

# D20

System

Universal Role-Playing System

# *Star Frontiers*

*The Expanded Universe Handbook*

Version 4.5



**Expanding the scope of the Star Frontiers Universe**



## **What will I find in this Book?**

The book you hold in your hands contains a myriad of optional rules that can be used to expand the scope of the Star Frontiers Game. Everything in this book is optional and Administrators are encouraged to read everything over and then pick and choose what if anything he wishes to incorporate into his Campaign. Within this book are new feats, new equipment, and new options like Mutation and Psionics which can greatly change the flavor of the Star Frontiers game.

Players may look through these pages and might want to play a Mutant, or Psychic character, but before he does, he should consult with his Administrator because it might not be something that the Administrator is prepared to introduce into his campaign. This book and the material herein have been designed to add new excitement and open up new avenues of game play for Players and Administrators to explore, so in that spirit read on and maybe you'll find something here that you haven't seen yet, and might want to add to your game. I hope so.

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## Section One: Expanding the character's options

This section introduces new options for characters in the Frontier. New Merits and Flaws, Feats, and Equipment options can be found below that are geared to increase the scope and capabilities of the Heroes of the Frontier.

### New Merits and Flaws

The following are a list of additional Merits, and Flaws for characters in Star Frontiers. As was stated before these are an optional part of the game and a Player should check with his Administrator before choosing any of the following traits. It should be noted that these traits do not stack. If a trait's powers overlap with another trait only the trait with the highest bonus is used.

Merits	Cost	Merits	Cost
Absolute Authority *	2	Improved recovery	3
Acrobatic	3	Instinctual driver	2
Agile	3	Instinctual pilot	3
Animal affinity	2	Investigator	3
Artisan	3	Knowing glance	2
Athletic	3	Legendary toughness	5
Aura of trust	4	Life bond	5
Born rider	3	Lion heart	3
Born Spacer	4	Low key	2
Cast iron stomach	2	Mental stability	3
Contortionist	2	Mobility	3
Daredevil	3	Negotiator	2
Deceitful	3	Night owl	2
Deft Hands	3	Nimble fingers	3
Diligent	2	Potent Psychic*	5
Endurance	3	Scavenger	2
Fame	2	Sharp-eyed	3
Favored instrument	2	Slippery mind	3
Focused	3	Sprint	2
Golden tongue	2	Stealthy	3
Grim determination	2	Technical wiz	4
Icy calm	2		

\* These Traits affect Psionic characters only

Flaws	Cost
Binding secret	5
Dark ancestry	5
Prophetic birth	5
Scent of the Beast	2
Social pariah	2

### Descriptions

#### Merits

**Absolute Authority:** A character possessing this trait has an air about him which brooks no one to question his commands. When using mind influencing psionics that require a firm voice, or command creatures they suffer a -2 to their Resistance rolls to resist his powers

**Acrobatic:** A character possessing this trait gains a +2 bonus to his Balance and Jump skill rolls.

**Agile:** Characters who have this trait gain a +2 bonus to his Tumbling and Climb skill rolls.

**Animal affinity:** Characters who possess this skill gain a +2 to their Ride, and Animal handling skill checks.

**Artisan:** A character who possesses this trait gains a +2 bonus to his Craft, or Profession Skill rolls.

**Athletic:** Characters who possess this trait gains a +2 to their Jump, and Climb skill rolls.

**Aura of trust:** A character possessing this trait gains a +2 bonus to his Bluff and Diplomacy skills because there is something about them that makes people trust them. When using Mind influencing Psions, a character with this trait causes his victims to suffer a -2 to their Resistance rolls because they are more prone to trust him.

**Born rider:** A character possessing this skill gains a +4 bonus to his ride checks.

**Born Spacer:** A character possessing this trait gains +4 to any Skill or Resistance rolls he must make while in zero gravity environments

**Cast iron stomach:** A character with this trait is able to subsist on food that is not completely wholesome. These characters can subsist on tainted food or even carrion without becoming ill.

**Contortionist:** A character with this skill gains a +4 bonus to their Escape artist skill rolls.

**Daredevil:** Characters with this trait are fearless. They gain a +4 bonus to their Will Saves to avoid the effects of Fear.

**Deceitful :** A character possessing this skill gains a +2 bonus to their skill rolls when using Bluff, or Gaming skills.

**Deft Hands:** A character who possesses this skill gains a +2 bonus on their Disarm, and Open lock skills.

**Diligent:** A character who possesses this skill gains a +2 bonus to their Appraise and Decipher script rolls.

**Endurance:** A character who possesses this trait may perform strenuous activity for 2x as long as anyone else without suffering ill effects for doing so.

**Fame:** A character blessed (or cursed) with fame gains a +4 bonus to his Reputation.

**Favored instrument:** A character who possesses this trait gains a +2 bonus to his perform skills when using his favored instrument.

**Focused:** A character who possesses this trait gains a +2 bonus to his concentration skill rolls.

**Golden tongue:** Characters possessing this trait gain a +4 bonus to their Bluff skills.

**Grim determination:** Character who possesses this trait cannot be swayed from their chosen course when they set their mind on something. A character who has this trait gains a +2 bonus to their Resistance rolls against Mind influencing effects (except illusions).

**Icy calm:** A character that possesses this trait when in combat fights with an almost supernatural calm that unnerves his opponents and gives the character a +2 bonus to their Will saves vs. fear effects.

**Improved recovery:** A character who possesses this trait who is stunned allows an Attack of opportunity against him, but does not lose his remaining actions, nor does he suffer a modifier to his initiative because of it.

**Instinctual Driver:** A character with this trait is at ease behind the wheel, or control stick of any ground vehicle. The Character gains a +4 bonus to any rolls he makes while driving with the exception of combat rolls.

**Instinctual Pilot:** A character with this trait is at ease piloting any type of Aero-craft, System ship or Star craft. The Character gains a +4 bonus to any rolls he makes while piloting a craft with the exception of combat rolls.

**Investigator:** A character who possesses this skill gains a +2 bonus to his Search, and Sense motive rolls.

**Knowing glance:** A character who possesses this trait gains a +4 bonus to his Sense motive skill checks.

**Legendary toughness:** A character who possesses this trait gains a bonus to his Endurance points equal to his Stamina modifier/level.

**Life bond:** A character with this trait has such a strong connection the living world that they die only when their Endurance

points reach -12 as opposed to -10.

**Lion heart:** A character who possesses this trait gains a +4 bonus to his Resistance rolls vs. fear effects and if he is affected by the fear they only suffer the effects for ½ as long as a normal character.

**Low key:** A character with this trait tends to go about unnoticed. These characters gain a +4 bonus to their hide rolls, and can even roll a standard hide roll (unmodified by this trait) to go unnoticed in a crowd.

**Mental stability:** A character who possesses this trait that is affected by mind influencing psionics suffers the affects for ½ as long as a normal character.

**Mobility:** A character who possesses this trait gains a +2 bonus to his Reflex Resistance rolls, and gains a +1 bonus to their Defensive rating when wearing non-metallic armor.

**Negotiator:** A character possessing this trait gains a +4 bonus to his Diplomacy skills.

**Night owl:** A character who possesses this trait is accustomed to darkness. The character suffers ½ the penalties incurred by characters for being in darkness, and they are more use to being awake at night. Night owls suffer a -1 penalty to their ability, combat and skill rolls during the day.

**Nimble fingers:** A character possessing this trait gains a +2 bonus to his Pick pocket and Search rolls.

**Potent Psychic:** A character who possesses this trait begins with double his starting Psyche.

**Scavenger:** A character with this trait can once/adventure while in a settlement find a mundane item that can be useful to him worth up to 2-12cr/level of the character.

**Sharp-eyed:** A character who possesses this trait gains a +4 bonus to his Spot checks.

**Slippery mind:** A character who possesses this trait gains a +4 bonus to his Will saves.

**Sprint:** A character with this trait can make a Fortitude save DC 20 to run at a rate of 5x their movement rate for 1 round/point of Stamina bonus (Minimum 1 round). This is usable once/hour but only one time/day/point of Stamina modifier of the character (Minimum 1 hour)

**Stealthy:** A character possessing this trait gains a +2 bonus to his Move silently and Hide skills.

**Technical wiz: Athletic:** Characters who possess this trait gains a +2 to their Computer, Repair, and Use technology skill rolls.

## Flaws

**Binding secret:** A character who possesses this disadvantage is bound by some secret. Any being who learns this secret gains some power over the character. The character suffers a -2 to his Ability, Combat, and Skill rolls, and Resistance rolls when confronted by a character who knows his secret.

**Dark ancestry:** A character who possesses this disadvantage is cursed with some infamous ancestor. The character is identified as evil regardless of his accomplishments. The character's reputation increases at ½ the normal rate.

**Prophetic birth:** A character who possesses this disadvantage lives his life knowing that his birth was prophesized and that all the events in his life are leading to some predetermined event that the character cannot escape from.

**Scent of the beast:** A character who possesses this trait causes animals to growl, bark, or panic in his presence. These characters suffer a -4 to his Ride, and Handle animal checks.

**Social pariah:** A character with this trait is treated as if his Personality was half of its rating when dealing with common folk in settlements because he does not understand the nuances of dealing with people.

## New Skills

Skill	Attribute
Bribery	Personality
Environmental Adaptability	Agility
Recruiting	Personality

### Bribery (Per)

The character has experience in bribing petty and not-so-petty officials in order to circumvent regulations, or ignore cumbersome laws.

**Check:** If the bribe is less than the minimum bribe required, the attempt will automatically fail. To determine the minimum amount that the bribe should be check on the table below:

Official	Minimum Bribe
Petty clerk	100cr
Patrol level law enforcement	200cr
Investigator level law enforcer	500cr
Star Law patrolman/Low level crime boss	1,000cr
Low level administrator/corporate agent	2,000cr
Mid-level administrator/corporate officer	5,000cr
Star Law Ranger/Mid-level crime boss	10,000cr
High level administrator/Corporate Chairperson/ Low level government official	20,000cr
Mid-level government official/High level crime boss	50,000cr
High level government official	100,000cr

For every level greater than the minimum bribe listed that the character is willing to pay he gains a +1 bonus to his skill roll to a maximum bonus of +5.

**Retry:** If the first offer is not accepted the character may offer a greater bribe which does not increase his modifier, but runs the risk if this second attempt fails of having the official have the character arrested for attempted bribery.

**Special:** A character 's reputation modifies his bribery roll by a modifier equal to the reputation's modifier which if negative must be overcome by offering higher bribes, but when the reputation score becomes positive the level of the target of the bribe is reduced by the modifier to determine the minimum bribe needed to secure his services. Thus a character with a reputation of 14 (+2 modifier) needs only to ask a petty clerk for a favor, or a patrolman to look the other way and they will do so, while he could offer a detective a 100cr bribe to secure his services.

### Environmental Adaptability (Ag) Trained only

Character possessing this skill have been trained to act in many different types of environments. They can reduce the penalties of moving in gravities other than the standard (.8 to 1.2) and or when dealing underwater, or in space, by ½.

**Check:** Under normal circumstances no roll is needed to use this skill. A skill check may be required however if the character is performing some stunt during a dramatic moment, such as jumping across a chasm on a high gravity world during a firefight. In this case the character can add a +2 circumstance bonus to the skill he is using such as jump in the above example.

### Recruiting (Per)

The individual is familiar with the most effective means of approaching individuals and presenting proposals for employment couched in terms that are most likely to produce acceptance. This skill is helpful for recruiting troops, getting passengers on a space liner, or even convincing planetary governments to throw their lot in with your cause.

**Check:** Once/week a check is made to locate recruits for volunteer work, job openings, passengers, or potential soldiers. The difficulty in locating qualified applicants depends greatly on the level of skill that the character is trying to attract and the population of the area where he is drawing applicants from. If the check succeeds see the table below to determine the number



and general level of the recruits:

Recruit Level	Difficulty by Population level				Number of Recruits
	Colony	Agricultural	Moderate	Heavy	
Untrained	15	12	10	5	3-10 (d8 +2)
Apprentice (Level 1)	18	15	12	10	2d4
Journeyman (Level 2-5)	20	20	15	12	1d6
Experts (Level 6-8)	30	25	20	15	1d4

**Retry:** Retry as often as desired but only one roll can be made per week.

**Special:** When using recruiting to locate passengers, Journey class passengers are treated as untrained, as are Storage class passengers (those who travel in cryogenic suspension) Standard passengers are treated as Apprentices, and First class as Journeyman. If the ship has luxury accommodations use the listing for Expert class to determine the number of passengers they attract.

It should be noted that this roll only brings the recruits to the character. The character must determine the conditions of employment any incentives that he will offer and must have any specialized equipment that may be required for the job, or his recruits will not stay on.

When used to negotiate a pact, or to gain support for a cause from a planetary government or official the character who has a rank of Diplomacy of at least +4 gains a +2 to his roll when using this skill.



## New Feats

What follows are new feats for characters in the Frontier.

### Combat

<b>Feats</b>	<b>Actions</b>
Ambush shot	1 action
Armed deflection	Special
Cloak defense	1 action
Cloak pin	1 action
Close quarters fighting	none
Counterattack	Special
Cover fire	1 action
Create opportunity	1 action
Death blow	none
Death trance	1 action
Defensive stance	1 action
Defensive strike	special
Defensive throw	special
Dirty fighting	1 action
Display weapons	1 action
Dual attack	none
Ducking shot	Special
Evasion	none
Expert aim	none
Fast aim	none
Find flaw	1 action
Firing into crowds	1 action
Gunman's eye	none
Immobility	none
Improved attack of opportunity	none
Improved called shot	none
Improved charge	none
Improved dodge	1 action
Improved mounted ranged combat	none
Improved precise shot	1 action
Improved wrestling	none
Improvised shield	none
Instant stand	none
Knock down strike	1 action
Mounted dodge	1 action
Pin shield	1 action
Power critical	none
Power lunge	1 action
Ranged disarm	1 action
Ranged pin	1 action
Reckless attack	1 action
Rend armor	1 action
Ride by attack	1 action
Roll with the blow	none
Shield Bash	1 action
Shield charge	1 action
Spirited charge	1 action
Stunning shot	1 action
Stunning strike	1 action
Tandem Strike	Special
Two weapon defense	1 action
Vengeance strike	special
Weapon finesse	none
Weapon focus	none

## Martial arts

Feats	Actions
Lightning strike	Special

## General

Feats	Actions
Controlled breathing	none
Death Visage	none
Enter the unconscious mind	none
Herculean effort	1 action
Inspire loyalty	1 action
Partial Action	none
Perfect stillness	none
Remain conscious	none
Shadow	none
Skill focus	none
Sleep on the go	none

## Descriptions

### Combat Feats

#### Ambush shot

**Prerequisites:** Expertise (ranged weapon), Hide +4

**Effect:** A character possessing this feat must be hiding, and then spends an action to prepare to use the feat. The character may then fire from hiding and not be discovered. If the character moves however he must again roll his hide skill and must reuse this feat. If this feat is used with an Energy weapon the character may be discovered but the person attempting to spot him suffers an additional +4 penalty to his chance to discover him.

#### Armed Deflection

**Prerequisites:** Expertise

**Effect:** A character possessing this feat is able to expend an Attack of opportunity at any point in the round where they are subject to a ranged attack that they are aware of. The character is allowed to roll a Reflex save against a difficulty equal to the attacker's attack roll and if he succeeds he successfully deflects the attack with a melee weapon, taking no damage from it. Energy weapons however can only be deflected by energy melee weapons.

#### Cloak defense

**Prerequisites:** none

**Effect:** At the beginning of the round before initiative is rolled the character must spend an action and declare this feat's use. The character must also have one hand free to successfully use this feat. For that round the character gains a +1 bonus to his Defensive rating as if he were using a shield but in effect he is using his cloak to deflect or obscure enough of his body to throw off his opponent's aim.

#### Cloak pin

**Prerequisites:** none

**Effect:** A character who possesses this feat expends an action and makes a roll to hit against an opponent whose Defensive rating is determined as if he were unarmored (DR 10+ his Defensive bonus) and if he succeeds the character can pin a target's limb. If the character's arm is pinned the character cannot use that limb until he expends an action and rolls a Agility check against a difficulty equal to the attacker's success roll to free himself. If the character has a leg pinned every time the character moves he must roll a Reflex save (DC 15) or fall prone. If the character falls prone, or tries to free himself they suffer an attack of

opportunity against them.

### **Close quarter fighting**

**Prerequisites:** none

**Effect:** A character who possesses this feat can fight unhindered in areas up to 3' in width. In addition these characters can slip into range to make an unarmed attack against a target without incurring an attack of opportunity.

### **Counterattack**

**Prerequisites:** Expertise

**Effect:** Whenever the character is attacked in combat, a character possessing this feat is able to make a Reflex save against a difficulty equal to the attacker's attack roll (successful or not) and if he succeeds he may make an immediate Attack of opportunity against the attacker.

### **Cover fire**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character who possesses this feat has the ability by expending a feat to use his ranged weapon to halt the advance of an opponent or keep his ally from being attacked by firing his weapon not intending to hit the opponent but to keep them at bay. To use this feat the character expends an action and rolls a called shot against a difficulty equal to 10+ the opponent's Reflex save modifier, If successful the opponent loses an action and cannot advance forward allowing the protected character to distance himself without incurring an attack of opportunity.

### **Create opportunity**

**Prerequisites:** Expertise

**Effect:** A character who possesses this ability expends an extra action when he makes a successful melee attack in combat forcing the victim to make a Reflex save in addition to taking damage from the attack, against a difficulty equal to 10+ the damage/he took or he is momentarily stunned allowing the attacker an Attack of opportunity against him.

### **Death blow**

**Prerequisites:** Expertise

**Effect:** A character possessing this feat requires an opponent who has been brought to zero or less Endurance points to make a Fortitude save against a difficulty of 10+ the damage he took from the blow that brought them to zero or less Endurance points to avoid dying instantly as a result of the attack.

### **Death trance**

**Prerequisites:** none

**Effect:** A character who possesses this feat must declare its use before initiative is rolled and expends an action to work himself into a state where they feel no pain and are so focused on the combat that their minds are difficult to mind control. While in the death trance (which lasts until the combat ends) the character reduces any damage he takes by -1 point/die with a minimum of 1 point. In addition the character gains a +2 bonus to his Will saves as well.

### **Defensive strike**

**Prerequisites:** none

**Effect:** A character who possesses this feat must declare its use before initiative is rolled. During the round if the character is attacked, and the opponent misses the character can immediately make an Attack of opportunity against his opponent.

### **Defensive stance**

**Prerequisites:** Expertise

**Effect:** A character possessing this feat must declare its use before initiative is rolled and must expend an action. The character may then lower his attack bonus to increase his Defensive rating for the round on a point for point basis.

#### **Defensive throw**

**Prerequisites:** none

**Effect:** A character who possesses this feat must declare its use before initiative is rolled. During the round if the character is attacked, and the opponent misses the character can immediately make an Attack of opportunity against his opponent to throw him. If the character succeeds he sends his opponent to the ground 5' +5'/point of Strength modifier that the attacker possesses. The thrown character suffers Attacks of opportunities when he lands on the ground and must spend an action to get on his feet, and suffers attacks of opportunity as he gets up.

#### **Dirty fighting**

**Prerequisites:** none

**Effect:** A character with this feat has mastered every underhanded trick in the book. This allows him to expend an extra action when he makes a successful unarmed combat attack, forcing the victim to make a Reflex save in addition to taking damage from the attack, against a difficulty equal to 10+ the damage/he took or he is momentarily stunned allowing the attacker an Attack of opportunity against him.

#### **Display weapons**

**Prerequisites:** Agility 12+

**Effect:** By expending an action before initiative is rolled the character forces his opponents to make a Will save against a difficulty of 10 + the attacker's level + his Agility modifier or they lose ½ their initiative modifier due to momentary hesitation.

#### **Dual attack**

**Prerequisites:** None

**Effect:** A character with this Feat is able to make an extra attack either with his primary weapon or with an off-hand weapon by reducing his combat modifier, and applying those points to the second strike. This differs from the standard rule because the player may state how many points he is putting into the second attack as opposed to automatically reducing his bonus by ½.

#### **Ducking shot**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character with this feat may expend an Attack of opportunity in addition to the action he uses to make an attack to increase his Defensive rating by 2 points when making the attack (this partially cancels the bonus against him if he suffers an Attack of opportunity against him as a result of his attack)

#### **Evasion**

**Prerequisites:** Agility 15+

**Effect:** A character who possesses this feat is skilled at making himself a difficult target against Ranged weapons. The character gains a bonus to his Defensive rating against Ranged weapons equal to 2x his Agility modifier, and the character gains a +2 bonus to his Reflex saves against ranged effects.

#### **Expert aim**

**Prerequisites:** Expertise

**Effect:** A character with this feat reduces his penalties for making called shots by -2 and may even reduce this penalty to zero if he already has some ability that reduces his called shot penalties, as this feat does not stack.

**Fast aim**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character who possesses this feat gains a +4 bonus to his initiative modifier when using a Ranged weapon.

**Find flaw**

**Prerequisites:** Expertise

**Effect:** A character who possesses this feat must declare its use before initiative is rolled and expends an action as he concentrates on the target be it an opponent in combat or a structure. Thereafter when the character is attacking his chosen opponent, the opponent loses his defensive adjustment as the character is able to take advantage of weaknesses in his opponent's defense. When used against a structure the character does not reduce his weapon's damage by ½ as is the case when striking an object.

**Fire into Crowd**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character who possesses this feat is able to fire his weapon into melee without the chance to hit his allies if he misses a shot. To use this ability the character expends an action and rolls a called shot against his target. If he misses the shot does not have a chance to hit his allies.

**Gunman's eye**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character who possesses this feat is able to make called shots with a Ranged weapon regardless of the distance and reduces the penalty to make the called shot by ½.

**Immobility**

**Prerequisites:** Str 16+

**Effect:** A character who possesses this feat seems to be affixed to the ground. The character cannot be thrown, or pushed back as the result of an attack regardless of the relative strength of the attacker.

**Improved attack of opportunity**

**Prerequisites:** Combat reflexes

**Effect:** A character who possesses this feat gains an additional +2 bonus to his attack rolls when making an Attack of opportunity.

**Improved called shot**

**Prerequisites:** Expertise

**Effect:** A character who possesses this feat reduces the penalty for his called shots by -2.

**Improved charge**

**Prerequisites:** none

**Effects:** A character who possesses this feat when making a charge attack forces his opponent on a successful attack to make a Reflex save against a difficulty of 10 + the damage he took or be driven back 5'/point of Strength modifier of the attacker and fall prone. A prone target is subject to Attacks of opportunity and must expend an action to get back on his feet.

**Improved dodge**

**Prerequisites:** Dodge

**Effect:** A character possessing this feat gains an additional +2 to his bonuses when declaring a dodge.

### **Improved mounted ranged combat**

**Prerequisites:** Mounted ranged combat, Ride 4+

**Effect:** A character who possesses this feat has the ability to fire his ranged weapon while on horseback even when riding at full gallop. The character gains a +2 to hit with his Ranged weapon while on horseback.

### **Improved precise shot**

**Prerequisites:** Precise shot

**Effect:** A character who has mastered this feat can make a called shot against a target's body without a penalty, and only suffers a -2 penalty to his attack roll when targeting an opponent's face so long as the target is within short range.

### **Improved shield defense**

**Prerequisites:** none

**Effect:** A character who possesses this feat must state its use before initiative is rolled and expends an action. The character during that round may use his shield to defend against all opponents in the round, and in addition he gains an additional +1 bonus to his Defensive rating for the round.

### **Improved wrestling**

**Prerequisites:** none

**Effect:** A character who possesses this feat is so skilled at grappling that he does not roll an opposed attack roll when using a wrestling maneuver. The character rolls a standard attack roll against an Defensive Rating of 10+ the opponent's Agility modifier, and if he succeeds he accomplishes his maneuver. In the effect of a maneuver that is held by the character the opponent is held for that round, but before initiative is rolled in the following round the characters roll an opposed wrestling roll as detailed under the wrestling rules.

### **Improvised shield**

**Prerequisites:** none

**Effect:** A character who has this feat is able to take any object that is roughly about 2' in area which the character can use as an effective shield. The character gains a +1 to his Defensive rating against one attack/point of Defensive modifier (minimum 1 attack).

### **Instant stand**

**Prerequisites:** Agility 16+

**Effect:** A character who possesses this feat who is knocked off his feet does not lose an action to get on his feet nor does he suffer an Attack of opportunity for standing back up.

### **Knock down strike**

**Prerequisites:** none

**Effect:** A character who possesses this ability expends an extra action when he makes a successful melee attack in combat forcing the victim to make a Reflex save in addition to taking damage from the attack, against a difficulty equal to 10+ the damage/he took or he is knocked prone as a result of the attack. This allows Attacks of opportunity on the fallen character and requires that he expend an action to get back on his feet.

### **Mounted dodge**

**Prerequisites:** Ride 4+

**Effect:** A character who has this feat is able to swing his body to ride alongside his mount even with the mount moving at full gallop to use his mount as a shield. The character must state its use at the beginning of the round before initiative is rolled and loses an action, but during the round the character gains a +3 bonus to his Defensive rating. Any attack that missing the character but is within 4 points of the success score needed has a chance to hit the mount (Compare the success score to the steeds Defensive rating to determine if the steed has been struck)

#### **Pin shield**

**Prerequisites:** none

**Effect:** A character who possesses this feat expends an action and declares the use of this feat. The character may then make a called shot against an Defensive Rating of 10+ the opponent's Defensive bonus, and if he succeeds the opponent's shield bonus is negated for the round. The opponent must expend an action to free his shield, but in so doing the character suffers an Attack of opportunity for doing so.

#### **Power critical**

**Prerequisites:** Expertise

**Effect:** A character who chooses this feat gains the following special ability. On a natural 20 (unmodified roll of 20) the character double's the damage die for the weapon and then adds his damage modifiers (Strength, Specialization etc.). In addition the victim is knocked prone as a result of the attack. The fallen foe must expend an action to get back on his feet which grants his opponents an Attack of opportunity against him and who is not allowed his Defensive bonus for the attack. This Attack of opportunity does not count against the number of Attacks of opportunity that the attacker can make in the round.

#### **Power lunge**

**Prerequisites:** Jump

**Effect:** A character who possesses the jump skill may leap forward to engage an opponent as if he were making a standing broad jump, without adding his jump skill, but instead applies his jump skill bonus to the damage dealt if his attack succeeds.

#### **Ranged disarm**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character can attempt to disarm an opponent using a Ranged weapon by expending an action and rolling a called shot (-4 to hit) against a Defensive rating of 10 + the opponent's Defensive bonus. If this attack succeeds the opponent must roll a Reflex save with a difficulty of 15 and if the Reflex save is failed whatever the opponent held in his hand is sent 10' in a random direction.

#### **Ranged pin**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character can attempt to pin an opponent's limb to a structure such as a wall, tabletop, chair, or pillar using a non-energy ranged weapon. The attacker makes a called shot (-4 to hit) and spends an action against a Defensive rating of 10 + the opponent's Defensive bonus. If this attack succeeds the opponent is pinned and cannot move or use that limb until he expends an action and rolls a Agility check against a difficulty equal to the attacker's success roll to free himself. A character trying to free himself can be attacked by opponents using Attacks of opportunities against him.

#### **Reckless attack**

**Prerequisites:** none

**Effect:** A character who uses this feat uses his recklessness to put his opponent off balance so that he loses his Agility based Defensive bonus allowing the character to deliver a devastating attack that the enemy isn't prepared for. The victim of this maneuver must make a Sense motive roll against 10 + the attacker's level+ his Personality modifier and if this roll fails the attacker makes his attack roll against the opponent who loses his Agility based Defensive bonus. If the attack succeeds the attack causes an extra die of damage before any bonuses are applied due to Strength or Skill.



### **Rend armor**

**Prerequisites:** none

**Effect:** A character who possesses this feat is able to by expending an action make an attack that destroys an opponent's armor. The attack roll is made against 10+ Defensive bonus conferred by the armor. If the attack succeeds the victim's Defensive rating worsens by 1 place as the armor suffers a -1 to its Defensive bonus (until repaired). If the armor's defensive value reaches 0 the armor is useless and cannot be repaired.

**Special:** A character with the Repair (armor) skill can make a skill roll (DC 16) to repair one point of armor damage, but this takes ½ an hour/2 points of armor bonus that the armor grants as protection.

### **Ride by attack**

**Prerequisites:** Mounted combat

**Effect:** A character who is skilled with this feat has the ability to make a charging attack against an opponent. The character rolls his attack roll against his target who is not allowed an Attack of opportunity against the rider. If the rider's attack succeeds the attacker gains an additional damage die before adding any modifiers for strength and skill, and in addition the victim must roll a Reflex save (Difficulty equal to 10 + the damage taken) or be knocked prone. The fallen foe must expend an action to get back on his feet which grants his opponents an Attack of opportunity against him.

### **Roll with the blow**

**Prerequisites:** none

**Effect:** A character who has this trait reduces damage taken by -2 points to a minimum of 1point of damage because they are skilled at moving their bodies to lessen the damage from the attacks.

### **Shield Bash**

**Prerequisites:** None

**Effect:** By means of this feat the character may use his shield as an offensive weapon. The character makes a standard attack roll and if he succeeds the opponent takes 1-4 points of damage + his strength modifier in damage. In addition to this the victim must roll a Reflex save with a difficulty equal to the damage taken or he is driven back 5'.

### **Shield charge**

**Prerequisites:** none

**Effect:** A character who possesses this feat may make a charging attack with his shield as opposed to with a weapon. The charging character retains his shield bonus for the attack. The opponent is allowed to make an attack roll before the shield charge is made, but when the shield charge attack roll is made it is against the Defensive rating of the opponent without his defensive bonus, and if the attack succeeds the attack causes 2d4+ the attacker's Strength bonus. In addition the defender must make a Reflex save against a difficulty equal to 10 + the damage taken, and if this fails the victim is knocked prone. A prone target suffers Attacks of opportunity for getting up and must expend an action to do so.

### **Spirited charge**

**Prerequisites:** Mounted combat

**Effect:** A character who possesses this ability can make a devastating charge with his mount. The attacker charges with his steed and this attack does not allow for Attacks of opportunity against the character. The attacker rolls a standard attack roll against his opponent and if successful he causes 2 dice of damage before applying Strength and Skill modifiers and in addition causes an additional d6 for the steed trampling on the defender. The victim must make a Reflex save with a difficulty of 10+ the damage taken or be knocked prone. A prone character suffers Attacks of opportunity when attempting to get up and expend an action as well.

### **Stunning shot**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character who uses this feat is able to fire a shot that does not damage his opponent, but stuns them for a moment allowing for Attacks of opportunity against him. The character must make a called shot (-6 to hit) against a difficulty of 10 + the defender's Defensive bonus, and if this succeeds the victim is momentarily stunned allowing for Attacks of opportunity to be made against him.

### **Stunning strike**

**Prerequisites:** Expertise

**Effect:** A character possessing this feat expends an additional attack to use this ability and if he succeeds on the attack forces the victim to make a Will save against a difficulty equal to the damage he took, and if this roll fails they are stunned. A stunned character loses an action and is subject to Attacks of opportunity against him. If the victim had no other actions in that round, he loses his Initiative modifier for the next round.

### **Tandem Strike**

**Prerequisites:** none

**Effect:** A character with this feat must declare its use before initiative is rolled and declare which character he is linking his attacks with. The result of this is that the character makes his attacks simultaneously with his chosen ally and any Attacks of opportunity that result from either attacker that normally only affect the attacker can be taken advantage of by the character using this feat as if he were taking an ordinary Attack of opportunity against the victim. As an example is two characters are working in tandem and attacker A gains a critical strike on the victim, Attacker B can take an Attack of opportunity against the victim as well, but in his case attacker B uses up one of his Attacks of opportunity for the round.

### **Two weapon defense**

**Prerequisites:** Dual weapon use

**Effect:** A character with this feat is able to use his secondary weapon in place of a shield. The character must state that he is using this feat before initiative is rolled and expends an action. The character for that round gains a +2 bonus to his Defensive rating for the entire round.

### **Vengeance strike**

**Prerequisites:** Defy Death

**Effect:** This feat enables a character who is brought down to -10 Endurance points to make one final attack with a melee weapon before succumbing to death. The character is allowed one final attack using only his Strength modifier (d20 + Strength bonus) against the Defensive rating of his opponent, and if successful he causes 1 extra die of damage before adding his Strength damage adjustment. This final attack does not count against the number of attacks the character can make in a round. After the character makes this final attack the character dies.

### **Weapon finesse**

**Prerequisites:** Agility 14+

**Effect:** A character who has weapon finesse may add ½ his Agility modifier to his combat modifiers with a chosen melee weapon.

### **Weapon focus**

**Prerequisites:** Intuition 14+

**Effect:** A character who has this feat adds ½ his Logic modifier to his combat modifiers with a chosen melee weapon.

## **Martial arts**

### **Lightning strike**

**Prerequisites:** Agility 16+

**Effect:** A character with this feat who makes a successful unarmed combat attack, forces the victim to make a Reflex save in addition to taking damage from the attack, against a difficulty equal to 10+ the damage he took or the victim is momentarily stunned allowing the attacker an attack of opportunity against him.

## **General**

### **Controlled breathing**

**Prerequisites:** Stamina 12+

**Effect:** A character who possesses this feat is able to hold his breath for an additional 2 minutes so long as the character remain still and not exert himself or perform strenuous activity. The character can move at ½ speed and maintain this ability.

### **Death visage**

**Prerequisites:** Bluff 6+

**Effect:** A character who possesses this trait is able to make himself appear dead. The character rolls a Bluff skill roll with a difficulty of 17 and if successful he will appear dead to anyone upon casual inspection. A character possessing the Heal skill may attempt to discover the bluff by rolling a Skill check against a difficulty equal to the character's Bluff success score +4.

### **Enter the unconscious mind**

**Prerequisites:** Intuition 16+

**Effect:** A character who possesses this feat has mastered his mind to such a degree that if he is affected by a mind influencing Psion, he may make a new Resistance roll in the following round to shake off the effect.

### **Herculean effort**

**Prerequisites:** Stamina 12+, Intuition 12+

**Effect:** A character who possesses this feat must state its use before initiative is rolled and must spend an action to work himself up. The character with this feat adds his Stamina modifier to his Strength which lasts one round/ point of Intuition bonus he possesses. This feat can be used once/day/3 levels of the character rounded down.

### **Inspire loyalty**

**Prerequisites:** Level 6+, Personality 16+

**Effect:** A character who possesses this feat has the ability to rouse his troops enabling them to face even the most formidable foes without hesitation. The character must declare the use of this feat before initiative and be in full view of the beings to be affected by this feat. The character spends an action giving a rousing speech to his troops. Thereafter his troops gain a +2 bonus to initiative, their attack rolls, and damage rolls, and make their Will Resistance Rolls vs. fear using the Resistance Roll of the character using this feat. This lasts until the current battle ends, and can only be used once/day.

### **Partial Action**

**Prerequisites:** none

**Effect:** A character with this feat is able to make a non-combat action in a round in addition to his normal actions in a round. This extra action can be anything from switching weapons, checking his sensor, or grabbing a thrown pouch of credits, but cannot be an attack of any sort.

### **Perfect stillness**

**Prerequisites:** Stamina 12+

**Effect:** A character who possesses this feat has the ability to remain motionless for extended periods of time. The character gains a +4 bonus to his hide skills when using this ability in conjunction with his skill. A character can remain still for 1 hour/point of

Stamina modifier without any ill effects.

### **Remain conscious**

**Prerequisites:** Stamina 14+

**Effect:** A character with this feat does not lose consciousness when reduced to zero Endurance points. The character cannot attack, and he loses his defensive bonus due to sluggishness. The character cannot move faster than at 1/2 speed, but he can take any non-combat action, including using psionics that affect him, but not others. If the character is struck again he succumbs to unconsciousness.

### **Shadow**

**Prerequisites:** Personality 14+

**Effect:** A character with this feat is able to go unnoticed even in plain sight. Anyone looking for the character must roll a spot check against a difficulty equal to the character's Personality to notice him because the character is skilled at making himself unobtrusive.

### **Skill focus**

**Prerequisites:** Base Skill +10

**Effect:** A character who possesses this feat gains a +10 bonus to his skill checks when using a Skill he attaches to this feat when this feat is taken. The character gains this bonus even if he is using his chosen skill under adverse conditions (such as in the middle of combat, or while underwater, etc.).

### **Sleep on the go**

**Prerequisites:** Stamina 16+

**Effect:** A character who possesses this feat has the uncanny ability to rest while moving. The character can gain 1 hour of rest every 3 hours that he or she is moving or per two hours that he is riding. The level of rest that he gains is enough to allow him to recover temporary ability damage, or heal.



## Epic Level Characters

So what happens after a character reaches 20<sup>th</sup> level?

Though the Core rules do not progress characters further then 20<sup>th</sup> level eventually Players will reach that plateau and want to know if the characters will continue to gain levels, and power or have their characters reached the upper limit of advancement. Administrators are free to set level 20 as the maximum level allowed for characters because at that point the heroes should be able to handle just about anything that the Administrator throws at them, and in fact at that level, low Endurance level creatures are no longer a challenge for the characters who probably can dispatch more than one of them in a round without breaking a sweat. At that level the Administrator is forced to either be more devious, or use very powerful opponents against the Heroes, and realistically the chances of a threat that would challenge such characters should be exceedingly rare.

That being said, there are plenty of creatures in the various creature guides that possess the kind of power to challenge many 20<sup>th</sup> level characters, but how many of these will a player wish to defeat without his character ever gaining more power for himself. Eventually the lure of treasure won't be enough and the player will eventually tire of pitting his hero against new threats without ever going beyond 20<sup>th</sup> level. The rules below deal with advancing characters beyond 20<sup>th</sup> level and adds a new ability for those characters making them truly Legendary Heroes.

**Experience needed to raise in level:** Characters require 400,000 experience points to advance in level beyond level 20, (so 400,000 experience to go from level 20 to level 21, 400,000 experience more to reach level 22 and so on.

### Level Information

Level	Bonus Endurance	Combat Modifier	Resistance Rolls			Skills	Feat	Att. Bonus	Epic Points	Max used/time
			Fort.	Ref.	Will.					
21	+5	+1	+1	+0	+1	+1	+1		5	1
22	+5	+1	+0	+1	+0	+1				
23	+5	+1	+0	+0	+1	+1	+1			
24	+5	+1	+0	+1	+0	+1		+1	+1	
25	+5	+1	+1	+0	+0	+1				2
26	+5	+1	+0	+0	+0	+1	+1			
27	+5	+1	+1	+0	+1	+1				
28	+5	+1	+0	+1	+0	+1		+1	+1	
29	+5	+1	+0	+0	+1	+1	+1			
30	+5	+1	+0	+1	+0	+1				3
31	+5	+1	+1	+0	+0	+1				
32	+5	+1	+0	+0	+0	+1	+1	+1	+1	
33	+5	+1	+1	+0	+0	+1				
34	+5	+1	+0	+1	+0	+1				
35	+5	+1	+0	+0	+1	+1	+1			4
36	+5	+1	+0	+1	+0	+1		+1	+1	
37	+5	+1	+1	+0	+0	+1				
38	+5	+1	+0	+0	+0	+1	+1			
39	+5	+1	+1	+0	+1	+1				
40	+5	+1	+0	+1	+0	+1		+1	+1	5

### Epic Points

Epic points can be spent by a player to boost a Hero's rolls in order to give his character a chance to accomplish some task. Each Epic point expended adds +5 to whatever roll the Hero is making and the player must state before rolling the dice that he is using however many Epic points as he desires up to the maximum number he is allowed to use on one roll. Thus a Player can increase his character's attack bonus, damage bonus, resistance rolls, and skill checks by spending Epic points. An Epic point can be spent by a player to instantly heal a character of 5 Endurance points worth of damage, and can instantly restore a hero of 1 attribute point, that he has temporarily lost.,

A Hero's Epic points are never regained during an adventure, and only after the Adventure ends will any points that the player spent be restored.

## Expanded Equipment Listings

### Equipment Endurance points

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

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

Fragile objects include glass and ceramics

Standard objects include most plastics, or wood

Durable objects include most high impact plastics, and light metals

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

Dense (medium) objects include most light armored structures, and or hard stone

Dense (heavy) objects include most medium armored structures, diamonds and objects able to handle the stresses of interstellar travel.

Dense (extreme) objects are made of super dense materials like federanium.

### Specialized Clothing

Specialized clothing in the Frontier includes all manner of non-combat related clothing worn to provide protection from hazardous situations. Different types of specialized clothing are listed below with various notes.

Item	notes	Cost
Atmospheric flight suit	Provides protection from high altitudes	2,000cr
Arctic gear	Provides protection from Arctic cold	2,500cr
Biohazard Suit	+20 to Fortitude saves vs. biohazards	5,000cr
Deep sea Pressure suit	Provides protection from underwater pressure	3,000cr
Glide suit	Allows wearer to glide like a Yazirian (humanoid form only)	2,000cr
Radiation suit	Provides protection from radiation	7,500cr
Reentry vac suit	As vacuum suit but shielded against reentry friction and heat	30,000cr
W/glider wings	used in reentry racing allows wearer to glide like a Yazirian	+2,000cr
Thermal gear	Provides protection from blistering heat	3,000cr

## Protective Apparel/Armor/Defensive Screens

Below are listed the various forms of protective gear available in the Frontier.

There are three types of Protective Gear in the Frontier and each one provides protection to the character in a different way. Protective apparel and Armor increases a character's Defensive rating (DR), making the character harder to hit in combat. Personal Defensive Screens increase both a character's Defense rating and absorbs damage from a specific type of weapon. Defensive screens run on special battery packs that are drained as they absorb damage.

### Defensive Rating:

A Character has a Defense rating of 10 + his Agility modifier unless he loses his Agility based Defensive adjustment due to surprise, being stunned or being affected by several other effects in which case he loses his Agility modifier. A Character can increase his Defensive rating by expending points from his Combat modifier as detailed in the combat section, or by wearing protective gear, or armor.

There are two costs listed for many types of protective apparel or armor, the first being the average price for standard quality protective apparel/armor, while the higher price is for masterwork protective apparel armor. When purchasing masterwork protective apparel/armor roll on the table below for the exact benefit conferred by the item.

### High Quality (masterwork) Protective wear

Die Roll	Result
01-02	Movement rate one class better (or +2' to move), weight 25% less than listed
03-04	Movement rate one class better, (or +2' to move) Armor value +1
05-06	Armor value +1, weight 35% less than listed
07-08	Armor value +1
09	Weight 25% less than listed
10	Movement rate one class better (or +2' to move)

### Protective Apparel/Armor

Type	DR	Max. Agility	Skill Penalty	Weight	Cost	Cost
Assault Gear-						
Scout Armor	+3	+5	+0	15lbs	4,000cr	8,000cr
Zero Gravity	+5	+3	-2	30lbs	20,000cr	40,000cr
Ballistic absorption-						
Jacket	+3	+5	+0	5lbs	1,500cr	3,000cr
Vest	+2	+5	+0	3lbs	500cr	1,000cr
Dauntless 29 Attack armor	+5	+4	-2	20lbs	6,000cr	12,000cr
Duralloy Body armor-						
Semi-rigid	+4	+5	-2	20lbs	5,000cr	10,000cr
Rigid	+6	+3	-4	50lbs	20,000cr	40,000cr
Duracloth Jacket	+1	+6	+0	1lb	200cr	400cr
Duracloth bodysuit	+2	+6	+0	3lbs	300cr	600cr
Gelsuit*	+3	+5	+0	5lbs	5,000cr	10,000cr
Prismatic Armor**	+3	+5	+0	5lbs	7,000cr	14,000cr
Security Skisuit/ reflective cloth	+3	+5	+0	5lbs	3,500cr	7,000cr

\* A Gelsuit has the added effect of reducing damage from blunt attacks by -1pt/die and can even reduce damage to 0 points/die of damage.

\*\* A suit of Prismatic armor has the added effect of reducing damage from energy weapons by -1pt/die and can even reduce damage to 0 points/die of damage.

### Powered Armor

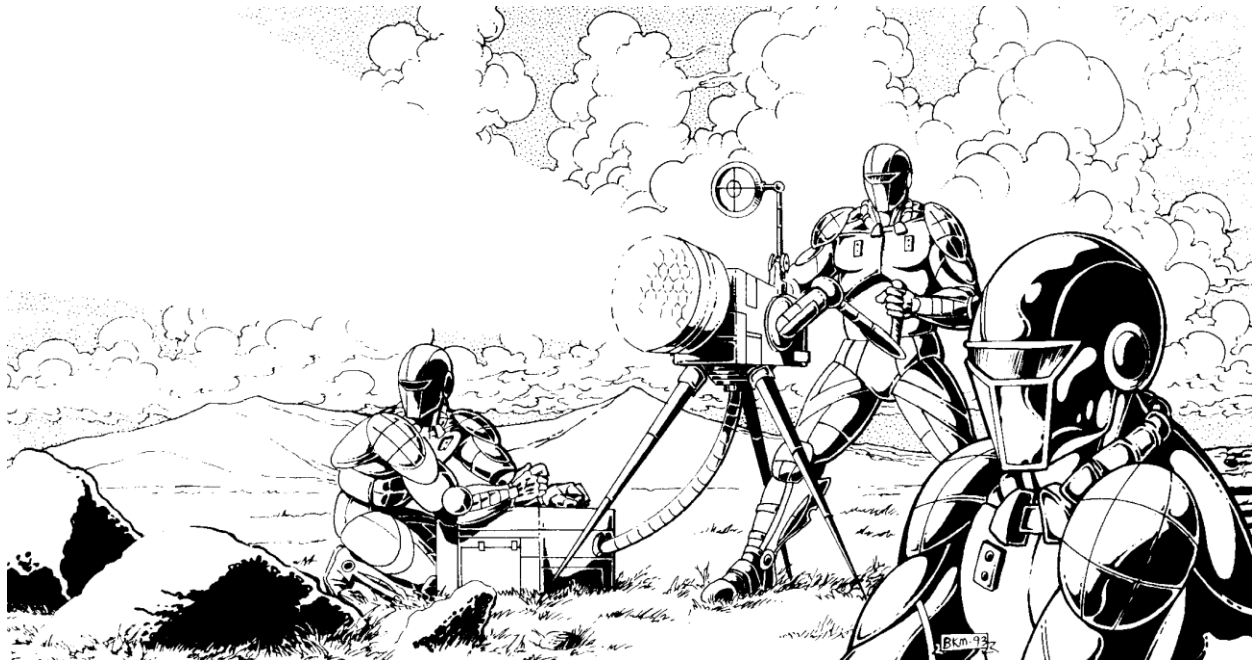
Powered Armor is the first step in creating a cybernetically enhanced soldier. A suit of powered armor requires that the wearer wear a specially designed sensor suit which is plugged into the powered armor's processor unit that translates the movements of the wearer into cybernetic code allowing the suit to emulate the character's movements. The powered armor has finger-tip controls that allow the wearer to use any integrated weapons that have been installed in the armor. Powered armor utilizes a power cell that contains 500seu and the armor's energy weapons and systems are linked to it the suit uses 20seu/hour of use plus whatever power the suit's energy weapons and defenses use.

All powered armor is environmentally sealed and have a life support system that has a 30 hour limit, and can be recharged at a cost of 100cr. All Powered armor have one shoulder mount, and one wrist mount, and can carry 5 micro-missiles in a protected back storage unit. The suit also comes with a sensor pack, and standard comlink. All Powered armor increases a character's Strength by +10, and Intuition by +2, but reduces a character's Agility by -2.

Type	DR	Max. Agility	Skill Penalty	Weight	Cost	Cost
Mark A Scout Armor	+7	+4	-2	50lbs	50,000cr	100,000cr
Mark B Assault Armor	+8	+4	-4	100lbs	75,000cr	150,000cr
Heavy Assault Armor	+10	+3	-4	200lbs	150,000cr	300,000cr
Centurion class						
Assault armor	+12	+2	-4	400lbs	400,000cr	800,000cr

### Powered Armor Additions

Item	Notes	Cost
Standard autopistol mount	requires ammo belt unit	200cr
Heavy autopistol mount	requires ammo belt unit	250cr
Standard energy weapon	standard energy weapon uses 1seu/shot	300cr
Heavy energy weapon	Standard heavy energy weapon	350cr
Grenade launcher	holds 10 standard grenades Range increment: 30'	200cr
Shoulder Missile rack	Holds 5 micro missiles	800cr
Ammo belt unit	Holds 500 rounds of ammo	200cr
Jumping suspension	Allows jumping	1,200cr
Defensive screen unit	Holds one defense tied to power pack	
Power Generator	Recharges 10seu/hour	5,000cr
Flight module	Allows flight at speed of 30mph for up to 1 hour	5,000cr
w/ Hover mode	Allows hovering with a ceiling of 50'	+2,000cr



### Armor Weight Classes and Movement Rates

**Light Armor:** Duracloth jacket, Durocloth bodysuit, Scout Assault gear, Zero gravity Assault gear, Ballistic absorption jacket, Ballistic absorption vest, Gelsuit, Prismatic Armor

**Medium Armor:** Dauntless 29 Attack armor, Duralloy Semi-rigid Body armor

**Heavy Armor:** Duralloy rigid Body armor

**Extremely heavy Armor:** All powered armors

#### Movement Base

Armor weight class	Movement rate	
	30'/round	20'/round
Light weight	30'/round	20'/round
Medium weight	20'/round	20'/round
Heavy weight	20'/round	15'/round
Extremely heavy	15'/round	15'/round



## Melee Weapons

The weapons listed below are available in one form or another throughout the Frontier. Each weapon has two costs. The first cost is for average quality weapons while the second cost is for masterwork weapons. To determine the exact benefits of a masterwork weapon roll on the table below:

### Masterwork weapons

#### Die roll Result

01-02	+1 to initiative/+1 to hit/+1 to damage
03-05	+1 initiative/+1 to hit
06-07	+1 initiative/+1 damage
07-08	+1 to hit/+1 damage
09	+1 hit
10	+1 initiative

**Weapon Damage types:** Weapons are classified by the type of damage that they cause. This notation is as follows:

Slashing (S)	Slash/Piercing (S/P)
Blunt (B)	Energy (E)
Piercing (P)	Entangle (ent.)

### Powered

Powered melee weapons are exactly like standard melee weapons except that they require energy to work. Each powered melee weapon comes with a rechargeable power cell that can be recharged using any type of power clip, parabattery or power generator. The weapon can be used continuously for 10 hours before needing a recharge. The power cell in the weapon requires 50seu to recharge and can absorb 5seu/turn.

Powered melee weapons have one additional damage type then standard melee weapons. They can cause energy damage (E).

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Baton-							
Ion pulse	M	(B)	2d6		2.2lbs	600cr	1,200cr
Filament blade-							
Knife	S	(S)	2d6		1lb	300cr	600cr
Gauntlets--							
Disruptor	S	(E)	-2 Sta		.5lbs	800cr	n/a
Knife-							
Sonic	T	(S)	1d4 +1		.5lbs	75cr	150cr
Sword-							
Chain sword	M	(S)	2d10		7lbs	7,50cr	1,400cr
Filament sword	M	(S)	2d8		5lbs	800cr	1,600cr
Sonic	M	(S)	2d4 +2		3lbs	300cr	600cr

### Exotic Melee Weapons

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Dralasite-							
Spasm gauntlets	T	(E)	see below*		.5lbs	100	n/a
Humma-							
Battle blade (Pole arm)	L	(S)	2d6	15'	7.5lbs	500	1,000
Tail mace-							
Blunt	S	(B)	1d6		3lbs	200	400
Spiked	S	(P)	2d4		4lbs	300	600
Vrusk-							
Battle spurs	T	(P)	1d4**		1lbs	100	200

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Yazirian-							
Battle knives	S	(S/P)	1d4+1		1lbs	200	400
Ceremonial sword	M	(S)	2d4		4lbs	750	1,500

\*A Dralosite's Spasm gauntlets can only affect other Dralasites and its use causes no damage but requires a Dralosite make a Fortitude save (DC 18) or they are incapacitated for 2-5 rounds, and for 1-2 hours thereafter they cannot generate more than 3 limbs and they suffer a -2 to their Agility.

\*\* A Vrusk's spurs attach to a Vrusk's joints which allow them to slash or stab opponents in hand to hand combat.

## Ranged Weapons

Perhaps the most common feature of any Science Fiction game are projectile weapons. Below are listed the most common types of projectile weapons in the Frontier. Each weapon has two costs. The first cost is for average quality weapons while the second cost is for masterwork weapons. To determine the exact benefits of a masterwork weapon, roll on the table below:

### Masterwork weapons

#### Die roll Result

01-02	+1 to initiative/+1 to hit/+1 to damage
03-05	+1 initiative/+1 to hit
06-07	+1 initiative/+1 damage
07-08	+1 to hit/+1 damage
09	+1 hit
10	+1 initiative

A few notes about these types of weapons follows:

**Multi-fire-** Weapons that have this capability have multiple settings. They can be set to stun, in which case they do not cause any damage, but require the victim make a Fortitude Save against a DC of 20 and if the roll fails the character is knocked unconscious for 1 round/point under the required roll was scored by the victim.

The weapon's second setting is standard which fires once/squeeze of the trigger and causes damage as listed in the weapons entry below. The last setting on this type of weapon allows it to fire a burst. In burst mode the weapon causes 2x damage in a 5' spread requiring everyone in range to make a Reflex save (DC 15) for half damage. If a character using an energy weapon on burst mode and botches his roll the weapon fuses and becomes useless. An energy weapon on stun mode uses up one charge as it does when firing on standard mode. In burst mode, the weapon uses up two charges/squeeze of the trigger.

**Auto-fire-** Weapons that have auto-fire capabilities can be set for semi-automatic or full automatic fire. On semi-automatic the burst mode causes double damage in a 5' spread, while on full auto the burst causes 3x damage in a 10' spread. In either mode victims caught in the area affected by a burst are allowed to roll Reflex saves (DC 15) to reduce damage by ½. A Semi-automatic burst uses up 3 rounds, and a full burst uses up 10 bullets.

**Range** The listed range under the weapon is the weapon's range increment. Attacks within 10' are considered point blank range shots and the character gains a +2 to hit. For each attack increment beyond the first the character's chance to hit suffers a -2 cumulative penalty to a maximum penalty of -8 (or 4x the range increment) which is the maximum range of any weapon.

## Projectile/Gyrojet/Sprayer (PSG)

**Charge weapons:** Charge weapons are projectile weapons that possess a rechargeable power cell which is used to fire a projectile instead of using a standard firing pin. This allows projectile weapons to be used in zero gravity environments. These weapons tend to be cheaper than Magnetic propulsion weapons but are slightly more powerful than a standard autopistol. The use of charge weapons by civilians in spacecraft or stations is illegal, but that hasn't stopped many spacers from having them. A charge pistol can fire 100 rounds before needing a 10 minute recharge.

**Magnetic Propulsion Weapons:** The newest technology in weapon design incorporates repulsor technology in weapon form to fire solid projectiles with greater range and greater penetrating power. Originally intended as space combat weapons for Star Law these weapons have found their way into the hands of civilians and are illegal on most worlds.

**Repeater weapons:** Repeater weapons fire a stream of high-powered cartridges at a target and when they strike him they explode outward affecting everyone in a radius determined as follows: 5' for pistols, and 10' for rifles. A Reflex save (DC equals attacker's success roll) is allowed for half damage.

Weapon	Size	Damage	Multi-Auto fire	Range	Weight	Cost	Cost
Charge pistols-							
5.56mm pistol	S	2d4	Auto	30'	2.5lbs	300cr	600cr
9mm pistol	S	2d6	Auto	40'	2.5lbs	350cr	700cr
10mm pistol	S	2d8	Auto	40'	3.0lbs	450cr	900cr
Charge rifles-							
5.56mm rifle	M	2d6	Auto	70'	6lbs	600cr	1,200cr
9mm rifle	M	3d4	Auto	80'	9lbs	700cr	1,400cr
10mm rifle	M	2d8	Auto	100'	10lbs	850cr	1,700cr
Dart caster-							
Pistol	S	1d4	n/a	20'	2lbs	200cr	400cr
Wrist	T	1d3	n/a	10'	.5lbs	200cr	400cr
Gel pod caster	S	as ammo	n/a	30'	5lbs	250cr	500cr
Grenade mortar	M	as grenade	n/a	140'	15lbs	800cr	1,600cr
Grenade rifle	M	as grenade	n/a	70'	10lbs	700cr	1,400cr
magnetic propulsion-							
5.56mm Autopistol	S	2d10	Auto	30'	2.2lbs	400cr	800cr
Heavy	S	2d12	Auto	40'	5lbs	600cr	1,200cr
5.56mm-Autorifle-	M	2d12	Auto	60'	12lbs	1,300cr	2,600cr
Carbine	M	2d12	Auto	50'	9lbs	1,000cr	2,000cr
9mm Autopistol	S	2d12	Auto	40'	2.2lbs	600cr	1,200cr
Heavy	S	2d20	Auto	50'	5lbs	800cr	1,600cr
9mm-Autorifle-	M	2d20	Auto	70'	12lbs	1,500cr	3,000cr
Carbine	M	2d20	Auto	60'	10lbs	1,200cr	2,400cr
10mm Autopistol	S	2d20	Auto	40'	2.2lbs	600cr	1,200cr
Heavy	S	2d20 +2	Auto	50'	5lbs	800cr	1,600cr
10mm-Autorifle-	M	2d20 +4	Auto	70'	12lbs	1,500cr	3,000cr
Carbine	M	2d20 +4	Auto	60'	10lbs	1,200cr	2,400cr
Crossbow-							
Hand	T	2d4	n/a	30'	3lbs	400cr	800cr
Heavy	M	2d10	n/a	120'	9lbs	700cr	1,400cr
Light	S	2d8	n/a	80'	6lbs	600cr	1,200cr
Wrist	T	2d4	n/a	10'	1lb	300cr	600cr
Gyrojet wrist unit	S	2d6	n/a	20'	1lbs	200cr	400cr
Flamer-							
Wrist	S	3d4	n/a	10'	1lb	300cr	n/a
Railgun	L	3d12	n/a	90'	16lbs	5,200cr	10,400cr
Repeater pistol	S	2d6 +2	n/a	40'	5lbs	600cr	800cr
Heavy	M	2d8 +4	n/a	40'	8lbs	400cr	800cr
Rifle	L	2d8 +2	n/a	100'	16lbs	400cr	800cr
Carbine	M	2d6 +4	n/a	80'	12lbs	400cr	800cr

## Beam Weapons

**Stutter weapons:** Stutter weapons fire a burst of compressed air at a target, causing non-lethal damage. Damage taken by a victim from stutter weapons is treated like normal damage, but if the victim reaches 0 Endurance points, he is knocked unconscious for 2-8 rounds. When the victim wakes, all the damage he took from the stutter weapon vanishes except for 1d4 points which is real damage. Stutter weapons need no ammunition but require an atmosphere to work. They are very popular with law enforcement officers charged with crowd control.

**White Noise Projectors:** White noise broadcasters come in a small unit that is attached to a person's belt and creates an omnidirectional effect around a person, affecting anyone around the character not protected against sonic attacks. A Fortitude save is allowed for ½ damage.

**Energy weapons vs. Structures:** It should be noted that while non-energy weapons cause half damage to structures, energy

weapons do not have their damage reduced when attacking Structures.

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
Blast pistol	S	2d8	semi	40'	1.5lbs	500	1,000
Electro stunner	S	Stun**		20'	.5lbs	150	300
Stun pistol, light	S	Stun**		10'	.2lbs	120	240
Palm sized-							
Laser	T	2d4		20'	.5lbs	300cr	600cr
Plaser	T	2d4+2		20'	.5lbs	400cr	800cr
Proton	T	2d4 +4		20'	.5lbs	600cr	1,200cr
Sonic Devastator	M	2d10+4		80'	7lbs	1,200cr	2,400cr
Sonic Disrupter	S	2d8		40'	2lbs	500cr	1,000cr
Sonic stunner	S	Stun**		30'	1lb	300cr	600cr
Stutter-							
Pistol	S	1d6		30'	2lbs	125cr	250cr
Rifle	M	2d4		70'	5lbs	300cr	600cr
WN projector-							
Type A	T	-2Sta		5'	1lb	600cr	1,200cr
Type B	T	***		5'	1lb	600cr	1,200cr
Type C	T	****		5'	1lb	600cr	1,200cr
Type D	T	*****		5'	1lb	600cr	1,200cr

\*\* A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll before the third round.

\*\*\* This weapon causes a loss of -2 Stamina and -2 to Agility.

\*\*\*\* This weapon causes -2 to Strength, Agility and Stamina.

\*\*\*\*\* This weapon causes -2 to Strength, Agility and stamina and a loss of 2d4 Endurance points.

## Grenades/Mines

Grenades and mines have a primary, and secondary blast area. Characters caught in either blast area must roll a Reflex save against a DC of 15 for a grenade, or 18 for a mine. If they are in the secondary blast radius however they make their any saves at +2. If the characters in the primary blast radius make their saves they suffer ½ damage, while those caught in the secondary blast radius who make their Resistance roll are unaffected by the attack.

**Using mines or grenades as traps:** While grenades can be thrown, mines must be placed by a demolitions expert. Grenades can be used by a demolitions expert in the same way as he would use a mine as well. A demolitions expert may set a mine by rolling a successful demolitions check (DC 15) and if he succeeds a character checking an area that has been booby trapped must roll a search, or spot check with a difficulty equal to 10 + the setting character's demolition skill level, which is also the difficulty a character with disable devices or demolitions has to defuse a mine or grenade trap.

Weapon	Size	Blast radius		Damage		Throwing Range	Weight	Cost
		Primary	Secondary	Primary	Secondary			
Acid grenade	T	10'	5'	4d6	2d6	2xStr	.5lb	400cr
Biohazard	T	20'	n/a	as gel pod	n/a	2xStr	.5lb	2,000cr
Doze grenade	T	20'	n/a	sleep*	n/a	2xStr	.5lbs	200cr
Toxin	T	20'	n/a	as gel pod	n/a	2xStr	.5lb	600cr

\* Doze grenades fill a 20' in diameter area with a gas that requires all targets caught in the area to make a Fortitude save (DC 15) or fall unconscious for 2d4 rounds.

## Vehicle mounted/Heavy P.G.S Weapons

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
Acid Sprayer	M	6d6	n/a	30'	30lbs	6,000cr	n/a
Flame projector	M	4d6	n/a	20'	30lbs	4,500cr	n/a
Flechette caster	L	4d8	n/a	90'	35lbs	8,000cr	16,000cr
Gyrojet Projector	M	4d10	n/a	120'	35lbs	8,000cr	16,000cr

## Vehicle mounted/Heavy Beam Weapons

Weapon	Size	Damage	Multi-Auto fire	Range	Weight	Cost	Cost
Electro Bolt	L	6d6	n/a	90'	20lbs	5,000cr	10,000cr
Energy Bolt							
Cannon	L	4d10	n/a	120'	40lbs	3,000cr	6,000cr
Hvy Repeating	L	4d10	Multi	90'	30lbs	4,000cr	8,000cr
Force bolt							
Cannon	L	3d12	n/a	120'	40lbs	4,000cr	8,000cr
Hvy Repeating	L	3d12	Multi	90'	35lbs	5,500cr	11,000cr
Microwave							
Cannon	L	3d10	n/a	120'	40lbs	2,000cr	4,000cr
Hvy Repeating	L	3d10	Multi	90'	35lbs	3,500cr	7,000cr
Proton							
Cannon	L	4d12	n/a	120'	40lbs	4,000cr	8,000cr
Hvy Repeating	L	4d12	Multi	90'	35lbs	6,000cr	12,000cr

## Anti-Vehicle Weapons

As the Frontier gears up for war, technology leaps forward and to counter the heavily armored Sathar assault vehicles more powerful weapons have been created. These weapons have been designed to rip through vehicle armor and defensive shielding and though not as powerful as Starship weapons these weapons are extremely powerful.

## Vehicle mounted/Anti-Vehicle Heavy P.G.S Weapons

Weapon	Size	Damage	Multi-Auto fire	Range	Weight	Cost	Cost
Hvy machine gun-							
Mark 2	H	Burst*	n/a	120'	20lbs	3,000cr	6,000cr
Mark 3	H	Burst**	n/a	160'	30lbs	6,000cr	12,000cr
MP machine gun	H	Burst***	n/a	200'	30lbs	12,000cr	24,000cr

\* A Mark 2 heavy machine gun can fire a semi-automatic burst that causes 6d10 points of damage in a 10' spread that requires all targets in the area to roll a Reflex save (DC 15) to take ½ damage. The weapon can also fire as full auto which causes 12d10 points in a 20' spread and requires targets to roll a Reflex save (DC 17) to take ½ damage.

\*\* A Mark 3 heavy machine gun can fire a semi-automatic burst that causes 6d20 points of damage in a 10' spread that requires all targets in the area to roll a Reflex save (DC 15) to take ½ damage. The weapon can also fire as full auto which causes 12d12 points in a 20' spread and requires targets to roll a Reflex save (DC 17) to take ½ damage.

\*\*\* A Magnetic propulsion heavy machine gun can fire a semi-automatic burst that causes 6d20 points of damage in a 5' spread that requires all targets in the area to roll a Reflex save (DC 15) to take ½ damage. The weapon can also fire as full auto which causes 12d20 points in a 10' spread and requires targets to roll a Reflex save (DC 17) to take ½ damage.

## Vehicle mounted/Anti-Vehicle Heavy Beam Weapons

Weapon	Size	Damage	Multi-Auto fire	Range	Weight	Cost	Cost
Electro Bolt-							
Mark A	L	6d8	n/a	90'	30lbs	10,000cr	20,000cr
Mark B	L	6d10	n/a	90'	30lbs	20,000cr	40,000cr
Mark C	L	6d12	n/a	90'	30lbs	40,000cr	80,000cr
Energy Bolt Cannon-							
Mark A	L	4d12	n/a	120'	40lbs	3,000cr	6,000cr
Mark B	L	4d20	n/a	120'	40lbs	6,000cr	12,000cr
Hvy Repeating							
Mark A	L	Burst*	n/a	90'	30lbs	8,000cr	16,000cr
Mark B	L	Burst**	n/a	90'	30lbs	16,000cr	32,000cr

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
Force Bolt Cannon							
Mark A	L	3d20	n/a	120'	40lbs	8,000cr	16,000cr
Mark B	L	6d12	n/a	120'	40lbs	16,000cr	32,000cr
Mark C	L	6d20	n/a	120'	40lbs	32,000cr	64,000cr
Hvy Repeating							
Mark A	L	Burst*	n/a	90'	30lbs	11,000cr	22,000cr
Mark B	L	Burst**	n/a	90'	30lbs	22,000cr	44,000cr
Mark C	L	Burst***	n/a	90'	30lbs	44,000cr	88,000cr
Laser Cannon							
Mark A	H	6d12	n/a	120'	45lbs	8,000cr	16,000cr
Mark B	H	6d20	n/a	120'	45lbs	16,000cr	32,000cr
Plaser Cannon							
Mark A	L	8d10	n/a	120'	45lbs	16,000cr	32,000cr
Mark B	L	8d12	n/a	120'	45lbs	32,000cr	64,000cr
Mark C	L	8d20	n/a	120'	45lbs	64,000cr	128,000cr
Hvy Repeating							
Mark A	L	Burst*	n/a	90'	35lbs	8,000cr	16,000cr
Mark B	L	Burst**	n/a	90'	35lbs	16,000cr	32,000cr
Mark C	L	Burst***	n/a	90'	35lbs	64,000cr	128,000cr
Plaser Devastator							
Mark A	H	8d12	n/a	200'	45lbs	20,000cr	40,000cr
Mark B	H	8d20	n/a	200'	45lbs	40,000cr	80,000cr
Plasma Projector							
Mark A	L	5d12	n/a	120'	40lbs	16,000cr	32,000cr
Mark B	L	5d20	n/a	120'	40lbs	32,000cr	64,000cr
Proton cannon							
Mark A	L	4d20	n/a	120'	45lbs	8,000cr	16,000cr
Mark B	L	8d12	n/a	120'	45lbs	16,000cr	32,000cr
Mark C	L	8d20	n/a	120'	45lbs	32,000cr	64,000cr
Hvy Repeating							
Mark A	L	Burst*	n/a	90'	30lbs	12,000cr	24,000cr
Mark B	L	Burst**	n/a	90'	30lbs	24,000cr	48,000cr
Mark C	L	Burst***	n/a	90'	30lbs	48,000cr	96,000cr

\* A Mark A heavy repeating weapon can fire a burst that causes 6d10 points of damage in a 10' spread that requires all targets in the area to roll a Reflex save (DC 15) to take ½ damage. The weapon can also fire a burst that causes 12d10 points in a 20' spread and requires targets to roll a Reflex save (DC 17) to take ½ damage.

\*\* A Mark B heavy repeating weapon can fire a burst that causes 6d20 points of damage in a 10' spread that requires all targets in the area to roll a Reflex save (DC 15) to take ½ damage. The weapon can also fire a burst that causes 12d12 points in a 20' spread and requires targets to roll a Reflex save (DC 17) to take ½ damage.

\*\*\* A Mark C heavy repeating weapon can fire a burst that causes 6d20 points of damage in a 5' spread that requires all targets in the area to roll a Reflex save (DC 15) to take ½ damage. The weapon can also fire a burst which causes 12d20 points in a 10' spread and requires targets to roll a Reflex save (DC 17) to take ½ damage.

## Ammunition

Type	Number	Rounds/shots	Damage	Cost
Crossbow canister-				
Hand/wrist	10	100		50cr
Light	10	100		50cr
Heavy	10	50		100cr
Dart canister-				
Standard	10	10		10cr
Poison reservoir	10	10	damage by poison	50cr
Incendiary canister	5	10	for wrist flamer	50cr
Flechette clip				
Standard	10	100		200cr
Armor piercers	1	10	+1 dice of damage	100
Explosive tips	1	10	Damage increased by two classes	300cr

Type	Number	Rounds/shots	Damage	Cost
Gel pod Ammo-				
Acidic*	1	5		200cr
Biohazard**	1	5		5,000cr
Incendiary***	1	5		200cr
Ion****	1	5		300cr
Plasma*****	1	5		500cr
Toxic*****	1	5		500cr
Gyrojet Ammo-				
Standard	10	50		100cr
Explosive	10	50	+1dice damage	300cr
Modified Bullets				
Armor piercing	10	100	+1dice damage	300cr
Explosive casing	10	100	damage increased 2 classes	500cr
Fragmenting heads	10	100	Damage increased 1 class	300cr
Rail gun magazine	1	50		400cr
Vehicle Mounted-				
Acid Canister	1	10		2,500cr
Flechette Canister	1	50 bursts		3,500cr
Gyrojet Canister	1	100		4,000cr
Incendiary fluid canister	1	10		2,000cr
Machine gun Ammo case	1	50 bursts		1,000cr

\* Causes 3d6 points of acid damage in a 5' radius. A Reflex save is allowed (DC 15) and if successful the character takes ½ damage.

\*\* Fortitude save: 18, or Incubation period 2-12 hours. Damage -2 Sta, Int, Secondary effect: Delay: 24 hours Effect: Death

\*\*\*Causes 3d6 points of fire damage in a 5' radius. A Reflex save is allowed (DC 15) and if successful the character takes ½ damage.

\*\*\*\* Causes 3d6 points of electrical damage in a 5' radius. A Reflex save is allowed (DC 15) and if successful the character takes ½ damage.

\*\*\*\*\*Causes 3d6 +6 points of fire damage in a 5' radius. A Reflex save is allowed (DC 15) and if successful the character takes ½ damage.

\*\*\*\*\* Fortitude save: 16, or Primary effect delay: immediate, Damage -2 Sta, Secondary effect: Delay: 1-3 rounds Effect: -4 Sta

## Weapon Attachments/Modifications

Item	Notes	Weight	Cost
Auto-firing unit-			
Life detection	Range 30', chance to hit +6	5lbs	17,000cr
Motion detection	Range 20', chance to hit: +6	5lbs	18,000cr
Weapon detection	Range 20', chance to hit: +6	5lbs	24,000cr
Energy detection	Range 20', chance to hit: +6	5lbs	19,500cr
Shape sensor	Range 20', chance to hit: +6	5lbs	20,000cr
Signal controlled	Range 500', chance to hit: +6	5lbs	1,200cr
Auto firing trigger	Pressure, heat sensitive, radio or timer version	5lbs	250cr
Bio-sensor lock	Weapon only responds to original owner	n/a	250,000cr
Booby trap-			
Detonator	Weapon explodes causing 3d6 damage Reflex (18) for ½ damage	n/a	4,000cr
Magazine fuses	Weapon useless until repaired	n/a	250cr
Power drain	Energy weapons only	n/a	500cr
Thermal grip	Weapon grip causes 1d6 points when held effect lasts 2-5 rounds	n/a	1,500cr
Stun grip	Fortitude save (DC15) or -4 to Agility for 2-5 rounds	n/a	250cr
Collapsible	Weapon can be broken down to 3-8 (1d6+2) pieces	n/a	2,000cr
Gyro Stabilizer-			
Pistol	Ignore terrain motion effects on shooting	.5lbs	700cr
Carbine/Rifle	Ignore terrain motion effects on shooting	.5lbs	900cr
Sensor baffling	Weapon undetectable to weapon sensors, highly illegal	n/a	10,000cr
Tripod-			
Standard	+2 to hit	.5lbs	150cr
Gyro stabilized	+4 to hit	1lbs	300cr
Weapon strap-carbine		n/a	5cr
Weapon strap-rifle		n/a	6cr

## Explosives

Item	Weight	Reflex DC	Primary Blast Radius	Primary Blast Damage	Quick Damage	Secondary Blast Radius	Secondary Blast Damage	Quick Damage	Cost
Anti-matter bomb	.01 grams	20	1 mile	10d20	180	2 miles	10d12	100	1,000,000cr
Detcord	10 grams	14	2'	1d6	4	n/a	n/a	n/a	50cr
Detonex	20 grams	15	5'	3d10	24	5'	3d8	12	750cr
Plasma gel	20 grams	18	5'	6d10	48	10'	4d8	24	1,500cr
Pyronex	20 grams	18	5'	4d12	40	10'	2d10	16	800cr

As with all explosive devices a character who makes his Reflex save takes ½ damage from the blast if caught in the primary blast radius. If the character is in the secondary blast area they suffer full damage unless they make a Reflex Resistance roll in which case they suffer no damage. It should be noted adding extra ounces of explosive stack and the difficulty increases by +1/additional ounce.

## Timers and accessories

Item	notes	Cost
Casing-		
Magnetic	Allows charge to be affixed to metallic surfaces	100cr
Serrated	Adds +1 die to damage from shrapnel	50cr
Charge-		
Block	Reduces damage radius to ½, no secondary blast radius	100cr
Satchel	Holds 6 charges increase blast radius by # charges, but damage unchanged	300cr

## Standard Equipment

What follows is a list of many pieces of equipment that can be used by a character in an adventure. This is by no means a complete list of what is available in the Frontier, and the Administrator may devise additional equipment for his campaign.

## Adventurer's Gear

Item	Notes	Weight	Cost
All terrain Stretcher	Repusor pad + gyro-stabilizers	6lbs	750cr
Duraraft	Supports 4 humans + gear	7lbs	300cr
Envirotent	4 character capacity, maintains protects in temps -40 to 200° F	7lbs	400cr
Jump Boots	Jump 100' 10 times before needing a 5cr recharge	11lbs	150cr
Light amplification goggles	5x vision range in darkness	.5lbs	3,000cr

## Containers

Item	Notes	Weight	Cost
Trailtech Backpack	Stows 50lbs of gear	3lbs	100cr
Briefcase	Stores 10lbs	1lbs	60cr
Accessories-			
Armor	Can be used as shield	+1lb	+100cr
Comlink	Range 2 miles	n/a	+150cr
Emergency beeper	Range 5 miles, duration 24hrs	n/a	+50cr
Self-destruct	6d4 points of damage (Reflex save DC 12 for ½) in 5' radius	n/a	+7,500cr
Sensor suite	As sensor pack	+4lbs	+5000cr
Weapon system	Add any holdout weapon	.5lbs	+2,000cr
Pouch-			
Fanny pack	Holds 1lbs	.5lbs	30cr
Hip pack	Holds 2.5lbs	.5lbs	30cr
Wallet-			
Duroplas		n/a	20cr
Leather		n/a	20kg



## Energy Storage

Item	Notes	Weight	Cost
Fusion Generator- Vehicle mounted	Generates 40seu/hour, stores 200seu	40lbs	25,000cr
Solar Generator- Man portable	Generates 2seu/hour, stores 50 seu	10lbs	2,000cr
Vehicle mounted	Generates 5seu/hour, stores 200seu	15lbs	5,000cr

## Entertainment Equipment

Item	Weight	Cost	Item	Weight	Cost
Backgammon-Traveling	.3lbs	10cr	Holo-game	.2lbs	20-50cr
Ball-			Holo-game projector	2.2lbs	150cr
Small soft (per 2 balls)	.1lbs	1cr	Holo-novel	.2lbs	20cr
Small hard (per 2 balls)	.1lbs	2cr	Holo-vid movie	.2lbs	50cr
Large soft	.2lbs	4cr	Holo-vid projector	5lbs	150cr
Large hard	.2lbs	5cr	Instrument, musical	.1-3lbs	10-200cr
Cards-			Marbles (pouch of 100)	.1lbs	2cr
Card stock	.1lbs	2cr	Music gauntlet	.5lbs	250cr
Duroplas	.1lbs	5cr	Sensation Suit	.4lbs	500cr
Checkers-Traveling	.3lbs	5cr	Top (per 4)	.1lbs	2cr
Chess set-Traveling	.3lbs	10cr	VR helmet	.5lbs	300cr
Dice-	.01lbs	1cr	VR adventure chip	.2lbs	150cr
Dolls	.2lbs	5cr	VR net adaptor	.2lbs	300cr
Hand held holo-game system	.3lbs	50cr	Yo-yo	.1lbs	3cr

## Explorer's Gear

Item	Notes	Weight	Cost
Multi-sensor Gauntlet	As sensor pack	1.5lbs	15,500cr
Sonic Excavator	Sonic drill causes 6d10 damage to materials/charge uses 5seu/charge	20lbs	1,000cr
Trail-Tek Rescue pack	contains 1 pack artificial blood, 100' microline, 2 staydose collapsible stretcher, 2 insulated blankets, 4 stim dose water purifier, water pack	30lbs	600cr

## General Equipment

Item	Notes	Weight	Cost
Advanced Polyvox II Binders-	Translates 20 languages	n/a	5,000cr
Inertial cuffs	-10 Str	.5lbs	50,000cr
Circuit scanner	+4 to Analyze electronics +1 to repair skill	.5lbs	250cr
Excavation projector	Digs 1ft/round	20lbs	1,000cr
Fire suppression unit	Extinguishes 1cubic meter fire per round	4lbs	25cr
Heavy duty fan	Clears tainted atmosphere 60' square area/round	20lbs	350cr
Industrial Strength Walker	+10 Str, -4 Ag, Damage resistance 20/acid uses up 20seu/turn	500lbs	500,000cr
Industritech Floodlight	Illuminates 60' radius as if in daylight	5lbs	300cr
Industritech Hoverdisk	Elevates 500lbs up to 30'	8lbs	250cr
Laser torch	Causes 6d20 to structures uses 5seu/round	20lbs	750,000cr
Mini winch	60' microline supports 500lbs weight	5lbs	300cr
Molecular glue	+1 jury rig (10 app)	neg	50cr
Molecular welder	+1 repair skill	2.5lbs	450cr
Pocket tool	Pen knife, Universal screwdriver, Flashlight (30'), Wrench, Vice, Pliers, Hole puncher, Electro-magnet	1lbs	40cr
Portable water pump	Pumps out 20 liters/round	9lbs	50kg
Portable holo-phone	Range 10 miles	.5lbs	75cr
Portable vid-phone	Range 10 miles	.5lbs	50cr

Item	Notes	Weight	Cost
Powered Drill-			
Concussion	Damage 6d6 to structures	20lbs	1,400cr
Laser	Damage 6d8 to structures	25lbs	2,800cr
Plaser	Damage 6d10 to structures	25lbs	3,300cr
Plasma	Damage 6d12 to structures	30lbs	6,600cr
Proton	Damage 6d12 to structures	35lbs	13,200cr
Sonic	Damage 4d6 to structures	20lbs	1,200cr
Powered Jaws	3d8pts to structures	10lbs	600cr
Portable pump	Drains 1' water/round	8lbs	100cr
Recording sphere	360° recording unit holds 6 hours of recorded images/sounds	2lbs	500cr
Repulsor life cargo handler	2 ton carrying capacity	30lbs	250,000cr
Repulsor lift platform	30' Ceiling, supports 400lbs	20lbs	500cr
Sensor Gauntlets-			
1 sensor	Range 1,000'	2lbs	2,000cr
2 sensors	Range 1,000'	2.5lbs	3,500cr
3 sensors	Range 1,000'	3lbs	6,000cr
Sensor goggles-			
1 sensor	Range 500'	1lbs	1,500cr
2 sensors	Range 500'	1.5lbs	2,000cr
3 sensors	Range 500'	2lbs	4,000cr
Sub-dermal Communicator	2 mile range	n/a	50,000cr
Sub-dermal Polyvox	5 languages	n/a	50,000cr
Tool-Kits-			
Armor/weapon repair	+2 jury rig, Kitbash and repair skills	5lbs	500cr
Computer tech	+2 jury rig, Kitbash and repair skills	5lbs	1,500cr
Electronic	+2 jury rig, Kitbash and repair skills	5lbs	500cr
Engineering kit	+2 jury rig, Kitbash and repair skills	8lbs	2,500cr
Mechanical/vehicle	+2 jury rig, Kitbash and repair skills	5lbs	500cr
Robotics	+2 jury rig, Kitbash and repair skills	5lbs	750cr
Surgeons toolkit	+2 to analyze, first aid, heal skills	5lbs	500cr
Tooltote Utility harness	Holds tools	2.5lbs	25cr
TyKo Carbide Shears	+4 to break bars rolls	4lbs	150cr
Universal translator	Translate all known Frontier languages	n/a	200,000cr
Weapon detector	Range 20' +4 to search or spot checks to detect weapons	2lbs	500cr

## Medical Goods

Item	Notes	Weight	Cost
All terrain Stretcher		10lbs	500cr
Cybernetic brace-			
Arm	Allows normal movement	5lbs	7,000cr
Leg	Allows normal movement	3lbs	1,400cr
Isomed artificial blood	one liter pack	1 liter	50cr
Synthetech-Artificial skin	10 skin patches	n/a	50cr
Isomed Forensic Kit	Field sample kit +2 to Analyze: Forensic samples skill	8lbs	1,200cr
Life-support pack	Stabilizes dying character	4lbs	500cr
Medical Walker	Walking at 20'	4lbs	500cr
Medtech-Bone graft gel	20 applications heals sprains and breaks in ½ the time	.5lbs	500cr
Medtech Tissue graft gel	20 applications restores 1-3 endurance points/application	.5lbs	500cr
Nanotech surgery kit	Heal check (DC 16) heals 3EP/point success	.5lbs	20,000cr
Neural Stabilizer unit	Restores 2 point Logic or Intuition usable once/week per Character	.5lbs	20,000cr
Neural Stimulator	Fortitude save within 10minutes after death (DC 15) if successful restores life	12lbs	50,000cr
Pharmaseuticals (20 doses)-			
Immumol	+5 to Fortitude saves vs. disease one dose lasts 24 hours	n/a	100cr
Omnicine	-1pt/die damage (painkiller) lasts 8 hours, addiction Factor 15*	n/a	200cr

Item	Notes	Weight	Cost
Illegal Drugs (10 doses)-			
Amp	+4 Initiative, effects last 4 hours. Addiction factor 17*	n/a	500cr
Boost	+2 Strength/Stamina, effects last 4 hours. Addiction factor 16	n/a	400cr
Hyperspace	+8 Initiative, effects last 2 hours. Addiction factor 18*	n/a	1,200cr
Mindwarp	-2 logic, +4 Listen, Spot checks, effects last 6 hours Addiction Factor 18*	n/a	1,000cr
Trauma pack (5 application)-			
Type 1	Heal check (DC 15) restores 1-8 Endurance points	n/a	500cr
Type 2	Heal check (DC 15) restores 2-16 Endurance points	n/a	750cr
Type 3	Heal check (DC 16) restores 1 temporarily lost attribute point	n/a	1,000cr
Type 4	Heal check (DC 17) combines trauma packs type 1 and 3	n/a	1,250cr
Type 5	Heal check (DC 17) combines trauma packs type 2 and 3	n/a	1,500cr

## Micro Satellites

Item	Notes	Weight	Cost
Launch gear	Required to launch satellite	30lbs	75,000cr
Satellite-			
Communications-booster	Allows communication in hostile planetary systems	50lbs	50,000cr
Communications jamming	Jams communications in 10 mile area	50lbs	500,000cr
Data relay	Transmits Data to spacecraft within 2au	150lbs	250,000cr
Emergency beacon	Continuous beacon detectable within 10au. Lasts 10 years	50lbs	750,000cr
Geo-scanner	Transmits weather, seismic info to communicator	50lbs	75,000cr
Global positioning unit	Transmits to GPS coordinates to communicator	30lbs	50,000cr
Spy eye	Transmits visual info to visual scanner within 50 miles	50lbs	750,000cr

## Vehicle Gear

Item	Notes	Weight	Cost
Dispersal Fan	Disperses gas in 1 round within a 30' cone	15lbs	300cr
Floodlight	illuminates area in a 30' cone or 10' circle 30' long stream	5lbs	300cr

## Specialized Gear

Item	Notes	Weight	Cost
Computers-			
Holographic Display	Replaces computer screen with 3D Holograms	2lbs	4,000cr
Holographic keyboard	Replaces Keyboard w/hologram	1lbs	2,000cr

## Specialized Clothing

Item	notes	Cost
Albedo suit	Absorbs 20 points of laser/plaser damage before it is destroyed	350cr
Baffle cloth suit	Absorbs 20 points of sonic damage before it is destroyed	325cr
Gauss suit	Absorbs 20 points of electrical damage before it is destroyed	300cr
Inertia suit	absorbs 20 points of non-energy damage before it is destroyed	400cr

## Section Three: Optional Rules

The following section offers several new options that can profoundly change the feel of the traditional Star Frontiers game by their inclusion. Genetic manipulation is something that the Sathar are said to be capable of to some extent (unless the Sathar attack beasts are bred and not genetically engineered that is). These rules however open the door for other races to have the ability to genetically augment their species or other species. The danger of including this type of technology is that very few players will want to play base line races, and will choose to play genetically enhanced characters who possess cool new powers.

Mutation presents a similar problem to genetic manipulation. Of course the administrator must come up with a plausible reason for a race to have a mutant sub-population, and must determine how the race in question deals with these mutations. Do they celebrate the mutants, as the next step in evolution, or do they revile them. Do they segregate them, or persecute them, or do they utilize them to perform special tasks that take advantage of their newfound abilities?

Psionics is the least problematic of the three, though it also becomes a matter of who would play a normal Human, Yazirian, or Dralosite when they could play a Psychic human, or Vrusk or Dralosite. Also like Mutations the Administrator must choose how Psionics affect the societies where such powers are common. Are Psychic characters the highest level of society, because of their unique abilities, or are they trained and used as special operatives working for a specialized branch of the military or local law enforcement?

Allowing any of these options into the game can create a completely unique version of Star Frontiers, but the Administrator more so than the players must be ready to deal with the new challenges that adding any of these options into his campaign opens up. They can be a great way to expand a game, but could also kill a campaign if handles irresponsibly. Players and Administrators should discuss their use and implications before allowing them into the game, and might play one or two adventures including these abilities as test cases that do not affect the real campaign, before deciding if they should be allowed in the overall campaign.

### Genetics

The ability to genetically manipulate a species is outlawed by the Council of Worlds, even though the technology has existed for several decades. This decision by the council of worlds stemmed from several incidents where scientists experimenting with bio-engineering were creating all manner of biological weapons, most of these bioweapons came in the form of super-viruses, but rumors persist that in several labs Star Law had found evidence of Scientific experiments that were intended to genetically alter a number of species of plant, animal and higher life forms to create living weapons.

Once these experiments came to light the scientists were arrested, and laws were quickly enacted prohibiting this type of research. But the legislation went further in prohibiting research into such fields as cloning and regenerative sciences. But why were these experiments being made? To understand this it is important to gain a little insight into the hows and whys of genetic research.

One of the basic reasons behind science is a races need to completely understand why things work the way they do. This need to understand the world we live in extends to a desire to understand how and why life forms work the way they do and what makes up these beings. Genetic science tries to determine the most basic functions of the human (or non-human) body in order to be able to find the chemical basis for everything from intelligence to emotions, physical characteristics to the process of aging. Of course some scientists are not satisfied with just understanding these things they desire to control these processes to ensure that an individual creature or plant is born with specific positive traits (or is safe from specific negative ones), and to eventually be able to eliminate defects or unwanted characteristics in mature specimens.

At the extremes these scientists dream of being able to control the process of creation. These scientists want to be able to mold all manner of life (plants, animals and particularly other human or alien beings) into whatever image they desire. To accomplish this scientists have to understand that all of a living being's abilities, potential, and limitations are based to an extent on its genetic makeup. Once they can determine how DNA, RNA, and chromosomal replication work together to create specific traits, they believe they can learn to control both the process and the result.

In a Star Frontiers campaign that allows for genetic manipulation, many of the advances in the world have originated by scientists tinkering with cells at the most basic level. Clones, mutant viruses, genetically bred super-humans, cybernetics, and dozens more things in the campaign have their roots in genetic manipulation. In an extreme example the very alien races in the campaign may in fact all be the product of genetic engineering by some long lost master race.

Genetic manipulation begins to be possible starting about the time that scientists begin utilizing such devices as electron microscopes, computer-aided imagery, and other tools which can examine and manipulate the building blocks of life itself (DNA

and RNA). At this point it is possible for scientists to begin experimenting with DNA, and gene splicing. This of course will lead to the development of more advanced techniques. But in the beginning most of these experiments will involve the isolation of strands of DNA or the manipulation of simple single-celled organisms.

For potential adventure material or as a way to pave the way for the eventual inclusion of genetic manipulation into the campaign these early experiments could involve the testing of procedures geared towards the manipulation of genetic material on the chromosomal scale which and end up creating a viable sample or creature. This perhaps triggers an unpredictable reaction in the test subject such as the scientists altering or replacing a single-celled creature's DNA with that from another creature that results in the subject suddenly gaining sentience, or becoming extraordinarily toxic.

### **Simulating experiments in genetics in game terms**

Genetic scientists must have at least 4 levels in the following Skills: Analyze: Samples, Knowledge: Biology, Knowledge: Genetics, Knowledge: Biochemistry, and profession geneticist. A geneticist is able to test any single hypothesis about a procedure, or discover the effects of performing a specific genetic modification, after 3d10 days and a successful Profession: Geneticist check. The DC for this check should be no lower than 20 and can be as high as the Administrator decides. It should be noted that this is fairly abstract and in the real world scientists can spend a lifetime trying to prove a theory, but for the purpose of the game we'll go with this formula.

### **Designer Diseases**

One of the most basic implementations of genetic experimentation is the modification of existing microscopic organisms such as bacteria and viruses. Some geneticists strive towards altering existing diseases to make them resistant to particular medicines and making them resilient enough to survive in conditions that would normally kill them. Eventually these scientists learn to splice together the DNA of two or more different diseases to create super viruses. Once they master this they can then tailor these diseases, thus modifying a disease's incubation period and primary or secondary effects. These diseases can even be made to be resistant to all known treatments and hopefully create a wholly effective remedy. Some geneticists desire this in order to grant them the ability to infect the entire world and then only provide the cure to those they deem worthy.

Other scientists use this knowledge to benefit their species by creating many new synthetic medicines such as antibiotics and other drugs that are designed to combat diseases that were previously uncontrollable. Nature however tends to be as inventive and resourceful as science and it seems that every time scientists develop a new cure for a known disease it is not unusual for them to discover one or more diseases that have natural immunity to it.

### **Genetic manipulation of plant species**

The first step in genetic engineering more complex organisms begins with the manipulation of plant DNA. The goal is of course the creation of plants with particular traits. These traits often include possessing attributes that have never existed in their particular species. At this point geneticists are able to design plants that are specifically suited for certain ecological niches. Of course certain scientists will use this knowledge for personal gain and for example might create plants that purposely leach all the nutrients from the soil and excrete a substance that leaves the land toxic and uninhabitable.

### **Genetic manipulation of higher life forms**

The ultimate goal of genetic engineering is to safely affect the development of humans and other animals. The complexity of animal DNA is such that learning to understand its design and most basic functions is a colossal task, but once understood the first thing that scientist use this information for is in developing gene therapy. These treatments are generally used on mature creatures to replace defective genes, or genes that are linked to particular diseases, with a more benign gene. This is often done through the use of modified retroviruses (viruses that can create DNA copies of their own RNA), however several other methods exist, all of which are capable of targeting specific cells such as lung or liver cells within a living organism.

Using advanced techniques, Geneticists eventually learn a great deal about an organism even while it is gestating. By taking a sample of a developing creature's DNA, they can tell what physical and mental qualities it is liable to possess, what diseases or conditions it is predisposed toward, and even what its emotional temperament is likely to be.

Gene screening is seen as a wholly beneficial process by the general public at first, because it allows doctors to identify and prevent birth defects and congenital diseases in a race. However, as scientists learn the significance of each gene within a fetus's DNA, the possibility arises of altering the DNA to create the "perfect specimen" At first this might just mean changing superficial characteristics such as hair, eye, and skin color in a species, but eventually it can include increasing the species physical or mental potential. In the most extreme circumstances doctors and parents may eventually be able to decide on the viability of a child based solely on the fetus's genetic predisposition.

Below are several sample templates for the creation of genetically altered characters as well as rules for the creation of genetic mutations. It should be noted that use of any of these rules by Players should only come after a discussion with the Administrator, as they can have profound effects on the Campaign model that he is running.

## Templates

### Aquan

“Aquan” is an acquired template that can be added to any humanoid (referred hereafter as the character). It uses all the character’s statistics and special abilities except as noted here.

The Aquan template allows for the character to survive on both land and underwater. Characters acquiring this template within the game as opposed to starting a character with this template require that the process be performed by a character with the skills Knowledge: Genetics, Knowledge: biology, Knowledge: Biochemistry of at least +10 and have access to a full genetics laboratory.

If these conditions are met, the character to be genetically altered must make 5 Fortitude saves the first with a DC of 20, and for each subsequent success the DC drops by one point. If the character fails the first roll he permanently loses a point of Stamina and the attempt fails with no other ill effects. If he fails two rolls the character suffers a permanent loss of one point from all his physical attributes but otherwise remains unchanged and the attempt fails. If the character fails three or more Fortitude rolls a mishap occurs and he gains a number of mutations equal to his Stamina modifier (Minimum of one Mutation)

If the character succeeds in his attempt he gains the benefits of this template.

**Skills:** All Aquans gain a +2 bonus to their Listen checks and a +4 to their swim checks while underwater.

### Special Abilities

The Aquan character retains all the special abilities of his original race, and gains the following special abilities. If the ability below one that he already possesses the character gains the benefit of the better ability:

**Amphibious:** An Aquan can breathe equally well in air and water.

**Blindsight:** Aquans have the ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision while underwater. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and darkness irrelevant to the creature. This ability operates out to a range of 60’. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. An Aquan while underwater is not subject to gaze attacks. Blinding attacks do not penalize Aquans if they are underwater but Deafening attacks thwart blindsight if it relies on hearing. Blindsight does not work in a vacuum.

**Low light vision:** All Aquans possess Low light vision with a range of 120 yards in moonlight, or 90 yards in nights where there is no moonlight.

**Aquatic:** Aquans are immune to damage from pressure allowing them to swim anywhere without being damaged by the depths. When in water Aquans can swim at a speed equal to 2x their Strength in feet/turn at a leisurely pace or at a top speed equal to 3x Strength. Top speed can be maintained for 1 minute/Stamina point possessed by the creature.

**Dense Skin:** Aquans skin grants them a damage resistance of 5/Acid. Their skin makes them immune to the effects of normal cold up to -25 ° Fahrenheit.

### Bio-Weapon

“Bio-weapon” is an acquired template that can be added to any humanoid (referred hereafter as the character). It uses all the character’s statistics and special abilities except as noted here.

The Bio-weapon template allows for the character to utilize some form of natural attack that is not possessed by normal members of his species. Claws, and fangs are the most common forms that these weapons appear as but some aberrations might gain pincers, stinger tails, quills or may even produce toxic secretions or sprays. Characters acquiring this template within the game as opposed to starting a character with this template require that the process be performed by a character with the skills Knowledge: Genetics, Knowledge: biology, Knowledge: Biochemistry of at least +10 and have access to a full genetics laboratory.

If these conditions are met, the character to be genetically altered must make 5 Fortitude saves the first with a DC of 20, and for each subsequent success the DC drops by one point. If the character fails the first roll the character permanently loses a point of Stamina and the attempt fails with no other ill effects. If he fails two rolls the character suffers a permanent loss of one point from all his physical attributes but otherwise remains unchanged and the attempt fails. If the character fails three or more Fortitude rolls a mishap occurs and he gains a number of mutations equal to his Stamina Modifier (Minimum of one Mutation)

If the character succeeds in his attempt he gains the benefits of this template.

**Additional attacks:** A character possessing a natural attack can either use his natural weapons in combat as normal, or can make a standard weapon attack, and a natural weapon attack, by dividing his attack bonus for that attack in half, with any remainders applying to the weapon attack, as opposed to the natural attack. Characters possessing bio-weapons do not suffer attacks of opportunity for closing in on a target to use his bio-weapon attack.

### Special abilities

**Bio-weapon statistics:** Though the exact type of bioweapon that a character with this template gains is left up to the character to determine certain traits are common to all bioweapons. A bio weapon that can be sprayed has a maximum range equal to the Stamina score of the character with that form of bio-weapon. If the weapon generates a cloud-like attack, the cloud fills a radius centered around the cloud producing character equal to 5'/point of Stamina modifier he possesses (minimum of 5'). Bioweapons can either cause physical damage such as a loss of Endurance points, or can affect Attributes. Attribute affecting bio-weapons can either be poisons, or diseases.

Bio-weapons that cause EP loss are based on the size of the character, as shown on the table below:

Character Size	Damage	Character Size	Damage
Diminutive	1-2pt	Large	1d8
Tiny	1-3	Huge	1d10
Small	1d4	Gargantuan	1d12
Medium	1d6	Colossal	2d6

Poisons strength is based on the Stamina of the character as shown on the table below:

Stamina Score	Delay Onset	Attribute Loss	Secondary effect Delay	Attribute Loss
up to 10	8 rounds	1 point	n/a	n/a
11-12	6 rounds	1 point	8 rounds	1 point
13-14	4 rounds	2 points	6 rounds	1 point
15-16	2 rounds	2 points	4 rounds	2 points
17-18	1 round	3 points	2 rounds	2 points
19+	immediate	4 points	1 round	3 points

Diseases strength is based on the Stamina of the character as shown on the table below:

Stamina Score	Delay Onset	Attribute Loss	Secondary effect Delay	Attribute Loss
up to 10	1 week	1 point	n/a	n/a
11-12	6 days	1 point	1 week	1 point
13-14	4 days	2 points	6 days	1 point
15-16	2 days	2 points	4 days	2 points
17-18	1 day	3 points	2 days	2 points
19+	12 hours	4 points	1 day	3 points

It should be noted that characters who possess poisons, or disease can only use those abilities once/day per point of Stamina modifier (minimum 1/day)

### Healer

“Healer” is an acquired template that can be added to any humanoid (referred hereafter as the character). It uses all the character’s statistics and special abilities except as noted here.

The Healer template allows for the character to heal from damage at an accelerated rate. This character also gains a resistance to the effects of disease, poison, and other debilitating effects. Characters acquiring this template within the game as opposed to starting a character with this template require that the process be performed by a character with the skills Knowledge: Genetics, Knowledge: biology, Knowledge: Biochemistry of at least +10 and have access to a full genetics laboratory.

If these conditions are met, the character to be genetically altered must make 5 Fortitude saves the first with a DC of 20, and for each subsequent success the DC drops by one point. If the character fails the first roll the character permanently loses a point of Stamina and the attempt fails with no other ill effects. If he fails two rolls the character suffers a permanent loss of one point from all his physical attributes but otherwise remains unchanged and the attempt fails. If the character fails three or more Fortitude rolls a mishap occurs and he gains a number of mutations equal to his Stamina Modifier (Minimum of one Mutation)

If the character succeeds in his attempt he gains the benefits of this template.

### **Special Abilities**

The Healer character retains all the special abilities of his original race, and gains the following special abilities. If the ability below one that he already possesses the character gains the benefit of the better ability:

**Fast Healing:** At the beginning of each of the Healer's turns, he heals a number of Endurance points equal to his Stamina modifier (minimum of 1 point/turn) Unlike regeneration, fast healing beings do not allow the character to regrow or reattach lost body parts. If a Healer has taken both subdual and normal damage he heals the subdual damage first. Fast healing does not restore Endurance points lost from starvation, thirst, or suffocation.

**Disease resistance:** A Healer gains a +10 circumstance bonus to his Fortitude saves to avoid becoming ill. If the Healer is affected by a disease, the disease will never be fatal. In the event that a disease would cause death, instead the Character rolls a Fortitude save (DC 20) and if this fails he permanently loses 1 Stamina point.

**Attribute losses:** A Healer character who suffers an effect that causes him to lose one or more attribute points that are not permanent losses will restore them at a rate of one point/12 hours as opposed to 1 point/day (the rate which a normal character regains lost attribute points).

## **Morphean**

"Morphean" is an acquired template that can be added to any humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The Morphean template allows the character to go for long periods without sleep and still function normally. It also allows the character to enter into a sleeplike trance that lasts for many days without suffering the effects of dehydration or starvation. Characters acquiring this template within the game as opposed to starting a character with this template require that the process be performed by a character with the skills Knowledge: Genetics, Knowledge: biology, Knowledge: Biochemistry of at least +10 and have access to a full genetics laboratory.

If these conditions are met, the character to be genetically altered must make 5 Fortitude saves the first with a DC of 20, and for each subsequent success the DC drops by one point. If the character fails the first roll the character permanently loses a point of Stamina and the attempt fails with no other ill effects. If he fails two rolls the character suffers a permanent loss of one point from all his physical attributes but otherwise remains unchanged and the attempt fails. If the character fails three or more Fortitude rolls a mishap occurs and he gains a number of mutations equal to his Stamina Modifier (Minimum of one Mutation)

If the character succeeds in his attempt he gains the benefits of this template.

### **Special abilities**

A Morphean retains all the special qualities of the character and gains the additional special qualities listed below.

**Hibernate:** A Morphean can enter into a sleeplike state that lasts for an extended period. While in this state, the Morphean does not suffer the effects of dehydration or starvation. Hibernation can last up to a number of days equal to twice the character's Stamina. The Morphean decides how long the hibernation will last before entering into the sleeplike state. If outside forces disturb or try to awaken the character, the Morphean must succeed at a Will Resistance roll (DC 15) to end the hibernation prematurely.



**Sleepless:** The Morphean does not suffer the detrimental effects of sleep deprivation. Once per day, the Morphean can spend 10 minutes meditating and receive all the benefits of a full 8 hours of sleep. However, Morpheans cannot go indefinitely without sleep. Once every 30 days, the character must get 2 full days of uninterrupted sleep or hibernation. Failure to do so makes the Morphean fatigued.

**Resistance rolls:** A Morphean gains a +2 bonus on all Will Resistance rolls.

## Nocturnal

"Nocturnal" is an acquired template that can be added to any humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The nocturnal template allows the character to function in darkness the way normal humans do in the light. Characters acquiring this template within the game as opposed to starting a character with this template require that the process be performed by a character with the skills Knowledge: Genetics, Knowledge: biology, Knowledge: Biochemistry of at least +10 and have access to a full genetics laboratory.

If these conditions are met, the character to be genetically altered must make 5 Fortitude saves the first with a DC of 20, and for each subsequent success the DC drops by one point. If the character fails the first roll the character permanently loses a point of Stamina and the attempt fails with no other ill effects. If he fails two rolls the character suffers a permanent loss of one point from all his physical attributes but otherwise remains unchanged and the attempt fails. If the character fails three or more Fortitude rolls a mishap occurs and he gains a number of mutations equal to his Stamina Modifier (Minimum of one Mutation)

If the character succeeds in his attempt he gains the benefits of this template.

### Special abilities

A Nocturnal retains all the special qualities of the character and gains the additional special qualities listed below.

**Darkvision:** Nocturnals have Darkvision with a range of 60 feet.

**Light Sensitivity:** Nocturnals are blinded by sunlight, flashlights, fluorescent lights, halogen lamps, and other sources of bright illumination. They can counter the blindness and see normally by wearing dark-tinted sunglasses or tinted visors.

**Skills:** Same as the character, with a +2 bonus on Listen and Move Silently checks.

**Feats:** Nocturnals gain the Blind Fighting feat as a bonus.

### Optional Rule: Genetic specimen flaw

One of the greatest fears many people have regarding genetic manipulation is the possibility that a creature, disease, or lab induced mutation will escape containment and threaten all life on the planet. While this is generally a small chance under most conditions, it makes for great adventure material.

Specimens for use in laboratory experiments are generally bred to be short-lived, require specific temperatures and conditions to thrive, and often are sterilized. If a sample escapes or is intentionally released it is nearly impossible for it to survive outside the laboratory, and even more unlikely that it would be able to reproduce. For example, a virus that has a life cycle of 12 hours and can only live in a pH3 solution of 30% saline between 60°F and 70°F is extremely unlikely to survive long enough in the wild to affect anyone or anything.

When scientists are working with a hardier organism, they often genetically manipulate it so the creature has one of the following flaws.

**Dependent:** The organism requires a particular item or condition to survive. For example, it may need to consume a particular chemical. The frequency with which the organism requires its dependent condition varies widely. The Administrator may use the table below or decide the frequency on a creature-by-creature basis.

Creature's size	Frequency	Creature's size	Frequency
Fine	1/round	Medium	1 per 6 hours
Diminutive	1/Minute	Large	1 per 8 hours

Tiny	1/hour	Huge	1 per 12 hours
Small	1 per 4 hours	Gargantuan+	1 per 24 hours

If the organism's dependent need is not met, it suffers a loss of 1d4 points of Stamina each time the specified period passes.

**Particular:** The organism has an extreme preference (or an extreme dislike) for a certain condition. Examples include darkness or bright light, wetness, heat or cold. When faced with the condition it is particular about, the organism must make a successful Will resistance roll (DC 20) to resist the urge to remain where it is (or flee, as appropriate).

**Susceptible:** The organism is damaged by a specific condition or material. Examples include environments above or below a certain acidity or temperature, or the presence of a particular gas or liquid. When the organism comes in contact with the substance or condition to which it is susceptible, it takes damage. The amount of damage is equal to the creature's Endurance level plus its Stamina modifier, if the modifier is a positive number (having a low Stamina score does not allow the organism to lessen the damage rolled).

This damage is in addition to any other damage caused by the contact. If, for example, the organism was susceptible to steel and it was struck in melee by a steel weapon, the creature would take the normal melee damage plus the damage for being susceptible.



### **Other benefits of Genetic research**

Genetic research can do more than just alter the physiology of a subject. The field of genetics also opens the door to the possibility of Cloning and at the highest levels of creating new life forms. This section will touch on that aspect of genetic research.

Early Gene therapy that targets specific cells for localized modification affects only the patient directly receiving the treatment. He will never be able to pass the modifications on to his offspring. However, once the technology reaches the point that it can imbue the subject with new special qualities, the subject has been changed at a basic genetic level and the traits may be passed along to children. At this point the subject no longer belongs to the original species but becomes the progenitor of an entirely new sub-species.

This process has the potential to create an entirely new race and if the genetic manipulation is extensive enough that the subject's DNA is no longer compatible with naturally occurring DNA, meaning that the new species can no longer mate with normal members of its former species. The most common use for such extensive genetic manipulation is to create humans or other creatures that are capable of surviving in environments that would normally be deadly to the species it was engineered from.

### **Cloning**

Cloning is another example of a common use of genetic engineering. Cloning in the Star Frontiers universe is currently outlawed due to the actions of several geneticists who were trying to duplicate members of the PGS Board of directors in order to replace the real ones with clones that were sympathetic to these scientist's goals.

The act of cloning generally involves acquiring a viable sample of one creature's DNA and using it to make an exact physical duplicate of the creature. A clone is identical to the original creature in every genetic way (blood type, birth defects, fingerprints, and retinal pattern), however the clone does not have any scars, tattoos, or other identifying marks gained during the course of the original creature's life.

Cloning is a very difficult process. Although the number of successful experiments in the Frontier was increasing before the law was passed halting such research, creating and bringing a clone to full term was and still is a high-risk endeavor and scientists generally have to make several attempts before an experiment reaches a satisfactory conclusion. Any single attempt to create a clone has roughly a 90% chance of failure. What's more, clones tend to be prone to a host of developmental problems including accelerated decrepitude, unexplained organ failure, immune system failure, and a generally weak constitution.

The scientists who had been attempting to clone the members of the PGC board were rumored to have found the solution for the developmental problems that up until then had plagued previous attempts to successfully clone a being, but their research and lab equipment were either destroyed or were sent to a secret location. It is said that these scientists had the means to successfully clone any living organism with an acceptably low failure rate.

Cloning in the Frontier was at the stage where a clone would still have to go through the same gestation period and developmental processes as a child conceived through ordinary procreation. This means that without a detailed genetic examination, it would be difficult (if not impossible) to tell the difference between a naturally conceived baby and a clone. It is unclear how the scientists had planned to accelerate the growth of the clones to match the Board members they were intended to replace.

It is assumed that a clone who is given the same nutritional and physical environment that the original person had should develop physically in exactly the same way as the original person. The two may however be completely different in terms of personality and temperament, much the same way as any parent and offspring. The clone may be a physical recreation of a person, but it is not an emotional or intellectual duplicate.

**Variant Frontier idea:** in a version of the Frontier where cloning has not been forbidden, but has become acceptable Mega-corps often create cadres of clones. Most often they choose to clone those people who are especially good at a particular job or activity. Often filling entire company buildings with people ideally suited for their jobs and who work well together.

This scenario however, requires the addition of one more advance in technology: Identity transfer.

In this scenario it is assumed that if a person is the sum of all his experiences, a clone is no more the person whose genetic structure he shares than he is a photograph or sculpture of that person. To transform a clone into that person, a way needs to be found to make the clone's mind identical to the person's mind.

In this Campaign variant People who can afford clones often make a recording of his brain pattern and transfers the pattern to the clone while it is still in a formative stage. (Exactly how this is accomplished is left up to the Administrator to decide). The clone awakens with all the memories and experiences of the person up to the point of the recording (anything that happens to the person after the recording is not part of the pattern).

In this setting clones are often kept as organic life insurance policies and those who can afford it periodically record their brain patterns so their clone has the most up to date memory possible. It is also not unknown for some very wealthy and morally questionable people to use cloning technology to imprint the mind of a clone with the brain pattern of another person, and some ultra-wealthy people on their deathbeds have had their brain patterns recorded and, after passing away, had them implanted on a clone of himself as a young man thus maintaining his wealth and power for generations.



## Mutation

Mutants and Mutation have long been a concept linked to Science fiction games particularly in the science fiction of the Cold War. Though Mutants are not featured in the official Star Frontiers campaign that is not to say that an Administrator may not decide to create a campaign model where mutants do exist in the standard campaign as playable characters. For that reason the rules for Mutation within the Star Frontiers Universe have been presented below.

## Mutant Template

Mutants are characters or creatures that possess one or more Mutations. Mutants for the most part do not live in groups large enough to consider them as having a society onto themselves. Many Mutants live on the fringes of Human settlements, and gain acceptance by using their abilities (if beneficial) to help the humans. Of course for every “Settled” Mutant there must be dozens living in small bands in the wilds, preying on anyone foolish enough to risk leaving the relative safety of the few Human settlements that have sprung up around the Spaceports of these “Reservations”.

This template can be added to any living, human, humanoid, or creature who possesses a Stamina of at least 12. The creature, or being’s Type gains the subheading of Mutant. Other changes to the Character or Creatures Statistics follow:

### Statistics that remain unchanged

A Mutant’s Attributes, Resistance rolls, Combat rolls, Attacks, Damage, Defensive Rating, Skills, or Feats do not change due to the character or creature becoming a Mutant unless the mutation that they’ve gained states otherwise.

### Mutant abilities gained

**Mutant powers:** A Mutant may choose 1 positive Minor mutation/point of Stamina modifier that he possesses. The Mutant however gains one negative Minor mutation per three positive Minor mutations that he possesses. The Character can opt to take one positive Major mutation in place of two positive Minor mutations.

The Mutant can gain 2 additional positive Minor mutations or an additional positive Major mutation by taking a negative Major mutation. In other words:

- 1 Minor (Positive) mutation is gained per point of Stamina modifier
- 1 Minor (Negative) mutation is gained for each 3 (Positive) minor mutations
- 1 Major (Positive) mutation replaces 2 minor (Positive) mutations
- 1 Major (Negative) mutation taken grants either two additional (Positive) minor mutations or 1 major (Positive) mutation

**Using Mutant abilities:** The character can utilize his powers as many times in a day as he has points of Stamina modifier (Minimum once/day per positive Mutation), unless the power gained is listed as permanent in which case the power is always considered in effect.

A Mutant may only manifest one power in a given round unless stated otherwise in the description of the Mutation. If the

Mutation is one that allows the character to continue manifesting it for as long as he concentrates, the character must end his concentration on a given Mutation, and cannot manifest a new power until the following round.

While concentrating on a power the character can defend himself (Meaning he does not lose his Agility based Defensive bonus to his Defensive rating) and may make Resistance rolls as required but he cannot do anything other than walking at half his speed. A character manifesting a power does not incur Attacks of opportunity for doing so.

If he is struck in combat or fails a Resistance roll while concentrating on a power, the Mutant must make a Will save with a difficulty equal to 10 + the damage taken or he loses his concentration. If the effect causes no damage, the Mutant's Will resistance roll has a Difficulty of 16 to determine if he can continue to manifest the power. The only exception to this is for attacks that affect the Mutant's mind which automatically cause him to lose his concentration.

**Gaining new Powers:** The only way that a Mutant can gain new powers after he is created is if his Stamina increases to a point that the Mutant's Stamina modifier increases, in which case the Mutant may choose 1 additional positive Minor Mutation.

## Mutant Powers

On the pages that follow will be found information detailing the types of Mutations found in the Star Frontier's rules Campaign setting. These Mutations are divided into Positive (good) and Negative (Bad) Mutations, and the powers themselves are either Minor, or Major.

### Minor Mutations

#### Positive Mutations

Ability enhancement	Permanent
Acidic Saliva	
Adrenaline Jolt	
Claws	Permanent
Darkvision	Permanent
Energy diffusion	
Extra digits	Permanent
Fangs	Permanent
Fearsome voice	
Flexible bones	
Force barrier	
Gazing eye	Special
Gills	Permanent
Great horns	Permanent
Hyper sensitivity	Permanent
Improved hearing	Permanent
Improved vision	Permanent
Inkwell	

#### Positive Mutations

Metabolic boost	
Nimble fingers	Permanent
Parasite	
Pheromone attraction	
Poison touch	
Poison bite	
Prickly pear	Permanent
Scaly armor	Permanent
Scent	Permanent
Second wind	
Smoke screen	
Strong grip	Permanent
Tail	Permanent
Thin fur coat	Permanent
Toughened skin	Permanent
Wall crawling	Permanent
Webbed hands	Permanent

#### Type

### Minor Negative Mutations

#### Negative Mutations

Ability degradation	Permanent
Blood hunger	Permanent
Bum leg	Permanent
Cracking joints	Permanent
Festering sores	Permanent
Fins	Permanent
Forked tongue	Permanent
Frailty	Permanent
Glass jaw	Permanent
Greedy metabolism	Permanent
Heat/cold susceptibility	Permanent
Horns	Permanent
Lethargy	Permanent
Light sensitivity	Permanent

#### Negative Mutations

Malformed mouth	Permanent
Pheromone repulsion	Permanent
Reduced speed	Permanent
Scaly skin	Permanent
Soft skin	Permanent
The Hirsute horror	Permanent
The Stench	Permanent
Unnatural eyes	Permanent
Unnatural hair	Permanent
Unnatural skin	Permanent
Unnatural voice	Permanent
Weak immune system	Permanent
Weakened hearing	Permanent
Weakened vision	Permanent

#### Type

## Major Mutations

### Positive Mutations

	Type
Arachnofibre production	
Echolocation	Permanent
Elasticity	
Energy absorption	
Enlarged form	Permanent
Exoskeleton	Permanent
Extra arms	Permanent
Fire lungs	
Frog legs	Permanent
Harmonious pheromones	Permanent
Mental overdrive	
Prehensile tail	Permanent

### Positive Mutations

	Type
Psychic aptitude	Permanent
Quantum action	
Skeletal reinforcement	Permanent
Solar discharge	
Sonic scream	
Stinger	Permanent
Suggestive voice	
Telekinesis	
Telepathy	
Tentacle	Permanent
Ultra immune system	Permanent
Wings	Permanent

### Negative Mutations

#### Negative Mutations

	Type
Discordant pheromones	Permanent
Gills	Permanent
Half-life	Permanent
Loose joints	Permanent
Lost arm	Permanent
Medical dependency	Permanent
Mental degeneration	Permanent

#### Negative Mutations

	Type
Mind slave	Permanent
Nervous spasms	Permanent
Poisonous blood	Permanent
Radiation leak	Permanent
Tumorization	Permanent
Ultraviolet allergy	Permanent

## Descriptions

### Minor Positive mutations

#### Ability Enhancement

Ability Enhancement is a catch-all term for a mutation that positively affects one of the character's Attributes. When the character receives this mutation roll 1d6 to determine which one of his attributes is affected, or choose one of the following:

Die roll	Result	Die roll	Result
1	Strength	4	Intuition
2	Agility	5	Personality
3	Logic	6	Appearance

The character gains one point to the chosen attribute but more than this the character can never suffer a decrease to his chosen attribute equal to 10 +1 point for each time he chooses this effect, so that a character choosing this effect and choosing Strength would gain a +1 to his Strength score and could never possess a Strength score below 11.

#### Acidic Saliva

A character possessing this mutation can cause his spittle to become acidic. The character can bite or spit this acid. If trying to spit at a moving target, the Mutant makes a roll to hit against the target ignoring his opponent's Defensive bonus due to protective clothing or armor, and if it hits the victim suffers 1d4 points of acid damage. In the following round before initiative is rolled the victim of the attack suffers an additional 1d4 points of damage, as the acid continues to eat away at him.

#### Adrenaline Jolt

A character with this mutation can increase his reaction speed for one round/point of Agility modifier that he possesses (minimum 1 round). The character must state at the beginning of the round before initiative is rolled that he is using this power, and he gains a +2 bonus to his Initiative, and to any Reflex saves he makes while this power is in effect. The character also gains one additional Attack of opportunity/round that this power is in effect.

## Claws

A character who possesses this mutation is blessed with finger nails that become razor sharp and exceptionally strong. The character can make a claw attack if he does not possess claws that causes damage depending on the size of the character/creature. If the character naturally possesses claws the damage die for his claws increases one category (as if the Mutant was one size category larger than he actually is). The damage done by the character or creature's claws is as follows:

<b>Creature/character Size</b>	<b>Damage Done</b>	<b>Creature/character Size</b>	<b>Damage Done</b>
up to tiny	1-2	Huge	1-8
Small	1-3	Gargantuan	1-10
Medium	1-4	Colossal	1-12
Large	1-6		

A character who possesses this ability can make a claw attack during any of his attacks by dividing his attack bonus in half (any remainders are applied to the primary attack). Note that when using this option the character does not suffer an Attack of opportunity for closing in on his opponent.

## Darkvision

A character who possesses this mutation has the ability to see in darkness with a range of 60'. The character's Darkvision however does not allow him to see color. All things seen using this power are seen in various shades of gray. This power can be used by the mutant at will. If the character already possesses this ability naturally, the range of his Darkvision doubles.

## Energy diffusion

A mutant with this ability must state that he is using this ability at the beginning of a round before Initiative is rolled, and the power can be maintained by the character concentrating on it. When in use the character generates a field of energy that is only visible to a character trying to see it on a Spot check (DC 20), and if it is seen it appears as a very faint shimmer that appears in front of the Mutant at a range of about 6" from his body.

When this power is in use the character reduces damage from one form of energy chosen by the character when this power is first taken by -1pt of damage (and can even reduce damage taken to 0) As this field of energy appears in front of the character, attacks using an energy of the type that he diffuses are only reduced if the attack was aiming for the Mutant's front side. Each time this mutation is chosen the damage reduction from the type of energy increases by one point, or he may add another type of energy his power is effective against.

## Extra digits

A Mutant possessing this power gains one or two additional fingers on his hands. The character with this ability gains a +1 bonus to any Skill rolls he has that require manual dexterity (Computers, Craft\*, Disable devices, Open locks, Pick pockets, Search etc.)

## Fangs

A character who possesses this mutation is blessed with razor sharp and exceptionally strong fangs. The character can make a bite attack if he does not possess fangs that causes damage depending on the size of the character/creature. If the character naturally possesses fangs the damage die for his bite increases one category (as if the Mutant was one size category larger than he actually is). The damage done by the character/creature's bite is as follows:

<b>Creature/character Size</b>	<b>Damage Done</b>	<b>Creature/character Size</b>	<b>Damage Done</b>
up to tiny	1pt	Huge	1-6
Small	1-2	Gargantuan	1-8
Medium	1-3	Colossal	1-10
Large	1-4		

A character who possesses this ability can make a bite attack by making a grapple check but dividing his attack bonus in half (any remainders are applied to the primary attack). If the grapple succeeds the character can then attempt to bite his opponent. Note that when using this option the character does not suffer an Attack of opportunity for closing in on his opponent.

## **Fearsome voice**

A character possessing this ability can produce sub-harmonic frequencies when he speaks that cause fear in anyone listening within a 30' cone centered on his mouth. It should be noted that language is not a factor when using this ability, nor is it important what the character says. Any target in range of this attack must make a Will Resistance roll against a DC equal to 10+ the Mutant's Personality modifier (minimum +1 bonus) or they are shaken for 1 round +1 round/point of Personality modifier possessed by the Mutant (if positive).

## **Flexible bones**

A character who possesses this mutation gains a +2 bonus to his Escape artist checks, and reduces damage from blunt attacks by -1 point (even reducing damage to 0)

## **Force barrier**

A Mutant with this ability must state that he is using this ability at the beginning of a round before Initiative is rolled, and the power can be maintained by the character concentrating on it. When in use the character generates a field of energy that is only visible to a character trying to see it on a Spot check (DC 20), and if it is seen it appears as a very faint shimmer that appears in front of the Mutant at a range of about 6" from his body.

When this power is in use the character reduces damage from physical attacks by -1pt of damage (and can even reduce damage taken to 0) As this field of energy appears in front of the character attacks are only reduced if the attack was aiming for the mutant's front side. A Player who chooses this mutation multiple times decreases damage from physical attacks by an additional 1 point each time this power is taken.

## **Gazing eye**

A Mutant with this strange mutation possesses a third eye that appears directly above and between his eyes. This third eye grants the character a +2 bonus to his spot checks but also possesses one unique ability. Once/day per point of Intuition modifier that he possesses (minimum 1/day) any character gazing on the character who meets the gaze of this third eye (50% chance if looking at the character unless the target is deliberately averting his gaze) must roll a Will Resistance roll (DC 10+ the Mutant's Personality modifier with a minimum of +1) or he finds himself unable to look away from the Mutant, thus losing any remaining actions he had in the round, and losing his Agility based Defensive bonus. The character is subject to Attacks of opportunity while transfixed, but a successful Attack of opportunity ends this effect immediately.

The Mutant can concentrate to keep this going beyond the first round, but at the beginning of each round before Initiative is rolled any transfixed opponent gains a new Resistance roll, to see if they have managed to escape the mutant's gaze.

## **Gills**

A Mutant who possesses this mutation possesses gills, enabling him to extract oxygen from water allowing him to breathe underwater for extended periods of time. The character however has no adaptations for pressure or cold with this power so he is limited to swimming at depths equal to  $200' + 10' / \text{point of Stamina}$  that he possesses and the character cannot swim in frigid waters without taking damage from the cold.

## **Great horns**

A character who possesses this mutation is blessed with horns that are exceptionally strong. The character's horns can either be ram-like, or bull-like as he chooses allowing him to either make a goring attack or a head butt attack. The damage from such an attack depends on the character's size and is detailed on the table below. If the character or creature naturally possesses horns then the damage die for the Mutant's horns increases one category (as if the Mutant was one size category larger than he actually is.) The damage done by the character/creature's horns is as follows:

<b>Creature/character</b>	<b>Damage done</b>		<b>Creature/character</b>	<b>Damage done</b>	
<b>Size</b>	<b>Head butt</b>	<b>Gore</b>	<b>Size</b>	<b>Head butt</b>	<b>Gore</b>
up to tiny	1pt	1-2	Huge	1-6	1-8
Small	1-2	1-3	Gargantuan	1-8	1-10
Medium	1-3	1-4	Colossal	1-10	1-12
Large	1-4	1-6			



A character who possesses this ability can make an attack with his horns during any of his attacks by dividing the attack bonus in half (any remainders are applied to the primary attack). Note that when using this option the character does not suffer an Attack of opportunity for closing in on his opponent.

### **Hyper sensitivity**

A character who possesses this mutation has an exceptional combination of peripheral vision, acute senses and a unique proximity sense, that grant him a +2 bonus to his rolls to avoid surprise, and negate any attempts to blindside him. This character can sense the presence of invisible creatures within a 10' radius of him, and though he cannot pinpoint their location with this power, the character reduces their Defensive bonus for being invisible to +5, and cuts their bonus to attack him due to invisibility by ½ as well.

### **Improved hearing**

A Mutant possessing this ability gains a +4 bonus to his Listen checks. The character however suffers a +1 to any damage he takes from sonic attacks.

### **Improved vision**

A Mutant possessing this ability gains a +4 bonus to his Spot checks. The character however suffers a -1 to any Reflex saves he must make to avoid being blinded.

### **Inkwell**

A character who possesses this power is able to generate a cloud of inky blackness that fills a 5' radius area/point of Stamina modifier that he possesses. Characters within the cloud gain a +10 bonus to their Defensive ratings for being concealed, but suffer a -4 to their chance to hit because they are blinded by the cloud. The Mutant using this ability is treated just like any other character in the cloud. The cloud lasts 1 round/point of Stamina modifier that the Mutant has (minimum 1 round).

### **Metabolic boost**

A Mutant with this ability must state that he is using this ability before initiative is rolled, and gains the following benefits while this power lasts. He gains a +2 bonus to his Fortitude saves while this power lasts, and if he is poisoned the character rolls his Fortitude save and if successful takes no damage from the poison, but if he fails the Mutant takes ½ the effects of the poison. In the case of a poison that causes death, a Mutant with this power can call on this power to avoid dying, but instead of dying he permanently loses 1 Stamina point.

### **Nimble fingers**

A Mutant possessing this power gains a +2 bonus to any skill rolls requiring manual dexterity (Computers, Craft\*, Disable devices, Open locks, Search etc.) that he possesses.

### **Parasite**

A Mutant with this ability is able to touch a target and steal some of the target's Stamina to heal himself. To use this power in combat the Mutant makes an attack roll (DC 10+ the target's Defensive modifier due to Agility only) and if successful the victim must make a Fortitude save (DC 10+ the Mutant's Psyche score) and if he fails this roll the Parasitic Mutant drains 1 point of the victim's Stamina (temporary Attribute loss) and uses it to heal himself of 1d6 Endurance points. Note that the Parasitic mutant can never gain Endurance points above his maximum number by using this ability, nor can he drain Stamina if he doesn't need to heal.

### **Pheromone attraction**

A Mutant with this ability is able to cause beings of the opposite sex to become attracted to him and causing their reactions to him to be shifted two places towards being positive. The mutant with this ability gains a +2 bonus to his Barter/haggling, Bluff, Diplomacy, Gather information, and Seduction rolls when used on targets that are under the effects of this power.

## Poison touch

A Mutant with this power must state that he is using this power before initiative is rolled, and once in effect the Mutant's skin exudes a mild toxin that causes target's touching him (bare flesh to bare flesh) to make a Fortitude Save (DC 10 + the Mutant's Stamina modifier) or suffer a rash on the exposed area after one round, that causes them to lose 1 temporary point of Agility. The Mutant can touch a target to use this ability, by making a touch attack (DC 10 + the target's Agility based Defensive bonus only) and if the attack succeeds the victim must make the Fortitude save as above. Note that when trying to touch a target in a combat situation, the Mutant is subject to an Attack of opportunity before he delivers this attack.

## Poison bite

A character who possesses this mutation may bite an opponent in order to inject him with a poison, that the Mutant generates. A character who possesses this ability can make a bite attack by making a grapple check but dividing his attack bonus in half (any remainders are applied to the primary attack). If the grapple succeeds the character can then attempt to bite his opponent. Note that when using this option the character does not suffer an Attack of opportunity for closing in on his opponent. A character's bite causes damage depending on the size of the character as shown on the table below:

<b>Creature/character Size</b>	<b>Damage Done</b>	<b>Creature/character Size</b>	<b>Damage Done</b>
up to tiny	0-1pt	Huge	1-4
Small	1pt	Gargantuan	1-6
Medium	1-2	Colossal	1-8
Large	1-3		

Once bitten the victim must make a Fortitude save (DC 10 + the Mutant's Stamina modifier) and if this fails the victim is poisoned. In 6 rounds -1 round/point of Stamina modifier possessed by the Mutant, he will lose one point to one Attribute as chosen by the Mutant when this power is first taken. then after 12 rounds -1 round/point of Stamina modifier possessed by the Mutant passes the victim is allowed a second Fortitude save (DC 10 + the Mutant's Stamina modifier) to avoid losing an additional Attribute point from an Attribute chosen by the Mutant when this power was first created.

## Prickly pear

A Mutant who possesses this ability has undergone changes to his skin that have caused it to grow barbs. Any character attempting to grapple with the character takes 1 point of damage/ point of Stamina modifier possessed by the mutant due to the sharp barbs on the Mutant's skin. A Mutant with this ability gains a +1 to his punch and kicking damage because of this mutation.

## Scaly armor

A character who possesses this mutation's body is covered with hard scales that grant him a natural bonus to his Defensive rating equal to his Stamina modifier. This natural bonus is not negated by attacks that ignore armor, or other defensive modifiers (such as touch attacks)

## Scent

A Mutant with this ability has such a highly developed olfactory sense that the Mutant can accurately recognize and identify even very weak odors that it has encountered in the past, including people. A Mutant with this ability who learns the Tracking feat gains a +2 bonus to his Tracking success rate, unless something has masked or removed the scent.

## Second wind

A Mutant with this ability can act normally after getting a minimum amount of sleep equal to 8 hours-2 hours/point of Stamina modifier that he/she possesses with a minimum of needing one hour of sleep (normal character's require a number of hours of sleep equal to 8 hours -1 hour/point of Stamina modifier that they possess).

## Smoke screen

A character who possesses this power is able to generate a cloud of obscuring smoke that fills a 5' radius area/point of Stamina modifier that he possesses. Characters within the cloud gain a +5 bonus to their Defensive ratings for being concealed, but suffer a -2 to their chance to hit because they are blinded by the cloud, The Mutant using this ability is treated just like any other

character in the cloud. The cloud lasts 1 round/point of Stamina modifier that the Mutant has (minimum 1 round).

### **Strong grip**

A Mutant possessing this ability is treated as if his Strength was 2 points higher than listed when he wrestles or grapples.

### **Tail**

A character possessing this mutation has grown a tail, which provides him a +1 to his Agility score and a +4 bonus to his Balance checks

### **Thin fur coat**

Due to their Mutation, these characters reduce damage from cold by -1 point/die (including reducing damage to 0/die) and are unaffected by temperatures up to -40° Fahrenheit

### **Toughened skin**

A Mutant possessing this power reduces damage by -1pt/die (minimum 1pt of damage) from slashing or piercing weapon attacks. If the player chooses this power multiple times each additional time reduces the damage taken by slashing or piercing weapons by an additional-1/additional time this power is chosen.

### **Wall crawling**

A Mutant exhibiting this mutation has the ability to climb walls much in the manner of a spider. He can climb upside down and even across the ceiling. The character gains a +10 bonus to his climb checks, and as a side effect anyone trying to pull him off a wall does so as if the Mutant had a Strength 10 points higher than he actually has.

### **Webbed hands**

A Mutant exhibiting this mutation has a thin membrane between his digits that grants the character a +5' bonus to his swim speed, and grants the character a +2 bonus to his Swim checks.

## **Minor Negative Mutations**

### **Ability degradation**

Ability degradation is a catch-all term for a mutation that negatively affects one of the character's abilities. When the character receives this mutation roll 1d6 to determine which one of his Attributes is affected, or choose one of the following:

<b>Die roll</b>	<b>Result</b>	<b>Die roll</b>	<b>Result</b>
1	Strength	4	Intuition
2	Agility	5	Personality
3	Logic	6	Appearance

The character loses one point to the chosen Attribute but more than this the character can never increase the character's attribute greater than 18 -1 point for each time he chooses this negative effect, so that a character choosing this negative effect and choosing Strength would suffer a -1 to his Strength score and could never possess a Strength score over 17.

### **Blood hunger**

A Mutant who suffers from this affliction must drink blood in order to survive. The Mutant must drink one pint of blood (the equivalent of 1 Stamina point) per day or he loses one temporary Stamina point. For each day that he doesn't get this nourishment his Stamina continues to drop. After the Character loses 5 temporary points of Stamina, if he continues without drinking blood each subsequent loss is a permanent point of Stamina that is lost. When his Stamina drops to 0 the character dies. The character regains lost Stamina points when he begins to drink blood regularly again at a rate of one temporary point regained/day of eating regularly.

### **Bum leg**

A character who possesses this disadvantage cannot add his Agility based modifier to his movement rate, and cannot travel faster than at a jog (2x his/her movement rate) because of his deformity.

### **Cracking joints**

A Mutant who possesses this disadvantage makes noticeable noise when he moves. This mutation causes the character to suffer a -2 bonus to his Move silently skill and grants opponents a +1 to their Listen checks to hear him unless he is standing perfectly still.

### **Festering sores**

A character who suffers from this disability possesses puss-filled sores covering his body. The character with this disadvantage suffers a -2 to his Appearance score and in either case can never possess an Appearance score greater than 10.

### **Fins**

A Mutant who possesses this disadvantage has grown fins on parts of his body. These fins however do not provide him with any benefits and reduce his Appearance by -2.

### **Forked tongue**

A character who suffers from this mutation has a disturbing disadvantage. The character's tongue is forked which reduces the character's Appearance by -1, and is such a disquieting feature that reactions to the character suffer a -1 to their roll.

### **Frailty**

A character who possesses this disability suffers a -1 to his Stamina score, and can never possess a Stamina score greater than 10. If this disadvantage is taken more than once the character suffers an additional -1 to his Stamina/ additional time this disadvantage is taken.

### **Glass jaw**

A character who suffers this disability is easily knocked unconscious when struck in the head. A Called shot targeting his head forces him to make a Fortitude save with a difficulty equal to 10 + the damage taken, regardless of the intent of the blow, and if the character fails this he is immediately knocked unconscious for the remainder of the round, and in the following round he loses his Initiative modifier.

### **Greedy metabolism**

A Character who possesses this disadvantage must eat twice as much food in order to survive. If the Mutant does not eat as much or more food than he requires the Mutant loses one temporary Stamina point. For each day that the Mutant doesn't get his required amount of food the Mutant's Stamina continues to drop. After the Character loses 5 temporary points of Stamina, if he continues without eating as much food as the Mutant requires each subsequent loss is a permanent point of Stamina that is lost. When the Stamina score drops to 0 the character dies. The character regains lost Stamina points when he begins to eat normally again at a rate of one temporary point regained/day of eating regularly.

### **Heat/cold susceptibility**

A Mutant who possesses this disability must choose to either be susceptible to heat or cold. Thereafter the character takes double damage from the temperature extreme he is susceptible to unless the attack allows a Resistance roll for half damage, in which case the Mutant takes half damage on a successful save and double damage on a failed save.

### **Horns**

A character who suffers from this mutation has a disturbing disadvantage. The character possesses horns that are not advantageous to him in anyway. This mutation reduces the character's Appearance by -1, and is such a disquieting feature that

reactions to the character suffer a -1 to the roll.

### **Lethargy**

A Mutant who suffers from this disability finds it incredibly difficult to force himself to move, much less to do anything strenuous. The Mutant cannot force himself to move faster than a jog, and he suffers a -2 to his Reflex saves because he is unable to react as fast as a normal person could.

### **Light sensitivity**

A character possessing this mutation is sensitive to daylight. The Mutant is so uncomfortable in daylight that he suffers a -2 to his Ability, Skill, and Attack rolls unless they wear protective eyewear because of their sensitivity to ultraviolet light, which becomes painfully distracting.

### **Malformed mouth**

A character who suffers from this mutation possesses a malformed mouth that affects not only his appearance, but the way he speaks. The character suffers a -1 to his Appearance and can never have an Appearance score over ten. In addition because speaking is such a chore for the Mutant and understanding what he is saying becomes annoying after a while that character suffers a -1 to his Barter/haggling, Bluff, Diplomacy, Gather Information, Seduction, and Reaction rolls.

### **Pheromone repulsion**

A Mutant who possesses this disadvantage for some reason exudes pheromones that cause beings to react to him negatively, regardless of his Personality or Appearance. The Character suffers a -2 to His Diplomacy, Barter/haggling, Gather information, Bluff, and Seduction rolls, and reactions to him by NPC's are always treated at 2 places closer to being hostile because of this disadvantage.

### **Reduced speed**

A character who possesses this disadvantage is treated as if his movement base was one place lower than usual for a character of his size, as shown on the table below:

<b>Standard Base Speed</b>	<b>Modified Base Speed</b>	<b>Standard Base Speed</b>	<b>Modified Base Speed</b>
15'	0'	30'	20'
20'	15'	40'+	30'

A Mutant whose base speed is 0' cannot move on his own unless he possesses a modifier to Agility in which case he can crawl at his Agility modifier in feet per round.

### **Scaly skin**

A Character who suffers from this mutation's body is covered with scaly hide that unnerves most people. The Mutant suffers a reduction to his appearance by -1, and is such a disquieting feature that reactions to the character suffer a -2 to the roll.

### **Soft skin**

A Mutant who possesses this deformity has smooth soft skin that is almost artificial in appearance. This skin however is exceptionally thin. The character suffers a +1 to any damage he takes and his skin bruises so easily that the character suffers a -1 penalty to his Appearance.

### **The Hirsute horror**

A Character who suffers from this mutation's body is covered with thick matted fur, but this fur does not provide him with any advantage. The character suffers a reduction to his appearance by -2, and can never have an Appearance score greater than 10.

## **The Stench**

A character who suffers from this mutation's body exudes a powerful stench that is noticeable at a distance of 10' per point of Stamina modifier that he possesses (minimum 10'). A character with this disadvantage suffers a -1 to reactions to him because of the Mutant's revolting stench. Furthermore he suffers a -2 to his Hide checks because of the noticeable odor he exudes. Characters or Creatures trying to track the Mutant with this disadvantage do so with a +4 bonus if they track by scent.

## **Unnatural eyes**

A Character who possesses this mutation possesses eyes that for some reason are unusual enough as to be unnerving. The Character suffers a -2 to his appearance, and can never possess an Appearance score greater than 10.

## **Unnatural hair**

A Character who possesses this mutation is covered with tufts of hair that grow in random locations on his body. The Character suffers a -2 to his appearance, and can never possess an Appearance score greater than 10.

## **Unnatural skin**

A character who possesses this mutation is covered with skin that is unusual of a creature of his species. Unusual skin types can be skin that is an unusual color, or be covered in unusual patterns, or can even possess hard patches, warty texture, possess strange fleshy growths or anything else that can be thought of. The Character suffers a -2 to his appearance, and can never possess an appearance score greater than 10.

## **Unnatural voice**

A character who possesses this disadvantage has undergone a mutation that affects his vocal capabilities in a negative way. The strangeness of the character's voice unnerves those who hear him talk, causing him to suffer a -2 penalty to his Barter/haggling, Bluff, Diplomacy, Gather information, and Seduction skill checks, and causes reaction rolls by NPC's to suffer a -2 penalty because his voice's unnatural quality.

## **Weak immune system**

A Character who suffers from this affliction has a hard time resisting disease, and suffers longer from any disease that he contracts. The character increases the difficulty for avoiding contracting a disease by +4. The incubation period of any disease he has contracted is reduced by half, and the duration of the disease is doubled.

## **Weakened hearing**

A character who possesses this mutation suffers from a diminished sense of hearing. The character increases his difficulty to avoid surprise by +2, and suffers a -4 penalty to his Listen checks.

## **Weakened vision**

A character who possesses this mutation suffers from a diminished sense of vision. The character increases his difficulty to avoid surprise by +2, and suffers a -4 penalty to his Spot checks.

## **Major Mutations**

### **Positive Mutations**

#### **Arachnofibre production**

A Character who possesses this mutation is able to generate strands of web-like material. A single strand is strong enough to support the Character and one creature of the same size. The web has the following stats dependent on the size of the Mutant:

<b>Creature's Size</b>	<b>Escape DC</b>	<b>Break DC</b>	<b>Endurance Points</b>
up to tiny	16	22	2
Small	18	24	4
Medium-size	20	26	6
Large	22	28	8
Huge	24	30	10
Gargantuan	26	32	12
Colossal	28	34	14

As a Web-spinning Mutant can cast a web with a range increment of 10'/+5' per point of Agility modifier he possesses (Maximum range of 50') and is effective against targets up to one size smaller than the Mutant. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both which cost an action.

A Mutant can anchor a web between two or more points ensnare a target. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the Endurance points listed on the table, and sheet webs have damage reduction 5/fire. A Mutant with this ability can move across his own sheet web at his climb speed and can determine the exact location of any creature touching the web.

### **Echolocation**

A Mutant possessing this power can operate effectively without vision. This power makes invisibility and darkness irrelevant to the Mutant (though it still can't see out of phase creatures). This ability operates out to a range of 60'. Echolocation never allows a creature to distinguish color or visual contrast. A creature cannot read with this power. Mutants with this power are not subject a creature to gaze attacks and Blinding attacks do not penalize the mutant. Deafening attacks however thwart Echolocation as it relies on hearing. Echolocation lastly works underwater but not in a vacuum.

### **Elasticity**

A Mutant with this power's skin and bones are malleable and stretchable and is supported by a complex muscle structure. This allows the Mutant to change the shape of his body within limits. He can "grow" arms and legs to use for walking and handling tools and weapons, and re-absorb limbs when they are not needed.

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

Growing or absorbing a limb takes five minutes. Only one limb can be grown at a time. A limb can be up to 5' long, and no less than 4" thick. "Fingers" for handling items can be up to 8 inches long and no less than 1/2 an inch thick.

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

### **Energy absorption**

A Mutant who possesses this advantage has the ability to absorb damage from a type of Energy that he chooses when this power is first chosen. The Mutant can absorb 5 points of energy damage/point of Stamina modifier that he possesses/ round. Any damage taken beyond this amount affects the Mutant normally.

### **Enlarged form**

A Mutant who possesses this mutation increases his size one size category. The Mutant who increases in size gains certain advantages for his new size, but at large or greater sizes suffers penalties to his Defensive rating because his huge size makes him easier to hit. The effects of a creatures new size are detailed below:

Original Size	New Size	Height	Weight	Attribute Modifiers	Defensive rating Modifiers
up to tiny	Small	2'-4'	.8lbs to60lbs	+0	+1
Small	Medium	4'-8'	60-500lbs	+1 Str, +1 Ag, +1 Sta	+0
Medium	Large	8'-16'	500-4,000lbs	+2 Str, +0 Ag, +2 Sta	-1
Large	Huge	16'-32'	4,000-32,000lbs	+4 Str, -1 Ag, +4 Sta	-2
Huge	Gargantuan	32'-64'	32,000-250,000lbs	+8 Str, -2 Ag, +8 Sta	-4
Gargantuan	Colossal	64'+	250,000lbs+	+16 Str, -4 Ag, +16 Sta	-8
Colossal	Colossal	64'+	250,000lbs+	+16 Str, -8 Ag, +16 Sta	-16

### Damage Changes

New Size	Punch	Kick	Natural attack Original die	New Die
Small	1pt	1-2	up to 1-3	d4
Medium	1-2	1-3	d4	d6
Large	1-4	1-6	d6	d8
Huge	1-6	1-8	d8	d10
Gargantuan	1-8	1-10	d10	d12
Colossal	1-10	1-12	d12	2d8

### Exoskeleton

A mutant possessing this power is covered by a thick armored hide that looks like a chitinous shell which grants the Mutant a natural reduction to damage equal to 10/Acid.

### Extra arms

A Mutant with this ability has double the number of arms that a normal human possesses. The character with this ability gains a +4 bonus to his grapple or wrestling checks, and to his Climb checks. The mutant can make an extra attack in a round by dividing the bonus for his attack, between the primary attack, and the extra attack using his extra arm (any remainder when the attack roll is divided is added to the primary attack). The character with this ability is treated as if his Strength was 2 points higher to determine how much he can lift or carry.

### Fire lungs

A Mutant with this power is able to use up one action in a round to breathe a stream of fire up to 10' away/point of Stamina modifier that the mutant possesses. The flame causes 1d6 points of damage/point of Stamina modifier that the Mutant possesses and requires the victim make a Reflex save (DC 10 + the Mutant's Agility modifier) and if successful he takes ½ damage from the attack. It should be noted that the Mutant is immune to his own breath weapon, and if the Mutant is unable to breathe he can still use this power.

### Frog legs

A Mutant possessing this ability is able to spring up to 60 feet horizontally from a standing start and can leap down 20 feet without taking damage, landing on his feet.

### Harmonious pheromones

The Mutant who possesses this ability exudes a powerful pheromone that requires mammalian races to roll a Will save DC 10 + the Mutant's Personality modifier to avoid becoming beguiled by the Mutant. This effect is like a mild charm causing the victim to desire to please the Mutant, and though they are not in any way compelled, refusing any reasonable sounding request requires another Will Resistance roll.

### Mental overdrive

A character who possesses this mutation has increased his mental acuity incredibly. The character does not increase his actual Logic score, nor does he increase the skills he possesses but the character gains a +10 bonus when he makes any skill checks based on Logic.



### **Prehensile tail**

The tail of a Mutant with this ability is 6' long and has a grip stronger than a Human hand. The tail is capable of holding an item or swinging a melee weapon. When holding an item, the Mutant can use its two arms normally. When using the tail to wield a weapon, however the Mutant must concentrate on it and must divide his combat modifier in half to make an attack with it, and take a standard action with his hands. The tail can only wrap around hilts, handles, etc., and cannot throw grenades or operate devices.

### **Psychic aptitude**

A Character who possesses this Mutation gains double his starting Psyche points or 4 points if he does not possess a Psyche score. If the character is Psychic however this power's real benefits come to play. The character may choose one Psychic power that he possesses/ point of Intuition modifier that he possesses, and these powers are treated as if the Mutant was 2 levels greater than he is to determine the powers effects. This power cannot be applied more than once to any psychic power possessed by the character.

### **Quantum action**

A Character who possesses this power must state that he is using it at the beginning of a round before initiative is rolled. The character doubles the number of actions that he has in the round, by dividing the attack bonuses for each normal attack that he would be able to make without this power in half (with any remainders applying to the first attack of the pair.) The character also doubles the number of Attacks of opportunity that he can make in a round.

### **Skeletal reinforcement**

A Mutant with this advantage has a dense bone structure that gives them a natural resistance of 10/Acid. The mutant also gains a +10 to his Fortitude saves to avoid breaking a bone.

### **Solar discharge**

A Mutant who possesses this ability to generate a shriveling blast of brilliance, dealing 1d6 points of heat damage/ point of Stamina modifier the mutant possesses to all creatures within an area 10' in diameter/point of Stamina modifier he possesses. Unattended objects also take damage.

### **Sonic scream**

A Mutant who possesses this power is able to generate a focused scream of sonic energy that deals 5d4 points of damage to each creature within its area. The cone begins at the Mutant's mouth, instigated by the barest whisper and extends up to 30' +10'/point of Stamina modifier that he possesses. Unattended objects take damage, and the sonic energy can break fragile items. If the damage caused to an interposing barrier shatters or breaks through it, the sound may continue beyond the barrier if the power's range permits; otherwise, it stops there just as any other power effect does.

### **Stinger**

A mutant who possesses this mutation possesses a stinger. The Mutant can use its stinger attack if it successfully grapples an opponent by expending an action. The victim of this attack takes 1d4 points of damage from the stinger attack and must make a Fortitude save (DC 10 + the Mutant's Stamina modifier) and if this fails the victim is poisoned.

In 6 rounds -1 round/point of Stamina modifier possessed by the mutant, he will lose one point to one Attribute as chosen by the Mutant when this power is first taken. then after 12 rounds -1 round/point of Stamina modifier possessed by the Mutant passes the victim is allowed a second Fortitude save (DC 10 + the Mutant's Stamina modifier) to avoid losing an additional attribute point from an attribute chosen by the mutant when this power was first created.

### **Suggestive voice**

A Mutant who can talk to a person in the person's language can force the person to make a Will Resistance roll with a Difficulty equal to 10 + the Mutant's Personality modifier, and if the target fails his roll, he will fall into the sway of the Mutant. The victim will perform one action that the Mutant requests of him willingly, so long as the command is not one that the victim is morally opposed to doing. If the act is one that is morally repugnant to the victim, The Seductive voice effect immediately ends, the task

unaccomplished.

## **Telekinesis**

A Mutant who possesses this mutant ability can move objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (the Mutant's choice).

**Sustained Force:** A sustained force moves a creature or object weighing up to 20lbs per point of Stamina modifier possessed by the Mutant up to 20' per round. A creature can negate the effect against itself or against an object it possesses with a successful Will Resistance roll. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond a range of 20' +10' per point of Intuition modifier possessed by the Mutant (minimum 30'). The power ends if the object is forced beyond the range, or if the Mutant ceases concentration for any reason. In this case the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. The Mutant can even untie simple knots, though fine actions such as these require Logic checks against a DC set by the Administrator

**Violent Thrust:** Alternatively, the telekinetic power can be expended in a single round. The Mutant can hurl one or more objects or creatures that are within range and all within 10' of each other toward any target within range of all the objects. The Mutant can hurl up to a total weight of 20lbs/ point of Stamina modifier he possesses.

The Mutant must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using the Mutant's base attack plus his Logic modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 20lbs (for less dangerous objects such as a crate) to 1d6 points of damage per 20lbs for hard, dense objects (such as a boulder).

Creatures who fall within the weight capacity of the power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10' (1d6 points).

## **Telepathy**

A Mutant possessing this ability is naturally telepathic. He can communicate with one willing mind without a roll for each point of Intuition modifier he possesses at a range equal to 20'/point of Intuition modifier (minimum 20') as long as he can see his target. If attempting to contact a closed mind, the Mutant must expend a Psyche point, and the victim must roll a Will resistance roll against a difficulty of 10+ the Mutant's Psyche score or they can be spoken to. Mutants cannot attack psionically with this ability

## **Tentacle**

A Mutant with this ability has a tentacle that allows him to grapple an opponent without incurring an Attack of opportunity. To do this the Mutant makes a standard attack roll against the target and if he succeeds the victim is allowed a Strength check against a difficulty equal to the strength of the Mutant +2. If the victim succeeds he doesn't take any damage from the attack, but is still held. If the character spends an action he may try to break free. In order to break free the character makes a Strength check (DC equal's the Mutant's Strength score +2) and if the character succeeds he frees himself otherwise he takes damage as the Mutant constricts.

At the beginning of the following round before initiative is rolled the character can try to free himself as above, otherwise he automatically takes damage from the constriction. Each attempt to break free uses up an action. If the character doesn't break free the Mutant can automatically do damage by using up an action. This continues until the Mutant releases the character, is killed or the character breaks free.

## **Ultra immune system**

A Character who possesses this mutant ability is immune to all diseases, and infections. The character does not need to ever make a Fortitude save when coming in contact with a diseased person or otherwise makes contact with any type of contagion, as his body's immune system instantly eradicates the disease.

## **Wings**

A mutant possessing this ability has wings that enable him to fly for short periods of time. The Mutant can fly for 1 minute/Stamina point that he possesses at a speed equal to 4 times his Strength score in feet/turn. The Mutant can carry two pounds/Strength point that he possesses in addition to their normal gear when in flight.

## **Negative Mutations**

### **Discordant pheromones**

A character who possesses this mutation causes all creatures coming within 10' of him per point of Stamina modifier that the Mutant has to make a Will save (DC 10+ the Mutant's Intuition modifier) or the victim behaves randomly, as indicated on the following table.

#### **d10 Roll Behavior**

1 Wander away for 1 minute (unless prevented)  
2-6 Do nothing for 1 round

#### **d10 Roll Behavior**

7-9 Attack nearest creature for 1 round  
10 Act normally for 1 round

Except on a result of 1, roll again each round on the creature's turn to see what the subject does in that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Any confused creature who is attacked automatically attacks its attackers on its next turn.

## **Gills**

A Mutant who possesses this Mutation possesses gills that enable him to breathe underwater, but the Mutant however cannot survive for long on land. A Mutant with this disability if taken out of his aquatic environment can survive for 2 rounds/point of Stamina that he has. After this period of time, the character must make a Stamina check (DC 10) in order to continue staving off suffocation. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the character fails one of these Stamina checks, he begins to suffocate. In the first round, he falls unconscious (0 EP). In the following round, he drops to -1 Endurance points and is dying. In the third round, he suffocates.

## **Half-life**

A character who possesses this disability ages much quicker than a normal member of his species. The Mutant will actually live only half as long as a normal member of his species.

## **Loose joints**

A Character who possesses this Mutation must roll a Fortitude save (DC 10 + the damage taken) or he dislocates a limb. The pain of this situation is such that the character cannot perform any task that requires concentration, and suffers a -2 to his Attack rolls, Resistance rolls, and Skill checks until he expends an action to reset his limb.

## **Lost arm**

A mutant who possesses this disadvantage has one less arm. The character permanently loses 1 EP per point of Stamina modifier that he possesses and suffers a -2 to any Skill checks that require manual agility (Computers, repair, Jury rig, etc.) and is treated as if his Strength was 2 places below his real Strength to determine how much weight he can actually lift.

## **Medical dependency**

A Character who possesses this disability must use a specific medication daily in order to survive. The Mutant must have this medication and use it at least once a day he loses one temporary Stamina point. For each day that he doesn't get his medication his Stamina continues to drop. After the Character loses 5 temporary points of Stamina, if he continues without taking his medication each subsequent loss is a permanent point of Stamina that is lost. When his Stamina drops to 0 the character dies. The character regains lost Stamina points when he begins to take his medication regularly again at a rate of one temporary point regained/day of medicating himself.

## **Mental degeneration**

This horrible affliction causes the Mutant to slowly lose his mind. Whenever the character reaches a level where he can increase an Attribute point the character loses one permanent point of Logic which can never be restored. This loss of Logic also affects his Logic skills Which lose one skill point and if they are reduced to 0 skill points, they are forgotten by the character, and he loses one language that he has learned as well (and eventually may even forget his own language ).

## **Mind slave**

A Mutant who suffers from this affliction cannot resist mind influencing powers. The character is automatically affected by Powers such as suggestion or command, and only if the mental effect would cause him to do something morally repugnant to the character does he get a Will Resistance roll, but even in this circumstance the Mutant suffers a -4 to his roll.

## **Nervous spasms**

A Mutant with this Disability suffers from constant spasms and quivering. The Mutant suffers a -2 to his Agility score and suffers a -4 to his Agility based skill checks. The victim of this affliction can never possess an Agility score greater than 10.

## **Poisonous blood**

A Mutant who possesses this Disability is slowly dying from his own blood poisoning him. At the beginning of every day the character must make a Fortitude save, DC 10 +1/ previous failure and if he fails his roll the Mutant suffers a loss of one temporary Stamina point. If the character accumulates 5 losses in succession, each subsequent loss in succession results in a permanent Stamina point that he loses. If the Mutant's Stamina drops to 0 he dies. A Mutant with this disability only regains Stamina losses if he succeeds on his daily Fortitude save in which case he can regain one lost Stamina point.

## **Radiation leak**

This Mutant is literally radioactive. The character must wear protective clothing or he will cause beings that come into contact with him to suffer from radiation poisoning. Characters must spend at least one hour with the radioactive mutant after which they must make a Fortitude save (DC 10 +1/hour of contact with the Mutant) and if this fails they suffer a loss of 1d6 points of damage and suffer nausea and vomiting. If the victim spends longer than 24 hours with the Mutant the character victim starts to show more severe signs of radiation poisoning (hair loss, ulcerations on his skin, internal bleeding to name a few). Eventually the character will die of radiation exposure if he continues to interact with the Radioactive Mutant.

## **Tumorization**

A character who suffers from this disability is covered with puss-filled sores and ulcerations covering his body. The character with this disadvantage suffers a -4 to his Appearance score and in either case can never possess an Appearance score greater than 6. Due to the hideousness of this Mutant's appearance anyone who gazes on him must roll a Will save (DC 16) or they are treated as if they were panicked.

## **Ultraviolet allergy**

A mutant with this disadvantage has skin that is extremely sensitive to the effects of UV light. If unprotected the Mutant takes 1 point of Endurance loss every 5 rounds that they are exposed as their skin blisters.

# Psionics in the Frontier

Psionics... The word either brings a look of power in a player's eyes or horror at the prospect of mastering another complex system, of rules. Psionics in the Star Frontier's Universe is detailed below and are an optional system (which is why it is included here and not in the core rulebook). In the Frontier certain Races are already listed that have a limited form of Psionic talent. These rules however expand the scope of Psionics and these avenues are open to those races as well.

Creatures that have a resistance to mind influencing effects have a resistance to Psionics equal to 15, a Psionic creature wishing to affect them has to make a Psion check (D20 + Discipline level + appropriate attribute), and score over 15 to have a chance to affect the resistant creature/character. Characters or creatures who possess a resistance to mind influencing effects are not automatically unable to possess Psionics.

## The Psychic Character

A Player who wishes to play a Psychic character must possess a minimum Intuition of 12 to become Psychic. Most Psychic characters are either called Mentalists, or Psychic, but either title does not in any way add to their abilities. The table below shows the level based abilities of a psychic character.

### Level Information

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

\* A first level Psychic character begins with one standard feat, and one Bonus Psionic feat.

### Definitions

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

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

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

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

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

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

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

**Feats:** Feats are special abilities that enable the character to perform maneuvers that enable them to do things that are beyond what normal people can do. Some feats give advantages in combat, while other feats grant the character abilities in other areas that affect their capabilities and can sometimes affect their chance to survive an adventure. A Psychic character can use a Feat slot to purchase a Psionic feat rather than purchasing a standard feat.

**Psyche Points:** A Psychic character begins play with a number Psyche points equal to 1d4/point of Intuition modifier that he possesses, For each level a Psychic character adds 4 points to that total starting with an additional 4 points at first level. A Psychic character uses these points to manifest Psionic powers by expending a certain number of Psionic points based on the level of the power he is manifesting.

**Recovering Psyche points:** A Psychic character must sleep for 12 hours -1/hour per point of Stamina modifier he has (minimum 4 hours of sleep) to recover all his Psionic points. If the character cannot get the required amount of sleep he only recovers 4 Psyche points/point of Intuition modifier he has. It should also be noted that if the character's Intuition is reduced to a level where there is no modifier (perhaps due to temporary attribute losses) his Psyche immediately drops to 0 and he cannot regain Psyche points or manifest Powers until his Intuition score is restored to at least 12 (+1 modifier)

## Determining Psionic Powers

A Psychic character begins play knowing 1 first level Psionic power per point of Intuition modifier that he possesses. The character can utilize his powers as many times in a day as he desires so long as he can pay the cost to manifest that power. Manifesting a power costs a number of Psionic points equal to its level.

A Psychic may only manifest one power in a given round unless stated otherwise in the description of the power. If the power is one that allows the Psionic character to continue manifesting it for as long as he concentrates, the character must end his concentration on a given power, and cannot manifest a new power until the following round.

While concentrating on a manifested power the character can defend himself (Meaning he does not lose his Agility based Defensive bonus to his Defensive rating) and may make Resistance rolls as required but he cannot do anything other than walking at half his speed. A character manifesting a Psionic power does not incur Attacks of opportunity for doing so. If he is struck in combat or fails a Resistance roll while concentrating on a power, he must make a Will Resistance roll with a difficulty equal to the 10 + the damage taken or he loses his concentration. If the effect causes no damage the Psychic character's Will Resistance roll has a Difficulty of 16 to determine if he can continue to manifest the power. The only exception to this are effects that affect the Psychic's mind which automatically cause him to lose his concentration.

**Learning additional Powers:** For every level that the Psychic character advances he gains 1 additional power/point of Intuition modifier that he has. The Psychic's gains access to higher level powers for every three levels that he gains so at third level he gains access to level 2 Psions. At 6<sup>th</sup> level he may manifest level three Psions etc.

It should be noted that A Psychic character cannot have more higher level Psions than his next lower level, so a Psychic with four 1<sup>st</sup> level Psions cannot have more than four 2<sup>nd</sup> level psions and when he gains access to 3<sup>rd</sup> level Psions he cannot have more 3<sup>rd</sup> level Psions than he has 2<sup>nd</sup> level ones.

## Wild Talent Template

Wild Talents are characters or creatures that possess limited Psionic ability. These beings can manifest several Psionic powers but as they progress in level they do not get any stronger. This template can be added to any living, humanoid, or creature who possesses an Intuition of at least 12, and has at least one Psyche point. The creature, or being's Type gains the subheading of Psychic. Other changes to the Character or Creatures Statistics follow:

### Statistics that remain unchanged

A Wild talents, Attributes, Resistance rolls, Combat rolls, Attacks, Damage, Defensive Rating, Skills, or Feats do not change due to the Being or Creature becoming Psychic.

### Psionic abilities gained

**Merits/Flaws:** As a Wild talent is Psychic, he may choose Merits or Flaws that are available to Psychic characters if his Administrator is allowing them in his Campaign.

**Psychic Feats:** A Wild talent can choose to take Psychic Feats instead of taking a standard Feat if his Administrator is allowing them in his Campaign.

**Psychic powers:** A Wild talent may choose 1 Psionic power/point of Intuition modifier he possesses so long as the following conditions are met. The Psionic power cannot be higher in level than his Intuition modifier, and he must have a high enough Psyche to manifest that power at least once.

**Using Psionic disciplines:** The character can utilize his powers as many times in a day as he desires so long as he can pay the cost to manifest that power. Manifesting a power costs a number of Psionic points equal to its level.

A Psychic may only manifest one power in a given round unless stated otherwise in the description of the power. If the power is one that allows the Psionic character to continue manifesting it for as long as he concentrates, the character must end his concentration on a given power, and cannot manifest a new power until the following round.

While concentrating on a manifested power the character can defend himself (Meaning he does not lose his Agility based Defensive bonus to his Defensive rating) and may make Resistance rolls as required but he cannot do anything other than walking at half his standard movement rate. A character manifesting a Psionic power does not incur Attacks of opportunity for doing so. If he is struck in combat or fails a Resistance roll while concentrating on a power, he must make a Will Resistance roll with a difficulty equal to 10 + the damage taken or he loses his concentration. If the effect causes no damage the Psychic character's Will save has a Difficulty of 16 to determine if he can continue to manifest the power. The only exception to this are effects that affect the Psychic's mind which automatically cause him to lose his concentration.

**Gaining new Powers:** The only way that a Wild Talent can gain new Psions is if his Intuition increases to a point that his modifier increases. If this occurs the Wild Talent awakens a new Psionic power within himself. This power is chosen by the character as detailed above.

**Recovering Psyche points:** A Psychic character must sleep for 12 hours -1/hour per point of Stamina modifier (minimum 4 hours) he has to recover all his Psyche points. If the character cannot get the required amount of sleep he only recovers 4 Psyche points/point of Intuition modifier he has. It should also be noted that if the character's Intuition is reduced to a level where there is no modifier (perhaps due to temporary attribute losses) his Psyche immediately drops to 0 and he cannot regain Psyche points or manifest Powers until his Intuition score is restored to at least 12 (+1 modifier)



## Psionic Merits/Flaws

The following traits are geared to grant advantages or disadvantages to Psionic characters. Their use by non-Psionic characters is as always an option left to the Administrator to either allow or restrict.

Merits	Cost	Merits	Cost
Autonomous	3pts	Mental resistance	5pts
Chaotic mind	2pts	Psionic affinity	2pts
Closed mind	5pts	Rapid metabolism	4pts
Force of will	5pts		

Disadvantages	Bonus
Open minded	4pts

### Descriptions

#### Merits

**Autonomous:** A character with this trait gains a +2 bonus to his Autohypnosis and Stabilize self Skill rolls.

**Chaotic mind:** A character with this trait gains a +4 bonus to his Will Resistance rolls against mind influencing effects and telepathic powers.

**Closed mind:** A character with this trait gains a +4 bonus to his Will Resistance rolls against Telepathic powers or effects that emulate telepathic abilities.

**Force of will:** A character with this trait may add ½ his Intuition bonus to the character's Fortitude saves.

**Mental resistance:** A character with this trait gains a resistance of 10 + his Logic modifier against mind influencing Effects and Telepathic powers.

**Psionic affinity:** A character with this trait gains an additional power. This power is above those he gains due to his Intuition modifier.

**Rapid metabolism:** A character with this trait regains 1 point of temporary Stamina that he has lost every 12 hours instead of once/day so long as he is completely resting.

#### Flaws

**Open minded:** A character who suffers from this disadvantage suffers a -4 to his Resistance rolls to avoid the effects of Telepathic powers, or Effects that simulate Telepathic powers.





## Psionic Skills

The following special skills are available only to Psychic characters. These skills are detailed below:

<b>Skill</b>	<b>Major Attribute</b>	<b>Skill</b>	<b>Major Attribute</b>
Autohypnosis	Int	Remote view	Log
Concentration	Sta	Stabilize self	Sta
Knowledge: Psionic	Log	Use Psionic device	Per
Psi-Craft	Log		

## Descriptions

### Autohypnosis (Int) Trained only

You have trained your mind to resist certain injuries and threats, as well as gain a few select benefits.

**Check:** The DC and effect depend on the task you attempt.

<b>Task</b>	<b>DC</b>	<b>Task</b>	<b>DC</b>
Resist fear	15	Tolerate poison	Poison's DC
Memorize	13	Willpower	15
Ignore caltrop wound	13		

*Resist Fear:* In response to a fear effect, you can make an Autohypnosis check on your next round even if overcome by fear. A successful check grants you another Resistance roll with a +4 bonus to resist the fear effect.

*Memorize:* You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information (but you can't memorize FTL jump programs or similarly exotic scripts). Each successful check allows you to memorize up to 800 words (or strange sigils or numbers that would fill one piece of regular paper, though multiple checks allow you to remember multiples of 800). You always retain this information; however, you can only recall it with another successful Autohypnosis check.

*Ignore Wound:* If you are wounded in such a way that you suffer an Ability penalty an Autohypnosis check removes this penalty for a period of 10 minutes. The wound doesn't go away—it is just ignored through self-persuasion.

*Tolerate Poison:* In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a Resistance roll against the poison's secondary effect at +4.

*Willpower:* If reduced to 0 Endurance points, you may make an Autohypnosis check. If successful, you can take a normal action while at 0 Endurance without taking 1 point of damage. You must make a check for each strenuous action you take. A failed Willpower check carries no penalties other than failure—you can choose not to take that strenuous action. If you do so anyway, you drop to -1 Endurance points.

**Retry:** See above.

### Concentration (Sta)

You are particularly good at focusing your mind.

**Check:** You can make a Concentration check to manifest a Psionic power despite distractions, such as taking damage. You can also use this skill to maintain your focus on things other than Psionic powers, such as reading a book while a fight rages around you.

The accompanying table summarizes the various types of distractions that cause you to make a Concentration check while manifesting a Psionic power. "Power level" refers to the level of the power you're trying to manifest.

<b>DC</b>	<b>Task</b>
10 + damage dealt	Injury or a failed Resistance roll during + power level the manifestation (for powers with a manifesting time of 1 full round or more) or injury by an Attack of opportunity or readied

	Attack made in response to the power being manifested (for powers with a manifesting time of 1 action).
10 + half of continuous 10 + damage dealt	Suffering continuous damage. Damage last dealt (such as from bio-current) + power level Damaged by psionic power + power level
Distracting power's	Distracted by non-damaging power. Save DC + power level (If the power allows no save, use the DC it would have if it did allow a save).
20 + power level	Grappling or pinned
10 + power level	Vigorous motion (on a moving mount, or vehicle).
15 + power level	Violent motion (galloping steed, A vehicle during a chase)
20 + power level	Affected by Improved telekinesis (or earthquake).
5 + power level	Weather is high wind carrying blinding rain or sleet.
10 + power level	Weather is wind-driven hail, dust, or debris.
15+ power level	Manifesting defensively (so as not to provoke Attacks of opportunity).
15	Caster entangled by a net, snare, or power that similarly entangles the manifester.

**Retry:** Yes, though a success doesn't cancel the effects of a previous failure, which almost always is the loss of the power being manifested or the disruption of the power being concentrated on.

**Special:** A character with the Combat Manifestation feat gets a +4 bonus on Concentration checks made to manifest a power while on the defensive.

### **Knowledge: Psionics (Log) Trained only**

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills, although this entry specifically relates to the body of lore dealing with the phenomena of Psionics in all its many manifestations.

**Check:** Answering a question about Psionics has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

**Retry:** No. The check represents what you know, and thinking about a particular question regarding Psionics a second time doesn't let you know something you never learned in the first place.

**Special:** An untrained Knowledge: Psionics check is simply a Logic check. Without actual training a character only knows common knowledge about Psionics, which is often apocryphal. If you have 5 or more ranks of Autohypnosis, you get a +2 synergy bonus on Knowledge: Psionics checks.

### **Psi-craft (Log) Trained only**

Use this skill to identify psionic powers as they manifest or psionic effects already in place.

**Check:** You can identify psionic powers and Psionic effects.

<b>DC</b>	<b>Task</b>
15 + power level	Identify a power as it manifests. (You must sense the power's display, or see some visible effect to identify a power.) No retry.
20 + power level	Identify a power that's already in place and in effect. (You must be able to see or detect the effects of the power.) No retry.
20 + power level	Identify materials created or shaped by Psionics, such as noting that a particular object was created using a Psionic power. No retry.
30 or higher	Understand a strange or unique psionic effect, such as the effects of a psionically resonant mineral vein. No retry.

Additionally, contain powers allow you to gain information about psionics provided that you make a Psicraft check as detailed in the psionic power description (for example, see *detect psionics*, ).

**Retry:** See above.

**Special:** A psion gets a +2 bonus when dealing with a power or effect that he/she can manifest. If you have 5 or more ranks of

Use Psionic Device, you get a +2 synergy bonus on Psi-craft checks to decipher powers encoded in power stones.

### Remote View (Log) Trained only

Use this skill to spy on someone with the *remote viewing* power.

**Check:** You can't use this skill without some psionic means to remote view, such as the *remote viewing* power or an appropriate psionic item. Use of this skill is described in association with that power. The *remote viewing* power allows you to spy on others, and this skill just lets you do it better. This skill also improves your chance to notice when you're being viewed remotely by another, or to block being viewed by another, as described under the *remote viewing* and *remote view trap* powers.

### Stabilize self (Sta) Trained only

Use this skill to keep from succumbing to a mortal wound.

**Check:** You can attempt to subconsciously prevent yourself from dying. If you have negative Endurance points and are losing Endurance points (at 1 per round, 1 per hour, or 1 per day), you can roll a Stabilize self check (DC 15) to become stable. If successful, you regain no Endurance points, but you do stop losing them.

**Retry:** none

### Use Psionic device (Per) Trained only

Use this skill to activate psionic devices, including power stones (chunks of crystal that store specific powers) and dorjes ("psionic wands"), that otherwise you could not activate.

Task	DC	Task	DC
Contact power stone	25 + power level	Emulate ability score	25
Emulate psionic power	20	Activate blindly	25
Emulate psionic feat	20		

**Check:** You can use this skill to decipher a power encoded in a power stone or to activate a psionic item. This skill lets you use a psionic item as if you had the appropriate psionic power or feat. It doesn't allow you to use psionic items that require paying Psyche points to operate.

When you're attempting to activate a psionic item using this skill, you do so as a standard action. The checks that you make to determine whether you are successful at emulating the desired factors to successfully perform the activation are instant, however. They take no time by themselves and are included in the activate psionic item standard action.

You make emulation checks each time you activate a device such as a dorje. If you are using the check to emulate a quality in an ongoing manner, you need to make the relevant emulation checks once per hour. You must consciously choose what to emulate. That is, you have to know what it is you are trying to emulate when you make an emulation check.

**Note:** In cases described below in which effective level is important, it is okay to have an effective level of 0.

*Contact Power Stone:* This works just like learning a power from a power stone with the Psicraft skill, except that the DC is higher.

*Emulate Psionic Power:* This use of the skill allows you to use a psionic item as if you had a particular power on your power list. To activate a power stone (an object that stores a specific power) or use a dorje, you must have a particular power on your power list. By using the skill this way, you can use such an item as if you did have the power on your list. Your effective manifester level is your result minus 20. For dorjes, it doesn't matter what manifester level you are, but it does matter for power stones. If your effective level is lower than the manifester level, you might fail to manifest the power. It does not let you manifest the power. It only lets you use it from a power stone or dorje as if the power were on your list.

Note: If you are manifesting it from a power stone, you have to contact it first.

*Emulate Psionic Feat:* Sometimes you need to have a specific psionic feat to activate a psionic item. This skill does not let you use that feat. It just lets you activate psionic items as if you had it.

*Emulate Ability Score:* To manifest a power of a particular discipline from a power stone, you need a high score in the key ability. Your effective ability score is your result minus 15.

*Activate Blindly:* Some psionic items are activated by special thoughts or actions. You can activate such items as if you were using the command thought or action even if you're not and even if you don't know it. You do have to use something equivalent. You have to concentrate, wave the item around, or otherwise try to get it to activate. You get a +2 bonus if you've activated the item at least once before.

If you fail by 10 or more, you suffer brain burn

**Note:** This brain burn is in addition to the chance for brain burn that you normally run when you manifest a power from a power stone and the power's manifester level is higher than your level

**Retry:** Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate it again for a day.

**Special:** You cannot take 10 with this skill Psionics is too mentally draining to emulate reliably. If you have 5 or more ranks in Psicraft, you get a +2 synergy bonus on Use Psionic Device checks related to power stones.



## Psionic Feats

### General Feats

Cloak	1 action
Deadly precision	1 action
Hostile mind	none
Mind over body	1 action

### General Feats

Psionic hole	1 action
Sidestep charge	1 action
Stand still	1 action
Wild Talent	none

### Psionic Feats

#### Psionic Feats

Body fuel	full round action
Boost construct	none
Combat manifestation	none
Deep impact	1 action
Expanded knowledge	full round action
Focused sunder	1 action
Ghost attack	1 action
Greater power penetration	1 action
Greater power specialization	none
Greater Psionic fist	1 action
Greater Psionic shot	1 action
Greater Psionic weapon	1 action
Inquisitor	1 action
Mental leap	none
Metamorphic transfer	1 action

#### Psionic Feats

Narrow mind	none
Power penetration	1 action
Power specialization	none
Psionic body	1 action
Psionic dodge	1 action
Psionic Endowment	full round action
Psionic fist	1 action
Psionic meditation	full round action
Psionic shot	1 action
Psionic weapon	1 action
Return shot	1 action
Speed of thought	none
Unavoidable strike	none
Wall running	1 action
Wounding attack	none

### Meta-Psionic feats

#### Psionic Feats

Burrowing power	special
Chain power	special
Delay power	special
Empower power	special
Enlarge power	special

#### Psionic Feats

Maximize power	special
Opportunity power	special
Quicken power	special
Split Psionic ray	special
Unconditional power	special

### Item Creation Powers

#### Psionic Feats

Craft cognitive crystals	special
Craft dotji	special

#### Psionic Feats

Imprint stone	special
Craft tattoo	special

## Descriptions

### General Feats

#### Cloak

**Prerequisites:** 3<sup>rd</sup> level

**Effect:** A character who possesses this feat is able to use his telepathy to help hide by causing people not to look where he is hidden. The character can add his level to the character's hide checks.

#### Deadly precision

**Prerequisites:** Level 3

**Effect:** A character possessing this feat has such an instinctual knowledge of pace and distance that he may add his Intuition modifier to his ranged combat rolls.

### **Hostile mind**

**Prerequisites:** none

**Effect:** A character who possesses this feat has developed a subconscious defense against being mentally probed. Any character or creature that tries to use a telepathic discipline against the character must roll a Will Resistance roll (DC 20) or they suffer such a backlash that they are stunned. A stunned character loses any remaining actions that they have in the round, and lose their Agility based Defensive bonus. The character also suffers Attacks of opportunity against him and in the following round they lose their Initiative modifier. Each time this is triggered the Psionic character loses 1 Psyche point.

### **Mind over body**

**Prerequisites:** 3<sup>rd</sup> level.

**Effect:** A character who possesses this feat must state that he is using this feat before initiative is rolled and spends an action concentrating on redirecting his internal energies, allowing him to expend Psyche points to increase his physical Stats (Strength, Agility, or Stamina). The character may spend a number of points equal to ½ his level to increase any chosen physical stat, and this increase lasts 1 round/point of Stamina modifier that he has (Minimum 1 round).

### **Psionic hole**

**Prerequisites:** 6<sup>th</sup> Level, and Stamina of 12+

**Effect:** A character who possesses this feat must declare its use before initiative is rolled, and spends an action preparing his mind. Once activated if the character suffers a Psionic attack and succeeds in defending against it will also drain 1 Psyche point from the would-be-attacker/ point of Stamina Modifier that he possesses (Minimum +1) which replenish any points that the character has lost, or if the character has all his Psyche points, the drained points dissipate harmlessly but spectacularly. This Feat lasts until it drains Psyche from an attacker or 1 hour/point of Stamina modifier of the Psychic passes.

### **Sidestep charge**

**Prerequisites:** Agility 12+, Dodge feat

**Effect:** A character who possesses this feat may make a Reflex save if he is the subject of a charge attack against a difficulty equal to the success score of the attacker and if he succeeds he takes no damage from the charge.

### **Stand still**

**Prerequisites:** Strength 18+

**Effect:** A character with this feat seems to be able to root himself to the ground. The character must state that he is using this feat before initiative is rolled and expends an action preparing his mind and body. Thereafter for 1 round/level the character adds his Strength modifier to his Reflex saves to avoid being pushed back, thrown or knocked prone in combat.

### **Wild Talent**

**Prerequisites:** none

**Effect:** A character who possesses this feat must designate a number of Psionic Powers equal to his Personality modifier that are Wild Talents. Wild Talents are prone to surges by their nature so that each time the Character activates a wild talent he must roll a Will resistance roll to avoid a surge. The Difficulty of the roll is 20, and if the character fails the Power surges. A surging Power is treated as if it were 2 levels greater than it is to determine its effects (Psyche point cost, Range, effects), but it only lasts for one round. If the character makes his Will Resistance roll the character can use the Power as he desires.

## **Psionic Feats**

### **Body fuel**

**Prerequisites:** none

**Effect:** By means of this Feat a Psychic character who has run out of Psyche points can continue to use Psionic Powers by taking Temporary Stamina damage. One Temporary Stamina point will restore 2 Psyche points to the Psychic.

### **Boost construct**

**Prerequisites:** None

**Effect:** A character with this feat is more capable of creating constructs out of astral material. Any Astral construct will possess one additional special ability chosen by the player from any the appropriate tables.

### **Combat manifestation**

**Prerequisites:** None

**Effect:** A character with this feat gains a +4 to his Concentration rolls in combat, as he is trained to separate his mind in such a way as to aware of combat around him, and yet remain emotionally detached to it.

### **Deep impact**

**Prerequisites:** Expertise (Melee weapon)

**Effect:** A character with this feat must declare its use before initiative is rolled and it costs one action to concentrate. This feat enhances the Melee weapon he has expertise with so that all attacks in the round that are made with the weapon ignore agility based Defensive adjustment, and Defensive bonuses due to Protective apparel or Armor bonuses, but not natural Defensive bonuses.

### **Expanded knowledge**

**Prerequisites:** 6<sup>th</sup> Level

**Effect:** A character who possesses this feat must state its use before he attempts any skill and must spend a full round concentrating on tapping into the collective consciousness of the universe, to gain insight on the task at hand. The character gains a +5 bonus to his Skill check when using this feat, and it costs the Psychic character 2 Psyche points.

### **Focused sunder**

**Prerequisites:** Sunder feat, Expertise (Melee weapon)

**Effect:** A character with this feat must declare its use before initiative is rolled and expends an action charging the weapon he has expertise with, with Psionic Power. The character makes an attack roll with only his Strength modifier but if he succeeds in addition to the 2 additional damage dice of damage he does ordinarily for using Sunder the character also causes an addition die of damage/Psyche point that he charged his weapon with. This extra damage is dealt before adding his standard damage modifiers. As a secondary effect the character may use his expert weapon on structures without reducing the damage die (standard weapons do 1/2 damage to structures).

### **Ghost attack**

**Prerequisites:** Expertise

**Effect:** The Psionic character must declare the use of this feat before initiative is rolled and spends an action charging his weapon with 2 Psyche points. For that round the character may attack a non-corporal creature (Ethereal, or out of phase) as if it were corporal.

### **Greater Power penetration**

**Prerequisites:** Power Penetration

**Effect:** A character with this feat must declare its use before initiative is rolled and must spend an action concentrating on its use. Charging a Power with this feat costs 2 additional Psyche points. The chosen Psionic Power that is charged by this feat reduces an opponent's Psychic resistance by -8 to determine if the Psyche overcomes the being's resistance.

### **Greater Power specialization**

**Prerequisites:** Power Specialization

**Effect:** A character possessing this feat increases the benefit he gains from specializing in a Power. The specialized Power reduces an opponent's mental resistance against the Psychic's specialized Power by -2, and the victim suffers a -2 to his Resistance roll to avoid the Powers affect. A Specialized Power that causes damage uses a greater die to determine the damage it deals as shown on the table below:

<b>Original die</b>	<b>New Die</b>	<b>Original die</b>	<b>New Die</b>
Up to d4	d8	D10	d20
D6	d10	D12	d20*
D8	d12	D20	d20**

\* All rolls of 1 are treated as if the roll was a 2

\*\* All rolls of 1 and 2 are treated as if the roll was a 3.

### **Greater Psionic fist**

**Prerequisites:** Psionic fist

**Effect:** A character possessing this feat must declare its use before initiative is rolled and must spend an action empowering his fist. The character can add a number of Psionic points to his empowered fist equal to his Stamina modifier. The character's empowered fist will discharge the first time he successfully strikes in combat causing an additional d6 points of damage/Psyche point charged into it. The victim is allowed to use his resistance to Psionic attacks (if he possesses this ability), or make a Will Resistance roll to take ½ damage, but suffers a -2 to his Psionic resistance and a -2 to his Will Resistance rolls.

### **Greater Psionic shot**

**Prerequisites:** Psionic Shot

**Effect:** A character possessing this feat must declare its use before initiative is rolled and must spend an action empowering his thrown, or missile weapon. The character can add a number of Psionic points to his empowered weapon equal to his Stamina modifier. The character's weapon will discharge the first time he successfully strikes in combat causing an additional d6 points of damage/Psyche point charged into it. The victim is allowed to use his resistance to Psionic attacks (if he possesses it), or make a will save to take ½ damage, but suffers a -2 to his Psionic resistance and a -2 to his Will Resistance roll.

### **Greater Psionic weapon**

**Prerequisites:** Psionic Weapon

**Effect:** A character possessing this feat must declare its use before initiative is rolled and must spend an action empowering his chosen weapon. The character can add a number of Psionic points to his empowered weapon equal to his Stamina modifier. The character's weapon will discharge the first time he successfully strikes in combat causing an additional d6 points of damage/Psyche point charged into it. The victim is allowed to use his resistance to Psionic attacks (if he possesses this ability), or make a will Resistance roll to take ½ damage, but suffers a -2 to his Psionic resistance and a -2 to his Will Resistance rolls.

### **Inquisitor**

**Prerequisites:** Intimidation 4+

**Effect:** a character who possesses this feat must declare its use before rolling his Intimidation roll and it costs an action to summon the Power which also costs 2 Psyche points to use. The victim of the inquisitor's Power suffers a -4 to his Will Resistance rolls to avoid being intimidated by the character possessing this feat.



### **Mental leap**

**Prerequisites:** None

**Effect:** A character who possesses this feat may spend 1 Psionic point to double the distance he can jump before applying any modifiers for possessing the jump skill.

### **Metamorphic transfer**

**Prerequisites:** 5<sup>th</sup> Level

**Effect:** A character who possesses this Discipline must declare its use before initiative is rolled and spends 2 Psyche points to activate it. The character assumes one physical racial ability from an assumed form such as the claws of a bear, but it takes one action as the character's body alters to enable the character to manifest the assumed ability.

### **Narrow mind**

**Prerequisites:** none

**Effect:** A character who possesses this feat has trained himself to reduce his mental profile making it more difficult for creatures, or beings to affect his mind. A character with this feat gains a +4 bonus to his Will Resistance rolls against mental attacks, or mind influencing Effects, including illusions.

### **Psyche penetration**

**Prerequisites:** 3<sup>rd</sup> Level

**Effect:** A character with this feat must declare its use before initiative is rolled and must spend an action concentrating on its use. Charging a Power with this feat costs 1 additional Psyche point. The chosen Psionic power that is charged by this feat reduces an opponent's Psionic resistance by -4 to determine if the Power overcomes the beings resistance.

### **Psyche specialization**

**Prerequisites:** none

**Effect:** A character possessing this feat specializes in a Power. The specialized Power reduces an opponent's mental resistance against the Psychic's specialized Power by -2, and the victim suffers a -2 to his Resistance rolls to avoid the Power affect.

### **Psionic body**

**Prerequisites:** none

**Effect:** A character that possesses this feat must state its use before initiative is rolled and must spend an action to augment his body with Psionic energy. The character gains a +1 bonus to his Defensive rating per 2 Psyche points he spends to a maximum bonus equal to ½ his level. This Power lasts one round/point of Stamina modifier that the character has (minimum 1 round).

### **Psionic dodge**

**Prerequisites:** none

**Effect:** A character who possesses this feat must declare its use before initiative is rolled and expends an action altering his perception. This feat costs 2 Psyche points to manifest but during the round the Psychic character is allowed a Reflex save against a difficulty equal to any attacker's attack roll (if it would have succeeded) to avoid the attack.

### **Psionic endowment**

**Prerequisites:** 12<sup>th</sup> Level

**Effect:** A character who possesses this feat is able to endow a non-Psionic character with one of the Psychic's Powers. The psychic must be in contact with the character to be endowed with Psionic ability for one full round, and the Psychic must spend double the Psyche point cost of the Power to be placed in the target's mind. Once done the non-Psychic character can by concentrating call forth the Power at any point within 1 day (24 hours)/ point of Personality modifier (minimum 1 day) that the

Psychic who endowed him has. The Power once manifested is treated as if manifested by the Psychic in all respects but once used it is gone from the non-Psychic's mind. A non-Psychic character can only hold one Power/point of Intuition modifier (Minimum 1 power) that he possesses.

### **Psionic fist**

**Prerequisites:** Expertise (unarmed combat)

**Effect:** A character possessing this feat must declare its use before Initiative is rolled and must spend an action empowering his fist. The character can add one Psionic point to his empowered fist. The character's empowered fist will discharge the first time he successfully strikes in combat causing an additional d6 points of damage to the victim struck.

### **Psionic meditation**

**Prerequisites:** none

**Effect:** A character who possesses this feat must declare its use and must spend one full round placing himself in a meditative trance. Thereafter the character will gain 1 hours worth of sleep/ half an hour that he meditates. This is as refreshing as if he had been asleep, and the character is aware of what is going on around him so that he can awaken instantly if danger appears.

### **Psionic shot**

**Prerequisites:** Expertise (ranged weapon)

**Effects:** A character possessing this feat must declare its use before initiative is rolled and must spend an action empowering his thrown, or missile weapon. The character can add one Psionic point to his empowered missile weapon. The character's weapon will discharge the first time he successfully strikes in combat causing an additional d6 points of damage to the being struck.

### **Psionic weapon**

**Prerequisites:** Expertise

**Effect:** A character possessing this feat must declare its use before initiative is rolled and must spend an action empowering his chosen weapon. The character can add one Psionic point to his empowered weapon. The character's weapon will discharge the first time he successfully strikes in combat causing an additional d6 points of damage to the victim struck.

### **Return shot**

**Prerequisites:** Missile deflection feat

**Effect:** A psychic character who has this feat must declare its use before initiative is rolled and spends an action in augmenting his perception and reflexes. Thereafter if he is attacked by a missile weapon the Psychic may roll a Reflex save against a difficulty equal to the success score of the attacker and if he succeeds the attack is not only deflected but it is sent back at the attacker. The attacker's Defensive rating is compared to the Psychic's Reflex save to determine if he was struck by his own weapon. Damage from the reflected attack does not gain any bonuses for Strength or skill damage is by weapon type.

### **Speed of thought**

**Prerequisites:** None

**Effect:** A character who possesses this feat may spend 2 Psyche points to double his running speed. This lasts 1 round/point of Stamina modifier that they have, after which the character must rest for 1 round or suffer a loss of 1 temporary point of Stamina, which is regained as normal.

### **Unavoidable strike**

**Prerequisites:** 12<sup>th</sup> Level

**Effect:** A Psychic with this feat must declare its use before initiative is rolled in the combat round, and takes effect on his first attack action that round. The character spends 4 Psyche points when making the attack and the attack automatically succeeds. Damage and any other effects are as normal.

### **Wall running**

**Prerequisites:** Agility 16+

**Effect:** A Psychic who possesses this feat spends 2 Psyche points and uses 1 action to move at his current movement rate up any vertical surface such as a wall or even along a ceiling without a loss to his movement rate for one round. At the end of the round before initiative is rolled the character can spend an additional 2 points to continue moving along the surface, otherwise this Power ends and if the character is still on a surface he normally cannot move across he falls, suffering the effects of a fall as normal.

### **Wounding attack**

**Prerequisites:** Expertise

**Effect:** A character who possesses this feat must declare its use before initiative is rolled and spends 2 Psyche points. On the next successful attack that the character makes the victim will suffer such a horrible wound that it will continue to bleed; the character losing 1 temporary Stamina point/round for 1 round point of Strength modifier possessed by the Psychic (minimum 1 round).

### **Meta-Psionic feats**

A character who adds one of these feats to a chosen Power increases its level (to determine if the character can use it) by one level. However the character does not have to prepare the Power ahead of time, but must pay an additional Psyche point cost equal to the modified Power's level at the time it is being used addition to the standard cost for using the Power.

### **Burrowing Power**

**Prerequisites:** none

**Effect:** When this feat is applied to a selected Power the Psionic character is able to utilize his Psionic Disciplines through a barrier such as a wall or door. The character cannot see what is beyond such a barrier unless he has some means to scry into the area however.

### **Chain Power**

**Prerequisites:** Psi-craft 6+

**Effect:** A Psychic who possesses this ability to link 2 Psionic Powers together so they go off simultaneously as one big super Psion. A Psionic power created in this manner has a level equal to the highest Psionic Power level + ½ (rounded up) of the lower level Power's level. A Psychic power forged in this manner is always treated as a full round effect unless the casting time of one of the component effects is greater. And the duration is always the lesser of the two Powers that are linked. Psionic powers that are diametrically opposed cannot be linked, The Psychic character must be able to use a Psionic power of the level that the combined Powers equal in order to use this feat.

### **Delay Power**

**Prerequisites:** Psi-Craft level 4+

**Effect:** A Power used with this Feat can be manifested with a delay in rounds as chosen by the Psychic equal to a maximum of his level. The Power will trigger at the beginning of the chosen round, before initiative is rolled and its effects calculated at that point.

### **Empower Power**

**Prerequisites:** Psi-Craft 4+

**Effect:** A character who possesses this feat is able to empower a Psionic Power so that it uses a higher damage die. To determine what die is used cross reference the original die used for damage below and cross reference it to determine the new damage die used.

<b>Original die used</b>	<b>New die</b>	<b>Original die used</b>	<b>New die</b>
d4	d6	d10	d12
d6	d8	d12	d20
d8	d10	d20	d20 with all ones treated as 2's

### **Enlarge Power**

**Prerequisites:** Psi-Craft 4+

**Effect:** A character who possesses this feat empowers a Psionic Power so that the area of the powers effect increases or the number of beings it effects increases. In the case of an increase of area using this feat increases the Power's area of effect by 1/2 (multiply the area of effect by 1.5) to determine the new size. In the case of affecting more than one target the use of this feat adds an additional target per new Power level.

### **Maximize Power**

**Prerequisites:** Psi-Craft 8+

**Effect:** A damage causing or damage restoring Psionic power that has been affected by this feat will cause maximum damage or restore the maximum Endurance points allowed to anyone who fails their Resistance rolls (if one is allowed).

### **Opportunity Power**

**Prerequisites:** Psi-Craft level 4+.

**Effect:** A character who possesses this Feat is able to use a Psionic Power instead of making an attack when he is entitled to take an Attack of opportunity against a target.

### **Quicken Power**

**Prerequisites:** Psi-Craft level 6+

**Effect:** Empowering a Psionic Power with this feat allows a Power to be cast as a single action as opposed to a full round action allowing a character with multiple actions to use a Psionic Power and still take his other actions. The only restriction is that a character can only perform one Psionic effect in a combat round.

### **Split Psionic ray**

**Prerequisites:** 3<sup>rd</sup> level, and Psi-Craft 6+

**Effect:** A Psionic Power prepared using this feat will have its range cut in half, but will affect 1 additional target/3 levels of the Power.

### **Unconditional Power**

**Prerequisites:** none

**Effect:** A Psychic who empowers a Psionic power with this Feat is able to use that Power regardless of the physical state he is in.

### **Item Creation Psionic Feats**

#### **Craft cognitive crystals**

**Prerequisites:** 3<sup>rd</sup> Level, and Psi-Craft 6+

**Effect:** A character who possesses this feat is able to create Cognitive crystals that store Psyche points. Hereafter the word crystal is used to refer to any of the types of items that can be made with this ability.

To use this ability the character must spend 1,000 credits multiplied by the number of Psyche points stored to acquire a Masterwork gemstone needed for the creation of the crystal. The character must spend 1/2 an hour/Psychic points to be stored empowering the crystal. After the time is spent the character rolls 1d20 + his level + his Intuition bonus against a difficulty of 20.

If the roll succeeds the character creates the desired item. If the roll is failed all the materials are destroyed. The character can make one crystal a day/3 levels he has.

It must be noted that the creation of a crystal is so draining that the creator must rest for 4 hours and cannot use Psionic powers until he has rested. Failing to rest or attempting to use a Psychic power will cause a temporary loss of 2 points of Stamina which is restored at a rate of 1 point/two days of complete rest.

### **Craft Dorji**

**Prerequisites:** 3<sup>rd</sup> Level, and Psi-Craft 6+

**Effect:** A character who possesses this feat is able to create a crystal wand which he can empower with one or more Psionic Powers. The exact medium is optional, but character can only create a Dorji with Psionic powers of up to 4th level. A Dorji can hold one power/Intuition modifier of the Psychic who is creating it. To use this ability the character must spend 5,000 credits/Psionic power level of the power (or all the powers) being charged into the Dorji to acquire the materials needed for the creation of the wand.

In addition to these materials the character must acquire some special materials worth 50 experience points/total Power levels (Add the Psionic levels of all the powers being placed in the wand) of the item as determined by the Administrator. Experience points from these items is not granted to the character as they are consumed in the creation of the wand.

The character must spend one hour/total Psionic power level (determined by adding all the Psionic levels of all powers being placed in the wand) to enchant the Dorji. After the time is spent the character rolls 1d20 + his level + his Intuition modifier against a difficulty of 15 + the total Psionic Power levels of the Psionic powers being placed in the Dorji. If the roll succeeds the character creates the desired item.

If the roll is failed by up to 5 points the Dorji has a 50% chance of working (rolled each time the item is used). Failure over 5 points creates a useless item wasting all the materials.

A newly created Dorji will have 2x the Psyche score of the Dorji's creator to a maximum of 30 Psyche points. Each use of a Dorji drains one charge from the item, and unless recharged before the last charge is expended, when the last charge is spent the Dorji disintegrates. The character can make one Dorji per week.

It must be noted that the creation of a Dorji is so draining that the creator must rest for one hour per the total number of Psionic power levels (determined as above) were placed in the Dorji. During this time the Psychic cannot use his Psionic powers. Failing to rest or attempting to use his Psionics before he is rested will cause a temporary loss of Stamina equal to the Psionic power level he has attempted to use which is restored at a rate of 1 point/two days of complete rest.

### **Imprint stone**

**Prerequisites:** Psi-Craft 4+

**Effect:** A character who possesses this feat is able to create a Psion-stone which is a special crystal that holds a Psionic Power which is discharged by the Psionic character by concentrating on the crystal. The Psychic can imprint a Psion-stone with a Psionic power of up to 4th level. To use this ability the character must spend 1,000cr/Psionic power level being charged into the stone to acquire the materials needed for the creation of the stone. In addition to these materials the character must spend the number of Psyche points that he would have spent to use the Psionic power +2 Psyche points.

The character must spend one hour per level of the power being imprinted on the stone. After the time is spent the character rolls 1d20 + his level + his Intuition bonus against a difficulty of 15 + the level of the Psionic Power he is imprinting. If the roll succeeds the character creates the desired item.

It must be noted that the creation of a Psion-stone is so draining that the creator must rest for one hour and cannot use his Psionic Powers until he has rested. Failing to rest or attempting to use his Psionics will cause a temporary loss of Stamina equal to the Psionic power level he has attempted to use which is restored at a rate of 1 point/two days of complete rest.

### **Craft tattoo**

**Prerequisites:** Psi-Craft 4+

**Effect:** A character who possesses this feat is able to create a Tattoo that holds a Psionic power which is discharged by the Psionic character by concentrating on the tattoo. The Character can imprint a Tattoo with a Psionic power of up to 4th level. To

use this ability the character must spend 500cr/ Psionic power level of the Psion being imprinted on the tattoo to acquire the materials needed for the creation of the tattoo. In addition to these materials the character must spend the number of Psyche points as he would have spent to use the Psionic power +2 Psyche points.

The character must spend one hour/Psionic level of the power being imprinted on the tattoo to prepare it. After the time is spent the character rolls 1d20 + his level + his Intuition modifier against a difficulty of 15 + level of the Psionic power he is imprinting. If the roll succeeds the character creates the Psionic Tattoo. If the character succeeds in this he may spend Psyche points equal to the number he would spend to use the power normally to charge the tattoo. Every number of points spent in this manner is one time that the tattoo can be used before it fades away.

It must be noted that the creation of a Psionic Tattoo is so draining that the creator must rest for one hour and cannot use his Psionic power until he has rested. Failing to rest or attempting to use his Psionics will cause a temporary loss of Stamina equal to the Psionic power level he has attempted to use which is restored at a rate of 1 point/two days of complete rest.

### **Recharge Psionic Item**

**Prerequisites:** Psi-Craft 8+

**Effect:** A character who possesses this feat is able to recharge Psionic Items that can be recharged. The item does not matter but must be one that has charges. To use this ability the character must spend 500cr/charge needed to acquire the mundane materials needed to use this ability. The character must spend one hour/per level of the highest Psionic power in the item and must be able to manifest a Power of equal level, if not the Psionic power itself. After the time is spent the character rolls 1d20 + his level + his Intuition modifier against a difficulty of 15 + level of the highest Psion in the item. If the roll succeeds the character loses a number of Psyche points equal to the number of points he wishes to add to the item, up to its maximum allowable charges. If the roll is failed all the materials used are wasted. The character can recharge one item/day.

It must be noted that recharging an item is so draining that the character must rest for one hour/level of the highest Power in the item and cannot use his Psionics until he has rested. Failing to rest or attempting to use a power will cause a temporary loss of Stamina equal to the highest Psionic power level in the item which is restored at a rate of 1 point/two days of complete rest.



## Available Psionic Disciplines

A Psionic discipline or power as they are commonly known is a one-time effect manifested by a Psionic character, or creature. Psionic powers require Psyche points to use, although naturally psionic creatures can manifest their powers a certain number of times/day with no Psyche point cost.

Each Psionic power is tied to a specific ability which is the key ability for that Psionic power. A Power manifests when the psionic character pays the Psyche point cost for the power, and as soon as he does so the power manifests. Unless otherwise noted manifesting a power is a full round effect and only one power can be manifested in a given combat round as detailed above.

### Psyche Point Cost

The Psyche point cost for manifesting a Power is equal to its level. Every power's cost is also listed in its description for easy reference.

### Psychic Powers

#### Level One

**Biocurrent (Sta):** Continuous bioelectrical current deals 1d4 electricity damage/round to up to two living creatures.

**Biofeedback (Sta):** Self-control allows you to take some damage as subdual damage.

**Burst (Ag):** Speed improves by 10' for 1 round

**Call Weaponry (Ag):** Never lack for a weapon.

**Catfall (Ag):** You recover well from a fall.

**Control Light (Log):** Adjust light levels up or down.

**Create Sound (Per):** You create the sound you desire.

**Daze (Per):** Target loses next action

**Detect Psionics (Int):** You detect the presence of Psionic activity

**Dissonance (Log):** Your touch hurts your opponent's mind, dealing 1d8 subdual damage.

**Distract (Per):** Target's mind wanders Imparting -1 penalty to certain actions

**Empathic Transfer (Per):** You absorb others' hurts.

**Empathy (Int):** You know the subject's surface emotions.

**Expanded Vision (Int):** Wider vision allows you to see more.

**Far hand (Sta):** Minor Telekinesis

**Far Punch (Sta):** Telekinetic strike causes 1-3 points of damage

**Feel Light (Int):** You use tactile sensation to see.

**Feel Sound (Int):** You use tactile sensation to hear.

**Finger of fire (Log):** You deal 1-3 points of damage to one target

**Firefall (Log):** Fiery sparks deal 1d4 fire damage in 10' radius.

**Float (Ag):** You buoy a subject in water or other liquid.

**Hear Light (Int):** You use auditory sensation to see.

**Inkling (Int):** You know if an action is going to be good or bad

**Lesser Body Adjustment (Sta):** Heal 1-8 points of Endurance or gain +1 bonus on next Fortitude save to avoid poison, or disease, or heal 1 point of ability damage.

**Lesser Metaphysical Weapon (Log):** Weapon gains a +1 bonus.

**Lesser Natural Armor (Sta):** You get a +1 bonus to Defensive Rating

**Matter Agitation (Log):** You heat a creature or object.

**Missive (Per)** Send a one way telepathic message

**Psycholuminescence (Log):** Object sheds silvery light.

**See Sound (Int):** You use visual sensation to hear.

**Sense Link (Int):** You sense what the subject senses (single sense).

**Spider climb (Ag):** Grants ability to walk on walls and ceilings.

**Stomp (Str):** Shock waves in the ground knock your foes prone.

**Telepathic Projection (Per):** You modify subject's emotions.

**Valor (Str):** Gain +1 bonus to Resistance rolls.

**Verve (Str):** Gain 4 temporary Endurance point

#### Level Two

**Attraction (Per):** Target develops an attraction you specify

**Aversion (Per):** Subject has aversion you specify.  
**Body Adjustment (Sta):** You heal 3d6 damage, or gain a bonus on your next Fortitude save to resist poison or disease, or heal 2 temporary ability points.  
**Body Equilibrium (Sta):** You can walk on nonsolid surfaces.  
**Chameleon (Sta):** You gain a +10 enhancement bonus on Hide checks.  
**Charm Person (Per):** Make the target your friend  
**Cloaking (Per):** Subject is invisible for 10 minutes/level or until it attacks.  
**Combat Precognition (Int):** Gain a +2 bonus to Defensive rating  
**Conceal Thoughts (Per):** You conceal your motives.  
**Control Body (Per):** You take rudimentary control of foe's limbs.  
**Control Flames (Log):** You control heat and movement of a fire.  
**Control Object (Sta):** Telekinetically animate a small object.  
**Disable (Per):** Subjects incorrectly believe they are disabled.  
**Intrusive Sense Link (Int):** Subject senses what you sense.  
**Lesser Body Adjustment Other (Sta):** Heal 1-8 points of Endurance or grant +1 bonus on next Fortitude save to avoid poison, or disease, or heal 1 point of ability damage.  
**Lesser Concussion (Sta):** Mentally pummel a target for 1d6 points of damage  
**Lesser Mind Link (Per)** Forge a limited mental bond with target  
**Object Reading (Int):** Reveal an object's past.  
**Painful Touch (Per)** Your unarmed attacks deals an extra 1d6 points of damage.  
**Recall Pain (Per):** Foe takes 3d6 points of damage from painful memory.  
**Sustenance (Sta):** You can go without food and water.  
**Vigor (Str):** Gain 6 temporary Endurance points

### Level Three

**Body Adjustment Other (Sta):** You heal 3d6 damage or grant a bonus to a target's next Fortitude save to resist poison or disease, or heal 2 temporary ability points.  
**Brain Lock (Per):** Target can't move or take any mental action  
**Clairaudience/Clairvoyance (Int):** Hear or see at a distance  
**Combat Focus (Log)** Gain +4 to initiative  
**Combat Prescience (Int)** Gain +4 to attack rolls  
**Concussion (Sta):** Mentally pummel a target for 3d6 points of damage  
**Cone of Sound (Log):** Sonic energy deals 5d4 sonic damage.  
**Control Sound (Log):** You can create very specific sounds.  
**Crisis of Breath (Str):** You disrupt the subject's breathing.  
**Danger Sense (Int):** You gain a +4 bonus against traps.  
**Detect Thoughts (Per):** Detect target's surface thoughts  
**Dimension Slide (Log):** Instantly move to any spot you can see in close range.  
**Displacement (Int):** Attacks miss you most of the time.  
**Electric Charge (Log):** Shocking touch causes 2d6 points of damage to a target  
**Improved Biofeedback (Sta):** You take charge of your body's damage.  
**Inflict Pain (Per):** Mental attack deals 3d6 points of damage to target  
**Levitate (Ag):** Character/target moves up or down at your discretion  
**Nightvision (Int):** See in the dark  
**Nondetection (Int):** Hides subject from Clairsentience powers and remote viewing.  
**Precognition (Int):** You can glimpse events that may likely occur in the future.  
**Rejuvenation (Sta):** You heal 1 point of temporary ability damage/hour.  
**Remote Viewing (Int):** You see subject from a distance.  
**Schism (Log):** Splits your mind into two independently functional parts.  
**Sensitivity to Psychic Impressions (Int):** Reveals an areas past  
**Suggestion (Per):** Compels target to follow suggested action  
**Ubiquitous Vision (Int):** You have all around vision.

### Level Four

**Amplified Invisibility (Log):** Attack once and stay unseen.  
**Detect Remote Viewing (Int):** You know when others spy on you remotely.  
**False Sensory Input (Per):** Falsify one of the target's senses  
**Fatal Attraction (Per):** Implants death urge in subject.  
**Freedom of Movement (Ag)** Move normally despite impediments.  
**Greater Concussion (Log):** Pummel foe for 5d6 damage.



**Inertial Barrier (Str):** Subject gains damage reduction 10/Acid.  
**Lesser Domination (Per):** Forces target to obey your will  
**Lightning Strike (Log):** Deals 3d6 points electrical damage in 30' area  
**Mental Blast (Per):** Target stunned for 3d4 rounds  
**Metaphysical weapon (Log):** Weapon gains a +3 bonus  
**Mind Link (Per):** Forge a mental bond with others  
**Mindwipe (Per):** Subject's recent experiences wiped away.  
**Negate Psionics (Per):** Cancel's psionic powers and effects  
**Polymorph Self (Sta):** You assume a new form.  
**Telekinesis (Sta):** Lift or move 20lbs/level at long range  
**White Fire (Log):** Deal 5d4 points of fire damage in 20' radius

## Level Five

**Adapt Body (Sta):** You adapt your body to hostile environments.  
**Brilliant Blast (Log):** Light blast deals 9d4 damage in 30' radius.  
**Clairtancy (Sta):** You can use far hand at any distance.  
**Domination (Per):** Subject obeys your will  
**Ectoplasmic Armor (Sta):** Subject gains a +10 Defensive rating.  
**Energy Barrier (Log):** You convert energy attacks to harmless light.  
**Forced Mind Link (Per):** Forge mental bond with an unwilling target  
**Mass Concussion (Sta):** Foes take 10d4 damage in 30' radius.  
**Natural Armor (Str):** You gain +4 bonus to Defensive rating  
**Psychofeedback (Str):** Use Power points to boost Strength, Agility, and or Stamina modifier  
**Recall Agony (Per)** Foe takes 9d6 damage from painful memory.  
**Tailor Memory (Per):** Place false memories in Target  
**True Seeing (Int):** See all things as they really are.

## Level Six

**Ethereal Jaunt (Sta):** You become ethereal for 1 round/level.  
**Flaming Shroud (Log):** Encased foe takes 11d6 fire, damage.  
**Greater Biocurrent (Sta):** Continuous bioelectrical current deals 4d6 electricity damage/round to up to four living creatures.  
**Improved Vigor (Sta):** You gain 20 temporary Endurance points.  
**Mass Suggestion (Per):** Many targets follow suggested action.  
**Mindprobe (Per):** Discover a target's secret thoughts  
**Mind Switch (Per):** You switch minds with another.  
**Psionic Resistance (Int):** Target gains Psionic resistance  
**Remote View Trap (Per):** Enemy remote viewers take 4d4 damage.  
**Retrieve (Log):** You teleport to your hand an item you can see.  
**Sending (Per):** Delivers short message anywhere instantly  
**Suspend Life (Sta):** Your life functions slow to imperceptibility.  
**Teleport (Log):** Instantly transports you anywhere.  
**Trace Teleport (Int):** Learn origin or goal of subject's *teleport*.  
**Teleport Trigger (Log):** Predetermined event triggers teleport.

## Discipline Descriptions

### Level One

#### Biocurrent

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** Any two living creatures who are no more than 10' apart  
**Duration:** Concentration, up to 1 minute/level (see text)  
**Resistance Roll:** Fortitude half  
**Power Resistance:** Yes  
**Psyche Points:** 1

Your body's psionically fueled bioelectric currents produce an arc of blue-white electricity that targets a primary foe for 1d4 points of electricity damage per round that meets the requirements (see below). Electricity also arcs off the primary foe to strike one additional foe initially within 15' of the primary foe, or who subsequently moves within 10' of the primary foe while the duration lasts. Secondary foes also take 1d4 points of damage per round the duration lasts. Should either the primary or secondary foe fall to below 0 Endurance points, *biocurrent's* electrical arc randomly retargets another primary and secondary foe while the duration continues.

Targeted foes may move or make a Resistance roll each round for half damage (on that round only), but as long as they remain in range, they continue to be affected.

Maintaining *biocurrent* is a full-round action (you can take no other actions). If you take damage while maintaining *biocurrent*, you must make a successful Concentration check. If any of these requirements are not met, the electrical arc winks out.

## **Biofeedback**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Psyche Points:** 1

You can constrict bleeding around wounds, lessening their impact. You take a portion of any attack that deals damage as points of subdual damage equal to your Strength modifier. Thus, a character with a Strength score of 15 who is dealt 10 points of damage by a power or weapon actually takes 8 points of normal damage and 2 points of subdual damage. This power is not retroactive to wounds received prior to manifesting *biofeedback*.

## **Burst**

**Manifestation Time:** See text

**Range:** Personal

**Target:** You

**Duration:** 1 round

**Psyche Points:** 1

You receive a burst of speed. You have a speed equal to your original speed +10' instantly thus gaining the benefit of the speed increase in the same round. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one power/round.

## **Call Weaponry**

**Manifestation Time:** 1 action

**Range:** Close (15' +5'/2 levels)

**Effect:** 1 unattended weapon (see text)

**Duration:** Instantaneous

**Resistance roll:** None

**Power Resistance:** No

**Psyche Points:** 1

You call a weapon into your waiting hand so long as the weapon is in line of sight and has an unobstructed path to you.

## **Catfall**

**Manifestation Time:** See text

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Psyche Points:** 1

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and the first 3 points of falling damage are treated as subdual damage. You can manifest this power instantly, quickly enough to save yourself if you unexpectedly fall. Manifesting the power is a free action, like manifesting a quickened power, and it counts

toward the normal limit of one power/round.

## **Control Light**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Area:** nine 10'. cubes + three 10'.cubes/level  
**Duration:** Concentration, up to 1 minute/level  
**Resistance Roll:** See text  
**Power Resistance:** No  
**Psyche Points:** 1

You manipulate ambient light levels within the area. You can increase or decrease total illumination in an area by up to 20% per manifester level This increases or decreases overall effective range of vision for characters and creatures dependent on light by the same percentage. If you decrease the ambient light in an area by 100% (at 5th level or higher), even those with Low light vision or Ultravision (but not darkvision, or Infravision) are blinded within the affected area. The change in intensity can be gradual or sudden.

Decreasing ambient light grants circumstance bonuses to Hide checks in the area by +1 for each 40% graduation. You can increase the ambient light in the area to "blinding intensity," blinding all normally sighted creatures in the area who fail Fortitude save for 1 round.

## **Create Sound**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Effect:** Sounds (see text)  
**Duration:** 1 round/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 1

You create a volume of sound that arises, recedes, approaches, or remains at a fixed place. You choose what type of sound the power creates when first manifesting it and cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per manifester level (maximum twenty humans). Thus talking, singing, shouting, walking, marching, or running sounds can be created.

The noise produced can be virtually any type of sound within the volume limit. A horde of Sand rats running and squeaking is about the same volume as eight humans running and shouting. A roaring Adrainian is equal to the noise from sixteen humans, while a roaring dire cat is equal to the noise from twenty humans. If you wish to create a specific message, only a few words can be created, and they repeat over and over until the duration expires or is dismissed. If you attempt to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a Crete dragon's roar), you must succeed at a Bluff check with a +2 circumstance bonus opposed by the defender's Sense Motive check to avoid arousing suspicion. *Create sound* can be used as a basis for *control sound* effects.

## **Daze**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 10'/2 levels)  
**Target:** One person  
**Duration:** 1 round  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 1

This power clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions. Humanoids of 5 or more Endurance Levels (EL) are not affected. The dazed subject is not stunned (so attackers get no special advantage against him), but he can't move, use psionic powers, and so on.

## Detect Psionics

**Manifestation Time:** 1 action

**Range:** 60'

**Area:** Quarter circle emanating from you to the extreme of the range

**Duration:** Concentration, up to 1 minute/level

**Resistance Roll:** None

**Power Resistance:** No

**Psyche Points:** 1

You detect psionic auras. The amount of information revealed depends on how long you study a particular area or subject:

*1st Round:* Presence or absence of psionic auras.

*2nd Round:* Number of different psionic auras and the strength of the strongest aura. An overwhelming aura stuns you for 1 round and the power ends.

*3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each. (Make one check per aura; DC 15 + power level, or 15 + half manifester level for a non-power effect.) Psionic areas, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

*Aura Strength:* An aura's psionic power and strength depend on a power's functioning power level or an item's manifester level.

Functioning Power	Item Level Manifester Level	Aura Strength
0-level or lingering aura	Lingering aura	Dim
1st-3rd	1st-5th	Faint
4th-6th	6th-11th	Moderate
7th-9th	12th-20th	Strong
Artifact or deity-level	Beyond mortal	Overwhelming psionics manifester

If an aura falls into more than one category, *detect psionics* indicates the stronger of the two.

*Time Aura Lingers:* How long the aura lingers depends on its original strength:

Original Strength	Duration	Original Strength	Duration
Faint	1d6 minutes	Strong	1d6 hours
Moderate	1d6x10 minutes	Overwhelming	1d6 hours

**Note:** Each round, you can turn to detect things in a new area. You can tell the difference between natural and psionic auras. The power can penetrate barriers, but 2' of stone, 5" of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

## Dissonance

**Manifestation Time:** 1 action

**Range:** touch

**Target:** One person

**Duration:** 1 round

**Resistance Roll:** Will negates

**Power Resistance:** Yes

**Psyche Points:** 1

You pay the cost for manifesting the power and on your next action within the same round you can make a touch attack (against a Defensive rating of 10 + the target's Agility based defensive bonus) regardless of armor worn. If the attack succeeds the character takes 1-8 points of Subdual damage.

## Distract

**Manifestation Time:** 1 action

**Range:** Close (15' + 5'/2 levels)

**Target:** One living creature  
**Duration:** Concentration, up to 1 minute/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 1

You cause your subject's mind to wander, distracting him. Subjects of *distract* make all Listen, Spot, Search, and Sense Motive checks at a -1 penalty.

## **Empathic Transfer**

**Manifestation Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Resistance Roll:** None  
**Power Resistance:** Yes (harmless)  
**Psyche Points:** 1

You transfer the hurts of others to yourself. When you manifest this power, you can transfer up to 8 points of damage per manifester level from the subject creature to yourself.

Alternatively, you can absorb one poison or one disease afflicting the subject creature into yourself. When you absorb a poison or disease, you do not absorb the damage done previously dealt by the affliction, but you do take up the burden of making the secondary and/or continuing Fortitude saves against the affliction.

Finally, you can choose to transfer up to 1 point of temporary ability damage per manifester level from the subject to yourself. In most cases, you would only use *empathic transfer* with the intent to heal yourself using another power, but self-healing is not mandatory.

## **Empathy**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One living creature  
**Duration:** Concentration, up to 1 minute/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 1

You detect the surface emotions of any creature you can see that is in range. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and so on, can all be sensed.

## **Expanded Vision**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 1

Your field of vision is wider than normal, granting you reduced penalties and even bonuses in specific situations. In effect, you have a 315-degree arc of sight, allowing you some slight vision of creatures that might otherwise fully flank you. Thus, opponents flanking you gain only a +1 bonus on their attack rolls instead of +2. All your Spot checks gain a +1 bonus. Concurrently, you suffer a -2 penalty against all gaze attacks while the power persists.

## **Far Hand**

**Manifestation Time:** 1 action

**Range:** Close (15' + 5'/2 levels)  
**Target:** An unattended object weighing up to 5lbs  
**Duration:** Concentration  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 1

You can lift and move an object at will from a distance. By expending an action, you can move the object up to 20' in any direction, though the power ends if the distance between you and the object ever exceeds the power's range.

## Far Punch

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One individual  
**Duration:** Instantaneous  
**Resistance Roll:** None  
**Power Resistance:** Yes  
**Psyche Points:** 1

A target you select is buffeted with telekinetic force for 1-3 points of damage. *Far punch* always affects a target within range that you can see, even if the target is in melee or has partial cover or concealment. Inanimate objects (doors, walls, locks, and so on) cannot be damaged by the power.

## Feel Light

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Psyche Points:** 1

You experience light translated through tactile sensation (by touch). Your entire body becomes a receiver for light. In effect, your body replaces your eyes. You can "see" what your eyes would normally reveal. Your field of vision does not change, but if you have Darkvision it is not translated to touch via *feel light*, but Low light vision does. If your eyes are working normally, the expanded view gives you a +1 bonus on all Spot and Search checks. If this power is used in conjunction with *hear light*, the bonus is +2.

## Feel Sound

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Psyche Points:** 1

As *feel light*, except you experience sound translated through tactile sensation (by touch). Your entire body becomes a receiver for sound. In effect, your body replaces your ears. You can "hear" what your ears would normally reveal. Your range of hearing does not change. If your ears are working normally, the expanded reception gives you a +1 bonus on all Listen checks. If this power is used in conjunction with *see sound*, the bonus is +2.

## Finger of Fire

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Effect:** Ray  
**Duration:** Instantaneous  
**Resistance Roll:** None  
**Power Resistance:** Yes  
**Psyche Points:** 1

A ray of unstable, burning ectoplasm projects from your pointing finger. You must succeed at a ranged touch attack (Standard attack against Defensive rating of 10 + target's Agility based Defensive modifier, ignoring Armor) with the ray to deal damage to a target. The ray deals 1d3 points of fire damage.

## **Firefall**

**Manifestation Time:** 1 action  
**Range:** 20'  
**Area:** 10' radius burst  
**Duration:** Instantaneous  
**Resistance Roll:** Reflex half  
**Power Resistance:** Yes  
**Psyche Points:** 1

Motes of unstable ectoplasm flare and dissipate explosively within the area you designate. Any creature in the area takes 1d4 points of fire damage. Flammable materials such as cloth, paper, parchment, thin wood, and so on, burn if the flames touch them. A character can extinguish burning items as a full-round action.

## **Float**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Targets:** Any object or creature whose weight does not total more than 150lbs/level  
**Duration:** Concentration  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 1

You can mentally support one creature or object in water or similar liquid at will from a distance. You cannot move the floating object, but if the subject of the power is animate, it can move through the water without fear of submerging (or drowning, if an unskilled swimmer). The power ends if the distance between you and the subject ever exceeds the power's range.

## **Hear Light**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Psyche Points:** 1

As *feel light*, except you experience light translated through auditory sensation (by hearing). You can "see" with your ears because any light waves that reach you are converted to sound, and you "hear" the image. You can see what your eyes would normally reveal, but Darkvision is not translated to sound via *hear light*. If your eyes are working normally, the expanded view gives you a +1 bonus on all Spot and Search checks. If this power is used in conjunction with *feel light*, the bonus is +2.

## **Inkling**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous  
**Psyche Points:** 1

When this power is used the character has a base chance for receiving a meaningful reply of 50%. This often translates as having a "Bad Feeling" about a situation.

**Note:** You may only manifest *inkling* a number of times per day equal to your Intuition modifier +1, regardless of further payment of Psionic points. This restriction reflects the strain you put on your mind by attempting to wrench information from the future.

## Lesser Body Adjustment

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Psyche Points:** 1

As *body adjustment*, except you cure yourself of 1d8 Endurance points, or gain just a +1 bonus on your next Fortitude save against poison or disease, or heal 1 point of temporary ability damage. You don't gain all three benefits simultaneously for a single manifestation.

## Lesser Metaphysical Weapon

**Manifestation Time:** 1 action  
**Range:** Touch  
**Target:** One weapon  
**Duration:** 10 minutes/level  
**Psyche Points:** 1

As *metaphysical weapon*, except the weapon gains a +1 enhancement bonus on attack and damage rolls.

## Lesser Natural Armor

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute  
**Psyche Points:** 1

You gain +1 natural armor bonus to your Defensive rating. But Unlike mundane armor, natural armor entails no armor check penalty or speed reduction.

## Matter Agitation

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Area:** 20 square feet of surface area of an object or creature  
**Duration:** Concentration up to 2 rounds/level  
**Resistance Roll:** None  
**Power Resistance:** Yes  
**Psyche Points:** 1

You can excite the structure of an object, heating it to the point of combustion over time. If you shift your focus to another object, the first object cools and the second object begins to heat up.

*1st Round:* Readily flammable materials (paper, dry grass, tinder, torches) ignite. Skin reddens (1 point of damage).

*2nd Round:* Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, and water boils.

*3rd Round:* Wood ignites and metal scorches (1d4 points of damage for those holding metallic objects). Skin burns, hair ignites (1d6 points of damage), and lead melts.

You can continue to agitate a chosen surface area up to the duration of the power if concentration holds, but you can only deal a maximum of 1d6 points of damage against a living subject.

## Missive

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)



**Target:** One living creature  
**Effect:** Mental message delivered to subject  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 1

You send a telepathic message of up to ten words to any living creature within range. *Missive* is strictly a one-way exchange from you to the subject. If you do not share a common language, the subject “hears” meaningless mental syllables.

## **Psycholuminescence**

**Manifestation Time:** 1 action  
**Range:** Touch  
**Target:** Object touched  
**Duration:** 10 minutes/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 1

The object touched begins to glow with a silvery light, shedding in a 60' radius. Creatures who suffer penalties in bright light suffer them while exposed to this psycholuminescence. The power cannot be manifested on a creature. If the power is manifested on a small object that is then inside or under a lightproof covering, the power's effects are blocked until the covering is removed.

## **See Sound**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level (D)  
**Psyche Points:** 1

As *feel sound*, except you experience sound translated through visual sensation (by sight). You must be able to see normally or also have *feel light* active. Your eyes convert sound to light: You can see sound even in darkness, as long as some noise is present to give objects shape. You are “blinded” in complete silence. Your range of sight does not change. If your ears are working normally, the expanded reception gives you a +1 bonus on all Listen checks. If used in conjunction with *feel light*, the bonus is +2.

## **Sense Link**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One living creature  
**Duration:** 1 minute/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 1

You sense what the subject creature senses. Only one sense is linked, and you may not switch between senses with the same manifestation. For example, you could see what the subject sees, or hear what it hears, or taste what it tastes, and so on. Once *sense link* is manifested, the link persists even if the subject creature moves out of the original manifestation range. You do not control the creature, nor can you communicate with it via this power.

You must concentrate to access the *sense link*. If you do not concentrate, that sense returns to your own immediate surroundings. The powers of the subject creature's senses could be enhanced by other powers or items, if desired allowing you the same enhanced sense. You are subject to any gaze attack met by the subject creature. A successful *negate psionics* power manifested on you or the linked creature ends the power. With respect to your own blindness, deafness, and so on, the linked creature is an independent sensory organ. (For example, it is not made blind if you are blinded yourself, so you could still see via the *sense link* while its duration lasts.)

When linked to a subject, you make your own perception checks, such as Spot and Listen, regardless of the subject's Spot and Listen results, if any

## Spider Climb

**Manifestation Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 10 minutes/level  
**Resistance Roll:** Will negates (harmless)  
**Power Resistance:** Yes (harmless)  
**Psyche Points:** 1

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have bare hands and feet to climb in this manner. The subject climbs at half its speed. A creature with a Strength score of at least 20 +1 per manifester level can pull the subject off a wall.

## Stomp

**Manifestation Time:** 1 action  
**Range:** 20'  
**Area:** Two-dimensional "cone" (see text)  
**Duration:** Instantaneous  
**Resistance Roll:** Reflex negates  
**Power Resistance:** No  
**Psyche Points:** 1

Your foot stomp precipitates a psychokinetic shockwave that travels along the ground, toppling creatures and loose objects. The area is cone-like but extends in only two dimensions flat along the ground (creatures in the air above the shockwave are not affected). All creatures standing in the area who fail their Reflex Resistance rolls are thrown to the ground and take 1d4 subdual damage in the process. Characters or creatures knocked prone suffer Attacks of opportunity. Rising from a prone position takes one action and allows for Attacks of opportunity against them.

## Telepathic Projection

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Area:** One living creature  
**Duration:** 1 minute/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 1

You can alter the subject's mood. An affected creature feels the new emotion, but *telepathic projection* cannot radically change its emotional state. Instead, you adjust its emotions by one step. For instance, an unfriendly creature might be made indifferent, or a hostile creature simply unfriendly. You can grant up to a +1 bonus on your own (or others') attempts at Bluff, Diplomacy, Intimidate, and Perform actions with affected creatures, assuming you adjust the subject's emotions in the proper direction (you could also inflict a -1 penalty on similar interactions, if you so choose).

## Valor

**Manifestation Time:** See text  
**Range:** Personal  
**Target:** You  
**Psyche Points:** 1

You can immediately apply a +1 bonus on a Resistance roll. You can manifest this power instantly, quickly enough to gain the +1 bonus on a Resistance roll in the same round. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one power per round.

## Verve

**Manifestation Time:** 1 action  
**Range:** Personal

**Target:** You  
**Duration:** 1 minute  
**Psyche Points:** 1

You gain 4 temporary Endurance points.

## Level Two

### Attraction

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One living creature  
**Duration:** 1 hour/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 2

You plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person, an object, an action, or an event the Power's subject will take reason. Able steps to meet, get close to, attend, find, or perform the, object of its implanted attraction. For the purposes of this power, "reasonable" means that while fascinated, the subject doesn't suffer from blind obsession. He won't leap into a fire or over a cliff. He can still recognize danger, but he will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him indiscriminately although he will be willing to listen to you (even if he disagrees). This power grants you a +4 bonus to your Personality modifier when dealing with the subject.

### Aversion

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One living creature  
**Duration:** 1 hour/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 2

You plant a powerful aversion in the mind of the subject. The aversion can be toward a particular person, an object, an action, or an event. The power's subject will take reasonable steps to avoid the object of its implanted aversion. If a physical object, he will not approach within 30' of it. If a word, he will not utter or think it, if an action he will not perform it, and if an event he will not attend it. For example, you can't make the subject have an aversion to fighting (which is a combination of many actions), but you could give him an aversion to his automatic pistol, causing him to drop it and back away.

If not taking a taboo action directly threatens the subject, he may perform the action at a -2 penalty on any Attack rolls, Ability checks, or Skill checks involved.

### Body Adjustment

**Manifestation Time:** 1 full round  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous  
**Psyche Points:** 2

You take control of your own living body, allowing you to heal injury. You cure yourself of 3d6 points of damage. Alternatively, you can focus on a disease or poison. You must manifest *body adjustment* separately for each different condition. If used against a disease, your next daily Fortitude save to attempt to throw off the infection gains a bonus equal to 4 + your manifester level. If used against a poison, your secondary Fortitude save (usually made after the first exposure to poison) gains a bonus equal to 4 + your manifester level. Multiple uses of *body adjustment* for use against poison or disease do not stack. Finally, you can use *body adjustment* to heal 2 points of temporary Ability damage. You don't gain all three benefits from a single manifestation of this

power.

## **Body Equilibrium**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Psyche Points:** 2

You can adjust your body equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking, or breaking through (this does not confer any resistance to particularly sticky webs). You can move at your normal speed, but you cannot run (x3 speed) on a uniform surface without sinking or breaking. If you fall while using this power, damage from the impact is halved.

## **Chameleon**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Psyche Points:** 2

Your skin and equipment take on the color and texture of nearby objects, including floors and walls. You receive a +10 bonus on Hide checks.

## **Charm Person**

**Manifestation Time:** 1 action

**Range:** Close (15' + 5'/2 levels)

**Target:** One person

**Duration:** 1 hour/level

**Resistance Roll:** Will negates

**Power Resistance:** Yes

**Psyche Points:** 2

This power makes a humanoid of Medium-size or smaller regard you as his trusted friend and ally. If the creature is currently being threatened or attacked by you or your allies, however, he receives a +5 bonus on his Resistance roll. The power does not enable you to control the *charmed* person as if he were an automaton, but he perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Personality check to convince him to do anything he would not ordinarily do. (Retries are not allowed.) A *charmed* person never obeys suicidal or obviously harmful orders, but he might believe you if you assured him that the only chance to save your life is for him to hold back an onrushing Crete dragon for "just a few seconds." Any act by you or your apparent allies that threatens the *charmed* person breaks the power.

Note also that you must speak the person's language to communicate your commands, or else be good at pantomiming.

## **Cloak**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Resistance Roll:** None

**Power Resistance:** Yes (harmless, object)

**Psyche Points:** 2

You can vanish from sight, even from Low light vision, but not Darkvision. If you are carrying gear, the gear vanishes, too. Once manifested neither your enemies nor your allies can see you, unless they have Darkvision or employ psionics to do so. Items dropped or put down by you become visible; while items picked up disappear if tucked into the clothing or pouches worn by the cloaked character. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10' from his body becomes

visible, such as a trailing rope.

Of course, the subject is not magically silenced, and certain other conditions can render the cloaked character detectable (such as stepping in a puddle). The power ends if the subject attacks any creature. For purposes of this power, an “attack” includes any power targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not negate the power. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, and so on. If he attacks directly, however, he immediately becomes visible along with all his gear.

Note that powers that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible attacker gains a +2 bonus on his attack roll (for the single attack, either melee or ranged, that he is allowed before becoming visible), and the defender against such an attack loses any Agility bonus to Defensive rating.

## **Combat Precognition**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Resistance Roll:** None

**Power Resistance:** No

**Psyche Points:** 2

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 bonus to your defensive rating. If you are caught by surprise, this bonus to DR does not apply.

## **Conceal Thoughts**

**Manifestation Time:** 1 action

**Range:** Close (15' + 5'/2 levels)

**Target:** One living creature

**Duration:** 1 hour/level

**Resistance Roll:** Yes (harmless)

**Power Resistance:** Yes (harmless)

**Psyche Points:** 2

You protect your thoughts from analysis. While the duration lasts, the feat Psychic Inquisitor fails to operate against you, and you gain a +20 bonus on Bluff checks against those attempting to discern your true intentions with Sense Motive. You also gain a +4 bonus on your Resistance rolls against any power used to read your mind (such as *detect thoughts* or *mind probe*).

## **Control Body**

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)

**Target:** One humanoid of Medium-size or smaller

**Duration:** Concentration, up to 1 minute/level

**Resistance Roll:** Fortitude negates

**Power Resistance:** Yes

**Psyche Points:** 2

You psychokinetically control the actions of any humanoid that is Medium-size or smaller. Control body doesn't require mental contact with the subject. You can force the subject to perform, although you have only rudimentary control over his limbs. You can make the subject stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult, and power manifestation is not possible. You can force the subject to engage in combat, but its attack roll and Defensive rating are not its own. The controlled subject's attack bonus is equal to your base Attack bonus + the subject's Strength modifier (or Agility modifier if a ranged attack) with a -4 penalty applied. The controlled subject cannot make Attacks of opportunity against creatures the subject threatens. The controlled subject's DR gains no benefit from his Agility score, but he does gain a positive benefit, if any, equal to half your own Agility modifier. Of course, you could also hold the subject immobile, rendering it helpless.

Subjects resist this control, and those forced to take actions against their natures receive one new Resistance roll with a bonus of +2. You need to see the subject to control it. While the subject's body is under control, the subject's mind is not. Creatures that can trigger abilities by an act of will alone can continue to do so. Thus, a Psychic in the grip of a *control body* power could attempt to manifest powers. Attempting to manifest powers in this fashion requires a Concentration check for each power manifested against a DC of 10 + the level of the power the subject attempts to manifest.

## Control Flames

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)

**Area:** One fire source up to 2 square feet/level (see text)

**Duration:** Concentration, up to 1 minute/level

**Resistance Roll:** See text

**Power Resistance:** No

**Psyche Points:** 2

You pyrokinetically control the intensity or movements of one fire source. A fire source can be controlled if its bed or base is equal to or less than 2 square feet/level; larger fires cannot be controlled. You can freely switch control between fire sources, or change the character of control while you maintain concentration, but only one specified change can be made to one fire source in a round. When control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved beyond its original bed).

**Increase/Decrease Flame:** You can increase a fire's size by up to 2 square feet/level. Each 1-square-foot expansion increases the potential damage the flames can deal by +1. You can increase a fire's size beyond the original area, as long as it was equal to or smaller than the allowed size to begin with. You can artificially keep a fire burning that would normally expire for lack of fuel, but dousing a controlled fire in sufficient water still puts it out. For instance, an opponent at risk of catching fire must succeed at a Reflex save (DC 15) to avoid this fate. On a failed Resistance roll, the victim takes 1d6 points of damage. Normally the victim is allowed a Reflex save each round to put out the flames, but a 4th-level Psychic using *control flames* can artificially keep the flames alive, and moreover, mentally fan them so that the victim takes 1d6+4 points of damage each round.

You can decrease the intensity of a flame by 2 square feet/level, but such decrease in flame intensity causes a -1 reduction to its damage potential (to a minimum of 1 point). Reducing a fire's size to zero extinguishes it permanently.

**Animate Fire:** You can make a fire move as if a living creature. An animated fire moves with a speed of 30'. It can have a crude humanoid or crude shape (or something more artistic, with an appropriate Craft (sculpting) check against a DC set by the Administrator), as long as the fire's overall volume does not exceed its original volume. A fire that moves away from its fuel or its original bed dies as soon as control over it lapses.

The animated fire can attack a target using the controller's base attack bonus to deliver touch attacks. A successful attack has a chance to set the foe on fire but the foe must roll a Reflex save (DC 15) to avoid this. Normally the victim is allowed a Reflex save each round to put out the flames; otherwise the fire burns for another 1d6 points of damage. Additional hits by the animated fire mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a Resistance roll each round to negate each fire. It is possible to switch control from the animated fire to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

## Control Object

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)

**Target:** One non-magical, unattended object weighing up to 100lbs

**Duration:** Concentration, up to 1 round/level

**Resistance Roll:** None

**Power Resistance:** No

**Psyche Points:** 2

You telekinetically "bring to life" inanimate objects. Though not actually alive, objects move under your control. For instance, a chair may walk, a dead tree shuffle, or a stone waddle. Live vegetation may not be controlled in this fashion, nor may already animate objects. The controlled object moves like a puppet, with jerky and clumsy movements. If rigid, it makes creaking, groaning, or grating sounds as you control it. The object can move with a speed of 10'. A controlled object that attacks an opponent has one slam attack with an attack bonus of +0, dealing 1d4 points of bludgeoning damage.

Note: You may attempt to “control” a normal lock, making it move in such a way as to attempt to unlock itself. Using this power in this fashion grants a +4 bonus on Open Lock checks involving that particular lock.

## **Disable**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Area:** Several living creatures within a 15'.-radius burst  
**Duration:** 1 minute/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 2

You broadcast a mental compulsion that convinces one or more creatures that they are disabled (at 0 Endurance points). Roll 2d4 to determine how many total Endurance levels (EL) of creatures can be affected. Creatures with the fewest Endurance levels are affected first. Among creatures with equal Endurance levels, those who are closest to the power's point of origin are affected first. No creature with 5 or more Endurance levels is affected, and Endurance level that are not sufficient to affect a creature are wasted.

Creatures affected by the power believe that they have somehow been reduced to 0 Endurance points, and must act accordingly. While it's possible that some may attempt one last “heroic” action (expecting to then lose consciousness from the exertion), most will cower or retreat. Creatures do attempt to take actions immediately pierce the compulsion, and may act normally. Creatures that attempt to heal themselves or who receive healing are likewise freed of the compulsion, and if they are not otherwise wounded, the healing is wasted.

Creatures who are attacked and take damage are also instantly freed of the compulsion. When the duration ends, the creature's Endurance points “return” to their previous level (as they perceive the true state of their health).

Note: Extra Endurance points are irrelevant for determining how many Endurance levels a creature has.

## **Intrusive Sense Link**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One living creature  
**Duration:** 1 minute/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 2

As *sense link*, except the subject creature senses what you sense (one sense only). For example, if you link taste and then eat something particularly foul (Administrator's discretion), the subject creature must make another Will Resistance roll against the original DC or be stunned for 1 round. If you eat something that causes you damage, the subject creature takes no damage but must make a Resistance roll against the original DC or be stunned for 1d2 rounds. Likewise, if you link sight and are subject to a gaze attack, so is the subject.

## **Lesser Concussion**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One individual  
**Duration:** Instantaneous  
**Resistance roll:** Fortitude half  
**Power Resistance:** Yes  
**Psyche Points:** 2

A target you select is pummeled with telekinetic force for 1d6 points of damage. You may choose to have the power deal an equal amount of subdual damage instead.

*Concussion* always affects a subject within range that you can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects (doors, walls, locks, and so on) cannot be damaged by the power.

## **Lesser Body Adjustment Other**

**Manifestation Time:** 1 action

**Range:** touch

**Target:** one being/creature

**Duration:** 10 minutes/level

**Psyche Points:** 2

As *lesser body adjustment*, except you cure another person of 1d8 Endurance points, or grant them a +1 bonus on their next Fortitude save against poison or disease, or heal 1 point of temporary Ability damage. You cannot bestow all three benefits simultaneously for a single manifestation.

## **Lesser MindLink**

**Manifestation Time:** 1 action

**Range:** Close (15' + 5'/2 levels)

**Targets:** You and one other creature who is initially no more than 30' away

**Duration:** 10 minutes/level

**Resistance Roll:** None

**Power Resistance:** No

**Psyche Points:** 2

You forge a telepathic bond with another creature, which must have a Logic score of 6 or higher. The bond can be established only with a willing subject, who therefore receives no Resistance roll and gains no benefit from power resistance. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

## **Object Reading**

**Manifestation Time:** 1 action

**Range:** Touch

**Target:** One object

**Duration:** Concentration, up to 10 minutes/level

**Resistance Roll:** None

**Power Resistance:** Yes

**Psyche Points:** 2

You can learn details of an inanimate object's previous owner. Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. The amount of information revealed depends on how long you study a particular object.

*1st Round:* Last owner's race.

*2nd Round:* Last owner's gender.

*3rd Round:* Last owner's age.

*4th Round:* last owner's location when he last had the object.

*5th Round:* How last owner gained and lost the object.

*6th+ Round:* Previous-to-last owner's race, and so on.

An object without any previous owners reveals no information. You can continue to run down the list of previous owners and learn details about them as long as the power's duration lasts. If you read the same object again, you do not pick up where you left off in the list of previous owners.

## **Painful Touch**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Psyche Points:** 2



Your unarmed attacks cause additional pain. When you make a successful unarmed attack that deals damage, you deal an additional 1d6 points of subdual damage to the target.

## Recall Pain

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Resistance Roll:** Will half  
**Power Resistance:** Yes  
**Psyche Points:** 2

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive). That foe takes 3d6 points of damage as the past (or future) impinges briefly on the present.

## Sustenance

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous  
**Psyche Points:** 2

You can go without food and water for one day. Each time you manifest this power, your body manufactures sufficient nutrition and liquids to fully satisfy your needs for that time.

## Vigor

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level  
**Psyche Points:** 2

You suffuse yourself with power, gaining 6 temporary Endurance points per manifester level (maximum 18 Endurance points). These Endurance points do not stack with temporary Endurance points from other sources or with additional uses of *vigor*.

## Level Three

### Body Adjustment Other

**Manifestation Time:** 1 full round  
**Range:** Touch  
**Target:** target touched  
**Duration:** Instantaneous  
**Psyche Points:** 3

You control a willing target's body, allowing you to heal their injuries. You can cure 3d6 points of damage. Alternatively, you can focus on a disease or poison. You must manifest *body adjustment* separately for each different condition. If used against a disease, the target's next daily Fortitude save to attempt to throw off the infection gains a bonus equal to 4 + your manifester level. If used against a poison, the target's secondary Fortitude save (usually made after the first exposure to poison) gains a bonus equal to 4 + your manifester level. Multiple uses of *body adjustment* for use against poison or disease do not stack. Finally, you can use *body adjustment* to heal 2 points of temporary Ability damage. You cannot bestow all three benefits from a single manifestation of this power.

### Brain Lock

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)  
**Target:** One humanoid of Medium-size or smaller  
**Duration:** 1 round/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 3

The subject's higher mind is locked away. He stands mentally paralyzed, unable to take any actions. The *brain locked* subject is not stunned (so attackers get no special advantage). He can defend himself against physical attacks (Agility bonus to DR still applies), but otherwise can't move, and can't use psionic powers. A *brain locked* flyer cannot flap its wings and falls. A swimmer can't swim and may drown.

## **Clairaudience/Clairvoyance**

**Manifestation Time:** 1 action  
**Range:** See text  
**Effect:** Psionic sensor  
**Duration:** 1 minute/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 3

*Clairaudience/clairvoyance* enables you to concentrate upon some locale and hear or see (your choice) almost as if you were there. Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one (such as behind a door, around a corner, in a copse of trees, and so on). The power does not allow psionically enhanced senses to work through it. If the chosen locale is psionically dark, you see nothing. If it is naturally pitch black, you can see in a 10' radius around the center of the power's effect. Lead sheeting, or psionic protection blocks the power, and you sense that the power is so blocked. The power creates an invisible sensor, similar to that created by a *remote viewing* power that can be dispelled or negated.

## **Combat Focus**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 3

Your awareness extends a fraction of a second into the future, allowing you to anticipate your opponent's actions. You gain a +4 bonus to Initiative. If you are caught by surprise, this bonus does not apply.

## **Combat Prescience**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 3

Your awareness extends a fraction of a second into the future, allowing you to better land blows against your opponent. You gain a +4 bonus on your attack roll.

## **Concussion**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One individual  
**Duration:** Instantaneous

**Resistance roll:** Fortitude half  
**Power Resistance:** Yes  
**Psyche Points:** 3

A target you select is pummeled with telekinetic force for 3d6 points of damage. You may choose to have the power deal an equal amount of subdual damage instead.

*Concussion* always affects a subject within range that you can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects (doors, walls, locks, and so on) cannot be damaged by the power.

## **Cone of Sound**

**Manifestation Time:** 1 action  
**Range:** 60'  
**Area:** Cone  
**Duration:** Instantaneous  
**Resistance roll:** Reflex half  
**Power Resistance:** Yes  
**Psyche Points:** 3

You release a focused scream of sonic energy that deals 5d4 points of damage to each creature within its area. The cone begins at your mouth, instigated by the barest whisper. Unattended objects also take damage, and the sonic energy can break fragile items. If the damage caused to an interposing barrier shatters or breaks through it, the sound may continue beyond the barrier if the power's range permits; otherwise, it stops there just as any other power effect does.

## **Control Sound**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One sound or mixture of related sounds  
**Duration:** Concentration, up to 1 minute/level  
**Resistance roll:** See text  
**Power Resistance:** No  
**Psyche Points:** 3

You shape and alter existing sounds. You can target one sound, such as a person speaking or singing, or a group of related sounds, such as the patter of many raindrops or the tramp of soldiers passing by. A sound as quiet as a snapping finger can be controlled, but no quieter. You can substitute any sound you've heard for the target sound. For instance, you could replace the sound of a Crete dragon's snores with the sound of a trickling waterfall. You can change the words of a speaker into inarticulate babble or into other words entirely (though a speaker generally winds to a halt when every word comes out as something unintended). If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound (such as a Crete dragon's roar), you must succeed at a Bluff check with a +5 bonus opposed by the defender's Sense Motive check to avoid arousing suspicion.

You can muffle a sound all the way to nothing, or magnify a sound to such loudness that it can shatter objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth). When a sound is destructively magnified in this manner, all applicable objects within a 5' radius of the originating sound are smashed into dozens of pieces. Objects weighing more than 1lb/manifester level are not affected. Alternatively, you can modulate a sound so that it affects only a single item of the appropriate material weighing up to 10lbs per manifester level, if within 5' of the originating sound. Crystalline creatures of any weight take 1d6 points of damage per manifester level (maximum 10d6) if within 5' of the originating sound.

## **Crisis of Breath**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One creature of Huge size or smaller  
**Duration:** 2 rounds/level  
**Resistance roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 3

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle. The subject's lungs do not automatically breathe in again while the power's duration lasts. Those who choose to consciously control their breathing each round (in an attempt to regain some air) are limited only to partial actions during that round as they gasp for breath.

Affected creatures can choose to take action normally, but each round they do so they risk blacking out from lack of oxygen. They must succeed at a Stamina check (DC 10) every round that passes without a breath to remain conscious. Every round that goes by without a breath, the DC increases by 1, but the DC drops back to 10 if a normal breath is taken. If a subject fails a Stamina check, it is staggered (0 EP). The following round it drops to -1 Endurance points and is dying, unless the duration lapses first. Failing a lapse in the power's duration, the subject dies on the third round.

## **Danger Sense**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Resistance roll:** None

**Power Resistance:** No

**Psyche Points:** 3

You can sense the presence of danger before your Sense would normally allow it. Your intuitive sense alerts you to danger from traps, giving you a +4 bonus on Reflex saves to avoid traps and a +4 bonus to DR against attacks by traps.

## **Detect Thoughts**

**Manifestation Time:** 1 action

**Range:** 60'

**Area:** Quarter circle emanating from you to the extreme of the range

**Duration:** Concentration, up to 1 minute/level

**Resistance roll:** Will negates (see text)

**Power Resistance:** No

**Psyche Points:** 3

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject:

*1st Round:* Presence or absence of thoughts (from conscious creatures with Logic scores of 1 or higher).

*2nd Round:* Number of thinking minds and the mental strength of each.

*3rd Round:* Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts and you must manifest *detect thoughts* again to have another chance. Creatures of animal level Logic have simple, instinctual thoughts that you can pick up.

<b>Logic</b>	<b>Mental Strength</b>	<b>Logic</b>	<b>Mental Strength</b>
1-2	Animal	16-17	Very high
3-5	Very low	18-21	Genius
6-9	Low	22-25	Supra-genius
10-11	Average	26+	Godlike
12-15	High		

Note: Each round, you can turn to detect thoughts in a new area. The power can penetrate barriers, but 2' of stone, 6" of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

## **Dimension Slide**

**Manifestation Time:** 1 action

**Range:** Close (15' + 5'/2 levels)

**Target:** You (see text)

**Duration:** Instantaneous

**Psyche Points:** 3

You instantly transfer yourself from your current location to any other spot within range that you can see directly. You arrive at exactly the spot desired, if you can see it. You cannot *dimension slide* through solid objects; even a curtain blocks you. You cannot bring along more than your carrying capacity, nor can you bring along any living matter that weighs more than 20lbs. After using this power, you can't take any other actions until your next turn.

If you somehow attempt to transfer yourself to a location occupied by a solid body (perhaps your perceptions are being controlled by a telepath), the power simply fails to function.

## **Displacement**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Psyche Points:** 3

You appear to be about 3' away from your true location. You benefit from a +10 bonus to your Defensive rating, however, unlike actual total concealment *displacement* does not prevent enemies from targeting you normally. *True seeing* reveals your true location.

## **Electric Charge**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Psyche Points:** 3

Your unarmed attacks cause additional damage due to bioelectric energy that you channel into them. When you make a successful unarmed attack that deals damage, you deal an additional 2d6 points of electrical damage to the target.

## **Improved Biofeedback**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Psyche Points:** 3

As *biofeedback*, except you take a portion of each damaging attack as subdual damage equal to twice your Strength modifier, and the duration is extended.

## **Inflict Pain**

**Manifestation Time:** 1 action

**Range:** Long (400' + 40'/level)

**Target:** One living creature

**Duration:** Instantaneous

**Resistance roll:** Will negates

**Power Resistance:** Yes

**Psyche Points:** 3

You telepathically stab the mind of your foe, causing horrible agony. The telepathic strike deals 3d6 points of damage.

## **Levitate**

**Manifestation Time:** 1 action

**Range:** Personal or Close (15' + 5'/2 levels)

**Target:** You or one willing creature or one object (total weight up to 100lbs/level)

**Duration:** 10 minutes/level

**Resistance roll:** None

**Power Resistance:** No  
**Psyche Points:** 3

*Levitate* allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down up to 20' each round; doing so counts as one action by the Psychic. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base speed).

A levitating creature who attacks with a melee or ranged weapon finds himself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

## Nightvision

**Manifestation Time:** 1 action  
**Range:** personal  
**Target:** You  
**Duration:** 1 hour/level  
**Resistance roll:** None  
**Power Resistance:** Yes (harmless)  
**Psyche Points:** 3

You gain the ability to see 60' even in total darkness. Nightvision is black and white only but otherwise like normal sight.

## Nondetection

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level  
**Resistance roll:** None  
**Power Resistance:** Yes (harmless, object)  
**Psyche Points:** 3

You become difficult to detect by Clairsentience powers such as *clairaudience/clairvoyance* and *remote viewing*, or psionic items that allow others to view the subject from afar. If a Clairsentience power is attempted against the warded creature or item, the manifester of the Clairsentience power must succeed at a manifester level check (1d20 + manifester level) with a DC of 11 + the manifester level of the psionic creature or character who manifested *nondetection* (15 + your manifester level). *Nondetection* wards your gear as well as you.

## Precognition

**Manifestation Time:** 10 minutes  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level  
**Psyche Points:** 3

The *precognition* power provides you with a useful vision in reply to a question concerning a specific goal, event, or activity that is to occur within a year. The vision can be as simple as a short glimpse of a meaningful image, or it might take the form of a full length dream lasting several minutes.

For example, suppose the question is "What is the greatest danger our party will face in the coming year?" The Administrator eventually wants to pit the player characters against a Crete dragon he has long prepared, and he considers this is in all likelihood the worst threat that "fate" has in store for the party. Therefore the *precognition* response might be this vision: "You see you and your comrades standing before the mouth of a high, dark cave-mouth. The entrance is blocked by a steaming pool of green liquid, while the rock all around is scorched and lacerated by what can only be gargantuan claws." In all cases, the Administrator controls what information you receive. Note that if your party doesn't act on the information, the conditions may change so that the information is no longer useful.

The base chance for a correct *precognition* is 80%, plus 1% per manifester level. The Administrator adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against Clairsentience powers have been taken). If the dice roll fails, you know the power failed, unless specific psionics yielding false information is at work.

## Rejuvenation

**Manifestation Time:** 1 minute

**Range:** Personal

**Target:** You

**Duration:** 10 hours

**Psyche Points:** 3

*Rejuvenation* cures 1 point of temporary ability damage per hour, up to a maximum of 10 points. It does not restore permanent ability drain.

## Remote Viewing

**Manifestation Time:** 1 hour

**Range:** See text

**Effect:** Psionic sensor

**Duration:** 1 minute/level

**Resistance roll:** None

**Power Resistance:** No

**Psyche Points:** 3

You can see and hear some creature, who may be at any distance. You must succeed at a Remote View check to do so. The difficulty of the task depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another planet you get a -5 penalty on the Remote View check.

Remote Knowledge	View Check DC	Remote Knowledge	View Check DC
None*	20	Firsthand (You have met the subject)	10
Secondhand (You have heard of the subject)	15	Familiar (You know the subject well)	5

\*You must have some sort of connection to a creature whom you have no knowledge of.

### Remote View

Connection	Check Bonus
Likeness or picture	+5
Possession or garment	+8
Body part (lock of hair, nail clippings, and so on)	+10

This power creates a barely detectable translucent image (roughly similar to your own, but not enough to allow recognition) located near the subject. Any creature with a Logic score of 12 or higher can notice the image with a successful Remote View check (or Logic check against DC 20). *Missive* and *darkvision* can be manifested through *remote viewing*.

## Schism

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Psyche Points:** 3

Your mind splits into two independent parts. Each part functions in complete autonomy, like two characters in one body. The newly partitioned mind does not control the body physically but is free to take one action each round that is completely mental (such as manifesting a power). Both minds communicate with each other telepathically. Both can use psionic powers, even at the same time, although both draw from the same Psyche point pool. All powers manifested by the newly partitioned personality cost a number of Psyche points equal to their standard cost + 2. This effect allows you to take an extra action each round, either before or after your regular action, as long as that action is the manifestation of a power or some other non-physical activity.

If you are subjected to a compulsion or charm effect while you are of two minds, make a second Resistance roll if you fail the first. If you fail both, then *schism* ends and you are affected normally by the power. If you fail one, the other part of your mind is still free to act normally.

## **Sensitivity to Psychic Impressions**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** Area within a 15' + 1'/2 levels-radius spread, centered on you  
**Duration:** Concentration, up to 10 minutes/level  
**Resistance roll:** None  
**Power Resistance:** No  
**Psyche Points:** 3

You gain historical vision in a given location. Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past. The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain or any other event where one emotion dominates. Everyday occurrences leave no residue for the manifester to detect. The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language. You can sense one distinct event per round of concentration, if any exist at all. Your sensitivity extends into the past a number of years equal to 100 x your level.

## **Suggestion**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One living creature  
**Duration:** 1 hour/level or until completed  
**Resistance roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 3

You influence the actions of the subject creature by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the power. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. Urging an Yazirian Pirate to stop attacking your party so that the Yazirian and the party could jointly loot a rich transport ship elsewhere is likewise a reasonable use of the power.

The suggested course of action can continue for the entire duration, such as in the case of the Pirate mentioned above. If the suggested action can be completed in a shorter time, the power ends when the subject finishes what he was asked to do. You can instead specify conditions that will trigger a special action during the duration. For example, you might suggest that an ambassador give her credit voucher to the first beggar she meets. If the condition is not met before the power expires, the action is not performed. A very reasonable suggestion causes the Resistance roll to be made with a penalty (such as -1, -2, and so on) at the discretion of the Administrator.

## **Level Four**

### **Amplified Invisibility**

**Target:** You or creature touched  
**Duration:** 1 minute/level  
**Resistance roll:** Will negates (harmless)  
**Psyche Points:** 4

As *invisibility*, except the power persists through one attack made by you. It ends normally after a second attack.



## Detect Remote Viewing

**Manifestation Time:** 1 action

**Range:** 120'

**Area:** A 120' radius emanation centered on you

**Duration:** 24 hours

**Resistance roll:** None

**Power Resistance:** No

**Psyche Points:** 4

You immediately become aware of any attempt to observe you by means of *clairaudience/clairvoyance* or *remote viewing*. The power's effect radiates from you and moves as you move. The power also reveals the use of other means of viewing. You know the location of every psionic sensor within the power's area.

If the viewing attempt originates within the area, you also know its location. If the attempt originates outside this range, you and the remote viewer immediately make opposed. Remote View checks. (A Remote View check is the same as a Logic check for a creature without the Remote View skill. If you at least match the remote viewer's result, you get a visual image of the remote viewer and a sense of the remote viewer's direction and distance from you (accurate to within one tenth the distance).

## False Sensory Input

**Manifestation Time:** 1 full round

**Range:** Long (400' + 120'/level)

**Target:** One living creature.

**Duration:** Concentration, up to 1 minute/level

**Resistance roll:** Will negates

**Power Resistance:** Yes

**Psyche Points:** 4

You have a limited ability to falsify one of the subject's senses. The subject thinks he sees, hears, smells, tastes or feels something other than what his senses actually report. You can't fabricate a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can falsify the specifics of one sensation for different specifics.

For instance, you could make a human look like a Yazirian (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on. You can switch between senses you falsify round by round. You can't alter a sensation's "intensity" by more than 50%. Thus, you couldn't make a star ship look like a hovel, but you could make it look like a system ship, or a different star ship of approximately the same size. While you might be able to make acidic fumes smell nice, you can't get acid to taste like candy. If this power is used to distract an enemy Psychic who is attempting to manifest a power, the enemy must make a Concentration check as if against a non-damaging power (the DC equals the distracting power's save DC + 3 in this case).

## Fatal Attraction

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)

**Target:** One living creature

**Duration:** Instantaneous

**Resistance roll:** Will negates

**Power Resistance:** Yes

**Psyche Points:** 4

You plant a hidden death-urge impulse in the subject's unconscious. The impulse slowly takes root and reinforces itself in the dark cellars of the subject's mind over a period of 1d4 days. The subject's conscious mind remains completely unaware of the death urge secretly swelling within like an abscess. The subject's companions, if any, may each make one Intuition check on the final day of the time period to notice that he seems unaccountably dour and fatalistic.

When the urge has grown to an overpowering psychosis (after 1d4 days), the subject looks for the quickest, most likely method to end his life and attempts to do so. For instance, if standing next to a cliff, he would step off. If nothing better offered itself, the subject would attempt to commit suicide. If he had no weapon, he would attempt to batter himself to death on a wall or other surface. If the subject goes through with a method but fails to die, he can make another Will Resistance roll against the original

DC to break the compulsion. Otherwise, the urge secretly grows again over 1d4 days, and the cycle repeats.

## **Freedom of Movement**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Resistance roll:** None  
**Power Resistance:** No or Yes (harmless)  
**Psyche Points:** 4

This power enables you to move and attack normally for the duration of the power, even under the influence of psionics that usually impedes movement. The power also allows a character to move and attack normally while underwater provided that the weapon is wielded in the hand rather than hurled. The power does not, however, allow water breathing.

## **Greater Concussion**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One individual  
**Duration:** Instantaneous  
**Resistance roll:** Fortitude half  
**Power Resistance:** Yes  
**Psyche Points:** 4

As *concussion*, except *greater concussion* deals 5d6 points of damage. You may choose to have the power deal an equal amount of subdual damage instead.

## **Inertial Barrier**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level or until discharged  
**Resistance roll:** Will negates (harmless)  
**Power Resistance:** Yes (harmless)  
**Psyche Points:** 4

You create a psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. The subject gains damage reduction 10/Radiation. Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points), it is discharged. *Inertial barrier* also absorbs up to half the damage from a fall. Damage absorbed from a fall counts toward discharging the effect. The psychokinetic barrier delays the effects of gases in the atmosphere for 2d4 rounds.

## **Lesser Domination**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One humanoid of Medium-size or smaller  
**Duration:** 1 day/level  
**Resistance roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 4

As *domination*, except that if no common language is shared between you and the subject, the power does not function at all.

## **Lightning strike**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)

**Target:** Any creatures within 10m radius  
**Duration:** Instantaneous  
**Resistance Roll:** Reflex Half  
**Power Resistance:** Yes  
**Psyche Points:** 4

Your body's psionically fueled bioelectric currents produce an arc of blue-white electricity that bursts forth from you and strikes all creatures in a 30' radius sphere around the impact point. Targets take 3d6 points of electrical damage unless they make a Reflex save for ½ damage.

## Metaphysical Weapon

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One weapon or fifty projectiles (all of which must be in contact with each other at the time of manifestation)  
**Duration:** 1 hour/level  
**Resistance roll:** Will negates (harmless, object)  
**Power Resistance:** Yes (harmless, object)  
**Psyche Points:** 4

A weapon gains a +3 bonus on attack and damage rolls. The enhanced weapon glows with pale silver radiance (not sufficient to provide illumination). An enhancement bonus does not stack with a masterwork weapon's bonus on attacks, and damage. Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group. Projectiles (but not thrown weapons) lose their enhancement when used.

## Mind Blast

**Manifestation Time:** 1 action  
**Range:** 60'  
**Area:** Cone  
**Duration:** Instantaneous  
**Resistance roll:** Will negates (see text)  
**Power Resistance:** No  
**Psyche Points:** 4

The air ripples with the force of your mental attack, which blasts the minds of all creatures in a 60' cone. Defenders within the area make a Will save (DC 1d20 + your Intuition modifier). Those who fail their Resistance roll take 1d4 points of temporary Intuition damage and are stunned for 3d4 rounds.

## Mindlink

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Targets:** One creature/level, no two of which are initially more than 30' apart  
**Duration:** 10 minutes/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 4

As *lesser mindlink*, except you can link more than just yourself and one other creature.

## Mindwipe

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Resistance roll:** Fortitude Negates  
**Power Resistance:** Yes  
**Psyche Points:** 4

You partially wipe your victim's mind of past experiences, bestowing one negative level per two manifester levels (maximum five negative levels). If the subject has at least as many negative levels as Endurance levels he dies. Each negative level gives a creature the following penalties:

-1 penalty on Attack rolls, Resistance rolls, Skill checks, and Ability checks. The creature also loses 5 Endurance points. Additionally, a psionic character or creature loses one Psionic power from her highest available level per Negative level drained.

Assuming the subject survives, the effects of the negative levels drained are restored after a number of hours equal to your manifester level. Usually, negative levels have a chance of permanently draining the subject's levels, but the negative levels from *mindwipe* don't last long enough to do so.

## **Negate Psionics**

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)

**Target or Area:** One psionic character or creature, or one object; or 30'-radius burst

**Duration:** Instantaneous

**Resistance roll:** None

**Power Resistance:** No

**Psyche Points:** 4

You can use *negate psionics* to end ongoing powers that are manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing power (or at least their effects) within an area. A negated power ends as if its duration had expired. *Negate psionics* can negate (but not counter) the ongoing effects of supernatural abilities as well as Psionic powers. *Negate psionics* affects abilities that mimic Psionic powers just as it affects powers. You can't use *negate psionics* to undo the effects of any power with instantaneous duration. You choose to use *negate psionics* in one of two ways: a targeted negation or an area negation:

**Targeted Negation:** One object, creature, or power is the target of the power. You make a negation check against the power or against each ongoing power currently in effect on the object or creature. A negation check is 1d20 + 1 per manifester level (maximum +10) against a DC of 11 + the power-to-be-negated's manifester level. If the object that you target is a psionic item, you make a negation check against the item's manifester level. If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes non-psionic for the duration of the effect. You automatically succeed in your negation check against any power that you manifest yourself.

**Area Negation:** The power affects everything within a 30' radius. For each creature that is the target of one or more powers, you make a negation check against the power with the highest manifester level. If that fails, you make negation checks against progressively weaker powers until you negate one power (which discharges the *negate psionics* so far as that target is concerned) or fail all your checks. The creature's psionic items are not affected. For each object that is the target of one or more powers, you make negation checks as with creatures. Psionic items are not affected by area negations. For each ongoing power with an area centered within the *negate psionics* target area, you make a negation check to negate the power.

For each ongoing power whose area overlaps with that of the negation, you make a negation check to end the effect but only within the area of the *negate psionics*.

## **Polymorph Self**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Psyche Points:** 4

You change your form to that of another creature. The new form can range in size from Diminutive to one size larger than your normal form, and can have no more Endurance Levels than you have, and in any case the assumed form cannot have more than 15 Endurance levels. You cannot change into non organic creatures.

Upon changing, you regain lost Endurance points as if having rested for a day (though this healing does not restore temporary Ability damage and provide other benefits of resting for a day; and changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You acquire the physical and natural abilities of the creature you have polymorphed into while retaining your own mind. Physical

abilities include natural size and Strength, Agility, and Stamina scores. Natural abilities include Natural armor, natural weapons (such as claws, bite, swoop and rake, and constriction; but not petrification, breath weapons, energy drain, energy effect, etc.), and similar gross physical qualities (presence or absence of wings, number of extremities, etc.). A body with extra limbs does not allow a character to make more attacks (or more advantageous two weapon attacks) than normal. Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings, but not psionic and other forms of travel. Extremely high speeds for certain creatures are the result of extraordinary, or psionic ability, so they are not granted by this power. (In general, non-flying speeds greater than 60' and flying speeds greater than 120') Other mundane abilities (such as an owl's low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

Your new scores and faculties are average ones for the race or species into which you have been transformed. You cannot, for example, turn into a mighty weight lifter to give yourself great Strength. Likewise, you cannot change into a bigger or powerful version of a creature (or a smaller weaker version). Nor can you turn into a variant form of a creature.

You retain your Logic, Intuition, and Personality scores, Level and Profession, Endurance points (despite any change to your Stamina score), attack bonus, and Resistance rolls (New Strength, Agility, and Stamina scores may affect final attack and Resistance bonuses, as well as the DCs for affected powers.) You retain your own type (for example, "humanoid"), and extraordinary abilities (like Psionics). You do not gain the supernatural abilities (such as breath weapons and gaze attacks) of the new creature.

When the polymorph occurs, your equipment, if any, transforms to match the new form. If the new form is a creature who does not use equipment, the equipment melds into the new form and becomes nonfunctional. If the new form uses equipment your equipment changes to match the new form and retains its properties.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. You can be changed into a member of your species or even into yourself. You are effectively disguised as an average member of the new form's race. If you use this power to create a disguise, you get a +10 bonus on your Disguise check.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed. A natural shapeshifter can take its natural form as a standard action.

## Telekinesis

**Manifestation Time:** 1 action

**Range:** Long (400' + 120'/level)

**Target or Targets:** See text

**Duration:** Concentration, up to 1 round/level, or instantaneous (see text)

**Resistance roll:** Will negates (object) (see text)

**Power Resistance:** Yes (object) (see text)

**Psyche Points:** 4

You move objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (manifesters' choice).

**Sustained Force:** A sustained force moves a creature or object weighing up to 20lbs per manifester level up to 20' per round. A creature can negate the effect against itself or against an object it possesses with a successful Will resistance roll or with power resistance. This version of the power lasts up to 1 round per manifester level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond your range. The power ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though fine actions such as these require Logic checks against a DC set by the Administrator

**Violent Thrust:** Alternatively, the telekinetic power can be expended in a single round. You can hurl one or more objects or creatures that are within range and all within 10' of each other toward any target within 10'/level of all the objects. You can hurl up to a total weight of 20lbs per manifester level.

You must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack plus

your Logic modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 20lbs (for less dangerous objects such as a crate) to 1d6 points of damage per 20lbs for hard, dense objects (such as a boulder).

Creatures who fall within the weight capacity of the power can be hurled, but they are allowed Will Resistance roll to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10' (1d6 points).

## **Whitefire**

**Manifestation Time:** 1 action  
**Range:** Long (400' + 120'/level)  
**Area:** 20'.-radius spread  
**Duration:** Instantaneous  
**Resistance roll:** Reflex half  
**Power Resistance:** Yes  
**Psyche Points:** 4

You draw unstable ectoplasm from the Astral plane that ignites with hellish, white-hot fury. *Whitefire* deals 5d4 points of fire damage to all creatures within the area you designate (you must be able to see the target area or a portion of it). Unattended objects also take damage *Whitefire* sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

## **Level Five**

### **Adapt Body**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level  
**Psyche Points:** 5

You can adapt your body to hostile environments. You choose the environment at the time you manifest the power. You can adapt to underwater, extremely hot, extremely cold, and even airless environments, allowing you to survive like a creature native to that environment, if any. You can breathe and move and you take no damage simply from being in that environment. You can somewhat adapt to extreme environments such as acid, lava, fire, electricity, and other volatile areas. Any environment that normally directly deals 1 or more dice of damage per round (such as lava, which deals 20d6 points of damage per round of immersion) is too extreme for this power (although it subtracts the first die of damage from the total dealt per round). An attack form does not constitute an environment. For example, even if you're adapted to arctic conditions, you are still vulnerable to psionic attacks that deal cold damage.

### **Brilliant Blast**

**Manifestation Time:** 1 action  
**Range:** Long (400' + 120'/level)  
**Area:** A 20'.-radius spread  
**Duration:** Instantaneous  
**Resistance roll:** Reflex half  
**Power Resistance:** Yes  
**Psyche Points:** 5

You psychokinetically focus even the tiniest ambient light into a shriveling blast of brilliance, dealing 9d4 points of heat damage to all creatures within the area. Unattended objects also take damage.

### **Clairtangency**

**Manifestation Time:** 1 action  
**Range:** See text  
**Area:** See text

**Duration:** Up to 1 minute/level (See text)

**Resistance roll:** None

**Power Resistance:** No

**Psyche Points:** 5

You can emulate a *far hand* or *far punch* effect at any distance, simultaneously emulating *clairaudience/clairvoyance*. You can concentrate upon some locale and see almost as if you were there. Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one (such as behind a door, around a corner, in a copse of trees, and so on). Once you are gazing upon a particular location, you may use an effect similar to either *far hand* or *far punch* (you don't need to manifest either power). Clairtancy's duration is up to 1 minute/level when used with a *far hand* effect, but it expires as soon as a *far punch* effect is used.

## **Domination**

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)

**Target:** One humanoid of Medium-size or smaller

**Duration:** 1 day/level

**Resistance roll:** Will negates

**Power Resistance:** Yes

**Psyche Points:** 5

You can control the actions of any humanoid of Medium-size or smaller. You establish a telepathic link with the subject's mind. If you and your subject share a common language, you can generally force the subject to perform as you desire, within the limits of his abilities. If no common language is shared, you can only communicate basic commands, such as "Come here," "Go there," "Fight," "Stand still," and so on. You know what the subject is experiencing but do not receive direct sensory input from him.

Subjects resist this control, and those forced to take actions against their natures receive a new Resistance rolls with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and subject are on the same plane. You need not see the subject to control it.

## **Ectoplasmic Armor**

**Manifestation Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Resistance roll:** Will negates (harmless)

**Power Resistance:** Yes (harmless)

**Psyche Points:** 5

The subject is dressed in a suit of shimmering ectoplasmic armor that provides a 10/Energy resistance. Other armor cannot be worn at the same time as ectoplasmic armor. If subject takes off the ectoplasmic armor, it immediately dissipates. Because the armor is composed of astral ectoplasm (emulating force for the purposes of this power), incorporeal creatures can't bypass it the way they do normal armor.

## **Energy Barrier**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level or until discharged

**Psyche Points:** 5

Your body assimilates and converts energy attacks to harmless light. You gain resistance 10 to a specific energy attack (you ignore the first 10 points of damage dealt by a specified energy source). Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points) from specified energy attacks, it is discharged. Specified energy attacks include powers that deal acid, cold, electricity, fire, and sonic damage. When you absorb damage, you radiate visible light for a number of rounds equal to the points of damage you successfully ignore. The light is strong enough to illuminate an 60'-radius area.

## **Forced Mindlink**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Targets:** One creature/level, no two of which are initially more than 30' apart  
**Duration:** 10 minutes/level  
**Resistance Roll:** Will Negates  
**Power Resistance:** Yes  
**Psyche Points:** 5

As *lesser mindlink*, except you can attempt to create a telepathic bond with a creature who is not willing. Even if you create a bond with an unwilling creature, it can still decide not to “speak” with you through the telepathic bond.

## **Natural Armor**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level  
**Psyche Points:** 5

As *lesser natural armor*, but you gain a +4 natural armor bonus to your Defensive rating. Also, the duration is considerably longer.

## **Psychofeedback**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute  
**Psyche Points:** 5

You can use Psyche points to boost your Strength, Agility, and Stamina modifiers as a free action. While the duration lasts, you can use Psyche points on a round-by-round basis to boost any or all of your Ability score modifiers (not the actual ability score) by a number equal to half the Psyche points you expend for that round as a free action. The Character declares that he is using the psion before initiative is rolled and the affect lasts the entire round. For example, you can boost your Strength modifier by as much as 8 points (if you spend 16 Psyche points). Unless you again spend 16 Psyche points the following round, though, your Strength modifier returns to its former lower level. You could simultaneously boost two scores, or all three, as long as you pay the total power point cost. You don't have to boost an Ability modifier every round to keep the power in effect—as long as the duration lasts, you have the potential to boost your ability modifiers on any round you choose.

## **Recall Agony**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Resistance Roll:** Will half  
**Power Resistance:** Yes  
**Psyche Points:** 5

As *recall pain*, except the wounds revealed by folding the fourth dimension are worse: The foe takes 9d6 points of damage.

## **Tailor Memory**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One humanoid of Medium-size or smaller  
**Duration:** Instantaneous  
**Resistance roll:** Will negates (see text)  
**Power Resistance:** Yes



### **Psyche Points: 5**

You insert a memory of your own choosing in your subject's mind. You can insert a memory of up to 1 round duration per four manifester levels. Thus, at 8th level you could insert a false memory up to 12 seconds in length. You choose when the fake event occurred any time within the last week. You can't read the subject's memory with this power, so unless you have specific knowledge of his activities in the last week, it is best to keep the inserted memory general.

Tailoring a memory is tricky, because if it is not done right, the subject's mind recognizes the "memory" as false. Dissonance occurs if you insert a memory that is out of context with the subject's past experience. For instance, you create a memory of the subject seeing you emerge from a specific bar in a specific city three days ago, but in reality, the subject was not in that city at that time. He gains a bonus of +1 to +4 to his Resistance roll, depending on the magnitude of dissonance you create by specifying an out-of-context memory, as determined by the Administrator. In the above example, the subject would gain a +1 bonus on his Will save if he had been to the city sometime last week (just not three days ago) but would get a +4 bonus if he had never been to that city.

Likewise, inserting a memory of the subject taking an action against his nature grants a +1 to +4 bonus, depending on the type of memory inserted. Inserting a memory that couldn't possibly be true causes the power to fail automatically. For example, a subject's memory of committing suicide is obviously false.

## **True Seeing**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Resistance roll:** None

**Power Resistance:** Yes (harmless)

**Psyche Points:** 5

You confer on yourself the ability to see all things as they actually are. The subject sees through normal and or psionic darkness, notices secret doors, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, sees through *falsified sensory input*, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus her vision to see into the Ethereal Plane. The range of *true seeing* is 120'.

*True seeing*, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures that are simply hiding. In addition, the power effects cannot be further enhanced with known Psionics, so one cannot use *true seeing* in conjunction with clairaudience/clairvoyance.

## **Level Six**

### **Ethereal Jaunt**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Psyche Points:** 6

You become ethereal, along with your equipment. You are in a place called the Ethereal plane that overlaps the normal physical, universe. When the power expires, you return to normal space.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed). As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing onto the Material Plane are limited to 120'. Force effects affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and powers you manifest while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. By contrast, treat other ethereal creatures and ethereal objects as if they had become material.

If you end the power and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and suffer 1d6 points of damage per 3' that you so travel.

## **Flaming Shroud**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One creature of Large size or smaller  
**Duration:** Instantaneous  
**Resistance roll:** Reflex negates  
**Power Resistance:** Yes  
**Psyche Points:** 6

You draw writhing strands of unstable ectoplasm from the Astral Plane and wrap the subject in a shroud of hellish fire. If the target fails its Reflex save, it suffers 11d6 points of fire damage.

## **Greater Biocurrent**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** Any two living creatures who are no more than 15' apart  
**Duration:** Concentration, up to 1 minute/level (see text)  
**Resistance Roll:** Fortitude half  
**Power Resistance:** Yes  
**Psyche Points:** 6

As *bicurrent* except you deal 6d6 points of electricity damage per round you meet the requirements. Electricity also arcs off the primary target to strike three additional foes initially within 15' of the primary foe, or who subsequently move within 15' of the primary foe while the duration lasts. Secondary foes also take 6d6 points of damage per round the duration lasts. Should any of the primary or secondary foes fall to below 0 Endurance points, *greater biocurrent's* electrical arc randomly retargets another primary and other secondary foes while the duration continues. Targeted foes may move or make a Resistance roll each round for half damage (on that round only), but as long as they remain in range, they continue to be affected.

## **Improved Vigor**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level  
**Psyche Points:** 6

As *vigor*, except you gain 20 temporary Endurance points.

## **Mass Suggestion**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One creature/level, no two of which can be more than 30' apart  
**Duration:** 1 hour/level or until completed  
**Resistance roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 6

As *suggestion*, except that it can affect more creatures. The same suggestion applies to all these creatures.

## **Mind Probe**

**Manifestation Time:** 1 minute  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One living creature  
**Duration:** 1 minute/level

**Resistance roll:** Fortitude negates

**Power Resistance:** Yes

**Psyche Points:** 6

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You can also probe a sleeping subject, though the subject may make a Will save against the DC of the *mind probe* to wake after each question. Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

## Mind Switch

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)

**Target:** You and one other living Medium-size or smaller creature

**Duration:** Until you return to your body

**Resistance roll:** Will negates (see text)

**Power Resistance:** Yes

**Psyche Points:** 6

You can attempt to take control of a nearby living creature, forcing its mind (and soul) into your body. You may move your mind back into your own body whenever your desire (which returns the subject's mind to its own body). The power ends when you send your mind back to your own body.

Attempting to switch minds is a full-round action. You possess the body and force the creature's mind into your body unless it succeeds at a Will save. If successful, your life force occupies the host body, and the host's life force takes over yours. You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its real or acquired knowledge (as can it in your body). For example, you do not automatically know the language or powers of the creature. You each retain your own Logic, Intuition, and Personality scores, Profession, level, skills, base attack bonus, base Resistance roll bonuses, Endurance points (regardless of new Stamina score), Psyche points (if any), and power resistance (if any). You each gain the new body's Strength, Stamina, and Agility scores (including modifiers based on these abilities), as well as natural armor. Neither of you gains the other's special abilities.

As a standard action, you can return to your own body, if within range (which ends the power). If your new body is slain, you return to your own body, if within range, and the life force of the original body departs. If your new body is slain beyond the range of the power, you die, but the switched creature lives on in your body permanently. If your body is slain while inhabited by the power's subject, it dies, and you continue to inhabit the new body permanently. Any life force with nowhere to go is treated as slain.

A successful targeted *negate psionics* manifested on either switched body causes both minds to return to their original bodies, if within range. If they are out of range, *negate psionics* has no effect.

## Psionic Resistance

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Resistance roll:** None

**Power Resistance:** Yes (harmless)

**Psyche Points:** 6

You grant the subject a Psionic resistance (PR) equal to 15 + your manifester level. In order to affect a creature that has Psionic resistance with a power, roll 1d20 + the Psionic character's level against a difficulty equal to the target creature's Psionic resistance. If the roll succeeds the creature's Psionic resistance is overcome, and he is affected though he is still entitled to a standard Resistance roll if the power being used allows for one. A creature with Psionic resistance may voluntarily lower it in order to accept a psionic effect.

## Remote View Trap

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 24 hours + 1 hour/level  
**Resistance roll:** None  
**Power Resistance:** No  
**Psyche Points:** 6

When others use *clairaudience/clairvoyance*, *remote viewing*, or other means of observing you from afar, your prepared trap gives them a nasty surprise. Prior to an attempt to view you from afar, you and the remote viewer immediately make opposed Remote View checks, but you gain a +10 bonus on your check. (A Remote View check is the same as a Logic check for a creature without the Remote View skill. If you meet or beat the remote viewer's result, you are undetected. Moreover, the would-be observer takes 10d4 points of bioelectrical (electricity), damage for his trouble. You are aware of the attempt to view you, but not of the perpetrator or the perpetrator's location.

## Sending

**Manifestation Time:** 10 minutes  
**Range:** See text  
**Target:** One creature  
**Duration:** 1 round (see text)  
**Resistance roll:** None  
**Power Resistance:** No  
**Psyche Points:** 6

You contact a particular creature with whom you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. Creatures with Logic scores as low as 1 can understand the sending, though the subject's ability to react is limited normally by its Logic. Even if the sending is received, the subject creature is not obligated to act upon it in any manner. If the creature in question is not on the same planet as you are, there is a 5% chance that the sending does not arrive

## Suspend Life

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous  
**Psyche Points:** 6

You can place yourself into a trance so deep that all your life functions are essentially halted. Even powers that detect life or thought are incapable of determining that you yet live. While you are suspended, you feel the passage of one day for every year that actually passes. Though on a slower schedule, you grow hungry after a "day" without food (though a year may pass in actuality) and begin to suffer the effects of thirst and starvation as appropriate. You are also aware of your surroundings, though events that take less time than 10 minutes occur too quickly for you to note them. If you take damage, you come out of your trance in 4 rounds. If you choose to come out of the trance voluntarily, it takes 10 rounds. Once you leave the trance, you must manifest this power once more to return to a state of suspension.

## Teleport

**Manifestation Time:** 1 action  
**Range:** Personal and touch  
**Target:** You and touched objects or other touched willing creatures weighing up to 50lbs/level  
**Duration:** Instantaneous  
**Resistance roll:** None and Will negates (object)  
**Power Resistance:** No and Yes (object)  
**Psyche Points:** 6

This power instantly transports you to a designated destination. Distance is not a factor, but inter-planar travel is not possible. You can bring along objects and willing creatures totaling up to 50lbs per manifester level. As with all powers where the range is

personal and the target is you, you need not make a Resistance roll, nor is Psionic resistance applicable to you. Only objects held or in use (attended) by another person receive Resistance rolls and Psionic resistance.

You must have some clear idea of the location and layout of the destination. You can't simply teleport to the Installation's vault if you don't know where that vault is, what it looks like, or what's in it. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or psionic energies may make teleportation more hazardous or even impossible.

Note: Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation. To see how well the teleportation works, roll d% and consult the table below.

<b>Familiarity</b>	<b>On Target</b>	<b>Off Target</b>	<b>Similar Area</b>	<b>Mishap</b>
Very familiar	01–97	98– 99	100	—
Studied carefully	01–94	95– 97	98–99	100
Seen casually	01–88	89– 94	95–98	99–100
Viewed once	01–76	77– 88	89–96	97–100
Description	01–52	53– 76	77–92	93–100
False destination	—	—	81–92	93–100

### **Familiarity**

“Very familiar” is a place where you have been very often and where you feel at home.

“Studied carefully” is a place you know well, either because you've been there often or you have used other means (such as *remote viewing*) to study the place.

“Seen casually” is a place that you have seen more than once but with which you are not very familiar.

“Viewed once” is a place that you have seen once, possibly using Psionics.

“Description” is a place whose location and appearance you know through someone else's description, perhaps even from a precise map.

“False destination” is a place that doesn't exist, such as if you have mistranslated an ancient tome and tried to teleport into a nonexistent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy's sanctum to you when that sanctum is completely different from what the traitor described. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to arrive at or even be off target from.

**On Target:** You appear where you want to be.

**Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10×1d10% of the distance that was to be traveled.

**Similar Area:** You wind up in an area that's visually or thematically similar to the target area. A Psychic Science Specialist heading for his home laboratory might wind up in another laboratory or in a chemical supply shop that has many of the same tools and implements as in his laboratory. Generally, you appear in the closest similar place, but since the power has no range limit, you could conceivably wind up somewhere else across the galaxy.

**Mishap:** You and anyone else teleporting with you have gotten “scrambled.” You each suffer 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time “Mishap” comes up, the characters suffer more damage and must reroll.

### **Teleport Trigger**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Psyche Points:** 6

You specify a situation whereby you automatically manifest a *teleport* power to a predetermined location (you must know the *teleport* power and have sufficient power points to pay its cost). The *teleport* occurs on the initiative count immediately after the specified situation, even if you are surprised or if you have already taken a normal action. Specified situations can be general (“if I'm attacked”) or specific (“if my Endurance points reach 8 or less”). Otherwise, rules for teleportation work normally.

## Trace Teleport

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)

**Area:** Circle, centered on you, with a radius of 30' + 10'/level

**Effect:** Traces the teleportation of any object or creature whose weight does not total more than 200lbs/level

**Duration:** 1 hour/level

**Resistance roll:** Will negates (foils trace)

**Power Resistance:** Yes (foils trace)

**Psyche Points:** 6

You can trace the origination or destination of any teleportation made by others within the area. You can trace both psionic and Technological teleportations. You must pierce the Psionic resistance of creatures that possess it for a successful trace, but the creature conducting the teleportation can make a Will save to foil the trace. For purposes of this power, "trace" means you could teleport to the location yourself if you so desired (and know the *teleport* power), as if you had "seen casually" the trace location. This power does not grant you any information on the conditions at the other end of the trace beyond mental coordinates.



## Section Four: Specialized Equipment

This section introduces new special equipment for the Star Frontiers campaign, including new computers, robots and vehicles.

### Specialized Computers

Computers have become such a part of everyday life that the way they affect life in the Frontier. The following are new computers that have been developed for use in the Frontier. They include macro-computers that are in simplest terms super mainframe computers, capable of running and storing greater amounts of data, or programs than the standard mainframe computer,

Computer gauntlets have taken bodycomp technology and shrunk it down as far as it can possibly go. The most recently introduced computer interface system to be created for the Frontier is the Virtual Net helmet. This helmet has allowed beings from hundreds of worlds to interact in a completely virtual world. Of course soon after it was created a group of computer experts have appeared that utilize the V-net to access and steal computer information from unsecure computers which has given rise to specialized viruses and defensive systems being created to protect, and often to fry a hacker's VN Helmet and rumors have it that in some cases specialized viruses can affect the mind of the hacker as well.

### Macro-computers

As was stated before Macro-computers are capable of holding much more data than a standard mainframe and can run many more programs than a standard Computer. These computers are so expensive that usually only corporations, military installations, and Spacecraft can be fitted with these types of computers.

It should be noted that Star Play Enterprises developed a program for their macro-computer called the Virtual Net program, which originally was designed to take the home virtual entertainment system to its most logical next step, creating a virtual landscape that allowed multiple users from throughout the Frontier to interact using a virtual persona. The complexity of this program could only be run by a mega computer's processor but the programs required for the creation of a Virtual persona is not so complex so any character with a computer can plug in a specialized program that comes in a universal interface unit, and send his virtual persona into the VN world (Notes regarding the Virtual Net follow the section on specialized equipment).

The following information details the types of Macro-Computers available in the Frontier:

Mainframe Level	Endurance Points	Power Source	Life of Battery	Recharge Time	Program Levels	Cost
1	80	Power generator	n/a	n/a	40	120,000cr
2	100	Power generator	n/a	n/a	80	200,000cr
3	120	Power generator	n/a	n/a	120	250,000cr
4	140	Power generator	n/a	n/a	140	300,000cr
5	180	Power generator	n/a	n/a	180	600,000cr
6	200	Power generator	n/a	n/a	220	1,200,000cr

### Computer Gauntlet

Computer gauntlets have taken the core by storm, because they provide the power of a bodycomp in the smallest form possible, that of a computerized gauntlet. This device appears as a forearm mounted keyboard and flat screen, and includes an internal reprogrammable Johnson's field making plug in progits a thing of the past. It has a universal data jack (for interfacing with mainframe computers or plugging into the V-Net. and a touch pad for one finger interfacing of the gauntlets stored programs

Computer Gauntlets have a progit adapter slot so that a progit can be plugged in, but after it is plugged in the computer absorbs the progit's program rendering the progit useless and adds the program to its memory. Computer gauntlets can only store a limited number of progits, and a progit program must be erased from its system (a purging that takes 10 minutes/progit level) to make room for newer progits. What makes the gauntlet more attractive though is that it can be store and utilize mainframe programs as well, which is why these devices are outlawed by certain corporations who fear employee theft of valuable data stored on their Mainframe computers.

Gauntlet Type	Endurance Points	Progit Type	Maxiprogram Level	ProgitMaxiProgram Capacity	Maximum Programs Running at once	Cost
Type A	5	A	1	4	1	10,000cr
Type B	5	A +B	2	8	2	15,000cr
Type C	10	A +B +C	3	12	4	25,000cr
Type D	10	All	4	16	8	50,000cr

**Power source:** Computer gauntlets all come with a micro-power generator that allows them to function for 12 hours, before needing a 3 hour recharge period.



### **Virtual Net Helmet and the Virtual world**

Star Industries created a level six maxi-prog that requires the processing power of at least a type 1 Macro-computer (Cost of Program 30,000cr) that creates a virtual world. The program can be interfaced by a character either wearing a VN Helmet or using a specialized Persona program which is stored in a credit card sized interface chip which can be inserted into any Mainframe computer, Bodycomp, or Computer Gauntlet. The basic level one program creates a virtual persona which allows the character to interact with others in the virtual world. More advanced versions of this program grant the character additional options that he can do while in the virtual world.

**Virtual Net Helmet:** A typical VN helmet allows the wearer to access the Virtual world without needing a computer. The helmet weighs 3lbs and includes a liquid crystal visor, which translates the virtual net's computer code into a visual medium. The unit has a complex brain scanner which allows the wearer to access his skills in the virtual world. A VN helmet costs 30,000cr + the level of the virtual persona program and includes a micro power generator that allows it to be used for 12 hours before needing a 3 hour recharge. The unit also has a power adaptor allowing the user to plug into any power outlet and extend his time in the V-net.

**The V-Net Persona program:** The Virtual world can appear as any environment that the Administrator can think of and in fact different zones exist in the V-net created by V-net programmers. Each person using the V-net however creates a Virtual persona. This persona can look like anything the player specifies but its Attributes depend on the level of the character's persona program. Below are listed the different persona programs available and their virtual stats:



Persona Level	Stats	Bonus	Combat Damage	Defensive Rating	Endurance Points	Experience Points	Cost
1	10	+0	1-3	10	20	10	10,000
2	12	+1	1-4	12	20	20	15,000
3	14	+2	1-6	14	40	40	30,000
4	16	+3	1-8	16	50	80	60,000
5	18	+4	1-10	18	100	160	120,000
6	20	+5	1-12	20	200	320	240,000

### The virtual persona defined

**Stats:** This score represents all the characters physical Stats while in the virtual world. A character can perform any physical action in the virtual world that he could in the real world by rolling a D20 + his Persona's stat bonus against a difficulty set by the Administrator, just like in the real world.

**Resistance rolls:** A virtual persona possesses a Fortitude, Reflex and Will Resistance roll, but the bonus to his Resistance rolls depends on the level of his Persona program + Player's computer skill bonus.

**Combat roll:** A character in the virtual world can make one attack in a round using a virtual weapon of his creation (it really doesn't matter what the weapon is as there are no range penalties etc. in the virtual world) and makes an attack roll of d20 + his Persona program's level bonus + his computer bonus against the virtual opponents DR.

**Defensive Rating:** A virtual persona's Defensive rating depends on the level of the virtual persona program's level, and is unaffected by the virtual persona's attributes. Virtual personas cannot be flanked, or blindsided or surprised so their Defensive rating does not change.

**Damage:** A successful attack by a virtual persona causes damage based on its persona level. This damage is not modified by the personas Stats in any way.

**Skills:** A character can use any skill that he possesses in the real world in the virtual world but instead of using his real world skill bonus the character uses his computer skill + his virtual persona's Attribute bonus. Thus a character with a level three persona who wanted to use his disable device skill while in the Virtual would roll his computer skill and add a +2 bonus due to his V-net persona's Attribute (14) bonus.

**Endurance points:** A Virtual persona's Endurance points represent the viability of the virtual persona. When a virtual persona's Endurance points reach 0 the virtual program crashes, shunting the character back to the real world. A character must then reboot his system (taking 10 minutes/Persona level) to reenter the virtual world (returning at full health. A character killed virtually by a level three or greater virtual persona must make a Will Resistance roll or suffer a temporary loss of Intuition and Logic equal to the program's level. This temporary loss is restored at a rate on 1 temporary point/hour of rest.

A level 5 program (viruses, security maxi-prog) will destroy a character's Virtual Persona program if they kill the virtual persona. While a level six virus program, or security maxi-prog not only destroys the virtual program, but will destroy the computer that was used by the character as well which is why some hackers like to hack into public or private systems that do not belong to them to enter the virtual world.

**Experience points:** Overcoming a challenge in the V-net grants the character experience, just as if he had defeated a challenge in the real world. The experience points earned by a character defeating a virtual net challenge depend on its level as listed here.

### Virtual threats

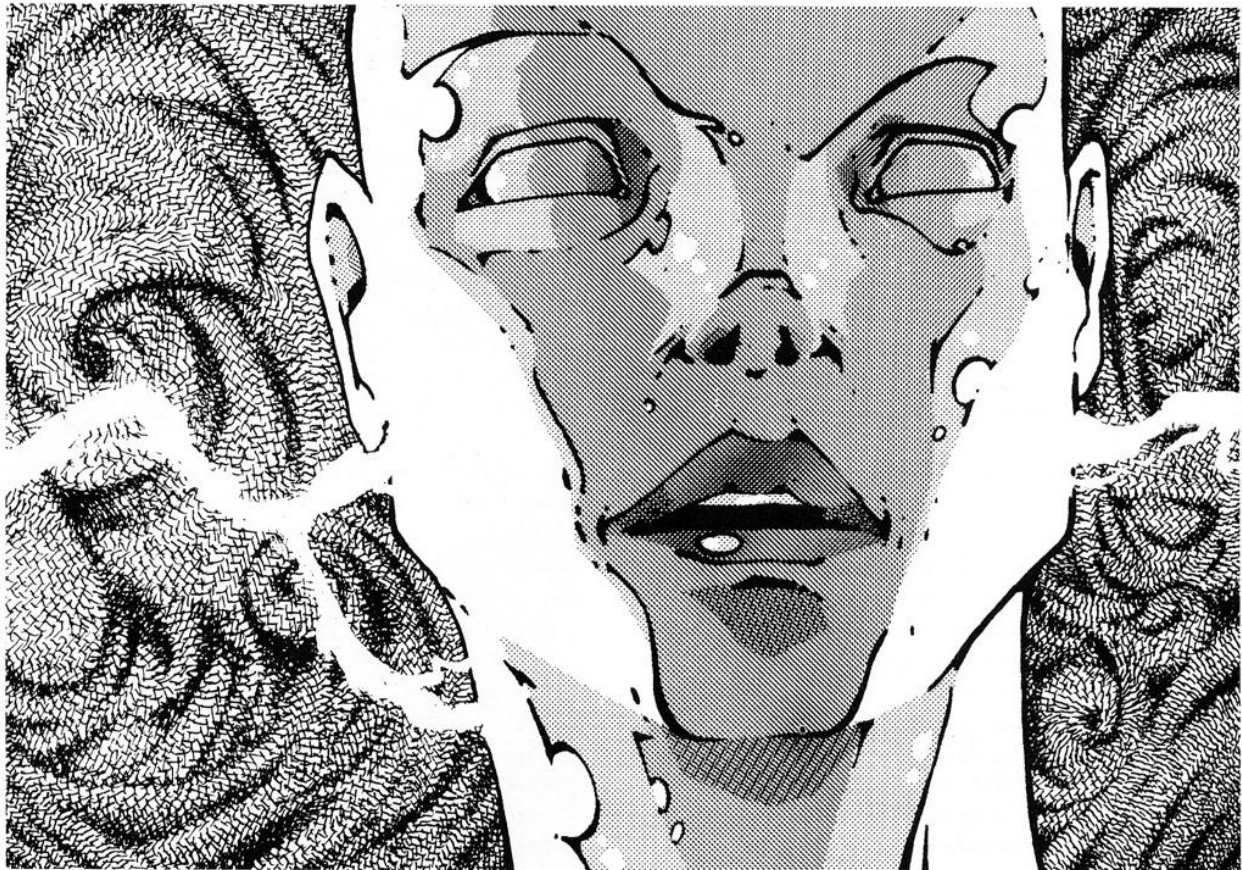
Aside from threats in the virtual world from other people's virtual personas, characters trying to hack into other computers using the virtual world will face virtual personas based on the security programs installed on the computer These virtual persona are equal in level to the maxi-prog's level. In addition certain hackers have released viruses in the virtual world that like security maxiprogs have virtual personas equal to their program level.

**Virtual Addiction:** Characters who spend too much time in the virtual world must make a Will Resistance roll (DC10 +1/24 hour period spent in the virtual world) and fails this roll become addicted to the virtual world. An addicted character who is not plugged in suffers a -2 to all Skill, Attribute, Combat and Resistance rolls as he is distracted.

In order to be cured of his addiction the character must make a Will Resistance roll (DC 16 -1/12 hour period disconnected) and must score three consecutive saves. If he fails a roll the character's penalties double and he suffers a temporary loss of 1 Stamina point as he becomes physically ill. If he fails 2 rolls in succession his penalties double again and he loses 1 additional Stamina

point and one temporary Logic point as well. A character in this state will become violent towards anyone keeping him from plugging in.

The character cannot regain any lost Attribute points until he either gets his fix, or succeeds in his attempt to overcome his addiction. If either of these conditions is met, the character's penalties are immediately erased, and his attributes losses are restored at a rate of 1 point/hour.



## Robots

Robots in the Frontier are as varied as the races and cultures that created them. Listed below are a wide range of Robot types that are commonly found in the Frontier. The listing is for a standard type of Robot. Many robots that belong to Corporations, trade cartels etc. are modified beyond the standard listed here. These robots are often painted or have their bodies emblazoned with a Corporate logo, or they possess some other identifying marking to help identify them as belonging to someone. The Robots listed below fill a great number of rolls that are often too menial or time consuming for characters.

### Cassidine Development Corporation BS-1000 Robo-Guide

**Profession:** Bio-social  
**Size:** Medium      **Level:** 1  
**Str:** 12 (+1) **Ag:** 12 (+1) **Sta:** 10 (+0)  
**Cost:** 10,550cr  
**Endurance points:** 20  
**Log:** 12 (+1) **Int:** 14 (+2) **Per:** 14 (+2)

**Combat Modifier:** +0  
**Resistance rolls: Fortitude:** +2      **Reflex:** +1  
**Defenses:** None  
**Initiative Modifier:** +1  
**Will:** +2  
**DR:** 11/(d)10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Appraise: Cultural trade goods +3, Barter/Haggling +3, Decipher script +2, Diplomacy +3, Drive +2, First aid +2, Handle animals +3, Intuit direction +4, Knowledge: Local customs +4, Knowledge; Local laws +2, Listen +3, Ride +2, Search +2, Speak languages, Spot +3, Use Technology +3

**Languages:** Pan-Gal, Robotic, Osakar, Dralasite

#### Special Abilities

Low light vision (Ultravision)  
Ambidexterity  
Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Emergency beacon, Enhanced Agility (+4), Enhanced Intuition (+4), Language module, Personal communicator, Personality module (+6), Rust inhibitor

**Movement:** 41'

**Notes:** The BS-1000 Robo-Guide was designed by Cassidine Development Corporation to take advantage of the growing Travel market by offering a robot specifically designed to serve as a tour guide for travelers vacationing off world. These robots can usually be rented at the local spaceport by travelers and are programmed with information and anecdotes about the culture, and settlement that the travellers are visiting. Robo-Guides are programmed to be very pleasant companions, and to help travelers avoid the pitfalls of being in a new location, and dealing with its customs.

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### Pan Galactic Corporation's B-27 Robo-Clerk

**Profession:** Bio-social  
**Size:** Medium      **Level:** 1  
**Str:** 12 (+1) **Ag:** 10 (+0) **Sta:** 10 (+0)  
**Cost:** 7,150  
**Endurance points:** 20  
**Log:** 14 (+2) **Int:** 12 (+1) **Per:** 12 (+1)

**Combat Modifier:** +0  
**Resistance rolls: Fortitude:** +2      **Reflex:** +0  
**Defenses:** None  
**Initiative Modifier:** +0  
**Will:** +1  
**DR:** 10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits,

subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Administration +4, Computers +4, Decipher script +3, Diplomacy +4, Knowledge: Mathematics +4, Knowledge: Local trade +3, listen +2, Profession: Accounting +4, Search +3, Sense motive +2, Speak languages, Spot +2, Use Technology +4

**Languages:** Pan-Gal, Robotic, Vrusk, Dralasite

#### **Special Abilities**

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** AI module (+2), Emergency beacon, Enhanced Agility (+2), Enhanced Intuition (+2), Language module, Personal communicator, Personality module (+4), Sensory recorder

**Movement:** 40'

**Notes:** Pan Galactic Corporation knowing all too well that trusting a living being to handle accounting and other tasks in business is to offer the opportunity for theft, and so they developed these robots to reduce the possibility of theft of Company funds. Since then they have started marketing these human-shaped robots to small business interests who would benefit greatly from a robotic clerk to handle their books with robotic efficiency. These robots have become quite popular and their low cost make them indispensable to small business owners who have enough problems with overhead to pay for a living accountant.

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### **Pan Galactic Corporation B-5000 Robotic Aide**

**Profession:** Bio-social

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 9,700cr

**Endurance points:** 20

**Log:** 14 (+2) **Int:** 12 (+1) **Per:** 14 (+2)

**Combat Modifier:** +0

**Resistance rolls: Fortitude:** +2

**Reflex:** +1

**Defenses:** None

**Initiative Modifier:** +1

**Will:** +1

**DR:** 11/(d)10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Administration +4, Barter/Haggling +3, Bluff +4, Computers +4, Diplomacy +4, Drive +2, First aid +4, Knowledge: Local customs +4, Knowledge: Local laws +4, Listen +2, Search +3, Sense motive +4, Speak languages, Spot +2, Use Technology +4

**Feats:** Dodge

**Languages:** Pan-Gal, Robotic, Vrusk, Dralasite

#### **Special Abilities**

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** AI module (+2), Emergency beacon, Enhanced Agility (+4), Enhanced Intuition (+2), Language module, Personal communicator, Personality module (+6), Sensory recorder, Storage compartment (holds 5lbs)

**Movement:** 41'

**Notes:** The halls of government in the Frontier can be an incredibly busy place and in order to help diplomats, Pan Galactic Corporation has designed these Robots. A robotic aid is designed to make a Diplomat's life easier, and they have been programmed with a wide variety of skills that may be useful for a diplomatic aid to possess. These robots come with a concealed storage compartment which can be used by a Diplomat to store anything from a small defensive weapon to his daily itinerary.

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### Star Play Industries B-500 Robo-Bartender

**Profession:** Bio-social

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 7,100cr

**Endurance points:** 20

**Log:** 12 (+1) **Int:** 12 (+1) **Per:** 14 (+2)

**Combat Modifier:** +0

**Resistance rolls: Fortitude:** +2

**Reflex:** +1

**Defenses:** none

**Initiative Modifier:** -1

**Will:** +1

**DR:** 11/(d)10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Use Technology +2

**Feats:** Barter/Haggling +3, Diplomacy +3, First aid +2, Knowledge: Local customs +3, Knowledge: Local anecdotes +3, Knowledge: Mixology +4, Listen +2, Perform: Storytelling +3, Profession: Bartending +4, Search +2, Spot +2, Use technology +3

**Languages:** Pan-Gal, Robotic, Yazirian

#### Special Abilities

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Emergency beacon, Enhanced Agility +4, Enhanced intuition +2, Language module, Personal communicator, Personality module (+6), Rust inhibitor

**Movement:** 41'

**Notes:** Star Play industries originally used these robots in some of its resorts, but has since decided to market these robots to the general populace. These robots have been designed to have a very likeable personality, and are programmed with a large library of local customs and anecdotes with which they can entertain customers. These robots are designed with a special emergency beacon that if triggered is received by any local law enforcement agency as opposed to sending out a general alert.

---

### Star Play Industries B-300 Robo-Dealer

**Profession:** Bio-social

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 10,000cr

**Endurance points:** 20

**Log:** 12 (+1) **Int:** 14 (+2) **Per:** 14 (+2)

**Combat Modifier:** +0

**Resistance rolls: Fortitude:** +2

**Reflex:** +1

**Defenses:** None

**Initiative Modifier:** -1

**Will:** +2

**DR:** 11/(d)10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits,

subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Bluff +4, Computers +3, Diplomacy +3, First aid +2, Gaming +4, Knowledge: Local customs +3, Knowledge: Local anecdotes +3, Listen +3, Perform: Card tricks +4, Search +2, Sense motives +3, Spot +3, Use Technology +3

**Languages:** Pan-Gal, Robotic, Dralasite

#### **Special Abilities**

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Emergency beacon, Enhanced Agility (+4), Enhanced intuition (+4), Language module, Personal communicator, Personality module (+6), Sensory recorder

**Movement:** 41'

**Notes:** These robots were once only found at Star Play Industry resorts. Star Play Industries though seeing the potential for profit has begun selling these robots throughout the Frontier, and they have become quite popular with everyone from cantina owners to private transport services who are always looking for something to offer their passengers on long voyages. Most of these robots have been designed with a special emergency beacon, which is not set to be detectable by normal means, but is linked to special receivers in either a security station, or local law enforcement office.

---

### **Pan Galactic Corporation's B-30 Sales Robot**

**Profession:** Bio-social

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 10 (+0) **Sta:** 10 (+0)

**Cost:**

**Endurance points:** 20

**Log:** 12 (+1) **Int:** 12 (+1) **Per:** 14 (+2)

**Combat Modifier:** +0

**Resistance rolls: Fortitude:** +2

**Reflex:** +0

**Defenses:** None

**Initiative Modifier:** +0

**Will:** +1

**DR:** 10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Appraise: Trade goods +3, Bluff +4, Computers +2, Knowledge: Local customs +2, Knowledge: Sales techniques +4, Listen +2, Search +2, Sense motive +3, Speak languages, Spot +2, Profession: Salesman +4, Use Technology +3

**Languages:** Pan-Gal, Robotic, Vrusk

#### **Special Abilities**

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Emergency beacon, Enhanced agility (+2), Enhanced Intuition (+2), Language module, Personal communicator, Personality module (+6), Sensory recorder

**Movement:** 40'

**Notes:** Pan Galactic Corporation has developed these robots to save small business owners overhead by providing them a sales staff that they don't have to pay. These robots are designed to be very pleasant in demeanor, but to be very persuasive. They are

designed with a specialized emergency beacon that is tied to the security station at the local /Law enforcement office, and they have the ability to record what they see and hear which is useful in case they have to provide evidence of a crime to local law enforcement officers.

---

### Star-tech Industries SP-1 Welder Robot

**Profession:** Tech-ex

**Size:** Medium

**Level:** 1

**Str:** 14 (+2) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 16,300cr

**Endurance points:** 20

**Log:** 12 (+1) **Int:** 10 (+0) **Per:** 8 (-1)

**Combat Modifier:** +0

**Resistance rolls: Fortitude:** +2

**Reflex:** +1

**Defenses:** Reinforced construction 5/acid

**Initiative Modifier:** +1

**Will:** +0

**DR:** 11/(d)10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Analyze: Damage +4, Jury rig +2, Knowledge: Engineering; Alternate energy +2, Knowledge: Engineering: spacecraft systems +3, Knowledge: Engineering +3, Knowledge: Mechanical +2, Listen+1, Repair: Spacecraft +4, Search +1, Spot +1, Use Technology +3, Zero gravity movement +2

**Languages:** Pan-Gal (Understand only), Robotic

#### Special Abilities

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Diagnostic Package, Enhanced agility (+4), Enhanced Strength (+2), Environmental adaptation (space), Laser torch, Personal communicator, Magnetic grippers, Reinforced construction (5/Acid), Tracks

**Movement:** 40'

**Notes:** Star-Tech Industries is an up and coming Corporation that has made a name for itself by manufacturing and selling robots designed specifically for use in Space. These robots have so far had an excellent track record though most Frontier beings are still leery about having a robot in charge of certain vital spacecraft systems (such as astrogation, or piloting). Star-Tech's welder class robot is designed to work in a zero gravity environment, and has magnetic grippers on its treads to allow it to move across the hull of most spacecraft. The robot has a diagnostic scanner integrated into one of its appendages which allows it to diagnose damaged sections of the ship, and its other limb is a powerful laser torch that it can use to cut or weld together hull plates. The robot's communicator allows it to maintain communications with the engineering crew inside the ship. It is designed with a reinforced frame to protect it somewhat from micro-meteor hits or other hazards that may occur as it works in space.

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### Star-Tech SP-5 Astrogator Robot

**Profession:** Spacer

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 18,500cr

**Endurance points:** 20

**Log:** 16 (+3) **Int:** 14 (+2) **Per:** 8 (-1)

**Combat Modifier:** +0

**Resistance rolls: Fortitude:** +2

**Reflex:** +1

**Defenses:** Reinforced construction 5/Acid

**Initiative Modifier:** +1

**Will:** +2

**DR:** 11/(d)10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits,

subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Astrogation +4, Analyze: Sensory data +4, Analyze: Jump programs +4, Computers +4, Intuit direction +4, Knowledge: Astronomy +4, Knowledge: Common jump routes +4, Listen +4, Search +4, Speak languages, Spot +4, Use Technology +4, Zero gravity movement +4

**Languages:** Pan-Gal, Robotic, Vrusk, Dralasite, Yazirian

#### **Special Abilities**

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** AI module (+4), Enhanced Agility (+4), Enhanced Intuition (+4), Environmental adaptation (space), Language module, Magnetic grippers, Personal communicator, Reinforced construction (5/acid)

**Movement:** 41'

**Notes:** Star-Tech industries S-5 Astrogator robot has been called one of the most efficient and reliable machines in the Frontier. The robot however does not sell very well, because most races are still overly leery about trusting a robot to make such an important decision as plotting a jump through Void space. The sad thing is that these Robots have been programmed with an exceptional AI, and have an extensive library of common jump routes programmed into their memory banks that allow them to perform better than most entry level astrogators. These robots are built with structural reinforcement, Magnetic grippers n their foot pads, and are environmentally sealed allowing them to function in the void of space if need be.

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### **Star-Tech Industries S-10 Robo-Pilot**

**Profession:** Spacer

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 14 (+2) **Sta:** 10 (+0)

**Cost:** 16,750cr

**Endurance points:** 20

**Log:** 12 (+1) **Int:** 14 (+2) **Per:** 8 (-1)

**Combat Modifier:** +0

**Resistance rolls: Fortitude:** +2

**Reflex:** +2

**Defenses:** Reinforced construction (5/acid)

**Initiative Modifier:** +2

**Will:** +2

**DR:** 12/(d)10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Astrogation +2, Analyze: Sensory data +4, Analyze: Jump programs +3, Computers +3, Knowledge: Astronomy +3, Knowledge: Geophysics +3, Pilot +4, Listen +3, Search +2, Speak languages, Spot +3, Use Technology +3, Zero gravity movement +3

**Languages:** Pan-Gal, Robotic, Vrusk

#### **Special Abilities**

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Enhanced Agility (+6), Enhanced Intuition (+4), Environmental adaptation (space), Language module, Magnetic grippers, Personal communicator, Reinforced construction (5/acid),



**Movement:** 42'

**Notes:** Star-Tech Industries has tried its best to market its specialized robots as an Alternative to having living beings in control of Spacecraft, but most Frontier beings are reluctant to trust machines with their ships, even though all the research shows that in many cases Star-Tech's robots are as good if not better than their living counterparts. Star-Tech's Robo-Pilot like all its other robots are designed with structural reinforcements and environmental seals to protect the robot from the vacuum of space. The robot also has magnetic gripper pads on its feet allowing it to walk on the hulls and metallic sections of the ship while in zero gravity.

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### Star-Tech Industries S-20 Engineering Robot

**Profession:** Tech-Ex

**Size:** Medium

**Str:** 14 (+2) **Ag:** 14 (+2) **Sta:** 10 (+0)

**Combat Modifier:** +0

**Resistance rolls:** **Fortitude:** +2 **Reflex:** +2

**Defenses:** Reinforced construction (10/acid)

**Cost:** 30,500cr

**Endurance points:** 20

**Log:** 14 (+2) **Int:** 12 (+1) **Per:** 8 (-1)

**Initiative Modifier:** +2

**Will:** +1

**DR:** 12/(d)10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Analyze: Damage +4, Analyze: Sensor readings +3, Disable device +3, Jury-rig +3, Knowledge: Engineering: Alternate energy +4, Knowledge: Engineering: Spacecraft systems +4, Knowledge: Hydrolics +4, Knowledge: Mechanical +4, Listen +2, Open locks +4, Repair +4, Search +3, Spot +2, Knowledge: Electronics +4, Use Technology +4, Zero gravity movement +3

**Languages:** Pan-Gal, Robotic, Vrusk, Dralosite

#### Special Abilities

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** AI module (+2), Diagnostic Package, Enhanced Agility (+6), Enhanced intuition (+2), Enhanced Strength (+2), Environmental adaptation (space), Integral tool kit (engineering tech kit), Language module, Magnetic grippers, Personal communicator, Reinforced construction (10/acid), Storage compartment (5lbs)

**Movement:** 42'

**Notes:** The S-20 Engineering robot created by Star-Tech Industries is perhaps one of the few robots in its line of specialty robots that has been somewhat successful. Of course Star-Tech intended the robot to serve as an alternative to an actual living engineer these robots are mostly used by a ship's engineering crew to handle repairs in sections that are exceptionally hazardous. These robots however are up to the challenge, having been built with very good structural reinforcements. Their systems are environmentally sealed against damage from working in space, and they have magnetic gripper pads on their feet allowing them to move along the metal parts of a ship. The S-20 has two standard manipulative limbs, but set into them, in retractable housings are the standard tools it needs to repair damage aboard a spaceship. These robots also have a storage compartment that allows them to carry additional tools or supplies.

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### Star-Tech Industries S-25 Space-tech Robot

**Profession:** Tech-Ex

**Size:** Small

**Str:** 12 (+1) **Ag:** 14 (+2) **Sta:** 10 (+0)

**Cost:** 31,250cr

**Endurance Points:** 19

**Log:** 12 (+1) **Int:** 12 (+1) **Per:** 8 (-1)

**Combat Modifier:** +0

**Resistance rolls: Fortitude:** +2

**Reflex:** +2

**Defenses:** Reinforced construction (10/acid)

**Initiative Modifier:** +2

**Will:** +1

**DR:** 13/(d)10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Use Technology +2

**Languages:** Pan-Gal (Understand only), Robotic

#### **Special Abilities**

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Diagnostic package, Enhanced Agility (+4), Enhanced Intuition (+2), Enhanced Strength (+4), Environmental adaptation (space), Integral toolkit (engineering tools), Laser torch, Magnetic grippers, Personal communicator, Storage compartment (2lbs), Tracks

**Movement:** 42'

**Notes:** Star-tech Industries saw the need to produce a robotic technician that was small enough to fit in locations that a human-sized technician, or robot would be able to comfortably work in. To fill this gap they designed these small rectangular machines, which have treads that have magnetic grippers on each tread enabling to move easily on the hull of a ship. The unit has a dome-like head. The S-25 has 4 retractable compartments with one set on the top of the robot's body where its shoulders would be and one on either side of the robot's body. In these compartments is a telescoping limb. One of the limbs ends in a multi-tool allowing it to repair damaged equipment. One limb ends in a laser torch, and the limbs on its side end in manipulating claws.

The S-25 is designed with a reinforced structure and sealed internal components which allow it to work unhindered in the void of space. These robots are the most successful machines that Star-Tech Industries has designed.

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### **Star-Tech Industries S-30 Robo-Gunner**

**Profession:** Enforcer

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 14 (+2) **Sta:** 10 (+0)

**Cost:** 30,000

**Endurance points:** 20

**Log:** 12 (+1) **Int:** 14 (+2) **Per:** 8 (-1)

**Combat Modifier:** +2

**Resistance rolls: Fortitude:** +2

**Reflex:** +2

**Defenses:** reinforced construction (10/acid)

**Initiative Modifier:** +2

**Will:** +2

**DR:** 12/(d)10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Analyze: Sensory data +4, Computers +4, Intuit direction +3, Knowledge: Space combat tactics +4, Listen +3, Search +2, Spot +4, Use Technology +4, Weapon: Spacecraft beam, Weapon: Space craft missile, Weapon: Space craft PGS, Zero gravity movement +3

**Feats:** Expertise (choose spacecraft weapon)

**Languages:** Pan-Gal, Robotic, Yazirian

**Special Abilities**

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Combat programming, Enhanced Agility (+6), Enhanced Intuition (+4), Environmental Adaptation (Space), Language module, Magnetic grippers, Personal communicator, Reinforced construction (10/acid)

**Movement:** 42'

**Notes:** Star-Tech tried very hard to promote these robots as a safe alternative to have living gunners aboard a spacecraft, but has not met much success because people fear putting deadly weapons like those on a spacecraft in the hands of a machine. Star-Tech representatives have publicly stated that "Without emotions to cloud their judgment, the S-30 Robo-Gunner is 100% more efficient than a live gunner." It does not matter how true this statement is, because most races refuse to even entertain the notion of putting a machine in the position to utilize the level of fire power on most spacecraft, and so millions of these units sit in star-tech warehouses awaiting some unknown fate.

---

### Tachyon Instruments Assembly Line Robot

**Profession:** Tech-Expert

**Size:** Medium

**Level:** 1

**Str:** 12 (+1) **Ag:** 14 (+2) **Sta:** 12 (+1)

**Cost:**

**Endurance points:** 25

**Log:** 14 (+2) **Int:** 10 (+0) **Per:** 8 (-1)

**Combat Modifier:** +0

**Resistance rolls: Fortitude:** +3

**Reflex:** +2

**Defenses:** reinforced construction 5/acid

**Initiative Modifier:** +2

**Will:** +0

**DR:** 12/(d)10

**Combat Abilities:** Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Appraise: Electronics +4, Appraise: Machinery +4, Appraise: Workmanship +4, Computers +3, Craft (choose one) +4, Drive: Manufacturing equipment +4, Knowledge: Electronics +4, Knowledge: Manufacturing equipment +4, Listen +2, Repair: Manufacturing equipment +4, Search +3, Spot +3, Use Technology +4

**Languages:** Pan-Gal, Robotic

**Special Abilities**

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** AI module (+2), Endurance upgrade (+2 Sta, +5 EP), Enhanced Agility (+6), Integral toolkit (tech-kit), Multiple limbs (+2), Reinforced construction (5/acid), Rust inhibitor, Wheels

**Movement:** 62'

**Notes:** Tachyon Instruments designed these robots to make manufacturing easier than employing hundreds of living people. These robots possess 4 specially designed limbs that end in multi-tool appendages, which allow them to quickly assemble parts, and they are dexterous enough to utilize all four of their limbs at once. These machines are built with wheels instead of legs to enable them to move quickly around a manufacturing facility.

---

## "Spot" Security robot

**Profession:** Enforcer **Cost:** 29,230  
**Size:** Medium **Level:** 1 **Endurance points:** 20  
**Str:** 16 (+3) **Ag:** 14 (+2) **Sta:** 10 (+0) **Log:** 12 (+1) **Int:** 14 (+2) **Per:** 8 (-1)

**Combat Modifier:** +4 **Initiative Modifier:** +3  
**Resistance rolls: Fortitude:** +2 **Reflex:** +2 **Will:** +0

**Defenses:** Natural armor +4, reinforced construction 5/acid **DR:** 16/14

**Primary Attack:** Bite **Damage:** 1d10 **In:** +3 **Hit:** +4 **Dmg:** +3 **DR:**  
**Secondary Attack:** Claw **Damage:** 1d8 **In:** +3 **Hit:** +4 **Dmg:** +3 **DR:**

**Combat Abilities:** on a natural 20 a "Spot" security robot can make an Attack of opportunity on the target at +2 to hit. A "Spot" security robot can make 3 Attacks of opportunity/round. Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Use Technology +2 Balance +4, Climb +4, Hide +3, Jump +4, Intuit directions +3, Listen +4, Move silently +3, Search +2, Spot +3, Wilderness lore +3

**Feats:** Combat reflexes

**Languages:** Standard, Robotic

### Special Abilities

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Combat module, Emergency beacon, Enhanced agility +6, Enhanced intuition +4, Enhanced Strength +4, Environmental adaptation (vacuum), Infravision, Natural armor +4, Reinforced construction (5/acid), Rust inhibitor, Security scanner, Suspension system

**Movement:** 42'

**Notes:** This robot looks like a man-sized, mechanical guard dog with four powerful legs, wicked jaws and duralloy armor covering its body. It growls and barks at intruders with the aid of a vocalizer. "Spot" functions as a robotic watchdog for wealthy if not eccentric types.

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## Tachton Instruments Alpha Class security robot

**Profession:** Enforcer **Cost:** 27,050cr  
**Size:** Small **Level:** 2 **Endurance points:** 19  
**Str:** 8 (-1) **Ag:** 14 (+2) **Sta:** 10 (+0) **Log:** 12 (+1) **Int:** 14 (+2) **Per:** 8 (-1)

**Combat Modifier:** +4 **Initiative Modifier:** +2  
**Resistance rolls: Fortitude:** +2 **Reflex:** +3 **Will:** +2  
**Defenses:** Reinforced construction 5/Acid **DR:** 13 (+1 size)

**Ranged Weapon:** Adhesive grenade (5) **Range:** 16' **Damage:** Ent **In:** +2 **Hit:** +6/+0 **Dmg:** +0 **DR:**  
**Ranged Weapon:** Doze grenades (5) **Range:** 16' **Damage:** sleep **In:** +2 **Hit:** +6/+0 **Dmg:** +0 **DR:**

**Primary Attack:** Punch **Damage:** 1pt **In:** +2 **Hit:** +3 **Dmg:** -1 **DR:**

\* Doze grenades fill a 10' in diameter area with a gas that requires all targets caught in the area to make a Fortitude save (DC 15) or fall unconscious for 2d4 rounds.

**Entanglement (ent.):** A character who is entangled loses his Agility based Defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of the attack's success score to be freed. Each attempt to break free takes one action.

**Combat Abilities:** On a natural 20 the robot makes an Attack of opportunity against a target at +2 to hit. This robot may use one action to perform this attack (Improved trip). It rolls a standard to hit roll against the victim and if it succeeds the victim must roll a Reflex save with a difficulty equal to the success scored by the attacker or they are knocked prone. A prone character loses their Agility based Defensive bonus and allowing for Attacks of opportunity against them. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Robots are powered internally and do not require recharging. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Analyze (robots) +3, Computer +3, Demolitions +4, Intuit direction +3, Knowledge: Local laws +3, Knowledge: Corporate law +3, Listen +3, Search +3, Sense motive +3, Spot +3, Use Technology +4, Weapon: Grenades, Weapon: PGS

**Feats:** Improved trip

**Languages:** Pan-Gal (Understand only), Robotic

#### **Special Abilities**

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Combat module, Emergency beacon, +1 Endurance level, Enhanced agility +4, Enhanced intuition +4, Infravision, Personal communicator, Reinforced construction 5/Acid, Rust inhibitor, Security scanner, Sensory recorder, Tracks

**Movement:** 50'

**Notes:** The Alpha-Class security robots are entry level security systems. They have audio and video receptors to identify creatures. They use visual and audio patterns to check against a supplied database, and verify a security badge. They can access the local computer system's employee roster. Not extremely bright, Alphas have been known use tangler grenades on rats for not showing their badges. They are best deployed when a factory is closed.

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### **Tachton Instruments Beta Class security robot**

**Profession:** Enforcer

**Size:** Small

**Level:** 3

**Str:** 8 (-1) **Ag:** 14 (+2) **Sta:** 10 (+0)

**Cost:** 32,350cr

**Endurance points:** 19

**Log:** 12 (+1) **Int:** 14 (+2) **Per:** 8 (-1)

**Combat Modifier:** +4

**Resistance rolls:** Fortitude: +3

**Reflex:** +4

**Defenses:** Reinforced construction 5/Acid

**Initiative Modifier:** +4

**Will:** +3

**DR:** 13 (+1 size)

**Defenses:** Light shift screen type A (30pts lasers/½ plaser uses 5seu/round)

**Ranged Weapon:** Sonic stunner

**Range:** 30'

**Damage:** Stun\*\* **In:** +4 **Hit:** +6/+0 **Dmg:** +0 **DR:**

**Ranged Weapon:** Adhesive grenade (5)

**Range:** 16'

**Damage:** Ent **In:** +4 **Hit:** +6/+0 **Dmg:** +0 **DR:**

**Ranged Weapon:** Doze grenades (5)

**Range:** 16'

**Damage:** sleep **In:** +4 **Hit:** +6/+0 **Dmg:** +0 **DR:**

**Primary Attack:** Slam

**Damage:** 1d3 **In:** +4 **Hit:** +3 **Dmg:** -1 **DR:**

\* Doze grenades fill a 10' in diameter area with a gas that requires all targets caught in the area to make a Fortitude save (DC 15) or fall unconscious for 2d4 rounds.

\*\* A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Agility based Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or

the stunning continues. This continues for 3 rounds unless he makes his roll.

**Entanglement (ent.):** A character who is entangled loses his Agility based Defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of the attack's success score to be freed. Each attempt to break free takes one action.

**Combat Abilities:** On a natural 20 the robot makes an Attack of opportunity against a target at +2 to hit. This robot can make 3 Attacks of opportunity in a round. By expending an action stated at the beginning of the combat round before Initiative is rolled this robot gains a +2 bonus to its Defensive rating for the round including its Defensive rating against traps, and increases its Reflex saves by +2.

Robots are immune to Toxins, Paralysis, Stunning, and Disease Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Analyze (robots) +3, Computer +3, Demolitions +4, Intuit direction +3, Knowledge: Local laws +3, Knowledge: Corporate law +3, Listen +3, Search +3, Sense motive +3, Spot +3, Use Technology +4, Weapon: Grenades, Weapon: beam, Zero gravity movement +3

**Feats:** Combat reflexes, Dodge

**Languages:** Pan-Gal (Understand only), Robotic

#### **Special Abilities**

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Combat module, Emergency beacon, +1 Endurance level, Enhanced agility +4, Enhanced intuition +4, Environmental adaptation (vacuum), Infravision, integral weapons, Personal communicator, Reinforced construction 5/Acid, Repulsor lift unit, Retractable manipulating limb, Rust inhibitor, Security scanner, Sensory recorder, Tracks

#### **Special equipment**

The Beta class security robot's Light shift screen is powered by an energy cell (100seu)

**Movement:** 40'

**Notes:** The Beta-Class security robots are entry level security systems that float using repulsor lifts, and can float up to 30' up into the air. They have audio and video receptors to identify creatures. They use visual and audio patterns to check against a supplied database, and verify a security badge. They can access the local computer system's employee roster. Betas have more problem-solving skills and can generally be trusted around employees on a regular basis.

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### **Tachton Instruments Gamma Class security robot**

**Profession:** Enforcer

**Size:** Medium

**Level:** 5

**Str:** 12 (+1) **Ag:** 12 (+1) **Sta:** 10 (+0)

**Cost:** 61,350cr

**Endurance points:** 20

**Log:** 14 (+2) **Int:** 14 (+2) **Per:** 8 (-1)

**Combat Modifier:** +6/+1

**Resistance rolls:** **Fortitude:** +3

**Reflex:** +4

**Initiative Modifier:** +4

**Will:** +4

**Defenses:** Reinforced construction 5/Acid

**DR:** 11

**Defenses:** Light shift screen type A (30pts lasers/½ plaser uses 5 seu/round)

**Ranged Weapon:** Laser pistol

**Range:** 40

**Damage:** 2d10

**In:** +4

**Hit:** +6/+1

**Dmg:** +0

**DR:**

**Ranged Weapon:** Sonic stunner

**Range:** 30'

**Damage:** Stun\*\*

**In:** +4

**Hit:** +6/+1

**Dmg:** +0

**DR:**

**Ranged Weapon:** Adhesive grenade (5)

**Range:** 16'

**Damage:** Ent

**In:** +4

**Hit:** +6/+1

**Dmg:** +0

**DR:**

**Ranged Weapon:** Doze grenades (5)

**Range:** 16'

**Damage:** sleep

**In:** +4

**Hit:** +6/+1

**Dmg:** +0

**DR:**

**Primary Attack:** Punch

**Damage:** 1d3

**In:** +4

**Hit:** +6/+1

**Dmg:** +1

**DR:**

**Secondary Attack:** Kick

**Damage:** 1d4 **In:** +4 **Hit:** +6/+1 **Dmg:** +1 **DR:**

\* Doze grenades fill a 10' in diameter area with a gas that requires all targets caught in the area to make a Fortitude save (DC 15) or fall unconscious for 2d4 rounds.

\*\* A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Agility based Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

**Entanglement (ent.):** A character who is entangled loses his Agility based Defensive bonus and his Initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of the attack's success score to be freed. Each attempt to break free takes one action.

**Combat Abilities:** On a natural 20 the robot makes an Attack of opportunity against a target at +2 to hit. This robot can make 2 Attacks of opportunity in a round. By expending an action stated at the beginning of the combat round before Initiative is rolled this robot gains a +2 bonus to its Defensive rating for the round including its Defensive rating against traps, and increases its Reflex saves by +2.

Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Analyze (robots) +4, Astrogation+3, Computer +4, Demolitions +3, Drive +3, Intuit direction +3, Knowledge: Astronomy +4, Knowledge: Local laws +4, Knowledge: Corporate law +4, Listen +3, Pilot +4, Search +4, Sense motive +3, Spot +4, Use Technology +5, Weapon: Grenades, Weapon: beam, Weapon: Melee, Zero gravity movement +3

**Feats:** Combat reflexes, Dodge

**Languages:** Standard, Robotic

#### **Special Abilities**

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** Chronocom, Combat module, Emergency beacon, +3 Endurance level, Enhanced agility +4, Enhanced intuition +4, Environmental adaptation (vacuum), Infravision, integral weapons, Magnetic grippers, Personal communicator, Reinforced construction 5/Acid, Rust inhibitor, Security scanner, Sensory recorder, Toxi-rad gauge

**Movement:** 40'

**Notes:** The Gamma is Tachton Instrument's most amazing achievement. It is a marvel of independent thinking and resolve, never sleeps, doesn't take smoking breaks, and will keep your business safe. Really, really safe. One of the keys to their innovation is their AI chip, or PPC. It's artificial intelligence at its finest. WarTech Inc. has tried to purchase the technology to help make its combat robots more effective, but T.I. won't sell.

The PPC enables the Gamma-Class security robot to be deterministic in its task of keeping an area safe. It learns and adapts, nearly as effectively as an intelligent real person. It's relatively difficult to outwit a Gamma. But that isn't the only thing that makes them unique. They are built of the highest technology, having internal weaponry and defenses that would make a combat robot proud. T.I. worried about the cost vs. payback of such an investment, but the results have been astonishing. Instead of an army of randomly patrolling Alphas and Betas, a company with the Credits to spend can purchase a single Gamma, and that's generally enough.

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## **Z40 Security Sphere**

**Description:** The Z40 Security sphere are robots that float about 5' off of the floor. They have a long red photo receptor that bisects their spherical body and have a single limb set at the base of the sphere that appears to be some kind of weapon arm. Small sensors are set around the top of the sphere, and each robot has a small triangular vocal grill under the photoreceptor in the front part of the sphere.

**Profession:** Enforcer  
**Size:** Small                      **Level:** 1  
**Str:** 8 (-1)   **Ag:** 14 (+2)   **Sta:** 10 (+0)

**Cost:** 40,600cr  
**Endurance points:** 19  
**Log:** 12 (+1)   **Int:** 14 (+2)   **Per:** 8 (-1)

**Combat Modifier:** +1  
**Resistance rolls: Fortitude:** +2                      **Reflex:** +2  
**Defenses:** Natural armor +4

**Initiative Modifier:** +2  
**Will:** +2  
**DR:** 17/15

**Ranged Weapon:** Needler pistol                      **Range:** 20'                      **Damage:** 1d4   **In:** +2   **Hit:** +3   **Dmg:** +0   **DR:**

**Primary Attack:** Slam    **Damage:** 1-3   **In:** +2   **Hit:** +1   **Dmg:** -1   **DR:**

**Combat Abilities:** On an unmodified 20 the robot gains a free attack against an unbalanced foe at +2 to hit. By expending an action stated at the beginning of the combat round before Initiative is rolled the robot gains a +2 bonus to its Defensive rating for the round including its Defensive rating against traps, and increases its Reflex saves by +2. Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects

**Skills:** Hide +4, Intimidation +1, Listen, +4, Move silently +4, Read lips +4, Sense motive +3, Spot +4, Use Technology +2,  
**Weapons:** PGS, Zero gravity movement +3,

**Feats:** Dodge

**Languages:** Standard, Robotic

#### **Special Abilities**

The robot gains a +2 bonus on Spot checks for determining surprise .

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

**Upgrades:** 360 degree vision, Combat programming, Enhanced agility +4, Enhanced intuition +4, Environmental adaptation (Vacuum), Hoverlift, Integral weapon: Needler pistol, Micro engines: repulsor jets, Motion sensors, Natural armor +4, Rust inhibitor, Security scanner

**Movement:** 40'/flight 120'

**Notes:** These robots have been in use throughout the Frontier for a long time, and serve as patrol robots, in most civilized areas. These robots are also quite common as security robots aboard many military installations, and usually patrol common areas where security requirements do not necessitate a more powerful security force.

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## **Combat Mechs**

A combat Mech (or just mech) is like an automated suit of powered armor except for the fact that Mechs tend to be huge machines. All Mechs surround its pilot with an impressive amount of armor, and can be equipped with an impressive array of defenses and state of the art weapons.

Mech technology evolved from simple piloted load-lifters and powered exoskeletons used for heavy industrial work. Military scientists realized that adding layers of armor over such a framework could produce a combat machine unlike any ever seen on the battlefield.

Mechs are frighteningly efficient in military roles. These armored giants can wade into enemy positions and simply pick up artillery or overturn vehicles, while their armored bodies deflect or absorb all but the most powerful types of weapons fire.

The following rules allow for the creation of all types of Mechs, from close combat versions to gigantic mobile artillery platforms that take small crews to operate.

## **Mech Bodies**

Mech bodies come in Large, Huge, Gargantuan, and colossal sizes. A Mech's size determines how many equipment slots (places

where weapons and additional equipment can be installed) it has, and how well it measures up in combat.

### Mech sizes

Size	Height	Weight	Size Modifier	Equipment Slots	Endurance Points	Speed	Cost
Large	8'-15'	500-4,000lbs	-1	7	100	30'	650,000cr
Huge	16'-31'	4,001-32,000lbs	-2	11	200	40'	2,000,000cr
Gargantuan	32'-63'	32,001-250,000lbs	-4	17	400	50'	6,500,000cr
Colossal	64'-128'	250,000lbs+	-8	25	800	60'	20 million+

**Mech Statistics:** The following information explains the Mech Statistics below:

**Size:** This lists the size of the Mech in question

**Cost:** This is the base cost of the Mech, before modifications to the mech are made

**Physical Stats:** The Pilot of a Mech modifies his physical stats by the modifier listed for each sized Mech, however regardless of a Mech's Strength bonus The Mech cannot increase a character's Strength past 50. The Mech Pilot's mental stats however remain unchanged.

**Combat Modifier:** The combat modifier listed is added to the Mech-pilot's Combat modifier and represents the Mechs tactical computer's rating. It should be noted that most Mechs can only make one attack in a round. The Pilot of a Mech retains his standard Initiative modifier, because like powered armor Mechs require that the pilot wear a specially designed sensor suit which is plugged into the Mech's processor unit which then translates the pilot's movements into cybernetic code allowing the Mech to emulate the character's movements. The Mech has finger-tip controls that allow the wearer to use any integrated weapons that the Combat-Mech has.

**Endurance points:** These are the Mech's Endurance points. When the Mech's Endurance reaches 0 it is no longer functional. If however the Mech suffers damage that would have brought its Endurance below 0 the pilot must make a Reflex save (Difficulty of 10 + the points of damage below 0 that the Mech would have taken) and if successful he gets out of the Mech before it explodes, otherwise he takes 6d6 points of damage from a Large Mech exploding, 10d6 from a Huge Mech exploding or 14d6 from a Gargantuan or Colossal Mech exploding.

**Resistance rolls** A Mech's pilot while within the Mech benefits from the Mech being a construct, and thus is unaffected by effects that require a Fortitude Save. The Pilot uses his own Reflex and Will saves but they are modified because he is within the Mech. The Reflex save is penalized due to the size and bulk of the Mech, but the character gains a bonus to his Will saves because it is very hard to target the mind of the Mech's pilot through all that metal.

**Armor/Defensive rating:** A Mech gains a level of Damage reduction dependent on the type of armor that it has. The Mech's Defensive rating also increases due to the materials used in its construction, and other modifications that can be purchased by the Combat Mech's owner.

### Mech Weapon and Defensive slots

All Mechs can add up to seven Weapon or Defenses. A combat Mechs seven Weapon and Defensive equipment slots are located as follows:

<b>Helmet:</b> 1 slot	<b>Shoulders:</b> 1 slot
<b>Back:</b> 1 slot	<b>Torso:</b> 1 slot
<b>Left arm:</b> 1 slot	<b>Boots:</b> 1 slot
<b>Right arm:</b> 1 slot	

It should be noted that any weapons added to the Combat Mech are treated as forward firing.

### Overheating

All Combat Mechs can function for ten rounds before needing one round of inactivity to cool down. Of course adding weapons causes the Mech to heat up at a faster rate. For each emplacement point that is spent on a weapon system the Combat Mech decreases the number of rounds it can remain active before needing a cool down period by 1round/weapon system.

## Basic Combat Mech Statistics

The following are templates that detail the basic stats for different sized Combat Mechs. These Stats can be modified by adding upgrades to the Combat Mech. Adding an upgrade requires a character possessing the Robotics skill at a minimum of level 4, and the Modification skill. Characters who possess these skills can add a Mech upgrade on a Modification skill check with a DC Of 17, so long as he has access to a fully stocked technical facility. It takes 2 hours/Mech size to upgrade a Combat Mech.

### Large Combat Mechs

Essentially big suits of armor, Large Mechs excel in urban battlefields and starship boarding actions where they move through buildings or corridors to find the enemy. Large Mechs are the easiest to operate, however they can't carry the intense array of weapons that bigger Mechs can, nor are they as strong or durable.

**Size:** Large **Cost:** 650,000cr

**Physical Stats:** **Str:** +8 **Ag:** -1 **Sta:** n/a

**Combat modifier:** +4 **EP:** 100  
**Resistance rolls:** **Fortitude:** n/a **Reflex:** -1 **Will:** +0  
**Armor:** none **DR:** 9 (-1 due to size)

**Unarmed attack:** Slam **Damage:** 1d8 **In:** +0 **Hit:** +4 **Dmg:** **DR:**

**Combat Abilities:** On a natural 20 the Mech gains a free attack against an off balanced opponent at +2 to hit. The Mech's pilot while in the Mech is immune to Toxins, Paralysis, Stunning, and Disease. Combat Mechs are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A Mech is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less.

### Huge Combat Mechs

Common weapons on the futuristic battlefield, Huge Mechs offer a solid balance between cost, agility, and sheer bulk. They perform well in any combat environment, but they favor locations with some variation in terrain. In the wide open desert or depths of outer space they fall prey to larger Combat Mechs.

**Size:** Huge **Cost:** 2,000,000cr

**Physical Stats:** **Str:** +16 **Ag:** -2 **Sta:** n/a

**Combat modifier:** +4 **EP:** 200  
**Resistance rolls:** **Fortitude:** n/a **Reflex:** -1 **Will:** +0  
**Armor:** none **DR:** 8 (-2 due to size)

**Unarmed attack:** Slam **Damage:** 2d8 **In:** +0 **Hit:** +4 **Dmg:** **DR:**

**Combat Abilities:** On a natural 20 the Mech gains a free attack against an off balanced opponent at +2 to hit. The Mech's pilot while in the Mech is immune to Toxins, Paralysis, Stunning, and Disease. Combat Mechs are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A Mech is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less.

### Gargantuan Combat-Mechs

Gargantuan Mechs are highly experimental and are the titans of the battlefield. They are able to destroy almost anything they can hit. Gargantuan Mechs are common in outer space environments but are often too expensive and unwieldy for planet-based missions.

**Size:** Gargantuan **Cost:** 2,000,000cr

**Physical Stats:** Str: +24 Ag: -4 Sta: n/a

**Combat modifier:** +4

**Resistance Rolls:** Fortitude: n/a

**Armor:** none

**Reflex:** -2

**EP:** 400

**Will:** +0

**DR:** 6 (-4 due to size)

**Unarmed attack:** Slam

**Damage:** 2d8 **In:** +0 **Hit:** +4 **Dmg:** **DR:**

**Combat Abilities:** On a natural 20 the Mech gains a free attack against an off balanced opponent at +2 to hit. The Mech's pilot while in the Mech is immune to Toxins, Paralysis, Stunning, and Disease. Combat Mechs are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A Mech is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less.

## Colossal Mechs

Colossal Mechs are more a theory than an actual reality. These massive juggernauts represent the epitome of futuristic warfare with enough fire power to destroy spacecraft, or level city blocks. They would theoretically be walking weapon platforms.

**Size:** Colossal

**Cost:** 20,000,000cr +

**Physical Stats:** Str: +32 Ag: -4 Sta: n/a

**Combat modifier:** +4

**Resistance Rolls:** Fortitude: n/a

**Armor:** none

**Reflex:** -8

**EP:** 800

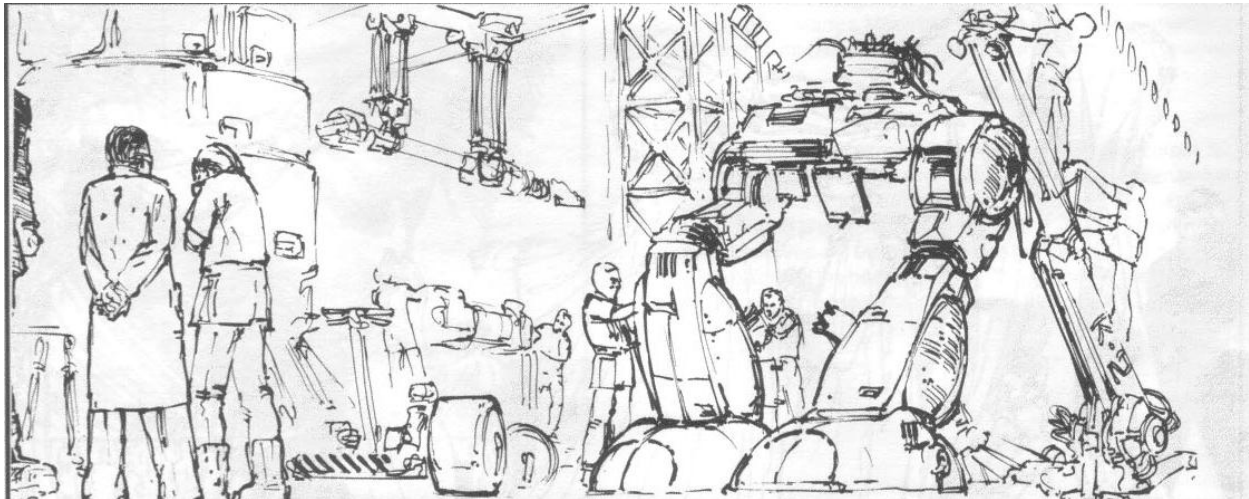
**Will:** +0

**DR:** 2

**Unarmed attack:** Slam

**Damage:** 4d6 **In:** +0 **Hit:** +4 **Dmg:** **DR:**

**Combat Abilities:** On a natural 20 the Mech gains a free attack against an off balanced opponent at +2 to hit. The Mech's pilot while in the Mech is immune to Toxins, Paralysis, Stunning, and Disease. Combat Mechs are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A Mech is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less.



## Mech Chassis

The materials used in the construction of a Combat-Mech grant it a bonus to its Defensive rating. The stronger the materials used, the harder it is to damage the Mech. The different materials used in constructing a Combat mech, and the bonus to the Mech's Defensive rating are shown on the table below:

Chassis Material	Defensive rating Bonus	Damage absorbed	Cost/size			
			Large	Huge	Gargantuan	Colossal
Alumisteel	+0	10/Acid	n/a	n/a	n/a	n/a
Duralloy	+2	12/Acid	+2,000	+4,000	+8,000	+16,000
Hyper-Steel	+4	14/Acid	+4,000	+8,000	+16,000	+32,000
Federanium	+6	16/Acid	+8,000	+16,000	+32,000	+64,000
Reinforced Federanium	+8	18/Acid	+16,000	+32,000	+64,000	+128,000
Double Federanium	+10	20/Acid	+32,000	+64,000	+128,000	+256,000

### Combat-Mech upgrades

Once a Mech's chassis has been purchased it must be equip with specific upgrades. Many different upgrades are available, and they allow the Mech specific functions and enhanced capabilities. Each upgrade uses up a certain number of equipment slots on a combat Mech, so a Combat Mech's builder must decide what upgrades are worth him getting to maximize the number of equipment slots his Combat Mech has. The cost of a particular upgrade is multiplied by the size of the Combat Mech as follows:

Mech Size	Cost multiplier	Mech Size	Cost multiplier
Large	As listed	Gargantuan	4x
Huge	x2	Colossal	x8

Typical upgrades are listed below:

Combat-Mech Upgrade	Equipment Slots	Cost
360 degree vision	1	3,000cr
Advanced Combat module		
+2	1	10,000cr
+4	1	20,000cr
+6	2	40,000cr
+8	2	80,000cr
Diagnostic Package	2	6,000cr
Enhanced Agility-		
+2	2	4,000cr
+4	2	8,000cr
+6	4	16,000cr
+8	4	32,000cr
+10	6	64,000cr
+12	6	128,000cr
+14	8	256,000cr
Enhanced Strength-		
+2	2	4,000cr
+4	2	8,000cr
+6	4	16,000cr
+8	4	32,000cr
+10	6	64,000cr
+12	6	128,000cr
+14	8	256,000cr
Environmental Adaptation	4	4,000cr
Heat sinks		
Type A (+1 round)	2	2,000cr
Type B (+2 rounds)	4	4,000cr
Type C (+3 rounds)	6	8,000cr
Type D (+4 rounds)	8	16,000cr
Hoverlift	6	40,000cr
Improved Audio Sensors	1	8,000cr
Improved Visual Sensors	1	8,000cr
Infravision	1	12,000cr
Integral Laser Sight	1	15,000cr
Language Module and loudspeaker	1	5,000cr
Manipulators (each)	4	5,000cr

Combat-Mech Upgrade	Equipment Slots	Cost
Micro engine-		
Chemical	4	4,000cr
Repulsor jets	8	20,000cr
Rotors	2	1,000cr
Motion Sensors	1	8,000cr
Multiple Legs	8	12,500cr
Composite Armor-		
+5/Energy	1	8,000cr
+10/Energy	2	16,000cr
+15/Energy	2	64,000cr
+20/Energy	4	128,000cr
Override circuitry	2	6,000cr
Personal Communicator	1	1,000cr
Magnetic Grippers	2	12,000cr
Multi Scanner	2	25,000cr
Reinforced Construction-		
DR: +2	2	10,000cr
DR: +4	2	20,000cr
DR: +6	4	40,000cr
DR: +8	4	80,000cr
Remote Operation Unit	2	10,000cr
Repulsor units, advanced	8	40,000cr
Rust inhibitor	0	2,000cr
Self-destruct system	2	50,000cr
Sensory Recorder	2	1,000cr
Suspension system	4	10,000cr
Telescopic Vision	1	5,000cr
Tracks	6	10,000cr
Transform Conversion	10	150,000cr
Wheels	4	8,000cr

### Descriptions

**360° Vision:** Secondary optical sensors allow the Mech to see in all directions at once. The Combat Mech's pilot gains a +2 bonus on Spot checks for determining surprise.

**Combat Programming:** A Mech can be fitted with an advanced tactical program that increases the Mech's Combat performance. Modifiers range from +2 top +8 and are added to the Combat Mech's Combat modifier (its chance to hit).

**Composite Armor:** The Mech is covered with armor-plate, and its joints and weak points have been reinforced giving it Damage resistance vs. energy attacks as well as increasing its Defensive rating.

**Diagnostic Package:** The Diagnostic package gives the Combat Mech's pilot a +4 bonus to his Analysis checks.

**Emergency Beacon:** The Mech has an internal radio transmitter that can be activated as a free action to generate a continuous, pulsing telemetry signal intended to guide rescuers or operators .

**Enhanced Agility:** The combat Mech's sensor net is upgraded with high-performance optical pathways that greatly facilitate precise control and coordination of the Mech's body. The Combat Mech receives the listed upgrade bonus to its Agility ability score.

**Enhanced Strength:** A reinforced frame and augmented articulation systems significantly improve the Combat Mech's physical power. A Mech with this upgrade gains the listed upgrade bonus to its Strength ability score.

**Environmental Adaptation:** This is an overall installation of protective layering on the Mech's body allowing it to survive in a wide variety of hostile climates.

**Heat sinks:** all Combat Mechs build up tremendous amounts of heat as they operate, requiring them to periodically pause for a moment to allow their systems a chance to cool down. By adding heat sinks, a Combat Mech can prolong the period it can

function before needing to cool down by the amount listed on the type of heat sinks it has installed.

**Hoverlift:** The Mech has vectored-thrust turbofans that allow it to fly at its base speed with good maneuverability. The Combat Mech must be Large or Huge to use this upgrade, as Larger Mechs are just too heavy to use this upgrade.

**Improved Audio Sensors:** This upgrade provides both enhanced hardware and sophisticated programming to filter and process auditory data. A Mech with this upgrade grants its pilot with a +2 upgrade bonus on Listen checks.

**Improved Visual Sensors:** This upgrade provides both enhanced hardware and more sophisticated programming to filter and process visual data. A Combat Mech with this upgrade grants its pilot a +2 upgrade bonus on Search and Spot checks.

**Infravision:** Mechs with this thermal imaging upgrade can see in the dark up to 60', but vision is restricted to black and white only, but it is otherwise like normal sight, and Combat Mechs with this upgrade can function just fine with no light at all .

**Integral Laser Sight:** This device is usually built into one of the Combat Mech's eyes or optical sensors. A Mech with an integral laser sight gains a +1 upgrade bonus on all ranged attack rolls.

**Language Module:** This upgrade allows the Mech's pilot to speak through the Combat Mech, and works like a Polyvox thus translating what the pilot says into any 5 languages chosen by the Pilot when this upgrade is purchased.

**Magnetic Grippers:** This upgrade typically only works with walking Combat Mechs. Magnetic grippers on the Mech's feet or appendages allow it to move more effectively in zero gravity environments, as long as there is a suitable metallic surface to traverse.

**Manipulators:** Conventional Combat Mechs usually do not have hands as their arms typically end in some kind of weapon. Buying this upgrade however gives the Mech standard hands that allow them to perform a wide range of tasks. A Combat Mech with this upgrade is allowed to perform any tasks that a humanoid could ordinarily perform with its arms or hands.

**Micro Engines:** Micro engines allow the Mech self-propelled flight at a speed equal to its running speed. The combat Mech can maintain this flight for 30 minutes/point of Agility modifier that it possesses (minimum 30 minutes) before needing a recharge. Chemical engines cost 500cr/ chassis size to recharge. Other engines use power from the Combat Mech's power generator, and require ½ an hour before they can be used again. A flying Mech can carry its normal weight allowance in addition to itself.

**Motion Sensors:** The Mech is equipped with external sensors capable of detecting movement. The Combat Mech's pilot gains a +2 bonus on Spot checks to notice moving objects, creatures, or characters.

**Multiple Legs:** The Combat Mech has multiple legs and often resembles a mechanical animal such as a quadruped or spider. The Mech's base speed is increased by 10' and it gains a +2 upgrade bonus on Climb and Balance checks. Humanoid Mechs are sometimes given this package, in which case the conventional legs are simply replaced and the humanoid torso is retained. More commonly, a Mech with multiple legs is given a semi-spherical spiderlike chassis that is more practical for the design. Such Mechs are often given manipulators as well.

**Multiscanner:** The robot is equipped with an integral sensor package that features all of the capabilities of a standard multiscanner.

**Natural Armor:** A reinforced frame and more durable construction materials provide the Combat Mech a bonus to its Defensive rating.

**Override Circuitry:** This small unit is adhered to the Combat Mech and comes with a palm sized unit that allows the Mech's owner to override the Combat Mech's current activity and cause it to return to his side if it is being controlled by anyone other than him.

**Personal Communicator:** The Mech is equipped with an integral system that features radio, cellular, and satellite communications capabilities. Ranges and other characteristics are identical to the standard comlink.

**Reinforced Construction:** The Combat Mech's frame is constructed using advanced materials that offer increased resistance to physical damage.

**Remote Operation Unit:** This upgrade allows a Mech to be operated remotely using a standard datapad and wireless communications link. Ordinarily, a Combat Mech must have a pilot inside its command module but if the Mech has this upgrade the pilot can remotely control all of the Mech's actions, issuing specific commands as they are needed. A remote operations unit has a standard range of about 5 miles. The character may make attacks with the Combat Mech's weapons using the Mech's

combat modifiers but suffers a -4 penalty on attack rolls.

**Rust inhibitor:** A Mech with this upgrade has been treated with a rust resistant sealant which grants it a +4 bonus to avoid rusting.

**Self-destruct system:** Some Combat Mechs are pre-programmed to self-destruct if a specific condition is met. A self-destructing Mech's power plant overloads and it explodes much like a Mech sized fragmentary grenade causing 6d6 points of damage for Large Mechs, 10d6 from a Huge Combat Mech exploding or 14d6 from a Gargantuan or Colossal Mech exploding. This explosion affects all targets in 30' radius. A Reflex save is allowed for ½ damage.

**Suspension System:** Mechs with a suspension system are able to jump like a normal character.

**Telescopic Vision:** The Mech's optical sensors feature magnification and zoom capabilities. The combat Mech suffers a -1 penalty on Spot checks for every 120' of distance.

**Tracks:** The Combat Mech moves by means of two or more tracks. The tracks feature thick treads that greatly increase the Mech's traction in difficult terrain. The Combat Mech's base speed is increased by 10' and movement penalties for poor surface conditions are eliminated. Overland movement rates through difficult terrain are improved by one step.

**Transform Conversion:** This upgrade allows the Mech to switch between two different movement modes (bipedal, multipedal, wheeled, tracked, hoverlift, etc.). The equipment for one movement mode is typically retracted into the Combat Mech's chassis while the other is in use. For example, a Mech may be equipped with multiple legs as well as a hoverlift package. When the hover fans are operating, the spiderlike legs retract into the Mech's spherical chassis. This upgrade only allows the Mech to switch between two modes. It may be purchased multiple times to give a Mech more than two movement modes.

**Wheels:** The Combat Mech is equipped with wheels that serve as its primary means of movement and mobility. This upgrade increases the Mech's base speed by 20'.

## Mech Weapons/Defenses

A Mech can be fitted with any vehicle mounted weapon so long as the weapons size is equal or smaller than the Mech in question. A mech can also be fitted with any type of defensive screen that can be mounted on a vehicle.

## Repairing Mechs

Mechs are a combination of robot and vehicle, but repairing a Combat Mech is treated much in the manner as repairing a vehicle. Repairing damage to a Combat Mech requires at a minimum a tech kit, and an hour's worth of work/10 points of damage to be repaired. Up to six techs can work on a Large sized Combat Mech at one time. A huge Mech can support 3 work crews, while a Gargantuan or Colossal Combat Mech can have 9 work crews at once working on it. Each mechanic rolls his repair skill and for every point of success scored they can repair 2 points of damage to the Mech.

When working in a crew one character (usually the most skilled) is the crew chief and he rolls his repair skill. If he succeeds the damage repaired is 2 points/member of the crew/point of success scored, and the time is cut in ½ per work crew that is working on the Combat Mech.





## Sample Combat Mechs

On the pages that follow are several Combat Mechs that have been introduced into the Landfleet since the Sathar war. These are by no means the only types of Mechs available but should give Administrators and Players an idea of the types of combat Mechs he can design (if Mechs are being used in his Campaign).

### Galactic Taskforces limited US-100 Urban Combat Mech

Galactic Task Forces Limited created these Combat Mechs specifically for use by Local Law enforcement agencies to quell uprisings and riots. These Mechs weapon systems are geared more towards suppressing a crowd than doing large amounts of damage in an effort to keep collateral damage to a minimum.

**Size:** Large **Cost:** 650,000cr

**Physical Stats:** **Str:** +8 **Ag:** +1 **Sta:** n/a

**Combat modifier:** +4 **EP:** 100  
**Resistance rolls:** **Fortitude:** n/a **Reflex:** -1 **Will:** +0  
**Armor:** 12/acid **DR:** 12/(d) 11

**Weapon:** Electro bolt **Fire Arc:** Forward firing **Range:** 90' **Damage:** 6d6

**Weapon:** Grenade launcher **Fire Arc:** Forward firing (Shoulder mounted)  
**Missile type:** Adhesive grenades (10) **Range:** 100' **Damage:** Ent.

**Unarmed attack:** Slam **Damage:** 1d8 **In:** +0 **Hit:** +4 **Dmg:** **DR:**

Entanglement (ent.): A character who is entangled loses his Agility based defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of 18 to free himself. Each attempt to break free takes one action.

**Combat Abilities:** On a natural 20 the Mech gains a free attack against an off balanced opponent at +2 to hit. The Mech's pilot while in the Mech is immune to Toxins, Paralysis, Stunning, and Disease. Combat Mechs are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A Mech is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less.

**Upgrades:** Diagnostic array, Enhanced Agility (+2), Language module and loudspeaker, Motion sensors, Personal communicator

**Move:** 31'

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### Streel Corporation GN-100 Combat Mech

Streel Corporation created these Large Combat Mechs in an attempt to enter the Market that had up until then been controlled by Galactic taskforces Limited. These large mobile combat suits were tested by the Streel Corporation during what could have become a Corporate War on New Streel that was sparked when a CDC freighter crash landed on the planet, and Streel Corporation's security forces arrested the ship's crew, and confiscated the ship stating that they were spies. The hostilities escalated until Streel unleashed these machines to defend their holdings on the planet.

**Size:** Large **Cost:** 750,000cr

**Physical Stats:** **Str:** +8 **Ag:** -1 **Sta:** n/a

**Combat modifier:** +4 **EP:** 100  
**Resistance Rolls:** **Fortitude:** n/a **Reflex:** -1 **Will:** +0  
**Armor:** Composite armor (8/Acid) **DR:** 14

**Ranged weapon:** Micro missile launcher (type B) **Range:** 200' **In:** -1 **Hit:** +3 **Dmg:** +0 **DR:**  
**Ammo:** Micro missile B (5) **Radius:** 5' **Damage:** 6d6

**Unarmed attack:** Slam

**Damage:** 1d8 **In:** -1 **Hit:** +4 **Dmg:** DR:

**Combat Abilities:** On a natural 20 the Combat Mech gains a free attack against an off balanced opponent at +2 to hit. The Mech's pilot while in the Combat Mech is immune to Toxins, Paralysis, Stunning, and Disease. Mechs are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A Combat Mech is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less.

**Upgrades:** Diagnostic package, Environmental adaptation, Personal communicator, Rust inhibitor

**Move:** 30'

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### **Tachyon Instruments Myrmidon Class combat Mech**

The Myrmidon primarily serves as a light infantry support Mech, replacing an armored vehicle on the battlefield. It has also proven effective in close quarters combat situations, particularly in urban arenas,

**Size:** Large

**Cost:** 751,750cr

**Physical Stats:** **Str:** +8 **Ag:** -1 **Sta:** n/a

**Combat modifier:** +4

**EP:** 100

**Resistance Rolls:** **Fortitude:** n/a **Reflex:** -1

**Will:** +0

**Armor:** Duralloy armor (12/Acid)

**DR:** 11

**Ranged weapon:** Heavy machine gun **Range:** 200'

**Damage:** 3d6 **In:** -1 **Hit:** +3 **Dmg:** +0 **DR**

**Ranged weapon:** Micro missile launcher (type B)

**Range:** 200' **In:** -1 **Hit:** +3 **Dmg:** +0 **DR**

**Ammo:** Micro missile B (5)

**Radius:** 5' **Damage:** 6d6

**Unarmed attack:** Slam

**Damage:** 1d8 **In:** -1 **Hit:** +4 **Dmg:** DR:

**Combat Abilities:** On a natural 20 the Combat Mech gains a free attack against an off balanced opponent at +2 to hit. The Mech's pilot while in the Combat Mech is immune to Toxins, Paralysis, Stunning, and Disease. Mechs are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A Combat Mech is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less.

**Upgrades:** Diagnostic package, Environmental adaptation, Motion sensors, Personal communicator, Rust inhibitor

**Move:** 29'

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### **Tachyon Instruments Scourge Class Combat Mech**

The Scourge Assault Mech uses heavy weapons to disable enemy Mechs and vehicles, and leaves them to a mop-up crew of traditional infantry. This frees up the Mech for more suitable tasks than disassembling captured ordinance.

**Size:** Huge

**Cost:** 2,278,000cr

**Physical Stats:** **Str:** +16 **Ag:** +0 **Sta:** n/a

**Combat modifier:** +8

**EP:** 200

**Resistance Rolls:** **Fortitude:** n/a **Reflex:** +0

**Will:** +0

**Armor:** Hyper-steel armor (14/acid)

**DR:** 14

**Ranged weapon:** Laser cannon

**Range:** 150'

**Damage:** 6d10 **In:** +0 **Hit:** +8 **Dmg:** +0 **Dr**

**Ranged weapon:** Rocket launcher      **Range:** 200'      **In:** +0 **Hit:** +8 **Dmg:** +0 **Dr**  
**Ammo:** Rocket multi-pack E      **Radius:** 5'      **Damage:** 4d12

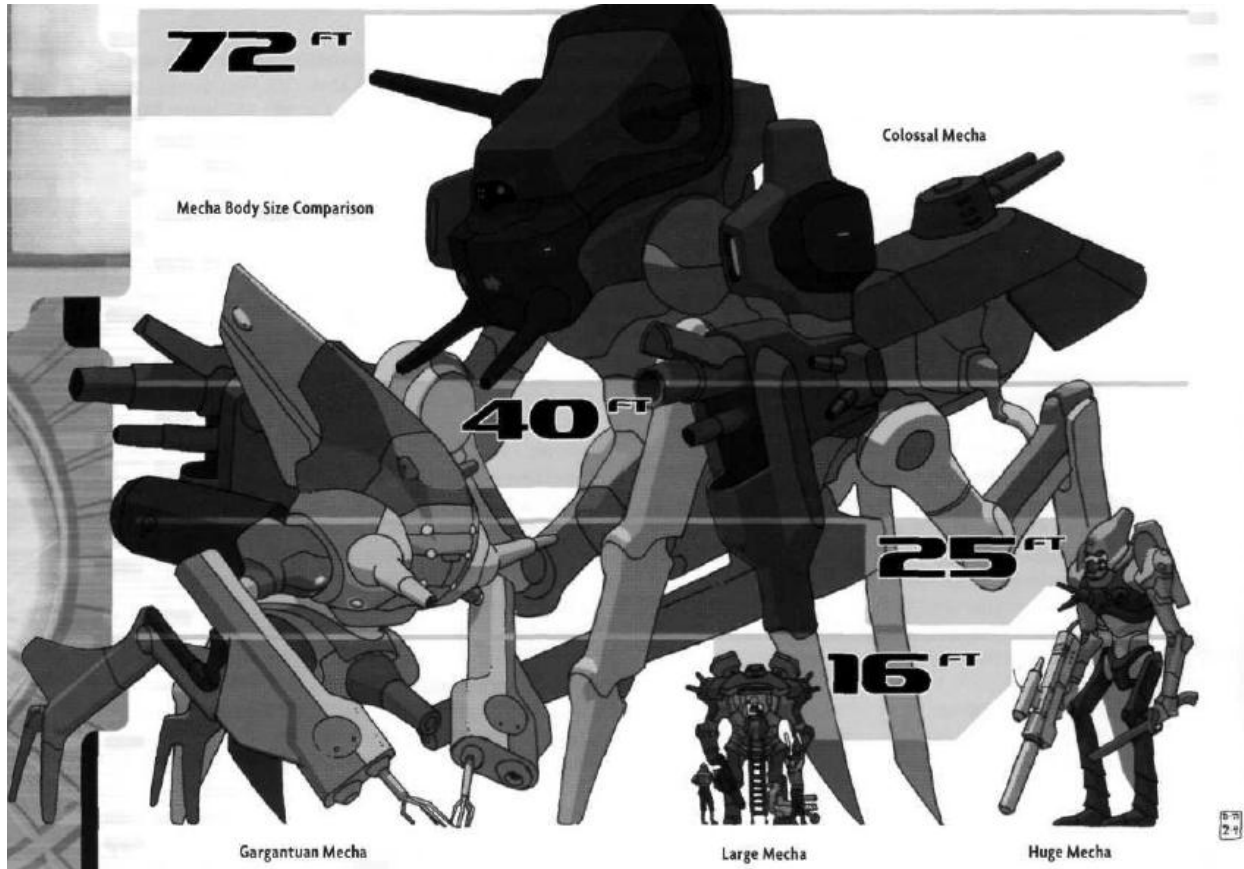
**Ranged weapon:** Missile mount      **Range:** 2 miles      **In:** +0 **Hit:** +8 **Dmg:** +0 **Dr**  
**Ammo:** Plasma missiles (5)      **Radius:** 40'      **Damage:** 8d12

**Unarmed attack:** Slam      **Damage:** 2d8 **In:** +0 **Hit:** +8 **Dmg:** +8 **DR:**

**Combat Abilities:** On a natural 20 the Combat Mech gains a free attack against an off balanced opponent at +2 to hit. The Mech's pilot while in the Combat Mech is immune to Toxins, Paralysis, Stunning, and Disease. Mechs are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A Combat Mech is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less.

**Upgrades:** Advanced combat module +4, Diagnostic package, Environmental adaptation, Infravision, Motion sensors, Personal communicator, Rust inhibitor

**Move:** 40'



## Section Five: Expanded Rules

### Careful Aim

A character can get a +4 bonus on his chance to hit if he does not move during the combat round and takes only one shot. The character must steady his weapon on some kind of solid surface. If he is shot or hit in melee during the turn, the character loses the bonus. This bonus does not apply to bursts or thrown weapons.

### Firing from a moving vehicle

Characters that are not driving a vehicle can fire at either other vehicles, or characters on foot, but suffer a penalty to their chance to hit based on how fast the vehicle is moving, as shown on the following table:

Slow: +0	Fast: -4
Cruise: -2	Top speed: -8

### Grenade bounce

When a character throws a grenade and it misses the grenade will detonate in a random location. To determine where the grenade goes off roll 1d8 and check the table below:

Die roll	Result	Die roll	Result
1	North	5	South
2	North-east	6	South-west
3	East	7	West
4	South-east	8	North-west

The grenade will bounce five feet/ range increment that it was thrown (5' at short range, 10' at medium range, 15' at long range, and 20' at extreme range).

### Opening Specialized Doors

The Frontier utilizes many types of doors from the standard door that a character can push, or pull open, to doors that slide or lift when either they detect motion approaching, or are activated by a touch pad, or deactivating a locking mechanism. The following rules cover certain types of specialized doors that characters can encounter.

#### Iris Valve or Sliding door

The character can open any standard door, sliding door or iris valve by expending an action. For iris valves and sliding doors however if two characters give it conflicting commands (open/close) the doorway or valve remains in its current position for the remainder of the round until it resets itself, even if it was in the middle of an action.

#### Hatchways

Opening a hatch is a full round action and any character doing so is subject to an Attack of opportunity for opening/and closing the hatch if it is done during combat.

#### Airlocks

Activating an airlock takes one action, but will take the remainder of the round and the next full round to cycle open. Closing the airlock also takes a single action, but the airlock will take the remainder of the round to do so. Once sealed the other airlock door must be activated and must cycle open as above.

### Putting on a Vacuum/Environmental suit/Powered armor

It takes 2 full rounds to put on a Vacuum suit, or environmental suit and 5 rounds to don a suit of powered armor. A Logic check

(DC 10) must be made to insure that the suit's environmental seals have been properly secured once the suit is donned and if not it takes an additional round and another check to fix the problem. An additional person helping don a suit cuts the time required in half, but does not affect the Logic check.

## Robot Malfunctions

An Administrator may opt to roll a 5% chance (cumulative/hit) chance per hit that the damage to the robot causes it to malfunction. If the robot malfunctions, roll on the table below to see how it is affected:

Die roll	Result	Repairable	Difficulty
1	AI destroyed	No	n/a
2	AI damaged	Yes	18
3-4	All Programs destroyed	No	n/a
4-5	All Programs damaged	Yes	17
7-8	All Attributes damaged	Yes	17
9-10	Program destroyed	No	n/a
11-13	Program damaged	Yes	16
14-15	No malfunction	No	n/a
16-17	Attribute damaged	Yes	16
18-19	Short circuit	Yes	15
20	Haywire	Yes	18

**AI Destroyed:** The Robot's central processing unit is destroyed. The robot's Logic drops to zero instantly, and it loses all its skills. A new central processing unit can be purchased for the robot and new skills, but the robot will have no memories of its former existence.

**AI Damaged:** The Robot's logic, and Personality score are reduced -2 points with temporary reductions to its Logic, and Personality based skills until it is repaired. It takes 4 hours to repair this effect.

**All Programs destroyed:** The robots skills are all wiped from its memory banks. There is no chance of retrieving them but the robot can be programmed with new skills.

**All programs damaged:** The robot's skills are temporarily treated as if their skill level was ½ normal (with any skill which is reduced to a fraction being unable to be used) until repaired. One repair roll will correct this but it takes ½ an hour/skill that needs to be repaired to complete this repair.

**All Attributes damaged:** All the robot's Physical attributes (Strength, Agility, and Stamina) are temporarily reduced by -2 points until the robot is repaired. It takes 6 hours to perform this repair.

**No Malfunction:** The robot's damage has not affected its vital components and can be repaired as normal.

**Program destroyed:** The Administrator or player must choose one Skill that the robot loses. This skill is lost but may be repurchased by the player if he has the experience points to do so, but he will have to regain levels in the skill as normal.

**Program damaged:** The Administrator or Player must choose one Skill possessed by the robot that it cannot use until the robot's programming is repaired. It takes ½ an hour/2 skill levels of the skill to repair this problem.

**Attribute damaged:** The Player or Administrator must choose one of the robot's physical attributes (Strength, Agility, or Stamina) which drop 2 points, until the robot is repaired. It takes 2 hours to repair this damage.

**Short circuit:** The robot is still operating, but has been damaged in some way. A robot who has a short circuit might stop suddenly every other round, or rattle and spark while it works.

**Haywire:** The robot is completely out of control. It might attack at random, spin in circles, recite the United Frontier of Planets Charter, or do anything else the Administrator thinks fits the situation.

## Shooting at targets in crowds

If a character fires a gun at someone who is standing in a crowd, the target is treated as if it had partial cover (+2 to his DR). If the shot misses, but is within 4 points of what is needed to hit the character there is a chance it will hit someone else. The

Administrator compares the result of the attack with the DR of the closest person to the character and if the attack roll is greater than the new target's DR than that character is hit. The Administrator or player must then roll damage for the victim of the attack. This rule also applies to shots at targets that are in melee and attempts to shoot past someone who is partially obscuring a target.

### **Throwing Explosives**

Characters can throw up to one pound of explosives as though it was a grenade. Anyone inside the primary blast radius takes full damage though they are allowed to make a Reflex save (DC 14) to reduce this damage by 1/2. Anyone caught within the secondary blast radius must make a Reflex save (DC 12) and if they fail the roll they suffer ½ the damage that the secondary blast would have caused if the explosives had been set, or no damage if the Reflex save was successful.

In either case characters caught in the blast are knocked prone, and must expend an action to regain their feet. This allows them to suffer Attacks of opportunity for getting up as well.



## Section Six: Expanded Campaign Info

The Star Frontiers rules are suited for many types of play, though they are more geared towards what is known as Science Fantasy, as opposed to hard edged Science Fiction. Though technology and many rules are provided to allow a certain level of realism, the game is geared more towards the heroics of the characters over technology and real science.

The Star Frontier system however is flexible enough to create many types of games. An Administrator should create a Campaign that will be enjoyable to his players and should know his group well enough to create campaigns that will be exciting for the players and will be entertaining as well. The following are suggested Campaigns for Star Frontiers:

**Mercenary:** One of the most common campaigns in any Science Fiction campaign; The adventures revolve around a team of well-armed mercenaries (or even a squad of Frontier Marines, or Royal Marines). These characters can act as Proxies for planetary governments, or can find service fighting corporate wars over contested world's whose resources the hiring corporation wants to protect, or exploit.

Mercenaries often handle affairs that the regular Frontier military cannot become involved in (for political reasons), and often they get caught up in events beyond their control. In many Campaigns of this type mercenaries can become involved either in furthering the covert goals, of their employer, performing many covert tasks of sabotage, or helping protect their patron's operatives, and may even be used as pawns, or scapegoats as the Patron conceals his objectives under a blanket of subterfuge, setting mercenary troops in strategic locations in the contested area.

On the flip side the Mercenaries could form a strike force in the service of the defending group that hires them, going on missions to sabotage or undermine their enemy's plans. They could serve as escorts for important diplomats who are trying to garner support from the many races in the Rim and Frontier, or can survey new worlds where their Patron will build bases from which they will eventually strike out against their enemy.

**Free Trader:** In the Free Trader campaign the characters form part of the crew of a small merchant starship. While most Frontier business is run by the Mega-Corps, Free traders are forced to take whatever cargo is available, and often are required to be fast talkers, and even faster shooters, as they often turn to smuggling to make a quick credit. Occasionally Free Traders may come into conflict with Local law enforcement If they choose to use their ships to smuggle illegal goods and high risk cargoes throughout the Frontier.

**Exploration:** Within the Frontier and beyond its borders there are plenty of star systems that have yet to be explored. As part of an exploration team, the characters are charged with expanding the borders of the Frontier either for the Frontier itself, or for one of the Frontier Mega-corps. Characters in an Exploration game often initiate first contact with new Alien races, investigate the ruins of civilizations that often predate the Frontier, and deal with hundreds of hazards both natural, and artificial.

In the traditional Star Frontier's campaign the UPF has sent out survey ships into the void seeking out the homeworld of the Sathar so that they can pay their enemies back in kind for what was done to the Frontier, possibly crippling the Sathar war machine.

**Intrigue:** Mega-Corps, World governments, and even criminal organizations throughout the Frontier are constantly engaged in espionage, sabotage, and intrigue. Characters or small groups of characters can become embroiled in the web of intrigue that is a way of life for so many in the Frontier. Many of these types of campaigns give adventurers many opportunities to attempt to undermine the political and economic might of various Frontier governments or Mega-Corps, while Agents of Star Law and the targeted governments or Mega-corps use their own Intelligence cells to gather information that might prove useful in their eventual war against the Sathar or whatever group the characters are working for.

**Political:** Related to the Intrigue campaign above, the characters might actually be ambassadors or aides in the service of some high official in the Frontier, either on a planetary scale, or possibly within the "Council of Worlds" itself. The political Campaign often involves the characters arbitrating disputes between factions in Government, arranging trade treaties or resource rights with allied races, and either increasing, or maintaining the character's power against threats from their rivals within the government. Political campaigns are best for high level characters or for "True" Roleplayers, as most adventures will involve more role playing than dice rolling.

**Adventuring:** Most Star Frontier's campaigns are a mixture of the types of adventures listed above. Players may find themselves starting out as lowly grunts in the Space Marines, and after a few adventures may find a derelict space ship, and decide to resign their commission, becoming free traders, only to be drawn into a corporate war, and eventually become so powerful that they become a trade cartel, fighting their foes with economic pressure, as opposed to a Plaser pistol.

## **Technology in the Frontier**

It should be noted that though the Frontier does possess faster than light communications this is only possible within 24 light years of two parties before the communication starts to break down. Communication beyond that requires a communications packet be sent through subspace that can take days to reach its destination as it is bounced from communication satellites and starship communications broadcast arrays until it reaches its destination. And answers will take just as long.

It must also be noted that because starships are limited by the speed of their drives, planets must be prepared to fend off attacks, for possibly days or weeks before the Spacefleet arrives. This situation is similar to what the United States was like during the 1800's. This situation means that each settlement or planet must be self-sufficient, and most civilized worlds maintain both a ground force, and space fleet. This situation also means that mercenaries, privateers, and skilled experts can make small fortunes by being at the right place at the right time.

Frontier technology is standardized throughout the region known as the Frontier, though in truth the further one goes from the Core worlds the harder it is to find top of the line equipment, with many settlements in the Rim being decades behind, technologically to the planets of the Core. On top of this many races and cultures have evolved technologically at different rates, so it is not unknown to find a world with FTL Starships being a few light years from a planet who's Inhabitants have just started using fusion power.

## **An Overview of the Frontier**

The Region of space known as "The Frontier" covers an expanse of space nearly 1,000 light years wide with hundreds of habitable worlds, many with their own unique races and cultures. Many of these races have come together, forming a very loose confederation whose main purpose is to insure the rights of each member race to exist in a manner they are accustomed to, and to establish laws allowing fair trade in the Frontier. Most importantly however the "Council of Worlds" was created to serve as a judicial forum where grievances could be dealt with by a court of delegates from each member race and where interstellar laws could be created that would create a set of laws governing interracial relations.

The Council of Worlds holds no jurisdiction over individual worlds, but supersedes regional laws when violations occur between different races. To this end Star Law was created. Star Lawmen are chartered to uphold Interstellar law throughout the Frontier, and answer directly to the Council of Worlds.

As a direct result of the Aldorian/Frontier war the Council of Worlds created Space Fleet, and the Frontier Marine Corps. Giving the UPF the ability to defend itself from attacks from non-member races, and giving them the ability to use force if need be to force settlements between warring races in the Frontier.

It must be noted that except for a few strategic worlds and areas of territory Frontier worlds are ruled by their own governing bodies in whatever manner the planetary government sees fit. Star ports however are considered Frontier territory, and are governed by representatives of Star Law, and answer to the Council of Worlds, not the local government. Space is controlled by the Council of Worlds and thus trade between worlds and travel through Frontier space fall under Star Law jurisdiction.

Member worlds are allowed to govern themselves as they see fit so long as they do not violate the Charter, a document created and signed by each member world which states that each member race will respect the right of any race within the Frontier to exist, and to be free to pursue their interests so long as they do not violate the right of existence of any other member race. And also declares that the race will obey interstellar law.

The vast majority of people live out their lives without ever leaving their homeworld. Others however may find employment off-world, and still others call no world their home, and spend their lives traveling from star system to star system, these beings are called Spacers, and they are bound together by their love of star travel.

## **A brief history of the Frontier**

The following section is a list of major events in the history of the Frontier.

**PF. (Pre-frontier)**

**FY. (Federation year)**

**100,000 pf.** The Illiminati seed the known universe with Chimera which bonds with evolving proto-matter to create a myriad number of life forms in the universe.



**10,500 pf.** Last remnants of the mysterious Tetrarch Societies die out.

**950 pf.** Heliopes left on Sollas by Klikks after a Klikk military exploration vessel is forced to jettison unnecessary cargo.

**950-940 pf. The Last War** is fought on Earth, resulting in the complete destruction of the ancient world. During the last war biochemical agents (a weaponized form of Chimera) produces many mutations among Earth's life forms.

**930 pf.** Many Human colonies on other planets in Sol Star system are left to fend for themselves, and many Humans die out. John Carter commander of the Martian colony sends teams of humans on the stations three space worthy system ships on a desperate mission to secure hydroponic supplies, and life-saving materials from Earth's orbiting agricultural stations.

**929 pf.** The first post war settlements appear on Earth, civilization on the brink of extinction.

**928 pf. Year of Falling Death.** Named after the many satellites that crash to Earth. The first Agricultural space station resumes operation in Earth's orbit.

**927 pf.** Revolts occur on Mars' colony as food stores run low and rationing is imposed on the colonists. The revolts ends when contact with the Agricultural stations orbiting Earth confirm that two of the three missions was successful, and the first supply ship will be sent to the colony within 3 months.

**926 pf. Aldorian/Andorian War** begins on Andoria

**924 pf. Second revolt on Mars.** When the supplies from the Agriculture stations arrive, a riot occurs resulting in martial law being imposed on the colony. The survivors of the missing space flight, crash land near the Lunar base, and manage to get the base's life support working, allowing the few survivors to begin restoring the base.

**923-918 pf.** Mars, and the Lunar colonies resume full operations, as supplies and crews are ferried back and forth.

**917 pf.** The Lunar colony begins building the next generation of system ships to replace the aging ships still being used to ferry supplies and crewmembers between the space stations.

**915 pf.** A mission is sent from Mars to the Jupiter outposts hoping to discover what has happened to the colonies on Europa.

**912 pf.** The Europa colonies resume full operations, but information relayed back to Mars seems to indicate that strange events have been plaguing the Jupiter colonists.

**910-905 pf. The Reunification,** under John Carter the colonies on Mars, Jupiter's moons, and Earth's moon unite. They sign the Thesian Accord, becoming the first Human government in space. Earth is deemed still too contaminated to be reclaimed.

**902 pf. Aldorian/Andorian War ends.** Aldorians are exiled from Andoria to a far off star system aboard several Generational spacecraft.

**900 pf.** Construction begins between Mars and Jupiter on Farpoint Station, an enormous city in space that will allow ships from the inner systems to refuel and resupply for journeys to the far reaches of the star system.

**882 pf.** Aldorians arrive in Aldoria

**860 pf.** Farpoint station is completed.

**855-820 pf. The Human Wars** on Earth begin as Humans from Earth's colonies return to Earth to reclaim it from the survivors of the Last War. During this time millions of mutated species deemed a threat to Humanity are hunted to extinction.

**820 pf.** Humans once again become the dominant species on Earth, after the last remnants of the last War have been swept away. The few surviving mutant species not exterminated in the purge are relocated to the space colonies on Mars after signing a modified version of the Thesian Accords. Unbeknownst to most of Humanity samples of DNA from many hostile mutations collected during the Human Wars remain in storage in hidden facilities to be used as bio-weapons.

**821-710 pf. Recolonization.** During this time Humans begin recolonizing the Earth. New Governments, and new Countries emerge. It is a period of great Human achievement, and sometimes great Human despair as wars over resources, territory and technology reminiscent of the time of before the Last War continue to plague humanity.

**709-801pf. The Faction Wars.** Earth is plunged into another World War by factions trying to gain control of the planet. The war

ends on December 21 when the Thesius, the first Human space warship (A Frigate by Frontier standards) from Jupiter enters Earth's atmosphere and threatens to unload its complement of nuclear warheads on any country that doesn't immediately stop fighting.

**800 pf.** The evolution of the Mechanon race begins on Volturnus. On Earth all global leaders under threat from the Thesius Frigate give up sovereignty rights to the Council of United Planets and the planet and star system are renamed Thesius.

**799-600 pf.** During this time Thesius undergoes a cultural and ideological change, as the old forms of government end, and a new planetary democracy emerges led by a grand council of elected representatives led by a Prime Minister appointed by the Council of United Planets. During this period great achievements in science, genetic research, and agriculture heal the damage wrought by centuries of Human existence.

**540 pf.** Having reclaimed their planet and prospering Humanity turns its attention towards the stars and begin to experiment on technology that may one day allow them to bridge the gap between stars.

**410 pf. First Vrusk/Dralasite contact** via subspace radio.

**409-349 pf-** Dralasite and Vrusk share cultural, and technological information and both species are enriched by their new partnership. Technological advancements are made towards the creation of the first propulsion systems able to bring spacecraft within 1% of the speed of light, but not yet fast enough to make Interstellar travel possible. Humans though having a head start on the other races are achieving roughly the same level of progress as the other races, though it has taken them longer to do so because they are working at it alone.

**350 pf. First Vrusk/Human contact** via Subspace radio. Technological information traded between the three races solves many of the problems each race was having in developing its own interstellar spacecraft. At Farpoint station work begins on the first interstellar starship, which is named the Venture. At the same time Vrusk, and Dralasites begin working on their own interstellar ships, and begin seeking a place in space where they will all come together to meet for the first time.

**349-330 pf.** Construction of the Venture starship is plagued with many problems, as several terrorist organizations fearing the looming meeting of the three races try desperately to destroy the Venture, and try their best to feed the fears of the Thesians trying to make them abandon building the ship. Dralasites, and Vrusk starships are progressing at a much faster rate than the human ship.

**329 pf.** The remaining mutant races on Mars see the Venture as the means for them to eventually find their own homes among the stars. They choose to rise up against the terrorist organizations hoping to earn a ticket to the stars.

**328-326 pf. The Second Factions War** is fought on Thesius, between the Terrorist organizations, and the Pro-Venture forces. Pro-Venture Humans cooperating with Mutants finally repairs the long standing feelings of ill will that have existed between the two races since the humans reclaimed the planet. Dralasite scientists translate fragments of communication intercepted via subspace radio and determine that there must be several other near star races who may be technologically at the same level as they are.

**321 pf.** Having completed the first interstellar spacecraft Vrusk begin test flights of the newly created ship, and begin construction of several more interstellar ships.

**320 pf.** Dralasite and Humans finally complete their interstellar ships, and begin test flights as well. This activity does not go unnoticed, and the Rian begin discussing the impending meeting of the three races and how that will affect the future of this area of space.

**317 pf.** Three interstellar ships of unknown origin enter the Frontier and begin looking for a suitable planet to deposit their precious cargo (the Yazirian race is one of three species being transported by these ships).

**314-312 pf.** Humans begin discussing whether or not they should arm the Venture, in case the other races are misrepresenting themselves. The discussion is long and furious, but in the end it is decided that the ship should not be armed as a sign of goodwill. The three races decide to meet in the Prenglar star system because it seems to have several garden worlds.

**311-306 pf. The Third Faction War** is fought on Thesius as the date of first contact approaches. The war is long and often brutal, as the paranoid factions use every means short of nuclear strikes to stop the impending launch. In the end the terrorist factions serve only to strengthen the resolve of the Thesian people to see the mission through. The Vrusk and Dralasites at this point are also struggling with their own misgivings about meeting with the Human race, who seem a little too violent for their tastes. In the end the two races decide to go through with the meeting after an impassioned plea from the Dralasites who seem to understand the fear that must be gripping a race who up to now believed itself to be the only sentient race in the universe, and

whose long held spiritual beliefs reinforced this notion.

**300 pf. Vrusk, Dralasites, and Humans meet for the first time.** This year long exchange between the races produces many treaties and rules which define the rights, of each sentient species to coexist with the other races and establishes the rules and guidelines for the creation of a coalition government to settle disputes between the races. This governing body is named the Coalition of Worlds

**299-290 pf.** The newly formed Coalition government allows the three Frontier races to share technology and information which leads to a decade of great advancements in technology, medicine, and the sciences for each race.

**289 pf** Yazirians begin communication via subspace radio with Humans.

**282 pf.** After years of communication between Humans and Yazirians, Humans petition the other races to accept Yazirians into the Coalition of Worlds. Yazirians become the first race who are allowed to join the Coalition government on probation, and are considered a protected species.

**270 pf.** Yazirians are finally admitted as a full-fledged member of the Coalition of Worlds.

**270-125 pf. The Age of Expansion.** During this period the Coalition races explore the area of space known as the Core, and begin to claim many uninhabited star systems. During this time many new races are encountered (the Adrainians, Andorians, Belphans, Ghed'yan, Keltarians, and Rian).

**230 pf.** Pan-Galactic Corporation started on Gran Quivera on Prenglar and becomes the model by which future Mega-Corps will use when they are formed.

**220 pf.** Port Loren becomes the capital of the Coalition of Worlds, and the largest spaceport in the Frontier begins operating there.

**218 pf.** Researchers on Thesius uncover hidden vaults dating back to before the last war was fought, and many samples of long thought destroyed bio-weapons are taken in secret to off world locations for study.

**215 pf.** The Mutant rights accords are signed by the Coalition of worlds acknowledging the surviving mutant races as true races and they are given sovereign rights to the planets they have been allowed to colonize.

**212 pf.** White light is colonized.

**210 pf.** The House of Lorrd becomes the ruling house on White Light and declares White Light to be governed by a Parliamentary government that owes its allegiance to the Royal House of Lorrd.

**200 pf.** White Light secedes from the Coalition of Worlds.

**150 pf.** The Pan-Galactic language accepted as a common trade tongue.

**125-10 pf. The Age of Adventure.** The discovery and exploration of new planets slows down for the next century while the major races concentrate on mapping the hazards and boundaries of the Frontier. Hundreds of exploration vessels and brave spacers are lost during this time. Meanwhile, the discovered planets begin to develop rapidly. Thousands of fortunes are made and lost during the Age of Adventure. During this time great advancements in technology are made in an effort to make life easier for the races as they settle the core.

**124-78 pf.** The Greater Morass is mapped.

**77-57 pf.** The Xagy Dust Nebulae is mapped.

**57 pf.** Professor Zebulon founds the University of Zebulon.

**56-40 pf.** The White Light Nebulae are mapped.

**39-33 pf.** The Yeva Nebula is mapped.

**32-26 pf.** Thirty-two exploration vessels are lost trying to map the Lesser Morass.

**25 pf.** A small pirate fleet under Hatzck Naar raids the Cassidine and Prenglar systems. The first Common Muster is called.

**22 pf.** Hatzck Naar's pirate fleet is defeated off Timeon. Naar is ejected into space and slowly boils inside his spacesuit as he falls toward Timeon. The muster is dismissed.

**19-8 pf.** The area beyond the Greater Morass claims hundreds of exploration vessels. Exploration of the area ceases and it is named the Vast Expanse.

**10 pf.** Representatives of the four major races request that all explorations cease while delegates meet to form a unified defense and mutual interest organization.

**1pf.** The "Grand Meeting" of leaders of all the known races takes place in Port Loren in Prenglar.

**1 f.y. The United Planetary Federation, a mutual defense organization is established.** Almost all the known races join except the Andorians who remain allied but separate, and the Adrainians who were insulted that their demands were not met by the other races also refuse to become members of the UPF. Under UPF authority, Spacefleet becomes a permanent defensive force.

**2 f.y.** The Streel Corporation is founded on Pale and quickly rises to become a mega-corporation in its own rights.

**3 f.y.** The Brotherhood of Spacers becomes the first cadre on the Frontier. The first spacer's guild hall is established in Port Loren.

**5 f.y.** Star Law is established by the UPF.

**6 f.y. The First Dramune War** is fought.

**8 f.y.** Cassidine Development Corporation is founded on Triad and like Streel corporation quickly consolidates its power to become the third most powerful Mega-Corp in the Frontier.

**9-16 f.y.** The creation and growth of mega-corps proceeds at an ever-accelerating pace.

**17-27 f.y. The Blue Plague sweeps the Frontier.** Scientists believe it was brought to the Frontier by an alien vessel that was intercepted by a Frontier survey team. Because of the Alien environment aboard the ship, the plague was not immediately detected and had a chance to mutate. It is believed that vermin aboard the survey ship became infected and since the ship made several stops in the Frontier the plague spread rapidly. It is called the Blue Plague because of its earliest symptoms - large blue welts that appear about the face and extremities. These welts leave horrible black scars even if the victim survives the plague. Rumors begin to circulate that the blue plague is in reality a bio-weapon that was being tested, and somehow got out of the facility.

**20 f.y.** Four star systems become so infested with the Blue Plague that the Council of Worlds, the diplomatic organization of the UPF, requests all races to recognize a permanent quarantine of these four star systems. The systems are designated by Greek letters. By decree from the UPF any spaceship seen leaving one of these systems is to be destroyed by Spacefleet before it has a chance to spread the plague any further.

**22 f.y.** Many core worlds suffer massive population losses due to the Blue Plague with most planets that are infected being temporarily quarantined.

**23 f.y. The Medical Services Organization is founded.** Funding pours in from most of the Frontier worlds. Gretl Grohn is named as the MSO Chief Surgeon.

**24 f.y.** A vaccine for the Blue Plague is discovered at the MSO Center on Morgaine's World. Rumors still persist that this was a bio-weapon that somehow got loose.

**27 f.y.** The Blue Plague is eradicated from the inhabited planets in the Frontier. In total, nearly one billion victims fell to the plague. UPF investigations as to the cause of the Blue Plague do nothing to quell the rumors about the origin of the plague.

**28 f.y.** Very tough laws and penalties are laid down by both the UPF and the Council of Worlds concerning the intersystem transportation and handling of flora and fauna. Star Law is given jurisdiction over planetary imports and exports.

**36 f.y. The Second Dramune War** is fought.

**50-60 f.y. Laco's War.** PGC and Streel wage the first Corporate War on Laco. The UPF eventually steps in and empowers an Inter-Corporate Commission (ICC) to resolve the differences. Other mega-corps study Laco's War as a possible legal precedent

for solving disputes.

**61 f.y. The Third Dramune War** is fought.

**63 f.y.** Strel attacks CDC operations in various star systems. Star Law intervenes and averts a potential Corporate War.

**64 f.y.** Tough new guidelines for legal ownership of a system or planet are laid down by the UPF and the Council of Worlds. The guidelines are designed to halt Mega-Corp expansion.

**65-172 f.y. Second Age of Exploration.** With the new guidelines forcing mega-corps to play fair, most mega-corps turn to as yet unexplored star systems beyond the Core as possibly new sources of both raw materials, and perhaps new markets to exploit. Within the next few decades the Frontier expands into the area known as the Central systems and the Outer systems. During this period of expansion Frontier survey teams come into contact with many new races, some which join the UPF but many however choose to remain independent.

**173-190 f.y. The Frontier/Aldorian war.** During the last phase of the Frontier's expansion they encounter the Aldorians, a race of beings who originally shared the Andorian homeworld, but who had been cast out after a brutal war. This warrior race feeling threatened by the rapidly expanding Frontier chose to attack the Frontier rather than use diplomacy and the ensuing war, while devastating serves to show the UPF and Spacefleet where its weaknesses are, allowing them to in the end become a much more capable Intergalactic organization, with a powerful space fleet that is more than capable of defending UPF territory.

**191-193 f.y. The Ordanian Conflict.** The Ordanian high council, decides to expand its borders into Aldorian, and Frontier space, believing that the Frontier/Aldorian war had sufficiently depleted their enemies resources to the point that they could not muster a defense against the Ordanian might, at first this seemed so, but the two enemies (Aldorians and Frontiersmen) managed to hold a truce long enough to help each other fight back the Ordanian invasion.

**194 f.y.** The UPF decide that a permanent UPF Landfleet force must be maintained at all times for the defense of the Frontier as a result of the Ordanian conflict which had not only been a space war but had included several large land battles.

**195 f.y.** The UPF meets with Aldorian and Ordanian Delegates, and sign non-aggression treaties that acknowledge the right of non-Frontier races to coexist with the Frontier. Several other races that did not join the Frontier also sign a treaty acknowledging their rights to coexist with the Frontier. The borders of the Frontier are defined as a result of this treaty.

**201 f.y.** Frontier ships enter Rim space for the first time.

**202 f.y.** The Frontier acknowledges the Rim Coalition as a sovereign government.

**203 f.y.** Galactic Task Force and MercCo fight a major Corporate War over settlement rights on a moon. Hostilities quickly spread to include all seven of planet's moons and over a half dozen mega-corps. The greatest Corporate War fought in Frontier history begins in earnest.

**204 f.y.** In an effort to stem the growing numbers of Corporate Wars, the UPF and Coalition worlds grant Star Law the authority to recruit and use mercenaries and to establish the Star Law Psi-Corps, a special branch of psionic (mentalist) officers.

**205 f.y.** Mega-corp recruitment doubles in non-enforcer professions. A trend of smaller and cheaper skirmishes or espionage missions to replace the larger, more expensive Corporate Wars begins to show. Over the next two years the term "Corporate War" comes to mean a war of intelligence gathering, tactical enforcement procedures, and industrial sabotage rather than full-scale military operations.

**206 f.y.** The Rim and the UPF enter into multiple defense treaties and economic trade agreements, but the Coalition gives severe warnings to all mega-corps that their militancy will not be tolerated in the Rim. Tourism between the UPF and Rim is established and is immediately successful. Many Rim Coalition Races are given Protected status under Frontier law, and several races within the Rim actually join the UPF.

**207 f.y.** Star Law is invited to the Rim to help the Coalition train their own planetary branches.

**210 f. y.** The first Star Law graduating class containing Ifshmits, Humma, and Osakar finish their training. The violent outbursts threatened by a few radical cults never appear.

**212 f.y.** The first Rim Star Law agents appear. The structure is identical to the UPF Star Law organization.

**214 f.y.** Star Law is given equal powers, rights, and jurisdiction in both the Rim and UPF systems for interplanetary and

interstellar crimes. While it works mainly with the local law enforcement agencies, Star Law is recognized as the only law enforcement force with full authority throughout the entire Frontier.

**215 f.y.** A human assassin fails in his attempt to shoot Queanee Kloonanu, chairman of the Council of Worlds. A small bioform is found attached to the human's back. Scientific studies show it to be some kind of intelligent, parasitic organism with a genetic make-up never before encountered. See-through apparel becomes fashionable almost immediately.

**216 f.y.** The University of Zebulon publishes the first volume of Zebulon's Guide to Frontier Space, a multi-volume collection of confirmed flora, fauna, cultures, devices, customs, and history of the known Frontier. It is considered the definitive work on the Frontier and is immensely popular.

**220 f.y.** The Grand Celebration, commemorating 220 years of the UPF treaty is planned for the entire year. Gala social functions, parades, and celebrations are planned on every planet in the UPF and even some in the Rim.



## **The United Planetary Federation**

The United Planetary Federation is a bizarre blend of cultures, races and lifestyles. Considering the diversity of the members it is remarkable that the United Planetary Federation worlds for the most part get along so well. Despite the rough confederacy brought about by the Frontier/Aldorian war, there is much dissension and disagreement among the members of the UPF regarding galactic policy.

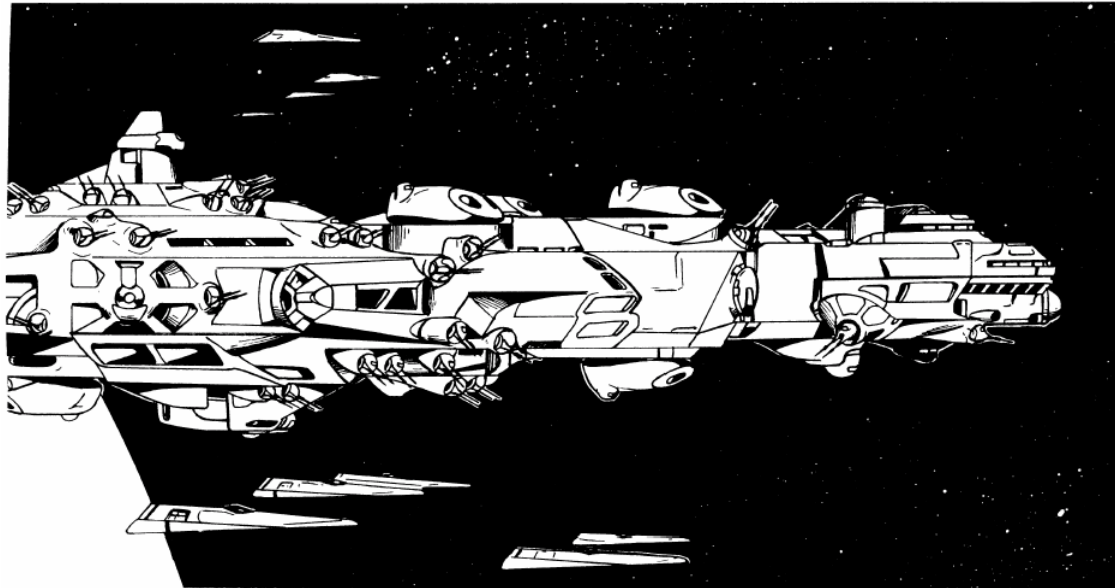
The UPF is not an empire in any sense of the word. Matters of internal government are left to the member planets. The UPF does collect taxes for the maintenance of the Star Law Rangers and the Spacefleet, but the United Planets are concerned only with the defense of the Frontier. Planetary governments and large corporations make most of the day to day policy decisions on the various planets of the Frontier. The organization of many of these institutions is explained below.

## **THE RIM**

Little is known about the Rim planets (the statistics given for the Rim Worlds are compiled from various sources: long range probes, Capellan Free Merchants, etc.). The Rim is a loose confederation of planets with a small Space fleet called the Flight. The government is known as the Coalition. The Rim, like the UPF, has been invaded by the Aldorians, and Ordanians in the past, leading the Capellan Free Merchants to search for allies. For this reason the Coalition and the UPF signed multiple treaties and mutual protection pacts against alien invaders.

The UPF and Rim enjoy cordial relations and the two civilizations complement each other; the Frontier provides military experts, industrial savvy and organizational workings while the Rim contributes vast planetary fleets of explorers and merchantmen, its adventurous races, and its vulnerable yet strategic location.

It must be remembered that the Rim planets are not suburbs of the UPF and that the Capellan Free Merchants, while keeping a low profile, can be the most devious of mega-corps. The only planet of the Rim that is well known of the UPF is Faire in the Capella system. It is a watery world with five large islands as its only land masses. Each of these islands has a large bazaar area and innumerable corporate showrooms. It is said that anything can be purchased on Faire... for a price.



### **Spacefleet Organization**

The Spacefleet was formed after the Frontier/Aldorian War to defend the Frontier from all external foes. The fleet has been equipped with a series of fast and modern ships. Though there are small task forces throughout known Frontier space there are three legendary task forces that are commanded by Spacefleet's Flagships. One is situated at Triad, known as Task force Cassidine, one is based at Morgaine's World, called Task Force Prenklar, and the last, Task Force Nova is stationed Gran Quivera, but unlike the others this task force spends most of its time patrolling the Core systems.

The smaller strike forces and patrol groups that are active throughout the Frontier's composition does not remain constant, as ships are often reassigned from one group to another. The Patrol groups usually consist of one or two assault scouts and a frigate. Small strike forces often consist of several frigates and either several destroyers or a light cruiser.

### **Gollwin Academy**

Spacefleet officers receive their training at the Gollwin Academy which is the fleet war college. The Academy is a huge space station orbiting Morgaine's world. It offers a two year program specializing in tactics and strategy involving interstellar combat. Its graduates assume the rank of Junior Lieutenants on Spacefleet vessels.

The Academy has a fine reputation for graduating skilled and effective leaders. Each graduate is certified in Spacecraft weaponry, Piloting, or Engineering. The program is rigorous and only highly qualified individuals can gain admission to the school.

### **Spacefleet Enlisted Personnel**

Although the officers of the Spacefleet represent some of the finest individuals in the Frontier, the same cannot be said for the crews of many Spacefleet ships. The enlisted members of the fleet come from all walks of life, since Spacefleet is always short on crew members. The requirements for enlistment are not very stringent, and in many cases no checking is done regarding a crewmember's background or abilities, consequently a great amount of galactic riff raff has found its way into the crew quarters of many Spacefleet vessels.

Many of these crews however become fine fighting units; the combat record of the Spacefleet is impressive. Occasionally however a charismatic bully will win the respect or inspire the fear of his mates to the point of inciting a mutiny. More than one Spacefleet vessel has dumped its officers into space and disappeared to the fringes of the Frontier to embark on a career of piracy

and plunder.

## **Planetary Defenses in the Frontier**

An old Maxim of Naval warfare states that a shore battery always has an advantage over an attacking ship, because the shore battery cannot be sunk. It follows that any weapon that can be placed on a ship becomes more dangerous when built larger and placed on a planet.

All the Frontier planets with a population greater than a colony, or those with any industrial potential have planetary defenses. These usually consist of laser cannons and missiles on world, and often weapon platforms built in defensive orbits around a planet. These weapons are larger than those carried aboard a ship.

Planet based batteries can destroy a ship at the fringe of the planet's atmosphere. If the ship tries to bombard the planet, incoming torpedoes and missiles will be neutralized easily by the planet's laser anti-missile defenses. Laser weapons fired from space cannot cause much damage on a planet's surface because the ship's weapon's area of effect is so small.

For ease of play if a player chooses to bring a ship into a position to attack a settlement on the surface of a planet, Assume that within 2-20 rounds 2d10 laser batteries will be brought to bear on the ship. Each of these batteries inflict 10-times as much damage as a ship based weapon. Planets also can launch unlimited ICM's so ship launched missile weapons only have a 5% chance of reaching their target.

Because planetary defenses are designed for intense, short range fire, they are unable to attack anything beyond the planet's atmosphere. When a transport brings troops to a planet the landing shuttles are released beyond the planet's atmosphere. If a large force descends on the planet it is usually possible for the first wave of shuttles to land before the planet's defenses start targeting them, so it's always good for troopers to be at the forefront of a landing operation, which goes against common wisdom.

## **Planetary Militias**

Most planets beyond the status of outpost maintain a small space militia. Supposedly these militias aid Spacefleet in dealing with pirates; often they are used by the planetary rulers or by influential corporations as enforcers. Militia ships are generally no larger than frigates, although major planets may have destroyer class ships. A planetary militia may have 6-10 ships, depending on the population of the planet. Interplanetary disputes, where the militia of one planet attacks another are rare but not unheard of. The Frontier has seen several disagreements between worlds escalate to shooting wars in the past.

Planetary militias are always looking for recruits. It is very likely that an applicant with even a low-level spaceship skill will be offered a commission in one of these forces. Any character can get a job as a crewman on a militia ship. Generally, only characters with piloting or weapons skill will be given command of a ship.

A major function of the planetary militias is combatting smugglers. While these search and seize operations have the approval of the government that authorizes them, outsiders are likely to see such acts as little more than piracy.

## **Planetary Governments**

The governments in the United Planetary Frontier vary widely from system to system, and race to race. Some generalities are given here for Administrators who want to include politics in their campaign. Many of the more heavily populated planets are governed by some sort of Democracy or Republic, with regular elections where creatures of all races are allowed to vote.

Some planets are ruled by councils of businessmen and corporate executives. This is very common on outpost worlds, also where one corporation has invested heavily in the colony and managed to exclude most competition.

Monarchies are not uncommon on planets of the Frontier. In these enlightened times, however, any monarchy must display an obvious concern for its citizens in order to survive. White light is an example of one of these "benign monarchies".

Occasionally, a dictatorship will appear on a Frontier world. The rise and fall of these states is left strictly to the residents of the planet, as the Spacefleet, and Star Law Rangers are never called to interfere in a matter of planetary politics.



## **Star Law**

The United Planetary Frontier serves to bring worlds and species together, and although it strives to maintain order and peace through diplomacy and judicious use of military force, it has proven ineffective in dealing with the galaxy's criminal elements. To deal with criminals and criminal organizations, the United Frontier formed Star Law—a law enforcement agency with the power and resources to locate and arrest criminals on any Frontier world. Although Star Law activities are closely monitored by the United Frontier's intelligence community, the agency has been given sufficient latitude to pursue its directives as it sees fit.

Star Law is the only recognized intergalactic law enforcement agency operating in the United Planetary Frontier. Star Law officers are drawn from all corners of the galaxy, but they share an unwavering sense of duty to protect the innocent and uphold the laws of the Frontier. Every year, thousands of hopefuls apply to Star Law, for the job of a Star Law officer is one of never ending exploration, excitement, and peril. However, only a few hundred applicants can pass the rigorous physical, intellectual, and psychological testing, and even fewer make it through the months of training and indoctrination once they're accepted.

Star Law officers or agents as they are often called are assigned to squads whose mission is to track down criminals and bring them to justice, while protecting the people of the UPF. Sometimes their jobs are dirty and thankless, but most Star Law officers take heart in the fact that their work counts for something and makes the galaxy a safer place.

A Star Law squad usually consists of two to six officers. The squad leader is usually the most senior member, although a squad can survive without a designated leader if its members work especially well together. Star Law officers specialize in capturing criminals, not exterminating them. In the Frontier, all sentient life forms have equal rights. A Star Law officer must recognize that even the worst criminal has the right to a tribunal and therefore kills only as a last resort.

Star Law officers are well treated and respected by their superiors, and most take great pride in their duties and accomplishments. They are trained to follow orders and generally go where they're sent without a fuss. Once assigned to a particular squad, a Star Law officer usually stays with that squad for as long as it remains intact. Not surprisingly, Star Law squads operate as tightly knit units, and replacing a member of a tightly knit squad can sometimes prove challenging for a new recruit.

## **Star Law's Adversaries**

Star Law officers routinely face off against the galaxy's worst criminals. Some of these heinous villains operate alone, while others are inexorably connected to powerful crime syndicates. This section highlights some of the organizations that might hinder or actively oppose the heroes.

## **United Frontier Intelligence Agency (UFIA)**

Star Law enjoys tremendous autonomy, but the agency is funded by the UPF. Consequently, the United Frontier Intelligence Agency (UFIA) has agents, called Watchers, who monitor Star Law activities. If a Star Law officer violates local laws or endangers innocent civilians during a mission, a Watcher may be sent to evaluate the officer and file a report with her superiors.

## **The Syndicate**

The Syndicate is a large criminal organization that is run by a being known as "The Malthar". The Malthar is an impossibly obese Dralasite who lives aboard a privately owned space station in a remote star system. Over the years, the Dralasite crime lord has amassed a sizable fleet of pirate ships comprised mainly of well-armed freighters and escorts. The Malthar has also dipped his fat pseudopods into the smuggling business, and many fear that he has corrupted or blackmailed more than a handful of Frontier officials.

Star Law officers sent to track down ruthless smugglers and vicious pirates might find themselves at odds with the Malthar and other high-ranking members of his syndicate, which is believed to have tendrils stretching throughout the known galaxy. Of course, bringing the Malthar himself to justice could be the highlight of the character's career although many others have already tried and failed.

## **Shadow Worlds**

The United Planetary Frontier includes hundreds of worlds, and each member world is expected to adhere to Frontier law. However, many of the Frontier's outermost planets are poorly defended, lawless backwater colonies stricken by poverty, greed, and corruption. They have become havens for the wicked, the wretched, and the unwanted. In addition, certain worlds have refused to join the United Planetary Frontier solely because their governments—petty tyrants and greedy "ore barons" mostly refuse to acknowledge Frontier law or respect Frontier politics.

Planets that fall within the boundaries of the UPF but aren't member worlds are referred to as the Shadow Worlds. Star Law officers visiting these worlds can expect no cooperation from local officials—not unless they are willing to pay bribes, turn a blind eye to oppression, and consort with sinister, morally bankrupt characters.

### **Other UPF Interstellar agencies**

Aside from Star Law the UPF has created several government agencies that have been created to handle certain common problems which stem from governing such a large amount of territory. The success of these agencies has long been questioned, but they are the best that the UPF can create since they are limited in how much influence they can exert on the sovereign rights of each inhabited planet in the Frontier.

#### **The Colonial Affairs Committee**

This government agency handles matters pertaining to the colonization of planets. Any authorized colony in the Frontier has at least one small office where a representative from the CAC works. The colonial affairs committee's job is to insure that the regulations set out in the Frontier charter are observed in regards to any new colony. These rules generally amount to guidelines regarding the sovereignty of any higher life form encountered on a planet, and in the event of a first contact situation occurring, the CAC officer must notify the LA office closest to the colony world, and has the authority to establish first contact rules with the new species until a LA representative arrives.

The CAC officer has the right to take over the management of a colony in the case of an emergency, or if the colonial government is found violating Frontier guidelines, but may only control the colony until he is relieved by a new colonial government agent, or a representative from a mega-corp if the colony is owned by a mega-corp.

#### **Frontier Office of Survey and Statistics**

The Frontier Office of Survey and Statistics is mandated to survey the worlds of the Frontier and to keep accurate records of all worlds in the Frontier. The exploration service (ES) is charged with exploring the known Frontier and what lies beyond the Frontier.

#### **Frontier Trade Administration**

While the UPFTC oversees the operations of merchant ships throughout the frontier, The FTA oversees corporate practices, and is a judicial branch of government authorized to fine or otherwise punish corporations who do not follow fair trade standards. The FTA has only been in operation for two decades but its power has been on more than one occasion been felt by mega-corps who have been caught participating in illegal activities such as selling junk bonds, or participating in "ice wars".

#### **League of Ambassadors (LA)**

The League of Ambassadors is a government agency created after the Frontier/Aldorian in an effort to use diplomacy whenever possible when dealing with races that are not members of the UPF. Lately though the League has had its mandate broadened to allow them to serve as go-betweens between member races in an effort to avoid escalating a conflict.

The League of Ambassadors duties often involve any negotiation between planetary and interstellar societies and the UPF. They are also mandated to oversee any first-contact negotiations, which puts them at odds with the Frontier Office of Survey and Statistics.

#### **UPF Postal Service**

The Frontier is huge and getting messages from one planet to another is vital to maintaining the Federation. The UPFPS or just the PS as it is often called is in charge of interstellar communications. The Ps maintains a fleet of courier type ships that make mail runs throughout the Frontier, but they often contract privately owned merchant ships, or purchase space on corporate owned star craft, to deliver correspondence, and packages throughout the known Frontier.

#### **UPF Trade Commission**

In response to the growing number aggressive Mega-Corps, the UPF has created a government agency whose responsibilities is to set tariffs, duties, rules and regulations for all merchant ships in the Frontier, whether they are corporate or independent. All merchants must be licensed by the UPFTC in order to work with the Frontier. However the UPFTC has no authority in the Rim, and many merchants who cannot pay the high tariffs have started to move to the Rim.

At present UPFTC depends on Star Law to enforce its policies, and their constantly trying to convince the UPF that if they had

their own enforcement arm, it would free up star Law resources. At present though there requests have met with refusal. UPFTC operates many customs houses throughout the Frontier. Depending on the population of a star system this can either be a small office with 2-5 customs officers or can be large building employing hundreds and operating large warehouses and impound lots.

### **The Warmaster's Guild**

The Warmaster's Guild was an independently operated guild which ran a registry for Mercenary companies in the Frontier. Eventually the guild received a license from the UPF and the Rim Coalition. The Warmaster's guild is responsible for assuring that Mercenary companies follow strict guidelines regarding the terms of war, the treatment of captives, and what weapons are outlawed by the UPF and Rim Coalition. To insure that licensed Mercenary groups obey the regulations, the WG often assigns company overseers to travel along with mercenary companies to hotspots. These overseers often act as go betweens and diplomats, but may defend themselves as needed. The WG also maintain a standing military force, in case a situation gets out of hand they have to be called in to resolve a matter.

### **Time in the Frontier**

Galactic Standard Time (GST) is the most popular time system in the Frontier. The GST system uses hours, minutes and seconds. An hour is 60 minutes long, a minute is 60 seconds long. A second is defined as the length of time needed for a beam of light to travel 180,000 miles through a vacuum.

One year in Galactic Standard Time is 8,000 hours long. A standard year is divided into 400 20-hour days. Each day is divided into a 10-hour work period and a 10-hour rest period. These standardized days and years are used mainly for record-keeping.

Besides Galactic Standard Time, many planets have their own local time system. These local systems use GST seconds, minutes and hours, but the length of the day and year varies from planet to planet. The length of a local day is the time it takes for the planet to rotate through one complete day/night cycle. A local day usually is divided into equal periods of light and darkness, although these can vary if the planet's axis is tilted in relation to its orbit. A local year is the length of time the planet takes to make one complete revolution around its star.

### **Languages**

#### **Pan Galactic**

All intelligent races in the known galaxy have a native language. In order to simplify interstellar trade, the Pan-Galactic Corporation created Pan Galactic, a language of sounds and gestures that can be spoken by almost any intelligent, speaking creature. It does not sound quite the same when spoken by members of different races, but anyone who speaks Pan Galactic can understand a creature speaking Pan Galactic. Because of its usefulness, Pan Galactic is spoken on almost every world that has contact with the Pan-Galactic Corporation or one of the four major races.

#### **Alien Languages**

The Administrator can decide that the natives of some planets do not speak any language but their own. Aliens that have never met adventurers or Pan-Galactic traders certainly will not know how to speak Pan Galactic. This will create problems for adventurers when they must find a way to communicate with the aliens.

#### **Polyvoxes**

A polyvox is a small, computerized device that translates what it hears in one language and repeats it in another language. Polyvoxes and language tapes for all known languages can be bought wherever general computer equipment is sold.

#### **Other Barriers**

Knowing an alien language or having a polyvox does not guarantee that a character can talk to an alien without having problems. Characters who are speaking an alien language can be confused by words that sound alike but have different meanings, and can have difficulty forming strange sounds. They can easily offend an alien creature by violating one of its traditions, customs or systems of etiquette. The Administrator should feel free to use language barriers as obstacles for players and to add excitement or even humor to the game.

## **Mega-Corporations in the Frontier**

Characters in the Frontier will encounter a number of identifiable organizations throughout the course of their adventures (Star Law, the Sathar war machine, spy networks, etc.) but one organization stands out from all the rest: the Pan-Galactic Corporation. The Pan-Galactic Corporation is "the oldest and largest interstellar company," and is the largest of over half a dozen huge and multi-faceted corporations operating in the Frontier. How and when did Pan-Galactic Corporation's monopoly on the Frontier fail? Where did these other companies come from? The status of the Mega-Corps is clarified in the text below.

The establishment of the PGC as the major mega-corporation on the Frontier was designed into the rules as a starting point from which Administrators could design their own corporate structures.

### **Corporate history**

The first large interstellar company was the Pan-Galactic Corporation; it is no exaggeration to say that PGC ruled the Frontier in the early days. Like the great railroad century of late 19<sup>th</sup> and early 20<sup>th</sup>-century Earth, the PGC was the only fast, safe way to travel through an unknown frontier for the millions of pioneers who yearned for land and their own fortunes. The PGC had its fingers in every pie, controlling financing, transportation, mining, industrial and agricultural organizations, and more one the worlds of the Frontier.

There is a lot to thank the GPC for in this early development period. It founded a common unit of currency (the credit), established the Galactic Board of Trade, created and spread the Pan-Galactic language (usually called Pan-Gal), financed innumerable scientific breakthroughs that led Frontiersmen further and further into space, and did much, much more.

But there were great problems inherent in the one-company system. Corporate corruption became rife on the less civilized worlds. Often whole planets and races were at the mercy of the PGC's concept of "morality," and too often aesthetic values lost out to financial ones. No competition meant stagnation in many industrial areas and complete control of the economic system by a single entity.

Possibly the worst problem, however, was the lack of independence enjoyed by planets, and sometimes whole systems, because of their overwhelming dependence on one source for all their needs. Because of this last factor, a type of economic blackmail, it was inevitable that others would try to break PGC's monopoly on the Frontier.

During the period the Aldorian/frontier War, secret financial groups sprang up, investing in land and various industrial operations and gaining power until their size could no longer be hidden from PGC. Many of these initial investments were made in cities, planetary governments, and militias. By the time PGC discovered its potential rivals, it was too late; their footholds were established, and with them came planetary autonomy. Pan-Galactic Corporation's hold over the Frontier was broken at last. The new corporations decided to fight PGC on its own ground, making diverse investments and establishing their operations in the same areas as PGC's operations.

This last point is important, because without it the Sathar could not have presented a serious threat to the UPF. Escalating competition between the larger companies, particularly PGC, Strel Corporation, and Cassidine Development Corporation, led to armed conflicts that required much of Star Law and Spacefleet's time and energy to quell. Many galactic historians believe that without this debilitating distraction, the UPF forces would have been stronger and better prepared and would have detected the Sathar as they began infiltrating the Frontier.

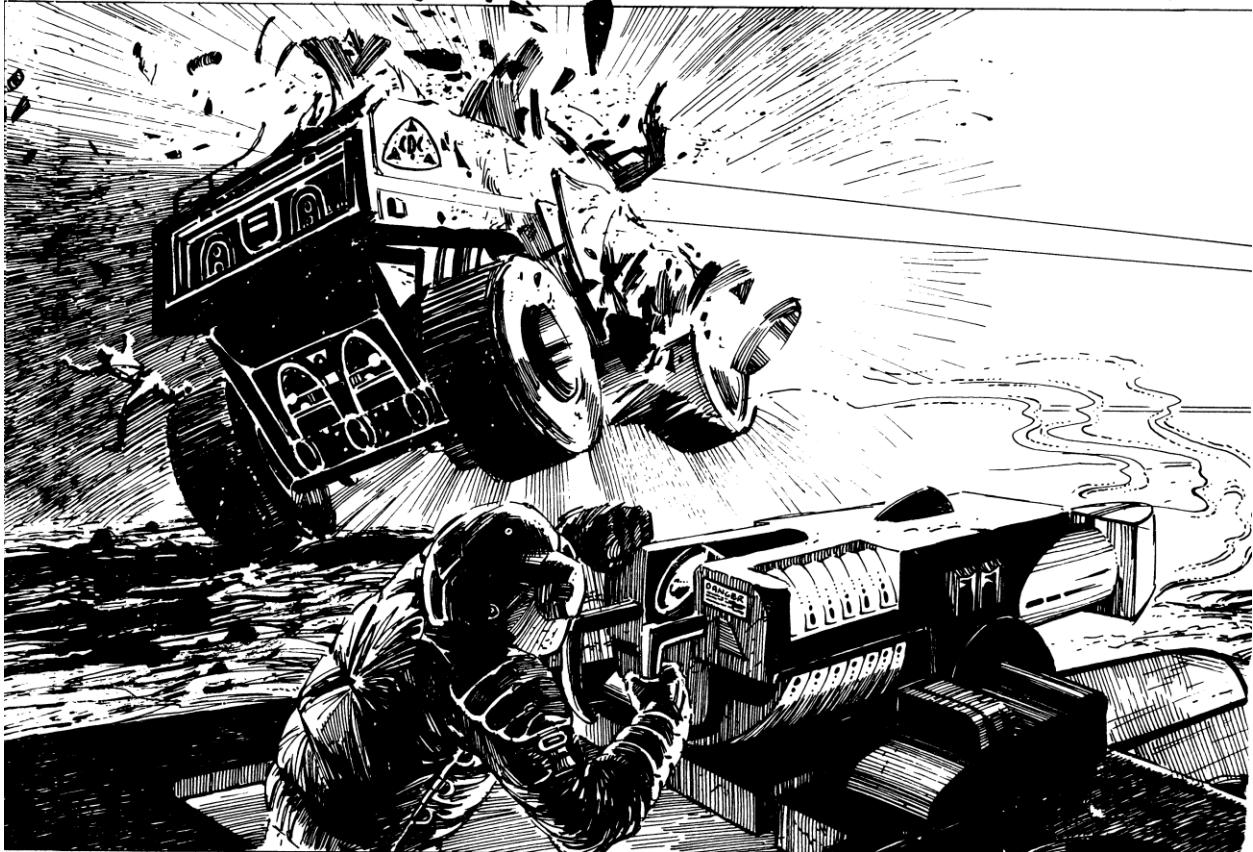
After the Aldorian/Frontier War corporate focus and investments altered rapidly and radically. Many executives and design teams left the established mega-corps to found their own companies. These new companies were extremely specialized. Financing became available through planetary and galactic bonds created to increase local industry and jobs.

During this shift of talent, many of the established mega-corps began to feel that these were non-profitable directions and thus not worth their support in the face of any substantial competition. The logic behind this was based on the larger investment firms' belief that specialized companies could not grow to any significant size and would later fail and be merged back into existing mega-corps.

This was a terrible mistake by those few pre-war mega-corps and shows the tunnel vision and lack of foresight that permeated the top executive levels at that time. The specialized firms grew at unprecedented rates. They reinvested their income in their own specific areas, not in mergers and outside acquisitions. Because of this, within years the thought of dealing with anyone but a specialized company was absurd: people would only travel with Trans-Travel, only buy their weapons from WarTech Inc., etc. These companies were the best in their fields and competitive in their pricing. They represented reliability in many areas in which the established mega-corps could no longer hope to compete.

The single greatest factor preventing these embryonic firms from being swallowed up by their larger, richer cousins was the UPF Anti-Merger Laws, passed several years prior to Aldorian/Frontier War. Wishing to discourage centralized industry, which is an easier target for attack or covert takeover by the Mega-Corps, the UPF enacted numerous laws to prevent mergers that would give a Mega-Corp a complete monopoly in an industry. So effective were these laws in curbing corporate tyranny that they remain in effect today.

The specialized companies grew at an amazing rate and soon became mega-corps themselves. The animosity some of the older mega-corps felt towards the UPF Governing Council's decision to keep these laws is still felt today through their lobbying efforts in planetary governments and through their increased "security" divisions that may someday rival those of the UPF forces.



## **THE CORPORATE WARS**

The term "Corporate wars" was not coined until a decade after the Aldorian war. The first use of the term was by WarTech Inc., in a special weapons catalogue released to various industries. The new media quickly picked up on the term and used it for sensationalistic effect. The true beginnings of the Corporate Wars are decades old. In fact, they started before the Aldorian war began. The first Corporate War began on Oberon. It was the scene of a decade-long conflict between the Streef Corporation on one side and the Pan-Galactic Corporation operating through the Galactic Task Force on the other. Tens of thousands of casualties were suffered, and more than a dozen spaceships were destroyed.

The outcome of the War was decided by PGC's immense military expenditures. PGC settled with the rights to the planet and Streef Corporation, soundly defeated, made no more attempts to claim it. This set the pattern for future corporate conflicts of an "unnegotiable nature."

At the time, the UPF could not afford to go to war with every corporation that raised a private army or fleet.

When the third Dramune war was fought, corporations ceased their hostilities to combine their efforts against the common foe. The end of the war quickly saw resumed tensions and private military escalations. This time, however, the UPF was ready for the hostilities.

New laws gave Star Law more power and authority to act in the interest of galactic peace. Spacefleet was rearmed and could

easily intimidate smaller fleets. Landfleet, the standing UPF army created during the Aldorian war, had been maintained, and Corporate Wars offered perfect chances for it to practice maneuvers. For a while it looked like the UPF forces could prevent occurrences leading to further Corporate Wars.

Unfortunately, the government did not reckon with the mega-corps' greed and resources. A combination of swelled mega-corporate coffers from the Dramune war, thousands of unemployed soldiers turning mercenary, and the emergence of specialized mega-corps that thrived on military conflict resulted in an escalation of corporate warfare to a previously unknown level.

In addition to covert Sathar, pirate, and terrorist activities, the UPF security forces now had to deal with full-scale invasions, sieges, and battles fought by more than a dozen mega-corps and conglomerates of smaller firms.

## **STAGES OF A CORPORATE WAR**

To better understand the Corporate Wars, one must go to Star Law and their guideword for rookie Star Lawmen: ICEWARS. This acronym outlines the seven stages of escalation usually seen in a corporate War.

**Interest conflict** -- A conflict of interest develops between two corporate entities over mineral rights, world development rights, etc.

**Corporate espionage** -- Usually an increase in corporate spying takes place after the initial conflict of interest develops. If results indicate the opposing corporations' goals are not actually in conflict, then the entire matter is cleared up immediately.

**Economic sanctions** -- If espionage does indicate a conflict, economic sanctions are imposed to pressure the other corporation out of the dispute. This is usually when corporate alliances are made, out of a need to find alternative sources of financing, food, weapons, etc. Sometimes these economic sanctions work, usually they do not.

**Withdrawal** -- When economic sanctions do not pressure either side out of a conflict of interest, then a rapid withdrawal of corporate personnel and equipment from the planet, moon, or site in question begins. This pullout sometimes confuses the opponents into believing the economic sanctions worked. Generally, it is a prelude to war.

**Armed conflict** -- Once a site is deemed vacated by a corporation or any potential hostage personnel or material, mercenaries are sent in to hold the site while negotiations proceed. These mercenaries are usually referred to as "advisors." This step is the tip-off to the opposing corporation that war is imminent.

**Reinforcements** -- The inevitable hostilities are exchanged and reinforcements are sent in to protect the corporate interests. The actual war has now begun and negotiations, usually for public relations purposes, continue to be held while the war continues. The length of the war can vary. The shortest war on record was between two moon-mining colonies around Outer Reach in the Dramune system. A stray missile with two high-explosive warheads hit a cache of TD-19 in a tin hut. The blast of shrapnel punctured every space suit worn in battle. Actual battle time: 3 minutes. Casualties: 135 dead. The longest war on record is Oberon. Actual battle time: 10 years. Casualties: 235,000 dead, 367,000 wounded, 170 tril-credits in equipment destroyed.

**Stabilization** -- When one corporation wishes to withdraw from the conflict, because of the drain on its resources or the inevitability of defeat, the negotiations suddenly become serious. The conflict is then resolved within a week (after all, time is money). Terms of surrender range from full reparations to the victorious corporation to the simple withdrawal of the losing corporation's forces.

It should be noted that these wars are no longer fought on the developed worlds within the Frontier. All battles occur on newly discovered worlds, moons, and in space about them. If a Corporate War is seriously affecting the health and welfare of a planet on the Frontier, Landfleet may be sent in as a peace-keeping force or Spacefleet may step in and end the conflict in the swiftest, surest method available: space blockade, saturation bombardment, and so on. No corporation has ever won a battle with Spacefleet or Landfleet. Star Law usually acts in a covert manner to prevent, delay, or bring an end to these most harmful of wars. Sabotage, disruption of communications, and even the arrest of mega-corp executives on other charges have been used to end conflicts.

Other factors to keep in mind when dealing with mega-corps are their own internal problems. Power struggles between executives are commonplace. The cadres, far-removed descendants of labor unions, are must contend with their influence. Planetary governments also figure heavily in mega-corp decisions.

## **PROMINENT MEGA-CORPS**

Many huge and multi-faceted corporations are at work in the Frontier, and they are reluctant to let anything interrupt their multi-billion credit per day operations. The following is a list of mega-corps, their operations, headquarters, chief executives (if

known), subsidiaries, and allies or enemies. The first five mega-corps (PGC, Streeel, CDC, Galactic Task Force, and MercCo) share control over their respective areas and are in constant conflict with each other. The remaining mega-corps have significant control of their respective areas (60% to 70% control of their industry). Although they are involved in armed conflict with smaller companies and pirates, they seldom battle each other for possession of land, mineral resources, conflict or interest, etc. They have no set allies or enemies.



### **Pan-Galactic Corporation**

Consensus has it that the PGC is the largest business entity in the Frontier, but no factual data has been released to support this belief. The PGC has offices on nearly every inhabited planet, but has now confined most of its operations to transport, mining, agriculture, financial areas, industrial research, funding Frontier explorations, loans for business ventures, investments, the backing of new governments, and so forth. It is very conscious of its public image. So if the PGC needs dirty work done, it will work through a smaller corporate front (often Galactic Task Force)

**Headquarters:** Port Loren, Gran Quivera, Prenglar

**Chief Executive:** Chang Kim Lee (Human)

**Subsidiaries:** PGC owns innumerable small and medium-sized corporations, including Trojan Enterprises on Kraatar.

**Allies:** Galactic Task Force Inc.

**Enemies:** Streeel Corporation, MercCo

**Occasional Opposition:** CDC, Capellan Free Merchants



### **Streeel Corporation**

This is the #2 business in the Frontier, and it aggressively seeks to outdo the PGC. Streeel has grown remarkably in the last few decades and is fast approaching PGC in size and financial power. Streeel offices are now spread throughout the Frontier and Rim, the latter an area the PGC has neglected. Streeel backs technological reserach, banking systems, savings and loan institutions, and financial backings for real estate and agricultural areas. It should be noted that though Streeel Corporation does not have as many offices as the PGC, but where it does have offices, SC actively tries to eliminate competition. Its tactics are often brutal, but effective.

**Headquarters:** Point True, New Pale

**Chief Executive:** Egame Fass

**Subsidiaries:** The largest are the First Dralasite Savings and Loan chain, Mutual of and the Crittian Financial Co-op. All of these were once major competitors that Streeel acquired.

**Allies:** MercCo

**Enemies:** PGC, Galactic Task Force Inc.

**Occasional Enemies:** CDC



## **Cassidine Development Corporation**

The CDC is involved primarily in opening routes to new star systems, exploring planets in those systems, and exploiting the resources of newly discovered planets. The CDC has grown over the last few decades, but not to the same extent as the Streeel Corporation. CDC has offices on all major worlds and is starting to expand into the Rim. Recently the CDC has ventured into insurance and deep space mining. It still finds time to fund archaeological digs, and off-Frontier exploration ventures. Usually the CDC will have finished its operations on a world by the time PGC and Streeel Corp start fighting over it. The Cassidine Development Corporation has a reputation for being ready to speculate on a "Long shot".

**Headquarters:** New Port, Cassidine

**Chief Executive:** Members of the Board of Directors share equal power; most noted Director is Noryn Rhand (Human)

**Subsidiaries:** CDC is fronted so well that subsidiaries are relatively unknown

**Allies:** CDC has had an alliance, at one time or another, with almost every mega-corp except PGC and Streeel

**Enemies:** None

**Occasional Opposition:** PGC, Galactic Task Force Inc., Streeel Corporation, Capellan Free Merchants, MercCo

## **INTERPLANETARY INDUSTRIES**

I.I. specializes in high-tech devices of a non-computer or non-communications nature that are too expensive for other mega-corps to produce. More galactic patents are held by I.I. than any other mega-corp, and its research labs are the finest on the Frontier. Industrial spying is a way of life with most mega-corps and I.I. is no exception. Its private security force is reputed to be the best in the Frontier. Because of the sensitive nature of its operations, Interplanetary Industries has been known to take the law into its own hands, when dealing with suspected spies, and Saboteurs.

**Headquarters:** Lake Vast, Cassidine

**Chief Executive:** Harlon Thow (Human)

**Subsidiaries:** None

**Allies:** Star-Play Industries

**Enemies:** Streeel Corporation



## **STAR-PLAY Industries**

Leisure time activities are the concern of Star-play Industries, and most legal intoxicants, confectionaries, exotic cuisine, sporting goods, sports events, gambling, recreational equipment and facilities, and general entertainment are provided by them. Under UPF laws, no single corporation can hold a complete monopoly in an industry but Star Play comes as close as it legally can to doing just that. It offers dozens of orbiting broadcast stations for subscriber channels and publishes thousands of periodicals in all known languages. Many financial experts believe Star-play will be the next number one mega-corp.

**Headquarters:** Port Loren, Gran Quivera, Prenglar

**Chief Executive:** Selina Star (Human)

**Subsidiaries:** Most major sports leagues and facilities, Price Publishing, the Stellar Entertainment Network, Starr Fashions, Star-Cross Sports Wear

**Allies:** Universal Households, Interplanetary Industries, Newton Enterprises of Thesius,

**Enemies:** Streeel Corporation

## **NEWTON ENTERPRISES OF THESIUS**

The NET holds the patents on most computer and communications equipment. Competition between the NET and I.I. is strong, but it has not yet erupted into a Corporate War. Both mega-corps would like to expand into their counterpart's market. This is a volatile situation that Star Law is trying to contain. Because of the NET's patents on programming units (progits) and body computers (bodycomps), plus the circuitry for most communication and radiophones, most other mega-corps have never even considered competing with the NET.



**Headquarters:** Malicon Valley, Thesius

**Chief Executive:** Unknown

**Subsidiaries:** Hundreds, all closely identified with NET (e.g., NET-Progit Industries, NET-Communicator Industries, etc.).

**Allies:** Cassidine Development Corporation, Pan-Galactic Corporation, Star-Play Industries

**Enemies:** Streel Corporation, Interplanetary Industries

## **TRANS-TRAVEL**

Trans-Travel is a planetary corporation composed of many different companies all financed by and headquartered on the same planet, Dannu. The Jhan'n and Humans formed this corporation a decade ago and it was the first of the new mega-corps. All of Trans-Travel companies specialize in some form of transportation or the manufacturing of transport vehicles or machines.

Trans-Travel controls 40% of all non-military space travel. This includes transportation of raw materials, processed goods, passengers, etc. Trans-Travel's slogan, "Your safest route is with Trans-Travel," is as much a warning to other mega-corps as an advertisement. T-T considers smuggling a serious crime and will punish it by death, if given a chance.

**Headquarters:** Sengsen, Dannu

**Chief Executive:** Run by a Board of Directors whose identities are not common knowledge

**Subsidiaries:** Frontier Spaceship Manufacturing Corporation, Interstellar Vehicles Co., Hickman Hovercraft, Niles Vehicles, Grubber Aircraft Industries, Stewint Land Transport Company, Curtis Cycle Corporation, Dobson Security Vehicles, Ltd., Moore Labs

**Allies:** Star-Play Industries, The Capellan Free Merchants

**Enemies:** Pan Galactic Corporation, United Trade Coalition

## **Greater Vrusk Mutual Prosperity Institution**

The GVMPI is composed almost entirely of Vrusk personnel. It is involved in most areas of business, but prefers to avoid conflict when possible. The GVMPI has made great strides in areas where the PGC and Streel Corp, have worn each other out in savage competition.

**Headquarters:** Kar-Kit'kr'r, Kit'Kar

**Chief Executive:** K'K'Kiz'Ker (Vrusk)

**Subsidiaries:** The largest are Vrusk Financial, K'ar'R'l Transportation, Xenotech Industries, and Cybertron Ltd.

**Allies:** CDC

**Enemies:** PGC, Streel corp.

**Occasional Enemies:** Dramune Financial Corporation

## **Galactic Task Force, Incorporated**

The Galactic Task Force is in the business of providing services for other corporations. Anyone can find employment through the GTF, as illustrated by their slogan "From Secretaries to Mercenaries, We've got a place for you!"

Galactic Task Force (usually known simply as Galactic or GTF has a monopoly on the business of providing non-military or non-security services for other companies. Almost every service imaginable can be obtained from them. They also provide military and security services, but they do not have a monopoly in those areas. Anyone can find employment through the GTF, as illustrated by their slogan "From Secretaries to Mercenaries, We've got a place for you!" This slogan is known throughout the Frontier.

**Headquarters:** Port Loren, Gran Quivera, Prenglar

**Chief Executive:** Vivian Lopez (Human)

**Subsidiaries:** Rent-A-Drudge, 24-Hour Escorts Inc., All-Day Medical Services, Security Forces Ltd.

**Allies:** PGC

**Enemies:** MercCo, Streel Corporation

**Occasional Opposition:** Various small services and security organizations, local militia, pirates



## **MERCCO**

MercCo was created shortly after the Andorian war by enterprising individuals who specialized in warfare. They received financial backing from the Strel Corporation, and in ten years have developed into a mega-corp. MercCo specializes in mercenaries for hire in temporary or permanent security, military, or high-risk positions.

**Headquarters:** Buckerton, Maderly's Star

**Chief Executive:** Ebser Henshaw (Yazirian)

**Subsidiaries:** ForceCo (military personnel), SecurCo (security personnel), RiskCo (high risk operations of any type)

**Allies:** Strel Corporation

**Enemies:** Galactic Task Force Inc., PGC

**Occasional Opposition:** Various small security organizations, militia, pirates

## **SYNTHETICS CORPORATION**

SynthCorp provides the vast amount of natural and synthetic food, beverages, and over-the-counter pharmaceutical needs to the Frontier. It owns many agricultural co-ops, vast manufacturing facilities, and dozens of laboratories. Almost all independent agricultural and dairy operations deal with SynthCorp. Amazingly, they are all on very good terms and SynthCorp has the best reputation for fairness and quality of any mega-corp.

**Headquarters:** Synthtown, Dramune

**Chief Executive:** Krondot (Dralasite)

**Subsidiaries:** ByChem, thousands of small and middle-sized companies

**Allies:** Star-Play Industries, Trans-Travel

**Enemies:** United Trade Coalition

## **UNIVERSAL HOUSEHOLDS**

UniHo specializes in three distinct areas: textiles and clothing, household furnishings, and buildings. Their synthetic apparel resists grime and wear and is inexpensive. Therefore UniHo made sure it controls the fashion industry; though made to last longer, their apparel goes out of style yearly. UniHo furnishings are usually made of plastic or duraplas and are modular in design. Any piece of valuable furniture, such as real wood pieces, are usually made by a sub-contractor. UniHo buildings are pre-fab dwellings, offices, industrial and professional facilities, and so forth. Specialty buildings are expansive and are designed and constructed by architectural engineers.

**Headquarters:** Gateway City, Andoria

**Chief Executive:** Trish Tayn'n (Human)

**Subsidiaries:** Two massive ones: Planetary Structures Inc., and Kotiz Fashions Inc.

**Allies:** Star-Play-Industries

**Enemies:** Modular Industries

## **ASSOCIATION OF INTERGALACTIC POWER SUPPLIERS**

The A.I.P.S. is the newest mega-corp and was created in a most unusual way. Power suppliers throughout the galaxy have traditionally been independents. But a private investigation team gained evidence that PGC was planning a massive buyout of most energy producers, including companies in the solar, nuclear, petro mining, and thermal collective industries. They sold this information to a small organization of energy producers who quickly called the major power companies together and decided to merge into a mega-corp. If the thousands of independent energy producers still at large joined the A.I.P.S. it would be one of the big three mega-corps.

**Headquarters:** Ker'nov Valley, Kis'Kar

**Chief Executive:** K'r Kre'r (Vtrusk)

**Subsidiaries:** Hundreds of thousands of companies of all sizes. The best known include Machon Mining, Nova Nuclear Incorporated, and Consolidated Nebula (Con-Neb).

**Allies:** Universal Households, Interplanetary Industries, Newton Enterprises of Thesius

**Enemies:** Strel Corporation, Pan-Galactic Corporation



## **TACHTON INSTRUMENTS**

T.I. controls most of the Frontier's industrial engineering businesses and, more importantly, almost all of the robotics industries. T.I. holds the patents on the Freeswing Gyroscope, necessary for the operation of cost-effective bipedal robots. T.I. also produces bionic body parts.

**Headquarters:** Tachton Valley, New Pale

**Chief Executive:** Margaret Bouvia (Human)

**Subsidiaries:** Raupp Robotics, Elmore Electronics, Arky Positronics, Parkinson Cybernetic Industries, Easley Androids Ltd., Egalt Robotics, LaForce Industrial Engineering Corporation, Dawck Factories

## **GALACTIC OVERALL DEVELOPMENT COMPANY**

This mega-corp is referred to as GODCo by the less reverent. It is located on Kil'Kit'Kar, and is run by a religious clan, The Kr'r'rit (the Family of One). Although not an overly fanatic or expansionistic religion, it does dictate that everyone who works for GODCo must wear a uniform denoting his job and social position.

GODCo's specialty is architectural engineering and terraforming. While architectural engineering is a lucrative business, it is the planet-altering terraforming that has really propelled the company to mega-corp status. Since the Cassidine Development Corporation funded them and the Capellan Free Merchants underwrote the loan, GODCo is particularly indebted to them.

The science of terraforming may change the structure of the entire Frontier over the coming centuries, as whole worlds may be made inhabitable. Only planets that have no intelligent life form can be terraformed. However, hundreds of thousands of species of flora and fauna are destroyed each time a planet is reformed and some new cults have arisen to try and block further planetwide destruction of life.

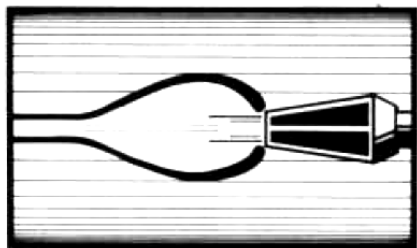
**Headquarters:** Onehome, Kil'Kit'Kar

**Chief Executive:** K'an Rii (Vrusk)

**Subsidiaries:** None

**Allies:** Capellan free Merchants, Cassidine Development Corporation

**Enemies:** Pan-Galactic Corporation, Streeel Corporation, Osakar Right to Life Movement, Andorian embassy



**WARTECH**  
I N C O R P O R A T E D

## **WARTECH INCORPORATED**

The WarTech Inc. military and industrial complex control about 40% of all weaponry sold. War-tech does not discriminate as to who they supply weapons to, and it is rumored that private dealers buy weapons for pirate or terrorist organizations from

WarTech. It is also rumored that certain "Doomsday" devices were created by WarTech, but were deemed to be too dangerous for public consumption.

**Headquarters:** Heston Valley Anthon

**Chief Executive:** Yamen Growl (Yazirian)

**Subsidiaries:** Interstar Weaponry, Nova Explosives Unlimited, Newar Laboratories, Zik-kit Ordinance Industries

**Allies:** Streel Corp, Merc-Co

**Enemies:** Pan Galactic Corporation, Cassidine Development Corporation, Andorian Embassy

## **Keller Arms**

This Mega Corp is owned by August Keller, a former officer in Landfleet's Frontier Marines division, who used his contacts and influence to gain lucrative contracts supplying Landfleet with most of its weapons. From these beginnings Keller Arms has grown to the point where it now supplies 50% of all the weapons purchased by most planetary militia. Keller arms still supplies most of Landfleet's weapons, and has begun to expand its operations to try to secure contracts with Star Law as well.

**Headquarters:** Tri-Summit, Cassidine

**Chief Executive:** August Keller, and a board of Trustees who were formerly members of his platoon.

**Subsidiaries:** Galaxy Arms Corporation

**Allies:** Cassidine Development Corporation

**Enemies:** Streel Corporation

## **EVERSAFE ENTERPRISES**

The motto of Eversafe, "Live eversafe and eversecure!" gives some indication of the hardware available from this mega-corp. Eversafe produces most of the Frontier's defensive suits, power screens, vehicle plating and defensive attachments, and security systems. From time to time Eversafe field tests new defenses through Star Law or White Light's Royal Marines corps.

**Headquarters:** Moline, White Light

**Chief Executive:** John Ford (Human)

**Subsidiaries:** Yazzyr Scanner Manufacturing Corporation, Armor Unlimited, Guardall Inc., Lockright Manufacturing Firm

**Allies:** Cassidine Development Corporation, Keller Arms

**Enemies:** Streel Corporation, Merc-Co

## **Trade Cartels**

In an effort to compete with the mega-corps, many races have pooled their resources together and created trade cartels. These cartels share resources and divide profits among their members. At first the Mega Corps executives scoffed at these cartels, but they have found that these trade cartels can actually become powerful enough to challenge their supremacy. Below are listed some of the most prominent Trade Organizations in the Frontier

## **CAPELLAN FREE MERCHANTS**

This unusual conglomerate of retail outlets, distributors, manufacturers, and trading ships is much larger than most Frontiersman realize. The Capellan Free Merchants is a union of small companies that protects its members from mega-corps. It specializes in the sale of exotic items, which can usually be found nowhere else but in a CFM shop, and in rentals. This renting or leasing of equipment to its members (at a flat rate) and up to non-members (at the going rate plus 20% per month) is extremely lucrative and has been a thorn in other mega-corps' paws for years. Free Merchants also repair and maintain equipment, giving them added income on other mega-corps' products.

The most recognizable members of this conglomerate (although there are members of every known race in the CFM) are the Ifshnits from the Capella system of the Rim Coalition. These tiny merchants organize hundreds of planet-hopping trading ships that ply the spaceways with their wares. The Free Merchants have a clear understanding with Trans-Travel and will only transport their own materials and personnel on their ships.

The Capellan Free Merchants usually do not open a shop under their name, but prefer the anonymity of a front organization. Because of their long domination of Rim society they do not necessarily feel constrained by the niceties of law. Any being can belong to the Free Merchants, but he/she must pass a five-year apprenticeship program first. Entry into this program requires sponsorship by an already established Free Merchant. The Capellan Free Merchants have been known to venture beyond known space in search of new and exotic items.

**Headquarters:** Red Island, Faire, Capella

**Chief Executives:** The Council of Twelve, a revolving membership drawn from Capellan elders who have been Free Merchants.

**Subsidiaries:** None

**Administrator's Note:** The Capellan Free Merchants seem to be an exception to many rules governing mega-corps, such as not really being an exclusive manufacturer of materials and being able to avoid the Trans-Travel lobby. This is because the CFM were granted a UPF charter to do so, the only one of its kind, in gratitude for their help during the rough days following the Aldorian War.

## **United Trade Coalition**

The Kroyans in an effort to expand their power created the United Trade Coalition, and though they are not members of the Frontier, they have secured trade pacts with many member worlds, allowing them to sell their wares in Frontier Space. The United Trade Coalition (UTC) has as much power as any Mega Corp in the Frontier, The Kroyans would have more power than the Mega corps however if it were not for the existence of the Free Trade Coalition, their chief rivals.

The UTC's chief backers within the Frontier are the Vrusk, and they have pacts with the Adrainians which insures that the UTC doesn't have a lot of trouble with piracy, and in turn they serve as go betweens for Adrainians and races who do not particularly have good relations with the ruthless Adrainians. There is rumor that the Kroyan are trying to gain a foothold in the Frontier by offering the Vrusk a place in the UTC, which has stirred up much discussion within the council of worlds because it would create a troublesome situation regarding what trade laws would apply to the Vrusk if they became involved with a non-member organization.

The UTC offers many races in the Frontier the option to bypass Frontier rules and regulations allowing them to buy things that would otherwise be restricted, or illegal, and it is this fact that keeps the UTC in business, but is also the chief source of contention between the Frontier and The UTC.

**Headquarters:** Summit, Kroy

**Chief Executives:** Prime Minister Gorrsh (Kroyan)

**Subsidiaries:** None

**Allies:** Adrainians, Vrusk

**Enemies:** Free Trade Coalition, Capellan Free Merchants

## **Free Trade Coalition**

In response to the United Trade Coalitions often ruthless trade practices, several races have banded together in an effort to provide consumers with an alternative to dealing with either the UTC or the Mega Corps. The Free Trade Coalition provides protection for many minor corporations, and businesses that would face extinction because of the mega corps with a means to sell their wares.

Unlike the UTC, the Free Trade Coalition tries its best to work within the trade guidelines of the planets it trades with, which gives them an advantage to the UTC allowing them to trade throughout the Frontier and the Rim. Unlike the UTC because they try their best to work within the trade guidelines set by the Frontier the Free Trade Coalition can request Star Law intervention or aid as if they were members of the Frontier. This has kept the UTC at bay for the most part and may be why the UTC is trying to get the Vrusk to join them, so that they can counter the FTC's advantage over them.

**Administrator's notes:** It should be noted that several Mega Corps within the Frontier have used some of their more obscure subsidiaries to get their products sold through the Free Trade Coalition where they would not be able to market their goods, and so they are secretly profiting from the existence of the FTC.

**Headquarters:** Daiton Falls Dannuu

**Chief Executives:** Free Trade council Chairman Regina Haigen (Human)

**Subsidiaries:** None

**Allies:** Capellan Free Merchants

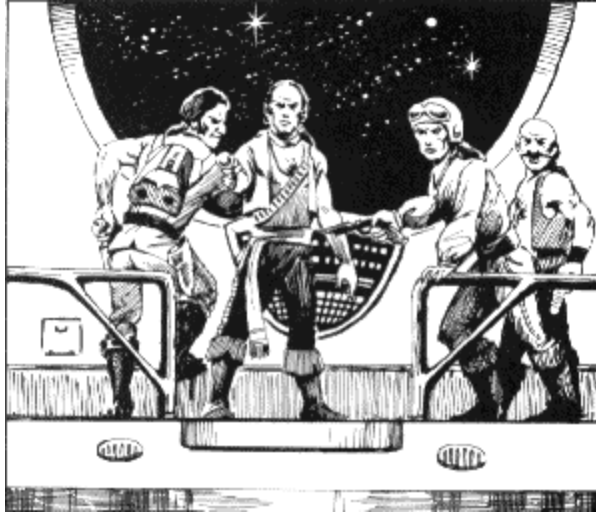
**Enemies:** United Trade Coalition

## **Employment**

Any of the listed corporations might hire characters for special missions. The Galactic Task Force, Capellan Free Merchants, and CDC are suggested as offering particularly interesting activities to adventurous individuals. The Administrator is encouraged to invent other corporations he/she might need in his/her campaign.

## Competition

Often competition between these corporations has exploded into violence. Privately owned starships have battled over the rights to mineral rich worlds, and occasionally large groups of mercenaries will engage rival groups in full-scale ground warfare. The greatest of these Corporate wars occurred between Streeel, and the PGC, operating through Galactic Taskforce. Tens of thousands of casualties were inflicted and more than a dozen starships were destroyed during this conflict.



## Piracy in the Frontier

Pirates represent a major threat to the trade routes connecting the planets of the Frontier. Pirate crews are as varied as the races in the Frontier and every inhabited system in the Frontier has suffered from their scourge at one time or other. The standard tactic used by most pirates is a lightning fast assault on a lone ship, usually a freighter or spaceliner. The pirates try to disable the victim's drives and then board the ship. Everything of value is removed from the ship, including passengers and crew in many cases, who can be used as slaves at the pirate base. Sometimes the pirates don't bother with the ship's crew and passengers, leaving them to drift aboard the damaged ship, hoping for rescue before their life support runs out.

Pirate ships are usually small and fast however whatever type of ship is used, it will be heavily armed. Asteroids, uninhabited planets, unknown regions of outpost worlds and moons all might serve as pirate bases. These bases usually are not very well developed, since the pirates must be ready to escape quickly if Spacefleet or other local militias suddenly attack.

Some lightly populated planets have governments that are actually run by pirates. Because of the UPF charter, the Spacefleet is prohibited from taking direct action against these worlds, and must limit itself to intercepting pirate ships as they go about their unlawful business. Freeport and Randal's hole are two of the most famous of these pirate governments.

## Cadres and Cults

The mega-corporations are not the only "power-brokers" in Frontier society. Two others are the various cadres and cults that have gained substantial followings. They are by no means all public, and some are almost impossible to encounter, but they exist and pursue their beliefs nonetheless.

Cadres are planetary organizations of people who are all members of the same profession (except the Spacers who can be found throughout the Frontier). There are cadres of teachers, miners, public transportation operators, and so forth. These cadres are constantly battling the mega-corps for more credits, more benefits, and more control over their occupations.

Sometimes a cadre is honest, sometimes not, but lately many of them have been studying the renewed militancy with which the mega-corps pursue their goals. Some of the more powerful cadres, such as the Synthfood Workers or the Brotherhood of Spacers, may resort to their own brand of militancy to resolve differences in the future. Star Law is monitoring cadres carefully at the present time.

Cults spring up everywhere but usually fade within the year. Some are religious, some are social, others comprise outright fanatics who like to express themselves in bizarre ways. Of the hundreds of known cults throughout the Frontier, a few have emerged

over the last two years that present a very real danger.



**The Silver Death Cult** is an underground terrorist organization that exists to eradicate all intelligent artificial lifeforms from the Frontier. Over the years, the SDC has gathered more militants into its ranks. Its pose is that of a patriotic organization that wishes to keep the Frontier safe by preventing mechanicals from infiltrating society.

**The Free Frontiersman Foundation:** This was once a legitimate political faction within the UPF. Over the years it lost members and political pull and eventually a right wing group took control of the Organization. While it is still public, many Free Frontiersman Foundation (FFF) agents and operations are covert and terrorist oriented. Their purpose is to overthrow the UPF and supplant it with a fascist Galaxy-spanning government. The FFf will stop at nothing to achieve its goals.



## **Anti-Satharian League**

**The Anti-Satharian League:** This is one of the youngest cults in the Frontier. It has existed only for a few years, but its numbers have swelled remarkably. It is an Ultra-conservative group that constantly pushes the UPF government to increase its military greatly in order to face the "Inevitable" Sathar War. They sometimes ally themselves with members of the Silver death cult in order to roust Sathar agents from hiding, as they do not trust Machines just as much as they do other races who they believe might be working for the Sathar.

The League is an extremely public organization, but recently Star Law has received information suggesting it has infiltrated many levels of Government and is actually behind many covert operations that have been blamed on other cults. The League is led J Harrington Farnsworth a human billionaire.

**The Frontier Peace Organization** believes that too many credits are being spent on Star Law, Landfleet, and Spacefleet. Lately, they have even suggested that the reason for the Aldorian war was the fear of a UPF and Rim military threat to their existence. The FPO promotes isolationism for the UPF and extreme cutbacks in military units on all planets and in the UPF in general.

**The Human Liberation Corps** is a secret militant organization that in the last few years has evolved into a Frontier-wide terrorist organization dedicated to freeing Humans from the "cultural pollution" of the existence of other races. The HLC believes that once Humans have taken control of all planetary and system-wide governments, the UPF, and all mega-corps, then the Frontier is assured of peace. The HLC is a prime target for Star Law investigations.

**The Investors** is an ultra-covert organization of a few billionaires who wish to be the behind-the-scenes controllers of the UPF. While the UPF is presently an organization that comprises all of the Frontier's planetary system government, the Investors believes it could use its wealth and influence to override all local governments. The Investors are very smart and it tries to gain control of planets through financial wars, not by actual military ventures.

## **Traveling on most Frontier worlds**

Many other means of transportation are available to characters in the worlds of the many planets of the Frontier. The following means of transportation are common throughout the frontier and the Rim, and are most common in any planet with a classification over Colony.

### **Public Transportation**

**Monorails** are the most common mass transit systems on the Core Frontier worlds. Monorail cars can hold up to six passengers and travel at between 230 to 330' per round. Monorail passengers usually pay 10cr per day for an unlimited number of rides. Occasionally, monorails are built underground and called subways.

**Cabs** of many types are common. Ground cars, skimmers and even cycles are used as cabs. Some are operated by drivers while others are piloted by robots or computers. A typical price is 2cr for the first mile traveled and 1cr for each ½ mile after that.

**Moving Walkways**, also called people-movers or sliders, are sidewalks that are built like conveyor belts, and are quite common throughout the Core, but uncommon elsewhere. A person simply steps on to the slider and it carries him along at 30' per round. Using a slider does not cost anything.

### **Flyers**

**Super-Sonic Transports**, or SSTs, are large jet-powered aircraft capable of flying at very high altitudes at several times the speed of sound (Mach one is 750mph). They are used as luxury passenger planes flying between large cities, as large cargo haulers supplying cities under construction, etc.

**Orbital shuttles**, often called orbiters, are a cross between an airplane and a space ship. They are powerful enough to fly into orbit around a planet, and sturdy enough to re-enter the atmosphere and land on the surface. They are commonly used to carry supplies and passengers to orbiting space stations and spaceports. An orbiter can reach an orbiting space station in one to two hours.

### **Water vehicles**

**Ships** of many varieties are found throughout the Frontier. Players can find anything from three-masted sailing ships to luxury liners and supertankers. Hovercraft are used commonly in areas where the sea is relatively calm. Skimmers can be used over water if the waves are not more than two feet high.

**Submarines** are used on worlds where the seas are very rough, covered with ice or otherwise unsuited to surface travel. They are common around underwater cities and sea-bottom mines.

### **Animals**

**Riding Animals** and beasts of burden are used on many planets where the local technology is not advanced enough to build other vehicles. They also are used to get into areas that are too rough for ground vehicles, or where their natural abilities to sense water or danger are needed more than a vehicle's speed and reliability.

### **Space travel**

Starships can travel between star systems at speeds many times faster than the speed of light. A trip that would have taken hundreds of years in a spaceship could be made in only a few days in a faster-than light (FTL) starship. Because of their cost, however, most starships in the Frontier are owned by large corporations, planetary governments or starship travel companies.

Established travel routes are the only explored routes that have been mapped and certified as safe for starships to use. When adventurers travel, they are limited to scheduled or chartered trips following these routes.



Most starships never land on a planet. Passengers board shuttles on the ground that take them into orbit, where they board the starship. When the starship reaches its destination, shuttles again take the passengers either to the planet's surface or to an orbiting space station where they can wait for another flight.

### **Starship Tickets and Costs**

Travelers can buy three types of starship tickets: First Class, Journey Class and Storage.

**First Class.** First Class tickets are the most expensive, but First Class passengers get the best food, the biggest cabins and on-board entertainment. A First Class passenger can bring along up to 1 ton of cargo at no extra charge. The First Class section also is closest to the starship's lifeboats and emergency spacesuits, so First Class passengers have the best chance to survive a catastrophe. A First Class ticket costs 200 Credits per light-year traveled on the average.

**Journey Class.** Travelers with Journey Class tickets get smaller cabins, poorer-quality food and no entertainment. A Journey Class passenger can bring along up to .5 tons of cargo at no extra charge. In addition, they are farther from the lifeboats than First Class passengers. A Journey Class ticket costs 100 Credits per light-year traveled.

**Storage.** Passengers traveling Storage Class ship themselves as cargo. The passenger is frozen and stored in a special berth. The frozen passengers are revived at their destination. A Storage Class ticket costs 50 Credits per light-year traveled, and includes up to 200 pounds of cargo.

### **Schedules**

Starship flights are not always scheduled at convenient times for the adventurers. If the Administrator does not have a specific flight in mind for the characters, he can roll 3d10 and subtract 3. The result is the number of days the adventurers must wait before the next scheduled flight leaves for their destination. If the result is 0, a starship is leaving that day.

### **Layovers**

If characters must travel through several star systems to reach their destination, they probably will make layovers at each star system along the way. Unless the starship they are traveling on is continuing along the same route, the characters must stop and wait for another scheduled flight to their next destination. If the characters are working for a company that is flying them to their destination, their ship probably will not stop over in a system for more than one or two days: just long enough to pick up supplies, fuel and news.

### **Customs, Duties and Taxes**

The Administrator may want to add local baggage inspections and special visitors' taxes on some planets. These are not standard, and are left to the Administrator's judgment. However, they can lead to interesting adventures if the characters are trying to smuggle goods onto a planet or hide from the law. Local duties and taxes also are a good way to relieve rich characters of some of their extra cash. If players ask, the Administrator should tell them what sorts of inspections and charges they can expect at their destination.

## **Directions in Interstellar Space**

The following conventions have been adapted throughout the Frontier for determining direction in Interstellar space. Towards the Galactic core is called Coreward, though this is more often used to refer to the direction of the Frontier Capital (Prenglar). Away from the Galactic Core is commonly referred to as Rimward. Traveling in the direction in which the Galaxy is rotating is called Spinward, and finally moving against the spin of the Galaxy is known commonly as Trailing.

## **The Spacer's Guild**

The Spacers Guild was created several decades ago by a group of wealthy spacers along their trade route to ensure their employees could find docking bays, storage facilities, repair facilities and lodging when on-world. The success of this enterprise grew into what is known as the Spacers Guild. The goal of the Spacers guild has always been to help and support spacers and the guild boasts a network of hostels, warehouses, docking bays, and construction yards throughout the Frontier, and extending into the Rim as well.

These Facilities are open to all, but members of the Spacer's guild receive preferred rates. On most worlds the Spacer's guild facilities are known for their safety and security, but in the Rim things are less secure. The Spacers guild halls are known as good

places for members and potential customers to meet and many an adventure has started in these halls.

The Spacers guild has been chartered by the Council of Worlds and offers Spacers a valuable service. It operates a News and Advisory service which is well known for its accuracy and impartiality. The guild assigns "Ratings" to worlds under the advisement of the Council of Worlds. Most worlds in the Frontier are unrated, or Green worlds, meaning that no unusual or dire threats exist on the world. Amber worlds are dangerous for many reasons (political unrest, natural hazards, etc.) and caution is advised, though the world is still open to travel. Red Worlds are worlds that are prohibited to unauthorized travellers, and include Military installations, Aldorian, and Ordanian worlds, and recently any world devastated by the Sathar. Travel to these worlds is forbidden without a permit, and Star Law and Spacefleet are authorized to use deadly force within reason to handle intruders entering a Red Zone.

Membership into the Spacers guild requires a one-time Fee of 100,000cr, and the Spacer receives a Guild Identocard, which allows him a 20% discount on all rates for services provided by the Guild or its affiliates.



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