

D20

System

Universal Role-Playing System

Star Frontiers

Administrator's Guide

Version 4.5



**A Rules Supplement designed to aid Administrators create adventures
for the Star Frontier's Game system**

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Section One: Administrator's Races

This section details two special races that were intended for Administrator's to use. The first race is the Sathar, an insidious race of worm-like creatures who seem bent on destroying the Frontier. The second race is known as the Mechanon who are a unique race of robots who have gained a level of sentience never before seen in an artificial life form, and their purpose in the Frontier is as inscrutable as their expressions.

Mechanon

Average size: 7'0" tall
Average Mass: 220lbs
Average Life span: Undetermined
Body Temperature: Not applicable
Reproduction: Construction

PHYSICAL DESCRIPTION AND STRUCTURE

Mechanons are sentient robots. They are roughly humanoid, and the top of a Mechanon's head is a cluster of various-colored crystals. These crystals form an artificially intelligent storage and computing device, a technology unknown but much sought after by the other races.

SENSES

Mechanons are usually equipped with sensors that give them visual and audio input roughly equivalent to Human eyes and ears. The warriors are also equipped with infrared and starlight optics and have heightened hearing. The thinker class is believed to be equipped with all available optical enhancement devices and have extremely heightened hearing. No Mechanon can smell or taste and their touch seems to be the standard type for advanced robots (much less than Human).

SPEECH

Mechanons have built-in poly-voxes and can be programmed with almost any language. The higher orders, warriors and thinkers, can learn new languages. The Mechanon voice is high and always sounds mechanical.

SOCIETY AND ATTITUDES

Mechanons evolved on Volturnus a planet in the Chronos star system, and evolved from primitive Eorna robots. Through a series of incredible coincidences they eventually became a sentient, race of creatures which could propagate mechanically. The robots used on the Frontier in everyday life are to the Mechanons what baboons are to the Yazirians: there is a certain similarity, but the differences are far greater and of more importance.

Little is known about Mechanon society. What is known indicates that it has a complex and strict caste system which does not allow for advancement from a lower caste to a higher one. The more intelligent Mechanons occupy higher castes. It is known that an aggressive tendency to dominate and destroy organic, intelligent life was once a strong factor in Mechanon society.

Indeed, it resulted in the famous Mechanon revolution on Volturnus and the eventual mass exodus of Mechanons from that planet. But recent studies have shown that this is no longer a primary drive within the majority of Mechanons encountered. In fact, of 100 randomly tested Mechanons, only five showed any signs of animosity or superiority complexes relating to organic sentients. Some robo-psychologists are beginning to suspect that two completely different Mechanon societies may be evolving: one bent on peacefully coexisting with the other races, and another, smaller faction bent on destroying them.

Mechanons use standard robots to perform menial tasks, just as the other races do. Philosophy and the arts are completely non-existent and Mechanons cannot understand what organic beings see in these pursuits. Mechanons have no sense of public vs. private property. Supplies simply are created, exist, and are used as needed. There is no family unit.

There are few laws in Mechanon society. Every Mechanon is programmed with specific behavioral directives during construction. Noticeably fewer restrictions are placed on members of higher castes. At present, the Mechanon's crystalline technology is the envy of every government and mega-corp in the Frontier.

The Mechanons seem to get along with most races now. Their fascist tendencies have waned since they colonized their own planet, and they are now trying to become respectable members of the UPF community. Many people who have dealt with them in the last decade testify that they are no more difficult to work with than any other race and are possibly easier to deal with than the Humma. Still others, though, contend that the Mechanons are planning the overthrow of all biological races in the Frontier. The matter is hotly contested, and only time will settle it.

SPECIAL ABILITIES

Robotic Attributes: Mechanon are immune to Toxins, Paralysis, Stunning, and Disease, and 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. Mechanons are not subject to death from massive damage but are immediately destroyed when reduced to 0 Endurance points or less. Mechanon do not eat, drink, or breathe.

The Mechanons possess a unique power generator that allows them to function for 1 hour/point of Stamina that they possess before needing to shut down for several hours to recharge. The recharge period takes 10 hours -1 hour per point of Stamina modifier they possess (minimum 4 hours) and during this time the mechanon's crystalline brain goes over all the data it has accumulated during its waking period and purges all useless data. This has an effect of allowing a Mechanon to dream. Lastly because a Mechanon's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects unless it also affects robots.

Repairing damage: Mechanons are a miracle of cybernetic technology but they do not possess self-repair systems requiring them to be repaired much like robots but unless the repairing character is a Mechanon, he suffers a -2 to his repair roll, due to the Uniqueness of Mechanon technology.

Ambidexterity: Mechanons are equally skilled with the use of either hand. The Mechanon can use weapons, bear a shield, and perform acts of strength with a reduced penalty over non-ambidextrous characters. A Mechanon does not suffer the -2 penalty for using a weapon in its off-hand so long as the weapon used in the off-hand is small.

Nightvision: Mechanons can see equally well in daylight and at night. At night or in total darkness their vision extends to 120'. Note that in darkness a Mechanon sees everything in varying shades of green.

Bonus Skills: Mechanons gain bonus skills depending on their caste. The caste list also details the level of importance a Mechanon of that caste is in their society. The castes and bonus skills are as follows:

Diplomats: Computers, Diplomacy, Knowledge: Frontier cultures, Use technology

Surveyors: Computers, Knowledge: Nature, Use technology, Wilderness lore

Makers: Computers, Craft or Profession (choose), Repair, Robotics, Use technology

Warriors: Computers: Weapon (choose) x2, Use technology

Thinkers: Computers, Knowledge: (choose) x3, Use technology

ATTRIBUTE ADJUSTMENTS

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

Sathar

Average size: 5' high, 10' long

Average Mass: 60lbs

Average Life span: 400 Years

Body Temperature: 98.3° Fahrenheit

Reproduction: Heterosexual egg laying

PHYSICAL DESCRIPTION AND STRUCTURE

Sathar are long, wormlike creatures with segmented bodies resembling those of earthworms. A Sathar has no skeleton to provide support for its body, but it can harden its segments hydrostatically by pumping fluids into them. Its cylindrical body is crowned with a circular head that tapers toward a round mouth ringed with sharp teeth. It has a large, ovoid eye with two pupils on either side of its head, and two pits that serve as a nose. Roughly 3' below the head, four tentacles sprout from its body, two on each side. The first two tentacles are slender, and each ends in four smaller, fingerlike tentacles. The second pair of tentacles is stronger and slightly longer, and each of these ends in a paddle-like pad. The larger pair is used for heavy lifting, while the slender pair is used for detailed work or for holding weapons.

Sathar skin varies in color from yellow to brown and is coated with a shiny, clear slime. The tentacles are the same color as the body but with a slight greenish tint, and the underbelly is a pale shade of pink. The back of a Sathar's head is decorated with a pattern of dots, speckles, and stripes that denote the cadre to which the individual belongs.

A Sathar moves by slithering along the ground like a snake, with the first 3' of its body raised. It can also coil like a snake, raising its upper body up to 5' from the ground. When stability is important (when firing a weapon or manipulating objects, for instance), it uses its back tentacles like legs to stabilize its body.

SENSES

The Sathar's double pupils give it a wide field of vision, and its sense of smell is likewise acute.

SPEECH

Sathar can speak the native languages of most other major species, though they do so with a pronounced hiss and lisp. Their own language consists of hisses and clicks, which other races usually find unintelligible.

SOCIETY AND ATTITUDES

The Sathar are violent beings who are not generally open to negotiations with others. They try to exterminate every other species they encounter, and so far they have proven remarkably successful in such endeavors. The Sathar are a powerful threat within the galaxy. When faced with a choice between defeat and capture, they have always elected to take their own lives, sometimes by the shipload.

Sathar society is militaristic and highly organized. Individual Sathar are born into unit-clans called cadres and trained as warriors from birth. The markings on the back of a Sathar's head indicate its cadre. These markings are natural on most individuals, though they can also be tattooed in the unlikely event that a Sathar changes cadres.

Sathar are encountered only during missions of conquest, never by coincidence. They tend to possess the more powerful vessel in any space confrontation, and their goal is either to cripple and raid the enemy ship or to destroy it outright. In addition, the Sathar frequently conduct ground raids against small trading outposts, colonies, and shipyards, looting trade goods and murdering any sentient creatures they encounter.

But the Sathar do not rely entirely on military might to expand their empire—they are also masters of subterfuge. Individual Sathar frequently infiltrate the home worlds and space stations of enemy races and seek out lone individuals who might make good agents. The chosen victims are lured away via hypnosis then thoroughly brain washed, reprogrammed, and replaced in their original positions to serve as agents of the Sathar. Some such agents infiltrate governments and other powerful organizations and act as spies; others simply terrorize the population by planting bombs on ships or in cities, entering crowded areas and opening fire with energy weapons, or assassinating high-profile individuals.

SPECIAL ABILITIES

Reduced speed: Because of its hydrostatic propulsion, a Sathar moves somewhat more slowly than a human of similar size, moving at a rate of 20'/turn.

Armor Restrictions: A Sathar cannot wear armor made for other species. Armor designed for Sathar use is more expensive than normal (+50% greater cost than similar armor) because of the race's rarity and unique physiology.

Acute Vision: A Sathar's double pupils give it a wide range of vision, allowing it to see objects in front of it and to either side simultaneously. This visual enhancement grants a Sathar a +8 bonus on Spot checks.

Brainwash: A Sathar may attempt to brainwash another creature in a noncombat situation by making a Bluff check opposed by the target's Sense Motive check. The attempt automatically fails if the Sathar or its allies threaten or attack the subject or if the Sathar cannot speak the subject's language. If the Sathar wins the opposed check, the target automatically carries out any instructions the Sathar gives it that do not involve activities to which it is fundamentally

opposed. The Sathar must win an opposed Personality check to convince the subject to do anything it wouldn't ordinarily do.

This ability does not allow the Sathar to control the hypnotized creature as if it were an automaton, but the subject is highly receptive to the Sathar's suggestions. A hypnotized creature never obeys suicidal orders. A brainwash attempt requires time alone with the subject equal to 20 minutes – 1 minute per level of the Sathar.

Exploding Nanites: The Sathar would rather die than be held captive by their enemies and tortured into revealing their secrets. Rather than face such a possibility, every Sathar that serves as a combatant or crew member aboard a starship willingly becomes host to an exploding nanite colony. If the Sathar's Endurance points are reduced to 0, the nanites set off an internal biochemical reaction that causes its body to explode, showering every creature and object in a 10-foot radius with viscera.

Electricity Resistance 15: The Sathar's rubbery skin insulates it from electrical attacks. A Sathar ignores the first 15 points of electricity damage from any attack that delivers such.

Stun Immunity: Sathar are immune to stunning attacks and effects.

Transfixing Gaze: Other races find a Sathar's gaze especially distracting. A Sathar may use a full-round action to stun a single target within 60' for 1 round. The target may make a Will save (DC 10 + 1/2 Sathar's level + Sathar's Personality modifier) to resist this effect.

ATTRIBUTE ADJUSTMENTS

Str: +0 **Ag:** -2 **Sta:** +2 **Log:** +0 **Int:** -2 **Per:** +4 **App:** -2
Endurance points: +0 **Psyche:** +10



Section Two: The NPC world

The Frontier is vast, and is filled with normal people who go about their daily lives without so much as a thought to adventure. These Non Player Characters (NPC's) do not possess a profession like the player characters, but some can be quite formidable. This section covers rules for the creation of Zero Level NPC's.

This section also presents rules for creating unique creatures to challenge the players, and rules for creating exceptional creatures. The various Zebulon guidebooks to creatures of the Frontier has Stats for hundreds of creatures that exist in the Frontier which can be altered by the rules herein for even more challenges.



The Zero Level world

The Frontier has its share of beings that are exceptional like the Player characters, but not every person that the Players meet will be exceptional, nor do Professions exist in the Frontier like in other Role Playing games. Characters who are not exceptional are called Zero Level characters, but the term should not be confused with lacking Endurance Levels, or having low Endurance points. Zero Level means that they do not advance in level. Below are a set of rules allowing an Administrator to create Zero level characters of varying levels of ability. Though these characters do not advance in level in some cases they can be a challenge to low level adventurers and are designed to explain how normal Dralasites, Humans, Yazirians, Vrusk and so on survive against the many dangers that share the worlds of the Frontier.

General Description	Die Code	Endurance point Spread	Average Endurance Points
Children	1-3	1-3	2
Adolescents	1d4+1	2-5	4
Adults	1d6+1	2-7	6
Craftsman	1d6+2	3-8	6
Laborers	2d4+2	4-10	8
Soldiers	2d4+2	4-10	8
Settlers (Rimmers)	2d4+4	6-12	10
Important personages	2d4+2	4-10	8

What follows are templates for each of the character types above. It should be noted that these templates use a human base. When creating a Non-human add the information found in the Alien race's summaries to the base template to create an Alien template.

Children

Size: Small
Str: 3 (-4) **Ag:** 6 (-2) **Sta:** 6 (-2)
Psyche: 0

Endurance level: 1/2 **EP:** 2 **Exp:** 10
Log: 5 (-2) **Int:** 6 (-2) **Per:** 8 (-1) **App:** 9 (+0)
Reputation: 0

Combat Modifier: -4
Resistance rolls: **Fortitude:** -2 **Reflex:** -2
Armor worn: none

Initiative Modifier: +0
Will: -2
DR: 8

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1pt **In:** +0 **Hit:** -4 **Dmg:** -4 **DR:**
Damage: 1-2 **In:** +0 **Hit:** -4 **Dmg:** -4 **DR:**

Combat Information: Due to their size, children have a +1 bonus to their Defensive rating against man-sized opponents, +2 vs. Large, and +4 vs. huge+ opponents.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Hide +1

Languages: Language spoken by parents

Move/round: 18'

Adolescents

Size: Medium
Str: 8 (-1) **Ag:** 9 (-1) **Sta:** 9 (-1)
Psyche: 0

Endurance Level: 1/2 **EP:** 4 **Exp:** 20
Log: 9 (-1) **Int:** 9 (-1) **Per:** 9 (-1) **App:** 10 (+0)
Reputation: 0

Combat Modifier: +0
Resistance rolls: **Fortitude:** -1 **Reflex:** -1
Armor worn: none

Initiative Modifier: +0
Will: -1
DR: 9

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1-2 **In:** +0 **Hit:** +0 **Dmg:** -1 **DR:**
Damage: 1-3 **In:** +0 **Hit:** +0 **Dmg:** -1 **DR:**

Combat Information: On an unmodified 20 an Adolescent gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, (+6 additional skills slots)

Languages: Pan-Gal or local language

Move/round: 29'

Personal Wealth: Credits: 10-60 (10d6)

Adult

Size: Medium
Str: 9 (-1) **Ag:** 10 (+0) **Sta:** 9 (-1)
Psyche: 0

Endurance Level: 1 **EP:** 6 **Exp:** 20
Log: 9 (-1) **Int:** 10 (+0) **Per:** 9 (-1) **App:** 10 (+0)
Reputation: 0

Combat Modifier: +1
Resistance rolls: **Fortitude:** +0 **Reflex:** +0
Armor worn: none

Initiative Modifier: +0
Will: +0
DR: 10

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1-2 **In:** +0 **Hit:** +1 **Dmg:** -1 **DR:**
Damage: 1-3 **In:** +0 **Hit:** +1 **Dmg:** -1 **DR:**

Combat Information: On an unmodified 20 an Adult gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Knowledge: Local gossip +1, (+ 10 additional skills slots)

Languages: Pan-Gal or Locally spoken language

Move/round: 30'

Personal Wealth: Credits: 100-200

Craftsman

Size: Medium

Str: 10 (+0) **Ag:** 11 (+0) **Sta:** 10 (+0)

Psyche: 0

Endurance Level: 1

EP: 6 **Exp:** 20

Log: 10 (+0) **Int:** 10 (+0) **Per:** 11 (+0) **App:** 10 (+0)

Reputation: 0

Combat Modifier: +1

Resistance rolls Fortitude: +1

Reflex: +0

Armor worn: none

Initiative Modifier: +0

Will: +0

DR: 11/ (d) 10

Primary Attack: Punch

Secondary Attack: Kick

Damage: 1-2 **In:** +0 **Hit:** +1 **Dmg:** +0 **DR:** +1

Damage: 1-3 **In:** +0 **Hit:** +1 **Dmg:** +0 **DR:** +1

Combat Information: On an unmodified 20 a Craftsman gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Craft or Profession (Any) +2, (+8 additional skill slots)

Languages: Pan-Gal or Locally spoken language

Move/round: 30'

Personal Wealth: Credits: 100-1,000 (1d10 x10)

Laborers

Size: Medium

Str: 12 (+1) **Ag:** 10 (+0) **Sta:** 10 (+0)

Psyche: 0

Endurance levels: 1

EP: 8 **Exp:** 40

Log: 9 (-1) **Int:** 9 (-1) **Per:** 9 (-1) **App:** 10 (+0)

Reputation: 0

Combat Modifier: +3

Resistance rolls Fortitude: +1

Reflex: +0

Armor worn: none

Initiative Modifier: +0

Will: +0

DR: 10

Primary Attack: Punch

Secondary Attack: Kick

Damage: 1-2 **In:** +0 **Hit:** +3 **Dmg:** +1 **DR:** +0

Damage: 1-3 **In:** +0 **Hit:** +3 **Dmg:** +1 **DR:** +0

Combat Information: On an unmodified 20 a Laborer gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Gaming +1, Knowledge: Local gossip +1, (+9 additional skill slots)

Languages: Pan-Gal or Locally spoken language

Move/round: 30'

Personal Wealth: Credits: 100-400

Soldiers

Size: Medium

Str: 12 (+1) **Ag:** 10 (+0) **Sta:** 10 (+0)

Endurance Level: 1

EP: 8 **Exp:** 40

Log: 10 (+0) **Int:** 10 (+0) **Per:** 10 (+0) **App:** 10 (+0)

Psyche: 0

Reputation: 0

Combat Modifier: +3

Initiative Modifier: +0

Resistance rolls: Fortitude: +1

Reflex: +0

Will: +0

Armor worn: none

DR: 10

Primary Attack: Punch

Damage: 1-2 **In:** +0 **Hit:** +3 **Dmg:** +1 **DR:** +0

Secondary Attack: Kick

Damage: 1-3 **In:** +0 **Hit:** +3 **Dmg:** +1 **DR:** +0

Combat Information: On an unmodified 20 a Soldier gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Gaming +1, Knowledge: Military +1, (+9 additional skill slots)

Languages: Pan-Gal or Locally spoken language

Move/round: 30'

Personal wealth: Credits: 1,000-4,000

Settlers (Rimmers)

Size: Medium

Endurance Level: 1 **EP:** 10 **Exp:** 40

Str: 10 (+0) **Ag:** 10 (+0) **Sta:** 11 (+0)

Log: 10 (+0) **Int:** 11 (+0) **Per:** 10 (+0) **App:** 10 (+0)

Psyche: 0

Reputation: 0

Combat Modifier: +1

Initiative Modifier: +1

Resistance rolls: Fortitude: +1

Reflex: +0

Will: +0

Armor worn: none

DR: 10

Primary Attack: Punch

Damage: 1-2 **In:** +1 **Hit:** +1 **Dmg:** +0 **DR:** +0

Secondary Attack: Kick

Damage: 1-3 **In:** +1 **Hit:** +1 **Dmg:** +0 **DR:** +0

Combat Information: On an unmodified 20 a Settler gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Wilderness Lore+1, Handle animals +1, Ride +1, (+8 additional skill slots)

Languages: Pan-Gal or Locally spoken language

Move/round: 30'

Personal Wealth: Credits: 200-1,200

Important officials (Aristocracy)

Size: Medium

Endurance Level: 1 **EP:** 8 **Exp:** 40

Str: 10 (+0) **Ag:** 10 (+0) **Sta:** 10 (+0)

Log: 10 (+0) **Int:** 10 (+0) **Per:** 12 (+1) **App:** 10 (+0)

Psyche: 0

Reputation: 2 (-4)

Combat Modifier: +1

Initiative Modifier: +0

Resistance rolls: Fortitude: +1

Reflex: +0

Will: +0

Armor worn: none

DR: 10/ (d) 10

Primary Attack: Punch

Damage: 1-2 **In:** +0 **Hit:** +1 **Dmg:** +0 **DR:** +1

Secondary Attack: Kick

Damage: 1-3 **In:** +0 **Hit:** +1 **Dmg:** +0 **DR:** +1

Combat Information: On an unmodified 20 an Aristocrat gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +1, Listen +1, Search +1, Sense motive +1, Knowledge: Local law +1, Diplomacy +2, (+9 additional skill slots)

slots)

Languages: Pan-Gal or Locally spoken language

Move/round: 30'

Personal Wealth: Credits: 2,000-8,000

Modifiers

The table below has been included to allow an Administrator to generate a variety of zero level characters by allowing for a wide variety of modifiers to the above base templates with a single die roll. The table follows and afterwards is a brief description of the various categories that are modified by rolling on this table.

Die Roll	Attribute Points	Bonus Skill points	Bonus Endurance Level	Merits/Flaws*
01	2	+2	+0	1 trait
02	2	+4	+0	1 trait
03	2	+4	+0	1 trait
04	2	+6	+1	1 trait
05	4	+6	+1	2 traits
06	4	+6	+1	2 traits
07	4	+8	+1	2 traits
08	4	+8	+2	2 traits
09	6	+8	+2	3 traits
10	6	+10	+2	3 traits
11	6	+10	+2	3 traits
12	6	+10	+3	3 traits
13	8	+12	+3	4 traits
14	8	+12	+3	4 traits
15	8	+14	+3	4 traits
16	8	+14	+4	4 traits
17	10	+14	+4	5 traits
18	10	+16	+4	5 traits
19	10	+16	+4	5 traits
20	10	+16	+5	5 traits

* This is an optional ability

Attribute points: These points can be used to increase a Zero level character's stats so long as the addition does not increase the stat by more than 4 points +2 points/Endurance Level of the Zero level character.

Bonus Skill points These points can be used to buy additional skills. The character is restricted to a bonus of +4 (before adding modifiers for attributes) at Zero level +1/Endurance Level over 1 that they possess.

Bonus Endurance Level: for each additional Endurance Level roll the appropriate dice as listed for the character's type. It should be noted that a Zero level character gains one Feat at 3 Endurance Levels + an additional Feat every three levels thereafter.

Merits/Flaws: The Administrator is free to choose any trait he desires as he feels is appropriate for the character regardless of cost.

Zero Level Character/Humanoid Advancement

Occasionally an Administrator might choose to challenge a group of PCs with an opponent but does not just want to make that opponent "Hero" type. While the rules for Zero level character generation do provide tables that can be used to modify zero level characters, the characters it can generate are of sufficient power to challenge low level PCs (levels 1-3), but beyond that point the PCs have a decided advantage over these characters, and the Administrator

is forced to either use creatures to challenge his players, or must make all Human/Non-human encounters have to be with beings that are like the players themselves.

The tables below have been designed to give the Administrator the ability to challenge his mid-level characters with Human and non-human challenges without resorting to making the challenges at this point be with characters who belong to a character class.

To use these tables the Administrator begins with the template below. If he is creating a Non-Human, he adds the appropriate Non-Human template to the template below to create the base Non-Human. The template is as follows:

Exceptional Human

Size: Medium

Str: 12 (+1) **Ag:** 12 (+1) **Sta:** 12 (+1)

Psyche: 2

Endurance Level 5 (2d4 +2/EL) +5 **EP:** 45 **Exp:** 500

Log: 11 (+0) **Int:** 12 (+1) **Per:** 11 (+0) **App:** 10 (+0)

Reputation: 5 (-3)

Combat Modifier: +6/+0

Resistance roll: Fortitude: +4

Reflex: +4

Armor worn: None

Initiative Modifier: +2

Will: +3

DR: 11/(d) 10

Primary Attack: Punch

Secondary Attack: Kick

Damage: 1-2 **In:** +2 **Hit:** +6/+0 **Dmg:** +1 **DR:** +1

Damage: 1-3 **In:** +2 **Hit:** +6/+0 **Dmg:** +1 **DR:** +1

Combat Abilities: On a natural 20 the Character gains a free attack against an off balanced opponent at +2 to hit.

Skills: Spot: +2, Listen +2, Search +1, Sense motive +2, Knowledge: Local gossip +1, (+ 26 additional skills slots)

Feats: 1 Feat

Languages: Pan-Gal or Locally spoken language

Move/round: 31'

Wealth: 100-2,000

Notes: Humans gain 4 additional skills + 1 skill/level (Endurance level) over one. The character gains 5 traits (Merits/Flaws)

Exceptional Soldier

Size: Medium

Str: 14 (+2) **Ag:** 12 (+1) **Sta:** 12 (+1)

Psyche: 2

Endurance Level: 6 (2d4 +2/EL) +6 **EP:** 54 **Exp:** 2,000

Log: 11 (+0) **Int:** 12 (+1) **Per:** 11 (+0) **App:** 10 (+0)

Reputation: 6 (-2)

Combat Modifier: +6/+3

Resistance roll: Fortitude: +4

Reflex: +4

Armor worn: none

Initiative Modifier: +2

Will: +4

DR: 11/(d) 10

Primary Attack: Punch

Secondary Attack: Kick

Damage: 1-2 **In:** +2 **Hit:** +6/+3 **Dmg:** +3 **DR:** +1

Damage: 1-3 **In:** +2 **Hit:** +6/+3 **Dmg:** +3 **DR:** +1

Combat Information: On an unmodified 20 a Soldier gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +2, Listen +2, Search +1, Sense motive +2, Gaming +1, Knowledge: Military +1, (+25 additional skill slots)

Feats: 2 Feats

Languages: Pan-Gal, or Locally spoken language

Move/round: 31'

Wealth: 200-1,200

Notes: Humans gain 4 additional skills + 1 skill/level (Endurance level) over one. The character gains 5 traits (Merits/Flaws)

Exceptional Settlers (Rimmers)

Size: Medium
Str: 12 (+1) **Ag:** 12 (+1) **Sta:** 13 (+1)
Psyche: 0

Endurance Level: 6 (2d4+4/EL) +6 **EP:** 66 **Exp:** 2,000
Log: 11 (+0) **Int:** 13 (+1) **Per:** 11 (+0) **App:** 10 (+0)
Reputaion: 6 (-2)

Combat Modifier: +6/+0
Resistance rolls: Fortitude: +4 **Reflex:** +4
Armor worn: none

Initiative Modifier: +3
Will: +4
DR: 11/(d) 10

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1-2 **In:** +3 **Hit:** +6/+0 **Dmg:** +1 **DR:** +1
Damage: 1-3 **In:** +3 **Hit:** +6/+0 **Dmg:** +1 **DR:** +1

Combat Information: On an unmodified 20 a Settler gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +2, Listen +2, Search +1, Sense motive +2, Wilderness Lore+2 Handle animals +2, Ride +2, (+24 additional skill slots)

Feats: 2 Feats

Languages: Pan-Gal or Locally spoken language

Move/round: 30'

Wealth: 1,000-2,000

Notes: Humans gain 4 additional skills + 1 skill/level (Endurance level) over one. The character gains 5 traits (Merits/Flaws)

Exceptional Important personage (Aristocrat)

Size: Medium
Str: 11 (+0) **Ag:** 12 (+1) **Sta:** 11 (+0)
Psyche: 2

Endurance Level: 6 (2d4+2/EL) **EP:** 48 **Exp:** 1,000
Log: 12 (+1) **Int:** 12 (+1) **Per:** 14 (+2) **App:** 10 (+0)
Reputation: 8 (-1)

Combat Modifier: +4
Resistance rolls: Fortitude: +3 **Reflex:** +4
Armor worn: none

Initiative Modifier: +2
Will: +3
DR: 11/ (d) 10

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1-2 **In:** +2 **Hit:** +4 **Dmg:** +0 **DR:** +3
Damage: 1-3 **In:** +2 **Hit:** +4 **Dmg:** +0 **DR:** +3

Combat Information: On an unmodified 20 an Aristocrat gains a free attack against an unbalanced foe at +2 to hit.

Skills: Spot: +2, Listen +2, Search +2, Sense motive +2, Knowledge: Local law +2, +2, Diplomacy +3, (+25 additional skill slots)

Feats: 2 Feats

Languages: Pan-Gal or Locally spoken language

Move/round: 31'

Wealth: 400-2,400

Notes: Humans gain 4 additional skills + 1 skill/level (Endurance level) over one. The character gains 5 traits

(Merits/Flaws)

Modifiers

To determine the additional changes gained by the exceptional character roll on the table below. Note that the being gains all the bonuses up to the die roll.

Table One: Type of Modification

Die Roll	Result
01-12	General abilities (Attributes, and Skills)
13-18	Combat abilities (Combat bonuses, and Feats)
19-20	Miscellaneous abilities (choose 1-3 Merits/Flaws)

Sub-table One: General abilities

Die Roll	Attributes	Endurance Level	Skills
01	+1 Strength		+1
02	+1 Stamina		+1
03	+1 Agility		+1
04	+1 Logic		+1
05	+1 Intuition		+1
06	+1 Personality	+1	+1
07	+1 Strength		
08	+1 Stamina		
09	+1 Agility		
10	+1 Logic		+1
11	+1 Intuition		+1
12	+1 Personality	+1	+1
13	+2 Strength		
14	+2 Stamina		
15	+2 Agility		
16	+1 Logic		+2
17	+1 Intuition		+2
18	+1 Personality	+1	+2
19	+1 Logic		+2
20	+1 Intuition		+3

Sub-table Two: Combat capabilities

Die Roll	Combat	Feats
01	+1 hit	
02	+1 damage	
03		+1 Feat
04	+1 initiative	
05	+1 Defensive rating	
06		+1 Feat
07	+1 hit	
08	+1 damage	
09		+1 Feat
10	+1 initiative	



Allies and Hirelings

At some point in every campaign Players invariably have their character hire NPC's to perform some task that they either do not have the time to take care of themselves, or lack the skills to perform. At other times the character will attract NPC's who due to the character's reputation decide to throw their lot in with the Character. The first sort are called hirelings, while the second group are generally referred to as Allies.

Hirelings

There are three types of NPC's that can be considered as hirelings common Hirelings experts, and soldiers. Common hirelings form the bulk of any community.

Common: Shop keepers, Traders, Public relations personnel, contract laborers and the like form the bulk of these types of hirelings. Some of these professions require a wide variety of skills but as a rule they do not specialize in one skill as most experts do. These are the men and women on whose work forms the basis for civilization.

Experts: These people have many specialized skills. Some such as Doctors or Scientists have a broad range of skills in performing their jobs (thus the Profession aspect of their skills) while others are more specialized. Few experts are available for hire and these expect better pay than a commoner. Truly exceptional experts (such as Assassins or Spies) are not only extremely rare, but their cost can be exceptionally high.

Below are rules covering some of the most common types of hirelings, Assassins, Spies, Research Specialists and Soldiers.

Assassins

Assassination is more a reprehensible mind-set rather than a distinct occupation.

Hiring an Assassin

Under normal circumstances the character who hires a contract killer is taking a great chance as there is no real way to determine the reliability or dependability of such an individual. It should be noted that anyone who makes murder a profession is usually not someone with very high morals. The exact means by which a character finds an assassin vary considerably and the risk to the character is considerable, especially if the character has a reputation to uphold, since the chance that the character's desires might become the topic of local gossip might become an issue. Blackmail, and even news of this getting back to a character's rivals or even the intended victim make the prospect of hiring an assassin a danger to the prospective employer.

The Assassin's Wage

Assassins do not have a standard price list when it comes to killing a target. The fee is often left to the whim of the Assassin and is usually set by such things as the relative danger of the mission, the target, his rank in society, and the relative danger to the assassin should he undertake the mission. Assassinations can range in cost from a few hundred credits to thousands of credits, and this fee must be paid up front since the assassin often has to leave the area for some time after he performed his service to insure that he doesn't end up caught or killed. Of course the fee is non-refundable and insures that successful or not the identity of the hirer does not become known to the target.

Success or Failure

Again there exists no table or guide to determine the success or failure of an Assassination except the Administrator's decision. But before the Administrator decides to state that a mission fails, he should consider such things as how the Assassination affects the overall campaign, or perhaps the Assassination may be a springboard for an adventure or two if it succeeds or even if it fails. Assassination should not be a solution to all the Heroes problems, but an Administrator shouldn't automatically rule all Assassinations as failures. They are a good tool to both drain the Heroes of their wealth, and can be a springboard to many adventures.

Spies

Spies are as almost identical to assassins in most respects, but where assassins kill, a spy gathers information. Or could be used to plant information, or misdirect information, which are invaluable tools, especially as a Player character raises in power and prestige and his list of enemies grows. Success or failure should be considered as much as

one would the effects of an Assassination and though the effects are not as permanent as murdering someone, they can have wide ranging consequences.

Research Specialists

Unlike other expert hirelings Research Specialists are masters of a single field of knowledge though they may dabble in a wide range of studies. These Specialists are often hired by Heroes to answer questions, or research obscure facts. Researchers will usually only answer or research one question or subject and this may take some time. Most researchers however are busy in their own research which may account to why it takes the Researcher some time to answer a character's query as the Research Specialist must take time out from his research and this is often why Research Specialists charge so much money.

Finding a Research Specialist

Research Specialists in the Frontier are mostly found in major centers of civilization where they have access to extensive libraries, and where they may gather information from such a wide variety of sources as travelers, local experts and occasionally from other Heroes who are a good source of first-hand information, especially when it comes to such topics as Xenomorph habits, unexplored worlds, and new Alien cultures..

Cost and Time Requirement

Research Specialists generally charge a fee based on the amount of time in weeks that it will take for them to research a particular matter, and included in the fee is the cost of any fees, bribes or other expenses that the Research Specialist will have to pay out to discover an answer for the character. A minimum of one week is required by any Research Specialist to answer a question, but if the Administrator feels that the question is especially difficult to answer the time needed may extend to months and the Research Specialist or his subordinates may have to be sent abroad to gather information.

The End Results

As with everything else herein it is up to the Administrator to determine what the effect of the knowledge that the Research Specialist will impart on the players has on his ongoing story or campaign. The Administrator should never simply state that a Research Specialist cannot give an answer. He may give an answer that is partially correct, or that is correct in a specific circumstance, but there should always be some truth to the information given to the Players.

Soldiers

Soldiers are expert hirelings trained in the arts of war. Unlike most expert hirelings Soldiers put their lives on the line when they choose to serve, and so they should be treated well, or the patron may find his troops deserting in the night, or at worst may find himself at gun point as his troops turn on him. It should be noted that the amassing of Armies by individuals is not something condoned by the Frontier. Characters amassing Armies may find themselves questioned if not arrested by Star Law if they do not have a good reason for doing so. In the Rim though it is not unusual for powerful crimelords to gather armies unopposed by Star Law, and certain corporations amass large armies, but hide them by calling them something else such as Security forces.

Allies

Unlike Hirelings, Allies are NPC characters that over time become allies of a player character. These characters tend to be heroes in their own right, but perhaps not as accomplished as the character they follow. Usually these characters are always at least 4 levels lower than the player character. They often join up with the PC to learn from them, or out of friendship or admiration. These characters do not usually get paid by the characters but should expect a share in any acquired wealth if they have put themselves at risk by joining combat or following the player character to a distant world or into a dangerous situation. These characters should be considered by a Player as secondary characters, not as extensions of the primary character. They should have goals, and desires of their own.

Usually a Player character has full control over his Allies. The Administrator however is well within his rights to intercede on the Allies' behalf if he feels that the Player is taking advantage of the Ally (such as making the Ally take unnecessary risks to protect his Primary character).

A player character can have a number of Allies equal to his Personality modifier.

NPC Personality

An Administrator is encouraged to create his NPC personalities as is important for the game without resorting to rolling on a table, but occasionally An Administrator may find himself overwhelmed with all the other aspects of the game and so the following table has been included to allow for a quick way to generate personalities for his NPC characters.

NPC Personalities

Die Roll	Nature	Die Roll	Demeanor	Die Roll	Nature	Die Roll	Demeanor
01	Argumentative	01	Garrulous	08	Friendly	01	Trusting
		02	Hot tempered			02	Kind hearted
		03	Overbearing			03	Forgiving
		04	Articulate			04	Easy going
		05	Antagonistic			05	Compassionate
		06	Argumentative			06	Friendly
02	Arrogant	01	Haughty	09	Greedy	01	Miserly
		02	Elitist			02	Hard hearted
		03	Proud			03	Covetous
		04	Rude			04	Avaricious
		05	Aloof			05	Thrifty
		06	Arrogant			06	Greedy
03	Capricious	01	Mischievous	10	Generous	01	Wastrel
		02	Impulsive			02	Spendthrift
		03	Lusty			03	Extravagant
		04	Irreverent			04	Kind
		05	Madcap			05	Charitable
		06	Capricious			06	Generous
04	Careless	01	Thoughtless	11	Moody	01	Gloomy
		02	Absent minded			02	Morose
		03	Dreamy			03	Compulsive
		04	Lack common sense			04	Irritable
		05	Insensitive			05	Vengeful
		06	Careless			06	Moody
05	Courage	01	Brave	12	Naïve	01	Honest
		02	Craven			02	Truthful
		03	Shy			03	Innocent
		04	Fearless			04	Gullible
		05	Obsequious			05	Hick
		06	Courageous			06	Naïve
06	Curious	01	Inquisitive	13	Opinionated	01	Bigoted
		02	Prying			02	Biased
		03	Intellectual			03	Narrow-minded
		04	Perceptive			04	Blustering
		05	Keen			05	Hide-bound
		06	Curious			06	Opinionated
07	Exacting	01	Perfectionist	14	Optimistic	01	Cheerful
		02	Stern			02	Happy
		03	Harsh			03	Diplomatic
		04	Punctual			04	Pleasant
		05	Driven			05	Foolhardy
		06	Exacting			06	Optimistic

Die Roll	Nature	Die Roll	Demeanor	Die Roll	Nature	Die Roll	Demeanor
15	Pessimistic	01	Fatalistic	18	Suspicious	01	Scheming
		02	Depressing			02	Paranoid
		03	Cynical			03	Cautious
		04	Sarcastic			04	Deceitful
		05	Realistic			05	Nervous
		06	Pessimistic			06	Suspicious
16	Quiet	01	Laconic	19	Uncivilized	01	Uncultured
		02	Soft-spoken			02	Boorish
		03	Secretive			03	Barbaric
		04	Retiring			04	Graceless
		05	Mousy			05	Crude
		06	Quiet			06	Uncivilized
17	Sober	01	Practical	20	Violent	01	Cruel
		02	Level headed			02	Sadistic
		03	Dull			03	immoral
		04	Reverent			04	Jealous
		05	Ponderous			05	Warlike
		06	Sober			06	Violent



Dread Beast Generation



Occasionally the Administrator wishes to challenge a group with an exceptional creature or animal or wishes to create an adventure revolving around the threat of an exceptional beast on a settlement. These tables have been designed to allow for the creation of such creatures. Any Exceptional creature is classified as Dread Beasts. To determine the type of changes roll on the table below:

Die Roll	Result
01-10	Physical Abilities (Physical attributes, Size, Endurance level, Endurance points, Damage dice)
11-12	Intellectual alterations (Attributes and Skills)
13-18	Combat Abilities (Combat bonuses, Resistance rolls, and Feats)
19-20	Miscellaneous abilities (choose 1-3 Merits/Flaws)

Table One: Physical Changes (A creature gains all the benefits up to the die roll)

Die roll	Size Alteration	Attribute Bonus	Bonus End. Level	Damage Die Change
01	None.	+1 Strength		
02	None	+1 Stamina	+1	
03	None	+1 Agility		
04	None.	+1 Strength		+1 Class
05-07	+1 class	+1 Stamina	+1	
08	None	+1 Agility		
09	None.	+1 Strength		+1 Class
10-12	+1 class	+1 Stamina	+1	
13	None	+1 Agility		
14	None.	+1 Strength		+1 Class
15	None	+1 Stamina	+1	
16	None	+1 Agility		
17	None.	+2 Strength		+1 Class
18-19	+1 Class	+2 Stamina	+1	
20	None	+2 Strength		+1 Class

Sub Table one: Size Changes

Original Size	Dimension*	Weight**	+1 class	+2 Classes	+3 Classes
Fine	6 in. or less	1/8 lb. or less	Diminutive	Tiny	Small
Diminutive	6 in.-1 ft.	1/8 lb.-1lb.	Tiny	Small	Medium
Tiny	1 ft.-2 ft.	1 lb.-8 lb.	Small	Medium	Large
Small	2 ft.-4 ft.	8 lb.-60 lb.	Medium	Large	Huge
Medium	4 ft.-8 ft.	60 lb.-500 lb.	Large	Huge	Gargantuan
Large	8 ft.-16 ft.	500 lb.-4,000 lb.	Huge	Gargantuan	Colossal
Huge	16 ft.-32 ft.	4,000 lb.-32,000 lb.	Gargantuan	Colossal	Colossal
Gargantuan	32 ft.-64 ft.	32,000 lb.-250,000 lb.	Colossal	Colossal	Colossal
Colossal	64 ft. or more	250,000 lb. or more	Colossal	Colossal	Colossal

*Biped's height, quadruped's body length (nose to base of tail).

**Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.

Sub Table Two: Damage Die Changes

To determine the changes to the creature's damage dice find the base damage dice used (d4, d6, d8 etc) and cross reference it on the table below:

Base Die Code	Class one	Class two	Class three	Class four	Class Five
1pt	1-2	1-3	d4	d6	d8
1-2	1-3	d4	d6	d8	d10
1-3	d4	d6	d8	d10	d12
D4	d6	d8	d10	d12	d20
D6	d8	d10	d12	d20	d20
D8	d10	d12	d20	d20	d20*
D10	d12	d20	d20	d20*	d20*
D12	d20	d20	d20*	d20*	d20**
D20	d20	d20*	d20*	d20**	d20**

* All one's are treated as two's

**All one's and Two's are treated as three's

Table Two: Intellectual Alterations (A creature gains all the benefits up to the die roll)

Die Roll	Attribute Bonus	Bonus Skill points	Special Ability*
01	+1 Intuition	+1	
02	+1 Logic	+1	
03	+1 Personality	+1	25% chance of Speech
04	+1 Intuition	+1	
05	+1 Logic	+1	
06	+1 Personality	+1	50% chance of Speech
07	+1 Intuition	+1	
08	+1 Logic	+1	
09	+1 Personality	+1	Speech
10	+2 Intuition	+2	Speech+ Telepathy

*Creatures capable of Speech can communicate with normal creatures of their type, and can speak one language + one additional Language/point of Logic modifier that they possess. Telepathic creatures can communicate with one person at a time + 1 additional person/point of Personality modifier that they possess.

Table Three: Combat Capabilities (A creature gains all the benefits up to the die roll)

Die Roll	Bonus: Combat	Resistance Rolls	Feats
01	+1 hit	+1 Fortitude	
02	+1 hit	+1 Reflex	
03	+1 hit	+1 Will	+1 Feat
04	+1 hit	+1 Fortitude	
05	+1 hit	+1 Reflex	
06	+1 hit	+1 Will	+1 Feat
07	+1 hit	+1 Fortitude	
08	+1 hit	+1 Reflex	
09	+2 hit	+1 Will	+1 Feat
10	+2 hit	+1 Fortitude	





Creature Hit Die Types

In Star Frontiers creatures Endurance points are determined by using different types of dice depending on the size of the creature. To determine the type of die used to roll for a creature's Endurance points find the classification of the creature and on the appropriate sub-table locate the creature's size to determine the type of die needed to determine their Endurance points.

Creature type	Sub-table
Aberration, Beast, Construct, Humanoid	one
Animal ¹ , Vermin	two
Extra dimensional	three
Monstrous humanoid, Shape-changer, Cybernetic, Robot	four
Dragon-like, Giant	Five
Ooze, Plant	Six

¹Note that exceptionally fierce animals use a die as if they were one category larger than they actually are.

Sub-table: One	Die used	Sub-table: Four	Die used
Up to small	d8	Up to small	d8
Medium	d10	Medium	d10
Large	d12	Large	d12
Huge	d20	Huge	d12*
Gargantuan	d20*	Gargantuan	d20
Colossal	d20**	Colossal	d20*

Sub-table: Two	Die used	Sub-table: Five	Die used
Up to small	d6	Up to Medium	d10
Medium	d8	Large	d12
Large	d10	Huge	d20
Huge	d12	Gargantuan	d20*
Gargantuan	d20	Colossal	d20**
Colossal	d20*		

Sub-table: Three	Die used	Sub-table: Six	Die used
Up to small	d10	Up to small	d4 +5EP
Medium	d12	Medium	d6 +10EP
Large	d20	Large	d8 +20EP
Huge	d20*	Huge	d10 +40EP
Gargantuan	d20**	Gargantuan	d12 + 80EP
Colossal	d20***	Colossal	d20 + 120EP

* All ones rolled are treated as two's

*** Rolling a 1, 2, or 3 should be considered as rolling a 4

** Rolling a 1 or 2 should be considered as rolling a 3



Frontier Creature Construction Kit

Because the Frontier is such a huge place not every possible life form has been catalogued. The tables below have been designed so that with some time an Administrator can randomly create creatures for an adventure. It must be noted that these tables only produce guidelines, and it is up to the Administrator to completely develop the creature. If something rolled is unusable or if something contradicts with the way the Administrator envisioned a creature by all means discard the roll. These tables are geared towards creating animals, but there have been included supplementary tables for use in designing alien species.

It should be noted that certain details in this section deal with magical creatures, While magical creatures are not ordinarily associated with the standard Star Frontiers campaign these rules are designed to be adaptable for every type of futuristic campaign setting, and so I included these details to allow science fantasy campaign models to be designed with these rules.

Animal attribute definitions

Animal's attributes are somewhat different from those that are used by robots, and other Frontier beings. These attributes are discussed below:

Strength: Strength is a measure of the physical strength of an animal and is in many ways identical to the attribute used by other character types. The animal can lift without suffering any penalties to their movement rate up to 2.5 times the strength score in pounds. A Creature's strength gives a die type for the damage done by a creature's physical attacks as shown below.

Strength Score	Damage Die	Strength Score	Damage Die
1-2	1pt	14-15	1d8
3-4	1-2pt	16-17	1d10
5-9	1-3pts	18-19	1d12
10-11	1d4	20+	1d20
12-13	1d6		

Agility: This is the measure of a particular creature's deftness and coordination. This attribute is identical to a Character's Agility attribute.

Stamina: This attribute is also identical to the attribute used by other character types. A creature's Stamina determines how many hours the creature can remain active in strenuous activity. This is equal to the attribute Modifier in hours +1 hour (minimum 2 hours). A creature requires a number of hours of sleep equal to 10 minus the attribute score modifier in hours (minimum 2 hour).

Logic: The logic rating of creatures is determined by the type of creature as shown below:

Type	Logic range
Aberration, Beast, Construct, Humanoid	2-20
Animal, Vermin	1-2
Extra dimensional	2-20+
Monstrous humanoid, Shape-changer, Cybernetic, Robot	5-20
Dragon-like, Giant	5-20
Ooze, Plant	1

Intuition: This attribute gives a measure of the creature's perception, awareness, and sensitivity to things around it. It also determines how adept a creature is to adapting to situations and to utilizing its surroundings to benefit it. This is much like the Intuition attribute possessed by other character types.

Personality: This attribute is used to determine how closely linked a creature is to a group of its own kind. It is used to determine a creature's morale rating and for determining how many creatures of a kind are encountered as shown on the table below:

Score	Number Appearing	Score	Number Appearing
Up to 2	1 (rarely 1-2)	12-13	2d4 (2d4+2)
3-5	1-2 (rarely 1-3)	14-15	2d6 (rarely 2d4+4)
6-7	1-3 (rarely 1d4)	16-17	2d8 (rarely 2d4+6)
8-9	1-4 (rarely 1d4+1)	18-19	2d10 (rarely 2d4+8)
10-11	1d4+1 (rarely 2d4)	20+	2d12 (rarely 2d4+10)

Endurance Levels: Though the Administrator is encouraged to choose an Endurance level appropriate to the challenge he wishes to create for his players occasionally the Administrator may choose to randomly roll the Endurance level for his creature. Size is generally used to determine the range of Endurance levels for the creature:

Size	Endurance Level Range	Size	Endurance Level Range
Up to Tiny	½	Huge	4+2d8
Small	1-4	Gargantuan	10+1d10
Medium	1-20	Colossal	12+2d4
Large	5-20		

Psyche: A creature's Psyche is determined exactly like the psyche of a standard character (1d4/ point of Intuition modifier)

Determining other attributes

Movement: below are listed the ways to determine the various movement rates for an animal. Finding a comparable formula from the list below can create any special movement rates.

Standard movement: Creatures generally move on land at a speed equal to 2x the creature's Stamina in feet/turn. The creature's Stamina modifier is how many miles the creature can cross in an hour or double this if the creature is periodically moving at a fast pace.

Cantering: A creature can run at a speed equal to 2x their movement rate/turn for one hour/10 Stamina points they possess.

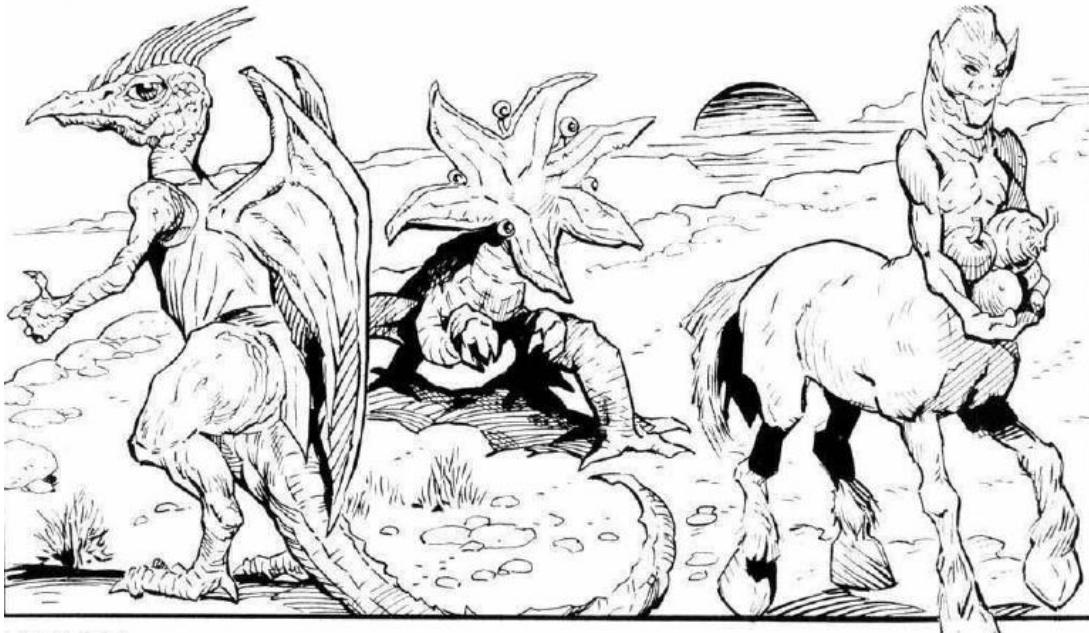
Full speed: At full speed a creature can move at 4x their movement rate for 1 minute/Stamina point they possess.

Swimming: Creatures able to swim that are not fish can move at a speed equal to their Strength modifier x 5'/turn

while fish can move at a speed of Strength modifier x10³/turn at a leisurely pace or at a top speed equal to 2x their leisurely swim speed. Top speed can be maintained for 1 minute/Stamina point possessed by the creature.

Flight: Flying creatures can move at a cruise speed equal to their agility x 10³/turn, and can maintain this speed for 1 hour/5 Stamina points they possess (rounded down). A flying creature can move at a top speed equal to 5 times their cruise speed which can be maintained for 1 minute/5 Stamina points possessed by the creature.

Note that jumping is determined in much the same way as it is for a normal character.



Creature Creation

The Starting point for designing a new creature is deciding what kind of creature is being created. The rules in this section allow an Administrator to design creatures of various sizes and types: an enormous dinosaur that devours everything in its path, a monstrous Venus fly trap that craves human blood, a crocodile headed man that prowls the sewers or whatever an Administrator can imagine. Once the Administrator has developed a description of the creature he is designing decide on the creature's size and type. An enormous dinosaur might qualify as a Huge, Gargantuan, or Colossal animal, while a Venus flytrap monster might be a giant plant. A mutant crocodile man classifies as a medium sized monstrous humanoid. The tables below have been designed to help an Administrator create all manner of creature for use in a Campaign.

Table one: Creature size modifiers

Creature size	Defensive rating Modifier	Hide Modifier	Size*	Weight**	Endurance level Range
Fine	+8	+16	6" or less	1/8 th pound or less	up to 1/2
Diminutive	+4	+12	6" to 1'	1/8 th lb to 1lb	up to 1/2
Tiny	+2	+8	1' to 2'	1lb to 8lbs	up to 1
Small	+1	+4	2' to 4'	8lbs to 60lbs	1-4
Medium	+0	+0	4' to 8'	60lbs to 500lbs	1-8
Large	-1	-4	8' to 16'	500lbs to 4,000lbs	2-16
Huge	-2	-8	16' to 32'	4,000lbs-32,000lbs	4-20
Gargantuan	-4	-12	32' to 64'	32,000-250,000lbs	8-20
Colossal	-8	-16	64' or more	250,000lbs+	10-20

* A biped's height, a quadrupeds body length (nose to base of tail)

** assumes that the creature is roughly is as dense as a regular animal. A creature made of stone will weigh considerably more, while a gaseous creature will weigh much less.

Table two: Physical Stats

Creature size	Str	Ag	Sta	Chance of Natural Defense bonus	Natural Defense range
Fine	1	16+2d8	1	50%	2d8
Diminutive	1-2	8+ 2d8	1-2	50%	2d6
Tiny	2-4	8+ 2d8	2-4	50%	1d12
Small	2d4	4 +2d6	2+ 2d4	50%	1d10
Medium	3d6	3d6	3d6	25%	1d8
Large	8+2d8	2+ 2d6	8+ 2d8	25%	1d8
Huge	16+2d8	2+ 2d4	16+ 2d8	50%	1d10
Gargantuan	20+2d8	2+ 2d4	20 +2d8	50%	1d12
Colossal	20+2d10	2+ 2d4	20+ 2d10	50%	2d6

Table three: Attack types and damage

Creature size	Claw	Bite	Gore	Constriction/ Slam	Tail Swipe	Wing Buffet	Other Attack
Fine	1	1	1	n/a	1-2	1-2	1
Diminutive	1-2	1	1	n/a	1-2	1d3	1-2
Tiny	1d3	1-2	1-2	1	1d3	1d4	1d3
Small	1d4	1d3	1-2	1-2	1d4	1d6	1d4
Medium	1d6	1d4	1d3	1d3	1d6	1d8	1d6
Large	1d8	1d6	1d4	1d4	1d8	1d10	1d8
Huge	1d10	1d8	1d6	1d6	1d10	1d12	1d10
Gargantuan	1d12	1d10	1d8	1d8	1d12	2d6	1d12
Colossal	2d6	1d12	1d10	1d10	2d6	2d8	2d6

Skills: All creatures begin with the bonus skills of Listen, and Spot. They also gain a skill point/point of Logic +4 skill points x their Logic modifier

Feats: All creatures start with one Feat/point of Intuition modifier

Languages: Any creature that possesses a Logic score of at least 6 possesses 1 language (usually a racial tongue). For every point of Logic modifier the creature gains an additional language.

Psyche: A creature gains 2 Psyche points/point of Intuition modifier it possesses. A Humanoid, Monstrous humanoid, or Outsider gains 4 Psyche points/point of Intuition modifier he/she possesses.

Special abilities: Though usually an Administrator chooses Special abilities based on either the type of creature he is creating a good rule of thumb would be to give the creature a minimum of 1 Special ability/Endurance level that it possesses.

Creature types and modifiers

Aberration: An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. Unless noted otherwise, aberrations have darkvision with a range of 60 feet. Aberrations typical mental attribute ranges are as follows:

Logic: 2d8
Intuition: 2d8

Personality: 0-9
Appearance: 0-9

Animal: An animal is a non-humanoid creature, usually a vertebrate with no capacity for language or culture. Unless noted otherwise, animals have either Low light vision (50%), Darkvision (30%), Low-light vision, and Darkvision (20%) Animals typical mental attribute ranges are as follows:

Logic: 1-2 (Predatory animals have a Logic of 2)
Intuition: 10+2d4

Personality: 0-9
Appearance: 0-9

Beast: A beast is a non-historical, vertebrate creature with a reasonably normal anatomy and most possess little or no unusual abilities. Unless noted otherwise, beasts have low-light vision or darkvision with a range of 60 feet. A Beast's typical mental attribute ranges are as follows:

Logic: 2d6
Intuition: 10+2d4

Personality: 2d6
Appearance: 0-9

Construct: A construct is an animated object or artificially constructed creature. Constructs usually have no Logic scores and never have Stamina scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects.

Constructs cannot heal damage on their own, though they can be healed. Constructs can be repaired in the same way an object can. A construct with the regeneration and fast healing special qualities still benefits from those qualities. A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 Endurance points or less, it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected.

Unless noted otherwise, constructs have darkvision with a range of 60 feet. A typical Constructs mental attribute ranges are as follows:

Logic: n/a
Intuition: 6+2d4

Personality: 0-9
Appearance: 0-9

Dragon/Dragon-like: A dragon or dragon-like creature is a reptilian creature, usually winged, most with unusual abilities. Dragons or Dragon like creatures are immune to sleep and paralysis effects, and unless noted otherwise, they have darkvision with a range of 60 feet and low-light vision. A typical Dragon or dragon-like creatures mental attribute ranges are as follows:

Logic: 4+ 2d8
Intuition: 8+ 4d4

Personality: 2+ 2d8
Appearance: 2+ 4d4

Elemental: An elemental is composed of one of the four classical elements: air, earth, fire, or water. It is immune to poison, sleep, paralysis, and stunning. Elementals have no clear front or back and are therefore not subject to critical hits or flanking. Unless noted otherwise, they have darkvision with a range of 60 feet. A slain elemental cannot be raised or resurrected, although some types of magical effects can restore it to life. Elementals typical mental attributes range as follows:

Logic: 2d6
Intuition: 1d12

Personality: 0-9
Appearance: 0-9

Fey: A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human shaped. Unless noted otherwise, fey creatures have low-light vision. A typical fey creatures mental attributes range as follows:

Logic: 2d8
Intuition: 8 +2d6

Personality: 8 +2d6
Appearance: 6 +2d8

Giant: A giant is a humanoid creature of great strength, usually of at least large size. Giants are proficient with any weapon types listed in their entries. Unless noted otherwise, Giants have darkvision with a range of 60 feet. A typical Giant's mental attributes ranges are as follows:

Logic: 2d6
Intuition: 6+ 2d4

Personality: 2d6
Appearance: 2d6

Humanoid: A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. Humanoids usually have few or no supernatural or extraordinary abilities, and are usually small or medium-size. Every humanoid creature also has a sub-type modifier based on its race. A typical Humanoid's mental attributes ranges are as follows:

Logic: 3d6
Intuition: 3d6

Personality: 4 +2d6
Appearance: 2d8

Magical Beast: Magical beasts are similar to beasts but have supernatural or extraordinary abilities. Unless noted otherwise, magical beasts have darkvision with a range of 60 feet and low-light vision. A typical Magical beast's mental attributes are as follows:

Logic: 2d6 **Personality:** 2d6
Intuition: 10+2d4 **Appearance:** 2d6

Monstrous Humanoid: These are humanoid creatures with monstrous or animalistic features, often having supernatural abilities. Unless noted otherwise, monstrous humanoids have darkvision with a range of 60 feet. Monstrous humanoids are proficient with all simple weapons and with any weapons mentioned in their entries. A Humanoid's mental attributes ranges are as follows:

Logic: 3d6 **Personality:** 4 +2d6
Intuition: 3d6 **Appearance:** 2d8

Ooze: An ooze is an amorphous or mutable creature. Oozes are immune to poison, sleep, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind but have the blind sight special quality. They have no Logic scores and are therefore immune to all mind-influencing effects.

Oozes have no natural armor ratings, but they are nevertheless difficult to kill because their bodies are mostly simple protoplasm. This is reflected by bonus Endurance points (in addition to those from Endurance level and Stamina scores) according to size. Oozes typical mental attributes have ranges as shown below:

Logic: n/a **Personality:** 0-9
Intuition: 2d6 **Appearance:** 0-9

Outsider (extra-dimensional): An outsider is a non-elemental creature that comes from another dimension, reality, or plane. Unless noted otherwise, Outsiders have darkvision with a range of 60 feet. A slain outsider cannot be raised or resurrected, although some magical effects can restore it to life. Typical Outsiders mental attributes have ranges as shown below:

Logic: 2d10 **Personality:** 8 +2d8
Intuition: 8 +4d4 **Appearance:** 6 +2d8

Plant: This type comprises vegetable creatures. Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. If a plant-type creature has vision, the creature has low-light vision unless otherwise noted. Typical Plants mental attribute ranges are as follows:

Logic: 0-9 **Personality:** 0-9
Intuition: 1d12 **Appearance:** 1d12

Shapechanger: This type of creature has a stable body but can assume other forms. Unless noted otherwise, shapechangers have dark vision with a range of 60 feet. A typical Shapechangers mental attributes have ranges as shown below:

Logic: 3d6 **Personality:** 4 +2d6
Intuition: 3d6 **Appearance:** 2d8

Vermin: This type includes insects, arachnids, arthropods, worms, and similar invertebrates. Vermin have no Logic scores and are immune to all mind-influencing effects. Unless noted otherwise, vermin have darkvision with a range of 60 feet. Poisonous vermin get a bonus to the DC for their poison based on their size, as shown on the following table.

Vermin Size	Poison DC Bonus	Vermin Size	Poison DC Bonus
Medium-size	+2	Gargantuan	+8
Large	+4	Colossal	+10
Huge	+6		

A typical Vermin's mental attribute ranges are as follows:

Logic: n/a **Personality:** 1d12
Intuition: 4+ 2d6 **Appearance:** 1d10

Undead: Undead are once-living creatures animated by spiritual or supernatural forces. Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Stamina scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). An undead

spell caster uses its Intuition modifier when making Concentration checks.

Undead with no Logic scores cannot heal damage on their own, though they can be healed. Negative energy (such as an inflict wounds spell) can heal undead creatures. The regeneration and fast healing special qualities work regardless of the creature's Logic score. An undead creature is not at risk of death from massive damage, but when reduced to 0 Endurance points or less, it is immediately destroyed. Most undead have darkvision with a range of 60 feet. Undead cannot be restored to life except through some magical effects, but since undead creatures usually are unwilling to return to life, these attempts generally fail. Typical Undead have the following mental attributes:

Logic: 0-9 (if greater undead 6 +2d6)

Personality: 0-9 (If greater undead 6 +2d4)

Intuition: 0-9 (If greater undead 6 +2d6)

Appearance: 1d12



Physical Description

These tables below are the most optional of the tables in this section and are offered to allow the Administrator to get an idea of the creature's physical description. It is advised that the Administrator disregard any roll that he feels is inappropriate or merely chose the attributes he desires for the creature from these tables to define his own vision of the creature.

Table 1: Species

Die Roll	Species	Die Roll	Species
01	Single celled	16	Avian
02-03	Fish	17	Insectoid
05-06	Amphibian	18	Bio-mechanoid
07-10	Reptile	19	Energy
11-15	Mammal	20	Roll twice and combine results

Table 2: Body type

Die Roll	Type
01-02	Gelatinous
03-04	Cylindrical, smooth
05-06	Cylindrical, segmented
07-10	Segmented (insect like)
11-15	Contoured (animal like)
16-17	Contoured (Humanoid)
18	Contoured (Avian/Fish/Reptile)
19	Spherical
20	Geometric

Gelatinous: Gelatinous creatures have two or more pseudo pods usually with retractable manipulators. They can either move by contracting its lower trunk, or can use pseudo pods geared for locomotion, most gelatinous beings digest food through absorption, and reproduce through budding.

Cylindrical, smooth: Typical examples of these creatures are snakes. These creatures may possess several manipulating extremities, but they are generally retractable, as the creature moves through muscle contraction of its trunk. Some of these creatures keep their upper torso upright in which case their upper extremities might not be retractable. These creatures may reproduce by any normal method.

Cylindrical, segmented: These creatures are best represented by worms or centipedes, and can possess multiple limbs that can either function as legs or as manipulating appendages. Some examples of these creatures move through body contraction in which case their limbs tend to be retractable. These creatures may reproduce by any normal method.

Segmented (insect like): These creatures can look like any typical insect grown to enormous proportions. Generally these creatures possess six or eight lower limbs, and may possess two or more manipulating limbs, or can even have specialized limbs (like wings) allowing them to fly short distances. Most insect like creatures will possess specialized antennas that it uses as sensory organs. Most insect like creatures are egg laying, and some may go through several different forms as they mature.

Contoured (animal like): These creatures follow the general form of any normal terrestrial animal. They generally possess at least two limbs used for movement, though most have four legs, and many possess a tail to aid them with balance. Most creatures of this type's front limbs can be used for manipulation, in which case the creature must have a tail, or it's lower body is large or strong enough to support it when it has to stand upright (though it cannot general move in this manner for a great deal of time). Creatures with this form can reproduce in any normal method.

Contoured (humanoid): This is the most common form in the Star frontier's game, though it is not because it is superior to the other forms. It is because it is generally easy for administrators and players to instinctively identify with these characters and the limitations imposed by this body type.

Contoured (Avian, Fish, Reptile): These creatures have bodies that generally are patterned after a Terrestrial Avian, fish, or reptile. Most possess specialized limbs (wings for birds, fish-like lower trunks for most fish, and tails that help with balance for most reptiles). These creatures will generally possess one set of limbs, that allow it to manipulate objects, but the limbs could just as easily be its legs or its forelimbs. Most of these creatures have at least one specialized form of movement (gliding or flight for Avians, Swimming for Fish, and occasionally climbing for reptiles). Almost all of these creatures are egg layers.

Spherical: Spherical creatures have no real corollary on earth, but basically these creatures are spherical with retractable sensory organs, usually on flexible stalks, and, their limbs are generally retractable as well. These creatures may move on multiple legs, or can use muscle contraction much like a snake. Spherical creatures usually reproduce by budding though some may reproduce by other means.

Geometric: Starfish are the most common example of a creature with a body of this type. These creatures body mass is geometric in form, and they may possess retractable limbs or they may move by muscle contraction or other unique means of propulsion. These creatures senses may extend from the creature's trunk on flexible stalks, or can be part of the creature's trunk. Geometric creatures often reproduce by budding, though a few species may reproduce by other means.

Table 3: Sensory organs/mouths/Upper + lower limbs/Tails

Die roll	Result	Die roll	Result
1-2	12	11-16	2
3-4	10	17	0
5-6	8	18	1
7-8	6	19	3
9-10	4	20	5

Table 4: Skin types

Die roll	Result	Effects
01	Bony ridges	-5 from non-energy physical attacks
02	Bony plates	-10 from non-energy physical attacks
03	Spiky ridges	-5 from non-energy physical attacks, 1-5 + strength damage in charge
04	Diamond scales	-5 from non-energy physical attacks
05	Round scales	-5 from non-energy physical attacks
06	Soft diamond scales	-2 from non-energy physical attacks
07	Soft round scales	-2 from non-energy physical attacks
08	Soft flesh	
09	Soft down	
10-11	Hair patches	
12-13	Soft fur	-2 points of damage from normal cold
14	Thick fur	-5 points of damage from normal cold
15	Fur, Bristle like	-5 points of damage from normal cold
16-17	Soft Leather	-2 from non-energy physical attacks
18	Hard leather	-5 from non-energy physical attacks
19	Feathers	
20	Roll for special skin types or roll twice above and add results.	

Table 5: Special skin types

Die roll	Result	Effects
01-02	Reflective scales	-5 from physical attacks, reflects ½ damage from energy attacks
03-04	Reflective skin	Reflects ½ damage from energy attacks
05	Armored hide	-15 from physical (non-energy) damage
06-07	Armored hide	-20 from physical (non-energy) damage
08-09	Mottled or Chameleon	+8 to hide in natural surroundings
10	translucent/iridescent	

Table 6: Limb Types

Die roll	Result
01	Normal limb with a single nail/huff
02	Normal limb ending with a hooked talon
03	Normal limb ending in a pad with three manipulative digits
04	Normal limb ending in a pad with four manipulative digits
05	Normal limb ending in a pad with five manipulative digits
06-07	Wings (50% Bat-like, 50% Bird like)
08	Normal limb ending in a pad with three manipulative clawed digits
09	Normal limb ending in a pad with three manipulative clawed digits
10	Normal limb ending in a pad with two manipulative clawed digits, and one opposable claw
11	Normal limb ending in a pad with three manipulative clawed digits, and one opposable claw
12	Normal limb ending in a pad with four manipulative clawed digits, and one opposable claw
13	Normal limb ending in a pad with two manipulative digits, and one opposable digit
14	Normal limb ending in a pad with three manipulative digits, and one opposable digit
15	Normal limb ending in a pad with four manipulative digits, and one opposable digit
16	Tentacle with knob like end
17	Tentacle with spike
18	Tentacle with suction cups/bony ridges
19	Tentacle w/retractable dexterous digits
20	Retractable pseudo pod

Table 7: Tail type

Die roll	Result	Die roll	Result
01	Tail splits into three w/hardened nail	10	Tail splits into two normal ends
02	Tail splits into three w/spiked nail	11	Tail ends in a hardened nail
03	Tail splits into three w/bony nail	12	Tail ends in a spiked nail
04	Tail splits into three w/spiked knob	13	Tail ends in a bony nail
05	Tail splits into three normal ends	14	Tail ends in a spiked knob
06	Tail splits into two w/hardened nail	15-18	Tail ends in a tapered end
07	Tail splits into two w/spiked nail	19	Tail ends in a feathery end
08	Tail splits into two w/bony nail	20	Tail ends in a spade like end
09	Tail splits into two w/spiked knob		

Table 8: Unusual Physical Attributes

Die roll	Result	Effects
01-05	Head Tails	+2 to Agility
06-10	Atrophied limbs	
11-15	Atrophied wings	
16-20	Atrophied tail	
21-25	Membranous Folds of skin	
26-30	Single horn	
31-35	2 horns, curved	
36-40	2 horns, curled	
41-43	Clear inner eyelid	+10 to Stamina checks to avoid bright light/irritants
44-47	Spiny ridges	
48-50	Spiny crest	
51-54	Bony crest	
55-57	Ridged crest	
58-70	Unusual pigmentation	
71-75	Skin, splotches	
76-80	Skin, bands	
81-84	Skin pouch	Holds 1lb/point of Stamina modifier (Minimum 1lb)
85-86	Inflatable skin pouch	
87-89	Inflatable skin pouch colored	
90-94	Hardened skin, splotches	
95-97	Elongated canines	
98	Antenna	
99	Albino	-4 to Stamina, -4 to Attribute checks in bright light
00	Choose or roll twice on this table and combine the results	

Ecology/Diet

Sub-table 1: Diet

Die Roll	Result	Weight Mod.	Teeth type
01	Cannibal	x0	Fangs/tearing
02-05	Herbivore	x2	Block/crushing
06-07	Omnivore (True)	x2.5	Crushing/Tearing
08-09	Omnivore (Herbivorous)	x2	Crushing/Tearing
10-11	Omnivore (Carnivorous)	x2	Crushing/Tearing
12-13	Carnivore (strict)	x2	Fangs/tearing
14	Carnivore (Cannibalistic)	x1.5	Fangs/tearing
15-16	Scavenger (Carnivorous)	x1	Fangs/tearing
17-18	Scavenger (Cannibalistic)	x1	Crushing/Tearing
19	Scavenger (Herbivorous)	x1	Crushing/Tearing
20	Scavenger (Offal)	1/2	Crushing/tearing

Sub-table 2: Hunting Habits

Die Roll	Result	Die Roll	Result
01	Gatherer	15-16	Hunter
02-05	Grazer	17	Killer
06-07	Siren	18	Intimidator
08-09	Trapper	19	Hijacker
10-12	Pouncer	20	Roll twice on this table and combine results.
13-14	Chaser		

Gatherer: Gatherers are industrious creatures that gather food for when food stores are scarce. Gatherers can either be loners, but most often gatherers are very social group animals. These creatures tend to be herbivorous, or omnivorous creatures with heavy herbivorous leanings. It is sometimes possible to find carrion eaters that are gatherers.

Grazer: Grazers tend to be social animals that travel across large areas of land eating. Grazing creatures are most often herbivorous, though very rarely are grazers omnivorous, but in this case most of their diet consists of eating plants.

Siren: These types of creatures tend to be carnivorous, and almost always have some special ability that they use to attract prey. A great many siren like creatures are also trappers who use their siren like abilities to draw prey into traps where they can then attack the captured creature and subdue it. Siren like creatures tend to be solitary and usually stake out a territory that they hunt in. However some sirens band together into small groups, but these groups are seldom very tightly knit.

Trapper: These creatures are very similar to Sirens, but instead of possessing special abilities that they can use to entice prey, they possess a very cunning mind and either use special abilities, or their surroundings to capture unwitting prey, which they then subdue, and eat.

Pouncer: Pouncers are generally strong and agile carnivorous creatures who use cunning to hide until prey comes within sight, and then they jump on their prey and attack it with their powerful claws and teeth usually killing the creature before it can mount a proper defense against the pouncer. Like most carnivores pouncers tend to be solitary creatures. Occasionally small groups of pouncers will hunt together specially if their favored prey is large and formidable, but this is the exception rather than the rule.

Chaser: Chasers are specialized carnivores that are built for speed, and use their speed to overcome their prey. Chasers often possess special abilities that allow it to blend into its surroundings so they can hide until they are ready to attack their unwary prey. Chasers often group together in bands to insure that they can successfully bring down their target.

Hunter: These carnivores tend to be equally strong and cunning, and are adaptable creatures, who use their skills to stalk prey. Most Hunters have some kind of camouflaging special ability to aid them in hunting. Hunters like most carnivores tend to be solitary creatures, but occasionally Hunters will group together in small bands and coordinate their attacks to bring down larger prey.

Killer: These intimidating creatures are extremely powerful and depend on their powerful attacks to kill anything that they see and eat it. Most killers are carnivorous, though many will eat just about anything (true omnivores). These types of creatures are usually solitary, and are often the top predator in a territory that they claim, and defend against anything that they consider a threat to their sovereignty.

Intimidator: These creatures are large and physically imposing creatures who use their size and the threat of being attacked by them to steal food from other creatures. Most intimidators are omnivorous with carnivorous tendencies, and more than a few of these creatures are carrion eaters. Intimidators sometimes travel in packs and use their numbers to intimidate other creatures. This is especially true about medium or smaller intimidators.

Hijackers: Hijackers are specialized carnivores that use their speed to steal food from other carnivores. Hijackers tend to have special abilities that allow it to hide in natural surroundings where they wait for other carnivores to bring down prey, and then they charge forward and try to steal the freshly killed animal from the hunter and get away before they are attacked. Hijackers sometimes travel in small packs and use diversionary tactics to confound other hunters so that they have a better chance to steal food from them.

Special abilities

What follows is a table that has been designed to offer a few sample sensory special abilities, followed by descriptions of common special abilities found among creatures created for the URS Role playing system. Special

abilities should be designed by the Administrator depending on what the creature's purpose is in an adventure as opposed to simply rolling abilities on this table.

Table 1: Sample special abilities

Die Roll	Result	Range (in feet)
01-05	Heat detecting cilia/antenna	3x Intuition
06-10	Motion detecting cilia/antenna	5x Intuition
11-13	Light detecting cilia/antenna	5x Intuition
14-16	Radiation detecting cilia/antenna	10x Intuition
17-24	Life detecting cilia/antenna	2-10x Intuition
25-30	Poison detecting cilia/antenna	1-5x Intuition
31-32	Psionic detecting cilia/antenna	3x Intuition
33-35	Energy detecting cilia/antenna	1-5x Intuition
36-40	Weather detecting cilia/antenna	10-100x Intuition
41-43	Seismic detecting cilia/antenna	10-50x Intuition
44-46	Mineral detecting cilia/antenna	1-5x Intuition
47-50	Water detecting cilia/antenna	1-5x Intuition
51-54	Metal detecting cilia/antenna	1-5x Intuition
55-60	Blood detecting cilia/antenna	2-20x Intuition
61-70	Radar	2-20x Intuition
71-80	Sonar	2-20x Intuition
81-83	Heat detecting organ	2-10x Intuition
84-86	Motion detecting organ	2-10x Intuition
87-88	Light detecting organ	2-6x Intuition
89	Radiation detecting organ	11-20x Intuition
90	Life detecting organ	1-5x Intuition
91	Poison detecting organ	1-5x Intuition
92	Psionic detecting organ	1-5x Intuition
93	Energy detecting organ	1-10x Intuition
94	Weather detecting organ	11-20x Intuition
95	Seismic detecting organ	11-20x Intuition
96	Mineral detecting organ	1-5x Intuition
97	Water detecting organ	1-5x Intuition
98	Metal detecting organ	1-5x Intuition
99-00	Blood detecting organ	2-10x Intuition

Typical creature Special Abilities

The following are lists of typical Special abilities common to many of the creatures in the various Campaign Models that can be created using the Star Frontiers rules.

ABILITY SCORE LOSS

Various attacks cause ability score loss, in either temporary form (ability damage) or permanent form (ability drain). Points lost to temporary damage return at the rate of 1 point/day (or double that if the character gets total rest) to each damaged ability. Drains, however, are permanent.

Some abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the ability's duration, and the ability score immediately returns to its former value. A full Endurance point score, however, can't drop to less than 1 Endurance point per Endurance Level due to Ability damage to the victim's Stamina.

The ability that some creatures have to drain ability scores often requires some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

BLINDSIGHT

Some creatures have the extraordinary ability to use a non-visual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation.

This ability makes invisibility and darkness irrelevant to the creature (though it still can't see out of phase creatures). This ability operates out to a range specified in the creature description.

Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight and is not subject to gaze attacks. Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing, and lastly Blindsight works underwater but not in a vacuum.

BREATH WEAPON

Using a breath weapon uses up one action in a round but requires no attack roll. The breath simply fills its stated area. Any character caught in the area must make the appropriate Resistance roll or suffer the breath weapon's full effects. Creatures are immune to their own breath weapons, and if these creatures are unable to breathe they can still use breath weapons.

CHARM & COMPLUSION

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world. It should be noted that the charmed creature doesn't gain the ability to understand his new friend.

The charmed character retains his allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions. A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success.

A charmed character is entitled to an automatic Will Resistance roll with a difficulty equal to the original difficulty of the effect in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.

A charmed character never obeys a command that is obviously suicidal or grievously harmful to him. If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new Resistance roll to break free of the influence altogether. Any charmed character who is openly attacked by the creature who charmed him or the charmer's apparent allies is automatically freed of the effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the initiator of the compulsion; a compulsion makes the subject obey the initiator.

Regardless whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

COLD

A "cold" creature is immune to cold damage. It takes double damage from fire unless the fire attack allows a Resistance roll for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

CONSTRICT

The creature makes a standard attack roll against the target and if they succeed the victim is allowed a Strength check against the creature's success roll and if he 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 held character must expend an action, and rolls a Strength check (D20+ the character's Strength modifier) against a difficulty equal to the Constricting creature's Strength score. If the character succeeds he frees himself, otherwise he takes damage as the creature constricts.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise they automatically take damage from the constriction. Each attempt to break free uses up an action and if the character doesn't break free the creature can automatically do damage to him by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Creatures with the improved grab ability, gain a +4 to their Constriction rolls.

DAMAGE REDUCTION

Some creatures have the ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable. The number in a creature's damage reduction is the amount of Endurance points the creature ignores from normal attacks. Usually, a certain type of weapon or attack—can overcome this reduction. This information is separated from the damage reduction number by a slash. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Any weapon more powerful than the type given after the slash also negates the ability. For purposes of damage reduction, the power rankings are listed on the Armor table: Damage Reduction Rankings. Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

A creature's natural weapons count as weapons of the type that can ignore its own innate damage reduction. The amount of damage reduction is irrelevant.

Damage Reduction Rankings

Power Rank	Weapon Type	Power Rank	Weapon Type
Best	+5 enhancement bonus	4th best	+2 enhancement bonus
2nd best	+4 enhancement bonus	5th best	+1 enhancement bonus
3rd best	+3 enhancement bonus	Weakest	Silver, or other special material

DARKVISION (INFRAVISION or THERMALVISION)

Darkvision (Infravision or thermalvision) is the extraordinary ability to see with no light source at all, to a range specified for the creature. Creatures that see using Darkvision perceive everything in varying shades of gray. Darkvision does not allow characters to see anything that they could not see otherwise (invisible objects are still invisible). Likewise, Darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil Darkvision unless stated otherwise in the creature's description.

DEATH ATTACKS

In most cases, death attacks allow the victim to make a Fortitude save to avoid the affect, but if the save fails the character dies instantly. Death attacks slay instantly. There is no chance for a character to stabilize and thus stay alive. In case it matters, a dead character, no matter how he died, has -10 Endurance points.

DISEASE

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease tainted food or drink he must make an immediate Fortitude Resistance Roll. If he succeeds, the disease has no effect (his immune system fought off the infection). Disease effects are listed in their own section.

ENERGY DRAIN

Most energy drains require a successful melee attack (mere physical contact is not enough), and if it succeeds it causes the victim to suffer the following penalties:

- -1 to all Skill and Ability checks
- -1 to Attack rolls and Resistance rolls
- -5 Endurance points

Some creatures have exceptionally powerful energy drain abilities. In these cases the effects above can be doubled or even tripled. Characters who have been energy drained suffer these effects for 24 hours. After 24 hours, the afflicted character must attempt a Fortitude save. The DC is 15 + the attacker's Endurance level. If the drained character succeeds, the negative effects dissipate otherwise the character permanently loses -1 to his Attack rolls, Resistance rolls, and Skill checks, and permanently loses 5 Endurance points.

ETHEREALNESS

While on the Ethereal Plane, a creature is called ethereal. Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the normal world. Most attacks have no effect on them. Seeing invisibility and seeing extra-planer things reveal ethereal creatures.

An ethereal creature can see and hear into the normal world in a 60' radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) Things in the normal world, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the normal world, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way normal creatures interact with other creatures and objects.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material). Force effects are a special exception. A force effect extends onto the Ethereal Plane. Gaze effects also extend from the normal world to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the normal world though.

Some Ethereal creatures have a power called manifestation that allows them to appear in the normal world as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with them. It should be noted that Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or suffer falling damage.

EVASION & IMPROVED EVASION

If subjected to an attack that allows a Reflex save for half damage, a creature with evasion takes no damage on a successful save. As with a Reflex save for any creature, the creature must have room to move in order to evade. A bound character or one in a completely restrictive area (crawling through a 2' wide shaft, for example) cannot use evasion. As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Improved evasion is like evasion, except that even on a failed Resistance roll the character takes only half damage.

FAST HEALING

At the beginning of each of the creature's turns, it heals a certain number of Endurance points (defined in its description). Unlike regeneration (see below), fast healing does not allow a creature to regrow or reattach lost body parts. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast healing does not restore Endurance points lost from starvation, thirst, or suffocation. Fast healing does not increase the number of Endurance points regained when a creature polymorphs.

FEAR

Certain monsters can affect characters with fear. In most cases, the character makes a Will Resistance roll to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked. A character who fails his Resistance roll by no more than 4 points is considered shaken. If the character fails their roll by -5 to -8 they are frightened. Any failure beyond this causes the character to be Panicked.

- Shaken: Characters who are shaken suffer a -2 penalty to attack rolls, saves, and checks.
- Frightened: Characters who are frightened are suffer a -2 penalty to attack rolls, saves, and checks, but also causes them to flee from the source of their fear as quickly as they can, although they can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight, though they still suffer penalties as if they were shaken.
- Panicked: Characters who are panicked suffered effects as if they were shaken (-2 penalty to attack rolls, saves, and checks), and in addition they have a 50% chance to drop what they're holding, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing, becoming even more fearful:

Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character

who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

FIRE

A “fire” creature is immune to fire damage. It takes double damage from cold unless the cold attack allows a Resistance roll for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

FRIGHTFUL PRESENCE

This ability makes the creature’s very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.

This ability affects only opponents with fewer Endurance levels or character levels than the creature has. An affected opponent can resist the effects with a successful Will save with a DC of 10 + the frightful creature’s EL+ the creature’s Personality modifier (if positive). An opponent who succeeds at the Resistance roll is immune to that creature’s frightful presence for one day.

GASEOUS FORM

Some creatures have the ability to take the form of a cloud of vapor or gas. Gaseous creatures can’t run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as issue under the crack of a door. It can’t, however, pass through solid matter. Gaseous creatures can’t attack physically. They lose their abilities (except for the ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 20/Energy. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Agility, deflection bonuses, and armor bonuses from force armor still apply.

All Gaseous creatures do not need to breathe and are immune to attacks involving breathing. A Gaseous creature can’t enter water or other liquid and Gaseous creatures are not ethereal or incorporeal. Gaseous creatures are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can’t disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a Spot check (DC 15). Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

GAZE ATTACKS

Each character within range of a gaze attack must attempt a Resistance roll (usually Fortitude or Will) each round at the beginning of his turn. An opponent can avert his eyes from the creature’s face, looking at the creature’s body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a Resistance roll. The creature with the gaze attack gains one-half concealment against the opponent (so any attack the opponent makes against the creature is treated as if the creature had a +2 bonus to its Defensive rating)

An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a Resistance roll. The creature with the gaze attack gains total concealment against the opponent as if the creature were invisible (+10 to its Defensive rating against the blindfolded character).

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature uses up one action for that round and chooses a target within range. That opponent must attempt a Resistance roll to resist the creature’s gaze. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the Resistance roll (50% chance for averting or 100% chance for shutting eyes). It is possible for an opponent to save against a creature’s gaze twice during the same round, once before its own action and once during the creature’s action. Looking at the creature’s image (such as in a mirror) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack. If visibility is limited (by dim lighting, a fog, etc.) the effects of a creature’s Gaze attacks are as if their opponents were automatically averting their gaze. It should be noted that invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally. Unless specified otherwise, an intelligent creature with a gaze attack can control its gaze attack and “turn it off” when so desired.

IMPROVED GRAB

If the creature hits with a claw or bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Tiny and Small creatures do not suffer a special size penalty. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. A creature with Improved grab does not lose its Agility based bonus to its Defensive rating, and can use its remaining attacks against other opponents.

INCORPOREALITY

Incorporeal creatures can only be harmed by other incorporeal creatures, by Force or Energy weapons. They are immune to all other attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids. When struck by damage causing Energy they are allowed a Resistance roll regardless if a Resistance roll is allowed and if they fail their Resistance roll they take only half damage from the effect, otherwise they take no damage from the attack.

Incorporeal creatures move in any direction (including up or down) at will. They do not need to walk on the ground. Likewise they can pass through solid objects at will, although they cannot see when their eyes are within solid matter. Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, unless it is made of force. Incorporeal creatures pass through and operate in water as easily as they do in air. They cannot fall or suffer falling damage. Corporeal creatures cannot trip or grapple incorporeal creatures. They have no weight and do not set off traps that are triggered by weight. Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

INVISIBILITY

Invisibility makes a creature undetectable by vision, including Darkvision and Low light vision. A creature can generally notice the presence of an active invisible creature within 30’ with a Spot check (DC 20). The observer gains a hunch that “something’s there” but can’t see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, or a completely immobile creature, is even harder to spot (DC 40). It’s practically impossible (+20 DC) to pinpoint an invisible creature’s location with a Spot check, and even if a character succeeds at such a check, the invisible creature still benefits from its invisibility (+10 to its Defensive Rating).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature’s Move Silently check result reveals its presence. (A creature with no ranks in Move silently makes a Move silently check as a Agility check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature “over there somewhere.” It’s practically impossible to pinpoint the exact location of an invisible creature. A Listen check that beats the DC by 20 reveals the invisible creature’s location.

Table: Listen Check DCs to Detect Invisible Creatures

<i>Invisible Creature Is:</i>	<i>DC</i>
In combat or speaking	0
Moving at half speed	Move Silently check
Moving at full speed	Move Silently check at -4
Running or charging	Move Silently check at -20
Some distance away	+1 per 10 feet
Behind an obstacle (standard door)	+5
Behind an obstacle (blast door)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon by using an action. If an invisible target is in the designated area, an attack roll is made as normal (10+ invisible creature’s natural Defensive rating + its Agility modifier + 10 for being invisible) If successful, the groping character inflicts no damage but has successfully pinpointed the invisible creature’s current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5'. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location. If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from its invisible status. At your option, a particularly large and slow creature might get a smaller invisibility bonus (-2/size category over large)

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with a powdery substance to at least keep track of its position (until the substance fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud or other soft surfaces can give enemies clues to an invisible creature's location. An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from full concealment (-4 to opponent's attack rolls).

A creature with the scent ability can detect invisible creatures as it would a visible one. A creature with the Blind-Fight feat has a better chance to hit an invisible creature. A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility. Note that an invisible light source still gives off light.

Out of phase creatures are invisible, and since they are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help. Invisible creatures cannot use gaze attacks. Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

LOW LIGHT VISION (ULTRAVISION)

Characters with Low light vision (Ultravision) can see outdoors on a moonlit night as well as they can during the day, but when underground or in a dark enclosed area where ultraviolet light is not present they are as blind as a normal character.

MULTI-ATTACK

Some creatures possess either multiple appendages or have natural speed enabling them to perform more than one combat action in a round. A creature with the Multi-Attack ability can take an additional action/round by dividing the combat bonus for the attack in half with any remainders being applied to the principle attack.

PARALYSIS & HOLD

Some creatures have the ability to paralyze or hold their victims, immobilizing them. A paralyzed or held character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions however. Paralysis works on the body, and a character can usually resist it with a Fortitude or Will Resistance roll. A winged creature flying in the air at the time that it is held or paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude Resistance roll. If he fails, he suffers the poison's effects as detailed in its own section.

To randomly determine the effects of a creature poison, roll on the table below. As an option once the roll is made make a note of the result so that whenever the characters encounter that type of creature the type of poison they generate will be the same.

Creature Poisons

Die Roll	Name/Type	DC	Onset Time	Effect	Secondary	
					Delay	Effect
01	Type 1	16	1 round	-5 Str	2-8 rounds	-4 Ag

Die Roll	Name/Type	DC	Onset		Secondary	
			Time	Effect	Delay	Effect
02	Type 2	16	1 round	-5 Sta	2-8 rounds	-4 Str
03	Type 3	16	1 round	-5 Ag	2-8 rounds	-4 Str
04	Type 4	16	1 round	-5 Log	2-8 rounds	-4 Log
05	Type 5	16	1 round	-5 Log	2-8 rounds	-4 Log
06	Type 6	15	1 round	-4 Str	2 rounds	-3 Ag
07	Type 7	15	1 round	-4 Sta	2 rounds	-3 Str
08	Type 8	15	1 round	-4 Ag	2 rounds	-3 Str
09	Type 9	15	1 round	-4 Log	2 rounds	-3Log
10	Type 10	15	1 round	-4 Log	2 rounds	-3 Log
11	Type 11	18	Instant	-3 Str	1 round	-2Str
12	Type 12	18	Instant	-3 Ag	1 round	-2 Ag
13	Type 13	18	Instant	-3 Sta	1 round	-2 Sta
14	Type 14	18	Instant	-3 Log	1 round	-2 Log
15	Type 15	18	Instant	-3 Log	1 round	-2 Log
16	Type 16	20	Instant	Paralysis*	2-8 rounds	-2 Ag
17	Type 17	20	Instant	Sleep*	2-8 rounds	-2 Ag
18	Type 18	18	1 round	Paralysis*	2-8 rounds	-1 Ag
19	Type 19	18	1 round	Sleep	2-8 rounds	-1 Ag
20	Type 20	25	1 hour	-5 Sta	1 hour	Death**

* These effects last until the secondary effect takes effect.

** A character who is killed by a toxin can be brought back to life with a body jump box without fear of the toxin in his system requiring another save as the poison is exhausted after the secondary effect occurs.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Non-living creatures (robots) and creatures without metabolisms are always immune to poison. Oozes, plants, and certain Extra-dimensional creatures are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

POLYMORPH

Polymorphed creatures retain their own minds but have new physical forms. Creatures that polymorph themselves with an ability do not suffer disorientation.

RAYS

All ray attacks require the attacker to make a successful attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never suffers a range penalty. Even if a ray hits, it usually allows the target to make a Resistance roll (Fortitude or Will). Rays never require a Reflex Resistance roll, but if a character's Agility bonus to DR is high, it might be hard to hit him with the ray in the first place.

REGENERATION

Creatures with this extraordinary ability recover from wounds quickly and can even re-grow or reattach severed body parts. Damage dealt to the creature is treated as subdual damage, and the creature automatically cures itself of subdual damage at a fixed rate. Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to subdual damage and so doesn't go away. The creature's description includes the details.

These creatures can re-grow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached. Regeneration does not restore Endurance points lost from starvation, thirst, or suffocation. Attack forms that don't deal Endurance point damage (for example, disintegration and most poisons) ignore regeneration. An attack that can cause instant death, massive damage, only threatens the creature with death if it is delivered by weapons that deal it normal damage.

RESISTANCE TO ENERGY

A creature with resistance to energy has the ability to ignore some damage of a certain type (such as cold, electricity, or fire) each round, but it does not have total immunity. Each individual ability is defined by what energy type it resists and how many points of damage are resisted, and the energy resistant creature still makes Resistance rolls normally that

can lessen or eliminate damage from the effect as detailed in its description..

SCENT

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. The creature can detect opponents by sense of smell, generally within 30'. If the opponent is upwind, the range is 60'. If it is downwind, the range is 15'. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5' of the scent's source, the creature can pinpoint that source. The creature can follow tracks by smell, making an Intuition check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat.

Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

SONIC ATTACKS

Unless noted otherwise, sonic attacks follow the rules for spreads; the range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not break the effect.

Stopping one's ears ahead of time allows opponents to avoid having to make Resistance rolls against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that inflict damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

SWALLOW WHOLE

The creature can swallow opponents if it makes a successful attack against a target who's Defensive rating is determined as if he was unarmored (10 + Agility based Defensive bonus if any) and this is a standard combat action. Unless otherwise noted, the opponent can be up to two size categories smaller than the swallowing creature. Damage is usually bludgeoning, often accompanied by acid damage from the creature's digestive juices. The consequences of being swallowed vary with the creature and are explained in its descriptive text.

TRAMPLE

As a full round action during its turn each round, the creature can literally run over an opponent at least one size category smaller than itself. The creature merely has to move over the opponent making an attack roll against a victim who's Defensive rating is determined as if he was unarmored (10 + Agility based if any). The trample deals bludgeoning damage, and the creature's descriptive text lists the amount.

Trampled opponents are knocked prone. A prone character loses their defensive bonus and allowing for attacks of opportunity against them. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

TREMORSENSE

A creature with tremorsense locates other creatures by sensing vibrations in the ground. The creature automatically senses the location of anything that is in contact with the ground and within range. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Alien Race Generation

The following tables have been created to allow an Administrator to randomly generate an alien species for the star Frontiers roleplaying game. Most aliens generated using these tables will be humanoid in form, because as an Administrator I have found over the years that players gravitate to playing races who's physical characteristics and limitations due to their physical form, they can easily identify with.

Table one: Species

Die Roll	Species	Die Roll	Species
01	Single celled	16	Avian
02-03	Fish	17	Insectoid
05-06	Amphibian	18	Bio-mechanoid
07-10	Reptile	19	roll twice and combine results
11-15	Mammal	20	energy

Table two: Size and Physical characteristics

Die roll	Creature size	Size*	Weight**	Str	Ag	Sta	+ or -
1-3	Small	2' to 4'	8lbs to 60lbs	-2	+4	-2	d4
4-8	Medium	4' to 8'	60lbs to 500lbs	+0	+0	+0	d4
9	Large	8' to 16'	500lbs to 4,000lbs	+2	-2	+2	d6
10	Huge	16'-32'	4,000lbs to 32,000lbs	+4	-4	+4	d6

* A biped's height, a quadrupeds body length (nose to base of tail)

** Assumes that the being is roughly is as dense as a regular animal. A creature made of minerals will weigh considerably more. a gaseous creature will weigh much less.

Table three: Non-physical Attribute modifiers

Species	Log	Int	Per/App	+ or -	Endurance	Psyche	+or -
Single celled	-2	-4	-4	d4	+0	+10	d10
Fish	-2	+0	-2	d4	+0	+0	d10
Amphibian	+0	+0	-2	d4	+5	+0	d10
Reptile	+0	+0	-2	d6	+5	+0	d10
Mammal	+0	+0	+0	d6	+0	+0	d10
Avian	+0	+2	+2	d6	+5	+0	d10
Insectoid	+2	+2	+0	d6	+5	+5	d10
Biomechanoid	+4	+2	+0	d6	+10	+10	d10
Energy	+0	+4	-4	d6	+0	+10	d10
Other	+2	+2	+0	d6	+5	+5	d10



Physical form

The following tables can be used to randomly generate the physical appearance of the being. It should however be noted that the Administrator has the final say in what his alien race looks like, and may choose attributes from the list instead of rolling, or if he already has an idea what the being looks like, he may simply jot down what he wants the being to look like.

Table one: Body type

Die roll	Type	Die roll	Type
01-02	Gelatinous	11-17	Contoured (Humanoid)
03-04	Cylindrical, smooth	18	Contoured (Avian/Fish/Reptile)
05-06	Cylindrical, segmented	19	Spherical
07-08	Segmented (insect like)	20	Geometric
09-10	Contoured (animal like)		

Gelatinous: Gelatinous beings have two or more pseudo pods usually with retractable manipulators. They can either move by contracting its lower trunk, or can use pseudo pods geared for locomotion, most gelatinous beings digest food through absorption, and reproduce through budding.

Cylindrical, smooth: Typical examples of these beings are snakes. These beings may possess several manipulating extremities, but they are generally retractable, as the being moves through muscle contraction of it's trunk. Some of these beings keep their upper torso upright in which case their upper extremities might not be retractable. These beings may reproduce by any normal method.

Cylindrical, segmented: These beings are best represented by worms or centipedes, and can possess many limbs that can either function as legs or as manipulating appendages. Some examples of these beings move through body contraction in which case their limbs tend to be retractable. These beings may reproduce by any normal method.

Segmented (insect like): These beings can look like any typical insect grown to enormous proportions. Generally these beings possess six or eight lower limbs, and may possess two or more manipulating limbs, or can even have specialized limbs (like wings) allowing them to fly short distances. Most insect like aliens will possess specialized antennas that it uses as sensory organs. Most insect like beings are egg laying, and some may go through several different forms as they mature.

Contoured (animal like): These beings follow the general form of any normal terrestrial animal. They generally possess at least two limbs used for movement, though most have four legs, and many possess a tail to aid them with balance. Most beings of this type's front limbs can be used for manipulation, in which case the being must have a tail, or it's lower body is large or strong enough to support it when it has to stand upright (though it can not general move in this manner for a great deal of time). Beings with this form can reproduce in any normal method.

Contoured (humanoid): This is the most common form in the Star frontier's game, though it is not because it is superior to the other forms. It is because playing these types of beings are generally easier because the players instinctively can identify with these characters and the limitations imposed by this body type.

Contoured (Avian, Fish, Reptile): These Alien races have bodies that generally are patterned after a Terrestrial Avian, fish, or reptile. Most possess specialized limbs (wings for birds, fish-like lower trunks for most fish, and tails that help with balance for most reptiles). These aliens will generally possess one set of limbs, that allow it to manipulate objects, but the limbs could just as easily be its legs or it's forelimbs. Most of these beings have at least one specialized form of movement (gliding or flight for Avians, Swimming for Fish, and occasionally climbing for reptiles). Almost all of these beings are egg layers.

Spherical: Spherical creatures have no real corollary on earth, but basically these beings are spherical with retractable sensory organs, usually on flexible stalks, and, their limbs are generally retractable as well. These creatures may move on multiple legs, or can use muscle contraction much like a snake. Spherical beings usually reproduce by budding though some may reproduce by other means.

Geometric: Starfish are the most common example of a creature with a body of this type. These creatures body mass is geometric in form, and they may possess retractable limbs or they may move by muscle contraction or other unique means of propulsion. These beings senses may extend from the creature's trunk on flexible stalks, or can be part of the being's trunk. Geometric creatures often reproduce by budding, though a few species may reproduce by other means.

Sub-table one: Randomly generated number of sensory organs/mouths/limbs (upper/lower)

Die roll	Result	Die roll	Result
1-2	12	11-16	2
3-4	10	17	0
5-6	8	18	1
7-8	6	19	3
9-10	4	20	5

Sub-table two: Limb types

Die roll	Result
01	Normal limb with a single nail/huff
02	Normal limb ending with a hooked talon
03	Normal limb ending in a pad with three manipulative digits
04	Normal limb ending in a pad with four manipulative digits
05	Normal limb ending in a pad with five manipulative digits
06	Wings, Bat-like
07	Wings, bird like
08	Normal limb ending in a pad with three manipulative clawed digits
09	Normal limb ending in a pad with three manipulative clawed digits
10	Normal limb ending in a pad with two manipulative clawed digits, and one opposable claw
11	Normal limb ending in a pad with three manipulative clawed digits, and one opposable claw
12	Normal limb ending in a pad with four manipulative clawed digits, and one opposable claw
13	Normal limb ending in a pad with two manipulative digits, and one opposable digit
14	Normal limb ending in a pad with three manipulative digits, and one opposable digit
15	Normal limb ending in a pad with four manipulative digits, and one opposable digit
16	Tentacle with knob like end
17	Tentacle with spike
18	Tentacle with suction cups/bony ridges
19	Tentacle w/retractable dexterous digits
20	Retractable pseudo pod

Sub-table three: Tail type

Die roll	Result	Die roll	Result
01	Tail splits into three w/hardened nail	10	Tail splits into two normal ends
02	Tail splits into three w/spiked nail	11	Tail ends in a hardened nail
03	Tail splits into three w/bony nail	12	Tail ends in a spiked nail
04	Tail splits into three w/spiked knob	13	Tail ends in a bony nail
05	Tail splits into three normal ends	14	Tail ends in a spiked knob
06	Tail splits into two w/hardened nail	15-18	Tail ends in a tapered end
07	Tail splits into two w/spiked nail	19	Tail ends in a feathery end
08	Tail splits into two w/bony nail	20	Tail ends in a spade like end
09	Tail splits into two w/spiked knob		

Sub-table four: Unusual Physical features

Die roll	Result	Effects
01	Head Tails	+2 to Agility
02	Atrophied limbs/wings/or tail	
03-04	Membranous Folds of skin	
05	Single horn	
06	2 horns, curved or curled	
07	Clear inner eyelid	+10 to stamina checks to avoid bright light/irritants
08	Spiny ridges or crest	
09	Bony crest	
10	Ridged crest	
11-12	Unusual pigmentation	
13	Skin, splotches or bands	
14	Skin pouch	Holds 1lb/point of Stamina modifier (Minimum 1lb)

Die roll	Result	Effects
15	Inflatable skin pouch (possibly colored)	
16	Hardened skin, splotches	
17	Elongated canines/specialized teeth	
18	Sensory Antenna/flexible sensory stalk	
19	Albino	-2 to Stamina, -1 to Attribute checks in bright light
20	Choose or roll twice on this table and combine the results	

Other details

The following tables can be used to randomly generate other aspects of the race, such as its lifespan, diet, etc. as with all other tables herein the Administrator should feel free to choose from among these aspects or create his own details for the race he is creating. Below are several common attributes for a typical Star Frontier's human which can be used as a base to work from.

Human

Average Life span: 200 Years
 Body Temperature: 98.6° Fahrenheit
 Reproduction: Heterosexual Viviparous
 Diet: Omnivore
 Special abilities: None

Table one: Lifespan

Die roll	Young adult	Mature	Middle aged	Old	Average lifespan
1	5-10	11-15	16-18	19-20	20 years
2	10-15	16-20	21-30	31-40	40 years
3	12-15	16-30	31-40	41-50	50 years
4	12-15	16-40	41-45	46-60	60 years
5	12-20	21-40	51-50	51-60	60 years
6	12-20	21-40	41-50	51-70	70 years
7	12-20	21-40	41-50	51-80	80 years
8	12-20	21-40	41-60	61-100	100 years
9	12-20	21-50	51-60	61-100	100 years
10	12-20	21-50	51-80	81-100	100 years
11	12-20	21-100	101-125	125-150	150 years
12	12-20	21-100	101-180	181-200	200 years
13	12-40	41-100	101-120	121-200	200 years
14	12-40	41-120	121-160	161-200	200 years
15	12-80	81-200	201-225	226-250	250 years
16	12-80	81-250	251-280	281-300	300 years
17	12-120	121-300	301-330	331-350	350 years
18	12-150	151-350	351-380	381-400	400 years
19	12-160	161-400	401-450	451-500	500 years
20	12-320	321-800	801-900	901-1,000	1,000 years

Table two: Reproduction

Die roll	Result	Die roll	Result
01	Asexual polycyclic (seasonal births)	08	Hermaphroditic, semelparous (one birth/lifetime)
02	Asexual, semelparous (one birth/lifetime)	09	Hermaphroditic, spore production
03	Asexual, parthenogenesis	10-16	Heterosexual, viviparous
04	Asexual, budding	17	Heterosexual, egg laying
05	Asexual, spore production	18	Heterosexual, polycyclic (seasonal births)
06	Hermaphroditic, parthenogenesis	19	Heterosexual, semelparous (One birth/lifetime)
07	Hermaphroditic, polycyclic (seasonal births)	20	Heterosexual, spore production

Table three: Diet

Die Roll	Result	Teeth type
01	Cannibal	Fangs/Tearing
02-05	Herbivore	Block/Crushing
06-07	Omnivore (True)	Crushing/Tearing
08-09	Omnivore (Herbivorous)	Crushing/Tearing
10-11	Omnivore (Carnivorous)	Crushing/Tearing:
12-13	Carnivore (strict)	Fangs/Tearing
14	Carnivore (Cannibalistic)	Fangs/Tearing
15-16	Scavenger (Carnivorous)	Fangs/Tearing
17-18	Scavenger (Cannibalistic)	Crushing/Tearing
19	Scavenger (Herbivorous)	Crushing/Tearing
20	Scavenger (Offal)	Crushing/Tearing

Table four: Number of Special abilities

Die roll	Result	Die roll	Result
01-02	5	11-14	2
03-04	4	15-18	1
05-10	3	19-20	0

Physical Attack types and damage

Creature size	Claw	Bite	Gore	Constriction/ Slam	Tail Swipe	Wing Buffet	Other Attack
Small	1d4	1d3	1-2	1-2	1d4	1d6	1d4
Medium	1d6	1d4	1d3	1d3	1d6	1d8	1d6
Large	1d8	1d6	1d4	1d4	1d8	1d10	1d8
Huge	1d10	1d8	1d6	1d6	1d10	1d12	1d10





Hit Location Charts

As an option the following tables are provided to allow an Administrator to determine where an attack struck a target.

Aberration

Die Roll	Result	Die Roll	Result
01	lower extremity	15	Center of torso, or back of creature
02	Tail or wings	16	“Neck”
03-06	Lower torso	17	Side of head
07-10	Upper appendage	18	Center of head or maw
11-12	Underside	19	Top of head
13-14	Side of torso	20	Roll again

Animal

Die Roll	Frontal attack	Die Roll	Frontal attack
01	Rear paws	11-12	Underside
02	Hind legs	13-15	Side of torso
03	Tail or wings	16	Neck
04	Front paws	17	Side of head
05-06	Lower back or midsection	18	Snout
07-08	Forelimb	19	Top of head
09-10	Shoulder	20	Roll again

Humanoid

Die Roll	Frontal attack	Rear attack
01	Foot	Foot
02	Shin	Calf
03	Knee	Knee
04	Thigh	Upper leg
05	Wrist	Wrist
06	Hand	Hand
07	Upper arm	Upper arm
08	Elbow	Elbow
09	Forearm	Forearm
10-11	Chest	Base of back
12	Midsection	Side of torso
13	Center of chest	Mid-back
14	Neck	Upper center of back
15	Jaw	Shoulder blades
16	Chin	Neck
17	Center of face	Base of skull
18	Cheek	Side of head
19	Forehead	Back of skull
20	Wings or roll again	

Vehicles

Die roll	Result	Die roll	Result
01	Weapon port or roll again	11	Cockpit/command/driver’s side
02	50% Defensive unit, 50% Sensor or roll again	12-13	Passenger section
03	Forward right side of body	14	Cargo area
04	Forward left side of body	15	Forward motion inducer on right
05	Mid body on right side	16	Rear motion inducer on the right
06	Mid body on left side	17	Forward motion inducer on left
07	Rear right side of body	18	Rear motion inducer on the left
08	Rear left side of body	19	50% Front, 50% back
09-10	External feature	20	50% top, 50% bottom

Resistance Roll Tables

The following tables have been developed to allow an Administrator to generate Resistance rolls for creatures in the Frontier based on the type of creature that he is creating. This system does not replace the Resistance rolls as listed for each individual creature in the various Creature guides, but is included as a way for an Administrator to quickly generate Resistance rolls for new creatures that he is creating, or for determining the base Resistance rolls for Zero Level characters that are exceptional. To determine the Resistance roll table used find the type of creature as listed and cross reference on the tables below:

Creature type	Sub-table
Aberration, Beast, Construct, Humanoid	one
Animal, Vermin	two
Elemental, Outsider	three
Fey, Monstrous humanoid, Shape-changer, Cybernetic, Robot	four
Dragon (true)	five
Dragon-like, Giant	six
Ooze, Plant	seven
Non classed human/Non-Human	eight

	Sub-Table One		
Endurance level	Fortitude	Reflex	Will
up to 1	+2	+1	+0
1+to 2	+3	+2	+0
2+ to 3	+3	+2	+1
3+ to 4	+3	+3	+2
4+ to 5	+4	+3	+2
5+ to 6	+4	+3	+3
6+ to 7	+4	+4	+3
7+ to 8	+4	+4	+3
8+ to 9	+5	+4	+4
9+ to 10	+5	+4	+4
10+ to 11	+5	+5	+4
11+ to 12	+5	+5	+4
12+ to 13	+5	+5	+5
13+ to 14	+6	+5	+5
14+ to 15	+6	+5	+5
15+ to 16	+6	+6	+5
16+ to 17	+6	+6	+5
17+ to 18	+6	+6	+6
18+ to 19	+6	+6	+6
19+ to 20	+7	+6	+6

	Sub-Table Two			
Endurance level	Fortitude	Reflex	Will	
up to 1	+1	+2	+0	
1+to 2	+2	+3	+0	
2+ to 3	+2	+3	+1	
3+ to 4	+3	+3	+2	
4+ to 5	+3	+4	+2	
5+ to 6	+3	+4	+3	
6+ to 7	+4	+4	+3	
7+ to 8	+4	+4	+3	
8+ to 9	+4	+5	+4	
9+ to 10	+4	+5	+4	
10+ to 11	+5	+5	+4	
11+ to 12	+5	+5	+4	
12+ to 13	+5	+5	+5	
13+ to 14	+5	+6	+5	
14+ to 15	+5	+6	+5	
15+ to 16	+6	+6	+5	
16+ to 17	+6	+6	+5	
17+ to 18	+6	+6	+6	
18+ to 19	+6	+6	+6	
19+ to 20	+6	+7	+6	

	Sub-Table Three		
Endurance level	Fortitude	Reflex	Will
up to 1	+4	+2	+2
1+to 2	+4	+3	+3
2+ to 3	+4	+3	+3
3+ to 4	+4	+3	+3
4+ to 5	+5	+4	+4
5+ to 6	+5	+4	+4
6+ to 7	+5	+4	+4
7+ to 8	+5	+4	+4
8+ to 9	+5	+5	+5
9+ to 10	+6	+5	+5
10+ to 11	+6	+5	+5
11+ to 12	+6	+5	+5
12+ to 13	+6	+5	+5
13+ to 14	+6	+6	+6
14+ to 15	+6	+6	+6
15+ to 16	+7	+6	+6

	Sub-Table Four			
Endurance level	Fortitude	Reflex	Will	
up to 1	+2	+3	+2	
1+ to 2	+3	+3	+2	
2+ to 3	+3	+3	+3	
3+ to 4	+3	+4	+3	
4+ to 5	+4	+4	+3	
5+ to 6	+4	+4	+4	
6+ to 7	+4	+4	+4	
7+ to 8	+4	+5	+4	
8+ to 9	+5	+5	+4	
9+ to 10	+5	+5	+5	
10+ to 11	+5	+5	+5	
11+ to 12	+5	+5	+5	
12+ to 13	+5	+6	+5	
13+ to 14	+6	+6	+5	
14+ to 15	+6	+6	+6	
15+ to 16	+6	+6	+6	

Endurance level	Fortitude	Reflex	Will
16+ to 17	+7	+6	+6
17+ to 18	+7	+6	+6
18+ to 19	+7	+6	+6
19+ to 20	+7	+7	+7

Endurance level	Fortitude	Reflex	Will
16+ to 17	+6	+6	+6
17+ to 18	+6	+6	+6
18+ to 19	+6	+7	+6
19+ to 20	+7	+7	+6

Sub-Table Five			
Endurance level	Fortitude	Reflex	Will
up to 1	+8	+3	+5
1+ to 2	+8	+4	+6
2+ to 3	+8	+4	+6
3+ to 4	+8	+4	+6
4+ to 5	+8	+4	+6
5+ to 6	+8	+5	+6
6+ to 7	+8	+5	+6
7+ to 8	+8	+5	+7
8+ to 9	+9	+5	+7
9+ to 10	+9	+5	+7
10+ to 11	+9	+6	+7
11+ to 12	+9	+6	+7
12+ to 13	+9	+6	+7
13+ to 14	+9	+6	+7
14+ to 15	+9	+6	+8
15+ to 16	+9	+6	+8
16+ to 17	+9	+7	+8
17+ to 18	+10	+7	+8
18+ to 19	+10	+7	+8
19+ to 20	+10	+7	+8

Sub-Table Six			
Endurance level	Fortitude	Reflex	Will
up to 1	+4	+0	+0
1+ to 2	+5	+1	+0
2+ to 3	+5	+2	+1
3+ to 4	+5	+2	+2
4+ to 5	+5	+3	+2
5+ to 6	+5	+3	+3
6+ to 7	+6	+3	+3
7+ to 8	+6	+4	+3
8+ to 9	+6	+4	+4
9+ to 10	+6	+4	+4
10+ to 11	+6	+4	+4
11+ to 12	+6	+5	+4
12+ to 13	+7	+5	+5
13+ to 14	+7	+5	+5
14+ to 15	+7	+5	+5
15+ to 16	+7	+5	+5
16+ to 17	+7	+6	+5
17+ to 18	+7	+6	+6
18+ to 19	+7	+6	+6
19+ to 20	+8	+6	+6

Sub-Table Seven			
Endurance level	Fortitude	Reflex	Will
up to 1	+3	+0	+0
1+ to 2	+4	+0	+0
2+ to 3	+4	+0	+0
3+ to 4	+4	+1	+1
4+ to 5	+4	+2	+2
5+ to 6	+5	+2	+2
6+ to 7	+5	+3	+3
7+ to 8	+5	+3	+3
8+ to 9	+5	+3	+3
9+ to 10	+5	+4	+4
10+ to 11	+6	+4	+4
11+ to 12	+6	+4	+4
12+ to 13	+6	+4	+4
13+ to 14	+6	+5	+5
14+ to 15	+6	+5	+5
15+ to 16	+6	+5	+5
16+ to 17	+7	+5	+5
17+ to 18	+7	+5	+5
18+ to 19	+7	+6	+6
19+ to 20	+7	+6	+6

Sub-Table Eight			
Endurance level	Fortitude	Reflex	Will
up to 1	+0	+0	+0
1+ to 2	+1	+0	+0
2+ to 3	+2	+1	+0
3+ to 4	+2	+2	+1
4+ to 5	+3	+2	+2
5+ to 6	+3	+3	+2
6+ to 7	+3	+3	+3
7+ to 8	+4	+3	+3
8+ to 9	+4	+4	+3
9+ to 10	+4	+4	+4
10+ to 11	+4	+4	+4
11+ to 12	+5	+4	+4
12+ to 13	+5	+5	+4
13+ to 14	+5	+5	+5
14+ to 15	+5	+5	+5
15+ to 16	+5	+5	+5
16+ to 17	+6	+5	+5
17+ to 18	+6	+6	+5
18+ to 19	+6	+6	+6
19+ to 20	+6	+6	+6

Section Three: Administrator Equipment

This section covers rules and equipment that is not commonly available to Player characters in the Frontier. Some are examples of technologies that are yet to be discovered, or belong to cultures more advanced than those known in the Frontier, while others include variant Vehicles or new types of vehicles to be included in a campaign if the Administrator desires it.

Pre-Frontier Weapons and Equipment

What follow below are examples of weapons and equipment specific to different time periods before the current level of Frontier technology. These items are presented as examples of the type of equipment that might be available on planets whose species have not evolved to the level of the Frontier or can be used by Administrators deciding to play in Campaign models set in other time periods (such as Campaigns set during the very first time that Humanity left its home system and began exploring the galaxy.)

Archaic Equipment

The following equipment is rare in the Star Frontier's game, and is presented here to allow Administrators the ability to create either cross time adventures, where the characters end up in a dark ages type world, or perhaps encounter a species of race stuck or just reaching that tech Planetary level.

Archaic Armor

Though the Frontier is a high tech section of space the possibility exist of entire cultures locked in different stages of technological development. The "Expanded Universe" supplement will cover some of these variant tech levels, but below are common types of archaic armor.

There are a few notes regarding the armor's listed below that should be noted. There are no costs listed on these tables and the tables are not complete lists of everything available in these periods. Administrators who want more complete information on equipment in these periods can find that information in the Core Universal role Playing system rule books, or the various campaign models created for the system.

Armor*

Type	DR	Max. Agility	Skill Penalty	Weight
Banded mail	+6	+1	-6	35lbs
Breastplate	+5	+3	-4	30lbs
Brigandine	+6	+2	-3	35lbs
Bronze plate mail	+6	+0	-7	45lbs
Canvas	+1	+8	+0	12lbs
Chainmail	+5	+2	-5	40lbs
Cord	+2	+4	-3	15lbs
Field plate armor	+8	+1	-6	60lbs
Full plate armor	+9	+0	-7	70lbs
Half chain	+4	+4	-2	25lbs
Half plate	+7	+0	-7	50lbs
Hide armor	+3	+4	-3	30lbs
Improved mail	+6	+3	-4	30lbs
Leather armor	+2	+6	+0	15lbs
Metal lamellar	+6	+4	-2	35lbs
Padded leather	+2	+8	+0	10lbs
Quilted canvas	+2	+8	+1	14lbs
Reinforced leather	+3	+5	-1	20lbs
Plate mail	+7	+0	-7	50lbs
Ring mail	+4	+4	-2	30lbs
Scale mail	+4	+3	-4	40lbs
Splint mail	+6	+0	-7	40lbs
Studded leather	+3	+5	-1	25lbs
Wood or bone	+4	+3	-2	20lbs

*The armor's Endurance points equal its DR bonus.

Movement rates are determined on the table below:

Light armor: Canvas, cord, half chain, leather, padded, quilted canvas, reinforced leather, studded leather

Medium armor: breast plate, chain mail, hide armor, improved mail, metal lamellar, ring mail, scale mail, wood or bone

Heavy armor: banded mail, brigandine, bronze plate mail, field plate, half plate, Plate mail, splint mail

Extremely heavy: full plate

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

Helmets/shields

Helmets

Item	Items
Helmet-	Great helm
Bassinet	leather coif
Full helmet w/visor	Reinforced leather coif
Full helm	

Shields

Item	Bonus	Item	Bonus
Shield-		Shield	
Buckler	+1	Medium (bone/hide)	+1
Body (bone/hide)	+3	Medium (metal)	+1
Body (metal)	+4	Medium (wooden)	+1
Body (wooden)	+3	Medium (reinforced wood)	+1
Body (reinforced wood)	+3	Small (bone/hide)	+1
Large (bone/hide)	+1	Small (metal)	+1
Large (metal)	+1	Small (wooden)	+1
Large (wooden)	+1	Small (reinforced wood)	+1
Large (reinforced wood)	+1		

Archaic Melee Weapons

Weapon	Size	Type	Damage	Range	Weight
Battleaxe	M	(S)	1d8		7lbs
Great axe	M	(S)	1d12		20lbs
Two-headed	M	(S)	1d8		9lbs
Two Handed	M	(S)	1d10		12lbs
Caltrop (per12)	T	(P)	1-2***		,5lbs
Castus	S	(B)	1d4		2lbs
Chain (per 10')	L	(B)	1d4+1**	10'	3lbs
Dagger/dirk	T	(P)	1d4		1lb
Parrying	T	(P)	1-3*		1lb
Punching	T	(P)	1-3		1lb
Stiletto	T	(P)	1d4		1lb
Footman's (light)					
Flail	S	(B)	1d8		5lbs
Mace	S	(B)	1d6		6lbs
Pick	S	(P)	1d4		4lbs
Gauntlet-					
Spiked	T	(P)	1-3		1lbs

Weapon	Size	Type	Damage	Range	Weight
Hammer-					
Light	S	(B)	1d4		2lbs
War	S	(B)	1d8		8lbs
Maul	M	(B)	1d10		10lbs
Mattock	M	(B)	2d6		40lbs
Axe-					
Hatchet	S	(S)	1d4	2x Str	4lbs
Hand	S	(S)	1d6		4lbs
Horseman's-					
Flail	L	(B)	1d10		20lbs
Mace	M	(B)	1d8		12lbs
Pick	M	(P)	1d6		6lbs
Knife-					
Standard	S	(S/P)	1d3		.5lbs
Throwing	S	(S/P)	1d4	2x Str	.5lbs
Lance-					
Heavy	M	(P)	1d8		10lbs
Jousting	L	(B)	1d4		8lbs
Light	S	(P)	1d6		5lbs
Medium	S	(P)	1d8		8lbs
Machete	M	(S)	1d8		5lbs
Man catcher	L	Ent.	Ent.	15'	8lbs
Morningstar	M	(B/P)	1d8		8lbs
Pilum	M	(P)	1d6		3lbs
Pike	L	(P)	1d8		8lbs
Pole-arm-					
Awl pike	L	(P)	1d10	15'	12lbs
Bardiche	L	(S)	2d6	15'	12lbs
Bec de corbin	L	(B/P)	1d8	15'	10lbs
Bill	L	(P/S)	2d4	15'	15lbs
Bill-guisarme	L	(P/S)	1d10	15'	15lbs
Fauchard	L	(S)	1d8	15'	12lbs
Fauchard-fork	L	(P/S)	2d4	15'	14lbs
Glaive	L	(S)	1d10	15'	15lbs
Glaive-guisarme	L	(S)	1d12	15'	15lbs
Guisarme	L	(S)	2d4	15'	10lbs
Guisarme-volgue	L	(S)	1d8+1	15'	10lbs
Halberd	L	(P/S)	1d10	15'	15lbs
Hook-fauchard	L	(P/S)	1d8+1	15'	15lbs
Lucerne hammer	L	(B/P)	2d4	15'	15lbs
Military fork	L	(P)	2d4	15'	7lbs
Patisan	L	(P)	1d6+1	15'	8lbs
Ranseur	L	(S)	2d4	15'	7lbs
Spetum	L	(P)	2d6	15'	8lbs
Voulge	L	(S)	2d4	15'	12lbs
Quarterstaff	L	(B)	1d6/1d6		4lbs
Scourge	S	(S)	1d6		1lb
Sickle	S	(S)	1d6		3lbs
Scythe	M	(S)	2d4+1		6lbs
Spear-					
Half	M	(P)	1d6		3lbs
Long	L	(S/P)	1d10		15lbs
Short	L	(P)	1d8		5lbs
Sword-					
Bastard sword	M	(S)	1d10		10lbs
Broadsword	M	(S)	2d4		4lbs
Claymore	M	(S)	1d10+2		8lbs
Cutlass	M	(S)	1d8+1		4lbs
Drusus	M	(S)	1d8+1		3lbs
Falchion	M	(S)	1d6+1		8lbs
Gladius	S	(P)	1d8		3lbs

Weapon	Size	Type	Damage	Range	Weight
Great sword	L	(S)	2d6		15lbs
Long sword	M	(S)	1d8		4lbs
Rapier	M	(P)	1d8		4lbs
Sabre	M	(S)	1d6+1		5lbs
Sapara	S	(S)	1d6+1		4lbs
Scimitar	M	(S)	1d6		4lbs
Short sword	S	(P)	1d6		3lbs
Spartha	M	(S)	1d8+2		4lbs
Two-handed	L	(S)	2d6+2		20lbs
Trident	L	(P)	1d8+1	10'	5lbs
War club	M	(B)	1d6		6lbs

* This weapon grants a +2 bonus to a character's attempt to disarm an opponent

** This weapon can be used to entangle an opponent, pin one of his limbs or disarm him. If used to disarm it grants a +2 bonus to a character's attempt. On a called shot it can be used to pin a target's limb in the same way as a character using the wrestling maneuver of the same name.

*** A victim of this weapon must make a Reflex save with a difficulty of 10+ the damage taken or be crippled. A crippled character suffers a -2 to their Agility rolls and Agility related skill checks lasting 1 day/point of damage they suffered and in addition the character must make a Reflex save (Dif 20) any time his leg is struck or the character falls prone.

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.

Archaic Missile Weapons

Weapon	Size	Damage	Multi- Auto fire	Range	Weight
Blow gun	M		n/a	Sta	.5lbs
Bolas	S	1-2**	n/a	2xStr	2lbs
Bow-					
Composite long	L		n/a	110'	3lbs
Composite short	M		n/a	70'	2lbs
Longbow	L		n/a	100'	3lbs
Shortbow	M			60'	2lbs
Crossbow-					
Hand	T		n/a	30'	3lbs
Heavy	M		n/a	120'	9lbs
Light	S		n/a	80'	6lbs
Repeating	M		n/a	120'	10lbs
Dart (per 6)	T	1d4	n/a	2xStr	.5lbs
Harpoon	M	1d6	n/a	2xStr	3lbs
Javelin	M	1d6	n/a	2xStr	3lbs
Net	M	Ent.	n/a	2xStr	10lbs
Sling	S		n/a	50'	.2lbs

** This weapon can be used to entangle an opponent, pin one of his limbs or disarm him. If used to disarm it grants a +2 bonus to a character's attempt. On a called shot it can be used to pin a target's limb in the same way as a character using the wrestling maneuver of the same name.

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.

Ammunition

Type	Number	Rounds/shots	Damage
Arrows-			
Barbed	6		2d4
Flaming	6		2d4 *****
Flight	12		1d6
Pile	6		1d6+1
Sheaf	6		2d4+2

Type	Number	Rounds/shots	Damage
Quarrels-			
Hand	6		1d4
Heavy	10		1d10
Light	20		1d8
Sling-			
Stone	20		1d3
Bullet	20		1d4



Modern weapons and Armor

Perhaps one of the most common crossover Science fiction adventures involves groups of futuristic characters traveling to the present day. Listed below are an assortment of present day weapons and armor that can be found in the modern world. For a more extensive list of equipment found in the modern world, Administrators should look at the core Universal Roleplaying game rules.

Protective Apparel/Armor

Protective apparel and armor have been developed to counter the advances in weapon technology, and to provide people with protection against other hazards. Below are listed the various forms of protective gear available for characters.

Protective Apparel

Type	DR	Max. Agility	Skill Penalty	Weight
Leather jacket	+2	+8	-0	4lbs
Light undercover shirt	+2	+7	-0	2lbs
Pull-up pouch vest	+2	+6	-1	2lbs
Undercover vest	+3	+5	-2	3lbs
Concealable vest	+4	+4	-3	4lbs

*The armor's Endurance points equal its DR bonus.

Armor

Type	DR	Max. Agility	Skill Penalty	Weight
Light duty vest	+5	+3	-4	8lbs
Tactical vest	+6	+2	-5	10lbs
Special response vest	+7	+1	-6	15lbs
Forced entry suit	+9	+0	-8	20lbs

Armor Types

Leather jacket: This armor is represented by a heavy leather biker's jacket, though other impromptu armors such as football pads, baseball catcher's pads and such offer the similar protection.

Light undercover shirt: Designed for deep cover work in which it's critical that the wearer not appear armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Pull-Up pouch vest: This garment consists of a torso apron of light protective material held up by a loop around the neck, and can be stored in an innocuous fanny pack. Pulling the vest out and putting it uses up one action.

Undercover vest: Covering up a larger area of the torso, this vest provides better protection than the light undercover shirt, but it's also more easily noticed. It's best used when the armor should remain unseen, but the wearer doesn't expect much scrutiny, granting a +2 bonus to spot checks to notice the armor.

Concealable vest: Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armor.

Light-duty vest: A light weight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort, at least compared to other tactical body armors.

Tactical vest: The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Special response vest: Built like a tactical belt, but incorporating groin and neck protection as well a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Forced entry suit: The most powerful protection available is built into this suit. The forced entry suit consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers headed into a dangerous assault.

Armor Weight Classes and Movement Rates

Movement rates are determined on the table below:

Light Armor: All forms of Protective apparel.

Medium Armor: Light duty vest, tactical vest

Heavy Armor: Special response vest, Forced entry suit

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

Helmets/shields

Helmet	Effect
Helmet-	
Open faced helmet	
Full helmet w/visor	
+Sonic guard unit	+4 to saves vs. sonics

Type	Bonus	Weight
Shield-		
Buckler	+1	5lbs
Medium	+1	10lbs
Large	+2	15lbs
Body	+4	40lbs

Melee Weapons

Weapon	Size	Type	Damage	Range	Weight
Axe-					
Hatchet	S	(S)	1d4	2x Str	4lbs
Hand	S	(S)	1d6		4lbs
Two Handed	M	(S)	1d10		12lbs
Baton/Club	M	(B)	1d6		3.5lbs
Brass Knuckles	T	(B)	+1 punch		.1lbs
Caltrop (per12)	T	(P)	1-2***		.5lbs
Chain (per 10')	L	(B)	1d4+1**	10'	3lbs
Chainsaw	L	(S)	3d6		10lbs
Cleaver	S	(S)	1d6		2lbs
Combat Gloves	S	(B)	+2 punch		2.2lbs
Dagger	T	(P)	1d4		1lb
Punching	T	(P)	1-3		1lb
Stiletto	T	(P)	1d4		1lb

Weapon	Size	Type	Damage	Range	Weight
Garrote*	S	(S)	1d6		.01lbs
Hammer-					
Light	S	(B)	1d4		2lbs
Mallet	S	(B)	1d6		8lbs
Knife-					
Standard	S	(S/P)	1d3		2lbs
Switchblade	T	(S/P)	1d3		.2lbs
Throwing	S	(S/P)	1d4	2x Str	1lb
Machete	M	(S)	1d8		5lbs
Pitchfork	L	(P)	1d8+1	10'	5lbs
Quarterstaff	L	(B)	1d6/1d6		4lbs
Sap	S	(B)	1d4		3lbs
Scourge/					
Cat o' nine tails	S	(S)	1d4		1lb
Sickle/Gaff hook	S	(S)	1d6		3lbs
Straight razor	T	(S)	1d4		.5lbs
Sword cane	M	(S/P)	1d6		3lbs
Whip	S	(S)	1d3		2lbs

* The character will continue to take damage unless he succeeds on a Strength roll (DC equals Attacker's Strength rating). Each roll uses up one action. At the beginning of the following round the character must make a Fortitude Save (DC equals attacker's Strength Score +1) and if he succeeds the character doesn't lose a Stamina point, or suffer additional damage. If the victim loses 3 Stamina points, he falls unconscious, and in the following round if pressure continues he must make a Fortitude roll (DC equals Attacker's Strength) or die. This continues until the character is killed or the attacker stops attacking him.

** This weapon can be used to entangle an opponent, pin one of his limbs or disarm him. If used to disarm it grants a +2 bonus to a character's attempt. On a called shot it can be used to pin a target's limb in the same way as a character using the wrestling maneuver of the same name.

*** A victim of this weapon must make a Reflex save with a difficulty of 10+ the damage taken or be crippled. A crippled character suffers a -2 to their Agility rolls and Agility related skill checks lasting 1 day/point of damage they suffered and in addition the character must make a Reflex save (DC 20) any time his leg is struck or the character falls prone.

Ranged Weapons

Perhaps the most common feature of any modern or futuristic game are projectile weapons. Below are listed many common types of projectile weapons.

Projectile/Gyrojet/Sprayer (PSG)

Pistols/machine pistols

Weapon	Size	Damage	Ammo	Multi- Auto fire	Range	Weight
.22 cal.						
Pathfinder	S	1d8	6 cyl	Semi	20'	1lbs
Beretta Semi-						
Automatic pistol	S	1d8	8 box	Semi	20'	1lbs
9mm-						
Beretta 92F	S	1d10	15 box	Semi	40'	3lbs
Beretta 93R	M	1d12	20 box	Auto	30'	3lbs
Glock 17	S	1d10	17 box	Semi	30'	2lbs
Navy Seals						
Issued 9mm	S	1d10	15 box	Semi	30'	2.2lbs
Sig Sauer P226	S	1d10	15 box	Semi	30'	2.2lbs
Sites M9	T	1d10	8 box	Semi	30'	2lbs
10mm-						
Browning						
high powered	S	1d12 +2	10 box	Semi	40'	3lbs
Colt Double Eagle	M	1d12 +2	9 box	Semi	30'	3lbs
Glock 20	S	1d12	15 box	Semi	40'	3lbs

Weapon	Size	Damage	Ammo	Multi- Auto fire	Range	Weight
.32.cal						
ACP machine pistol	M	1d10 +2	10 box	Auto	40'	4lbs
ACP machine pistol	M	1d10 +2	20 box	Auto	40'	4lbs
Walther PPK	S	1d10+2	7 box	Semi	40'	1.5lbs
Skorpion	M	1d10+2	20 box	Auto	40'	4lbs
.38 cal-						
Service pistol	S	1d8 +2	6 cyl	Single	30'	2.2lbs
.44 cal-						
S&W M29	M	1d12 +2	6 cyl	Semi	30'	3lbs
Magnum	M	1d12 +2	6 cyl	Single	40'	3lbs
Taurus Semi- Automatic pistol	M	1d12 +2	7 box	Semi	40'	3lbs
.45 cal.						
Colt M1911	S	1d12	7 box	Semi	30'	3lbs
Derringer	T	1d12	2	Single	10'	.5lbs
Ingram M10	M	1d12 +4	30 box	Auto	40'	6lbs
.454 Casull revolver	M	as shotgun	6 cyl	Single	30'	4lbs
.357 Cal						
Colt Python	M	1d12 +2	6 cyl	Semi	40'	3lbs
Magnum	M	1d12 +2	6 cyl	Single	40'	3lbs
Sig Sauer P357	M	1d12 +2	12 box	Semi	40'	3lbs
Taurus	M	1d12 +2	8 cyl	Single	40'	3lbs
.380 cal						
Beretta	S	1d12 +2	10 box	Semi	40'	2.2lbs
Taurus	S	1d12 +2	10 box	Semi	40'	2lbs
.385 cal						
Ruger service-six	S	1d12 +2	6 cyl	Semi	30'	2lbs
50AE-						
Desert Eagle	M	1d12 +4	9 box	Semi	40'	4lbs
.50 cal						
IMI .50 cal	M	2d8+2	8 box	Semi	40'	4.4lbs

Rifles/Submachine guns/Assault rifles

Weapon	Size	Damage	Ammo	Multi- Auto fire	Range	Weight
5.45mm-						
AK74 assault rifle	L	1d10	30 box	Auto	80'	9lbs
AKR 74 "bullpup"	M	1d10	30 box	Auto	40'	7lbs
AKS 74 assault rifle	L	1d10	30 box	Auto	80'	9lbs
AN-94	L	1d10	30 box	Auto	80'	9lbs
5.56mm-						
HK G33	L	1d10	30 box	Auto	60'	9lbs
L85A1	L	1d10	30 box	Auto	80'	9lbs
M16A2	L	1d10	30 box	Auto	80'	8lbs
M4 carbine	L	1d10	30 box	Auto	60'	7lbs
Nato issue	L	1d10	30 box	Auto	60'	9lbs
Steyr AUG	L	1d10	30 box	Auto	80'	9lbs
7.62mm-						
AK47/AKM	L	1d12	30 box	Auto	70'	10lbs
HK G3	L	1d12 +2	20 box	Auto	90'	11lbs
HK PSGI (sniper rifle)	L	2d8	5 box	Semi	90'	16lbs
Remington 900	L	2d8	5	Single	80'	8lbs
9mm-						
HK MP5 (Sub-machine)	L	1d12	30 box	Auto	50'	7lbs
HK MP5K (Sub-machine)	M	1d12	20 box	Auto	40'	5lbs
HK MP 2000	M	1d12	30 box	Auto	40'	6lbs

Weapon	Size	Damage	Ammo	Multi- Auto fire	Range	Weight
IMI Mini Uzi	M	1d12	20 box	Auto	40'	5lbs
Sites M4 Spectre	M	1d12	30 box	Auto	40'	6lbs
Sites M4 Spectre Uzi	M	1d12	50 box	Auto	40'	7lbs
(sub-machine) .444 cal-	M	1d12	20 box	Auto	40'	8lbs
Winchester 94	L	1d12 +2	6	Semi	90'	7lbs
.45 ACP-						
Ingram M10	M	1d12 +2	32 box	Auto	40'	7lbs
.50 cal Barett light 50 (sniper rifle)	H	2d8	11 box	Semi	120'	35lbs
10 gauge Browning BPS	L	as ammo	5	Semi	30'	11lbs
12 gauge-						
American Pancor Jackhammer	L	as ammo	28 box	Auto	30'	11lbs
Beretta M3P	L	as ammo	5 box	Semi	30'	9lbs
Daewoo USAs-12	L	as ammo	12 box	Auto	30'	11lbs
Franchi SPAS 12	L	as ammo	8 box	Semi	30'	7.4lbs
HK CAWS	L	as ammo	12 box	Auto	30'	12lbs
Ithaca 87	L	as ammo	5	Semi	30'	7.6lbs
Mossberg 500	L	as ammo	6	Semi	30'	7lbs
Remington 872 pump action	L	as ammo	5	Single	30'	7lbs
Sawed off	M	as ammo	2	Semi	10'	4lbs
Winchester 1300	L	as ammo	5	Single	30'	7.4lbs
30-06-						
Safari rifle	L	2d8+4	4	Single	120'	14lbs
Deer rifle	L	2d4 +2	4	Single	80'	9lbs
Sniper rifles-						
Remington Model 700	L	2d8	5 box	Single	120'	14.4lbs
US marine M40A1	L	2d8 +1	5 box	Single	120'	15lbs
Dragunov SVD	L	2d8+1	10 box	Single	120'	10lbs

Other PGS weapons

Weapon	Size	Damage	Ammo	Multi- Auto fire	Range	Weight
Dart	T	1d2	n/a	n/a	2xStr	.1lbs per 6
Machine gun-						
HK 23 L86A1	L	2d8 +2	30 box Linked	Auto	100'	13lbs
M249 SAW	L	2d8 +2	Linked	Auto	100'	13lbs
M60	H	2d8 +2	Linked	Auto	100'	22lbs
M2HB (heavy)	H	2d8+4	Linked	Auto	110'	75lbs
Rail gun-						
Benchrest	H	2d10+2	1	single	150'	55lbs
Flamethrower	L	3d6	10 shot	1	20'	50lbs
Grenade launcher						
M79	L	as grenade	1	1	70'	7lbs
Molotov coctail	S	2d4*	1	n/a	2x Str	neg
Rocket launcher-						
M72A3 LAW	L	as rocket	1	1	150'	5lbs
Taser-Pistol	T	1d6 or Stun	5 uses	n/a	10'	1.5lbs
Throwing axe	S	1d6	n/a	n/a	10'	4lbs
Throwing knife	S	1-3	n/a	n/a	2xStr	1lbs

* A molotov cocktail requires all targets in 5' radius of impact to make reflex save to avoid taking 2d4 points of damage from burning for 3 consecutive rounds.

Ammunition

Type	Number	Rounds/shots	Damage	Cost
Bullets	1 box	36	varies	50
Bullets linked	1 chain	120 rounds	varies	120
Flame thrower canister	1	10		50
Rocket multipack-				
Type A	1	5	4d4 (5' radius)	1000
Type B	1	5	4d6 (5' radius)	1500
Type C	1	5	4d8 (5' radius)	2000
Shot Gun Shells-				
Buck Shot	1	10	2d6	50
Scatter shot	1	10	2d4 (5' spread)	50
Standard	1	10	2d6 +2	50

* A burst causes 3x damage in a 10' spread requiring all targets to roll Reflex saves vs. 10+ Attackers Skill rank for ½ damage.

Weapon Attachments

Item	Notes	Weight	Cost
Bayonet mount	Allows a Knife to be attached to rifle	.2lbs	50
Electronic Scope	Double weapons range increment, treat as Darkvision	.2lbs	300
Laser sight	+1 to attack rolls	.2lbs	100
Silencer	Add +10 to difficulty to hear a PGS weapon being fired	.2lbs	50



Section Three: Additional Rules

Blindness/Deafness

A character that is blind suffers a -4 to his attack rolls, and loses his defensive bonus due to agility. Furthermore characters and creatures attack the character gain a +4 to strike the blind character. Blind characters treat opponents as if they were invisible (meaning that they gain a +10 bonus to DR when being targeted by the blind character)

Characters that are deaf are automatically surprised by characters or creatures attacking them from their flanks or from behind, The attacker is able to make an attack against the surprised opponents as if they were defenseless (Defensive rating without their Agility based defensive modifier), and the attack does not count against the number of Attacks of opportunity or regular attacks that the attacker has.

The deafened character automatically fails any Listen rolls they wish to make, and the character loses one point to Agility. The victim suffers a -2 to his Spot checks to avoid surprise against targets not behind him. Lastly the character suffers a -2 to hit in combat. It should be noted that deaf characters are immune to verbal or sonic based effects, and Blind characters are unaffected by effects that require a visual medium to be effective.

Character Expenses

As important as money is to a character tracing the character's day to day expenses just isn't that much fun. Below is a simple table which lists the monthly expenses for a character living a certain lifestyle. The Player may choose how he is living and even living beyond his means is acceptable, but bills add up and before the characters know it the bill collectors will be on their way (Adventure hook). The expenses below include any taxation and tariffs commonly collected by city officials.

Living Conditions

Living Condition	Monthly Expenses	Variable	Living Condition	Monthly Expenses	Variable
Squalid	100cr	10-60cr	Comfortable	1,000cr	10-100cr
Poor	500cr	10-80cr	Wealthy	5,000cr	100-600cr

Squalid: an abandoned building in the deepest levels of a Thesian slum, and random violence are common place and danger, starvation, and disease are everyday threats.

Poor: A character living a poor existence might have a room at a local rooming house or spend his nights in a hostel. A poor living has few creature comforts but is safer than living in squalid conditions with less likely hood of starvation and disease, but at this level one can't escape from random violence and crime.

Comfortable: A character who lives at this level owns or rents his own apartment home, and has adequate food and sanitary conditions insuring that under normal circumstances he is free from disease. People living at this level dwell in relative safety so crime is not as common as elsewhere.

Wealthy: Ah wealth can be wonderful. Characters living at this level have their own troubles as they must maintain appearances, and are scrutinized by both the wealthy and those who want what they have.

Diseases

As in our own world diseases exist in The Frontier. Whenever there is a chance that a character suffers a disease a Fortitude save is made against the disease's difficulty and after the incubation period the disease's effects begin. For minor diseases, these effects cannot begin to be restored until the disease runs its course. For major diseases, after a set period the disease's effects are reapplied to the already weakened character, and this continues until either the disease ends or death occurs.

If a disease is Contagious whenever the character comes into contact with another person the being they've come into contact with must make a Fortitude save or they become ill. Below are tables covering a wide variety of diseases. They are listed by types as it is left to the Administrator to name an ailment as appropriate to his needs.

Minor Diseases

Die Roll	Type	Difficulty	Incubation	Effect	Duration
01	Minor-01	16	1 week	-2 Str	2 weeks
02	Minor-02	16	1 week	-2 Ag	2 weeks
03	Minor-03	16	1 week	-2 Sta	2 weeks
04	Minor-04	16	1 week	-1 Str, -1 Sta	2 weeks
05	Minor-05	15	3 days	-1 Str	2 weeks
06	Minor-06	15	3 days	-1 Ag	2 weeks
07	Minor-07	15	3 days	-1 Sta	2 weeks
08	Minor-08	15	3 days	-1 Ag, -1 Sta	2 weeks
09	Minor-09	14	2 days	-1 Str, -1 Sta	1 week
10	Minor-10	14	2 days	-1 Int, -1 Sta	1 week
11	Minor-11	14	2 days	-1 Log, -1 Sta	1 week
12	Minor-12	14	2 days	-1 Str, -2 Sta	1 week
13	Minor-13	15	1 day	-1 Ag, -2 Sta	1 week
14	Minor-14	15	1 day	-1Int, -2 Sta	1 week
15	Minor-15	15	1 day	-1 Str, -2 Sta	1 week
16	Minor-16	15	1 day	-1 Log, -2 Sta	1 week
17	Minor-17	16	1 day	-2 Str, -2 Sta	2 weeks
18	Minor-18	16	1 day	-2 Ag, -2 Sta	2 weeks
19	Minor-19	16	1 day	-2 Int, -2 Sta	2 weeks
20	Minor-20	16	1 day	-2 Log, -2 Sta	2 weeks

Major Diseases

Die Roll	Type	Difficulty	Incubation	Effect	Interval	Duration
01	Major-01	20	1 week	-2 Str	3 days	death
02	Major-02	20	1 week	-2 Ag	3 days	death
03	Major-03	20	1 week	-2 Sta	3 days	death
04	Major-04	20	1 week	-1 Str, -1 Sta	3 days	death
05	Major-05	18	3 days	-1 Str	2 days	5 times
06	Major-06	18	3 days	-1 Ag	2 days	5 times
07	Major-07	18	3 days	-1 Sta	2 days	5 times
08	Major-08	18	3 days	-1 Ag, -1 Sta	2 days	5 times
09	Major-09	16	2 days	-1 Str, -1 Sta	1 day	5 times
10	Major-10	16	2 days	-1 Int, -1 Sta	1 day	5 times
11	Major-11	16	2 days	-1 Log, -1 Sta	1 day	5 times
12	Major-12	16	2 days	-1 Str, -2 Sta	1 day	5 times
13	Major-13	18	1 day	-1 Ag, -2 Sta	2 days	3 times
14	Major-14	18	1 day	-1Int, -2 Sta	2 days	3 times
15	Major-15	18	1 day	-1 Str, -2 Sta	2 days	3 times
16	Major-16	18	1 day	-1 Log, -2 Sta	2 days	3 times
17	Major-17	20	1 day	-2 Str, -2 Sta	1 day	death
18	Major-18	20	1 day	-2 Ag, -2 Sta	1 day	death
19	Major-19	20	1 day	-2 Int, -2 Sta	1 day	death
20	Major-20	20	1 day	-2 Log, -2 Sta	1 day	death

Falling Objects

Just as characters take damage when they fall more than 10 feet so too do they take damage when they are hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen. For each 200 pounds of an object's weight, the object deals 1d6 points of damage provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use the table below to see how far an object of a given weight must drop to deal 1d6 points of damage.

Damage from falling objects

Object weight	Falling distance	Object weight	Falling distance
200 to 101 lbs.	20 ft.	30 to 11 lbs	50 ft.
100 to 51 lbs.	30 ft.	10 to 6 lbs.	60 ft.
50 to 31 lbs.	40 ft.	5 to 1 lbs.	70 ft.

For each additional increment an object falls, it deals an additional 1d6 points of damage. For example, since a 30-pound metal sphere must fall 50 feet to deal damage (1d6 points of damage), such a sphere that fell 150 feet would deal 3d6 points of damage. Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

Morale

There comes a time when invariably players will have their characters hire NPC's or will attract NPC's who's goals coincide with their own. Though these characters are under the Administrator's control there may come a time when their loyalty may be tested, or where circumstances appear that force the character to either stand with his companions or they falter. An NPC's morale base is equal to the player character's Personality modifier. To this add any and all modifiers from the list below that apply.

Leadership Modifiers

General Leadership Modifiers

<i>The Leader Has a Reputation of</i>	<i>Leadership Modifier</i>
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Circumstance Modifiers

<i>The Leader</i>	<i>Leadership Modifier</i>
Caused the death of a Companion (NPC or PC)	-2*
Leader is of racially opposed race	-4
Moves around a lot	-1

If a Morale roll is called for the Administrator secretly rolls 1d20 + the character's morale base against a difficulty determined due to the circumstance, and if he fails the roll the NPC will react in a manner that benefits himself (Like fleeing from combat).

Replacing Allies: If a leader loses an Ally he can generally replace them but it takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the Ally, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Allies morale score.

NPC reactions

Generally it is recommended that an NPC's reactions should be determined by the Administrator as is suitable to the adventure. If the Administrator must however the following table can be used to determine an NPC's mood randomly.

Die roll	Result	Die roll	Result
01-04	Openly hostile	15-17	Cautious
05-07	Veiled hostility	18-19	Friendly
08-10	Unfriendly	20	Openly friendly
11-14	Indifferent		

Poisons

What follows is a revisited list of poisons, in the format used in Star Frontiers. Note that injury poisons are treated as injected poisons as are inhaled poisons.

Name/Type	DC	Onset Time	Effect	Delay	Secondary Effect
Contact/Ingested-					
Type 1	14	1 hour	-4 Str	1 hour	-2 Ag
Type 2	14	1 hour	-4 Sta	1 hour	-2 Str
Type 3	14	1 hour	-4 Ag	1 hour	-2 Str
Type 4	14	1 hour	-4 Log	1 hour	-2 Int
Type 5	14	1 hour	-4 Int	1 hour	-2 Log
Type 6	12	1 hour	-2 Str	1 hour	-1 Ag
Type 7	12	1 hour	-2 Sta	1 hour	-1 Str
Type 8	12	1 hour	-2 Ag	1 hour	-1 Str
Type 9	12	1 hour	-2 Log	1 hour	-1 Int
Type 10	12	1 hour	-2 Int	1 hour	-1 Log
Type 11	14	5 rounds	-2 Str	2 rounds	-1 Str
Type 12	14	5 rounds	-2 Ag	2 rounds	-1 Ag
Type 13	14	5 rounds	-2 Sta	2 rounds	-1 Sta
Type 14	14	5 rounds	-2 Log	2 rounds	-1 Log
Type 15	14	5 rounds	-2 Int	2 rounds	-1 Int
Type 16	16	1 round	Paralysis*	2-8 rounds	-2 Ag
Type 17	16	1 round	Sleep*	2-8 rounds	-2 Ag
Type 18	14	1 round	Paralysis*	2-8 rounds	-1 Ag
Type 19	14	1 round	Sleep	2-8 rounds	-1 Ag
Type 20	18	1 hour	-4 Sta	1 hour	Death**

* These effects last until the Secondary effect takes effect.

** A character who is killed by a toxin can be brought back to life with a body jump box without fear of the toxin in his system requiring another save as the poison is exhausted after the secondary effect occurs.

Name/Type	DC	Onset Time	Effect	Delay	Secondary Effect
Injected/Natural-					
Type 1	16	1 round	-4 Str	2-8 rounds	-2 Ag
Type 2	16	1 round	-4 Sta	2-8 rounds	-2 Str
Type 3	16	1 round	-4 Ag	2-8 rounds	-2 Str
Type 4	16	1 round	-4 Log	2-8 rounds	-2 Int
Type 5	16	1 round	-4 Int	2-8 rounds	-2 Log
Type 6	15	1 round	-2 Str	2 rounds	-1 Ag
Type 7	15	1 round	-2 Sta	2 rounds	-1 Str
Type 8	15	1 round	-2 Ag	2 rounds	-1 Str
Type 9	15	1 round	-2 Log	2 rounds	-1 Int
Type 10	15	1 round	-2 Int	2 rounds	-1 Log
Type 11	18	Instant	-2 Str	1 round	-1 Str
Type 12	18	Instant	-2 Ag	1 round	-1 Ag
Type 13	18	Instant	-2 Sta	1 round	-1 Sta
Type 14	18	Instant	-2 Log	1 round	-1 Log
Type 15	18	Instant	-2 Int	1 round	-1 Int
Type 16	20	Instant	Paralysis*	2-8 rounds	-2 Ag
Type 17	20	Instant	Sleep*	2-8 rounds	-2 Ag
Type 18	18	1 round	Paralysis*	2-8 rounds	-1 Ag
Type 19	18	1 round	Sleep	2-8 rounds	-1 Ag
Type 20	25	1 hour	-4 Sta	1 hour	Death**

* These effects last until the secondary effect takes effect.

** A character who is killed by a toxin can be brought back to life with a body jump box without fear of the toxin in his system requiring another save as the poison is exhausted after the secondary effect occurs.

Notes on poisons: It must be noted that contact or ingested poisons take longer to take effect because they have to enter the victim's system and then enter into the victim's bloodstream through absorption. Injected and most natural poisons are delivered straight into the victim's bloodstream and so they tend to affect the victim faster.

Damage to the victim's attributes is temporary and is dealt with in the same manner as other forms of ability score loss. Note that with the exception of Stamina damage, attributes cannot be dropped below zero. Stamina damage however that would result in negative Stamina requires a Fortitude save against the poison's DC with a penalty equal to how

many points under zero the victim's Stamina would drop to and if they fail they die.

Random Poison Generation

To randomly determine the effects of a creature poison, roll on the table below. As an option once the roll is made make a note of the result so that whenever the characters encounter that type of creature the type of poison they generate will be the same.

Creature Poisons

Die Roll	Name/Type	DC	Onset		Secondary	
			Time	Effect	Delay	Effect
01	Type 1	16	1 round	-5 Str	2-8 rounds	-4 Ag
02	Type 2	16	1 round	-5 Sta	2-8 rounds	-4 Str
03	Type 3	16	1 round	-5 Ag	2-8 rounds	-4 Str
04	Type 4	16	1 round	-5 Log	2-8 rounds	-4 Log
05	Type 5	16	1 round	-5 Log	2-8 rounds	-4 Log
06	Type 6	15	1 round	-4 Str	2 rounds	-3 Ag
07	Type 7	15	1 round	-4 Sta	2 rounds	-3 Str
08	Type 8	15	1 round	-4 Ag	2 rounds	-3 Str
09	Type 9	15	1 round	-4 Log	2 rounds	-3Log
10	Type 10	15	1 round	-4 Log	2 rounds	-3 Log
11	Type 11	18	Instant	-3 Str	1 round	-2Str
12	Type 12	18	Instant	-3 Ag	1 round	-2 Ag
13	Type 13	18	Instant	-3 Sta	1 round	-2 Sta
14	Type 14	18	Instant	-3 Log	1 round	-2 Log
15	Type 15	18	Instant	-3 Log	1 round	-2 Log
16	Type 16	20	Instant	Paralysis*	2-8 rounds	-2 Ag
17	Type 17	20	Instant	Sleep*	2-8 rounds	-2 Ag
18	Type 18	18	1 round	Paralysis*	2-8 rounds	-1 Ag
19	Type 19	18	1 round	Sleep	2-8 rounds	-1 Ag
20	Type 20	25	1 hour	-5 Sta	1 hour	Death**

* These effects last until the secondary effect takes effect.

** A character who is killed by a toxin can be brought back to life with a body jump box without fear of the toxin in his system requiring another save as the poison is exhausted after the secondary effect occurs.

Water Rules

Diving

All characters can dive to a depth of 20'/round under normal conditions. If the character is wearing medium armor add 4' to the rate of decent and heavy armor adds 10' as it pulls the character down. A character who dives into water from a height adds 2'/10 of height that he falls in addition to the effects of armor above. If the character hits a solid object (such as the floor under the water he takes 1d4 points of damage/5' of distance that he would have continued to travel if the character hadn't impacted before finishing his decent.

Thus if a character fell 30' into a 30' pit full of water wearing rigid combat armor would under normal circumstances dive to a depth of 36' (20' + 6' because of the height of his dive + 10' due to the armor). His descent however is stopped at 30' due to the floor so he takes 1d4 points of impact damage because he impacted 6' before he would have normally fallen.

Surfacing

A character can surface at a rate of 20'/round under normal circumstances. If the character is wearing medium armor however he must roll a Strength check (DC 15) to swim up 20', or without the roll he may only ascend 10'. A character wearing heavy armor must make a Strength check (DC 15) to ascend 10' otherwise he cannot swim upward due to the weight. Also for each 10' he has ascended the Strength check's difficulty raises by +1 as the character must maintain his momentum and add distance. If this roll fails however the character will involuntarily descend 30' in the round if he missed his check by over 5 points or half that if the failure was within 5 points of his required difficulty.



Section Four: Adventuring Challenges and Rewards

This section presents rules for playing in various environments and includes tables for the creation of star systems and planets that can be used by an Administrator to flesh out a world he wishes his players to explore. This section also has guidelines covering how to determine experience points for the challenges that the characters face.

Encounters

If the imagination of the Players and Administrator are the fuel that powers the Star Frontiers game it is encounters are the engine that drives it. Without encounters nothing happens. Without encounters the Heroes cannot defeat that Alien armada, save the freighter from those marauding Pirates or crush the plans of a upstart Dictator. Encounters make up the plot of an adventure, each one in some way pushing the game forward, while building what will become the legends of your unique campaign. Without encounters the campaign grinds to a halt.

To use encounters one must understand what they are. An encounter is a meeting between the player's characters and a character, a creature, animal or even a situation represented by the Administrator. It is an Administrators job to:

- 1) Create in advance the encounter, be it an NPC, a creature or an event that is to be encountered by the characters.
- 2) Describe the scene to the players
- 3) Role-play any of the reactions of the beings in the encounter who are not controlled by the players.
- 4) Describe the results of the player's actions during an encounter.

These are a big part of what an Administrator does during a Star Frontiers, along with interpreting the rules of the game, and handling the mechanics of the game itself.

What is an Encounter?

An encounter is best described by two broad criteria, if the described event lacks either of these it isn't a true encounter. First an encounter must involve an event, NPC, creature or an Administrator controlled character. A meeting between two player characters (handled by the players alone) is not a true encounter. It is an interaction between two or more player characters.

Secondly, an encounter must present the possibility of affecting a meaningful change in a player character's abilities, possessions or knowledge, depending on the player character's decisions. The keys here are Meaningful change, and Player's decision. For each character with 500 credits in their pockets, going to a tavern and spending 5 credits on drinks is not a meaningful change, However if the characters spent that 500 credits on gaining information at that same tavern about the local crime boss, the character has made a meaningful change, he is broke, but now knows a bit more about a person of interest.

If the player doesn't make a decision, then he is just coasting along letting the Administrator do everything. Going to the tavern and spending some credits on food and drink isn't much of a decision, but going broke to learn some information that may prove beneficial is significant. The player is going to have to think about the choice. Is the information worth him going bankrupt? How reliable is this information? Will he need additional equipment that he won't have the money to buy? Or can the character get the information another way?

The presence of an active force and the possibility of change based on the player's decision is what makes a real encounter. In Role-playing games, encounters fall into one of two categories: Planned (or placed) encounters and Random (or wandering) encounters.

Planned encounters

A planned encounter is one that the Administrator has prepared in advance, one tied to a specific place, event or condition. These can be defined as Keys or Triggers.

Keys

The simplest of planned encounters is called a key, a listing of who lives where, what they possess and how they will react to the player characters. The key can include colorful descriptions of otherwise boring or empty rooms thus creating environments for the players to explore.

When you write a key, describe the scene as accurately as possible, but also think of what sounds the characters might hear, or what they might smell, what the place feels like, etc. writing a good key is like writing a good story. At the very least it should include:

- 1) Any monsters or NPC's found there

- 2) What equipment or weapons the creatures encountered might possess and use
- 3) Any other unusual items of interest. This can include colorful details to help the Administrator describe the area, or clues to warn the characters of possible dangers they may encounter.

The Key can also include any special conditions that must be met while the characters are in the area. Keys however are generally static-things don't change whether the characters enter the area at noon, or midnight. For fairly simple scenes this is fine, but the situation may get ridiculous, the more elements of chance you put into the scene.

Because a good adventure should be fluid, the Administrator must be prepared to alter his key events according to what the characters may do. While the Administrator may spend reams of paper jotting down every possibility that he can think of relating to a Key, be sure the players will use the one that he overlooked, so it's better to be able to use the Key as a base, but be prepared to alter it on the fly depending on what the characters decide to do, or have done elsewhere that might affect how the occupants of the area might react.

For example if the Administrator's Key says that there are three guards playing cards in an alcove of a 30' passage, which ends in stairs leading down to another level, and the character have a loud battle at the base of the stairs. Be prepared to say that perhaps the guards might have heard the noise and abandoned their game, preparing for a fight with the characters. The key might not say this, but common sense says that noise travels in corridors and unless the three guards are deaf, there is a strong possibility they heard the characters making noise. By altering the Key in play, the Administrator makes his world seem more alive and realistic.

Triggers

Another type of planned encounter is called a Trigger. It can be used by itself, or with a key. A trigger is a simple Either/Or or If/Then type of statement. It is used for more interactive types of encounters where the action of the event is most important. To write this type of encounter first outline the basic sequence of events that would happen if the players did not interfere. Then think like the players and decide what they might do, and write a brief note for what would happen dependent on the actions of the players.

In my own experience I prefer to blend both triggers and keys when preparing an encounter. I usually write out a Key describing the scene as it would look like when the characters first stumble on it. Following this I make an entry detailing the main antagonists and how they would react to the characters followed by a third entry which details those things that occur in the scene as the players investigate it, such as what happens if they search the area, or if they made noise would they attract unwanted attention etc. Though this works for me, and is how I've written all the adventures for this system, An Administrator doesn't have to follow my example and should find a system that he is most comfortable with.

In my own experiences I've run adventures with no preparation, or with a simple list of creatures that the characters will encounter, or fully detailed as above, but before any Administrator tries to wing an entire adventure I strongly recommend that he know as much about the rules as he can.

Random Encounters

In addition to planned encounters the administrator also runs random encounters. Random encounters are not tied to a specific place or event, but instead are based on chance. During the course of an adventure the Administrator makes random encounter checks. He rolls a die and if he scores under a specific number an encounter occurs. If an encounter is indicated, the Administrator then rolls on the appropriate table (either one he has prepared, or one provided in the adventure he is running)

Some people argue that random encounters should not be used, and that the Administrator should have full control over everything in the adventure, and while that is a legitimate argument when used judiciously a random encounter can add to everyone's fun.

Adventuring Challenges

Cold

Cold and exposure deal temporary damage to the victim. This damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of temporary damage, the cold and exposure begins to deal normal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude Resistance roll each hour (DC 15, + 1 per previous check) or sustain 1d6 points of temporary damage. A character who has the Wilderness lore skill may receive a bonus to this Resistance roll and may be able to apply this bonus to other characters as well.

In conditions of extreme cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of temporary damage on each failed save. A

character who has the Wilderness lore skill may receive a bonus to this Resistance roll and may be able to apply this bonus to other characters as well.

Characters wearing winter clothing only need check once per hour for cold and exposure damage. A character who sustains any temporary damage from cold or exposure suffers from frostbite or hypothermia and is fatigued. These penalties end when the character recovers the damage he took from the cold and exposure.

Heat

Heat deals temporary damage that cannot be recovered until the character gets cooled off. Once rendered unconscious through the accumulation of temporary damage, the character begins to take normal damage at the same rate. A character in very hot conditions (above 90° F) must make a Fortitude Resistance roll each hour (DC 15, +1 for each previous check) or sustain 1d4 points of temporary damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to their saves. A character with the Wilderness lore skill may receive a bonus to this Resistance roll and may be able to apply this bonus to other characters as well.

Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour) In extreme heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of temporary damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to their Resistance rolls. A character with the Wilderness lore skill may receive a bonus to this Resistance roll and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per each 10-minute period).

A character who sustains any damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the damage he took from the heat.

Abysmal heat (air temperature over 140° F, fire, boiling water, lava) deals normal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of temporary damage. Those wearing heavy clothing or any sort of armor have a -4 penalty to their Resistance rolls. In addition, those wearing metal armor or coming into contact with very hot metal are affected as follows:

Unattended, metal gets no Resistance roll, but an item in a character's possession uses the character's Resistance roll (unless its own is higher). A character takes damage if its equipment is heated. It takes full damage if its armor is affected or if it's holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The character takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of exposure, the metal becomes very hot and uncomfortable to touch but deals no damage (this is also the effect on the round after the item is removed from the hot environment). During the second (and also the next-to-last) round, the heated item causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown below:

Round	Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3-5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the character negates Heat damage and vice versa on a point-for-point basis. Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters at risk of catching fire are allowed a Reflex Resistance roll (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex roll. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds at his Resistance roll, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus. It is assumed that if the character fails, his Resistance roll, his clothes or equipment catch fire as well and each item sustains the same amount of damage as the character.

Water

Any character can wade in relatively calm water that isn't over his head (no check required). Swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. Fast-moving water is much more dangerous. On a successful Swim or Strength check (DC 15), the character takes no damage that round, and can make some headway. If the Swim or Strength check fails however the swimmer suffers as it deals 1d3 points of damage (1d6 points of damage if flowing over rocks and cascades). In addition to the damage taken, a swimmer who failed his swim check must make another check that round to avoid going under. If the character goes under, the character is drowning.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points /minute for every 90' the character is below the surface. A successful Fortitude Resistance roll (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of subdual damage from hypothermia per minute of exposure.

Drowning

A character that begins to drown falls unconscious (0 EP) and in the following round he drops to -1 Endurance points and is dying. In the third round, he dies. It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.



Weather Hazards

Precipitation

Most precipitation is in the form of rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty to Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind (see above).

Snow: While falling, snow reduces visibility as rain (–4 penalty to ranged weapon attacks, Spot checks, and Search checks). Once on the ground, it reduces movement by half. Snow has the same effect on flames as moderate wind (see above).

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty to all Spot, Search, and Listen checks. Storms make non-energy ranged weapon attacks impossible, except for energy weapons and vehicle mounted weapons which have a –4 penalty to attack. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types:

Dust storm: These desert storms differ from other storms in that they have no precipitation. Instead, a dust storm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most dust storms are accompanied by severe winds (see above) and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance of a greater dust storm accompanied by windstorm-magnitude winds (see above and Table: Wind Effects). These greater dust storms deal 1d3 points of temporary damage each round on anyone caught out in the open without shelter and also pose a choking hazard (see The Drowning Rule—except that a character with a scarf or similar protection across his mouth and nose does not begin to choke until after a number of rounds equal to ten times his Stamina score). Greater dust storms leave 2d3–1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail) thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electrical damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

Powerful Storms

Very high winds and torrential precipitation reduce visibility to zero, making Spot and Search rolls, Listen checks, and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and even protected flames have a 75% chance of being doused. Creatures caught in the area can make a Fortitude Resistance Roll (DC 20) or face the following effects based on the size of the creature. Powerful storms are divided into the following four types:

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind (see Table: Wind Effects).

Blizzard: The combination of high winds (see Table: Wind Effects), heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds (see Table: Wind Effects) and heavy rain, hurricanes are accompanied by flash floods (see below). Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado (see Table: Wind Effects).

Fog: Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision (Infravision), beyond 5 feet. Creatures within 5 feet have one-half concealment.

Flash Floods: Runoff from heavy rain forces creatures in its path to make a Fortitude save (DC 15). Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of temporary damage/round (1d3 points on a successful Swim check). Huge creatures who fail are knocked down and face potential drowning. Gargantuan and Colossal creatures cannot move forward, but they only drown if the waters rise above their heads.

Wind effects

Wind Force	Ranged Attacks	Creature Size*	Effect on Fort	Creatures Save DC
Light (1–10 mph)	—/—	Any	None	—
Moderate (11–20 mph)	—/—	Any	None	—
Strong (21–30 mph)	–2/—	Tiny or smaller	Knocked down	10
Severe (31–50 mph)	–4/—	Tiny	Blown away	15
Windstorm (51–74 mph)	Impossible/–4	Small or smaller	Blown away	18
Hurricane (75–174 mph)	Impossible/–8	Medium-size or smaller	Blown away	20
Tornado (175–300 mph)	Imp/imp	Large or smaller	Blown away	30

*Flying or airborne creatures are treated as one size class smaller than their actual size, so an airborne Gargantuan creature is treated as Huge for purposes of wind effects.

Winds

Winds can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, they can even knock characters down (Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty to non-energy ranged attacks and to Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Non-energy ranged weapon attacks and Listen checks are at a –4 penalty.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Non-Energy ranged weapon attacks are impossible and even vehicle mounted and energy weapons have a –4 penalty to attack. Listen checks are at a –8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with energy or Vehicle mounted weapons, which have a –8 penalty to attack). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado: All flames are extinguished. All ranged attacks are impossible (even with energy or vehicle mounted weapons), as are Listen checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage/round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the

funnel itself moves forward at an average of 30 mph. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Other Dangers

Use the following guidelines to cover the other sorts of dangers a character can face.

Acid

Corrosive acids deals 1d6 points of damage/round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage/round. An attack with acid such as from a hurled vial or an Alien exploding counts as a round of exposure.

The fumes from most acids are inhalant poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a Fortitude save (DC 13) or take 1 point of temporary Stamina damage. All such characters must make a second save 1 minute later or take another 1d4 points of temporary Stamina damage. Creatures immune to acid's caustic properties might still drown in it if they are totally immersed.

Atmospheric Conditions

As with variants in gravity, a change in atmospheric conditions can cause major problems to characters. Unfortunately, not every planet will have the same atmospheric density and chemical composition as earth, meaning that worlds otherwise hospitable to human life could not be ideal for humans born and raised on an earth-like world. Two common atmospheric conditions are detailed below:

Thin atmosphere: Planets with thin atmospheres have less oxygen per breath than in a standard earthlike atmosphere. Many thin atmospheres are the equivalent of being at a high elevation on earth. When dealing with thin atmospheres the character must make a Fortitude save to see if he suffers any ill effects. Being under such conditions can be disorienting and can cause a character to become sluggish, slowly whittling the character down as the brain is deprived of normal levels of oxygen (see lack of Air/High altitude).

Thick atmosphere: Thick atmospheres are those that contain more dense concentration of certain elements, like nitrogen, oxygen, or even carbon dioxide than the standard earth atmosphere. These dense atmospheres sometimes contain a different balance of elements, while others simply contain a higher number of gas particles in each breath. Regardless of the form a thick atmosphere can be just as dangerous as a thin atmosphere over a long period of time. For purposes of these rules thick atmosphere's effects are treated just like thin atmospheres (see lack of Air/High altitude).

Corrosive atmospheres

A corrosive atmosphere is unbreathable to humans and most life forms in general, inflicting 1d6 points of Stamina damage to life forms for each round of exposure. In addition these atmospheres are typically of extreme temperatures (either extremely hot or extremely cold) which would be enough to quickly and easily kill a person. Those whose skin is partially exposed to a corrosive atmosphere (say by vacuum suit failure) must make a Fortitude save (DC 13) or take 1 point of Stamina damage/minute of exposure. Those who are fully exposed must make the same save or suffer 1d6 points of Stamina damage/ minute of exposure if it is failed.

A vacuum suit while sufficient to protect a life form from the effects of a corrosive atmosphere, will begin to break down (-1DR/hour) after 24 hours of repeated exposure due to the acidic effects. Once a vacuum suit reaches a DR of 0 it becomes useless and cannot be repaired. Hostile environmental suits and pressurized vehicles are immune to this corrosive effect.

Cryogenic fluids

Cryogenic fluids are the very cold liquids, like liquid hydrogen, found as vehicle or starship fuel, used in low berths or carried as cargo. Cryogenic liquids deal 2d6 points of damage for splash hits, up to 20d6 points for total immersion. Sealed armor, such as a vacuum suit, combat armor, hostile environmental suit or powered battle armor will reduce this damage normally. Unsealed armor has no effect against this type of damage.

Exotic atmosphere

Exotic atmosphere are not safely breathable by most life forms, but are not otherwise generally dangerous. This is often due to unusual biological or chemical compounds within the atmosphere that can cause adverse effects.

These compounds sometimes cause damage and at other times have more specific effects. If exposed to an exotic atmosphere, a character will suffer the effects of suffocation in addition to any other effects listed in the description of the planetary atmosphere.

Gravity

The force that gravity exerts on a person determines how they develop physically as well as their ability to perform certain actions. In addition, gravity affects the amount of damage a character takes from falling.

Gravity conditions may vary considerably from one environment to the next. However for ease of play there are four simplified gravity environments; high gravity, normal, low gravity, and zero gravity. The following section summarizes the game effects for each type of environment.

High Gravity environments

In a high-gravity environment, the pull of gravity is significantly greater than that which we experience living on earth. Although an object's mass doesn't change, it becomes effectively heavier. It becomes harder to move and carry heavy objects as well as perform Strength related tasks. In addition, creatures take more damage from falling. Even the simple task of walking or lifting one's arms feels more laborious.

Speed: A creature not native to the high gravity environment suffers a decrease to its speed by 5 feet (to a minimum of 0 feet) per point over 1 that the planet's gravity is. This penalty applies to all the creature's modes of movement.

Carrying capacity: A creature's normal carrying capacity suffers a reduction of 10lbs/point of gravity over 1 that the character is in. In addition the creature takes a -1 penalty on any Strength checks made to lift or move a heavy unsecured object per point of gravity over standard gravity (1.0).

Skill checks: Creatures in a high-gravity environment take a -1 penalty on Strength based checks (including climb, jump, and swim checks) per point over normal gravity that the planet is.

Attack roll penalty: Creatures take a -2 penalty on attack rolls per point of gravity over standard gravity (1.0) unless they are native to that environment.

Damage from falling: Creatures fall more quickly in a high-gravity environment then they do in a normal- or low-gravity environment. Falling damage is increased by 1d6 for every point of gravity that the environment is above standard gravity (1.0).

Long-term effects: Long term exposure to high-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a high gravity environment takes 1d6 points of temporary agility damage upon returning to normal gravity.

Low Gravity environments

In low-gravity environment, the pull of gravity is significantly less than on an earth-like world. Although an object's mass doesn't change, it becomes effectively lighter. This means that creatures bounce when they walk. It becomes easier to move and lift heavy objects as well as perform Strength related tasks. In addition, creatures take less damage from falling.

Speed: A creature's speed increases by +5' per point less than standard gravity (1.0) that the environment the character finds himself in is. This bonus applies to all of the creatures modes of movement.

Carrying capacity: A creature's normal carrying capacity increases by +10lbs/point of gravity under 1.0 (standard gravity) that the character is in. In addition, the creature gains a +1 bonus on all Strength checks made to lift or move a heavy unsecured object per point under standard gravity that the character finds himself in.

Skill check bonuses: Creatures in low-gravity environments gain a +1 bonus to Strength based skill checks (including

climb, jump, and swim checks) per point under 1.0 (standard gravity) that he finds himself in.

Attack roll penalty: Creatures take -1 penalty on attack rolls per point under standard gravity (1.0) that the environment that character finds himself is unless they are native to that environment or have zero gravity movement skill.

Damage from falling: Creatures do not fall as quickly in a low-gravity environment as they do on a normal or high gravity environment. Falling damage is reduced from 1d6 points/ten feet to 1d4 points/10' fallen.

Long-term effects: Long term exposure to low-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a low gravity environment takes 1d6 points of temporary Strength damage upon returning to normal gravity.

Normal gravity

“Normal gravity” equates to gravity on earth. Environments with normal gravity impose no special modifiers on a character’s ability scores, attack rolls, or skill checks. Likewise normal gravity does not modify a creature’s speed, carrying capacity, or the amount of damage it takes from a fall.

Zero Gravity environments

Creatures in a zero-gravity environment can move enormously heavy objects. As movement in zero gravity requires only the ability to grab onto or push away from larger objects. Climb and Jump checks no longer apply.

Most creatures find zero gravity disorienting, taking penalties on their attack rolls and suffering the effects of space adaptation syndrome (space sickness). In addition, creatures in zero-gravity are easier to bull rush than in other gravity environments.

Space adaptation Syndrome: A creature exposed to weightlessness must make a Fortitude save (DC 15) to avoid the effects of space sickness. Those who fail the save are shaken (-2 penalty on Attack rolls, Ability checks, and Resistance rolls), and those who fail the save by 5 or more are also nauseated (unable to attack, concentrate, or do anything else requiring attention). The effects last for 8 hours. A new save is required every 8 hours the creature remains in a Zero-G environment. Creatures with the zero gravity movement skill do not suffer the effects of space sickness.

Speed: While in zero-gravity environments, a creature gains a fly speed equal to its base land speed, or it retains its natural fly speed (whichever is greater). However movement is limited to straight lines only; a creature can change directions only by pushing off of a larger object (such as a bulkhead).

Carrying capacity: A creature’s normal carrying capacity increases by 10 times in a zero gravity environment. In addition the creature gains a +20 bonus on any Strength checks made to lift or move a heavy unsecured object.

Attack roll penalty: Creatures take a -4 penalty on attack rolls and skill checks while operating in a zero gravity environment unless they are native to that environment or possess the zero gravity movement skill.

Modified Bull Rush rules: A creature affected by a bull rush is pushed back 10' +10' for every 5 points by which the opponent’s check exceeded its own.

Long term effects: Long term exposure to zero gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in zero gravity takes 2d6 points of temporary Strength damage when he returns to a normal gravity environment.

Ice

Characters walking on ice must make Balance checks (DC 15) to avoid slipping and falling. Over long distances, a character must make a check each minute. Characters in prolonged contact with ice may run the risk of cold damage.

Insidious atmosphere

Insidious atmospheres are the most dangerous types of atmospheres to deal with, since nothing is safe from their effects. Unprotected characters suffer 2d6 points of damage/round of exposure. Damage continues for 1d3 rounds after exposure ceases.

Vacuum suits are useless in insidious atmospheres, but a hostile environmental suit or pressurized vehicle will last 6 hours before beginning to succumb to the effects at a rate of -2 to DR/15 minutes of additional exposure until the suit's defensive bonus reaches 0 in which case the suit is useless and irreparable.

Lack of Air/High Altitude

Characters in conditions of low oxygen, such as on top of a mountain, must roll a Fortitude Resistance roll each hour (DC 15, +1 per previous check), taking 1d6 points of temporary damage each time they fail. A character who sustains any temporary damage from lack of oxygen is automatically fatigued (cannot run or charge and suffers an effective penalty of -2 to Strength and Agility). These penalties end when the character recovers the damage he took from low oxygen.

Altitude Sickness: Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 3 miles, he must make a Fortitude save (DC 15, +1 per previous check) or take 1 point of temporary damage to all ability scores.

Lava

Lava or magma deals 2d6 points of damage/round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage/round. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to heat or fire serves as immunity to lava or magma. However, a creature immune to heat might still drown if completely immersed in lava.

Pressure Breach

The interior of spacecraft in space, vehicles used in deep water, along with buildings on vacuum, trace, exotic, corrosive, or insidious atmosphere worlds are typically pressurized, allowing those inhabitants within to live and work without the use of a pressure suit. In the event that such an environment should lose internal pressure through any reason other than normal use of airlocks will cause compression (if the outside pressure is higher) or Decompression (if the outer pressure is lower).

If a path of open hatches, iris valves, doors (any type, open or closed), internal walls (if they are not airtight) and/or breached bulkheads can be traced from a location in a vessel to a pressure breach, then all locations along that path become exposed, resulting in compression, or decompression. Iris valves and hatches may not be opened if there is a difference of pressure on either side (e.i. they will not function if there is pressure on one side and vacuum on the other).

Rate of Compression: A one ton (46 cubic feet) area will compress at a rate of .1 atmosphere x the difference in outside air pressure every 12 seconds from a hole 3 square feet in size. Thus a 100 ton ship on a planet with an atmosphere pressure of 10 would increase from 1 atmosphere to ten atmospheres in a period of 2 minutes from a 3' square hole. The rate of compression scales up or down proportionally to the size of the hole.

If the rate of compression is enough to raise the pressure 1 full atmosphere for more than a single round, exposed victims must make a Fortitude save (DC 15) to avoid getting the "Bends" or pressure sickness. A failed save will inflict 1d6 EP of damage/1 full atmosphere of change.

Rate of Decompression: A 1-ton (46 cubic foot) area will decompress at a rate of .1 atmosphere every 12 seconds from a hole 3' cube in area. Thus a 100 ton ship would drop from 1 atmosphere to .1 atmospheres (effective vacuum) in a period of 20 minutes from a 3' cube hole. The rate of decompression scales up or down proportionally to the size of the hole.

If a rate of decompression is enough to drop the pressure 1 full atmosphere or more in a single round an explosive decompression occurs. In addition, survivors of explosive decompression must make a Fortitude save (DC 15) to avoid getting the "Bends" or pressure sickness. A failed save will inflict 1d6 points of Endurance damage/1 full atmosphere of change.

Explosive decompression: Any life form unprotected and exposed must make a Reflex save (DC 15) to avoid holding

their breath. Characters with Zero gravity movement skill add +2 to their Save due to training and experience. If the Resistance roll is failed the character held their breath, resulting in Lung damage. The character must now make a second Reflex save (same DC and modifiers) to realize their mistake fast enough to avoid too much damage. If this second save is successful the character takes 3d6 EP of damage. If the save fails, the character's Endurance immediately drops to 0 and the character is dying. A character in a decompressed area is now subject to vacuum exposure.

Robots along with life forms in sealed vacuum suits are immune to the effects of explosive decompression.

Signs of Atmospheric change: The following signs can be used by an Administrator to give characters a hint that they are facing a change in atmospheric pressure:

A) Explosive noise. When a rapid change in pressure occurs it is usually accompanied by a loud explosive noise when the two air masses meet.

b) Flying debris. As the air is rapidly drawn out of a spacecraft or aircraft at altitude, unsecured items within the cabin will be drawn towards the point of rupture. Most anything 2 pounds or less will become a hurling projectile, some very capable of inflicting serious damage if they should happen to strike someone in their path. The Administrator may wish to have characters in such a situation make a Reflex save (DC 10-15) to avoid getting hit by debris for 1d6 points of damage.

C) Fogging. Sudden changes in temperature or pressure, or both can create a temporary fog within the cabin during the event.

D) Temperature. If a decompression occurs, temperature will be reduced rapidly. Chilling and frostbite may occur if protective clothing is not worn or available. If compression occurs temperatures will rise rapidly to match the outside temperature.

E) Pressure. A compression or decompression event is accompanied by a rapid change in air pressure, causing the ears to pop, sinuses to clog etc.

Smoke

A character who breathes heavy smoke must make a Fortitude Resistance roll each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of temporary damage. Smoke obscures vision, giving one-half concealment to characters within it.

Suffocation

A character who has no air to breathe can hold his breath for 2 rounds/point of Stamina. After this period of time, the character must make a Stamina check (DC 10) in order to continue holding his breath. 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.

Slow Suffocation: A Medium-size character can breathe easily for 6 hours in a sealed chamber measuring 10' on a side. After that time, the character takes 1d6 points of temporary damage every 15 minutes. Each additional Medium-size character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Thus, two people can last for 3 hours, after which they each take 1d6 points per 15 minutes. If they have a torch (equivalent to another Medium-size character in terms of the air it uses), the air runs out in only 2 hours. Small characters consume half as much air as Medium-size characters. A larger volume of air, of course, lasts for a longer time.

Radiation

Radiation occurs from many sources; Nuclear bombs, Solar flares, some power plant fuels are all sources of radiation. Some planets may also be heavily radiated due to any number of factors including large concentrations of heavy metals and other radioactive elements, stellar bombardment, or even ancient wars.

Radiation occurs in two modes, burst and continuous. Radiation bursts, like from a nuclear bomb blast do normal damage, but personal armor has no effect (vehicle and starship armor still apply normally).

Continuous radiation exposure, like from solar flares or nuclear fuel rods cause damage based on the level of exposure measure in Rads, for each hour of exposure.

Radiation Damage

Severity	Rads	EP	Sta*	Symptoms
Mild	51-150	1d6	n/a	Mild to moderate nausea and vomiting
Moderate	151-300	2d6	-1/once	Hair loss, mild skin burns, nausea, vomiting
Severe	301-500	2d10	-1/hour	Hair loss, moderate skin burns, nausea, vomiting Internal bleeding
Extreme	501-800	3d10	-2/hour	Hair loss, severe skin burns, nausea, vomiting Internal bleeding, sterility
Lethal	800+	4d10	-4/hour	Hair loss, massive skin burns, nausea, vomiting Internal bleeding, sterility

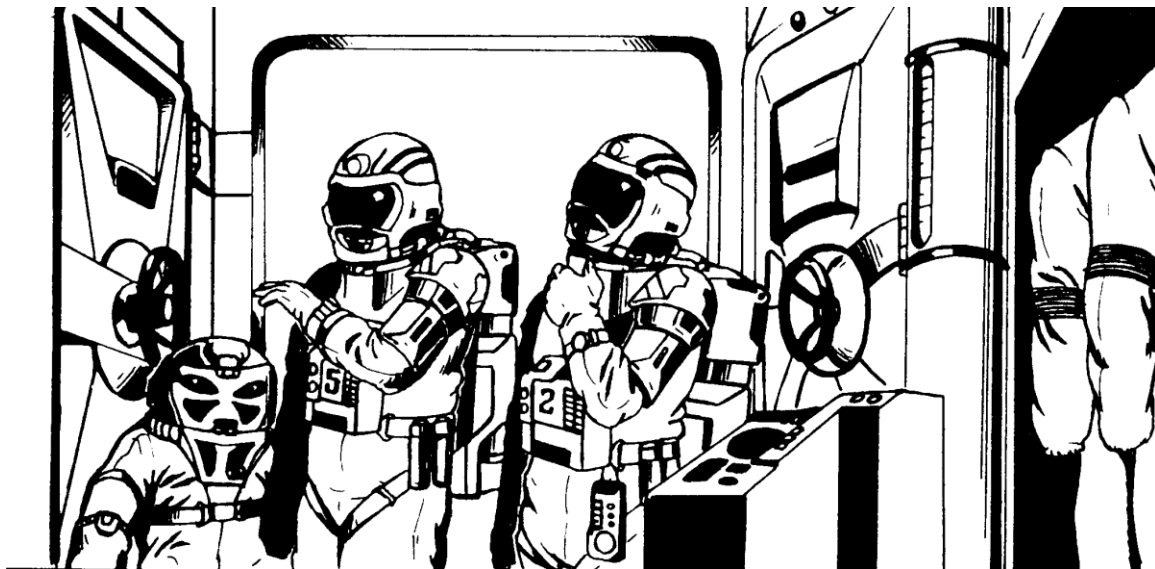
* Requires a Fortitude save (DC 10 +2/100 Rads of exposure), to avoid this permanent loss to Stamina.

Solar flares: The effects of a solar flare last 1d12 hours during which time it will bombard any exposed living creature to 100 x 1d20 Rads/hour.

Treating Radiation sickness: Radiation sickness is considered a treatable disease that can be cured using the Heal skill so long as the character has a medical kit. Advanced medical technology can also eliminate radiation sickness or obviate its harmful effects.

Vacuum exposure

A character who is exposed to vacuum without protection suffers effects similar to suffocation, but due to the nature of a vacuum the character cannot hold his breath, to do so would be extremely harmful (see explosive decompression for more information). While exposed to a vacuum a character can survive for 1 round/2 points of Stamina that he possesses. After this period of time the character must make a Stamina check (DC 20) in order to continue to survive. 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 falls unconscious (0 Stamina). In the round after he dies.





Adventuring Rewards

One of the main reasons for Heroes to adventure in the Frontier is to acquire some reward. This reward can either be monetary, some special piece of equipment including such things as vehicles, robots or even Spacecraft, or anything else that the Administrator has designed for the Campaign. Listed below are three of the most common forms of rewards gained by Adventurers (Experience, Increased reputation, and Treasure)

Experience Points

To determine experience points gained for successfully overcoming an encounter, cross reference the challenge rating of the Creature or encounter on the table below. For creatures with a challenge rating over 40 merely subtract 40 from the challenge rating and after cross referencing the result on the table below add that to 800,000.

When determining the challenge rating of an NPC use their level as a base (8EP for 0 level characters equals 1 level) and add +2 if exceptional in combat, to determine their CR rating. If determining experience for an exceptional creature use its Endurance level as a base +1 CR/additional 8 Endurance points it has +2 if it is exceptional in combat.

Determining Challenge ratings for newly created creatures

When an Administrator is creating a creature for use in his campaign the Administrator must determine the creature's challenge rating. The first thing he must determine is the creature's base Challenge rating. This is based on the creature's Endurance level. The table below determines the creature's base challenge rating:

Creature's Endurance level	CR	Creature's Endurance level	CR
1-3	1	13-15	5
4-6	2	16-18	6
7-9	3	19-21	7
10-12	4	22+	8

Once the base CR for the creature is found apply the highest of the following modifiers that applies to generate the creature's actual challenge rating and the experience for the creature. The modifiers are:

Ability	Category Modifier
Additional Endurance points +8 or more	+2
Attribute modifier +5 or better (applied once only)	+1
Attribute drain (temporary)	+1
Attribute drain (permanent)	+2
Blood drain	+1
Breath weapon	+2
Causes disease	+1
Causes fatal disease	+2
Damage resistance	+1/10 points of resistance
Defensive rating 20 or better	+1
Energy drain	+5
Exceptional creature	+2
Flies	+1
3 or more attacks /round	+2
Exceptional Logic (18+)	+1
Can only be hit by special weapon type	+1
Instant death attack (Saves allowed)	+5
Invisibility	+1
Missile/ranged attack	+1
Paralysis attack	+2
Petrifying ability	+2
Poison	+2
Regeneration	+3
Single attack causes 20+ points of damage	+2
Special abilities (not listed)*	+2
Special attack (not listed)*	+1
Special defenses (not listed)*	+1
Superior combat ability (weapon specialization, weapon of choice etc.)	+2
Swallows whole	+2
Weakness or fear generation	+2

* This modifier is for possessing the ability, and is not cumulative/ability possessed.

Challenge Ratings	Experience	Challenge Ratings	Experience
up to CR: 1	40	CR: 21	60,000
CR: 2	80	CR: 22	70,000
CR: 3	120	CR: 23	80,000
CR: 4	250	CR: 24	90,000
CR: 5	500	CR: 25	100,000
CR: 6	1,000	CR: 26	120,000
CR: 7	2,000	CR: 27	180,000
CR: 8	4,000	CR: 28	240,000
CR: 9	8,000	CR: 29	320,000
CR: 10	10,000	CR: 30	360,000

Challenge Ratings

CR: 11
CR: 12
CR: 13
CR: 14
CR: 15
CR: 16
CR: 17
CR: 18
CR: 19
CR: 20

Experience

12,000
15,000
18,000
21,000
25,000
30,000
35,000
40,000
45,000
50,000

Challenge Ratings

CR: 31
CR: 32
CR: 33
CR: 34
CR: 35
CR: 36
CR: 37
CR: 38
CR: 39
CR: 40

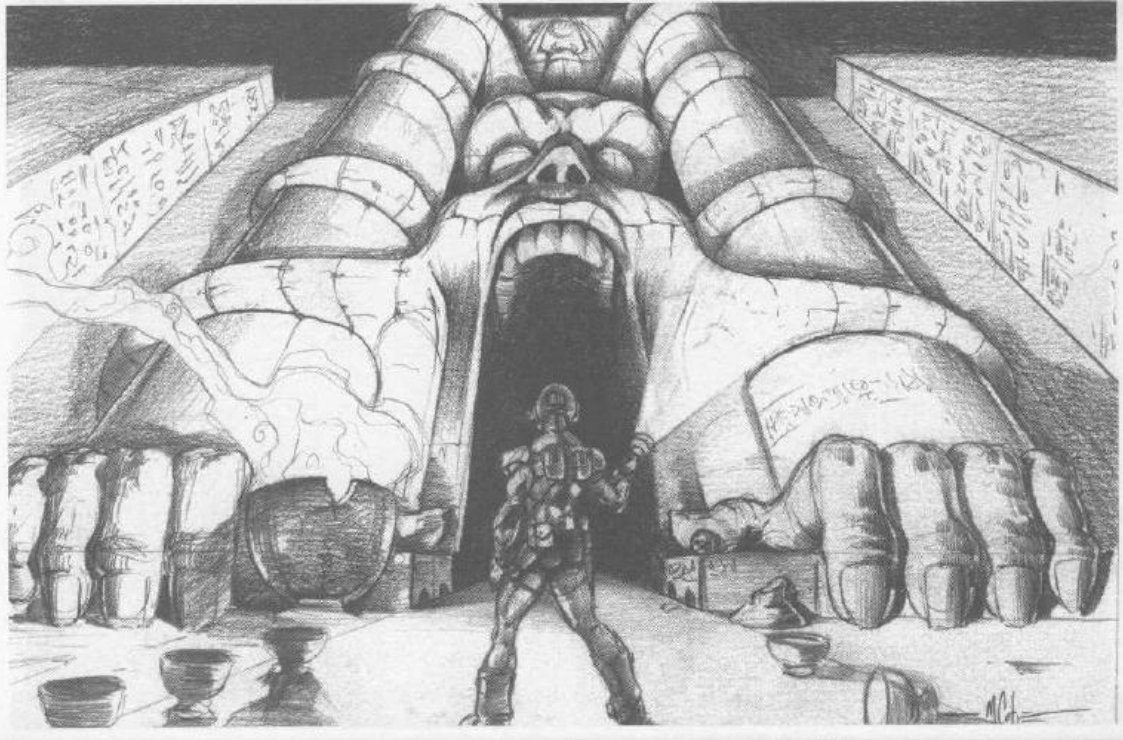
Experience

400,000
440,000
480,000
520,000
560,000
600,000
640,000
680,000
720,000
760,000

Increasing Reputation

A character's reputation increases 1 point/level that the character gains but can also be increased by the Administrator if the characters perform some task or accomplishes some legendary goal. The Administrator may also decrease reputation if the characters fail in some task with catastrophic effects. Increases and decreases to reputation should not be greater than +5 or -5 regardless of what they accomplished or how badly they failed at a task.





Treasures of the Frontier

One aspect of adventuring in the Frontier that is often overlooked is the monetary rewards that can be acquired by adventuring heroes. Of course when thinking of adventures in Star Frontiers most Administrators do not think about old fashioned dungeon delving, and though that is an interesting option for acquiring treasure, crime lords, merchants and even petty criminals often have cold hard credits on hand, since it's harder to trace cash or in this case credits than using electronic devices to transfer money.

It is also far-fetched to believe that every planet or culture in the Frontier uses standard credits, so characters might find piles of local currency that they might have to exchange for credits unless they decide to spend it all locally, and of course precious gems, or precious materials often pressed into ingots or bars are another common form of treasure that can be found by adventurers. Lastly an administrator might decide to present the characters with trade goods, or objects of art, which are another legitimate form of wealth that Heroes might come across.

The tables below have been designed to cover "Treasure" that can be found by the Heroes. Administrators can roll on the tables below to determine the kinds of treasure found and should feel free to substitute more appropriate items if a die result indicates a type of treasure that is inappropriate for the circumstances surrounding how the treasure is acquired.

Generating treasure for NPCs/Higher level Character

When generating the personal treasure of an NPC or a Character who is beginning at a higher level roll once on the personal treasure table and multiply the result for money by the character's level. They automatically gain one roll for non-standard currency/2 levels rounded down.

Personal Treasures

These are minor treasures often carried by Heroes, Humans and/or non-humans, Aliens and other creatures intelligent enough to understand the value of monetary wealth. This type of Treasure can either be standard credits or local currency and is carried in pouches, pockets or otherwise carried on the being whose treasure this is or was.

Die Roll	Result	Die Roll	Result
01	91-100	11	2-20
02	81-90	12	3-30
03	71-80	13	4-40
04	61-70	14	5-50
05	51-60	15	6-60
06	49-50	16	7-70
07	39-40	17	8-80
08	21-30	18	9-90
09	11-20	19	10-100
10	1-10	20	roll twice on the table and add the results

Large Treasures

These treasures are the most common treasures found in long abandoned structures or can represent the acquired wealth from small bands of low to mid-level characters (such as settlers, tourists, merchants, or criminals), and or often non-legal organizations (such as Terrorists, Sathar agents, Pirates)

Die roll	Results	Chance of other wealth	Die roll	Results	Chance of other wealth
01	2,000-12,000cr	100%	11	1,000-4,000cr	25%
02	1,000-12,000cr	100%	12	2,000-5,000cr	25%
03	1,000-10,000cr	100%	13	1,000-6,000cr	50%
04	2,000-8,000cr	75%	14	2,000-6,000cr	50%
05	1,000-8,000cr	75%	15	2,000-7000cr	75%
06	1,000-6,000cr	50%	16	1,000-8,000cr	75%
07	1,000-4,000cr	50%	17	2,000-8,000cr	100%
08	1,000-3,000cr	25%	18	2,000-9,000cr	100%
09	1,000-2,000cr	25%	19	1,000-10,000cr	100%
10	1,000-3,000	0%	20	2,000-11,000cr	100%

Treasure Hoards

These are the rarest and greatest of treasures. These treasures can be found in long lost structures in the farthest corners of the Frontier, or in the cargo holds of long lost starships, drifting in deep space, or could represent the treasure hoard of some major underworld crime boss. Treasures of this size are often guarded by very powerful creatures, deadly combat robots, security systems, deadly traps, or legions of low to mid-level guards.

Die roll	Thousands of Credits	Chance of other wealth	Die roll	Thousands of Credits	Chance of other wealth
01	2-24	100%	11	1-10	50%
02	5-20	100%	12	2-8	50%
03	2-20	100%	13	1-8	25%
04	1-20	100%	14	2-6	50%
05	3-18	75%	15	1-6	50%
06	4-16	75%	16	1-4	75%
07	2-16	75%	17	2-5	75%
08	3-12	75%	18	2-7	100%
09	2-12	50%	19	2-9	100%
10	1-12	50%	20	2-11	100%

Non-standard forms of Wealth

These forms of wealth, though not as common as the standard credit are often used in the more civilized worlds in the Frontier to acquire goods and services. They include corporate trade vouchers, stock certificates, government issued bonds merchant writs, Gems jewelry and trade goods. It should be noted here that though it is often far easier for the Heroes to deal with cash or in this case credits, Heroic characters dealing in large amounts of credits might attract a lot of unwanted attention from local law enforcement or others who might question where they've acquired their wealth. Trade goods and even finding equipment might be of more use to adventurers than at first it might seem. An Administrator is encouraged to customize the commodities to reflect the origins of the items found.

To determine the number non-standard forms of wealth found roll 1d3 and then roll for each on the table below to find the appropriate sub-table and roll on that table to determine what the actual item or items that are acquired.

Die Roll	Result	Die Roll	Result
01-04	Non-standard currency	08	Bejeweled items
05	Gems	09	Trade goods
06-07	Jewelry	10	Unique items

Non Standard Currency: Roll 1-3 if personal, 3-12 if large, or 4-40 if rolling up a treasure hoard.

Gems: Roll 1-3 if personal, 2-12 if large, or 3-24 if creating a treasure hoard.

Jewelry: Roll 1-3 if personal, 2-8 if large, or 3-18 if creating a treasure hoard.

Bejeweled items: Roll 1-3 if personal, 1-6 bejeweled items if large, or 2-12 if creating a treasure hoard.

Trade goods: Roll 1-3 if personal, or 1-6 times on the table for larger treasures.

Unique items: There will be one unique item /4 levels (Endurance levels) if personal, 1-3 if large, or 2-8 in a treasure hoard. These are specific items created by the Administrator (no table is given) and should be specifically designed by the Administrator for the adventure he is running, or can even be a jumping off point for future adventures.

Sub-table One: Non-standard Currency

Die roll	Result	Die roll	Result
01	1-4 Government bonds (worth 5,000cr)	11	1-10 Credit chips (each worth 100cr)
02	1-6 Government bonds (each worth 1,000cr)	12	1-8 Credit chips (each worth 500cr)
03	1-4 Corporate stock bonds (each worth 5,000cr)	13	1-6 Credit chips (each worth 1,000cr)
04	1-6 Corporate stock bonds (each worth 1,000cr)	14	1-4 Credit chips (each worth 5,000cr)
05	1-4 Trade vouchers (each worth 5,000cr)	15	1-10 Bank vouchers (each worth 1,000cr)
06	1-6 Trade vouchers (each worth 1,000cr)	16	1-8 Bank vouchers (Each worth 5,000cr)
07	1-10 Trade vouchers (each worth 500cr)	17	1-10 Casino chips (each worth 100cr)
08	1-10 personal vouchers (each worth 1,000cr)	18	1-10 Casino chips (each worth 500cr)
09	1-10 Personal vouchers (each worth 500cr)	19	1-6 Casino chips (each worth 1,000cr)
10	1-10 Credit chips (each worth 50cr)	20	1-4 Casino chips (each worth 5,000cr)

Sub-table two: Gems

Gems found can either be in their natural state, or more commonly have already have been cut by a skilled craftsman as desired by the Administrator. Values are in hundreds of credits.

Die roll	Value	Average	Die roll	Value	Average
01-02	4d4	100cr	08	2d4 x 100	5,000cr
03-05	2d4 x 10	500cr	09	4d4 x 100	10,000cr
06-07	4d4 x 10	1,000cr	10	2d4 x 1,000	20,000cr

Gem Stones Descriptions

Ornamental Stones (100cr)

Stone	Description
Azurite	Opaque, mottled deep blue
Banded Agate	Brown, Blue, Red and white stripes
Blue Quartz	Transparent, Pale blue
Eye Agate	Gray, brown, white, blue, and green circles
Hematite	gray black
Lapis Lazuli	light or dark blue with yellow flecks
Malachite	Straited light and dark green

Moss agate	Pink, yellow-white, with gray-green moss-like markings
Obsidian	Jet black
Rhodochrosite	Light pink
Tiger eye agate	Rich golden brown with dark striping
Turquoise	Aqua with dark mottling

Semi-precious stones (500cr)

Stone	Description
Bloodstone	Dark gray with red flecks
Carnelian	Orange to red-brown
Chalcedony	White
Chrysoprase	Translucent apple to emerald green
Citrine	Pale yellow brown
Jasper	Blue, black to brown
Moonstone	White with pale blue hue
Onyx	Black, white or bands of both
Rock Crystal	Clear, transparent
Sardonyx	Bands of red and White
Smoky quartz	Light gray, yellow, brown, or blue
Star rose quartz	Smoky rose with white star center
Zircon	Clear pale aqua

Fancy stones (worth 1,000cr)

Stone	Description
Amber	Transparent golden
Alexandrite	Dark green
Amethyst	Purple crystal
Chrysoberyl	Green or yellow green
Coral	Pink to crimson
Jade	Light to dark green, or white
Jet	Deep black
Spinel	red or red-brown, green or blue
Tourmaline	Pale green, blue, brown or red

Precious stones (worth 5,000cr)

Stone	Description
Aquamarine	Pale blue green
Garnet	Deep-red to violet crystal
Pearl	Pure white, rose to black
Peridot	Olive green
Spinel	red, red-brown, green, or deep blue
Topaz	Golden yellow

Gems (worth 10,000cr)

Stone	Description
Black opal	Dark green with black mottling and gold flecks
Black sapphire	Rich black with highlights
Jacinth	Fiery orange
Opal	Pale blue with green and gold mottling
Oriental Amethyst	Deep purple
Oriental Emerald	Bright green
Oriental Topaz	Fiery yellow

Jewels (worth 20,000cr)

Diamond	Clear blue-white, rich blue, yellow, or pink
Emerald	Brilliant green
Fire opal	Fiery red
Ruby	Clear to deep crimson red
Sapphire	Clear to medium blue
Star Ruby	Translucent ruby with star highlights
Star Sapphire	translucent blue with white Star highlights

Sub-table three: Jewelry (values are in hundreds of credits)

Die Roll	Result	Value	Die Roll	Result	Value
01-02	Copper	1-3	11-12	Gold	1-12
03-04	Silver	1-4	13	Platinum	2-12
05-06	Ivory	1-6	14-15	Silver with gems	3-12
07-08	Silver and Gold	1-8	16-17	Silver, Gold and Gems	2-16
09	Jade	1-10	18-19	Gold with gems	3-18
10	Coral	1-10	20	Platinum with gems	5-20

Typical Jewelry

Die roll	Result	Die roll	Result	Die roll	Result
01-20	Bracelet	41-45	Necklace	81-85	Pendant
21-25	Broach	46-50	Anklet	86-90	Ring/Pin
26-30	Earrings	51-60	Medallion	91-93	Tiara
31-35	Beads (1-10)	61-70	Choker	94-96	Chain
36-40	Torc	71-80	Clasp	97-100	Locket

Sub-table four: Bejeweled Items (values are in hundreds of credits)

Die Roll	Material	Value	Die Roll	Material	Value
01	Copper with gems	1-6	08-09	Silver, jade with gems	3-18
02	Copper, Silver and gems	2-6	10-11	Silver, coral and gems	5-20
03	Silver with gems	2-8	12-13	Silver, gold and gems	4-24
04	Ivory with gems	2-9	14-15	Gold with gems	5-30
05	Silver, Ivory and gems	2-12	16-17	Platinum with gems	6-36
06	Jade with gems	3-12	18-19	Gold, platinum with gems	8-64
07	Coral with Gems	2-16	20	Gold, ivory, Silver and gems	10-100

Typical bejeweled items

Die roll	Result	Die roll	Result
01-05	Arm band	66-67	Dagger hilt
06-10	Belt	68-70	Crown
11-15	Box, small	71-72	Circler
16-20	Buckle	73-75	Idol/Statuette
21-25	writing implement	76-77	Orb
26-30	Chalice	78-80	Scepter
31-35	Coffer	81-83	Chronometer/chronocom
36-40	Tapestry	84-86	Decorative polyvox
41-45	Comb, Hair brush	87-89	Suit of armor
46-50	Eating utensils	90-91	Helmet
51-53	Coronet	92-93	Ceremonial garment
54-55	Decanter	94-95	Gauntlets
56-57	Weapon hilt	96-97	Mask
58-59	Sword hilt	97-98	Candle holder
60-62	Weapon holster	99	Holy symbol
63-65	Sword blade inlay	00	Unique item

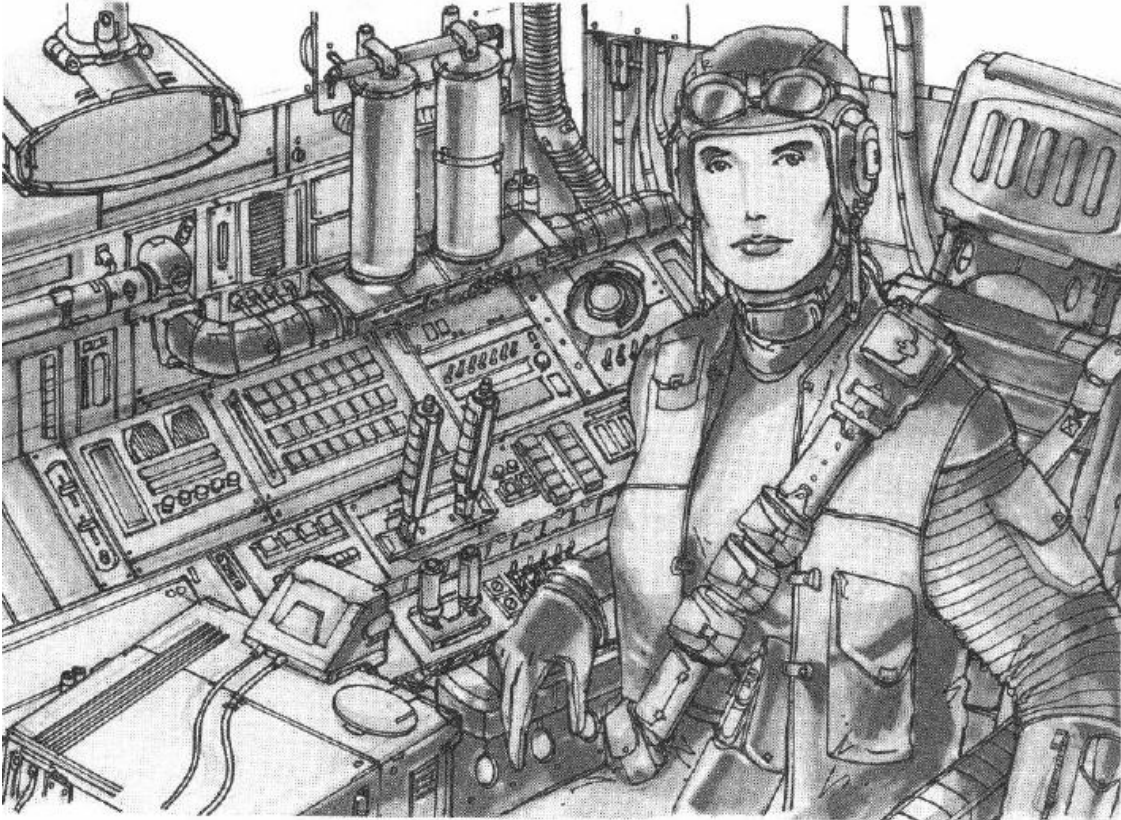
Sub-table five: Commodities

Commodities or trade goods include all manner of items, and though a table is provided below, any item found in the various equipment lists can be included in this list and should be substituted for items that do not fit in the treasure trove that the Administrator is designing. For items chosen from the equipment lists, where more than one item is desired usually 1-6 such items gives a good range.

Die roll	Result	Number	Value
01	Silk or precious fabric bolts	10-100	20-200cr
02	Silk or precious fabric bolts (dyed)	10-101	100-1,000cr
03	High quality armor	1-4 suits	as listed
04	Aldorian ale	1-10 bottles	500-2,000cr
05	Non-human armor	1-2 pieces	as listed
06	Andorian tea	1-10lbs	20-200cr
07	Computer parts	10-100	100-1,000cr
08	Blank data discs	5-50	10-1000cr
09	Techkits	2-8	1,000-2,000cr
10	Copper ingot	1-10	1,000cr/each
11	Silver ingot	1-8	2,000cr/each
12	Gold ingot	1-2	10,000cr/each
13	Platinum ingot	1	20,000cr/each
14	Federanium ingot	2-20	5,000cr/each
15	Steel ingot	2-20	500cr/each
16	Ivory tusks	5-30lbs	100-1,000cr/each
17	Powerclips	10-100	100-1,000cr
18	Ammo clips	2-20	100-1,000cr
19	rare spices	1-10lbs	50-2,000cr
20	Books	1-20	100-2000cr
21	Armor	1-4 suits	as listed
22	Yazirian ale	1-6 large barrels	500cr/barrel
23	Standard uniforms	1-4 items	20-200cr/suit
24	Dress/Suit, elegant	1-6 items	500-5,000cr
25	Athletic gear	1-4 items	100-400cr
26	Military dress uniforms	1-6 items	500cr/uniform
27	Energy cells	1-6 items	as listed
28	Parabatteries	1-4 items	as listed
29	Survival kits	1-4 items	as listed
30	Med kits	1-6 items	as listed
31	Stim doses	1-4 items	as listed
32	Stay doses	1-4 items	as listed
Die roll	Result	Number	Value
33	Hologames	10-60 items	50-200cr
34	Hologame projectors	1-6 items	as listed
35	Holovid movies	10-60 items	50-200cr
36	Holovid projectors	1-4 items	50-200cr
37	VR helmets	1-4 items	as listed
38-40	VR adventure chips	1-4 pieces	as listed
41-42	VR net adaptors	1-6	as listed
43	Cartons of cigarettes	5-20	20-120cr
44	Sensation suit	1	as listed
45	Exotic foods	1-10 pounds	as listed
46	Incense, exotic	2-12 pounds	5-20cr/pound
47-50	Weapons	1-6 items	as listed
51	Digital Binoculars	1-4 items	as listed
52	Macrobinoculars	1-4 items	as listed
53	Envirokit	1-4 items	as listed
54-55	Hot rations pack	1-6 weeks	as listed
56-57	Survival rations	1-6 weeks	as listed
58	Herbs (per pound)	1-10 pounds	5-30cr/pound
59	Bodyjump box	1	as listed
60	Vacuum suit	1 suit	as listed
61	Silent suit	1 suit	as listed

62	Medical supplies	1-20 items	as listed
63	Med packs	1-6	as listed
64	Freeze field	1	as listed
65	Chameleon suit	1 suit	as listed
66	Datapad/readers	1-4 pieces	as listed
67	Business suits	1-4 suits	100-400cr
68	Holy books	1-10	100-800cr
69	Security kits	1-10	as listed
70-71	high quality weapons	1-4 items	as listed
72	Blank identicards	1-4 items	1,000-4,000cr/each
73	Legal intoxicants- Excellent	2-20 units	10-100cr/units
74	Non-Human legal intoxicants	1-10units	10-100cr/unit
75	Drysuit	1 suit	as listed
76	Darksuit	1 suit	as listed
77	Dead suit	1 suit	as listed
78	Clothing men	1-10 suits	10-600cr
79	Clothing women	1-10 suits	10-600cr
80	Clothing men (non-human)	2-20 suits	10-100cr
81	Clothing women (non-human)	2-20 suits	10-100cr
82	Tech Coveralls	1-10 suits	50-200cr
83	Protective apparel	1-10 suits	as listed
84	Military fatigues	1-10 suits	50-200cr
85	Specialized clothing	1-10 suits	as listed
86	Robot upgrades	1-10 units	as listed
87	Vehicle upgrades	1-6 units	as listed
88	Counterfeit apparel	2-12 items	50% value of originals
89	Space ship repair parts	1-6 parts	5,000-20,000cr
90	Explosives and timers	1-4	as listed
91	Weapon attachments	1-20	as listed
92	Bottles of perfume	1-10	100-1,000cp
93	Grenades/Mines/Missiles	1-6	as listed
94	Musical instrument	1-6	as listed
95	Amusement equipment	1-10	as listed
96	Power belt packs	1-3	as listed
97	Artwork	1-3	5,000 to 20,000cr
98	Defensive screen	1-3	as listed
99	Archaic weapons	1-6	as listed
00	Roll again and double number appearing		





Section Five: The Administrator's Frontier

The Frontier is a vast expanse of space, and within there are hundreds of star systems most which have one or more planets revolving around a primary star. Many of the star systems within the Frontier will be somewhat detailed in several Zebulon's guides, but even with those guides there will still be many star systems that will be left open for the Administrator to detail and by so doing add his own uniqueness to the Frontier.

On the pages that follow can be found tables that will allow an Administrator to detail Star systems, and the planets that can be found therein, and as with all the tables in this book the information determined by die rolls can always be augmented or even discarded by an Administrator is he has a specific idea in mind for what a star system or planet is like.

Star System Generation

The universe is huge and it is a daunting task to generate every single star system within known space. These tables have been designed to allow the Administrator to create detailed information for Star Systems.

Table 1: System Information

Die Roll	Result	# of Planets	#of Satellites
01-05	White Dwarf	1-2	1-2
06-10	Blue	1-5	1-5
11-20	Blue-red	1-5	1-10
21-35	Red	1-10	1-10
36-45	Orange	2-10	1-10
46-70	Yellow	2-20	0-9
71-85	Yellow-White	2-20	0-9
86-95	Blue-White	2-20	0-9
96-00	Binary star (Roll twice on this table to determine each sun and add all planet results together)		

Sub-Table 1: Stellar Information

Color	Classification	Temperature*	Life**	Radius***	Habitable sphere****
White Dwarf	WD	15,000	-----	.01	2-3 orbits
Blue Super giant	SG	10,000	.1	500	3-7 orbits
Blue Giant	O	30,000	10	15	3-7 orbits
Blue	B	15,000	80	5	2-4 orbits
Blue Dwarf	A	10,000	1,000	2	2-3 orbits
Blue Red	BM	12,500	126,000	15	3-7 orbits
Red Giant	RG	3,000	.5	15	3-7 orbits
Red	M	2,500	125,000	.2	3-7 orbits
Orange	K	4,000	80,000	.5	3-6 orbits
Yellow	G	5,500	10,000	1	3-6 orbits
Yellow-White	GF	12,500	13,000	2.5	3-6 orbits
Blue-White	F	7,000	3,000	1.5	3-6 orbits

*Temperature is in degrees Kelvin

**Lifetime is listed in millions of years

***Radius is listed in terms of Sol's Radius (420,000 miles)

**** Planets in orbit within these orbits have the possibility of sustaining life without artificial means being employed to alter the planet so that humans or a non-human species can settle there.

Table 2: Unusual Phenomena**Die Roll Result**

10-10	Non-Orbital Planet (dark world) .1-.5 light years outside of planetary system
11-15	Midget Nebula (.1 to .10 light years in diameter) 1-5 light years outside of planetary system
16-20	Major comet passing every 1-100 years
21-25	Asteroid Field covering 100,000-500,000 miles .1-.5 light years from planetary system
26-30	Dark nebula covering 1-5 light years in diameter, 1-5 light years outside system
31-35	Luminous nebula covering 1-5 light years in diameter, 1 to 5 light years outside system
36-45	Asteroid field covering 200,000-2,000,000 miles in diameter .1-.5ly outside star system
46-60	Asteroid belt covering 10,000-50,000 miles at its thickest point in orbit around star.
61-70	Asteroid belt covering 10,000-100,000 miles at its thickest point in orbit around star.
71-80	Ring around planet
81-85	2-20 minor comets passing system. Each one passes every 1-50 years.
86-87	Twin planets in same orbit around star.
88-89	Tidally locked planet
90-91	Habitable moon on 1-5 planets
92-94	Gas Giant
95-96	Twin planets
97	Midget Nebula 200,000-1,200,000 miles in diameter in orbit of Star
98	Ring world
99	Stable worm hole 1 to 5 light years outside of the system
00	Roll twice on this table

Table 3: Planetary Information

Die Roll	Result	Notes
01-03	Failed core	Liquid Core (low gravity)
04-07	Chunk	3,000-30,000 miles in diameter, Low gravity
08-12	Chunk	6,000-120,000 miles in diameter, moderate gravity
13-17	Rock	6,000-120,000 miles in diameter, low gravity
18-21	Rock	6,000-120,000 miles in diameter, moderate gravity
22-25	Desert, arid	6,000-120,000 miles in diameter, 1-10% hydrosphere
26-30	Desert, arid	50,000-500,000 miles in diameter, 1-10% hydrosphere
31-33	Desert	50,000-100,000 miles in diameter, 1-10% hydrosphere
34-36	Desert	50,000-500,000 miles in diameter, 1-10% hydrosphere
37-40	Rock	50,000-500,000 miles in diameter, heavy gravity
41-43	Post garden*	20,000-200,000 miles in diameter, moderate gravity
44-46	Post garden*	50,000-500,000 miles in diameter, moderate gravity
47-50	Post garden*	50,000-500,000 miles in diameter, any gravity
51-53	Rock	50,000-500,000 miles in diameter, any gravity

Die Roll	Result	Notes
54-60	Garden**	20,000-200,000 miles in diameter, any gravity
61-65	Garden**	50,000-500,000 miles in diameter, any gravity
66-70	Pre-garden	20,000-200,000 miles in diameter, any gravity, heavy methane atmosphere
71-74	Pre-garden	50,000-500,000 miles in diameter, any gravity heavy methane atmosphere
75-78	Glacier	20,000-200,000 miles in diameter, any gravity, 3 rd +4 th orbits only
79-81	Glacier	50,000-500,000 miles in diameter, any gravity, 3 rd +4 th orbits only
82-85	Hothouse	20,000-200,000 miles in diameter, any gravity lots of carbon dioxide.
86-88	Hothouse	50,000-500,000 miles in diameter, any gravity lots of carbon dioxide.
89-92	Ice ball	50,000-500,000 miles in diameter, any gravity 4 th orbit and beyond
93-95	Ice ball	20,000-200,000 miles in diameter, any gravity 4 th orbit and beyond
96-98	Ice Ball	10,000-100,000 miles in diameter, any gravity 4 th orbit and beyond
99-00	Gas Giant	500,000-1,000,000 miles in diameter

Sub-table 2: Planetary temperature and orbital period

Orbit	Base Temperature	Modifier(+or -)	Orbital period
1	500+ degrees Fahrenheit	10-100	50-100 days
2	250 degrees Fahrenheit	10-100	100-200 days
3	100 degrees Fahrenheit	10-50	300-600 days
4	50 degrees Fahrenheit	-10-50	600-1,200 days
5	30 degrees Fahrenheit	-10-50	800-2,000 days
6	10 degrees Fahrenheit	-10-100	1,000-5,000 days
7	0 degrees Fahrenheit	-20-100	1,200-5,000 days
8	-10 degrees Fahrenheit	-20-100	2,000-5,000 days
9	-50 degrees Fahrenheit	-20-200	3,000-10,000 days
10+	-100 degrees Fahrenheit	-20-200	5,000-10,000 days

Sub-table 3: Core type

Die Roll	Result	Notes
01-15	Liquid Rock	.1g/.1at base
16-80	Magma	.5g/.5 at base
81-00	Rock	1g/1at Base

Other information

The section that follows gives more detailed information about the planet in question. The first section covers important information regarding such things as Axial tilt, Rotation period, Hydrography and so on, while the second section gives optional details which are useful if the Administrator does not have his own ideas for what a planet looks like.

Section One

Gravity and Atmosphere modifier: Roll 1d10 for a range of .1-.9 added to the base gravity determined by what type of core the planet has. On a roll of zero roll 2d10 using the .1-.9 range and add the results together, adding additional d10s (with the same range as above) for each zero rolled. The same applies to atmospheric pressure to a maximum of 20 atmospheres.

Axial Tilt: Roll 1d10 for a range of 0-9 to determine how many d5 are rolled to determine the axial tilt of the Planet.

Rotation Period: Multiply the gravity of the planet by 30 and add the result to 30. This sum is then subtracted from 100 to determine how many hours it takes for the planet to revolve. Note that this result is in Standard Frontier hours (50 minutes) not in Terran Hours.

Hydrosphere: Roll 1d10 for a range of 0-9 to determine how many d10 are rolled to determine the percentage of the planet that is covered by water and or Ice.

Cloud Cover: Roll 1d10/10% of the planet's hydrosphere rounded down and added to 10 to determine the cloud cover of the planet.

Optional Information

Land masses: Each planet will have 1-5 major land masses (Major continents), and 2-6 minor continents, which make up 90% of the part of the planet covered by land and the remaining 10% are islands, island chains, archipelagoes, and other minor land masses.

Number of Teutonic plates: Roll 1d5 to determine how many D10's are rolled to determine how many plates there are on the planet.

Stress Factor: Roll 1d5 per 5 Teutonic plates to determine the Planet's stress factor. This is rolled once a month to determine is such an occurrence as an Earthquake, or volcanic eruption has occurred somewhere on the planet.

Chance of precipitation: Roll 1d10 per 10% of the planet's hydrosphere to determine the percentage chance of precipitation received by the planet.

Wind speed: roll 1d5(mph) per .1 of the planet's atmosphere over or below the standard atmosphere (1-atmosphere) added to a base of 2mph at 1 atmosphere.

Seasons: Each planet will have 1 season per 10% rounded up of the planet's axial tilt. For each season alter any of the factors below from the base information already rolled. Note that for temperatures under zero degrees Fahrenheit precipitation takes the form of snow.

Die Roll Result

01-10	Triple wind speed, chance of precipitation
11-15	Double wind speed, chance of precipitation
15-20	Double wind speed, lower temperature by 10-50 degrees
21-25	Double wind speed, Lower temperature by 10-50 degrees, double chance of precipitation
26-35	Lower temperature by 10-20 degrees, double chance of precipitation
36-45	Lower temperature by 10-20 degrees
46-55	Lower chance of precipitation -1-10%
56-65	Double chance of Precipitation
66-70	Increase temperature by 10-20 degrees
71-75	Increase temperature by 10-20 degrees, double wind speed
76-80	Increase temperature by 10-50 degrees, double wind speed double chance of precipitation
81-85	Increase temperature by 10-50 degrees, triple wind speed double chance of precipitation
86-90	Double wind speed
91-95	Triple wind speed
96-98	Double stress factor
99-00	Roll twice on this table and add results.

Natural Resources

While most planets have all the resources on this list the results gained here are used to determine which are the most common natural resources found on the planet. These tables also list a range of prices in the Frontier that can be garnered by a Spacer transporting natural resources. The results are for 1 ton of the listed material, and the prices are the standard price index used in the core, prices may vary from world to world at the Administrator's discretion.

Sub-table one: Precious Mineral/metal Resources (Roll 1-5 times if same result double cost and price)

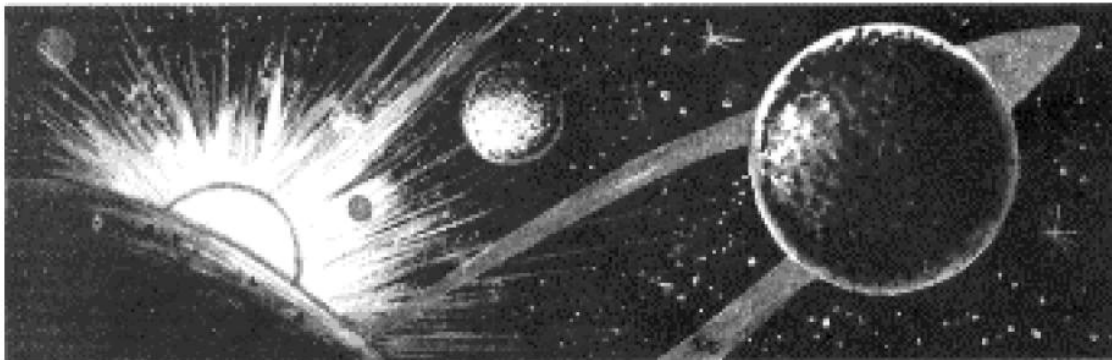
Die roll	Result	Cost/ton*	Price/Ton
01-05	Platinum	500,000cr	750,000cr
06-14	Gems	10-100,000cr	50-500,000cr
15-30	Gold	300,000cr	500,000cr
31-45	Silver	150,000cr	300,000cr
46-60	Copper	75,000cr	100,000cr
61-75	New Semi precious mineral	500-50,000cr	100-200,000cr
76-80	New Precious mineral	100-500,000cr	300-800,000cr
81-90	New Semi precious metal	500-500,000cr	100-2,000,000cr
91-00	New Precious metal	100-500,000cr	300-800,000cr

Sub-table two: Mineral/Metal Resources (Roll 1-5 times if same result double cost and price)

Die roll	Result	Cost/ton*	Price/Ton
01-05	New radioactive material	10-100,000cr	20-200,000cr
06-10	Sodium	10,000cr	25,000cr
11-15	Iodine	10,000cr	30,000cr
16-18	Calcium	10-50,000cr	20-60,000cr
19-25	Mercury	20-30,000cr	20-100,000cr
26-29	Potassium	20-50,000cr	20-100,000cr
30-35	Magnesium	20-60,000cr	20-110,000cr
36-45	Silicon	75,000cr	250,000cr
46-50	Phosphorous	20,000-30,000cr	30,000-70,000cr
51-55	Chloride	10,000-20,000cr	30,000-40,000cr
56-58	Sulfur	10,000-20,000cr	30,000-40,000cr
59-62	Carbon	10,000cr	30,000cr
63-66	Aluminum	75,000cr	150,000cr
67-70	Iron	100,000cr	350,000cr
71-74	Titanium	200,000cr	500,000cr
75-77	Vanadium	125,000cr	400,000cr
78-80	Chromium	150,000cr	450,000cr
81-84	Nickel	100,000cr	300,000cr
85-86	Zinc	100,000cr	275,000cr
88-90	Tin	30,000cr	110,000cr
91-94	Lead	50,000cr	110,000cr
95	Molybdenum	150,000cr	300,000cr
96	Strontium	175,000	350,000cr
97	Tungsten	125,000cr	325,000cr
98	Federanium	50,000cr	90-100,000cr
99	New metal	50-100,000cr	10-500,000cr
00	New mineral	50-100,000cr	10-500,000cr

Sub-table three: Other Resources (Roll 1-5 times if same result double cost and price)

Die roll	Result	Cost/ton*	Price/Ton
01-20	Nutrient rich soil	10,000cr	35,000cr
21-40	New agricultural product	500-10,000cr	10-50,000cr
41-50	Oil	15,000cr	40,000cr
51-60	Coal	10,000cr	40,000cr
61-65	Natural gas	10,000cr	40,000cr
66-75	Decorative flora	5,000-10,000cr	10-20,000cr
76-80	Organic construction material	500-10,000cr	10-20,000cr
81-90	Mineral construction material	100-10,000cr	50-50,000cr
91-00	New petrochemical	100-50,000cr	20-100,000cr



Section Six: Creating the Campaign

Progress Levels

Simply put, a Progress Level (PL) is an indication of the state of technology that exists in a particular society or civilization (which in a science fiction setting) may be located on a planet other than earth. This state of Technological development generally pervades all aspects of a culture, particularly at the highest levels (PL 5 and beyond) When long range communication is virtually instantaneous. Even at lower levels it's unlikely but not impossible for a group of beings to be at one progress level in some respects and at another one in other respects.

Progress levels may vary wildly from place to place on the same world or even the same continent. Consider the early 20th century explorers who finally penetrated the deepest regions of the Amazon River or Congo only to find native tribes who still used Stone Age technology. In any Science Fiction or futuristic campaign involving exploration, adventurers may discover entire planets locked in their own Stone Age, Bronze Age, or Middle ages periods, despite the high level of technology that characterizes the civilization from which the characters originated.

PL 0: Stone Age

The major achievements of a Stone Age society are the use of fire, the domestication of animals, and the invention of agriculture. An individual living in a Stone Age society is primitive, but he isn't necessarily gullible, stupid or easily frightened by advanced technology.

Common weapons in a PL 0 civilization include the club, the dagger, the spear, and the bow. Armor made from hide or leather is possible as are wicker shields. Communication beyond the local tribe or settlement doesn't exist. Travel is accomplished by foot or by simple rafts or canoes. Simple pottery, stone working, and woodworking are possible.

PL 1: Bronze/Iron age

Early human civilization began to work metal towards the end of the Stone Age. The malleability of copper led to its becoming the first metal to be "tamed". Adding tin to copper created a much stronger alloy: bronze. This advance allowed for the crafting of tools and weapons of great durability. In turn those improved tools made possible the working of iron, which soon replaced bronze as the metal of choice for tools and weapons.

In a Bronze/Iron age society, advances in pottery, construction, and agriculture allow for the concentration of populations into larger and larger groups with a corresponding upswing in the accumulation and sharing of knowledge. The rise of nations, city-states, and empires begins in the Bronze Age. Organized efforts to improve communications allow regional societies to exist. Galleys and small sailing vessels are capable of relatively long voyages, and some cultures may build extensive road or canal networks to link distant places. The improvements in agricultural efficiency permit the rise of artisans, craftsmen, professional soldiers and other occupations that are not concerned with gathering food.

The sword replaces the club and the dagger as the preferred weapon of infantry. Chariots briefly dominate warfare before cavalry (aided by the introduction of the stirrup) renders chariots obsolete. The first true military forces or tactical systems appear. Armor can be made from sewn plates or scales, metal links, or even forged breastplates, and a variety of melee weapons dominate the battlefield.

PL 2: Middle ages

Maturing civilizations experience a period of turmoil and adjustment at this progress level. Developments continue in architecture, commerce, metallurgy, and mathematics. Wider dissemination of information becomes possible thanks to more advanced printing techniques. Sea communications dominate in the later part of this stage of development, and sturdy seafaring carracks and galleons open the door to the next phase of progress

As populations increase and knowledge of agriculture evolves, an increasing percentage of the population relocates into growing cities and towns. Toward the end of this progress level, the feudal system, in which a small class of nobles ruled a large population of agricultural workers, begins to collapse. Specialized crafts develop, universities appear, and the middle class is born. The first corporations emerge in the form of trade guilds. The evolution of strong systems of trade and finance tends to distribute society's wealth more evenly among its members, diluting the power of the nobility.

Tools of warfare undergo a significant revolution. Sophisticated chain and plate armors protect warriors from harm and

elaborate fortifications become something of an art form. Toward the end of the middle ages, the introduction of simple gun powder weapons signals the imminent end of knights, heavy armor, and organized armies of swordsmen.

PL 3: Age of Reason

The Age of Reason is an era in human history when the development of ideas and systems of thought takes precedence over technological invention. The scientific method improves humankind's understanding of the world. Experimentation becomes the means by which the physical properties of nature are systematically examined. The study of various scientific disciplines-chemistry, electromagnetics, medicine, biology, and astronomy-flourishes. Instruments such as microscopes and telescopes enable scientists to greatly extend the range of their observations and discoveries.

The new reliance on science generates waves on all levels of society. Superstition falls away, and exploration of the world reaches its apex. Society begins to experiment with new forms of organization, such as democracy. Corporations and economic alliances continue to evolve. Economically this progress level is a transition from the cottage industries of the middle ages to industrialization.

The cannon becomes the dominant factor in naval warfare, while massed musket fire and horse pulled field pieces rule the battlefield. Even the reliable bow vanishes, replaced by the flintlock. Light melee weapons remain common.

PL 4: Industrial Age

In the fourth progress level, the theoretical knowledge of the previous era matures into widespread practical application. The harnessing of hydrolic, steam, and electrical power creates an explosion of commerce and industry. Developments such as the telegraph, the telephone and the radio make true global communication possible. Breakthroughs in manufacturing techniques allow the construction of heavy ironclad vessels, rail transportation and architecture of previously unimaginable size. Pioneers venture high into the atmosphere and descend into the seas depths.

Urbanization is complete as individuals gather in smaller environments where they can more easily exchange goods and information. Corporations expand in power, many establishing themselves throughout the explored world. Governments are based on political and economic factors.

The means of war change swiftly through the period. Aircraft and submersibles join the list of military assets. Reliable and accurate rifles, pistols and machine guns become common. Mechanized war machines herald the first great change in the art of battle since the end of the Knight

PL 5: Information age

The industrial age relied on chemical power, but in the information age, computer technology and electronics rule supreme. Satellite information systems and the internet connect globe digitally. This progress level also sees the introduction of fission power and weapons reducing the importance of fossil fuels. The automobile replaces the locomotive as the common form of travel. The first steps towards space travel involve massive chemical rockets, unmanned probes and satellites, and short term manned missions.

The technology of the era allows greater citizen participation in government. The emergence of international alliances begins to dissolve borders between nations. Corporations gather power and begin to threaten government authority. Technology has a greater effect on individual lifestyles than on society as a whole.

Most weapons in this time are refined versions of industrial age equipment. Rifles, machine guns, and heavy howitzers are still used by the world soldiers. Computerized targeting systems and guided weapons make warfare much more precise and efficient. Strategic weapons tested but never used exhibit the species power to exterminate itself in minutes.

Humanity experienced its information age as anxious years full of minor crisis. The tensions gradually alleviate through the age and as the era ends new super powers form.

PL 6: Fusion age

The development of fusion power provides an efficient, nonexpendable energy source that almost obliterates the need for chemical fuel sources. Advanced space exploration and colonization become possible. Computers become even more accessible and powerful leading to the development of virtual systems and widespread access to the global internet.

Slowly society experiences another revolution as individual nations are replaced by world powers. Mega-corporations number among these new superpowers as the line between the national citizen and corporate employee is rendered indistinct. Armed with the means to eradicate the entire species, the world powers keep conflicts to the level of skirmishing and posturing and integration of the information age's improvements proceed peacefully.

Scientific advances in genetic engineering lead to artificial evolution and the first government-and corporate-sanctioned attempts to genetically manipulate human beings. Early results are encouraging, with the manifestation of positive and negative mutations in the species towards the end of the age. Scientists also perfect cloning, and the first human clones are created.

In the later years of this age the first crude applications of gravity induction technology appear in the form of civilian and military vehicles that can move through the air without using physical propulsion or consumption of fuel.

Chemical-powered explosives and firearms remain the weapons of choice. Fusion technology can't be effectively miniaturized for personal combat. Nevertheless advanced chemistry and superconducting technology change the materials and capabilities of many weapons. True spaceships become possible, propelled by powerful fusion drives, but still require a reaction mass to traverse space. The age sees the tenuous settlement of other planets and asteroids within the same star system.

PL 7: Gravity age (Star Frontiers level)

As this progress level opens, the invention of two key technologies herald humanity's climb to the stars. The gravity induction reactor systematically replaces fusion power as an even more efficient source of energy that can be miniaturized with great ease. With the use of the mass reactor, world powers explore, divide, and colonize the entirety of the local star system. For the most part, life on the home planet is unchanged.

The second advance of the era brings perhaps the greatest upheaval in the history of human civilization. The introduction and integration of gravity induction technology leads to the creation of the induction engine, which allows starships to bridge the gap between the stars. Political and economic reorganization occurs as the species spreads far from home.

Projectile firearms are in their last days, as energy weapons become available. Powered armor is available to warriors of this age. Personal (melee) weapons enjoy a resurgence, due in large part to a shift in military tactics-armed conflict between individuals seldom occurs on an army scale, but more frequently involves engagements of small units in conditions when ranged weapons are not necessarily effective.

Computer technology links every society, settlement and outpost of a star system in a single information net, creating an unparalleled and expedient exchange of knowledge and data for business, entertainment, and research.

PL 8: Energy Age

The continuing miniaturization of induction engine technology allows power plants the size of marbles to harness the basic forces of creation. Powerful personal force screens and energy weapons dominate the battlefield, as projectile weapons finally disappear after ruling the battlefield for a thousand years. Miniaturized sensors, shields, and engines allow mass production of small, practical starships and starfighters. At the other end of the spectrum, advanced construction techniques allow humans to build enormous, self-sustaining cities in space.

PL 9 and beyond

Generally these Progress levels are beyond the reach or comprehension. Isolated worlds or undiscovered species may exist that have access to these technological levels. In many cases, the signature technologies of an earlier age are abandoned in favor of more elegant and more powerful technologies. Practical control of matter at the subatomic level, the ability to travel through time, or the power to "Fold Space" to shorten travel distances may be possible at this stage of technological development.

Campaign Models

The Campaign models in this chapter are presented to show different ways in which the Star Frontiers game can be customized to create the kind of science fiction game that the Administrator desires. Each campaign model builds around a particular theme. Each theme carries a unique tone and inspire particular types of adventures

Each Campaign model opens with a brief summary then describes how that player's characters fit into the setting. The information provided here gives just enough information for an Administrator to get started but does not provide a complete set of game rules and mechanics. Administrators should use these campaign models as starting points and build on them to create his own Campaign Model, using whatever information from these rulebooks as he desires and creating his own home rules to fill in the blanks..

Bug Hunters

"Interesting. Look how small this things brain is. Whatever it was, it wasn't smart enough-or big enough-to do the kind of damage we've seen here. That means there's more of them around here. And they're bigger."

Summary

Humanity reaches out to colonize the stars, and finds that the flora and fauna sometimes object. Enter professional soldiers who locate, attack, and destroy hostile aliens

Campaign Model in brief

Bug hunters presents a campaign setting in which humanity has entered an area of galactic expansion, leading to encounters with hostile alien life forms. It's the job of the lucky heroes to respond to alien "Infestations" by traveling to distant worlds, and wiping out anything that's inimical to human life. The heroes are paid reasonably well as soldiers-but no ordinary soldier would take the kind of jobs that Bug hunters pursue.

A Bug hunter's life can be disturbingly short. Hostile alien life forms don't have a special ability to kill bug hunters, but they usually outnumber the soldiers. Some might argue that the aliens have rights too, but Bug hunters don't share this view. To them, the aliens are like rats in a cellar or roaches in a kitchen.

Role of the Heroes

The heroes in this setting are all clones, trained as soldiers by the colonial authority and sent out in starships to trouble spots on distant worlds. Their mission is to locate and destroy every hostile organism they encounter. Most of the time, however their mission degenerates into "stay alive until the Evac-ship arrives."

Bug hunters are understandably fatalistic. They don't much have anything to look forward to in life except another mission to another dangerous rock to tangle with another dangerous alien threat. Their real reward isn't the paycheck they're getting, but the gratitude of the colonists whose lives they save.

Campaign Traits

Bug hunters puts the heroes on the front lines against creatures that may or may not be intelligent, but it doesn't really matter; Peaceful coexistence is for diplomats. The Bug hunter's job is to wipe them out regardless.

Progress Level

A bug hunter's campaign can be set at a progress level of 6 or higher.

Adventure Setups

In Bug hunters, the centerpiece of every adventure is most likely some slavering alien monster. Certainly there are allowances for intrigue and diplomatic entanglements with colonists, law enforcement, and other military units, but what the players will be looking for is a horde of alien killing machines bursting out of the shadows in a blur of fangs and talons.

Your job as Administrator is to determine why the creature is so hell bent on tearing innocent colonists to shreds and more importantly to create bigger and badder bugs for the players to squash.

Star Drive

“Humanity is only as strong as its commitment to fellowship, advancement, and peace. Once civilization has lost faith in its future, it is truly lost to the present.”

Summary

This campaign model is about adventurers in the 25th century who journey among the stars in the Galactic Concord as war threatens from the edge of civilized space.

Campaign Model in brief

In a Star drive campaign, the second Galactic war has ended and the Galactic Concord has risen from the ashes of interstellar conflict. Bit by Bit, the Stellar nations are rebuilding after the destruction only to learn that while their attention has been diverted elsewhere, horrible new enemies have appeared on the far side of the Verge, the tiny sliver of civilization at the edge of civilized space.

Here perhaps more than in any other Campaign Model, the heroes are free to explore where they will and do what they want. The galaxy is full of wonders, but it runs on the same old industries it always did; agriculture, shipping, mining, research, and so on. The heroes can be mercenaries, merchants, soldiers or citizens, villains or vigilantes. If they're truly brave they can set a course for the Verge and see what life is like for the part of space that civilization forgot for 100 years.

Campaign Traits

The Star Drive setting is wide open, letting the heroes go wherever they wish. However they are more likely to discover new intrigues and new political machinations than new life and new civilizations. In a galaxy so large, with so many former enemies working together, there should never be a lack of adversaries. The Star drive campaign is closest to the campaign that the Star Frontiers game is designed for.

Power groups

The power groups in the star drive setting are too numerous to mention, this listing touches on several of the major players:

The Galactic Concord

The strongly Pro-Human Galactic concord represents humanity's hopes for the future. Consisting of the losers and left-overs from the Second Galactic War, the Concord has become the arbiter of affairs for the stellar nations-scattered across the face of the galaxy, but united by a strong military.

The Rignunmor Star Consortium

Ostensibly an enlightened society, the Rignunmor Star Consortium understands that the pursuit of life and liberty come after the pursuit of profit. The financial zeal exhibited by the Rignunmor Star Consortium carries a certain sinister flavor, generating charges of thievery, smuggling, or breach of contract. However so long as the Concord dollars keep flowing, the Rignunmons are willing to overlook such ill will.

The Thuldan Empire

The Thuldan Empire is self-described as “First among the stellar nations” and is the largest, oldest and best militarily equipped government around. Fiercely patriotic, the empire prides itself on the fact that it has never lost a military engagement-though it speaks of the Second Galactic war as “Lacking in victories.”

Progress Level

A Star Drive campaign is set at the level of the standard Star Frontiers game.

Adventure Setups

Many of the adventures created for the Star Frontiers game can be easily adapted for this type of campaign.

Star Law

“Keiran Drax! By order of the United Frontier, you are under arrest for the murder of Senator U’thoc of Fromethar. Surrender peacefully or we will be forced to open fire.”

Summary

Star Law officers ensure galactic peace by tracking, capturing, and bringing to justice the worst of all intergalactic criminals.

Campaign in Brief

Interstellar space travel has enabled humans to colonize distant worlds. Humans now inhabit a galactic frontier made up of hundreds of independently governed, loosely aligned planets. More-or-less peaceful encounters with other sentient life forms have given rise to a galactic community that includes various diverse alien species.

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 Planetary Frontier formed Star Law—a law enforcement agency with power and resources to locate and arrest criminals on any Frontier world. Although Star Law activities are closely monitored by the United Planetary Frontier’s intelligence community, the agency has been given sufficient latitude to pursue its directives as it sees fit.

Role of the Heroes

Two or more heroes constitute a Star Law Squad assigned to track down criminals and bring them to justice. Their overarching mission to protect the people of the United Planetary Frontier is served by confronting and capturing these criminals. Sometimes it’s a dirty and thankless job, 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 four 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 United Planetary 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 hero usually stays with that squad for as long as it remains intact. Not surprisingly, Star Law Squads operate as a tightly knit group, and replacing a member of a tightly knit squad can sometimes prove challenging for a new recruit.

Campaign Traits

A Star Law campaign is about enforcing the law and catching the bad guys, pure and simple. Every mission offers a new target (or group of targets) that pose some threat to the people of the United Planetary Frontier; the heroes overcome challenges as they try to catch their quarry without endangering innocent lives. Further complications may occur as the heroes become more immersed in the criminal underworld or when criminals strike back for the “injustices” inflicted upon them.

Petty larceny, vandalism, and other minor infractions are of no concern to Star Law, which deals mainly with terrorists, murderers, extortionists, counterfeiters, pirates, slavers, and the like. Given that criminals tend to be well armed, the agency always provides its officers with the best tools for the job at hand.

Progress Level

A Star Law campaign is set at the level of the standard Star Frontiers game.

Adventure Setups

The heroes are officers working for Star Law, the only recognized intergalactic law enforcement agency operating in the UPF. Star Law officers are drawn from all walks of life and all corners of the galaxy, but they all 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.

A Star Law campaign consists of a series of missions, and almost all of them begin the same way; A squad of Star Law Officers receive an assignment to locate and capture a wanted criminal (or gang of criminals). How they pursue their quarry is up to them; sometimes the direct approach works best, but Star Law officers must also be prepared for undercover work, relying on their keen wits as well as sharp reflexes to take down their targets.



Appendix A: Advice from the masters

What follows is information gleaned from several sources that gives some advice for novice and experienced Administrators in running an entertaining and hopefully long lasting campaign. The advice in this book like everything else are guidelines to help the Administrator, not rules graven in stone.

Super characters

Perhaps one of the most common problems that an Administrator will come across is the super character. Super characters stem from a player's desire to create a character which will beat the game. Every player and even some Administrators while not blatantly breaking the rules occasionally create characters or NPC's that are designed with the mindset of making them as powerful as possible. While it is good to create a character that is capable of overcoming many obstacles some Players go so far as to creating the game equivalent of a Sherman tank, which makes the game no fun for everyone else but him.

This problem is especially true using the rules for play in Star Frontiers, because the game is designed to allow an incredible amount of Player control in creating a character. This is a double edged sword because the rules have been set up to give as much versatility as possible allowing a player full control over developing almost every aspect of his character, which serves to insure that the player gains a certain love for this character he has crafted but also allows for an incredible opportunity for the player to min/max the character. It is the Administrator's role to encourage that the players create interesting characters not just characters that are a collection of the best numbers possible, with no real thought to the personality behind these stats.

The other problem comes from players who wish to bring in their favorite characters from previous campaigns into the current campaign. The good thing though is that because the rules for these games (AD&D, Star Frontiers and the various Universal Roleplaying System Campaign models) are so different from the original games that a character must basically be recreated in order to fit them into the game and so it is far easier to create a new character than to adapt an existing one. If the player insists though, the Administrator must be stern about not allowing items or abilities that do not mesh with his campaign, do not be afraid to say "No you can't bring that into the game." but give the player a legitimate reason, and he will be more receptive to you, than if you just flatly say no. Nine times out of ten the player will choose to create a new character if the character he wishes to bring into the game is not allowed his prized items, or special abilities, while keeping his original character for use in someone else's campaign.

Players and Administrators must understand that a good balance of characters is important, and that allowing one or two super characters will ultimately cause those players who are playing "average" characters to become bored and irritated because the Super characters are dominating the game and hogging up the action. Of course the super character's players will be so wrapped up in their power characters to notice that their character's effects on their fellow gamers and this situation will eventually kill a campaign.

Hopeless Characters

In the other extreme there are those players who will moan and groan that the character they've created is hopeless. This is usually the case when the player sees that his character's stats are not as high as he would like, or that the character can't be a member of the player's favorite profession. The Administrator should try to encourage the player to give the character a try, after all there are no truly hopeless characters and having the player play a different class might be a refreshing change for the player, but do not push, him into it. If the player feels that his character is not what he wanted then he will not enjoy playing the character and that will bring the whole game down for everyone. Instead the Administrator is encouraged to have the player re-roll the character's Stats but he must accept the new stats if they are higher than the old ones even if they still do not allow him to become a member of the class he favors, or the Administrator may bring up the stats to the bare minimum required to make the character a member of a profession. The Administrator must never however raise stats that have nothing to do with the prime requisites of a profession, and never raise an ability score beyond the minimums for a character's profession in this manner. If the Player is still unhappy he should roll up another character. (That's the bottom line).

Players with Multiple Characters

Each character usually controls one character in a given adventure, but on occasion (especially for first level games or games with a small group) the Administrator may allow a player to run more than one character in a session. Immediately problems arise from this because almost always one character becomes the main character while the other character becomes the sidekick who supports the main character. This is not always acceptable because the second character becomes just an extension of the primary character, no better than a henchman.

The Administrator must be ready to step in when he sees the inevitable "I lend him my Alien made fusion rifle +4" or "I use my last Stimdose on him, even though the party's Tech-ex is down to 4 Endurance points and my other character has 29 Endurance points." The player should be pulled aside and spoken to about his character's

behavior, but if the player continues in this manner the Administrator may be forced to overrule what the player wishes the secondary character to do, often having to assume the role of the secondary character for a while, or eventually he may have to take away the second character and either have someone else in the group play it, or do it himself.

If played right multiple characters can work well to insure the survival of a small group of players, or to insure that each player has a better chance to survive to the end of the adventure without having to alter plans or disrupt the flow of an adventure because a player has lost his character, and needs to bring in another character to continue the game. At higher levels as the players gain more power and abilities having multiple characters will fall to the wayside, but in beginning games it is recommended unless the Administrator is planning to bolster the party's strength or has planned in advance for the possibility of characters dying before the adventure ends.

Character Background

One of the most important and often overlooked parts of character creation is devising a character's background. Who were the character's parents? Are they still alive? Does the character have any living brothers and sisters? What event in his/her life influenced his/her decision to become an adventurer? Does the character have rivals? childhood friends, or past loves? In short a character's background gives both the player and Administrator a wealth of information with which to make the character more a part of the world around him/her, and elevates the character from the "He's just a Spacer" to "He is a Spacer working for a local crime boss who was forced to flee New hope with his best friend Orendyl the Yazirian when it was discovered that he was having an affair with the Crime lord's wife."

Of course the Administrator and the player should collaborate on this background to insure that the character fits into the game world, but the Administrator should serve to help flesh out the player's ideas not, impose his own ideas on the character otherwise the player will feel that he is no longer playing the character he envisioned.

There are no rules or charts within these rules to dictate possible backgrounds for characters in Star Frontiers, because these rules are foremost designed to allow the greatest amount of personal choice in the creation of a character, which was always my choice when I began creating these rules over 25 years ago. Below is some additional advice regarding character backgrounds.

Letting the player do all the work

The Administrator must not create the background for the characters in his campaign that are not controlled by him, but while the players do most of the work, creating these characters and developing their background it is the Administrator's job to help the Player's ideas for the character he wishes to play, to fit into Star Frontiers, or the game world he has developed.

For example, if a Player brings a character to the Administrator and says "He (the character) is a rude Yazirian that doesn't like Vrusks or Humans." The Administrator may determine that the character fits in with a clan of Yazirians he has been developing in his game world and by making the Yazirian character a member of this clan he has made the player's character more a part of his game world. A good Administrator is able to help a Player's ideas for a character mesh into his game world without catering to the player, and though he should not be afraid to say no, it may be better if he rather give a more feasible alternative to the player's request. Players who feel that their characters are actually a part of the game world, will get more out of the game than players who have characters that have no invested interest in the world around them.

A character's background may be used as a springboard for subplots within the main campaign, and an Administrator may be surprised at the change in a player's attitude if something from his characters background comes into play within a story. Players who have been coasting along, or have had little interest in the current story will often perk up if suddenly something that singles out their characters even if it something minor, like someone recognizing them from some past deed mentions recognizing his character. This is not something to be overused, but should be added to the Administrator's arsenal for making memorable stories.

Problem backgrounds

Certain types of background can and do create problems in campaigns, however first and foremost is nobility, followed closely by wealth.

Nobility

Some Players like their characters to be prince/princess-so-and-so, son/daughter of Duke dunderhead. Often this leads to an abuse of power as the player assumes, and rightfully and somewhat not that the character's title confers on him certain special privileges such as the right to instant income, the right to flaunt the law, and the right to unlimited NPCs, information, and resources, and worse the right to use his clout to push the other characters around. This kind of character quickly becomes tiresome to the other players and will constantly find ways to thwart an Administrator's carefully prepared adventures.

Titles can be allowed, but the Administrator must put some controls on noble characters. The easiest and

most effective way to deal with nobility is to strip it of all its benefits. The noble character could be the son or daughter of some penurious Duke. The character could be next in line to inherit the Duke's holdings, including his father's incredibly large debt. Instead of seeking to impress others in public, the nobleman's son might be quite happy to keep a low profile so as to not attract his father's debtors. After all it's not easy to amass a fortune from adventuring, when the debtors are always there to take it away as soon as the character gets back to civilization.

Likewise the character could be the son of an unpopular or despotic ruler, even one who might have been overthrown for his abuses. Such a character would not want his lineage well-known since most people would have unfavorable recollections of his father's rule.

Of course as with anything else, over use of these types of tactics, can become tiresome. Not every Duke can be impoverished, nor every throne usurped. Going too far with this will invalidate the nobility of your campaign, and make titles worthless.

In the long run it is easier to make the characters start the game untitled, with one of the goals to be able to someday place a "Sir" or "Lady" before their name. Imagine the pride when such an event offers, and of course the trials that they faced to finally achieve such an end.

Wealth

Another problem somewhat related to the problem above is characters who come from wealthy families. Whether these characters are aristocrats, wealthy land owners, or corporate executives such characters lack one of the basic reasons to adventure, the search for long lost riches. Most of these characters see their own wealth as ways to buy solutions to their problems. These characters will often suggest reasonable (yet to the Administrator's adventure disastrous) suggestion to make their adventuring lives easier. It is of course reasonable to buy a Tech-Ex Robot to churn out weapons, armor and high tech devices galore, and a wealthy first level character could hire a mercenary company if he desires, but these types of things have detrimental effects on any campaign.

There are of course many ways to control such things while still allowing wealth to be a part of a characters background. Think how in the real world it's often very hard to ask family to lend or give a person money, especially sizable amounts of cash. So is it true in the game world. In the campaign parents could easily grow tired of supporting their deadbeat children or brothers and sisters could become upset by how the favored son, or daughter is squandering the family fortune.

Standard practices in many societies call for inheritances, usually involving land and chattel to be divided equally among a person's children and this is a legitimate reason to whittle a wealthy character's fortune down to a reasonable size. Furthermore characters are not immune to families that are greedy or covetous. Many a tale has been told of a brother or sister's greed bringing tragedy into a character's life. A wealthy character may discover too late that he has been swindled out of the silver spoon they were born with.

Background as Background

The bottom line is that a character's background should be a role playing tool. It provides a character with information about his character before he enters the current campaign and offers information which can help a player determine how his character reacts to a situation. It should complement the story, and not overshadow it. A player should be gently reminded that what the character does now is much more important than what he did before entering the campaign.

Heroic Levels and the Common Man

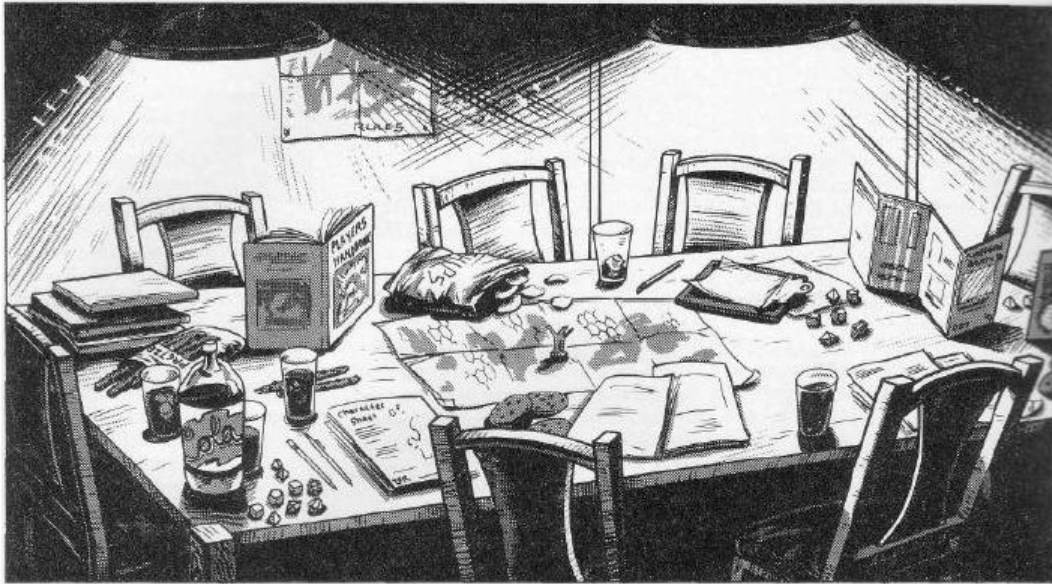
Heroic levels are a useful game measure for measuring a character's talents and abilities. Every level gained increases the characters skills and capabilities. This is done to provide a system to quantify a characters ability to overcome certain challenges (encounters). With a little practice an Administrator will learn that a character or group of characters of X level can defeat monster Y, but Monster Z will provide them a challenge. This skill will allow an Administrator to create challenging adventures for his players at every level of play.

Of course the concept of levels does not always apply thus a merchant that passes the characters is not a 1st, or 5th or 100th level merchant, he is merely a merchant. His job is to sell goods and/or services. In the same way a cab driver is not a special class nor are his abilities defined by a level. The merchant and cab driver may be exceptionally skilled or competent, and yet there is no such thing as a heroic level definition of their skills. There is no merchant class, nor is there a cab driver, dock worker, hermit, or beggar etc. class. This is because these are things that people do, not all encompassing definitions.

In the same way not all the people in the campaign world are Heroes. The situation would be ridiculous if every NPC encountered had heroic levels. Most people are just ordinary people, no more no less, which is why the rules were created by myself to make zero level characters that could not only challenge player characters, but could feasibly stand up to some of the threats that adventurers face, without requiring them to have Heroic levels.

In this way that cab driver that the characters pass might have had a long career as part of some transit fleet and along the way fought many battles while transporting passengers through the slums of Theseus and such making him quite skilled with a plaser pistol, and though he is in no way an Enforcer, he can still hold his own in most fights. Of course he lacks the special abilities that make an Enforcer what he is.

Only a few characters actually possess Heroic levels. Not every soldier that fights in a war becomes a Hero, nor does every space craft gunner become a hero. Characters with the Heroic template have them because they are in some way special. This specialness has nothing to do with ability scores, or skills, but what makes them special is that they are controlled and created by the players of the game.



The Known Frontier

Core star systems

Star system	Coordinates	Sun type	Planets	Race	Notes
Prenglar	0.000.000	G1/F4	9	All	Center of Frontier government
Prometheus	1-032.9	RG6	6	Human	Mining colony
Prospera	1-037.8	K4	7	Human/Mutant	Mutant reservation
Sol II	1-043.6	F4	4	Human	Second oldest Human colony
Barnard's star	1-049.6	MD	6	Human	Industry/shipyards
Terra nova	1-050.6	G7	5	Human	Oldest Human colony
Thesius (Sol)	1-057.9	G1	9	Human	Human homeworld
Alpha Centari	1-061.6	G5/RG3	5	Human	Human military command post
Tanis	1-068.4	G5	5	Human	Cultural center
Newhome	1-073.5	F1	8	Dabber	Adopted Dabber homeworld
Pangea	1-080.7	G2	8	Sleeth	Adopted Sleeth homeworld
Snowfall	1-084.8	F4	5	Sasquatch	Adopted Sasquatch homeworld
White light	1-097.4	F1	8	Human	Non-member world
Cassidine	2-038.5	G5	8	Human	Renown center of commerce
Devco	2-046.6	F9	4	Corp	Corporate research center
New pale	2-063.7	F4	5	Human	Industrial center
Junction	2-067.6	G4	3	Human	Colony/Shipyards
Dixon's star	2-070.0	G9	8	Human	Oldest Shadow world
Beta Eridani	2-092.0	F2/M4	8	Andorians	Andorian homeworld
Ghed'yr	2-098.6	K5	6	Ghed'yan	Ghed'yan homeworld
Midway	3-032.0	F4	6	All	Commerce/shipyards
Hephaestus	3-043.5	RG1	4	Human/Mutant	Mutant reservation
Hades	3-044.6	RG2	5	Corp	Mining colony
Inferno	3-045.1	F7/R3	7	Corp	Mining colony
Forlorn	3-057.6	K4	6	Human/Mutant	Mutant reservation
Ember	3-062.6	RG4	1	Corp	Corporate research facility
Loki	3-078.8	K6	6	All	Shadow world
Dismal	3-081.7	K3	7	Corp	Mining/Planetary scrap yard
Sunmist	3-096.3	F1/G2	6	Human	Failed mining colony
Adrain	3-099.7	K3	8	Adrainian	Adrainian homeworld
Procyon	4-027.8	F2	7	Corp	Corporate research center
Ys	4-035.8	K5	4	Human/Yazirian	Colony
Remulak	4-046.7	K3	7	Human/Vrusk	Mining/ship yards
Agidda	4-064.6	F4	5	Human	Agricultural Colony
Nusuk	4-076.6	G5	7	Human/Sleeth	Scientific research center
Calgary	4-082.6	G2	6	Human	White Light agricultural colony
Sirius	4-092.6	F1/WD1	6	Human	Non-member world
Oceanus	4-097.6	K2	4	Human/Keltarian	Keltarian Homeworld
Pan-Gal	5-016.2	G8	6	Corp	Corporate research center
New Streel	5-032.7	G2	5	Corp	Corporate research center
Rhianna	5-040.7	G6	6	Corp	Center of commerce
Mirablis	5-052.5	K2	5	Human	Agricultural colony
Chrysolite	5-067.9	F2/K7	6	Human	Mining colony/ship yards
Triune	5-087.4	G5	5	Human	Agriculture/conservation center
Lynchpin	5-090.4	K2	6	Human	Military outpost/ship yards
Madderly's star	5-094.6	G3	7	Human	Military outpost/scrapyard
Liberty	5-097.3	G1	3	Spec	Military outpost
Mechan	5-099.3	K7	7	Mechanon	Blockade world
Tristkar	6-021.7	K0	7	Vrusk/Human	Center of commerce
K'aken-Kar	6-033.7	K8	6	Vrusk	Center of commerce

Star system	Coordinates	Sun type	Planets	Race	Notes
Kizk'-Kar	6-038.4	G2	6	Vrusk	Agricultural research center
K'tsa-Kar	6-042.6	K0	8	Vrusk	Industry/ship yards
Kis-Kar	6-047.6	G8	7	Vrusk	Vrusk home world
Kit'Kis'Kar	6-076.9	RG5	7	Vrusk	Gas mining/research center
Fromeltar	6-083.5	G5	5	Dralasite/Vrusk	Center of commerce
Dralis	6-086.7	B4/M3	6	Dralasite	Dralasite home world
Dramune	6-090.1	K1	5	All	Contested world
Belfar	6-094.3	G6	8	Belphan	Belphan home world
Solar major	6-098.5	F3	4	Vrusk	Vrusk colony
Solar minor	6-099.5	F8	6	Human/Vrusk	Contested world
Dral	7-016.6	BM7	6	Dralasite/Vrusk	Oldest center of commerce
Dromal	7-023.6	RG5	4	Dralasite	Oldest learning center
Muhaldim	7-036.2	K7	5	Dralasite/Human	Center of commerce
Nin'K'ur	7-044.7	R3	6	Dralasite/Vrusk	Heavy industry/ship yards
Sapedon	7-054.8	G3	4	Yazirian/Human	Colony
Tungusta	7-062.6	G4/WD1	7	Human/Yazirian	Heavy industry/ship yards
Thalassa	7-069.8	G8/RG1	3	Human/Dralasite	Heavy industry/ship yards
Wallach	7-074.8	F2	5	Human/Yazirian	WL Royal Marines Training
Araks	7-083.6	G4	7	Yazirian	Light industry/agriculture
Gruna Garu	7-087.4	G8	5	Yazirian	Yazirian adopted home world
Skree Fron	7-093.3	K7	6	Yazirian	Heavy industry/ship yards
Athor	7-098.3	K2	4	Yazirian	Light industry/agriculture
Anthor	7-099.6	G3	6	Yazirian	Hunting preserve
Timeon	8-022.9	G5	4	Human	Light industry/agriculture
Truane's Star	8-037.3	G7	6	Human	Colony
Sionnach	8-043.6	F3	6	Sleeth/Rian	Learning center
Ishimshuli	8-053.7	K4	5	Sleeth/Rian	Cultural center
Kit'Kar	8-072.4	B5/BM4	5	Vrusk	Heavy industry
Zebulon	8-074.8	G2	6	All	Learning center
Lagash	8-089.7	RG1	3	All	Shadow world
Sundown	8-094.1	K9	7	All	Military outpost
Waller Nexus	8-096.8	G9	3	All	Military outpost

Core deep space stations

Name	Coordinates	Race	Type	Notes
Gollwyn academy	0-000.1	All	Fortress	Spacefleet academy
Prenglar ship yards	0-000.15	All	Fortress	Spacefleet ship yards
Spacefleet headquarters	0-000.05	All	Fortress	Spacefleet command center
The Defender	0-001.0	All	Fortress	Star Law headquarters
The Royale	1-090.0	All	Station	WL controlled Rec center
Royal Marines Academy	1-097.6	All	Fortress	Royal Marines HQ/Academy
Royal ship yards	1-097.65	Human	Fortress	Royal Marines ship yards
Cassidine ship yards	2-038.6	Human	Station	Commercial ship yards
The Independence	2-040.2	All	Fortress	Spacefleet fortress
Deros station	3-040.7	All	Station	Scientific research station
The Alliance	5-045.0	All	Station	Vrusk/Dralasite trade center
The Roulette	5-050.0	All	Station	Privately owned Rec station
The Rock	5-097.6	All	Fortress	Penal colony
The Trinity	8-075.5	All	Station	Human/Vrusk/Dralasite trade station

Central star systems

Star system	Coordinates	Sun type	Planets	Race	Notes
Rian	1-102.6	F6	7	Rian, the	Rian homeworld
A'dis	1-114.0	G5	6	Adrainian	Heavy industry/commerce center
Terene	1-136.7	G4	6	Human	White Light cultural center
Nomm	1-161.6	K6	5	Nomidian	Nomidian homeworld
Or'll	2-110.3	F3	7	Orillian	Orillian homeworld
Helus	2-128.9	RG2	6	Adrainian	Adrainian strip mining
Gorse	3-122.7	G3/K2	5	Human/Quarian	Contested world
Illaris	3-136.4	F1	7	Illarian	Illarian homeworld
Elar'	3-145.4	B3	6	Elar'r/Elarian	Elar'r/Elarian homeworld
Phobus	4-122.9	G4	7	Keltarian/Human	First Human underwater colony
Primus	4-144.6	O4	6	Human/Yazirian	Colony
Chad	4-167.7	F3	6	Chadyre	Chadyre homeworld
Bajhan	4-180.0	G4	4	Human	WL agricultural/culture center
Quar	7-140.7	O3	3	Quarian	Quarian homeworld
Quaris	7-159.9	K4	5	Human/Quarian	Colony
New Cal	8-109.8	RG1	6	Callisian/Human	Agriculture/commerce
Ghann	8-113.7	F5	8	Ghann	Ghann homeworld
Callis	8-145.9	F2	7	Callisian	Callisian homeworld

United Trade Coalition

Star system	Coordinates	Sun type	Planets	Race	Notes
Kroy	1-177.4	G6	4	Kroyan	Kroyan homeworld
Critt	2-133.8	F6	7	Crittian	Crittian homeworld
O'dis	2-145.8	G2	5	Odean/O'disian	O'disean homeworld
Kro	2-160.0	WD1	1	Kroyan	Hvy industry/mining/ship yards
Odean	2-172.9	F5	7	Odean	Odean homeworld
Oris	3-120.5	G4	5	Orisian	Orisian homeworld

United Trade Coalition deep space stations

Name	Coordinates	Race	Type	Notes
Bizaar	1-180.0	All	Station	Kroyan controlled Rec/commerce
Garrison-1	1-181.0	Kroyan	Fortress	Kroyan militia/ship yards
Moog ship yards	2-150.0	Crittian	Station	Commercial ship yards
Garrison-2	3-121.0	Kroyan	Fortress	Kroyan militia/ship yards

Free Trade Coalition

Star system	Coordinates	Sun type	Planets	Race	Notes
Danuu	1-190.4	F3	5	Jhan'n/Human	Jhan'n homeworld
Jah'r	2-189.0	RG5	6	Jahar'r	Jahar'r homeworld
A'karis	2-193.8	G3	6	Ackarian	Ackarian homeworld
Koros	2-198.3	WD1	3	Koren	Koren homeworld
Riss	3-136.9	K8	7	Rissian/Human	Rissian homeworld
Biss	3-146.4	O1	6	Bissian/Human	Bissian homeworld
Sand Dune	3-154.7	F3	8	Human	Colony

Star system	Coordinates	Sun type	Planets	Race	Notes
Sarris	3-169.7	G7	7	Sarren/Human	Sarren homeworld

Unexplored star systems

Star system	Coordinates	Sun type	Planets	Race	Notes
Anthor	1-199.8	F2	7	Anthorian	Anthorian homeworld
Hossk	3-184.8	G2/F3	7	Hossk/Bharda	Hossk/Bharda homeworld
Durst	3-189.9	G7	8		
Epsilon Astor	4-168.7	RG4	9	Astorian	Astorian homeworld
Astor Omega	4-176.8	F5	7	Astorian	agricultural center
Beta Dani	4-186.0	G5	8	Danite	Danite homeworld
Epsilon Eridani	5-176.4	F3	7	Eridian	Eridian homeworld
Deros	5-170.3	G7	9	Derosian	Derosian
Canis Major	5-183.8	G5	8		
Alpha Eridani	5-196.7	F6	6	Eridani	Eridani homeworld
Deryl	6-192.8	G3	6		
Lasyr	6-197.8	G4	7	Lasyrian	lasyrian homeworld
Ilarose	7-199.9	F7	8	Ilian	Ilian homeworld
Alpha Medros	8-180.7	G4	7		
Delta Medros	8-189.6	F4	9		

Outer star systems

Star system	Coordinates	Sun type	Planets	Race	Notes
Adalanti	1-227.0	G7	6	Adalantian	Adalantian homeworld
Palatine	1-238.9	F3	7	All	Commerce/cultural center
Erewhon	1-244.7	K8	7	Human	“Free people’s” commune
Scoria	1-276.8	O1	6	All	Heavy industrial/commerce
Yahn	1-289.0	G5	7	Yazirian/Human	Colony
Adar	1-320.7	F3	7	Adar/Human	Adar homeworld
Gorr	1-378.9	G7	6	Gorrean	Gorrean homeworld
Gallas	1-407.3	G7	6	Corp	CDC Mining/commerce/ ship yards
Alpha Antaris	2-216.6	G4	6	Tarisian/Human	Tarisian homeworld
Dani	2-226.5	G8	9	Human	Agriculture/cultural center
Roma	2-238.5	F4	6	All	Cultural center
Blue Light	2-246.8	B4	3	Human	Outpost
Sollas	2-259.7	RG1	3	Human	Mining colony
Snow Ball	2-310.8	B4	2	Human	Outpost
Antaris	2-426.0	F3	3	Antarian	Antarian homeworld
Far Light	2-435.5	G3	3	Human	Outpost
Caltare	2-443.6	K5	6	Caltarean	Caltarean homeworld
Laos	3-208.0	F4	8	All	Moderate industry/mining
Mist	3-257.7	B6	6	Human	Outpost
Cygnus	4-109.5	G4	7	Human	Trade colony
Dragos	4-217.8	G1/G5	4	All	Military training center
Night Moon	4-306.3	G5	6	Human/Ghed’yan	Colony
Amarys	4-405.7	K1	6	Deltan	Military outpost
Deltar’r	5-218.5	G3	7	Deltan	Deltan homeworld
Balis	5-278.5	B3	6	Chadyr	Chadyr trade colony

Star system	Coordinates	Sun type	Planets	Race	Notes
Badoon	5-307.3	G3	8	Chadyr	Chadyr trade colony
Nabo	5-319.8	F4	9	Human	Colony
Jir	5-339.8	G3	6	Jirrean	Jirrean homeworld
Kit'Tik'Kar	6-207.5	M3/B5	6	Corp	Vrusk research center
Kil'Kit'-Kar	6-226.3	RG6	4	Vrusk	Moderate industrial colony
Arkis	6-248.5	K5	8	Yazirian/Human	Colony
Gneisis	6-267.8	G3	8	Human/Ghed'yan	Agricultural colony/ nature preserve
Orean	6-279.9	F4	4	Orean	Orean homeworld
Gherr	6-286.8	G4	7	Gheryn	Gheryn homeworld
Yast	7-218.5	K4	7	Yazirian	Colony
Yazare	7-236.6	F4	6	Yazirian	Trade colony/hunting grounds
Ocarus	7-278.3	F4	8	Ocara	Ocara homeworld
Oberon	7-289.0	G2	4	All	Shadow world
Dromos	8-202.6	B7	5	Dralasite	Cultural/learning center
Kazyr	8-446.8	F7/G3	5	Kazyr	Kazyr homeworld

Restricted star systems

Star system	Coordinates	Sun type	Planets	Race	Notes
Phobis	3-228.5	K7	6	Saurian	Saurian homeworld
Bogyr	3-345.7	G4	5		Plague world
Alpha Zentry	3-374.4	B4	4		Plague world
Zarcon	3-388.6	F3	5		Plague world
Beta Reglis	3-393.5	G3	4		Plague world
Last Stop	3-412.2	G3	3	All	Prison planet
Jhenn	3-420.6	F2	5	Jhenn	Jhenn homeworld
Mogh	3-438.7	G1	5	Mogoth	Mogoth homeworld
Varryn	3-443.9	G9	5	Varii	Varii homeworld

Unexplored star systems

Star system	Coordinates	Sun type	Planets	Race	Notes
Oridiar	1-486.6	F2	6	Oridian	Oridian homeworld
Delta Oridi	1-492.5	G7	8	Orisian	Orisian homeworld
Alpha Reglis	1-498.8	F4	7	Reglian	Reglian homeworld
Malfar	2-470.0	F4	7		
Baelfar	2-478.9	RG2	4		
Kalus	2-487.9	K4	8		
Thess	2-490.9	G3	8	Thessian	Thessian homeworld
K'rl	2-497.0	F2	6		
Beta Ildani	4-468.2	G3	5		
Gamma Hydrys	4-475.6	G5	4		
Anadar'r	4-487.4	F4	7		
Gamma Quaris	4-497.0	RG2/K5	6	Quarisian	Quarisian homeworld
Silvaris	5-329.0	RG3	5		
Adere	5-338.7	RG2/k5	2	Adere	Adere homeworld
Alpha Edris	6-256.7	G3	6		
Beta Loren	6-268.3	G7	6	Twil	Twil homeworld
Chronus	6-273.9	F4	5		
Epsilon Idi	6-279.0	RG2	6		

Contested star systems

Star system	Coordinates	Sun type	Planets	Race	Notes
Aldare	6-291.0	F2	7	Human/Aldorian	Contested world
Cad'dis	6-301.8	G3	8	Human/Aldorian	Contested world
Gahl	6-312.8	RG5	6	Vrusk/Aldorian	Contested world
Or'gar	7-331.0	RG6	8	Ordanian/Aldorian	Contested world
Knass	7-337.8	G4	5	Ordanian/Aldorian	Contested world

Aldorian Empire

Star system	Coordinates	Sun type	Planets	Race	Notes
Tranis	6-293.7	B3	4	Aldorian	Industrial center
Blood Moon	6-319.7	RG4	6	Aldorian	Military ship yards
Blood Mist	6-347.8	R4	5	Aldorian	Military training center
Aldoria	6-358.7	RG5	6	Aldorian	Aldorian capitol
Eldar'r	6-407.8	RG4/G3	5	Eldorian	Eldorian homeworld
Altare	6-409.6	K5	6	Aldorian	Conquered world
White Mist	6-422.4	F2	6	Aldorian	Agriculture/cultural center
Warstar	6-430.0	F4	7	Aldorian	Restricted to Aldorian military
Tarkis	6-459.8	G4	5	Aldorian	Agriculture/military outpost
Arkere	6-462.8	RG7	5	Aldorian	Industrial center
Delure	6-469.9	K7	7	Aldorian	Military training center
Har'Drek	6-471.5	K1	5	Aldorian	Aldorian military prison colony

Althean sphere

Star system	Coordinates	Sun type	Planets	Race	Notes
Althas	5-468.5	F5	7	Althean	Althean homeworld
Ardis	5-471.8	F2	6	Althean/Aldorian	Contested world
Al'Kere	5-474.8	G6	7	Althean/Aldorian	Contested world
Serene	5-479.7	F5	1	Althean	Cultural center
Ar'fyn	5-482.7	K6	5	Althean	Commerce/agricultural center
Sil'lar	5-485.9	K3	4	Althean	Industrial/mining
Imadis	5-487.6	F4	6	Althean	Industrial center/ship yards
Mil'lyn	5-492.6	G3	9	Althean	Colony
Lesare	5-493.7	G3	4	Althean	Agricultural colony
Imris	5-498.8	F5	5	Althean/Aldorian	Contested world

Ordanian Empire

Star system	Coordinates	Sun type	Planets	Race	Notes
Ordanna	7-341.9	K7	7	Ordanian	Ordanian homeworld
Orist	7-345.8	K2	6	Ordanian	Military construction center
Orkis	7-360.3	F3	7	Ordanian/Arkonian	Ordanian occupation/Arkonian homeworld
Ulak	7-366.8	G6	9	Ordanian	Agriculture/Light industry
Ogram	7-370.7	G2	5	Ordanian	Mining colony
Nor'rek	7-380.9	RG6	5	Ordanian	Conquered world
Gad'r	7-382.8	F7	6	Gadian/Ordanian	Ordanian occupation/Gadian homeworld
Ocara	7-388.8	G3	6	Ordanian/Ocara	Ordanian occupation/Ocara homeworld

The Rim Coalition

Star system	Coordinates	Sun type	Planets	Race	Notes
Aldera	1-557.6	RG1	4	All	Colony
Borea	1-560.0	F5	6	All	Colony
Travatine	1-578.0	F3	7	S'Kara/Human	Contested world

Star system	Coordinates	Sun type	Planets	Race	Notes
Benthos	1-589.0	G3	4	Beltan	Beltan outpost
Zaria	1-608.6	G9	8	Zarian	Zarian homeworld
Jor`r	1-626.0	RG1	3	Jorrean	Jorrean homeworld
Beltar	1-633.6	F3	8	Beltan	Beltan homeworld
S`Kare	1-653.9	F5	7	S`Kara	S`Kara homeworld
Mekkaar	1-672.6	G4	6	All	Heavy industry/ship yards
New Hope	1-686.5	G2	8	Human	Colony
Reglar`s Ring	1-698.4	*	3	Human	Military outpost
*Reglar`s Ring is a luminous nebula					
Capella Government	2-536.4	G6	6	All	Center of the Rim
Bosk	2-573.5	G4	4	Human	Military outpost
Cryxcia	2-586.2	K5	6	All	Center of commerce
Balure	2-627.0	B5	6	Balurian	Balurian homeworld
Fahn	2-631.3	F2	5	Fahnite	Fahnite homeworld
Giff	2-644.8	G5	7	Giff/Human	Giff homeworld
Serenity	2-663.6	G5/K4	4	Human	Light industry/agriculture/ ship yards
Thetis	2-687.3	RG5	5	Human	Military outpost
Sundown	2-596.4	G5	6	Human	Shadow world
Last Chance	2-598.4	F3	5	All	Shadow world
Calvare	3-615.7	G9	8	Calvari	Calvari homeworld
Zethos	3-627.3	K5	4	All	Center of commerce/heavy industry
Atria	3-640.3	G3	5	Human/Deltan	Contested world
Kalinan	3-658.8	F2	4	Human/Vrusk	Trade colony
Sar`r	3-669.0	O3	6	Human	Mining colony
New Cass	3-680.9	RG8	6	Corp	CDC mining colony
Torros	3-687.4	F5	7	Torosian	Torosian homeworld
Hope industry	4-503.0	G3	7	All	Agriculture/culture/light
Dahl	4-513.8	F5	6	Dahlian	Dahlian homeworld
Fochrik	4-523.8	K9	7	Vrusk/Human	Moderate industry/ship yards
Kazak	4-532.8	G1	7	All	Cultural center
Klaeok	4-548.7	G8	6	All	Center of commerce
Ifrain	4-567.8	K5	6	Ifsnit	Center of commerce
Theta Prime	4-612.7	B1	5	Yazirian/Human	Colony/hunting grounds
Tau-Ri	4-632.6	RG4	5	Human/Yazirian	Mining colony
Hummar	4-660.7	RG1	5	Humma	Humma homeworld
Eloryn	4-667.2	B3	6	Eldenian	Eldenian homeworld
Randal`s Hole	4-698.6	G8	7	All	Shadow world
Lothaar	5-610.4	F7	7	Ifsnit/Humma	Moderate industry/Mining
Imyaris	5-637.4	G3	9	Ifsnit	Heavy industry/ship yards
Theta	5-648.8	F2	7	Human/Ifsnit	Trade colony
Avior	5-663.0	G4/R3	3	Human/Beltan	Scientific research colony
Illansa	5-672.3	G2	4	Human/Beltan	Cultural center
Turas	5-687.5	G2	8	Turasian	Turasian homeworld
Aslere	6-612.3	G6	7	Human/Adrainian	Contested world
Osak	6-641.7	G4	6	Osakar/Dralasite	Cultural center
Piscatean	6-648.6	K4	4	Keltarian/Human	Aquatic research center
Bryton	6-652.8	F2	4	Human/Dralasite	Colony
Zallas	6-692.4	G5	5	Zalanite	Zalanite homeworld
Blizzard	6-699.3	G2	7	Human	Scientific outpost

Star system	Coordinates	Sun type	Planets	Race	Notes
Hades	7-615.0	G4/F1	6	All	Military ship yards
Penargyn	7-633.2	G3	5	All	Military training facility
Aloit	7-642.6	G2/O2	4	Human/Ugnere	Planetary scrapyards
Hollis	7-670.4	F5	7	All	Center of commerce
Gamma Fardis	7-686.0	G3	4	All	Center of commerce/ship yards
Ardyr	7-697.2	RG3	6	Ifsnit/Vrusk	Center of commerce
Elaslar	8-503.6	O1	7	Elasian	Elasian homeworld
Osaka	8-567.9	G3	7	Osakar	Osakar homeworld
Ifsnelle	8-577.8	G4	5	Ifsnit	Ifsnit homeworld
Dromm	8-590.7	O4	3	Osakar/Dralasite	Cultural center/commerce
Ord	8-673.2	R5	6	Human/Ugnere	Planetary scrapyards
Tadue	8-688.0	G2/O2	7	Human	Colony
Sandstone	8-690.5	G2/F2	4	Human	Outpost
Briar	8-693.5	G6	6	Skree	Skree homeworld
Freeport	8-699.3	F3	3	All	Shadow world

STAR FRONTIERS™



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