in color, and fine details; they also have good dark vision, able to see in low-lighting conditions as if in normal light, though they lose range and color perception. The eyes of the oduvu'urian also have clear, nictitating membranes, which protect their eyes against harsh light, providing them immunity to dazzling and blinding effects from bright light. Their hearing and sense of smell is about equal to that of a human, and their sense of touch is superior.

Art by Emily Vitori

Speech

The oduvu'urians breathe air, and thus speak by blowing air through a voicebox like humans. They are somewhat limited however by their beak-like mouth. Oduvu'urian speech is punctuated by clicks and whistles, and this is evident even when speaking other tongues.

Society and Customs

The oduvu'urians are highly intelligent, inquisitive and technologically advanced. Their homeworld has been descending into a deep ice age since the early days of oduvu'urian civilization, and their science has kept pace, adapting to cope with the diminishing warmth and arable land. Oduvu'urian cities are built near geothermal sources, in underground complexes, and near or under the seas, and use the natural forces present for energy and food production.

Oduvu'urian society is based around the community and the family, which is extended for as many generations and individuals as can be supported. When a family or community grows too large, efforts are undertaken to move a portion of the growing population to a new location with room for further expansion rather than trying to find more resources locally. Birth control and resource management are top concerns for the oduvu'urians, as their world has diminishing assets. Nonetheless, the oduvu'urians are a resourceful and innovation folk, and seem constantly to find new ways to live with their harsh environment.

While the oduvu'urians typically do not wear clothing in a manner familiar to most races, they do have work harnesses, decorative wear and environmental gear they can wear when needed. The oduvu'urian physiology is not well-suited to such, and their mindset finds the idea of clothing absurd, except for time of necessity. Typical gear for an oduvu'urian is a sling worn around the main body mass, with pouches for tools, money, computers and the like. Decorative slings made of finely tooled materials are sometimes worn, usually for ceremonial purposes. Environmental wear, such as environment suits or spacesuits, is the only full-body wear the oduvu'urians have, and fully encloses the oduvu'urian body. Lacking hands, oduvu'urian tools and weapons have

simple grips that tentacles can wrap around, unsuitable for creatures without such appendages.

Attitudes

Oduvu'urians do not understand the customs of most other races, taking a logical and methodical approach to all matters. They are confused by yazirians and humans, due to the passions these two races often display. Oduvu'urians get on well with dralasites, and appreciate the business-like vrusk, though they find the latter physically intimidating and can get irritated by dralasite humor.

Special Abilities

The technological aptitude of the oduvu'urians is exceptional. When making any sort technology-based skill check, an oduvu'urian gains a +5% to the roll. This ability can be increased with experience.

Characteristics	
Average Height:	1.2 meters
Average Mass:	30 kg
Average Lifespan:	80 years
Reproductive System:	Heterosexual, viviparous
Body Temperature:	31 Celsius

Ability Scores		Movement	
STR/STA	-5	**Walking:**	5 meters per turn
DEX/RS	+0	**Running:**	20 meters per turn
INT/LOG	+10	**Hourly:**	3 kilometers/hour
PER/LDR	-5		

Special Abilities

Immune to dazzling or blindness from bright light.
+5% to any skill check or ability check involving technology.

Errata

Here is the technologically challenged information I forgot from issue#20. For some reason, my email was not getting updated on my supposedly smart phone. So Kenn Ryan was able to dig up the stats for all of his races and provide us with a few more tables to gather some information. Please enjoy his tables and the stats that I missed.

Ability Modifier Table	STR/STA	DEX/RS	INT/LOG	PER/LDR	Special Ability
Clii'Jak	+10	-5	-5	+0	+20 to kick/ambidexterity
Thren	+0	+10	+0	-10	+15 weapons shot/+5 to any one ability score

Movement Table	Walking/spaces per turn	Running/spaces per turn	Walk/turn	Run/turn	Per hour
Clii'Jak	2	5	10m	25m	4km
Thren	2	6	10m	30m	5km

| Ability Modifier Table									
Race	Str	Sta	Dex	RS	Int	Log	Per	Ldr	
Dralasite	5	5	-5	-5	0	0	0	0	
Human	0	0	0	0	0	0	0	0	
Vrusk	-5	-5	5	5	0	0	0	0	
Yazirian	-10	-10	5	5	5	5	0	0	
Sathar	0	0	-5	-5	-5	-5	10	10	*LDR 20 higher
Osakar	5	5	5	5	0	0	-10	-10	
Ifshnit	-5	-5	0	0	5	5	0	0	
Humma	10	10	0	0	0	0	-10	-10	
Mechanon	5 (150)	5 (90)	5 (90)	5	10	10	W 75, Th 95	-20	-20	*LDR 20 higher
S'sessu	0	0	0	0	10	10	-10	-10	
Zethra	-5	-5	5	5	5	5	-5	-5	
Saurian	10	10	-10	-10	0	0	0	0	
Zuraqqor	5	5	5	5	-10	-10	0	0	
Mauk	-15	-15	5	5	5	5	5	5	*Mauk is supposed to be -15 STR only but could be -10 for the column with STR 5 below STA
Ul-mor	-5	-5	5	5	0	0	0	0	
Kurabanda	0	0	5	5	0	0	-5	-5	
Edestakai	5	5	-5	-5	0	0	0	0	
Eorna	5	5	-10	-10	5	5	0	0	

CREATIVE REFEREEING

Star Frontiers Tokens for Online Gaming

By William Douglass

Tokens and Chits seem to be interchangeable terms when it comes to tabletop gaming. But to better define them, typically a chit is a marker for something in the game and a token is a representation of pc's or npc's in games. So if you are playing any online rpg's and you want to have some tokens or chits to add to the maps, I would like to share with you a few resources that are available to you. Starting within our own Star Frontiers community:

Art Eaton and the Frontier Development Team over at StarFrontiers.org have a nice selection of tokens in many shapes and sizes from throughout the Star Frontiers universe. Follow the links below and check them out. I have included a few samples here to wet your appetite.
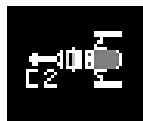

Slither

Dralasite

http://starfrontiers.org/thefrontier/download/counters&maps/
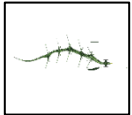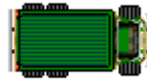

Assault Scout

Sathar Ship

There are many other good resources at the StarFrontiers.org website. Feel free to check them all out and say hi to Art in the Forums.

Vrusk

More Frontier Chits are also available in the Chit Factory at the StarFrontiers.us site, here:

http://www.starfrontiers.us/downloads/1698

These were created by a group consisting of AZ-Gamer, Bill Logan, Larry Moore, Full Bleed and others.

Ground Transport

I am sure if you need help downloading them or have any issues, anyone from the forums can help out.

Assault Scout

Another thing you can do with the tokens is print them out on card stock and you would have counters for playing while not on a computer. These are very versatile so be creative and thank those at the forums for creating such cool tokens.
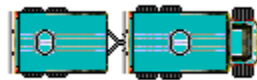
Ground Transport with trailer

Skimmer

Hover cycle

HEAVY CRUISER

As you can see, we have many talented people in our community. If you would like to contribute, just email me or anyone from the community and they can help you upload your chits/tokens as well as give advice on how to make your own.

CREATURES OF THE FRONTIER

Monsters by Email

By William Douglass

All art by Nicholas Cloister

When I was popping over to G+ the other day, there was a little post on Larry Moore's G+ page. It said to check out Monsters By Email. Since I am the editor of this fine ezine currently, I thought it would be a good idea to check it out. What I discovered was some very awesome artwork by Nicholas Cloister.

This website offers to deliver via email, a new monster each month for a total of 12 monsters for the year. The monsters are sent each quarter, so you would get 3 monsters each time. The cost is $2.50 per quarter or $10 for the year. There are limited publishing rights given when you purchase the image.

If that was not enough, you also get a write-up for the creature/monster. I say creature too, because some of them can be used for new npc characters or even creating a new race for your game.

The next part is a chart that gives you a visual of the stats for the monster. This chart can be used to convert it into any gaming system. The chart is very visual and helpful, another great benefit.

Included on the website are 4 free to look at and use monsters, samples to check out Nicholas' work. I am including those four in this article.

This is still a start-up business and Nicholas is waiting for more people to sign up to start getting the ball rolling. So if you are interested, please check the website out and sign up. I am excited to get a new source of monsters and creatures of high quality art for such a small price.

You will notice that the creatures are geared toward a fantasy slant in the original descriptions. Be not afraid my fellow Star Frontiersman, we are including a Star Frontiers twist to each monster as well as some stats. And I would like to thank Nicholas for giving us a few more example of his wonderful work to include in the article.

Included also are some adventure arcs to get you started.

I have included Nicholas's own bio also.

My name is Nicholas Cloister, and I live in Sweden. I have a four year traditional art education and a background in the fine arts. I have recently done illustrations and concepts for an Australian edutainment/browser game project, and for a Canadian internet games developer. I have also done work for traditional rpgs (Paizo, New Horizon), collectible card games (Fantasy Flight Games), documentary film, private interests, and illustrated several book covers for the Scandinavian and British market. (Tiden, Rabén&Sjögren, Norsteds, Kollibri, Egmont UK).

I am also the creator and publisher of 'RPG Creatures - a free online bestiary' and 'Bestiary 1' .

I see myself able to create a professional result in illustration, concept art, and previsualisation. I'm currently looking out for all kinds of (paid) opportunities, primarily on a freelance basis. If you find my work of interest please contact me through nicholas@cloister.se

Drop by and tell Nicholas you saw his work in the Star Frontiersman.

To the left is a **Dronhedon**. Feel free to come up with your own ideas on this one. Maybe it is a new sathar attack beast??

Cron'Lychma

The Cron'Lychmas are efficient and fast killers. Held together by a light, beetle-like exoskeleton they weigh very little for their size. By cramming their small feet and hooks into cracks and crevices, they can climb and hang on to the walls of the grottoes and tunnels they Inhabit.

The creatures make no sounds to communicate, which is probably done throughelectrical currents, but they tend to hiss when new heart-beats are detected, perhaps to express the joys of expectation of a new meal.

Females and males are more or less inseperable, and their young grow quickly.

The evenly distributed dark areas upon their heads project a sensitive electrical field before the creatures, which pick up the slightest disturbance within it. Positioning themselves in strategic locations they hook bats in flight, or catch swift lizards and rodents as they run by.

Larger prey are located by their heart beats. The acute hearing of the Cron'Lynchmas is extremely specialized and their brains are wired to exclude all sounds but the distinct patterns and frequencies of hearts beating. These can be picked up from miles away in the tunnels, and the creatures Never spoil an opportunity to feast on greater chunck of meat. The pursuit of flesh may make them single-minded and careless. Using some type of prey food may be the only way to sneak by them or distract them.

Smarter than dogs, the creatures still live out their 30 years hunting, feeding, sleeping, and breeding. They require a damp subterranean climate, or water in which to submerge themselves regularly. The cells of their exoskeleton depend on external moisture or will dry out and become brittle. Where water is scarce the Cron'Lynchmas will drench themselves in the blood of their prey.

Cron'Lychma	
Type	Large Carnivore
Number	5-12
Move Land	Fast (90 meters/turn)
Water	Medium (50 meters/turn)
IM/RS	8/80
Stamina	80
Attack	70
Damage	3d10 bite
	2d10 claw
Special Attack	None
Special Defense	None
Native World	****

Adventure Ideas for the Cron'Lychma

1)The planet the Cron'Lychmas are found on is being prepped for a new colony. The pc's must clear out any aggressive creatures they find according to their contract. Such a formadable foe was not expected.

2)After being discovered on a new planet, yazirians from around the Frontier have found a creature they could use for Trials of the Hunt, leading to adulthood.

Agi Septhoron

Great and powerful, the Septhorons typically will be found at the bottom of any body of salt water, close to their dens. They will lay there passively filtering sea water through openings in their heads and the tentacle "hands". Other than these, they have no mouths, and can survive on plankton for weeks, but this will not fully sustain them. Now and then they need to attack larger life-forms, such as sea mammals and fish. These they kill and work at with their claws, until they are shredded to pieces small enough to be inhaled through their baleen-like filters. Blood is especially savored, and the Septhorons prefer their meals fresh.

All vital inner organs, apart from the brain, are located in the main body, which looks like a much broader tentacle. Here the dark ink is produced in a surface layer of fragile bags. These are easily destroyed by harm toward the body and release a confusing, bad tasting gush of ink, meant to discourage predators bold enough to attack it. The Septhorons can also eject spurts of ink through the holes of their eyes. One or several eyeballs roll away and are replaced by tubes connected to the ink.

The ink of these creatures has some very interesting consequences. It will penetrate the skin and vessels and permanently discolor most surfaces it makes contact with. Life-forms exposed heavily to the ink may also be contaminated by Septhoron DNA. This will cause tentacles to grow and be subjected to disfigurements. Even if no physical changes occur, their offspring may suffer the consequences of exposure. Some scientists claim that the creatures lack normal means of reproduction, and survive as a species only be infecting and transforming other animals.

The Septhoron are very teritorial and solitary creatures. They will keep a long-term or permanent dwelling in caves and other similar hollows. They will especially take shelter herer when they are short on ink.

They are attracted to reefs and rocks, and prefer to settle in shallow waters. This can make problems for towns being established near these waters. It is not wise to mess with such a large beast. Any climate will do too, but stay away from polor regions. They are belived to live up to 300 years.

They have been observed once in awhile to surface for some unknown reason, and when they do they will let out long groans which sound to most Frontier races as complaining or angry human voices. Some believe they may be intellegent creature, but no one has been able to make sense of any of their moaning thus far.

Due to the mysteries surrounding their supposed speech and the intensity of their ink, these creatures are being studied by variuos megacorps for product development and to prove they are not intelligent so they can be exploited.

Agi Septhoron	
Type	Giant Carnivore
Number	1
Move Land	Slow(25 meters/turn)
Water	Fast(90 meters/turn)
IM/RS	5/50
Stamina	300
Attack	65
Damage	Grapple(3d10)
	Ink
Special Attack	Ink
Special Defense	Ink
Native World	****

certainly needed. It has been observed that they do eat some plants through their mouths. They only observations of how they drink are speculation, but a few have been seen standing in small flowing streams doing something with their root like feet. Scientists believe that this is how they drink.

The villages have around 20-30 michilaft in them. They seem to have no hierarchy other than a leader who is the one that the scientists have tried to communicate with so far. This may not be a leader though but may just be the spokesman for the tribe. It is unknown if there are males and females as they have no observable differences between themselves other than as individuals of a race. No younger ones have been observed either in any of the villages. They seem to be very peaceful and none of the scientists studying them have ever been attacked.

Most creatures stay away from them and none have ever showed aggression to other creatures of the forest. They have been observed communicating with another being that we have come to know as a Parnirion. How they communicate is yet unknown as the Parnirion is also under observation and study at this time.

Adventure Ideas for the Agi Septhoron

1)A small group of colonists have begun to believe that the Septhoron is an intelligent creature and have begun a cult who thinks the voice is the voice of god. They have been marked by the ink and some have even developed tenticals and other disfigurements from heavy exposure to this toxic ink. The pc's must find and stop the leader of this cult. Just hope they don't get sacrificed to the creature first.

2)A certain megacorp has hired the pc's to capture one of these beasts for study. The only problem is they are under protection until it is determined that they are or are not intelligent. So not only will the pc's have to figure a way around the local Star Law agent and other local authorities, but they will have to grapple with a very dangerous and toxic creature.

Michilaft

The Michilaft is a sentient being found in the forests of ****. The average michilaft is around 2.5 meters tall. Their genetic makeup seems to be part plant and part mammal.

They have been observed roaming through the woods and taking care to cultivate certain plants and trees. None have been approached for more than a first contact situation. They seem friendly but are very shy. The tubes upon their backs seem to be how they communicate to one another. It appears that they inhale through their mouths and exhale through these tubes to form some type of musical language. Poly-voxes have proven unable to figure out this complicated sound structure, but some vrusk scientists think they may have a breakthrough with some new algorithms for the ploy-vox.

The michilaft live in a communal village made up of large trees surrounding a clearing. These trees are carved out into small apartment like homes. They seem to need no furniture or any other technical trapping. They live off the land. The cultivating in the forests are how they garden or farm. They take great care to maintain healthy plants and have even been observed to put their root like hands into some type of them merging with the plants. Observers are not sure yet if they are feeding off the nutrients or giving nutrients, more studying is

It is unknown if there will be any advantages to educating them as a race until proper communications have been established. They do not seem very bothered by outsiders and show some curiosity, but for the most part go about their business of taking care of the forests they live in.

Michilaft average stats			
STR/STA	70/70	PS	4
DEX/RS	60/60	IM	6
INT/LOG	50/50	RW	30
PER/LDR	40/40	M	35

Adventure Ideas for the Michilaft
1)Have the pc's make this into a role-play event. The gm could have a lot of fun seeing if they can figure out a way to communicate with these forest dwellers.

2)A certain megacorp would like to transplant a village of the michilaft to another planet to see if they could take care of forests on another world.The pc's are hired to capture the whole village and get thewm aboard a transport.

Parnirion

Parnirions are another race found on the planet ****. They can be found in any environmet it seems.

They are around 2 meters tall and are covered in shades of brown fur. As of this current study, scientists are working with them and developing an accurate ploy-vox translation. So far they seem to be highly developed and intelleigent. Thay have also begun to learn Pan-Gal. They seem to have an ability that may rival the poly-vox itself, in learning new languages. One has even been observed communicating with a michilaft, which the scientists have yet to be able to translate their language.

They show signs of use of tools of stone and wood. No metal workings have yet been seen. The parnirion's seem to live out a almost hermit like existance. There have been 2 to 3 seen together but they all seem to have homes scattered around the planet. Each one seems to have an area of 10's of kilometers to themselves. They do not seem to be territorial or aggressive to one another.

Currently they seem to want to get to know any new race that is among the scientists. They also have a nack for showing up when the scientists are in need of food, water or just help in being guided.

They are fascinated by any tech adventures or scientists may have. They will try and barter with their own wood or stone works to obtain something they feel is useful to them. What those uses may be is uncertain so far.

One parnirion has been noted to have the carcass of a Cron'Lychma staked outside of its hut. He has not been straightforward on giving an answer as to why it is there., if he even killed it or just found it. There seems to be a fear and a respect for the Cron'Lychma in his eyes when he is asked about it though.

No children or young parnirions have been found. It is suspected they are hidden as well as any females. The only parnirions that have been made contact with are all male.

Parnirion average stats			
STR/STA	70/70	PS	4
DEX/RS	60/60	IM	6
INT/LOG	70/70	RW	30
PER/LDR	50/50	M	35
Attack	Claw	1d10	
	Horn/gore	3d10	

Thar-Naccandor	
Type	Large Carnivore
Number	5-15
Move Land	Fast (90 meters/turn)
Water	Medium (50 meters/turn)
IM/RS	8/80
Stamina	80
Attack	70
Damage	1d10 bite
	3d10 claw
Special Attack	None
Special Defense	None
Native World	****

Adventure Ideas for the Parnirion

1) Another opportunity for role-paly here. Have the pc's open communications with a parniron and see if they can help to translate the michilaft language,

2) For some reason, as the pc's are traveling/exploring, a parnirion keeps approaching them. It seems to want to guide them through a section of woods they were heading into. The only problem is this area is infested with Thar-Naccandor. Is the parnirion trying to lead the pc's into a trap or help them, you decide.

Thar-Naccandor

The Thar-Naccandor is a large predator on the planet ****. It is in direct competition with the Cron'Lynchma for top of the food chain status. The Thar-Naccandor, as they are called, are about the same size as vrusk.

They are about 2 meters in length. The Thar-Naccandor is a reptile who feeds on all manner of prey. They love to use their pointy faces to poke into smaller animals' burrows and try and find lunch. Their claws are also ideal in completing this task.

When hunting they are swift, curious, and edgy. In groups they spear all size of prey, and it is at such occasions that their mid pair of legs comes in handy. Using them like clawed, spiked clubs, rather than support, these limbs deal deadly blows to anything or anyone edible. The Thar-Naccandor has not developed great fangs to take down prey, but are very efficient and fearless killers.

Adventure Ideas for the Thar-Naccandor

1) A local village is plagued by a pack of Thar-Naccandor. The pc's must engage and destroy.

2) As the pc's are exploring a forest, they come upon a pack of Thar-Naccandor engaged in a battle with a pack of Cron'Lynchma. This would be a good time to avoid interference. The problem is that there are several young Michilaft caught in the brawl also. What to do?

*****. I did not put an actual planet name in here. As the GM, you can insert your own planet name and use these creatures and beings in your campaigns.*

Jarrazen

The Jarrazen are a strange mix of a creature. They are part plant and part reptile. They are about 1 meter tall, stand upright and are very fast movers. The Jarrazen can be found all over the forests of ****.

This creature is a medium size omnivore. They have been observed eating from berry bushes amongst the forest. The red and purple karleon berry seems to be the favorite. This plant can be found in small groves of 50 meters in diameter. The plants grow to about 2 meters tall and so not only give the Jarrazen a good food source but also a good hiding place. The Jarrazen have also been observed eating small animals that they catch amongst the branches of the trees.

Cron'Lychma and Thar-Naccandor both like to catch the Jarrazen and eat them. The Jarrazen though are not a dumb animal. They are very smart and learn quickly. This helps them to stay out of the way of the bigger creatures as much as possible. Their level of intelligence is about on the same level as dolphins.

The temperaments of the Jarrazen are of a friendly yet mischievous nature. They will come up to beings that they have never met and chitter and do a dance to indicate their friendly intentions. All the while though, other Jarrazen will be trying to sneak up and take things from party members. They are not really harmful or trying to hurt anyone, they just are curious about new things. The problem is they are a meter tall and not a creature you can just shoo away.

They can be found hanging around Michilaft villigaes but rarely are found near a Parnirion.

Jarrazen	
Type	Medium Omnivore
Number	3-20
Move	Fast (90 meters/turn)
IM/RS	7/70
Stamina	40
Attack	50
Damage	1d10 bite
Special Attack	None
Special Defense	None
Native World	****

> *Adventure ideas for the Jarrazen*
>
> 1) *The party encounters a group of Jarrazen(2 per pc) in the forest while exploring. After a friendly encounter, the pc's notice that some of their gear is gone. Should they give chase?*
>
> 2) *2 Jarrazen are in combat with a Cron'Lychma. The pc's have encountered the Jarrazen before and found them to be friendly creatures and are moved to help them.*

NuNundar

The NuNunar are a race of snake beings. They were found on a desert planet similar to Laco. The planet Galtan IV is located out towards the vast expanse in Sector 13, 18 between Lynchpin and Waller Nexus.

The orbit of the Galtan IV makes it in the habitable zone but there is not a lot of available surface water on three quarters of the planet. The surface area covered by water is mainly a great sea located in the upper hemisphere. This sea is surrounded by a vast array of plant life which in turn is surrounded by a mountain range. This semicircular area seems to be isolated geologically from the rest of the planet. Outside of this zone is a windblown desert across the rest of the world. It is not devoid of life though.

The reason this planet is of interest is this very odd geological formation and the NuNundar who inhabit the planet. At the center of this large sea, down under the water there is a very large structure similar to the Tetrarch ruins on Laco. It is theorized that this structure is the cause of the strange geological formation. And to make it even stranger there is a tower and some more ruins on the opposite side of the planet in the middle of the dessert. Maybe a Tetrarch experiment gone awry?

Then there is the NuNundar. These beings are at a pre-industrial technological level for the most part. They live in villages of around 100 NuNundar. These villages are located various locations around the sea. When surveyed from space though, it was noticed that each village center is exactly halfway between the sea and the mountains. No reason has been found out why they are like that so far.

The NuNundar are highly intelligent and have a spoken and written language. They have developed libraries in each of the villages, chronicling each village's history. Another strange factor that has been discovered is that each of the histories starts around the same time about 20,000 years ago. The libraries are vast and thorough; all pointing to the NuNundar god's creating this perfect race.

Archeologists are speculating that the Tetrarchs are their creators due to the close proximity to the ruins.

There seems to be a close link with the reptile species of Galtan IV and the NuNundar. It has been observed often the NuNundar having pet snakes and communing telepathically with other reptiles around the forests. They almost worship snakes (similar to the Egyptian view of cats), and they will be very angry with any visitors that harm any of these sacred snakes.

The NuNandar also have symbols similar to ones found on the Tetrarch ruins of Laco and the ones found on Galtan IV amongst their books. They do not know what the symbols mean, but they are sacred and they believe they are the language of the god's.

The NuNundar move gracefully and do not seem to waste any movements. They will befriend visitors and do not seem to be afraid of weapons. The only weapons they seem to have are personal knives and they seem to be for ceremonies more than defense. There are no records of wars in their libraries either.

Even though they are not prone to violence, they will defend themselves if they have too. The ploy-vox have been able to translate their language, mostly, which is made up of words and hisses. There also seems to be some type of body language in the way they sway and move back and forth. No one has yet to decipher this part of their language.

Any interaction with the NuNundar will be fairly easy at first. They seem friendly and will help pc's explore the forests around the sea. They will even venture out to the desert for a few kilometers beyond the mountain range. But for some strange reason they just

stop and begin to head back the way they came every time they reach a 5 kilometer distance.

There are records of one village that moved out to the desert and never returned. It might be in someone's best interest to locate this village if it exists at all.

The NuNundar also are aware of the structure under the sea. They have drawings of it that were made many thousands of years ago. They do not swim though and have never been down into the sea to actually see this. They believe that the forefathers would not lie to them and have left them truths about their past. If scanned by ship or a party goes under the sea to examine this structure they will find the drawings to be exactly what the building looks like.

Amongst the NuNundar there is a secret. What that secret is, is closely guarded because there are hints of hidden knowledge in the libraries, but nothing specific. Only the village elders, who pass the information on to each new generation, know the truth about the ruins. A god buried the structure under the water to protect it from being discovered by other god's who were trying to kill him. The structures in the desert are empty of all traces of the god's power and were decoys to hide the true power. The NuNundar are here and were born to protect the god's power until he returned.

What that power is and how the pc's find the hidden stories will be up to them.

In the center of each village is also buried a crystal. This crystal is why each village is located where it is. The crystals are a way for the NuNundar elders to communicate with one another and when they unbury it they use their limited telepathic abilities to call out to another village. There is some link with the structure under the sea and its location. The crystal will never be shown to anyone outside of the elders.

No NuNundar will want to leave and cannot be bribed into leaving either. When asked why they return from the desert they will say they are being called back to their village. It will also be noticed that once in a while when they are exploring with the pc's, the NuNundar will stop and then head back to their village. They seem to hear something, but there are no sounds the pc's will hear. If the pc's have someone with mentalist abilities, this being will be able to pick up on some type of telepathic call. It will not be menacing or threatening, more like a gentle call to come home. This is a safety mechanism that comes from the structure that helps to keep the NuNundar within the more livable area of the planet.

This is another lost race created by the Tetrarchs. It will be up to the GM to create a relic device or something within the structure if desired. The NuNundar are regulated by the structure to only have a certain amount of children each cycle to keep the population at a specific level that will not overwhelm the forested area. So if the records are searched someone will notice that any population census taken will always have small variations, even over 20,000 years. This should create an adventure to find out why.

The reason the "god" set it up this way, was to make anyone who found the planet and the NuNundar think that this was some primitive people and of no consequence. He just made them a little too good at keeping records with their level of intelligence. Luckily the "god's" enemies never did come back.

If any of the NuNundar are forcefully taken, as in drugged, they will go into a comatose state for a very long time. They can be awakened eventually, but they are dependent on the closeness to the structure to stay conscious. It will take scientists some time to find a way to free them from this dependence.

NuNundar average stats			
STR/STA	70/70	PS	4
DEX/RS	60/60	IM	6
INT/LOG	70/70	RW	30
PER/LDR	60/60	M	35

GAMING RESOURCES

Trade Goods and Commodities of the Frontier, Part Three

By Allen Trussell

Many animals are indigenous to the various worlds of the Frontier and Rim. Many of these have been domesticated and serve as pets, work animals, mounts or food.   Below is presented a mere sample of the vast variety of animals traded among the races of the Frontier. Prices listed are given for per head purchases; these prices may vary. Where the livery is more plentiful, prices will likely be lower, while areas of high demand will have inflated prices.

> *Author's Note: In this series of articles, the assumption is one metric ton equals one cargo unit; consider the terms "metric ton" and "cargo unit" synonymous.*

Aleec – this large, flightless avian is native to Yast, where it has been long domesticated. Aleec are stubborn, and temperamental, but their strong legs and sturdy frames make them great beasts of burden, carrying packs and pulling simple machines (plows, carts, etc.). While modern machinery has replaced the need for such animals, many traditionalists still use the aleec, and some drovers use aleec to pull recreational carriages.
Price: 400 Cr per head.

Baghtu – a large, shaggy bovid native to Morgaine's World, the baghtu is quickly becoming a welcome source of food throughout the Frontier. The meat of the baghtu is very tasty, high in protein and low in fat, making it a healthy choice for many. The milk of the baghtu is unpalatable, though attempts at making specialized cheeses from this blue fluid are underway, with mixed results thus far.
Price: 300 Cr per head.

Beassil – this brightly plumed bird is favored among many as a pet, due to its beauty and ability to be domesticated. Friendly and curious, these Hentz natives are bred by yazirian handlers and sold to wealthy patrons far and wide. There are several breeds of beassil, and the yazirian aviarians keep careful records of the birds' heritage and bloodlines.
Price: 2,000 Cr per head.

Brapure – large, bulbous and temperamental, the brapure is a pig-like creature from Inner Reach. It is foul in most every way, but is strong and hardy, making it a useful beast of burden. Brapures are most often used to haul heavy loads on their broad backs, or by pulling carts laden with goods. Brapures do not take to being ridden, though brapure riding is a rodeo event on both Reaches.
Price: 300 Cr per head.

Burgile – the burgile is a rodent-like creature, with long, silky hair native to Triad. This hair is useful, most often as paint brushes. The bristly hairs around the creature's head have more industrial uses, and some clothing is made of brugile hair.
Price: 750 Cr per head.

Cauri – found on Ken'zah-Kit, the cauri is a feline predator that has been domesticated, and become a guard animal. The cauri is a medium sized carnivore, around 1.5 meters in length, with excellent night vision and powerful jaws. Some in the Frontier try to keep these animals as pets, and swear by the creature's loyalty, but the aggressive nature of the cauri has led to many a tragedy in such situations.
Price: 600 Cr per head.

Chotar – chotar are small wooly bovid domesticated on Hakosoar and Histran. Their wool is made into cloth, and their milk makes many succulent chesses. Chotar are also useful as an alarm system, as their bleats are loud and only happen when predators draw close. Many explorers take chotar along with them for their nutritious milk and this cheap alert system.
Price: 200 Cr per head.

Clectre – a medium sized ground-dwelling arthropod, the clectre is native to Kawdl-Kit, although it has been introduced to all worlds with a large vrusk population. The clectre produces a fine honey-like fluid, which it stores in underground chambers. This substance, clec'tziir, is a delicacy among vrusk, though most other races find it to be an "acquired taste", at best. Yazirians find clec'tziir disgusting.
Price: 500 Cr per head. Clec'tziir
Price: 2 Cr per kg; 4,000 Cr per metric ton.

Derchant – this coppery-colored fish from Groth is nutritious and flavorful, and very fecund. There are around a dozen or so varieties of derchant, from the large douroup to the slim, brown keroup. Each has their own flavor, and are found in different regions of Groth. Attempts have been made to transplant these fish to other worlds, but all have failed.
Price: Douroup – 10 Cr per head; Erdoc – 7 Cr per head; Tricau – 6 Cr per head; Garoup – 4 Cr per head; Gareelou – 2 Cr per head; Keroup – 1 Cr per head.

Dotengu – the dotengu is a hardy creature, with six strong legs and a thick, gray-green hide. It is native to Pale, and is hardy enough that it has been successfully introduced to many other worlds. The dotengu is an even-temepered animal best suited to riding. It is not particularly fast or agile, but its ability to thrive in even the harshest environments makes it a favorite among many explorers who need a mount able to go where groundcars cannot.
Price: 450 Cr per head.

Dzelt by Shell Allan Shoemake

Drathe – this creature is a horse-like animal, though of mammoth proportions. Native to Minotaur, the drathe has been long domesticated, and used as both beast of burden and in war. Today, the drathe is little more than a curiosity, though on some newly settled worlds they are used to haul large loads.
Price: 600 Cr per head.

Dreeti – the beautiful dreeti is an arthropod, with a brilliant, iridescent carapace and gossamer wings. It is 20 – 30 cm in length, and surprisingly easy to domesticate. It is believed the dreeti have an innate, psionic empathy that draws them to bond with another creature. Native to Zik-Kit, vrusk have imported dreeti to many worlds, where it is a pet. The dreeti seem drawn to vrusk, but avoid dralasites; humans and yazirians both largely dislike the creatures, though dreeti seem to enjoy their company.
Price: 800 Cr per head.

Drophirond – this large, ponderous herbivore is a favored food animal in the Frontier, and while native to Prenglar, it has successfully been introduced to many other worlds. There are several breeds of this antelope-like creature, and connoisseurs swear by one breed or another. The two most prominent varieties are the longhorn and the whitehorn, each of which are considered the most flavorful.
Price: Longhorn – 650 Cr per head; Whitehorn – 700 Cr per head.

Dzelt – this tiny arthropod appears similar to a scorpion, but has a third pincer on its tail, as well as large wings. It is native to Exib, a moon of Yast, where it feeds on that world's sting-flies. The dzelt have become a welcome addition to many a yazirian household, where they are kept as pets to keep down the disease-ridden sting-flies and other pests. Yazirians have developed a custom that if one should kill a dzelt, even accidentally, the offender must leave an offering for the creature's spirit. If the offering is accepted, (evidenced by the carcasses of sting-flies nearby), then ill-fortune is avoided. As sting-flies have been accidentally transported off-world, dzelt are being found in greater frequency as well.
Price: 10 Cr per head. *

Eetla – eetla are crustaceans from Rupert's Hole, a crayfish-like creature with a delectable flavor. Eetla are somewhat rare on this arid world, and have yet to be successfully introduced to another, though Pale has had some success with hybridizing eetla with its own native crustaceans, though these chimera are not as delicious as true eetla.
Price: 250 Cr per head.

Elotaur – a long-necked tetrapod, this small saurian is a docile and faithful herbivore. Native to Laco, it is sometimes also known as Dixon's dog, though it has no relation to canines. The elotaur is a pet among many, and is known to form lasting bonds with a master. It is also a useful guard animal, alerting its master to danger through its horn-like bleat. Elotaur were originally domesticated as a food animal, and many still consume the tough, though tasty meat, but its status as a pet has made this practice less common.
Price: 900 Cr per head.

Erosergon – found only on Groth, this jellyfish is a delicious food among dralasites. The transparent, pinkish creature is approximately 30 cm in diameter, and its tentacle feeders can reach over a meter in length. Care must be taken to avoid the painful sting of these tentacles, but the body of the erosergon is otherwise harmless. Humans and yazirians are made sick from eating the gelatinous flesh, and vrusk find erosergon tasteless. Some humans believe the creature has aphrodisiac qualities, though this is a misconception based on the creature's name.
Price: 25 Cr per head.

Frast – this small, spidery arthropod is native to the forests and jungles of Lossend. It is poisonous, though not deadly to most sentients of the Frontier, but its sting can be debilitating. The value of the frast comes in its silk. This silk is strong, soft and takes easily to weaving into cloth. Frastsilk is highly valued throughout the Frontier and Rim, and the creatures themselves are carefully controlled by business interests on Lossend. Funding by Pan-Galactic, Streel and Star*Play have increased the domestication and production of frast and frastsilk, though none of these companies have yet to directly control these cartels.
Price: Frast – 1,500 Cr per head; Frastsilk – 500 Cr per meter bolt of cloth, 100,000 Cr per metric ton.

Fusidorson – this plated, small monotreme mammal is native to Hargut. It is an unremarkable omnivore, save for the poison it exudes from its leg spurs. This poison, which can cause paralysis in small animals, is relatively harmless to most sentients. The venom has medicinal properties, especially in the treatment of various nervous disorders and as a local anesthetic. Some versions of Staydose use fusidorson venom. Fusidorsons are easy to care for, and are mostly docile. They have not been successfully transplanted to any other world.
Price: 950 Cr per head.

Gethe – this bovid has a long coat and massive, heavy horns. It is not aggressive, except during the mating season, though most cultivars control this through hormone therapy and artificial insemination. Gethe have become fairly ubiquitous through the Frontier since their introduction from their native Minotaur, and several hybrids and specialized breeds have been created in the centuries of domestication. The gethe is a "cornucopia" animal; the meat is a staple of Frontier food, the hair and skin is used in clothing manufacture, and the milk is drank, as well as made into cheeses and butter; the remainder of the animal is rendered into various types of feed for other animals. No part of the gethe goes to waste.
Price: 75 Cr per head.

Gonta – a long, sinewy canid, the gonta is a shrewd hunter. Native to Hakosoar, these animals are semi-domesticated, and mostly used to keep other, smaller predators away from livestock. Gonta fur is also favored by some as a decorative clothing item, and some breeds have been designed purely for their luxurious coats.
Price: 700 Cr per head.

Hassa – a reptilian beast, the hassa is a source of tough, durable leather. This native of Kdikit is also a strong beast of burden, carrying heavy loads and carts ably, and it can also be ridden. Hassa meat is foul, but can nourish travelers in extremis, making it a valuable animal to explorers.
Price: 500 Cr per head.

Hollock – the hollock is a small, brightly colored avian, most notable for its tender meat. Its small eggs are intensely flavored, and many find these unpalatable, though yazirians favor them. Hollocks originated on Triad, but have been spread throughout the Frontier. The hollock has several breeds, some bred for size, some for flavor, and some for their plumage as show birds. Hollocks of all breeds are notoriously stupid, however, and the males can become highly aggressive during mating season. As with most avian, the males are more brilliantly plumed than the females.
Price: 60 Cr (size), 100 Cr (flavor), or 900 – 1,750 Cr (show birds) per head.

Hou-Cau – this diminutive creature is little more than a mobile ball of fur and feet, about 10 cm in diameter, that coos and purrs when content. Mammalian in nature, hou-cau feed on small grains and seeds, and can survive weeks between feedings. Hou-cau are native to Faire, and have become pets sold throughout the Rim and Frontier through the Capellan Free Merchants. Humma despise these creatures, but most other races find hou-cau to be calming.
Price: 30 Cr per head.

Kranmoti – a speedy mount, the kranmoti is a bipedal saurian omnivore. Kranmotis are native to Morgaine's World, and have taken to domestication and introduction to many other planets. Many explorers enjoy these intelligent creatures, due to their nimbleness, ability to defend themselves and their easy, rapid gait.
Price: 800 Cr per head.

Kuhn – this canid is a large, powerfully built animal with a thick, dark hide. Kuhn are found on Gollywog, where they are both domesticated and wild. Kuhn are unsuitable as pets, but are fierce guard animals, and can be trained to watch, guard and attack. The saliva of the kuhn carries a mild toxin that is painful to most creatures, and can easily stop most intruders. Because of this feature, transport of kuhn must be performed by licensed handlers.
Price: 400 Cr per head.

Lebreeti – a large, flightless avian, these creatures are raised to participate in racing events. Their great speed and high endurance make these races exciting events; most jockeys are humans, though some yazirians and dralasites also lebreeti. Vrusk physiology is not suited to such activities, but many enjoy the gambling and observation of the sport. Lebreeti are bred from many species throughout the Frontier, and are found on most worlds.
Price: 2,000 Cr per head.

Lethle – the lethle is a small insectoid creature, with long, stilt-like legs. Originally from Ken'zah-Kit, the lethle has been introduced to many worlds, where it plays an important part in green agriculture. The lethle feeds on many microorganisms, small arthropods and other vermin without harming the plants that attract these pests. The lethle itself is toxic to most creatures, and thus has few predators.
Price: 400 Cr per head.

Loarg – resembling a foul cross between a dog and a pig, this mostly hairless, tusked beast is native to Rupert's Hole. Domesticated as a guard animal, the loarg is fierce, temperamental and loyal, but prone to quick reversion to a feral nature. Wild loarg are often hunted and can be dangerous to children and livestock.
Price: 600 Cr per head.

Mastarine – an aquatic creature, similar to starfish and cephalopods, the mastarine looks like a mass of tentacles radiating from a central body. These tentacles have stinging cells, which the mastarine uses for both attack and defense. The central body of the mastarine is what makes these animals desirable; the flesh of the mastarine's body is delectable. Found only on Ken'zah-Kit, the vrusk are easily able to fish and process mastarine, as the stinging tentacles cannot penetrate vrusk carapaces.
Price: 800 Cr per head.

Mian – native to Kidikit, the mian is a feline-like mammal, about the size of a squirrel, and large, oversized eyes. An herbivore, the mian is a docile, easily tamed pet. Intelligent, they take readily to training, performing tricks and even used by Star Law to find contraband or track down criminals. The mian is a favorite among dralasites and humans, while many yazirians find the creature's mewling annoying.
Price: 350 Cr per head.

Miraphelin – this cetacean is native to the waters of Groth, and has many subspecies. About the size of pilot whales to orcas, the miraphelin is an intelligent carnivore that is hunted for its oil, meat and teeth, which has ornamental uses. While many object to this practice, most Grothan whalers carefully cull the pods of miraphelin, and never take young or females but only males, old or infirm miraphelin. Some miraphelin are captured live, and sent to preserves, scientific institutes or aquarium parks where they become star attractions. The products of the various miraphelin are in low demand, which also keeps hunting low.
Price: oil – 10 to 40 Cr per liter; meat 5 to 20 Cr per kilogram; ivory 25 to 100 Cr per kilogram; live miraphelin 1,000 to 4,000 Cr per head.

Moonclam – a gastropod, native to Pale, the moonclam has a camouflaged shell making it difficult to see in the mineral seas. The pearls and inner shell of the moonclam are striking, a result of the minerals found in the waters of Pale. Attempts have been made to transplant these animals, and while they survive in some environments, the pearls and mother-of-pearl produced is not of equal caliber.
Price: pearl 5-10Cr each; mother-of-pearl inlay – 2-5 Cr per square centimeter; animal – 1,700 Cr per head. **

Perid – The perid is a small weasel like mammal, with an acute sense of smell and hearing. Native to Rupert's Hole, the perid is a omnivore, and is a playful and curious creature. Perids can mimic many sounds, and can even imitate speech, much like several birds. Perids are a pet among many, and their intelligence makes them easily trainable. Many are used to find animals, contraband and items due their abilities.
Price: 800 Cr per head.

Ralinorm – the ralinorm is a single horned creature, with a thick, molttled purple and pink hide and a puny brain. Long domesticated as a food and goods animal (the hide of the ralinorm makes a tough, durable leather), this Yast native has been successfully bred throughout the Frontier. Some consider the single horn of the ralinorm an aphrodisiac, especially among the yazirians, though it has no special properties, being nothing more than modified keratin.
Price: 400 Cr per head.

Rilerezu – this is a large arthropod, which lives in a hive similar to ants. Hives consist of workers, warriors and a queen, and they can build hives which stretch for kilometers. The main benefit of the semi-domesticated rilerezu is cheap construction and mining. The size of these creatures (about that of an adult vrusk) and the natural cement they create when tunneling makes their hives very sturdy and safe. The warriors are only a danger if the queen is threatened or attacked, though pheromone sprays can calm even the most aggressive warrior rilerezu. Similar pheromone sprays are used to guide the workers to construct tunnels where desired. The syrupy food created by the rilerezu is nutritious to most races, and vrusk relish it, but most prefer other alternatives.
Price: 1,000 Cr per queen; rilerezu honey – 5 Cr per kilogram.

Samia – originally found in the waters of Minotaur, this fish has found a place as a staple in many diets of the Frontier. Samia has a light, slightly sweet flavor, and is eaten raw, fried, baked, stewed and often used as a substitute for other, more expensive fish. There is a "premium" samia, the bluestripe samia that is considered a delicacy.
Price: common samia – 10 Cr per head; blustripe samia – 50 Cr per head.

Silverhart – a small deer-like animal from Kdikit, this pale colored, nocturnal creature is elusive. Some on Kdikit consider the silverhart a mystical, sacred creature, while many hunt the creature for its pelt and horns. The meat of the silverhart is fair, though not spectacular. The creature does well off-world, though most are imported only to provide game for hunting reserves, despite the protests of animal rights groups and those who call the silverhart "magical".

Price: 2,000 Cr per head. **

Silverhart Art by Brett Franke

Sleethi – the sleethi is a mollusk-like creature, little more than a long, flat mass of tissue. Approximately 30 to 40 cm long, and 3 to 4 cm wide, this native of Gollywog is a source of meat for many, and its light flavor and nutrition is valued by many. Sleethi have adapted to look like many of plant creatures of Gollywog, and for many years was believed to be another kind of kelp. Sleethi do well in many waters of the Frontier, and are raised in many aqua-farms.

Price: 300 Cr per head.

Thessian Mastiff – a large breed of canid, specially bred on Minotaur for use as guard animals, the Thessian mastiff weighs between 45 and 50 kilograms. The animal's dark fur is short, and the massive jaws are capable of crushing duralloy. Obedient and loyal, a trained mastiff is a prized animal, and used by Star Law, Landfleet and many local forces. Thessian mastiffs are not well suited as pets, though many do employ them as personal guard animals.

Price: 750 Cr per pup; 1, 600 Cr per trained adult. **

T'koom – the t'koom is a large insect-like creature long domesticated by vrusk on Ken'zah-Kit. It has six thick, long limbs, a hard carapace and a tail with a stinger. The sting's venom can leave a victim permanently weakened, and so is often removed when young. T'koom are able beasts of burden, used as pack animals, mounts and even as war beasts in times past. The t'koom is still used by many explorers, especially where terrain is to rough and uneven for groundcars.

Price: 900 Cr per head.   *
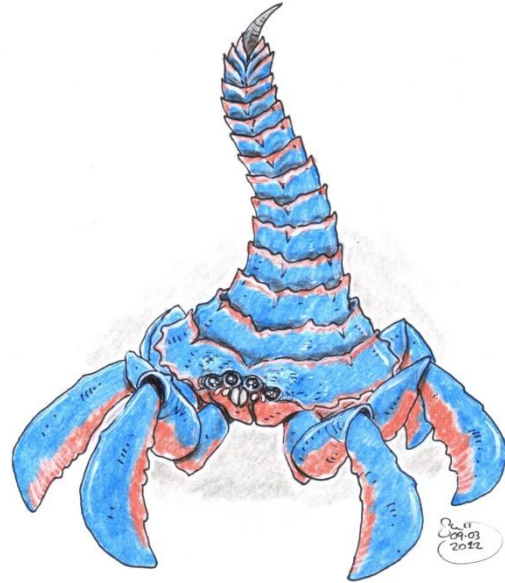
T'Koom Art by Shell Allan Shoemake

Tresta – this avian is beautifully plumed, and its call is considered one of the most beautiful birds in the Frontier. Native to the forests of Ken'zah-Kit, there are several varieties of these pet birds. The blue-tufted, ruby-throated and rainbow crested trestas are the most prized varieties. All tresta are capable of some vocal imitation, and the king tresta is the best at vocal mimicry.

Price: blue-tuffeted – 1,250 Cr per head; ruby-throated – 1,500 Cr per head; rainbow crested – 1,800 Cr per head; king – 950 Cr per head.

Trometon – a medium-sized, bipedal saurian, the trometon is an agile mount from Rupert's Hole, where they have long been domesticated. Trometons are omnivorous, and easily trained from hatching; they are favored mounts among many adventurers and the natives of Rupert's Hole consider them national symbols. Trometons have not been introduced to other worlds, due to this symbolic pride.

Price: 800 Cr per head.

Whotl – this creature is a thick skinned, quadrapedal saurian from Pale, about 2 meters in length. It is a hardy beast, capable of carrying heavy loads and surviving harsh, dry environments. Unsuitable as a mount, whotls are nonetheless used as pack animals. The whotl is dim-witted and stubborn, and difficult to train, though if well cared for can live for over 100 years.

Price: 200 Cr per head.

Woolhorn – a medium-sized mammal, the woolhorn is one of the more successful genetically designed animals of the Frontier. Bred for their wool, woolhorn sheep are a common creature on many Frontier worlds. Many woolhorn have escaped into the wild, and feral animals grow large, dangerous horns which they use in defense.

Price: 300 Cr per head. **

Yeng – this strange aquatic creature from Osaka is something like a fish, squid and jellyfish, being a streamlined mass of gelatinous tentacles with a beak and two stalked "eyes". The yeng is actually an aquatic fungus that feeds on anything smaller than itself (the yeng grows to 20 cm). The osakar have long cultivated these creatures for food, and while their appearance is off-putting to most other races, many have come to find the yeng to be quite a delicious food.

Price: 600 Cr per head.

Female Hacker by J.A. Davis
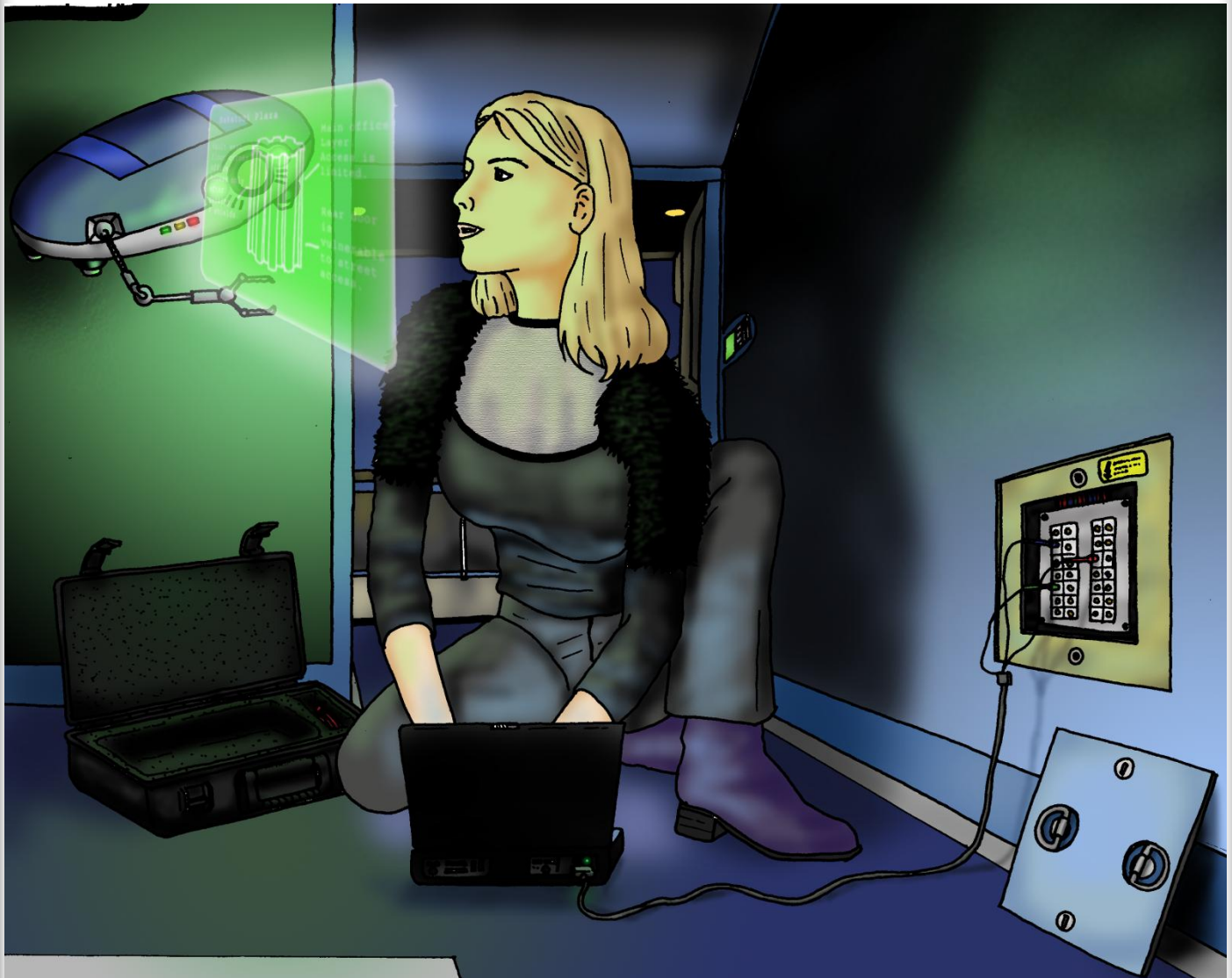
OPTIONAL RULES

Professional Specialty System

By Ron McClung

Another addition to the Zeb's Guide rules.Two new Professions and a specialty system to give finer details to a PC's skill sets.

New Professions

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

Colonist

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

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

Crewman

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

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

Professional Specialty System

This new specialty system allows for a more diverse character. Profession Specialties (ProSpecs) are more specific advancements in an otherwise very general career. Each Profession has a few specialties, and some share specialties. But to advance into a specialty, one must fulfill the Prerequisites listed for each specialty. When a character advances into a

specialty, the character receives bonuses, and gains access to a previously inaccessible skill list. The Basic Mechanics are explained below.

The Basic Mechanics

Specialty Prerequisites, Skills & Skill Advancement

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

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

ProSpec Levels and Advancement Bonuses

ProSpec also have levels and ProSpec Advancement produces bonuses. For every level advanced in a ProSpec after level one (1), the PC receives 1point to be used as Attribute advancement, or Racial Abilities.

To advance ProSpec Level, it costs the Level the character wants to attain in experience points, i.e. Level 2 costs 2 XP, Level 3 costs 3 XP. A character cannot advance more than one ProSpec Level at a time.

Exit requirements and Options

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

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

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

Some exit options list other profession's specialties. When a character chooses this option, he is not changing his profession, just his specialty and is entering into a realm of specialty where most if not all prerequisite skills will be nonprofessional, therefore costly. Also, when a pc chooses this route the skills bought from the specialty skill list are bought at nonprofessional cost, also.

Cross-over Specialties

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

The Profession Specialties (ProSpec)

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

ENFORCER

Assassin

Prerequisites: Weapons: Melee Weapons Level 3, Weapons: Martial Arts Level 3, Stealth Level 4, Any 2 Ranged Weapon Skill at Level 5.

These are the elite group of Enforcers that have mastered the intricate application of stealth, cunning and dexterity in order to take an individual being's life. The profession is considered an art in its own right. Art or not, Star Law does not look too kindly on Assassins. Being relatively illegal in most sectors is a major disadvantage, but being an assassin has its advantages also. There is what is known as the assassins' guilds throughout the Frontier. For example, the Interstellar Guild for Assassins (IGA) on Outer Reach, Dramune is one of the most powerful. An assassin PC can join and

gain special access to the Black Market (for jobs and supplies), if he gives 5% of his earnings from each adventure.

Specialty Skills:

Marksmanship: P.G.S. Weapons	Master: Martial Arts
Shadowing	Silent Kill
Spot Weakness	

Exit Requirements: Assassin Level 4+, All Spec. Skills Level 3+

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

Corporate Security

Prerequisites: Law Level 3, Any three Security Systems skills Level 3, Communication Devices: Operate, Any 2 Ranged Weapon Skill at Level 5.

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

Specialty Skills:

Corp. Intel. /Counter-Intel	Corporate Knowledge
Corporate Security Knowledge	Security Systems: Design
Security Systems: Expert	

Exit Requirements: Corporate Security Level 4+. All Spec. Skills Level 3+,

Exit Options: Corporate Spy; Law Enforcement; Soldier

Corporate Spy

Prerequisites: Any three Security Systems skills Level 4, Computers: Activate/Operate, Computers: Bypass Security Level 4, Computers: Display Information Level 2, Weapons: P.G.S. Level 4

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

Specialty Skills:

Computers: Espionage Programming	Corp. Intel. /Counter-Intel
Corporate Knowledge	Corporate Security Knowledge
High-Tech Forgery	Infiltration
Listen	Streetwise

Exit Requirements: Corporate Spy Level 4+. All Spec. Skill Level 4+

ExitOptions: Corporate Sec.; Assassin; *Explorer*: Attack Scout

Fighter Pilot

Prerequisite: Vehicles: Air Level 6, Computers: Activate & Operate, Weapons: P.G.S. Or Beam Level 6, Communication Devices: Op. Level 4.

The Fighting Tigers of the stars, fighter pilots are the backbone of interstellar combat. These few good men fly the state-of-the-art flying machines of the stars. The fighter pilot is an over glorified profession, but they don't complain. Fighter pilots are also qualified in-atmosphere pilots. "In-Ats" as they are called, are what fighter pilots start out as, later graduating to

"space jocks". The fighter pilot is another example of a cross over specialty either the crewman or the enforcer can take as a profession.

A PC can be a free-lance, a corporate, a planetary militia or a Spacefleet pilot. As a free-lance pilot, the character has little job security, but gets paid big. They act as the mercenary in the stars. As a corporate pilot, the character must choose a corporation; planetary militia pilots must choose a planet; Spacefleet pilots must work out details with the GM.

Specialty Skills:

Accuracy	Basic Maneuvering
Combat Maneuvering	Combat Tactics
Command Skill	Emergency Landing

Exit Requirements: Fighter Pilot Level 5+ All Spec. Skill Level 3+

Exit Options: Soldier, Law Enforcement; *Crewman*: Astrogationeer.

Law Enforcement

Prerequisites: Law Level 5, Weapons: Beam Level 4, Weapons: P.G.S. Level 5, Running, Communication Devices: Operate Level 3, any one Security Skill Level 3 Law Enforcement is a general specialty referring to any individual involved in enforcing the law. There are a few different Branches of Law Enforcement a PC has to choose from when entering into the Law Enforcement specialty. The following are the Branches for the Law Enforcement specialty:

Star Law:

For full understanding of Star Law's organization, jurisdictional powers, and roles, refer to the following articles: *Freeze! Star Law*, *Star Law Returns*, and *Silver-Twin*. (See SFman #15, *Star Law* pg 62) A character should choose a branch, and take the lowest Rank in the branch. Silver Twin can only be chosen after serving in the Special Forces Divisions and reaching the rank of Captain or better. As a Star Law Ranger, the individual gains the powers of his department. Also the Star Law PC may get some issued weaponry, which will be up to the GM.

Local Authority:

Each world has their law enforcement branches and are always hiring. Keeping the individual citizenry on each world in line takes a small army. Some local authorities are linked to the planetary militia while others are a separate department. The GM should advise the player on what specifics each world the character is interested in.

Free-lance:

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

Specialty Skills:

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

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

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

Art by AZ_Gamer

Soldier

Prerequisites: Any 3 Weapon Skills at Level 5 with at least 2 being ranged, Weapons: Power Assault Armor Level 3, Vehicles: Transports or Atmospheric Level 2.

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

Specialty Skills:

Command Skill	Insurgency/Counter-Insurgency
Marksmanship: P.G.S. Weapons	Marksmanship: Beam Weapons
Sense Ambush/Trap	Set & Disarm Trap
Spot Weakness	

Exit Requirements: Soldier Level 5+, All Spec. Skill Level 2+

Exit Options: Assassin; Corporate Security, Law Enforcement; *Explorer*: Attack Scout; *Colonist*: Rogue

TECHEX

CompTech

Prerequisites: Computers: Activate & Operate, Any three Computers skills at level 5+ as well as at least one Computer: Repair skill at Level 4, any one Engineer skill Level 3,

As the Alliance s need for hi-tech artificial intelligence grows, so does the need for their hi-tech masters. Computers, once again, are the controllers, watchers, filers, and complex thinkers of modern society. But today's Frontier society, learning from other societies long since destroyed by their own ignorance, has created the watcher of the watchers; the controller of the controllers. Lying under a cloud of positronic filament transfer wiring and fiber-optic nerves is the Computer Technician; the beings that insure that the Frontier society stays in operation, and also, insure the computers stay under the society's command and not the other way around. He is constantly watching for signs of self-awareness in AI and the beginnings of AIT syndrome, the condition where the machines rule, and deem all organic life inferior and unnecessary. Many societies have fallen due to AIT (Artificial Intelligence Takeover), and so the CompTech of today pledges to make sure that does not happen to the Alliance.

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

Specialty Skills:

Computers: Design	Computers: Expert
Computers: Hi-Tech AI	Computers: Viruses

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

Exit Options: Roboex, Technospy, Starship Engineer, Xenotech

Rigjack

Prerequisites: Two Computers Repair skill Level 3, Engineer: Mechanical Level 4, Machinery: Operate Level 4, Machinery: Repair Level 4, Robotics: Repair Level 3, Vehicles: Repair Level 4

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

Specialty Skills:

Technical Sabotage	Fixer Skill
Rigging: Structural	Rigging: Major Systems
Rigging: Minor Systems	

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

Exit Options: Comptech, Starship Engineer, Technospy.

RoboEx

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

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

Specialty Skills:

Robotics: General Expert	Robotics: Design Expert
Robotics: Modification Expert	Robotics: Operating Systems
Robotics: Reprogramming Expert	

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

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

Starship Engineer

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

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

Exit Options: Rigjack; Comptech; Xenotech.

Techno-Spy

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

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

Exit Options: Comptech; Rigjack; Colonist: Rogue

XenoTech

Prerequisites: 6 XP, Computers: Bypass Sec. Level 4, One Other Computers skill Level 4, Robotics: Alter Function Level 4, Robotics: Alter Mission Level 4, Xenotheory Level 5

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

Specialty Skills:

XenoTech: Analysis	XenoTech: Robotics
XenoTech: Repair	XenoTech: Computers
XenoTech: Security Sys.	

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

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

SCISPEC

GEMMER (Genetic Engineered Mistake/Mutant Eliminator)

Prerequisites: 7 XP, Biology Level 5, Botany Level 2, Chemistry Level 4, Exobiology Level 4, Genetics Level 4, Weapons: P.G.S. Level 4, Xenotheory Level 4, Zoology Level 2

A new threat to Allied society has arisen since the introduction of unmonitored genetic experimentation done by the Megacorps. Genetic Mistakes and Mutants (Gemms) are escaping, being dumped, or just let loose unlawfully into society, contaminating it. It was deemed necessary by the Scispec profession and related institutions to start thinking about decontaminating society by sending in specialist that knew how to eliminate these contaminants effectively. Some see it as a job for the corporations that created them, but it seems that they are unwilling to take responsibility. Gemmers are the specialist hired by interested or related parties to clean up society's gene pool. **(Gene pool cleaners!?!?)**. They specialize in the study of these genetic experiments, and effective ways to destroy them.

Art by Ryan Baker
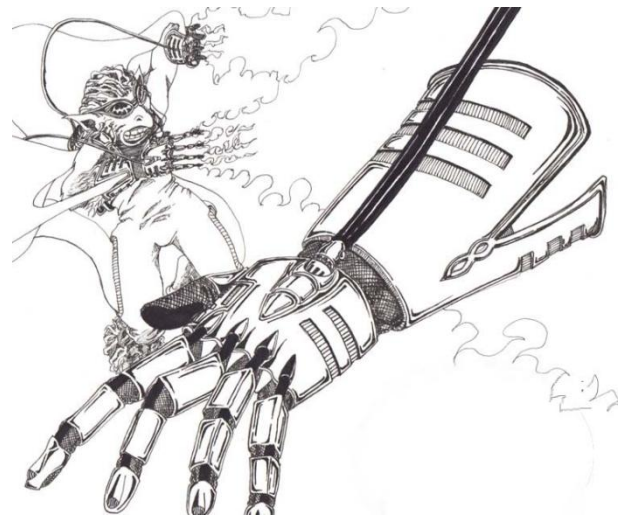
It is a difficult job because lately, corporations have been centering their genetic engineering research on

making better soldiers. This makes it difficult to hunt them down and kill them. Gemmers do have access to the latest in technology related to their career, and have a secret honor society known as the Black Flag Society, which is dedicated to the clean up and elimination of these "genetic abominations".

Specialty Skills:

G.E.M.M. Analysis	G.E.M.M. Biology/Biophysics
G.E.M.M. Tracking	Weakness
Spot	Streetwise

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

Exit Options: Planetary Surveyor; Colonist: Rogue

Medical Specialist

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

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

Specialty Skills:

Medical: Expert	Pharmacology
Special area of Medicine	

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

Exit Options: Gemmer; Xenospecialist

Planetary Surveyor

Prerequisites: 6 XP, Analyze Ecosystems Level 5, Analyze Animal Behavior Level 3, Archeology Level 3, Biology Level 3Botany Level 3, Exobiology Level 3, Xenotheory Level 3, Zoology Level 3

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

Specialty Skills:

Cartography	Cultural Anthropology
Ecological Dynamics	Oceanography
Sociodynamics	Terraforming Knowledge

Exit Requirements: Planet. Surveyor Level 4 All Spec. Skill Level 5

Exit Options: Gemmer; Xenospecialist

Xeno-Specialist

Prerequisites: 4 XP, Archeology Level 4, Biology Level 5,Botany Level 2, Chemistry Level 4, Exobiology Level 4, Genetics Level 4, Physics Level 3, Xenotheory Level 4, Zoology Level 4

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

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

Specialty Skills:

Exobiology: Expert	Xenoarcheology
Xenoculture	Xenolinguistics
Xenopsychology	

Exit Requirements: Xenospec Level 4. All Spec. Skill Level 5

Exit Options: Med. Spec.; Planetary Surveyor

EXPLORER

Attack Scout

Prerequisites: 6 XP, Camouflage Level 6, Communication Devices: Operate Level 4, Concealment Level 4, Stealth Level 4, Survival Level 4, Weapons: P.G.S. Level 5

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

Specialty Skills:

Command Skill	Commando Skill
Marksmanship: P.G.S. Weapon	Sense Ambush/Trap
Set Ambush	Set & Disarm Trap
Survival Instinct	

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

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

Contact Emissary

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

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

Specialty Skills:

Contact Law	Diplomatic Oratory
Xenoculture	Xenoliguistics

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

Exit Options: Attack Scout; Ranger

Jugger

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

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

Specialty Skills:

Athletics Skill	Cheat Skill
Intergalactic Sports Knowledge	Master: Martial Art
Master: Melee	Push Skill

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

Exit Options: Attack Scout; Xenohunter; Colonist: Rogue

Ranger
Prerequisites: 5 XP, Analyze Animal Behavior Level 5, Camouflage Level 4, Climbing, Make Item/Structure, Survival Level 3 (2 Climates), Track. Level 4, Weapons: Martial Arts Level 5

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

Specialty Skills:

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

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

Exit Options: Attack Scout; Contact Emissary; Xenohunter; Colonist: Rogue

Recon scout
Prerequisites: 2 xp, Camouflage 6, Climbing 1, Comm Device: operate 4, Comm Device: repair 2, Concealment 6, Find Direction 5, Make item/structure 1, Running 1, Stealth 6, Survival (x2) 3, Tracking 4, Vehicle: cars 1, Weapons: Beam or P.G.S. 4

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

Specialty Skills:

Cartography	Infiltration
Sense ambush/trap	Shadowing
Spot hidden	Set/disarm traps
Survival expert	

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

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

Xeno-Hunter
Prerequisites: 5 XP, Camouflage Level 4, Concealment Level 4, Exobiology Level 3, Stealth Level 4, Survival Level 4, Tracking Level 4, Weapons: P.G.S. Level 4, Xenotheory Level 3

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

Specialty Skills:

Alien Investigation	Exobiology: Expert
Spot Weakness	Streetwise
Survival Instincts	Xenopsychology

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

Exit Options: Attack Scout; Contact Emissary; Jugger; Ranger; Colonist: Rogue

COLONIST

Contact Emissary

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

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

Exit Options: Explorer: Ranger; Rogue

Information Investigator

Prerequisites: 7 XP, Bluff Level 4, Computers: Activate & Operate, Disguise Level 4, Dramatics Level 4, Entertain: News Presenting Level 4, Law Level 4, Persuasion Level 4, Photography Level 4, Politics, Society Level 4, Vehicles: Cars, Vehicles: Transports

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

Specialty Skills:

Investigative Reporting	Journalistic Instinct
Journalism Semantics	Streetwise

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

Exit Options: Contact Emissary; Rogue.

Rogue

Prerequisites: 6 XP, Bluff Level 5, Chef, Computers: Activate & Operate , Cryptography Level 5, Entertaining (2 Styles) , Haggling Level 5, Make Item/Structure, Persuasion Level 3, Vehicles: Cars Level 3, Weapons: Beam Level 3

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

Specialty Skills:

Cheat Skill	Fast Talk
Piracy	Smuggling
Streetwise	Thieving
Underworld Knowledge	

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

Exit Options: Any Specialty under Enforcer or Explorer or Colonist

Colonist: Other Professions

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

From Colonist to other PROFESSIONS

ENFORCER
Prerequisites: 8 XP, Body Speak, Computers: Activate & Operate, Law Level 2, Robotics: Identify, Two Vehicles Skills, Weapons: Beam Level 3, Weapons: Martial Arts Level 3

TECHEX
Prerequisites: 11 XP, Computers: Activate & Operate, Machines: Operate Level 3, Machines: Repair Level 2, Robotics: Identify. ,

Robotics: Activate /Deactivate, Vehicles: Machinery Level 2, Vehicles: Repair Level 2

SCISPEC
Prerequisites: 10 XP, Computers: Activate & Operate, Medical Diagnosis Level 4, Medical Treatment: (Choose One) Level 3

EXPLORER
Prerequisites: 11 XP, Body Speak, Climbing, Concealment Level 2, Geology Level 1, Geophysics Level 1, Haggling Level 2, Make Item/Structure, Medical Diagnosis Level 1, Medical Treatment Vet Level 2, Persuasion Level 1, Weapons Beam Level 2.

CREWMAN
Prerequisites: Computers: Activate & Operate, Machines: Operate Level 3, Machines: Repair Level 2, Medical Diagnosis Level 2, Medical Treatment: Wound 1 Level 2, Vehicles: Atmosphere, Vehicles: Cars, Weapons: Beam Level 1

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

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CREWMAN

Astrogationeer
Prerequisites: 5 XP, Communication Devices: Op. Level 4, Computers: Activate & Operate, Computers: Disp. Info. Level 3, Computers: Interface Level 4, Computers: Program Manipulation Level 4, Computers: Ship Ops. Level 5, Find Direction Level 4, Physics Level 4

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

Specialty Skills:

Astrogation: Chart New Route	Astrogation: Find Location
Astrogation: Plot Interstellar Jump	Combat Tactics
Command Skill	Emergency Jump

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

Exit Options: Fighter Pilot; Starship Engr.

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

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

Exit Options: Astrogationeer; Weapons Operator

Starship Engineer
Prerequisites: 5 XP, Computers: Interface Level 4, Computers: Program Writing Level 4, Computers: Repair Main. Level 4, Computers: Ship's Ops. Level 4, Engineer: Civil Level 4, Engineer: Mechanical Level 4, Engineer: Nuclear Level 3, Mach.: Repair Level 4

The classic in engineering masters, the starship engineer has been passed down over the centuries with extreme stereotyping. They have much weighing on their shoulders, and they take their work with

extreme pride. They get by extremely attached to the ship they work with and are extremely critical of other engineers work (constructive criticism). They service and control all the systems on board the starship they are in charge of. They perform great miracles in times of extreme need and would sacrifice anything to save their ship.

Specialty Skills:

Command Skill	Damage Control
Emergency Stress Analysis	Rigging: Starship Major Sys.
Rigging: Starship Minor Sys.	Rigging: Starship Structure

Exit Requirements: Starship Engineer Level 5. All Spec. Skill Level 6

Exit Options: Fighter Pilot, Astrogationeer; Weapons Ops.

Weapons Operator

Prerequisites: 5 XP, Comm. Dev.: Op. Level 4, Computers: Acc & Op., Computers: Interface Level 4, Computers: Ship Ops. Level 4, Engineer: Ship Design Level 3, Weapons: Beam Level 3, Weapons: Missiles Level 3, Weapons: P.G.S. Level 3

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

Specialty Skills

Accuracy	Combat Tactics
Command Skill	Selective Firing

Exit Requirements: Weapons Operator Level. All Spec. Skill Level 5

Exit Options: Fighter Pilot; Starship Engr.

MENTALIST

Combat Psi

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

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

Specialty Skills:

Channeling III	Channeling IV
Extension	Find Weakness
Invisibility Mind	Marksmanship: Beam Weapons
Psychic Crush	

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

Exit Options: Any Mentalist Specialty, Any Enforcer Specialty

Contact Psi

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

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

Specialty Skills:

Contact Law	Diplomatic Oratory
Extension	Mental Probe
Control	Mind Link
Telepathy: AI	

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

Exit Options: Any Mentalist Specialty, Any Explorer Specialty

Mystic

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

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

Specialty Skills:

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

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

Exit Options: Any Mentalist Specialty

Psychic Investigator

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

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

Specialty Skills:

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

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

Exit Options: Any Mentalist Specialty

Psychic Surgeon

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

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

Specialty Skills:

Cure Self	Cure Others
Extension	Find Weakness
Pharmacology	Psychic Surgery
Psycho kinesis	

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

Exit Options: Any Mentalist Specialty, Any Scispec Specialty

Specialty Skill List & Description

Skills	Success Rate
Accuracy	+1 (+5%) / Skill level
Alien Investigation	Skill Level
Astrogation: Chart New Route	Skill Level +2CS(-1CS/2Ly)
Astrogation: Find Location	Skill Level +2 CS
Astrogation: Plot Interstellar Jump	Level +X (-1CS time mod)
Athletics Skill	Skill Level
Basic Maneuvering	Level +X
Cartography	Skill Level +2CS
Cheat Skill	Skill Level + DM
Combat Maneuvering*	Skill Level
Combat Tactics	Skill Level
Command Skill	LDR + (Skill Level * 5%)

Commando Skill	Skill Level
Computers: Design*	Skill Level +2CS(-1CS/Computer level)
Computers: Espionage Programming	Skill Level
Computers: Expert *	Skill Level
Computers: Hi tech AI*	Skill Level
Computers: Viruses*	Skill Level
Contact Law	Level +X
Corp. Intel./Counter-	Skill Level + INT Mod
Corporate Knowledge	Skill level (+2CS for Finance Skill)
Corporate Law*	Level +X
Corporate Security Knowledge	Skill Level (+2CS w/ Corp. Know. Skill)
Criminal Investigation	Skill Level (+ Logic Mod)
Cultural Anthropology	Skill Level +3 CS
Damage Control	+10% per Level (to DCR)
Diplomatic Oratory	Skill Level (+ PER Mod) (+2CS w/Fast Talk)
Ecological Dynamics	Skill Level
Emergency Jump	Skill Level+1CS(+1CS/hr**)
Emergency Landing	Automatic
Emergency Stress Analysis	5% per level (breakup %)
Exobiology: Expert	Skill Level
Fast Talk	PER + (Skill Level * 5%)
Fixer Skill	Skill Level + LDR Mod.
Foraging Expert	Skill Level + LOG Mod.
G.E.M.M. Analysis*	Skill Level
G.E.M.M. Biology/Biophysics*	Skill Level
G.E.M.M. Tracking*	Skill Level
High-Tech Forgery*	Skill Level
Hunting	Skill Level (+1CS for

	Tracking if owned)
Infiltration	Skill Level (+2 CS for Stealth if Stealth is successful)
Insurgency/Counter Insurgency	Skill level
Intergal. Sports Know.	Automatic
Investigative Reporting*	Skill Level + INT Mod.
Journalism Semantics*	Level +X or Skill Level
Journalistic Instinct	Skill Level+2CS(+INT Mod)
Legal Semantics	Level +X or Skill Level
Listen	Skill Level + Int. Mod.
Make Special Item/Structure	Skill Level + GM mod.
Marksmanship: Beam Weapons	Skill Level
Marksmanship: P.G.S. Weapons	Skill Level
Master: Martial Art*	Skill Level
Master: Melee*	Skill Level
Medical: Expert	Skill Level
Oceanography	Level +X
Pharmacology*	Skill Level (+1CS for Chemistry If owned)
Piracy	Skill Level
Push Skill	Skill Level(+2CS if successful Athletics skill rolled beforehand)
Rigging: *Starship Major Sys.	Skill Level
Rigging: *Starship Minor Sys.	Skill Level
Rigging: *Starship Structure	Skill Level
Rigging: *Structural	Skill Level
Rigging: *Major Systems	Skill Level
Rigging: *Minor Systems	Skill Level

Robotics: CAST use	Skill Level
Robotics: Design Expert*	Skill Level
Robotics: General Expert	Skill Level
Robotics: Modification	Skill Level
Robotics: Operating Sys	Skill Level (-OS Level)
Robotics: Reprogram	Skill Level
Security Systems: Design	Skill Level (-Level of Sec sys attempting)
Security Systems: Expert	Skill Level
Selective Firing	Skill Level
Sense Ambush/Trap	Skill Level + INT Mod.
Set Ambush	-5% * Skill Level/-Skill Level CS
Set & Disarm Trap	Skill Level + DEX Mod.
Shadowing	Skill Level (-Target INT Mod)
Silent Kill	Skill Level (-Target INT Mod)(+2CS w/ a Stealth roll)
Smuggling	Skill Level + INT Mod
Sociodynamics	Level +X
Space Law*	Level +X
Spot Hidden	Skill Level + INT Mod.
Spot Weakness	Skill Level + INT Mod.
Streetwise	Skill Level + INT Mod. + PER
Survival Instinct	Skill Level
Survival Expert	Skill Level
Technical Sabotage	Skill Level + 1CS
Terraforming Knowledge	Level +X -
Thieving	Skill Level + DEX Mod +2CSw/Stealth roll
Underworld Knowledge*	Skill Level + PER Mod
Xenoarcheology	Skill Level + 2CS
Xenoculture	Skill Level +2CS
Xenolinguistics	Skill Level (+2CS w/ Communication roll)

Xenopsychology	Skill Level
XenoTech.: Analysis	Skill Level (-GM Mod)
XenoTech.: Computers*	Skill Level
XenoTech.: Repair*	Skill Level
XenoTech.: Robotics*	Skill Level

Mentalist Discipline List with Success Rate

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

Accuracy

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

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

Alien Investigation

Success Rate: Skill Level

Alien Investigation allows for the PC to follow the path left by a xenomorph that has taken refuge illegally in society. Xenomorphs (aliens) are different and will have the habit of being noticed or leaving tale-tell signs as they try to stay hidden or escape those who are hunting it. It is normally used when the PC feels he can rely on nothing else and must get more information.

Astrogation: Chart New Route

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

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

Astrogation: Find Location

Success Rate: Skill Level +2 CS

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

Astrogation: Plot Interstellar Jump

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

The time to plot is 2 hours for every light to be jumped. If the PC is in a hurry, then the actual time spent must be determined and compared with the required time to get the modifying column shifts.

Athletics Skill

Success Rate: Skill Level

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

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

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

Basic Maneuvering

Success Rate: Level +X

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

Cartography

Success Rate: Skill Level +2 CS

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

Cheat Skill

Success Rate: Skill Level + DM

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

Combat Maneuvering

Prerequisite: Combat Tactics Skill, Basic Maneuvering
Success Rate: Skill Level

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

Combat Tactics

Success Rate: Skill Level

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

Command Skill

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

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

Commando Skill

Success Rate: Skill Level

This is sort of a luck roll for those daring one-man army types. It should be used only at the GM's discretion, but can be used to save a PC's life. It is used only when the PC is in a one-man army combat situation, and is facing extremely bad PC odds. It can give a PC +1d4 Column Shifts on spontaneous firing (Ranged weapons) upon a successful roll on the skill. It can also give any other benefit that the GM deems necessary.

Computers: Design

Prerequisites: Proper Supplies/materials & Robocom Kit

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

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

Computers: Espionage Programming

Success Rate: Skill Level

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

Computers Espionage Programming Table	
Result	**Avoidable Security Program Levels**
Cobalt	Between Level 1 & 8
Blue	Between Level 1 & 5
Green	Between Level 1 & 3
Yellow	Between Level 1 & 2

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

Computers: Expert

Success Rate: Skill Level

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

Computers: Expert Bonus Table	
Cobalt	+3 CS
Blue	+2 CS
Green	+1 CS
Yellow	+1 CS

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

Computers: Hi-Tech AI

Success Rate: Skill level
Prerequisite: Computers: Expert

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

Computers: Viruses

Success Rate: Skill Level
Prerequisite: Computers: Expert

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

Contact Law

Success Rate: Level +X

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

Corp. Intel. /Counter-Intel

Success Rate: Skill Level + Intuition Modifier

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

Corporate Knowledge

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

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

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

Corporate Law

Success Rate: Level +X
Prerequisite: Legal Semantics

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

Corporate Security Knowledge

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

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

Criminal Investigation

Success Rate: Skill Level (+ Logic Modifier)

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

Cultural Anthropology

Success Rate: Skill Level +3 CS

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

Damage Control

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

A PC skilled in Damage Control can greatly help out when a ship is damaged in combat or otherwise. The PC adds the Success Rate result (found above) to the starship's Damage Control Rating. This can only be used for one repair per repair turn. The PC must be doing nothing else but repairing during the 3 preceding space combat turns. (See Knight Hawk s rules).

Diplomatic Oratory

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

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

Ecological Dynamics

Success Rate: Skill Level

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

Emergency Jump

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

This skill is used if the PC has no time to plot a jump, or simply wishes to take a risked jumped ("smoking the jump If the PC spends some time, but not enough (10 hours is enough), he does receive bonuses for the time he did spend. The following instruction explains the procedure to determine the bonus: ** Divide the total number of hours spent preparing by the number

of light years (RU). The result is the CS bonus. One restriction applies: the PC must spend 2 hours or more in preparation or the ship automatically mis-jumps.

Emergency Landing

Success Rate: Automatic

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

Emergency Stress Analysis

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

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

Exobiology: Expert

Success Rate: Skill Level

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

Exobiology: Expert Bonus Table	
Result	**CS**
Cobalt	+3 CS
Blue	+2 CS
Green	+1 CS
Yellow	+1 CS

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

Fast Talk

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

This skill measures the ability for the PC to talk himself out of a "tight" situation and measures the PC's ability to lie smoothly under severe pressure. Some might call it the ultimate BS skill. Fast talk enables the character to think up excuses, or false explanations on the spot. With a successful roll, the "target" character (listening character), if an NPC, believes the lie to some degree, depending on the success. If the target character is a PC, a special INT may be rolled (using modifiers depending on the Fast Talker's success if the GM prefers). The fast talking PC cannot fast talk an individual that has already made up his/her own mind (GM's Discretion). PER and INT modifier are determined like DEX modifier.

Fixer Skill

Success Rate: Skill Level + LDR Modifier

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

Foraging Expert

Success Rate: Skill Level + LOG Modifier

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

Foraging Expert Bonus Table	
Result	CS
Cobalt	+3 CS
Blue	+2 CS
Green	+1 CS
Yellow	+1 CS

G.E.M.M. Analysis

Success Rate: Skill Level
Prerequisite: Proper information to analyze

This skill gives the PC the ability to analyze information about a G.E.M.M. (Genetically Engineered Mutant/Mistake), and determine specifics like weak spots, typical feeding and living habits. Information needed to do a proper analysis would be data relating to the G.E.M.M.'s creation and its purpose, the biology and the genetics involved in its creation, and so on.

G.E.M.M. Biology/Biophysics

Success Rate: Skill Level
Prerequisite: Successful G.E.M.M. Analysis rolls

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

G.E.M.M. Tracking

Success Rate: Skill Level
Prerequisite: Successful G.E.M.M. Analysis roll

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

High-Tech Forgery

Success Rate: Skill Level

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

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

Hunting
Success Rate: Skill Level (+1 CS for Tracking, if owned)
This skill is a general luck roll for hunters. On a successful skill roll while hunting (for food or for fun), the PC finds and kills something, depending on the success Result Color.

Hunting Table	
Result	Kills
Cobalt	1d6 large animals
Blue	1d3 medium animals
Green	1 medium animal
Yellow	1 small animal

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

Insurgency/Counter-Insurgency
Success Rate: Skill Level
This skill is a general knowledge skill of the world surrounding the rebels, revolutionaries, and anarchists of the universe. It is also the knowledge of their tactics such as terrorism, how to predict their next move, and how to deal with insurgents.

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

Investigative Reporting
Success Rate: Skill Level + INT Modifier
Prerequisite: Journalism Semantics
This is a luck skill for those "nosy-reporters" that are looking for a break in the big story. The PC can roll on this skill, and if successful, the GM can give the PC some inside information about the problem or situation. The PC must keep in mind that problem at hand and the GM must determine using his/her own judgment, how long the PC investigated.

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

Journalistic Instinct
Success Rate: Skill Level +2 CS (+ INT Modifier)
This skill is a general luck skill for the intrepid reporter of the Frontier News-Net. On a successful roll, the GM may decide to have a "news breaking" encounter happen which or may not be related to the adventure. This skill can also be used to "sniff out something fishy" in a particular situation or allow a PC to get a gut feeling about something, allowing the GM to give some inside information.

Legal Semantics
Success Rate: Level +X or Skill Level
This skill gives the PC knowledge of the "lingo" of the legal profession. With this skill, the PC can translate from legalese to commoner's terms.

Listen

Success Rate: Skill Level + Int. Mod.

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

Marksmanship: Beam Weapons

Success Rate: Skill Level

Prerequisite: at least 2 levels higher in Beam

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

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

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

Marksmanship: P.G.S. weapons

Success Rate: Skill Level

Prerequisite: At least 2 levels higher in P.G.S.

Same as Marksmanship: Beam but applies to P.G.S.

Master: Martial Art

Success Rate: Skill Level

Prerequisite: At least 2 levels higher in Martial Art

This skill measures the frame of mind and the concentration of the PC just before going into combat. With a successful roll, the PC receives the following bonuses according to the Success Result:

Master: Martial Arts Bonus Table	
Result	CS
Cobalt	+2 CS
Blue	+2 CS
Green	+2 CS
Yellow	+1 CS

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

Master: Melee

Success Rate: Skill Level

Prerequisite: at least 2 levels higher in Melee

Same as Master: Martial Art but applies to Melee.

Medical: Expert

Success Rate: Skill Level

This is an advancement skill which when rolled, represents the PCs concentration on his other medical skills, and expertise. With a successful roll, the PC is in intense concentration, intent on solving the patients problem. The following is table shows the bonuses the PC receives on a successful roll according to Result Color:

Medical: Expert	
Result	CS
Cobalt	+3 CS
Blue	+2 CS
Green	+1 CS
Yellow	+1 CS

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

Oceanography

Success Rate: Level +X

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

Pharmacology

Success Rate: Skill Level (+1 CS for Chemistry, if owned)
Prerequisites: Proper chemicals and equipment.

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

Piracy

Success Rate: Skill Level

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

Push Skill

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

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

Rigging

Rigging is the skill area covering temporarily fixing something with the closest substitute parts and equipment that happen to be available if the real thing is unavailable. These types of skills should be regulated by the GM, and the implementation of the

skill in game terms and the "proper materials" are at the GM's discretion. Modifiers may apply depending on the PCs goals on how long he/she wants the rigging to last. In other words, if all else fails, rig something.

Rigging: Major System

Success Rate: Skill Level
Prerequisite: Proper materials

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

Rigging: Minor Systems

Success Rate: Skill Level
Prerequisite: Proper materials

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

Rigging: Starship Major Systems

Success Rate: Skill Level
Prerequisite: Proper materials

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

Rigging: Starship Minor Systems

Success Rate: Skill Level
Prerequisite: Proper materials

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

Rigging: Starship Structure

Success Rate: Skill Level
Prerequisite: Proper materials

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

Rigging: Structural

Success Rate: Skill Level
Prerequisite: Proper materials

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

Robotics: CAST use

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

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

Robotics: Design Expert

Success Rate: Skill Level
Prerequisite: Robotics: General Expert
This skill is a measure of the PC s concentration while designing a robot; the measure of how hard his mind is working on the problem. A successful roll gives the PC the following bonuses:

Robotics: Design Expert	
Result	Bonus
Cobalt	+3 CS
Blue	+2 CS
Green	+2 CS
Yellow	+1 CS

These bonuses stay in effect during the time of non-interrupted work on one job. Another roll must be made if the PC leaves the job for any amount of time or is interrupted.

Robotics: General Expert

Success Rate: Skill Level
This skill represents the PC's level of concentration on the job at hand and his skill to finish it. General Expert refers to the following skills, and the bonuses only affect these skills: Robotics: Identification Robotics: List Functions Robotics: Remove Security Lock Robotics: Repair Robotics: Robopsycology

The following chart shows the bonuses received upon a successful Robotics: General Expert roll.

Robotics: General Expert Table	
Cobalt	+3 CS
Blue	+3 CS _
Green	+2 CS
Yellow	+1 CS

These bonuses stay in effect during the time of non-interrupted work on one job. Another roll must be made if the PC leaves the job for any amount of time or is interrupted.

Robotics: Modification Expert

Success Rate: Skill Level
Prerequisite: Robotics: General Expert
This expertise skill only applies when the PC is physically modifying the robot. This skill works the same as Robot Design Expert.

Robotics: Operating Systems

Success Rate: Skill Level (- OS Level)
This skill gives the owning-PC the ability to effectively use large robotic operating systems & networks without having to buy or advance any Computers skills. For example, large corporate factories and terraforming factories usually have large and complicated robot operating systems.

Robotics: Reprogramming Expert

Success Rate: Skill Level
Prerequisite: Robotics: General Expert
This expertise skill only applies when the PC is reprogramming the robot. It exclusively applies to the following Robotics skills:
Robotics: Alter Function
Robotics: Alter Mission
Use the Column Shift Chart from Robotics: Design Expert to determine the modifiers.

Security Systems: Design

Success Rate: Skill Level (- Security System Level attempting)

Prerequisites: Proper Materials

This skill enables the PC to design his own security system. It can be a simple booby trap around a camp site, or a complicated system of electronics. The GM must judge on the level of the system using his/her own discretion.

Security Systems: Expert

Success Rate: Skill Level

This skill measures the PC ability to concentrate on his skills and use them extremely effectively together. A Successful roll gives the PC bonuses to any Security System skill he/she is using for a single particular system. If the PC's concentration is broken in any way or the PC gets up from the job and comes back to it later, another roll must be made to receive the bonuses again. The bonuses are as follows:

Security Systems: Expert bonus Table	
Cobalt	+3 CS
Blue	+3 CS
Green	+2 CS
Yellow	+2 CS

Selective Firing

Success Rate: Skill Level

This skill lets the gunner shoot at a specific (external) system with the ship-mounted weapons at his disposal. No internal system can be damaged using this skill (Life Support, Astrogation, or Damage Control). To use this skill, the attacking ship must be in the same hex as the defending ship. The gunner declares what system he has selected to fire at, and first rolls a d100 to determine the penalty he will receive on his d20 roll on attack (using d20 system from revised KH).

Selective Fire Combat Dice Roll Penalty Table	
Cobalt	-2
Blue	-3
Green	-4
Yellow	-5

The gunner may use Accuracy with this skill. Now, the gunner rolls combat dice accordingly, and checks to see if the ship has E-Shields (sometimes it's good to do this before Selective Fire is declared). If the shot penetrates the E Shields, the specific system is destroyed (Defender determines energy drainage normally for E Shields). If the shot misses, it is considered a clean miss and no damage.

Sense Ambush/Trap

Success Rate: Skill Level + INT Mod.

This skill allows the PC to sense a trap or ambush several moments ahead of time instead of at the moment. This uses general INT. This should be treated as a general sense trap/ambush luck roll, i.e. used when INT (and most other) rolls fail. GM should keep in mind that the PC has this skill and should determine when it should be rolled.

Set Ambush

Success Rate: Target's INT - [5% x Skill Level] or Target's INT roll or - [Skill Level] CS to Sense Ambush Skill.

This skill measures the PC's ability to set up and properly execute an ambush, and also, the PC's judgment on how ready the target will be for the ambush. After the ambush has been set up, the target subtracts the PC's skill level * 5% from his/her INT roll or subtracts skill level in Column Shifts when using Sense Ambush skill, when attempting to detect it.

Set & Disarm Trap

Success Rate: Skill Level + Dexterity Modifier

This skill allows the PC to set traps that are more advanced than the traps the survival skill allows in civilized, developed, etc. areas, using anything that is available. Actual effect is dependent on the success result color and the GM s discretion. The target subtracts [PC s skill level * 5%] from INT roll, or [PC s skill level] Column Shifts for Sense Trap/Ambush.

Shadowing

Success Rate: Skill Level (- Target's INT Modifier) (+2CS w/ a successful Stealth roll)

This skill enables the PC to stealthfully and skillfully follow an individual without being noticed. A successful roll gives the target a 1/4 * INT chance to notice the shadow. If this is rolled, the following PC must roll a RS to keep from getting noticed.

Silent Kill

Success Rate: Skill Level (- Target's INT Modifier) (+2CS w/ a successful Stealth roll)

This skill gives the PC the ability to kill someone silently. On a successful roll, the PC has gotten into the position to strike and must roll the weapon skill + 3CS to determine damage (if any). If the PC does cause enough damage the target gets a RS roll.

Smuggling

Success Rate: Skill Level + INT Mod

This skill measures the PC's ability to carry, import or export an object or set of objects secretly or against some laws or rules. It is also a general knowledge skill of the smuggling underworld.

Sociodynamics

Success Rate: Level +X

This is a general knowledge skill that covers the area of social cause-and-effect. The PC can spot aspects in a society and understand where that aspect could come from with reasonable probability. Also, the sociodynamicist has an extensive understanding of the aspects of "external interference"; what would happen if a space faring race were to disturb the normal growth of a lower tech society.

Space Law

Success Rate: Level +X

Prerequisite: Legal Semantics

This is a general knowledge skill that covers all the laws pertaining to space travel, space commerce, and space borders. No law enforcer may arrest an offender of space law without this skill.

Spot Hidden

Success Rate: Skill Level + INT Modifier

This is a luck roll for individuals who are intentionally looking for something i.e. clues or items that are intentionally hidden. This roll should be used under GM's discretion.

Spot Weakness

Success Rate: Skill Level + INT Modifier

This skill gives a fighting PC an edge during combat. On a successful skill roll, the PC has spotted a weak spot in his opponent's defense or combat technique and capitalizes on it. The result is a plus to Initiative Modifier depending on the level of success:

Spot Weakness Table	
Result	CS
Cobalt	+2 to IM
Blue	+2 to IM
Green	+1 to IM
Yellow	+1 to IM

Streetwise

Success Rate: Skill Level + INT Modifier + PER Modifier

This skill measures the PCs ability to walk the streets" and deal with the diverse culture that arises from the lower end of the social class. It is the ability to understand and manipulate the language of the streets; the semantics of the street world. It also can be used as a general intuitive-guess-roll for situations on the streets that might call for one; a sixth about the streets in city areas.

Survival Instinct

Success Rate: Skill Level

This skill is similar to Spot Weakness in that it affects Initiative Roll in combat. This skill gives a PC a survivalist edge. Upon a successful skill roll, the PC may roll 2 ten-sided dice for IM and choose the highest.

Survival Expert
Success Rate: Skill Level
This skill measures the PC expertise in his Survival Field and the level of concentration when using his/her survival skills. On a successful roll, the PC receives the following bonuses.

Survival Expert Bonus Table	
Result	CS
Cobalt	+3 CS
Blue	+2 CS
Green	+1 CS
Yellow	+1 CS
White	0

These bonuses are only applicable to the particular or specific situation the survivalist rolled for. They do not carry over or have a duration. If his concentration is broken in any way, the skill must be rolled again to receive the bonuses.

Technical Sabotage
Success Rate: Skill Level + 1 CS
A PC with this skill can sabotage any piece of technical equipment that he/she wishes. The advantage of this skill is that the damage to the system would not be readily apparent and would take some time to find. Also, he can sabotage equipment or structures to do damage to surroundings or users. For example, a tech can set up a piece of equipment to have a rapid power overload when used. The explosion could do damage to the user. Upon a failure roll, the PC cannot sabotage the particular piece of equipment at all; beyond his/her capabilities. Upon a cobalt success, the damage is so severe that the piece of equipment cannot be repaired in the field and must be taken to a shop i.e. replacement parts, etc.

TerraForming Knowledge
Success Rate: Level +X
This skill gives the PC general knowledge of equipment, procedures, and physics behind terraforming - the process of turning an uninhabitable planet (by normal standards) to habitable. The process uses large terraforming chemical reactors which manipulate inert gases into gases which are beneficial by taking an electron or proton here and adding an electron or proton there.

Thieving
Success Rate: Skill Level + Dexterity Modifier (+ 2 CS w/successful Stealth roll.)
This is a general thief's skill covering Pick pocketing to cat burglary. It allows the PC special knowledge of the thieving trade as well as con tricks, etc. If the player has any applicable entertaining skill i.e. sleight of hand or the like, the player can add +1 CS for each of these skills to his/her Thieving skill column.

Underworld Knowledge
Success Rate: Skill Level + PER modifier
Prerequisite: Streetwise
This skill gives the PC general knowledge of the society known as the Underworld; places to live (hideouts), places to buy goods (Black Market), etc. With a successful skill roll, a PC can access the Black Market and shop until his/her heart is content or find a local safe house for criminals.

Xenoarcheology
Success Rate: Skill Level + 2 CS
This is a general knowledge skill pertaining to ancient, alien relics and artifacts. The PC with this skill can make general guesses at the use and function of alien artifacts and can determine a rough estimate on the age.

Xenoculture
Success Rate: Skill Level +2 CS
This is the general knowledge skill covering alien culture and societies, old and new. A PC with this skill has an understanding of the origins of alien culture and aspects thereof and can observe customs and etiquettes in order to make notes of what not to do in an alien society. Combined with Xenoarcheology, the PC can determine what kind of society lived at a particular site by studying the artifacts and ruins. One roll on whichever skill is higher is all that is required for that application.

Xenolinguistics

Success Rate: Skill Level (+ 2 CS w/successful Communications roll)

This enables the PC to conceptually understand an alien language that he/she has never heard before through knowledge of the universal constants of languages, gestures, and observational information. On a Cobalt success, the PC can speak small phases. On a roll of 01-02, the PC can speak long phrases.

Xenopsychology

Success Rate: Skill Level

This skill enables the PC to observe and learn about the way an alien thinks and perceives things on an individual basis. She/he can understand what motivates individual aliens, and why and can spot a specific stereo-typical psychology like a Hive-Mentality.

XenoTech: Analysis

Success Rate: Skill Level (-GM Modifier)

This skill is required to be rolled before any other Xenotech skill is to be rolled. Analysis takes a certain amount of time, according to the success result

XenoTech: Analysis Time Table	
Result	**TIME**
Cobalt	5 min + Skill Time
Blue	30 Min + Skill Time
Green	1d10 hrs + Skill Time
Yellow	3d10 hrs + Skill Time

Skill Time is the time that must be added due to the type of skill that is being attempted after the Analysis. Each Xenotech skill will have a Skill Time to add to the Analysis time and are given in the skill description. If no skill is being attempted after the Analysis, i.e. the PC just wants to analyze the artifact, the Skill Time need not be considered.

This skill can also be used as or called XenoTech: General Equipment, applying to alien equipment that does not fall under the other categories. The Skill Time for this application is 3d10/skill level in hours. The modifier to this skill is a GM modifier which takes into account how alien the artifact is.

XenoTech: Computers

Success Rate: Skill Level

Prerequisite: Xenotech: (and a successful roll on it)

SKILL TIME: [4d10/Skill Level] in hours

This skill covers alien Computers operation. A XenoTech: Analysis skill roll must be successfully made before using this skill.

XenoTech: Repair

Success Rate: Skill Level

Prerequisite: Xenotech: Analysis (and a successful roll on it) and applicable Xenotech skill

SKILL TIME: [5d10/Skill Level] in hours

This skill covers repairing damaged alien equipment. Before this skill is rolled, a roll on Analysis is required and a roll on the specific Xenotech skill that applies must be rolled. For example, a PC wants to repair a alien Computers. First an Analysis roll is made, then a XenoTech: Computers skill roll is made followed by a Repair roll. Another example, a PC wants to repair an alien Vehicle (which falls under General Equipment). Two Analysis rolls are then made, followed by the Repair roll.

XenoTech: Robotics

Success Rate: Skill Level

Prerequisite: Xenotech: Analysis (and a successful roll on it)

SKILL TIME: [4d10/Skill Level] in hours

This skill covers the area of alien robotics. A successful roll allows the PC to understand the function of an alien robot, and possibly modify any part of it. A Xenotech: Analysis roll must be made before attempting this skill.

XenoTech: Security Sys

Success Rate: Skill Level

Prerequisite: Xenotech: Analysis (and a successful roll on it)

SKILL TIME: [3d10/skill level] in hours

This skill covers the area of electronic detection and alert devices i.e. security systems. It can be used to bypass, or detect alien security systems, but an Analysis roll must be rolled before any use.

Mentalist Specialty Skill Description

Astral Projection

Success Rate: Discipline Level
Limit: One successful use per level per day

This specialty discipline allows the mentalist's mind to leave his body and travel, invisibly and immaterially, through astral space. Movement through Astral space is instantaneous from one point to another. While in Astral space the character's body is in a coma-like state which is unable to perform any actions. Locations in Astral space correspond with locations in real space. Beings in Astral space can see, touch, speak with, and engage in combat with other astral beings. No equipment can be carried into Astral Space except for psionically powered objects.

A being in astral space can engage in mental combat with a being in real space with a -1 Column shift penalty. The discipline Detection will allow a mentalist to see and combat an astral being with a -1 column shift penalty. Damage to the astral body is carried over to the physical body as it happens. Damage to the physical body doesn't carry over to the astral body and the mentalist is totally unaware of any damage to his body until it actually dies or he returns to it. If the body dies while the mentalist is out, the mentalist eventually loses all his stamina and his mind will dissipate when the time limit expires. **The maximum time a mentalist can remain astral is a number of minutes equal to his Logic score divided by 9 minus the mentalist's level in Astral Projection. (LOG/ (9-Disc. Level))** If the mentalist remains in Astral space longer than this, his body begins to die, losing 5 points of stamina for each additional minute he remains astral.

Body Control

Success Rate: Discipline Level
Pre: Density Level 4, Trance I Level 4, Trance II Level 4
Limit: 2 successful uses per level per day

This specialty discipline allows a mentalist total control of his body. The effects include but are not limited to: Resistance to extremes of temperature, controlling body pressure to walk on liquid or semi-liquid surfaces, resisting extremes of pressure, and going without air for extended periods of time. Several types of environments can be resisted simultaneously with a -1CS penalty per environment after the first. While using this discipline a mentalist can move no faster than walking speed and can perform no complex actions including combat. The maximum amount of time this discipline can be used is a number of turns equal to the **Logic score divided by 9 minus the mentalist's level in Body Control (LOG/ (9-Disc. Level))**. Once used this discipline cannot be attempted again for a number of minutes equal to the number of turns used.

Channeling III

Success Rate: Discipline Level
Pre: Channeling I Level 5
Limit: One successful use per day per level

A successful use of this specialty discipline allows the user to seize and redirect energy attacks aimed at him (Beam weapons, electrical current, sonic waves, etc) so as to not be harmed by them. If successful, the mentalist may redirect the attack at another character, either at the one who fired or another person. The mentalist must roll against the level of this discipline minus one, plus his dexterity modifier to successfully hit the target. If the mentalist hits, the damage caused is as per the original attack and the color result the mentalist rolled. This discipline must be checked every turn it is used.

Channeling IV

Success Rate: Discipline Level
Pre: Channeling II Level 5

A successful use of this specialty discipline allows the user to manipulate magnetic and gravitational patterns around him, so as to control and redirect any ballistic and melee attacks. If successful, the mentalist may redirect the attack at another character, either the one who fired or another person. The mentalist must roll against the level of this discipline minus one, plus his dexterity modifier to successfully hit the target. If the mentalist hits, the damage caused is as per the original attack and the color result the mentalist rolled. This discipline must be checked every turn it is used.

Cure Others

Success Rate: Discipline Level +1CS
Pre: Heal Others
Limit: 2 successful uses per day

This specialty discipline can be used as Medical Treatment: Disease, Infection, Infestation, Poison, or Radiation, without the need for drugs of any kind. Only one function per use can be attempted. This discipline can only be applied to a character other than the user.

Cure Self

Success Rate: Discipline Level +1CS
Pre: Heal Self
Limit: 2 successful uses per day

This specialty discipline can be used as Medical Treatment: Disease, Infection, Infestation, Poison, or Radiation, without the need for drugs of any kind. Only one function per use can be attempted. This discipline can only be applied to the user.

Extension

Success Rate: Discipline Level +2CS
Limit: 2 successful uses per level per day

This specialty discipline is only used in combination with another discipline to extend its range by a factor of [Disc. Level] times the Result Level, i.e. a Yellow Success extends the range by a multiple of [Discipline Level] x 1 while a Cobalt result extends the range by a multiple of [Discipline Level] x 4. It also can increase the duration in the same manner. This discipline represents the concentration and mastery of the mind by a mentalist.

Find Weakness

Success Rate: Discipline Level +2CS
Limit: 1 successful use per level per day

This Specialty discipline works exactly like the specialty skill Spot Weakness except that the modifier is added to the "to hit" column rather than to the IM. This discipline can only be attempted on one individual at a time and must be rolled separately for each individual. This discipline works for both physical and mental combat. This discipline counts as an attack and no other attack disciplines can be used in the same round.

Impression

Success Rate: Discipline Level
Limit: 1 attempt per month

This specialty discipline allows a mystic to enlighten a non-psionic character if the character meets the requisite Logic, and also create psionically powered objects. This discipline is so draining on the mystic that it can only be attempted once per game month whether successful or not. After an attempt a mystic cannot use any disciplines for a week and must sleep for 20 hours. The mystic attempts to implant an enlightened one specific discipline and if failing the recipient can never learn that particular discipline. Once one level of one discipline has been implanted, the character is from then on an enlightened one and advances normally. If trying to create a psionically powered artifact, use the same procedure as above with the exception, that any discipline except this one, can be implanted. If the discipline has a prerequisite then any and all prerequisites must be placed within the object first one level at a time at the rate of one discipline level per month, with any failure meaning the object can never hold that particular discipline and implantation must stop there. The appropriate materials, their costs and availability will be determined by the referee, but only special rare materials can actually be used in this manner; common materials should not be used. A mystic must first posses a discipline if he wants to implant it within a person or object.

Invisibility

Success Rate: Discipline Level +1CS
Pre: Illusion Level 3
Limit: 2 successful uses per day.

This specialty discipline is a refined form of illusion in that it creates an illusion of the mentalist not being there in the minds of all creatures within a 10 meter radius of him/her. The illusion fades automatically after 5 * (Disc Level) turns, or when the user loses concentration. While this discipline is in effect, the user cannot move faster than walking speed and do no complex actions including engaging in combat. This discipline has no effect on machines or people outside the area of effect. If the mentalist can make a blue or better success with Telepathy: AI, then the machines listed under Telepathy: AI can also be affected.

Mental Probe

Success Rate: Discipline Level -1CS per 20 points of the target's Logic.

Pre: Telepathy: Characters Level 4

Limit: One successful use per level per day

This specialty discipline allows the mentalist to probe into another's mind for specific information. The depth of information that can be read depends on the level of success. This discipline can only be used on character races unless the mentalist also posses Telepathy: Aliens and/or AI of level 4 or greater.

Mental Probe	
Cobalt	The mentalist can read into the target's subconscious
Blue	The mentalist can read into the target's memory
Green	The mentalist can read deep, hidden thoughts
Yellow	The mentalist can read surface thoughts

Mind Control

Success Rate: Discipline Level

Pre: Fear Level 4, Infatuation Level 4, Paralysis Level 4 Suggestion Level 4

Limit: 1 successful use per day

This Specialty discipline allows the mentalist to seize a character's mind and control his body like a marionette. The target is allowed to make a saving roll using Logic divided by 10 as his "Logic level" minus the "Logic level" of the attacker. Any success is enough to resist total control, but still allows the mentalist to automatically affect the target with one of the prerequisite disciplines at the original level of effect. The maximum time another can be controlled is a number of turns equal to the mentalist's Logic divided by ((9 - Disc. Level) x Color Modifier). The maximum range of the initial attack is forty meters. There after range doesn't affect the discipline.

Mind Control

Cobalt	1
Blue	2
Green	3
Yellow	4

Mind Link

Success Rate: Discipline Level +2CS

Pr: Clairaudience Level 3, Clairvoyance Level 3, Telepathy: Animals

Limit: one successful use per level per day.

With this specialty discipline a mentalist is able to link his mind to that of one specific animal, usually a pet. This allows the mentalist to, upon a successful roll, control the animal and use all of its senses. While this discipline is in effect, the mentalist can do nothing except speak and hear through his own body, but can use other mentalist disciplines with the pet being the focal point for any disciplines. The maximum time a mentalist can control the pet is [Logic/ (9- Disc. Level)] in minutes. To first forge a link with an animal, the mentalist must make a successful mind link roll once a day for 40 days (one month) before he can utilize pet. If the mentalist also possesses Astral Projection and is killed he can attempt to make a cobalt roll against his Astral projection to survive the death of his body and inhabit the pet, allowing it control when he astrally projects. If this is done the mentalist loses this discipline and cannot buy it again unless he gets a new (empty) body, belonging to a member of a sentient race.

Precognition

Success Rate: Discipline Level +1CS

Pr: Clairaudience Level 4, Clairvoyance Level 4, Timeread

Limit: 1 successful use per two days

This specialty discipline allows the mentalist to look into the future and gain some insight of what's going to happen. The referee should be vague and cryptic in his responses and not to let this power be abused by players to ruin his scenario. The Referee may also secretly make a discipline check when the mentalist or someone close to him is going into a dangerous situation. The color of the result determines how much information is gained and how clear the vision is. The referee must keep in mind that this is only a

quick glimpse into a specific time and provides no information about circumstances leading up to the event. Also remember that looks can be deceiving.

Psionic Time Travel
Success Rate: Discipline Level
Pr: Timeread, Astral Projection Level 2
Limit: 1 successful use per week

This specialty discipline allows the mentalist to actually send his astral body back in time. The maximum distance back in time a mentalist is able to travel is [Logic/ (9-Level)] in months. The mentalist can affect events and even change history, but this is very dangerous to the mentalist and his time-line. The actual effects of changing history are up to the referee. While travelling the mentalist suffers all the effects of astral projection and timeread, except that when moving forward at real-time speed the mentalist can interact with the time-line. This discipline puts such a strain on the user that it can only be accomplished once per week.

Psychic Crush
Success Rate: Discipline Level
Pr: Telekinesis Level 4
Limit: 1 successful use per two levels per day

This specialty discipline is a combat form of Telekinesis where the mentalist puts telekinetic pressure on the target. The damage is applied to defenses first unless the mentalist rolls a 01-02, in which case the telekinetic field is applied underneath all armors except natural armors. The damage is equal to 1/2 Logic +(Disc. Level x 5). The range of this power is forty meters.

Psychic Surgery
Success Rate: Discipline Level minus target's Sta mod.
Pr: Heal Others, Heal Self, and Heal Self Fully Level 3, Psycho kinesis Level 3
Limit: 1 successful use per day

This specialty discipline allows a mentalist to do delicate modifications to organic tissue from healing all sorts of ailments to causing hemorrhages, cramps, and pains of all kinds. The range of this discipline is touch, and that touch must be flesh to flesh. To perform this discipline the mentalist must concentrate for one complete round doing nothing else before performing this discipline.

Psycho kinesis
Success Rate: Discipline Level
Pr: Telemanipulation Level 4, Clairvoyance Level 3
Limit: 1 successful use per level per day

Telekinetic manipulation of extremely fine control. The user is able to do fine work as if using high-tech tools, including microscopic ability for the purposes of fixing, making, and manipulating of electronic, mechanical, and biological systems. To accomplish any of these things the user must have the requisite skills to allow their use. Example: pick locks requires Security Systems: Open Locks, doing open heart surgery requires Medical Treatment: Wounds IV. The maximum mass to be manipulated is one kilogram because this is a manipulator discipline rather than a movement discipline.

Shield: Area
Success Rate: Discipline Level +3CS
Pr: Shield

This specialty discipline is identical to the Shield discipline with the exception that the protection extends to a radius of one meter per color result from the user. Yellow =1, Cobalt=4, etc.

Telepathy: AI
Success Rate: Discipline Level or Level +X
Pr: Telepathy: Aliens Level 4, Animals, Characters Level 4

This specialty discipline allows a character to enter the mind of intelligent robots and computers for the purpose of communication. An AI is defined as a robot of level 4 or greater, including Mechanons and other sentient robots, including computers of level 5 and above, but excluding cyborgs. The success rate is Level +X if the AI is receptive. If the AI is not receptive the success rate is the user's discipline level. Once contacted, the AI is not forced to be pleasant, but cannot shut out the user's attempts at communication. An AI who has undergone telepathic linking numerous times can mentally converse quite well; otherwise the AI must keep its replies short and basic.

SPACESHIPS

Day Of The Juggernaut

By William Tracy
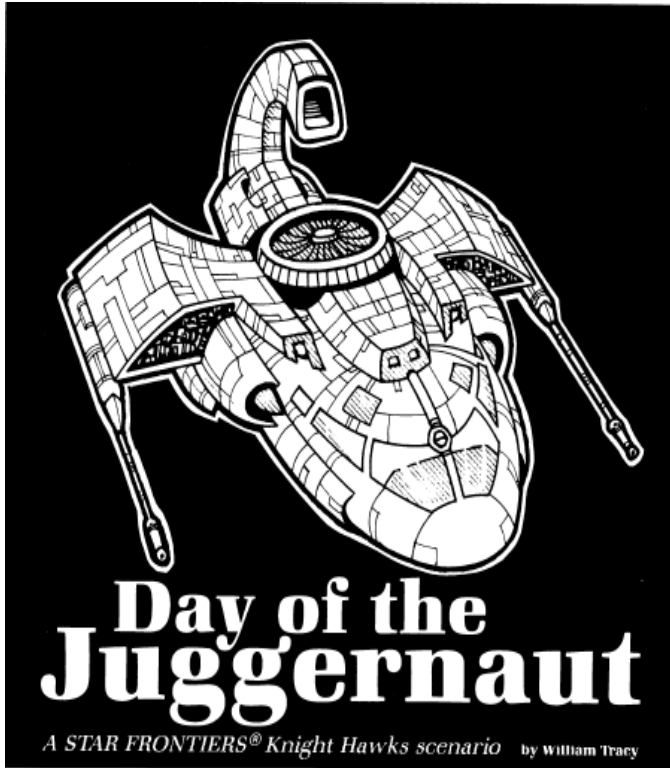
**A STAR FRONTIERS® Knight Hawks scenario
From Dragon Magazine #91 November 1984**

In the weeks following the famed Battle for Volturnus (detailed in module SF 2, Starspawn of Volturnus). The Sathar made no threatening moves against the Frontier. The atmosphere in the UPF was tense for weeks, but gradually calm returned and military forces were taken off their heightened alert status. Just as the races of the UPF were feeling safe again, the Sathar initiated a new attack.

While an assault scout from Scree Fron was on patrol on the outer edge of that star system, the scout came under attack from a gigantic ship that had just exited the Void nearby. The scout was able to send out a distress call before being destroyed, and it reported that the huge ship was heading for the inhabited world of Hakosoar. Whether by pure good fortune or with the knowledge of the Sathar (who may have seen

this as a test of their fighting vessel), a recently reorganized Strike Force NOVA was present at Hakosoar.

Instantly, the force admiral ordered his fleet to defend the planet at all costs, and the fight was joined.

Unknown to the UPF, the gigantic ship was an experimental Sathar war machine, a prototype completely automated and commanded by onboard computer systems and robots. Its mission was to reach Hakosoar and orbit the planet three times, bombarding the major cities with space-to-ground missiles. Though of horrifying size, the war machine was the only one of its kind. The Sathar had built only one Juggernaut, since the cost was enormous, but they were willing to consider building other robot ships if this one proved itself against the Federation's best.

Sathar Forces:

SAV Juggernaut (Robot Warship)	
DCR:300	**ADF:**1
HP:480	**MR:**1
Weapons: Disruptor Cannon, 8x Laser Batteries, 2xProton Batteries, 4x Electron Batteries, 16xTorpedoes(Space-to-ground Missiles), 20xRocket Batteries	
Defenses: Reflective Hull, Electron Screens, Proton Screens, Stasis Screen, 24xInterceptor Missiles	

The Juggernaut carried a new type of robotic short-range fighter, known to the Federation as the Scorpion (hull size 2). The fighters were programmed for launch the moment a UPFS vessel came within 100,000 km (10 hexes) of the Juggernaut.

Does this ship disturb you? It should. When you think the Sathar have given up, something like this pops up. What other secret Sathar constructs await the UPF out in the unknown reaches of the Frontier?

20 Scorpions (Fighters)	
DCR:29	**ADF:**3
HP:10	**MR:**3
Weapons: Laser Battery	
Defenses: Reflective Hull	

UPF Forces:

(Strike Force NOVA)

UPFS Admiral Clinton (Battleship)	
DCR:200	**ADF:**2
HP:120	**MR:**2
Weapons: Disruptor Cannon, 3xLaser Battery, Proton Battery, 2xElectron Batteries, 4xSeeker Missiles, 8xTorpedoes, 10xRocket Batteries	
Defenses: Reflective Hull, Electron Screen, Proton Screen, Stasis Screen, 12xInterceptor Missiles	

UPFS Zamra, Grak (Heavy Cruisers)	
DCR:120	**ADF:**2
HP:80	**MR:**1
Weapons: Disruptor Cannon, 2x Laser Batteries, Electron Battery, Proton Battery, 4xTorpedoes, 8xRocket Batteries, 2xSeeker Missiles	
Defenses: Reflective Hull, Electron Screen, Proton Screen, Stasis Screen, 8xInterceptor Missiles	

UPFS Courage, Glory (Light Cruisers)	
DCR:70	**ADF:**3
HP:70	**MR:**2
Weapons: Disruptor Cannon, Laser Battery, Proton Battery, Electron Batteries, 4xTorpedoes, 6xRocket Batteries	
Defenses: Reflective Hull, Electron Screen, Stasis Screen, 8xInterceptor Missiles	

UPFS Shimmer, Zz'Nakk, Z'Gata, Driadia (Frigates)	
DCR:70	**ADF:**4
HP:40	**MR:**3
Weapons: Laser Cannon, Laser Battery, 2xTorpedoes, 4xRocket Batteries	
Defenses: Reflective Hull, 2xMasking Screens, 4xInterceptor Missiles	

UPFS Scimitar, Dagger, Rapier, Lancet, Razor (Assault Scouts)	
DCR:50	**ADF:**5
HP:15	**MR:**4
Weapons: Laser Battery, 4x Assault Rockets	
Defenses: Reflective Hull	

Scenario set-up

A planet counter should be placed in hex 2819, in the center of the Knight Hawks space map; this is the planet Hakosoar. [Editor.s note: Hakosoar has five natural satellites, but for the purposes of this scenario they need not be placed on the mapboard.]
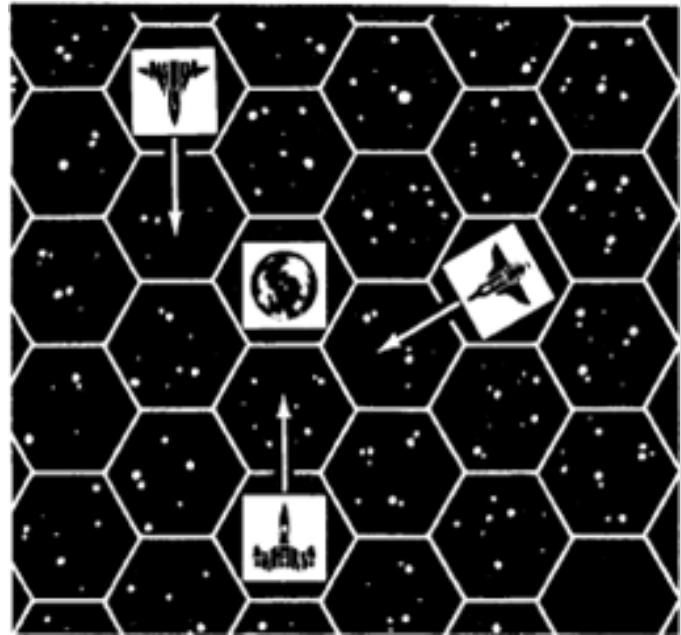
The upper ships may enter counter-clockwise or clockwise orbits; the lower one may go either way.

The Juggernaut, with all fighters aboard it, will enter the game map from either of the "shorter" sides of the rectangular map. Initially, it will have a speed of 5 hexes/turn, and will be decelerating so that it may enter orbit around Hakosoar. Once a spacecraft has reached a speed of 1 hex/turn and moves into a hex adjacent to Hakosoar (without heading directly into the planet), it may take up orbit around that world at a constant speed of 1 hex/turn (see diagram).

The UPFS player may place his starships anywhere on the game map; the ships may start the game traveling at any speed up to 5 hexes/turn, facing in any direction. The UPFS player automatically knows in which direction the Juggernaut is approaching and may arrange his forces accordingly.

Tactics and victory conditions

The Juggernaut will head immediately for Hakosoar, and will (initially, at least) let its Scorpions take care of the UPFS ships. It will not fire any of its space-to-ground missiles until it reaches the planet, and then will fire 1 missile per turn at the planet as it orbits the world, bombarding the major residential and industrial centers. The ship may, of course, fire any of its weapons systems at attacking UPFS ships while bombing the planet.

Once it finishes firing all of its missiles, the Juggernaut will attempt to flee. If it leaves the map board, regardless of how many UPFS ships are chasing it, it is assumed to have escaped and made it into the Void without further damage. If the Juggernaut is destroyed or leaves the map at any time, the Scorpions will self-destruct and will not attempt to be picked up by their parent ship.

If the UPFS ships destroy the Juggernaut before it reaches Hakosoar to begin its bombardment, the Federation wins the battle. If the Juggernaut is able to orbit the planet but fires fewer than six missiles before it is destroyed, the Federation wins a marginal victory. If the UPFS ships cannot stop the Juggernaut from bombing the planet six or more times, but destroy the war machine before it can leave the map, the game is a draw. If the Juggernaut can escape from the map sheet, the Sathar have won.

![Arēs — Science-Fiction Gaming Section]

☀
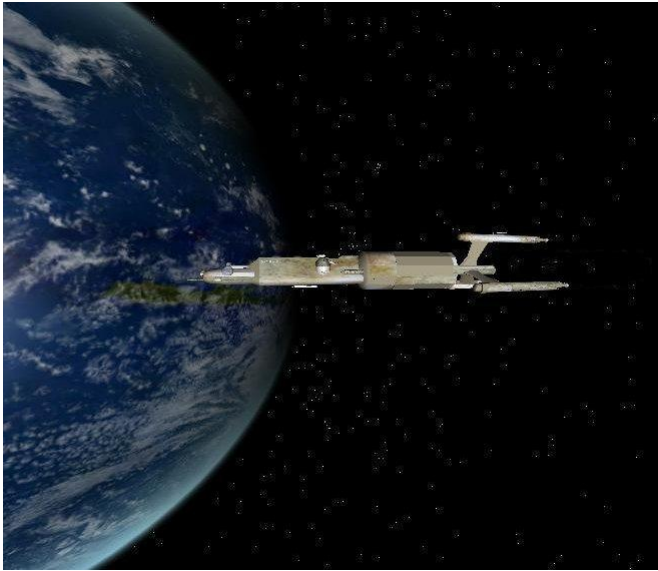
Trans Travel TT6150 "Pacific" **Image courtesy of Art @ SF.org forums --- edited by Shadow Sha**ck

Author's Note:
Edited from previously published official material as seen in SF/KH: 1 "Dramune Run"(Credit to Troy Terrel for coining the name "Pacific" as a class of freighter based on the Gullwind design)

Pacific Class Freighter

By Richard "Shadow Shack" Rose

HS	6
HP	30
Power Plant	3 Atomic B
ADF/MR	3/3
DCR	38
Crew	up to 8
Armament	none (LB available at no penalty)
Defenses	none (RH available)
Communications/Detection	Subspace Radio, Radar, Intercom (3 master panels, speaker/mike in each station/cabin/chamber)
Misc Equipment	Cargo Arm, Universal AirDock
Cargo Capacity	6
Passenger	1 First Class Cabin, 2

Accommodations	Journey Class Cabins (all double occupancy)
Ship's Vehicles	lifeboat, 2 workpods
Base Price	2,249,400Cr --- does not include fuel, spacesuits, weapons/defenses, or tool kits
Crew Accommodations	Captain's Suite (double occupancy possible), Crew Cabin w/2 triple bunks
Computer	Level 4; FP 127; SP 100

Computer Programs:	Function Points	Computer Programs:	Function Points
Alarm	3	Drive, atomic B	5
Analysis	4	Industry	1
Astrogation	4	Information Storage	1
Commerce	1	Life Support - cap:16	1
Communication	1	Maintenance	2
Damage Control	3		

Trans Travel's TT6150 is a popular choice for independent haulers, designed in the early f.y. 40s the ship has been around for a while. As such it has been tried, tested, and found to be true. The overall design makes it optimum for a wide variety of roles beyond cargo hauling; a crew can make additional income via the trio of passenger cabins as well as offering courier duties to local governments. The deck arrangement is simple and straight forward, separating various duties efficiently enough. Many owners are quick to modify the basic design either during the construction phase or after acquisition. In f.y. 61, one such famous example dubbed the SS Gullwind made what has been historically referred to as the "Dramune Run", running an illegal cargo from Clarion to Inner Reach thus exposing a criminal organization which kicked off the third Dramune War.

Picture by Gavin Dady

These fine craft, with a rich history of service in the independent field, are the envy of many freight haulers. Small, fast, and agile, they make up for smaller payloads by proving rapid delivery. With the advent of Pan Galactic's "Eureka" drive, added acceleration has made it more so for such equipped "Pacific's" (adding 100,000Cr per drive and an ADF:4). The optional laser battery, perhaps not the most offensively minded possibility, ensures that such loads can be protected to say the very least.

Used samples can be had for 15% to 50% of new price, depending on condition & upkeep.

Deck plans by Shadow Shack
http://starfrontiers.us/files/u59/Pacific_deckplan_layout.jpg image edited from published material, copyright TSR

DECK PLANS
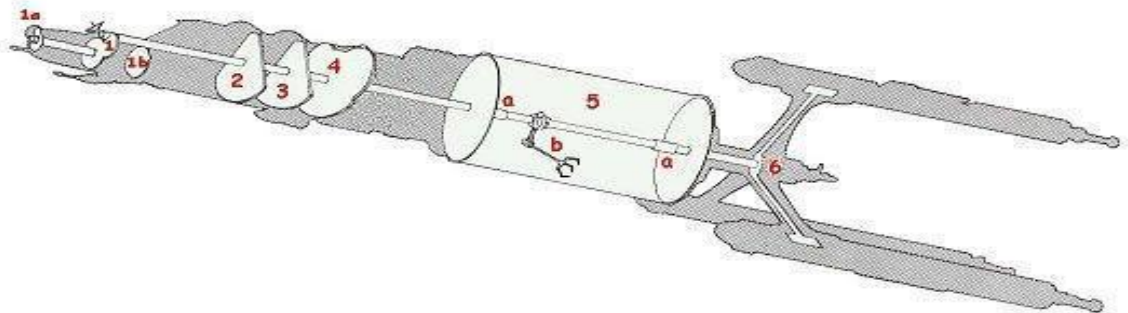
Deck Plans	
1a	Flying Bridge
1	Bridge
1b	Forward Maneuvering Drive
2	Crew Deck
3	Passenger Deck
4	Engineering Deck
5	Cargo Hold
5a	Elevator Access Points to Hold
5b	Cargo Arm
6	Aft Maneuvering & Engine Room

DECK 1A FLYING BRIDGE

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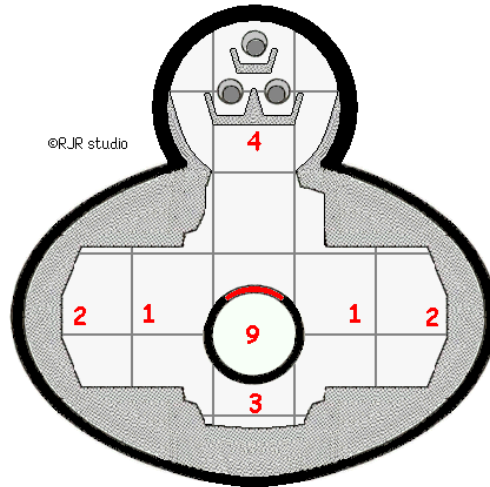
Flying Bridge	
1	Small Hydroponics Bins
2	Communications & Sensor Equipment
3	Avionics
4	Flying Bridge, Positions for Pilot, Copilot or Computer Operator, and Engineer
9	Elevator to Main Bridge

DECK 1: BRIDGE

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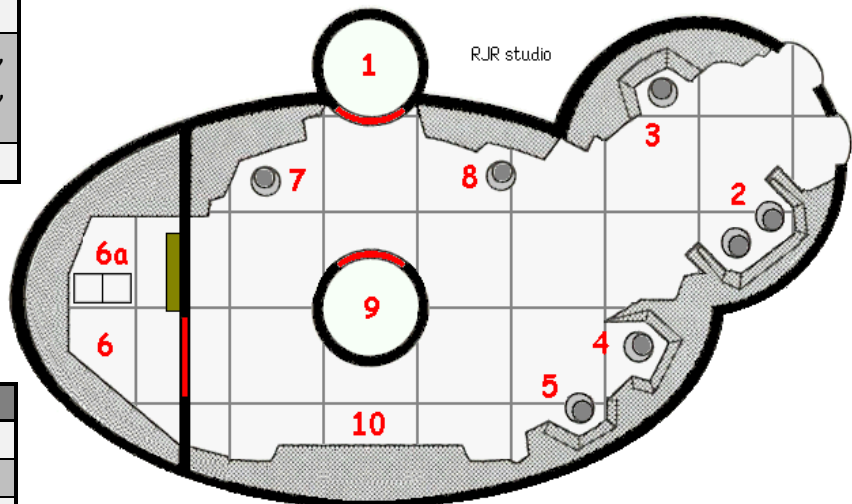
Main Bridge	
1	Main Elevator
2	Helm, Position for Pilot and Copilot
3	Chief Engineer Station
4	Astrogator Station
5	Computer Operator/Asst. Astrogator Position
6	Computer Room, 6a is a maintenance shaft. Small arms storage nearby
7	Optional Radar Operator Station
8	Optional Communications Officer Station
9	Elevator to Flying Bridge
10	Optional Laser Battery, where applicable
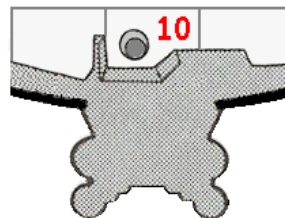
OPTIONAL LASER BATTERY DETAIL

FORWARD MANEUVER DRIVE

Forward Maneuvering Drive	
1	Elevator
2	Maneuver Jet Banks
3	Water Tanks
4	Water Purification/Sewage Management
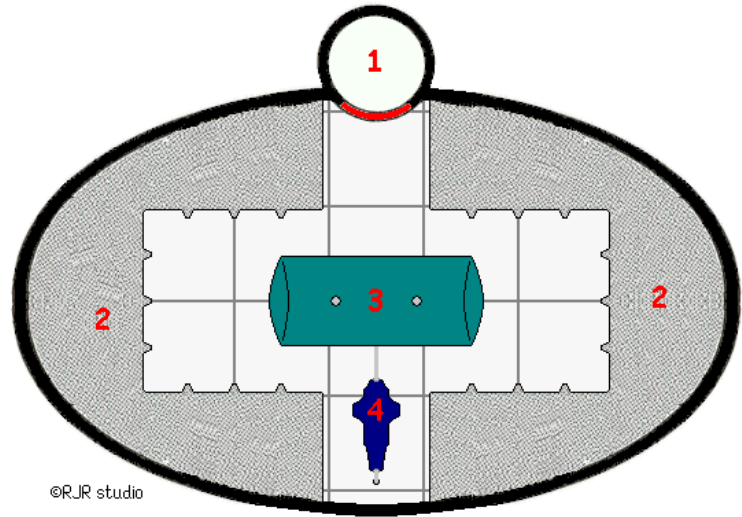
©RJR studio

Crew Deck	
1	Elevator
2	Airlock/Outer Hull Hatch (Universal AirDock)
3	Common Area, 3a is the Holo-Entertainment Console
4	Galley
5	Fresher/Sanitation
6	Captain's Office
7	Captain's Suite
8	Crew Cabin
9	Storage Area
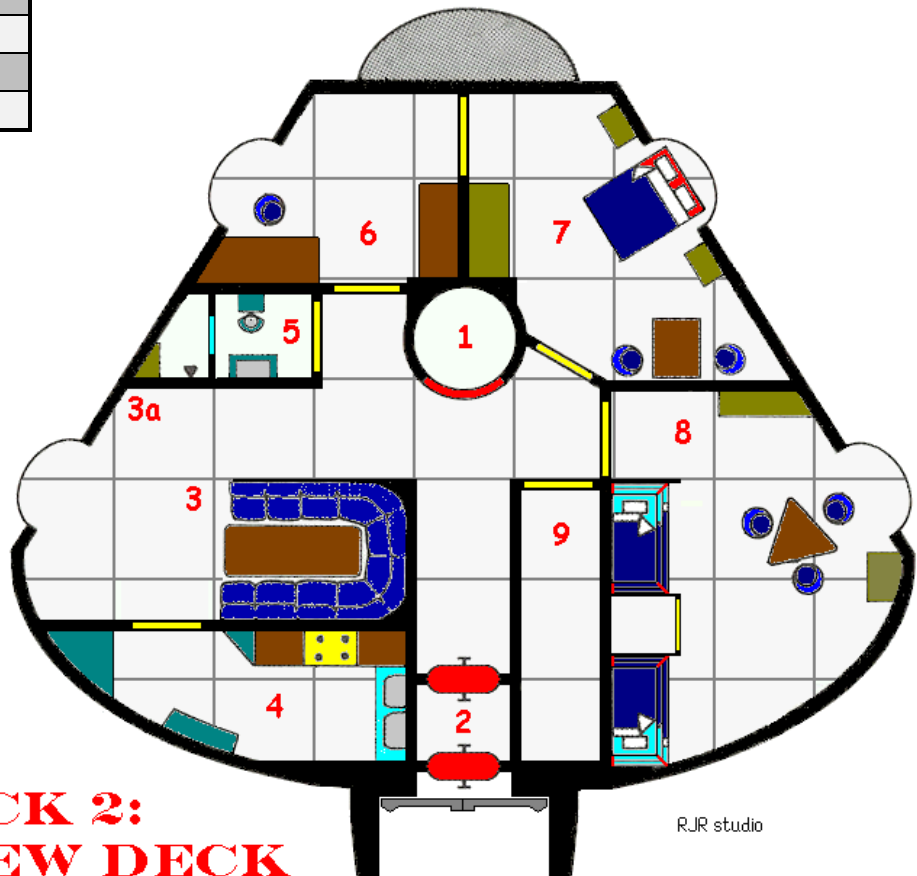
DECK 2: CREW DECK

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DECK 3: PASSENGER DECK
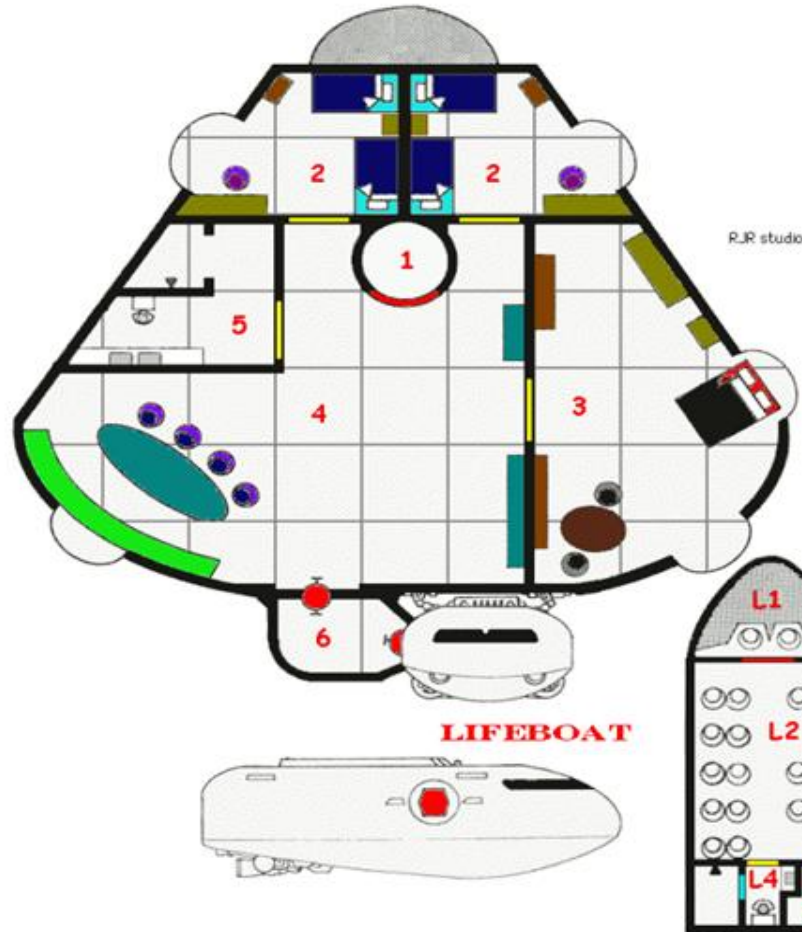
Passenger Deck	
1	Elevator
2	Journey Class Cabin
3	First Class Cabin
4	Common Area
5	Fresher/Sanitation
6	Lifeboat/Airlock

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LIFEBOAT

Lifeboat	
L1	Lifeboat Helm
L2	Passenger Area
L3	Emergency equipment Storage/LS Equipment
L4	Fresher/Sanitation

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Engineering	
1	Elevator
2	Engineer's Station(half of overhaul time spent here)
3	Freight Handler's Station
4	Workshop - 4a is a laser/lathe. 4b is a laser drill press, 4c is a workbench w/tool storage, 4d is a foundry
5	Life Support unit
6	Misc Storage
7	Parts Storage
8	Workpod Airlock pens
9	Optional back up LS unit (not standard equipment)
10	Power Relay Station
11	Generator
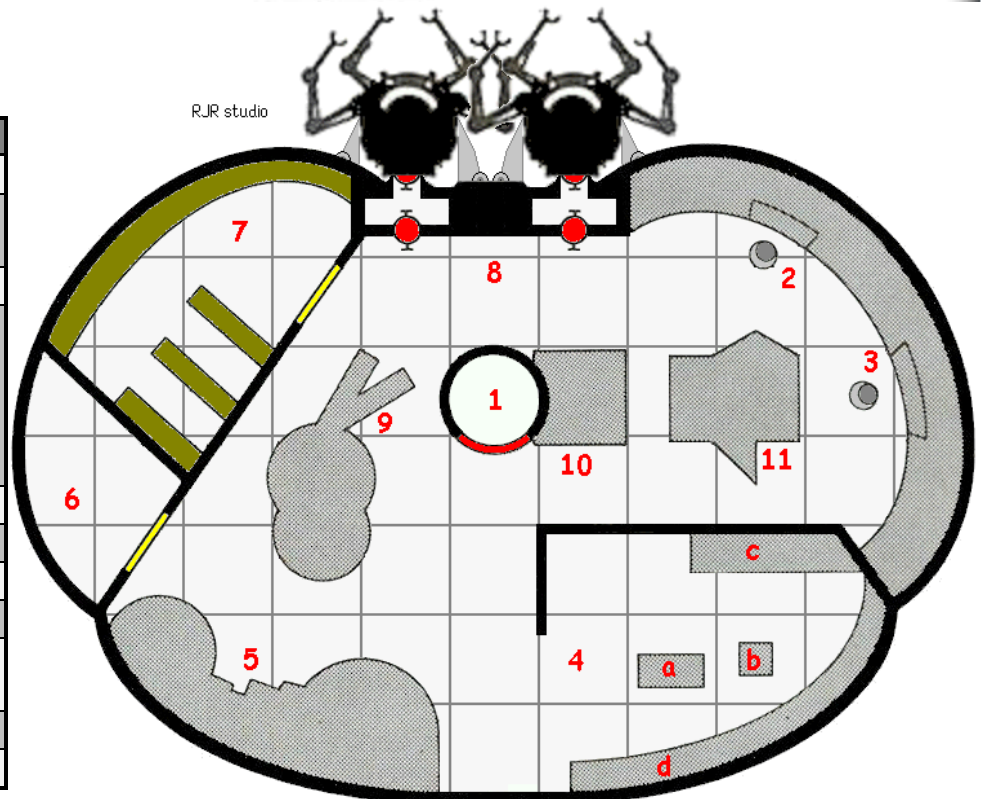
DECK 4: ENGINEERING

CARGO HOLD
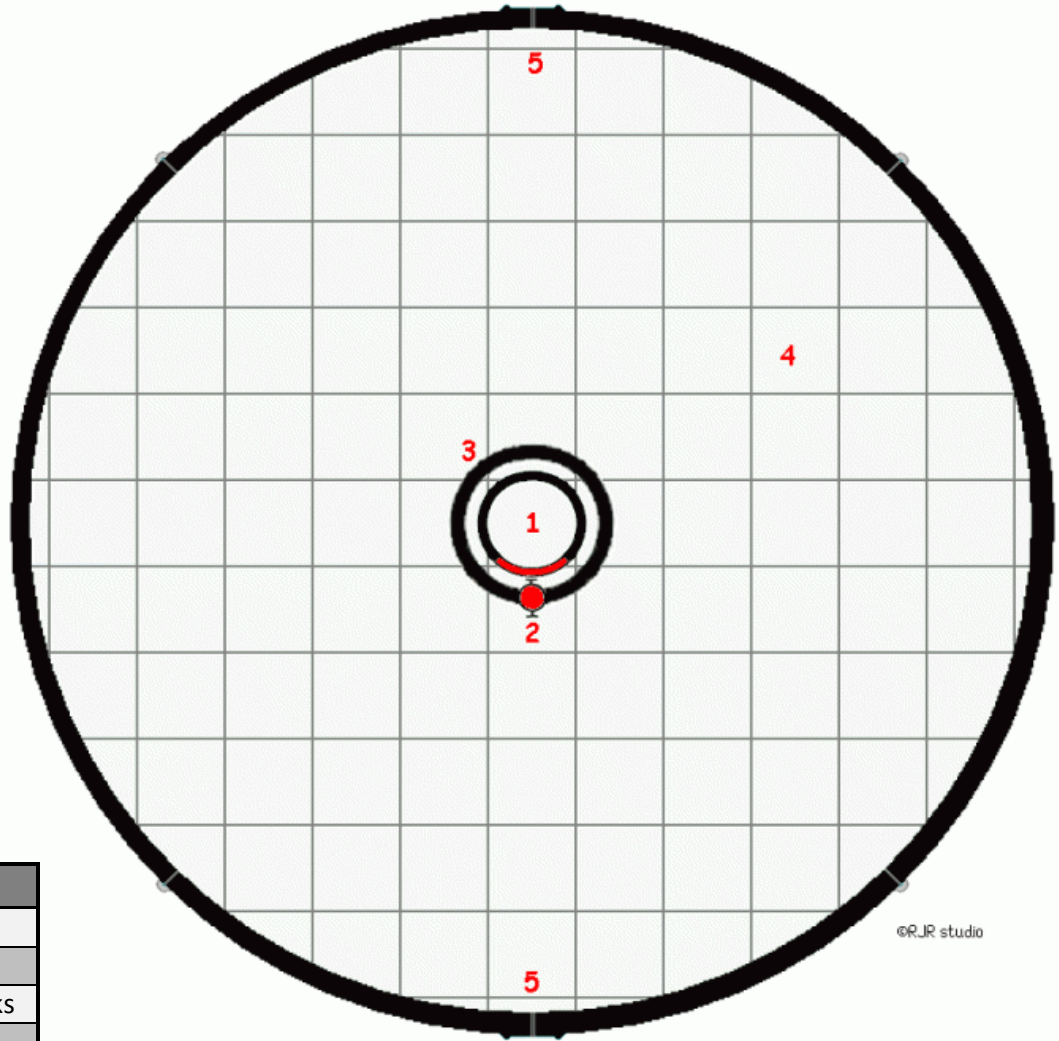
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Cargo Hold	
1	Elevator
2	Airlock
3	Cargo Arm Tracks
4	Hold
5	Bay Doors

Engine Room	
1	Elevator
2	Monitor Panels, 2a is a ceiling access-way to the aft maneuver jet banks above
3	Airlock/Decontamination Chambers, access to engines (half of overhaul time spent within engine room and drive access-ways)
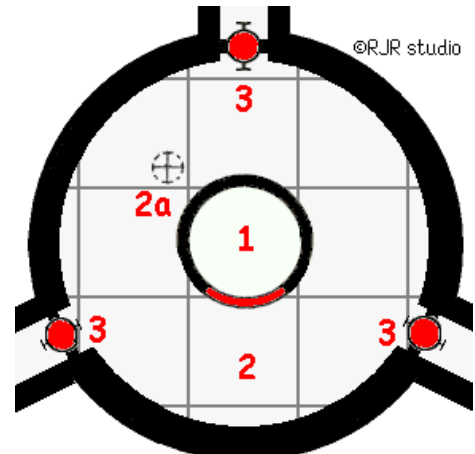
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ENGINE ROOM

McQue's Rules of Running

By Cedric Einarsson

"So, y'think yer all kinds'o hot stuff, eh? Figurin' you made some money smugglin' and maybe a bit'o piracy on the side, so now yer gonna try for the real action, right? Gonna run off'n be a blockade runner, huh? Well, kid, best'o luck to yeh and I'll be readin' 'bout you in the funny papers t'morrow."

"Snig, leave the kid alone. He's got a right to get himself killed anyway he pleases, same as you and me. And lay off that cheese accent. We all you know you grew up on a Cassadine high street, so cut the dockside crap before I barf all over you."

"Alright, point made. Look, kid, in all seriousness, if you really want to get into running, there's only one guy to talk to. See that guy in the flowery shirt and khaki shorts? That's Captain McQue. He's made more than thirty runs and still has most of his original body parts. Here, take this note with you... no, don't read it! Just take it to him and tell him a mutual friend said you needed to talk to him about some tricks of the trade."

The Job

It sounds simple. Just take a ship, load it full of high-value cargo, burn past any picket ships in the way, drop it off, maybe load a return cargo, and full throttle on the way out. Anything gets too close, put a few beams into them and knock them aside.

Ah, if it were only so easy.

Blockade running is a serious investment into trouble. See, anybody willing to put a blockade on a planet or moon has got to be pretty serious about keeping people out... or in, as the case may be. And he's got to have enough resources to put a sizable picket fleet around that planet, and enough political or financial swing that Star Law hasn't shut him down already. That's a combination that gives sane men sleepless nights.

Being a runner means that you work for the people who are crazy enough to stand up to that guy. So get this straight right now, the people you make runs for are almost always going be on the losing side. If they win, good for them, but don't gamble your money on them. Instead, make them gamble on you.

Rule Number One, don't get attached to a client's cause. Remember, when it comes to running, there is no right and wrong, there's just supply and demand.

The Client

There wasn't a lot of need for blockade runners in the Sathar Wars. The Worms would just as soon blast a planet that gave them trouble. About the only time you'd see a real blockade was when Spacefleet cornered the Worms on the ground, and there's not a lot of future running cargo to the Worms.

Yeah, I got offers, and I made a pretty coin off the bounty for turning in Sathar sympathizers, too. Good money in patriotism, sometimes.

The biggest business you're likely to get is running during a corporate war or inter-planet feud. Those tend to last awhile because the lawyers will tie up any efforts to stop it for a long, long time. This isn't as true as it once was, what with Star Law's crackdowns and the Council of Worlds' willingness to let Spacefleet off the leash like they did in Drammune a few years back. But now that S-War-II is over, there's a lot more opportunity since both of those highly respected organizations have their hands full with Sathar infiltrators, Rim-based crime networks, and the run-amok expansion the Frontier seems to be going through lately.

Dealing with clients is the second most dangerous part of the job. Rule Two, never let the clients know who you are. Businesses run on paperwork and that paper trail will put you on the short list for trouble if The Other Guy gets it. Always use intermediaries and front-men when setting up a job. Get your work through them, get your pay through them, and get your fuelling and repairs through them too if you can. You'll probably need a separate front-man for each of these points, and layers of them are a good idea. Be paranoid about your safety. The jails are full of people who weren't paranoid enough.

Sometimes you can get half the pay in advance, but clients really don't like that. If I was them I wouldn't either. Better bet is get them to put half the pay into a third party's hands, someone you can both trust. This will most likely be the guy who launders your money

so the tax enforcers don't come after you. Generally, this gem of a being will get a cut of about three percent of your fee, give or take. A nice, safe business, money laundering.

Speaking of pay, remember that you're not going to be hauling a lot of goods. Your ship is going to be small and quick but with not a lot of cargo room. I'll go into this more in a minute, but for now just accept that you're not going to be moving more than a few standard units at a time. That being the case, it's going to be cargo that the client really, really needs and he'll pay through the exhaust vent to get it. Generally, he'll pay half of whatever the destination price is as your transport fee. Sometimes, rarely, he may match the destination price credit for credit. It really depends on how good a deal you can negotiate.

The Cargo

Smuggling jobs usually come in a few varieties. There's contraband that's legal to ship but the client wants to avoid high import fees, or maybe it's legal at the source but illegal at the destination. Purely illegal cargos are usually heavy weapons, narcotics, slaves, and so on.

But with blockade running, there's no telling what you'll end up with. Anything they don't have but need is fair game. My last run was a mixed shipment of antibiotics, portable generators, and beefsteaks. Not even real beef, just textured proteins. The run before that was a load of corn seed to replace what had been destroyed when The Other Guy dropped a bio-agent on their fields.

Never heard about that one? I'm not surprised. The do'ers would never admit to it and the done-to's wouldn't say anything in case they needed to do it right back later on.

I knew a guy that… well, never mind. Some things are best left in the past.

The point is, it's the price that matters. You're being paid for your time and skills, not the freight. The cargo only matters if you get stopped by the law on the way to the target system. Once you're in-system, assume that carrying even topsoil is a death sentence.

Speaking of which, time for Rule Three. Anything you ship has to have good paperwork and manifest on it. Even if you have to use forgeries, get that stuff papered before you take off. It would look pretty silly for some hot-shot blockade runner to get himself pinched before he left port because his load of fish fingers didn't have the right health inspection stamps.

The Ship

All of this is just pretty talk if you can't get the cargo from A to B, and that takes a ship. Now pay attention because this is where the metal meets the meat.

Rule Four, speed is life. I know, that's been said a thousand times, but here it's The Truth with an exponent on top. If you can't get your ship moving, and I mean faster than a flea on buzz-dust, then the picket ships are going to blast you straight to vapor.

Forget the big haulers like converted freighters and the like. Those are just big targets. They don't have the throttle to take the kind of maneuvers you're going to need. You want something quick and agile and, most important, it has to be able to land on the surface. Forget about shuttles, cargo ferries, or docking at a station to unload. Parking anywhere in space is a quick way to get shot. This means something Class-2 or Class-3. They're quick and nimble, are airflight-capable, and can carry just enough cargo to make the run profitable.

The problem is their engines. Those type-A atomics are good little motors, but they're maintenance hogs. You don't want to be caught with your cowlings off if The Other Guy decides to drop a troop shuttle on you. The only real choice is to upgrade to a type-B, and that's gonna take some fancy engineering. Fortunately, it's been done before and a good engineer can make it happen.

What? Did you actually say 'switch out the drives'? As in, jump in with one, shut it down, rev up a second and jump out? What is it about needing speed did you miss? Type-A's are technical wonders, but they don't give anywhere near enough thrust for that to work. Somebody actually tried using strap-on drives that he could just drop when he got to the target and fly out on his standard drives. Not only did he spend way more than he made, his own clients turned him in for abandoning a pair of half-slagged nuclear cores in their laps. That feather-head deserved what he got.

Now, you're gonna hear people tell you that you should carry as many guns as you can manage. While that's not a bad idea, guns take up space and add weight that you don't want. A laser battery or two and a few lighter guns will be enough to make the quicker, lighter pickets think twice about a close chase. Since you're limited to what defenses you can mount, max out whatever protection you can get.

The Approach

While you may think blockade running is all about full-throttle glory, it's not. It's also about stealth.

The trip from your home port to your target system is just like any other freight run, so don't get twitchy or you'll attract attention. Remember the fish fingers?

Once you're in the target system, lay low. Sit back at the edge of the system and pretend you're a hole in the sky. Crank up your passive sensors and take a hard look at what's in front of you. Locate the number of ships The Other Guy has brought to the party, what types they are and how they're flying. Look for patterns in their patrols and the gaps in those patterns. Maybe you'll get lucky and see somebody else try to make a run. That will tell you how fast The Other Guy starts moving and shooting.

Don't get in a hurry. The more you learn, the better your run will be, so pick your moment carefully. Then, when it all looks just right…

… start drifting. That's right, you drift. Give you thrusters a little kick and start floating toward your target. You want to go unseen as long as you can.

The Run

This takes really close timing. The perfect run starts when you are far enough away from the planet that you can reach just about twelve million kph and still have room to slow down before you hit the planet. When you reach that point, commonly called the Starting Line, kick your thrusters into full-power burn and hang on tight. If you've timed it right, you will blaze through the picket line while they're still getting up to speed, passing through the gap you spotted where nobody is in shooting distance, and still have plenty of room for a nice, textbook landing.

Now, that's what happens in a perfect universe. Here's what happens in reality.

The Other Guy will see you coming. Maybe it's a deep-range patrol that stumbled across you. Maybe one of their sensors techs is some kind of savant or just lucky. Any way it happens, you will have to light up your drives before you reach the Starting Line.

The gap you chose will not be perfect. Somebody is going to get in the way. That means flashing lasers and melted hulls and dead crewmen.

You will not get a good approach. You will have to maneuver, run around the planet a time or two, or back off long enough to lose your pursuers. But no matter what, don't slow down until you have no choice to keep from crashing.

The Moment of Truth

There is a moment where you will have to make a decision. It happens on every run. Can you keep going and deliver the cargo, or must you abort the run and jump out for a safe harbor?

Well, if you keep going, you might very well get blasted on the way, or might crack up and spread yourself across a planet. If you abort, you won't get paid and you will get a reputation for turning tail at the first sign of trouble. Goodbye career.

Honestly, if you have to abort for anything less than a full-bore catastrophe, you should probably find another career. If you wanted guarantees, you should have become a bartender.

Rule Five, whimps don't get paid.

Dirtside

So, you beat the odds and made it into the atmosphere in one piece. Safe, right? Hardly.

Some of those little picket ships might very well have followed you. You need to get low and dirty. Find a mountain range to lose them in, duck through a thunderstorm or two to play havoc with their sensors, anything you can think of to lose them. You only need a second or two and then you find the nearest valley or forest to hide in until they move on.

Here's a tip. Most planets have strong magnetic fields that do some quirky things near the poles that really mess with energy sensors, so make your entry that way. Polar Regions are also notorious for massive radar-scrambling electrical storms that will cover your moves and ultra-high winds that will discourage pursuit. I just hope you have a really fine pilot, or squish you will go.

Once you have shaken off your tails, make a slow, low approach to the pre-decided landing field. Touch down and get ready to unload.

Now, you may feel safe, but you're not. You have to get that cargo off super-quick. There are a couple of ways to do this.

You can modify your hold so that you carry cargo in external containers. Just touch down, flip a switch, blow loose the retaining clamps and fly away, leaving the cargo behind like a bug laying eggs. Of course, shipping containers are a bit fragile so they're not really good for cargo that needs pressure or air.

You can always keep the cargo on wheeled crates and pallets. Open the doors, push them out, take off. It takes a little longer but it's still quick and it keeps the cargo safe under the hull.

I saw one guy make drop sorta like this. He had the cargo wrapped in big cables. When he landed, his crew ran out and attached the cables to some trees. He put the ship into hover and backed away, and the trees dragged the cargo out of his hold. It scarred up the deck, mangled one of his airlocks, and was really rough on the cargo, but he was in and out in less than a minute. Still, I think there's better ways.

If you don't have a return cargo and client isn't real picky about landing zones, you can always make a slow pass over the area and push the cargo out the back on parawings. Not at all accurate and there's a good chance some of the cargo will be destroyed, but you can't beat it for speed.

The Exit Strategy

Regardless of how you unload or if you have a cargo to take back out, next comes the most dangerous part of the whole jobs, getting off that rock.

Above you are all the ships that you blew past on the way in, and each of them has a captain that you deeply embarrassed when you did it. Depending on how much shooting there was, they're likely to be very angry with you in a deeply personal way. And they have a fairly good idea where you are.

Maybe you should think about buying some farmland and settling down for a while.

No? Alright.

There's not a lot of advice I can give you about the exit strategy, there are just so many factors. How many pickets are there? How close are they? How many holes are in your ship? How many decoys do you have left (you still have some, right)?

It's not all bad. Once out of the atmosphere, you can put the throttle down and keep it there until you reach voidspeed. No wasted time slowing down. And you don't have to waste space on maneuvering. Just run away by the most direct path you can find.

Timing is the key. If you have the luxury of time, find a hole and hide out for a few days. They can't wait forever and they have an entire system to patrol. Pick your moment.

If you don't have time, then you have to just burn through wherever they are thinnest and hope for the best. Seriously, luck is the biggest factor on the escape run. That's what makes it so dangerous.

The Escape

You got away! Hooray for our side!

Don't break out the bubbly just yet. You have some thinking to do. Where are you going? The Other Guy might very well have followed you, and he surely would have put out a subspace message to all his buddies at every possible destination to keep an eye out for you. Wherever you end up at, don't plan to be there long. Spend just enough time to get your bearings, plot your course, and jump to the next system.

Gotta love those type-B engines, eh?

Rule Six, don't stop until your engines tell you to.

Assuming that they haven't followed you through both jumps (a fairly safe bet) and assuming that you have somewhere you can dock to unload and make repairs at your leisure (if not, why'd you go there?), then you can look forward to a long period of…

… well, a lot of hiding out. See, it's likely that you just irritated a megacorp with the wealth, power, and motivation to place a whole planet off-limits, which means that every corporate security office in the Frontier will have your ship on a watch list.

This is the beautiful thing about what we in the trade like to call black ports. These are places where nefarious types like us can go and relax for awhile, safe from the prying eyes of government and corporate policemen. There aren't many of these, and they tend to be in very inhospitable places like asteroid belts or airless moons, or occasionally in some planet's backwater region that no one civilized wants to be involved with.

Be prepared. A meal and a bath in a black port will cost substantially more than anywhere else. You'll spend more than a few coins on bribes and "local ordinance violations" too. But for all that, you get safety and anonymity. It's a nice little hole-in-the-mud to wait until the heat's off and your front-man can deposit the rest of your pay.

While you're making repairs, you might make a few cosmetic changes. Add or remove some fake sensor domes. Remove some of the weapons and plate over the mounts. Get a new paint job while you're at it. No racing stripes or flames, please.

This is a great place to mention your best friend in the whole universe: The fake ID card.

You should have several of these handy. Names, ages, places of origin, all different and all perfectly traceable. Rule Seven, don't be afraid to spend the money on a new you. You really do get what you pay for, so don't go cheap. Top quality cards will run several hundred credits, but it will stand up to all but the most rigorous background checks.

And don't stop at just yourself. Your ship needs new papers even worse than you do. Don't skimp. Fortunately, these are easier to fake and run a little cheaper than ID cards.

The Career

Kid, all that I have just shared with you has come from over twenty years of running blockades, and it barely scratches the surface. Every blockade is different and every run will be different so you're going to have to figure out a lot as you go along.

Here's the straight facts. Out of every hundred guys that take up running, a third will die on their first run. Most of those that live will quit and take up less lethal trade. Of the ones that don't quit, call it maybe twenty percent, most of them will be dead or crippled in five years.

This isn't something that you retire from. Either you just walk away or it kills you.

Rule Eight, get out while the getting's good.

That's the only warning you get. Now get out there and give 'em hell.

McQue watched the kid leave before he glanced again at the note Sqig has sent. "Star Law. Give him the business." Briefly, McQue wondered if the kid was smart enough to figure out where in the lessons he had planted a few lies, and if he was quick enough to do it before he got flamed over some dustball.

UPF Leviathan

By Ragnarr

UPFS LEVIATHAN

CC - 19B4001   Battleship

HS: 20
ADF: 2
MR: 2
DCR: 200
HP: 120
LBx3
DC   RH
PB   ES
EBx2   PS
Sx4   SS
Tx8   ICMx12
RBx10   CREW: 400

LENGTH: 600 meters
WIDTH: 100 meters

CMDR: Kees Vanloo Maclin

CLASSIFIEDS

The Band **The 'Roids**, is looking for a new drummer. After their recent InGal Top 10 hit, **Abyss,** Unar Tumin the drummer was caught with several grams of an illegal substance and thrown into the Evergloom Prison on Triad. The substance type has yet to be released to the NewsNet. Unar was overheard saying it was not his, he was holding it for a friend.