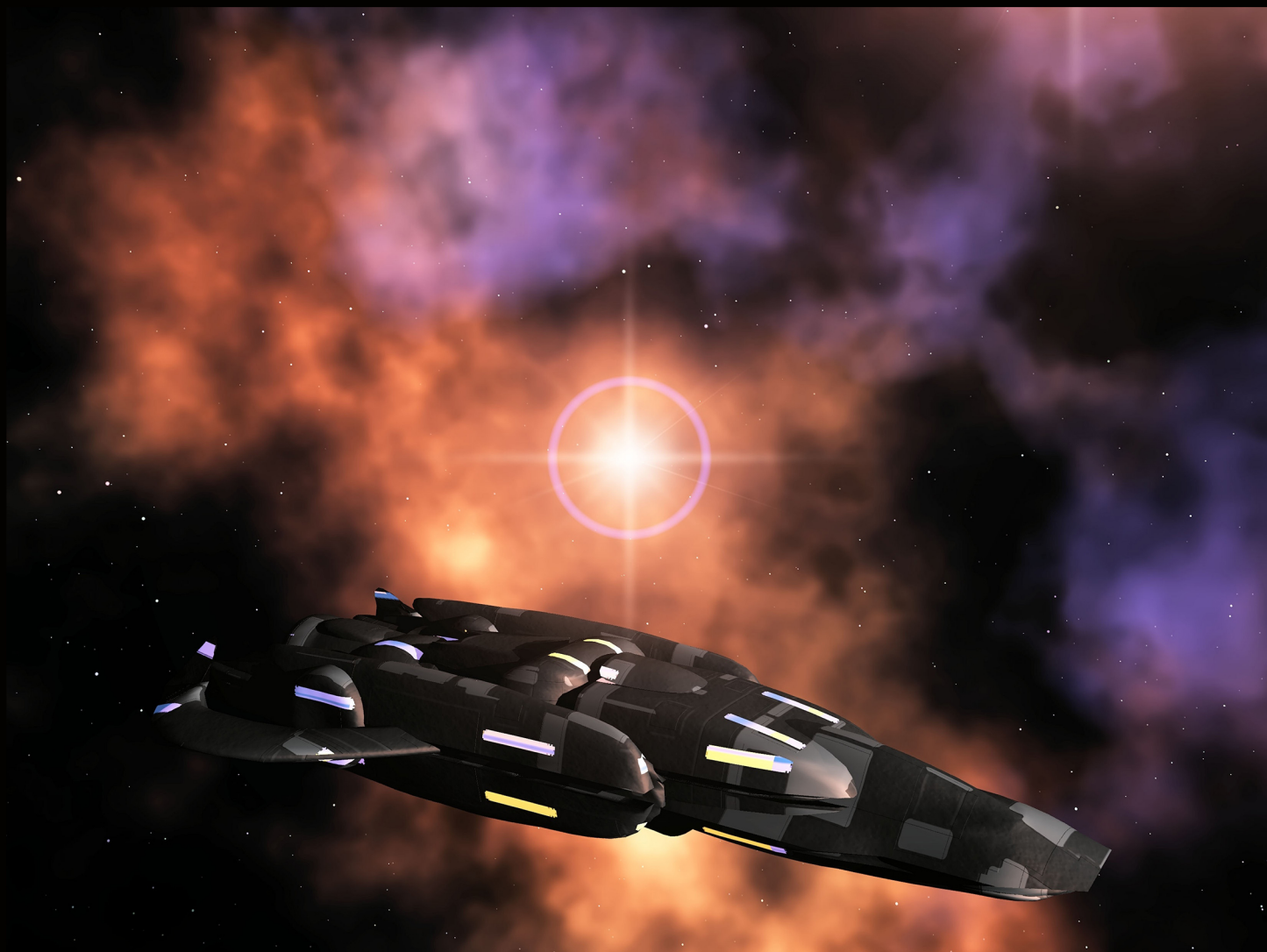




NEVERWHEN

STARSHIPS



NEVER WHEN: STARSHIPS

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CHAPTER ONE:

NEW RACES



The officer in a well tended uniforms starts speaking "Welcome cadets, as many of you have noticed, humans are not the only races the serve in the Terradyn Navy. For you provincial types I recommend not staring as people tend to take offense."

"There are several races you will be serving with ..."

BAABGAI'HUN

A race of large quadruped creatures, with the body of a bear and the upper torso of a human, they are almost immortal.

Table 1-1: Baabgai'Hun Personal Power Level Modifiers

Faith	+0
Magic	+0
Psionic	+0
Syncratic -	-2
Syncratic +	+2
Technology	+2

Their name is taken from a powerful ancient race meaning strength and resurrection. A race of natural born adventurers they are renowned for living up to their name.

Baabgai'Hun are essentially immortal through their unique ability to swap their consciousness to another donor body. This donor body is born / created specifically for this purpose. The donor has no mind to speak of and only operation on basic animal like instincts (INT 1).

Baabgai'Hun society has been greatly influenced by this ability. They tend to be very patient with the time it takes for change, when you can live forever, why rush? Being nearly immortal, they have no fear of death. This lack of fear is also exhibited in their sense of adventure. As long as there is a donor body the Baabgai'Hun has no fear of injury or death.

Baabgai'Hun have limited memories of their previous lives (Bodies). Each of them has detailed memory back 5 generations. After that, they remember things almost in third person. For example: a Baabgai'Hun that six generations ago was a renowned astrophysicist would remember all of the social details of that life, but anything more complex than that would be lost. So they would recognize if a formula is related to Astrophysics, but not if it's correct.

This ability to swap bodies also has had an effect on how they see time. For example two Baabgai'Hun who haven't seen each other in 50 years when they meet again, would pick up a conversation where they left off 50 years ago.

Physical Description: Baabgai'Hun are large quadruped centaur-like creatures. The upper body is humanoid and the lower body is that of a large bear. Their paws hold dangerously sharp claws and are semi prehensile, allowing them to easily climb ladders and such. The fur on the lower body comes in shades of browns and blacks, but white fur is not unheard of.

Society: Most Baabgai'Hun stay on their home worlds due to finding the rest of the universe rushed. There is still a large portion of the population that have the adventuring bug. These Baabgai'Hun are considered to be overzealous and young in soul. Since the Baabgai'Hun can change sexes almost at will (requires 1 hour for the change) as a society they make no distinction between the sexes.

Relations: Baabgai'Hun have good relations with most of the less developed races (as they see them). The only race that seems to have issue with them is the Orks, who find them infuriatingly slow to respond.

Adventurers: A fair percentage of Baabgai'Hun enjoy adventuring. They even work in mercenary companies, tending to be lower echelon noncommissioned officers.

Names: Baabgai'Hun usually have two names: one used by their race, and one used by everyone else. They tend to keep their racial names secret. Their "friendly" name is normally two syllables starting with a consonant. The Home name tends toward a description of planetary cycles or emotions.

Baabgai'Hun: Comfort Rain, Passion Storm, Loyal Haze

Friendly: Bingo, Tiger Strike, Lightning, Apollo

Body Swap

Casting Time: Full Round

Range: 20 feet + 5 feet per level

Target: Spare Body

This power allows Baabgai'Hun to transfer its consciousness into a prepared body. By means of an ancient psionic ability learned by the Baabgai'Hun, they are able to transfer their consciousness into a prepared body. This usually occurs when a body is damaged to badly, but some have been known to swap bodies more often. The swap must be between two Baabgai'Hun bodies.

A Baabgai'Hun starts play with two spare bodies which each require 250cr. per week upkeep. In order to create spare bodies a pair of Baabgai'Hun must have 48 uninterrupted hours of contact. At the end of which time a litter of 1d4+2 spare bodies will be created. It is traditional for each "parent" to get half of the litter. Any odd spares are usually donated to what they call the "Caring" which is a donor program in case a Baabgai'Hun runs out of spare bodies and needs to swap. Spare bodies may also be purchased from the caring at a price of 2,500 credits each.

BAABGAI'HUN RACIAL TRAITS

+6 Strength, +4 Constitution

Size: Large

Fast Movement: Baabgai'Hun have a base speed of 40 feet.

Dark Vision: Baabgai'Hun can see in the dark up to 60 feet.

Long Lived: As long as a Baabgai'Hun has a spare body around to "swap into" it can live forever. This long life grants the Baabgai'Hun two-bonus class skills.

Extensive Background: Since Baabgai'Hun have been around for a considerable amount of time they are allowed to take up to 4 Background Edges and Hindrances. They may not take any of the age related Hindrances.

Bonus Edges and Hindrances: Baabgai'Hun are allowed to select up to 15 points worth of edges, but must also select the same amount of Hindrances.

Unusual Size: Due to the Baabgai Hun's unusual size and shape all clothing, armor, and vehicles they use must be customized in order for them to use it. In the case of vehicles, if they are not customized they impose a -6 penalty on all vehicle related test. This customization cost 200% of normal.

Thick Hide: The Baabgai'Hun have developed an extremely thick hide this grants +6 Natural Armor.

Claw Attack: 1d8 damage and count as a light bladed weapon.

Reach: due to their large size Baabgai'Hun gain a 10 feet Reach

Body Swap: By means of an ancient psionic ability learned by the Baabgai Hun, they are able to transfer their consciousness into a prepared body.

Grow Body: Two Baabgai'Hun are required to donate genetic material for the creation of a spare body. It takes 6 weeks for the body to grow to maturity.

Automatic Languages: Common, Baabgai Hun, and Trade.

LYZINTI

A race of large felines with a gift for starship piloting and design.



Table 1-2: Lyzinti Personal Power Level Modifiers

Faith	-2
Magic	-2
Psionic	-2
Syncratic -	0
Syncratic +	0
Technology	+2

The Lyzinti are a race of bipedal felines approximately 9 feet tall. They are technologically advanced, but are only starting to delve into the other power levels. The Lyzinti are one of the races that were aboard the hive ship when Terradyn was rediscovered. They disappeared shortly after re-colonization began.

This disappearance was due to two things. The first is that a large portion of the race attempted to colonize Fantoma and was lost. The second is that they had become a race of wanderers and spread across the realms.

Lyzinti can use most equipment designed for humanoids, but in the cases like firearms, the trigger guards will have to be removed or enlarged.

Lyzinti are quite adept at starship design and piloting. Their vessels tend to have a trimaran design (three hulls). Their influence on Manzala ship design can be seen in the new Manzala Assault Scout. Lyzinti culture tends to revolve around threes. For example, they believe that there should be three wives/husbands in an extended family. Until the meeting of humans all combat units were based around 3-man fire teams. Which was inherited by the Manzala military in the form of three 3-man teams plus one officer equals a squad.

There two primary types of Lyzinti; Confederate, and wild. Wild Lyzinti are any Lyzinti that have been born and raised outside the Terradyn Confederation while Manzala born Lyzinti are more technical. Confederate Lyzinti have been raised and educated within the Terradyn Confederation, this education includes training at the Lyzinti academy.

Physical Description: Lyzinti are a race of bipedal felines approximately 9 feet tall. They covered in fur and pride themselves on cleanliness. The fur covering their bodies is all

sorts of colors, black, white, brown, grey, and orange, naturally. It shows up in all types of patterns to, including uniform, to stripes or spots. Generally, the darker the shade, the older they are.

Society: The Lyzinti are spread throughout the realms. They were a race of sharp militarists, but with the loss of most of their race in a colonization effort, have become largely wanderers. There are two types of Lyzinti, the Lyzinti Confederate, and the Lyzinti Wild. Confederate being born in the Terradyn Confederation means having education and training, and Wild means being born outside the TC, and being raised and barely educated and learning to survive by instinct.

Relations: The Lyzinti are raised in families where there are 6 parents, usually 3 male 3 female, but there are exceptions. The 6 adults care for the children until they are old enough to be on

their own, whether that is going to the Academy, or they find a mate.

Adventurers: There are Adventurers amongst the Lyzinti, but it is the exception. They like to stick to their own kind, or go out in teams of three to six. When a lone Lyzinti is traveling by herself, chances are, she's not there by choice.

Names: The Lyzinti like to name themselves after their ancestors. Names that mean strength, sneakiness, quiet, stoic, are all very popular.

Male Names: M'arsu, Mis'covid, Nang'chta, Har'i'bouh, S'ohngah

Female Names: Ssno'baul, V'ollt'ur, Le'ch'e, Brr'oonwhon, Che'rp

LYZINTI RACIAL TRAITS

+4 Strength, +4 Dexterity, +2 Constitution

Size: Large, all armor and equipment cost double to accommodate their larger size.

Speed: 40 feet

Low Light Vision: Lyzinti can see twice as far as humans in conditions of dim light.

Damage Reduction 3/Magic: Lyzinti have unusually thick hides that provide them a high degree of protection.

Claws: 1d6 damage. Lyzinti are considered proficient with their claws, which are considered light bladed weapons. Due to the sharpness of Lyzinti claws they ignore 2 damage reduction.

Bite: 1d8 damage. Lyzinti are considered proficient with their bite attack, which is considered a light bladed weapon. Due to the sharpness of Lyzinti teeth, they ignore 2 damage reduction.

Bonuses: (Choose one)

Confederate: +2 Pilot, Sensor Operation, and Stealth skill checks, also bonus feat Vessel Operations. Requires either Citizenship or Provincial Citizenship. These racial skills count as class skills.

Non-Confederate: These are Lyzinti born and raised outside the Terradyn Confederation but are not Wild. +2 Pilot, Repair, Sensor Operation, and Stealth skill checks. These racial skills count as class skills.

Wild: Wild born Lyzinti receive a +2 bonus to Perception, Stealth, and Survival. These racial skills count as class skills.

Reach: Lyzinti have a 10 foot reach due to being large.

Automatic Languages: Common, Lyzinti, and Trade.

NEW XENOFORMS

Feline, Large: The great felines are basically similar. Tigers are the largest and are solitary hunters. The second largest felines are Lions who are special hunters. American Jaguars and African Leopards are roughly the same size and have the same characteristics. **Racial Skills:** Perception +2, Stealth +2, Swimming +4

Feline, Wild: This includes the Bobcat and Lynx, both tree-climbing feline hunters. The wild felines are solitary creatures who avoid areas inhabited by man. Ocelots and Servals are similar. **Racial Skills:** Perception +2, Stealth +2

Fox: There are two major kinds of foxes in North America, the red (a furred fox) and the grey (a haired fox). Both are small, clever carnivores. There is also a white Arctic Fox with the same characteristics. **Racial Skills:** Climb +2, Perception +2, Swim +2.

Koala: A slow-moving arboreal marsupial, that comes in Three varieties: thin fur, lighter color, dark grey coat, thick and shaggy, darker fur, and larger. The Koala is the only animal able to eat

Eucalyptus leaves, which are mostly poisonous. A Koala in a bad mood will start making a loud 'ticking' sound. **Racial Skills:** Climb +4, Perception +2.

Komodo Dragon: Are large predatory monitor lizards with a toxic bite and aggressive attitudes. They are Earth's largest surviving land reptiles. **Racial Skills:** Intimidate +4, Swim +2.

Mongoose: Are a slender, ferret like carnivore, renowned for its bravery. When angered Mongooses have a tendency to fluff out their tails and hop erratically. **Racial Skills:** Bluff +4, Swim +2.

Otter: There are two major varieties of these playful creatures. River Otters are found throughout North America. Sea Otters are much larger and live on the pacific coast. **Racial Skills:** Perception +6, Swimming +6.

Panda: Also known as panda bear or the giant panda is a bear native to the south central asian continent of Terra Prime. It is easily recognized by the large, distinctive black patches around its eyes, over the ears, and across its round body. Though a carnivore, the panda's diet is over 99% bamboo. **Racial Skills:** Climb +5, Swim +3.

Platypus: Beyond a doubt, the Platypus is the weirdest looking creature in the entire animal kingdom. It has a flexible duck's bill, webbed feet, a beaver-like tail and glossy fur. It is a mammal, yet it lays eggs and secretes poison. It lives in tunnels that lead directly into the water where it feeds on aquatic insects, frogs, small fish and worms. **Racial Skills:** Survival +2, Swim +4.

Rabbit: Different kinds of rabbits are found around the world. They are small vegetarians who depend on speed for defense against predators. **Racial Skills:** Acrobatics +2, Perception +6.

Raccoon: These creatures are very adaptable. They are predominately active at night. **Racial Skills:** Climb +4, Perception +4.

Squirrel: This is the most common wild mammal in urban areas. They live in the trees and have tremendous tree climbing abilities. Chipmunks and ground squirrels are similar but lack climbing claws. Flying Squirrels are the only kind that can glide. **Racial Skills:** Climb +6, Perception +3.

Turtle: Turtles live in a wide variety of environments. Some turtles are purely aquatic, others have adapted to deserts. **Racial Skills:** Swimming +6.



Table 1-3: Xenofarm Animal Stock

Stock	Str	Dex	Con	Int	Wis	Special Abilities	Attacks	Natural Armor	Speed
Feline, Large	+4	+4	+2	---	---	Increased Size, Scent	Retractable Claws 1d6, Bite 1d6	+2	40 ft.
Feline, Wild	---	+3	---	---	+2	Scent	Retractable Claws 1d6, Bite 1d6	+1	50 ft.
Fox	---	+2	---	+2	+2	Scent, Size Decrease	Bite 1d6	+1	40 ft.
Koala	+2	+1	+2	---	---	Scent, Size Decrease, Prehensile Feet, Toxin Resistance	Claws 1d6	+0	30 ft.
Komodo Dragon	+2	+2	+2	---	---	Size Increase, Toxic Bite, Cold Blooded	Bite 1d8	+4	40 ft.
Mongoose	---	+4	+2	---	---	Size Decrease, Enhanced Dodge, Toxin Resistance	Bite 1d8, Claws 1d4	+2	50 ft.
Otter	---	+2	---	+2	+2	Dark Vision	Claws 1d4	+1	30 ft., Swim 65 ft.
Panda	+4	---	+4	---	---	Scent	1d6 Claws, 1d4 Bite	+2	30 ft.
Platypus	---	+2	---	---	---	Digging, Poison Spurs, Size Decrease, Tunneling	Claws 1d6	+1	30 ft., Burrow 20ft., Swim 50 ft., Tunnel 5ft.
Rabbit	---	+1	---	---	---	Size Decrease, Leap	Power Kick 1d8	+1	30 ft.
Raccoon	---	+1	+2	+2	+2	Hardened Claws	Claws 1d4	+1	30 ft.
Squirrel	---	+2	---	---	---	Decrease Size, Gliding (flying squirrel only), Leap	Bite 1d4	+1	50 ft.
Turtle	---	---	---	---	---	Hardened Shell, Hold Breath	Bite 1d4	+3	20 ft.

Special Abilities

Cold Blooded (Ex): The xenofarm takes 1 extra point of damage for each die of cold damage.

Digging (Ex): When the creature burrows, it can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. The burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing the burrowing creature flings it back 30 feet, stunning it for 1 round unless it succeeds on a DC-15 Fortitude save.

Enhanced Dodge (Ex): Mongooses have as natural abilities scout abilities Evasion and Uncanny Dodge.

Hardened Claws (Ex): The xenofarm's claws are very good at punching holes through bone and muscle. This allows the claws to cut through 5 points of damage resistance or hardness.

Hardened Shell (Su): The shell on this xenofarm imparts a hardness of 3.

Hold Breath (Ex): The xenofarm can hold their breath for a number of rounds equal to three times their Constitution score, but only if they do nothing other than take move actions or free actions. If they take a standard action or a full-round action (such as making an attack), the remainder of the duration for which they can hold their breath is reduced by 1 round.

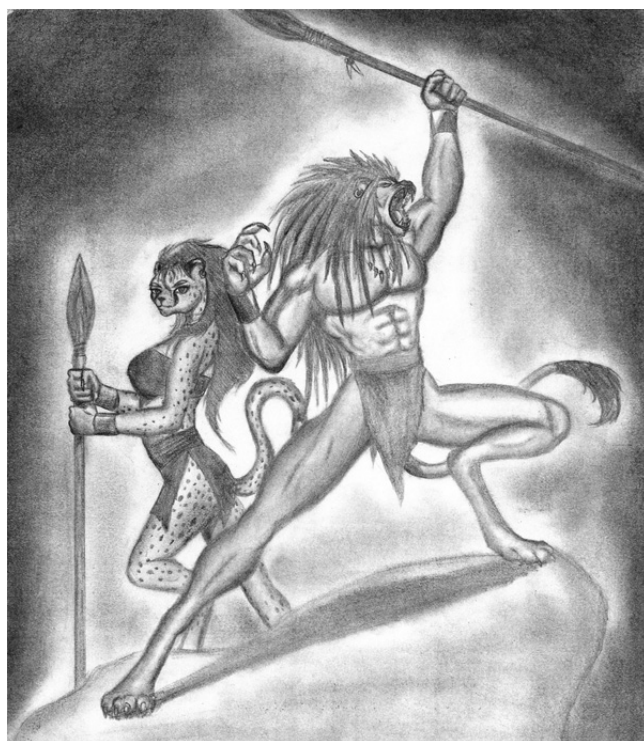
Leap (Ex): This ability allows the xenofarm to leap double the normal distance.

Poison Spurs (Ex): Poison, injury; **save** Fort DC 10 + xenofarm Platypus's Level; **frequency** 1/round for 6 rounds; **effect** paralysis; **cure** 1 save.

Toxic Bite (Ex): Poison, injury; **save** Fort DC-10 + xenofarm Komodo Dragon's Level; **frequency** 1/round for 6 rounds; **effect** 1d2 Con; **cure** 1 save.

Toxin Resistance (Ex): Xenofarm receives a +2 racial bonus on saving throws against poisons.

Tunneling (Ex): As digging but leaves a tunnel with a diameter equal to the size of the xenofarm.



CHAPTER TWO: NEW CLASSES



"Greetings cadets." Says the rather scruffy looking ork chewing on a smoldering cigar.

"They pulled me in from my day job to fill you in on some of the details associated with inter-realm and space travel. How about we start with some of the professions found in ports."

DARKBLADE

Darkblades are psionic assassins and warriors, renowned for their stealth and ability to always have a weapon.

Role: The role of a Darkblade is primarily that of the stealthy damage dealer. They work well in both the stealth and front line damage dealing roles.

Characteristics: Darkblades primarily rely on their Charisma and Dexterity to survive. They are quite capable in combat and their sneak attack ability makes them very deadly.

Background: Darkblades are normally raised and trained in secretive clans/families. These clans consider themselves honorable warriors with a long history of service.

Other Classes: The secretive nature of a Darkblade tends to make other classes a bit standoffish. That said most classes work well with them and find their abilities very useful.

Class Features

All of the following are class features of the Darkblade prestige class.

TABLE 2-1: Darkblade

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Abilities		
						1 st	5 th	10 th
1	+1	+0	+2	+0	Sneak Attack +1d6, Shadow Blade	1	---	---
2	+2	+0	+3	+0	Poison Use	--	---	---
3	+3	+1	+3	+1	+1 Save Bonus Against Poison,	2	---	---
4	+4	+1	+4	+1	Uncanny Dodge	--	---	---
5	+5	+1	+4	+1	Sneak Attack +2d6	3	1	---
6	+6/+1	+2	+5	+2	+2 Save Bonus Against Poison	--	--	---
7	+7/+2	+2	+5	+2	Hidden Weapons, True Death	--	2	---
8	+8/+3	+2	+6	+2		4	--	---
9	+9/+4	+3	+6	+3	Improved Uncanny Dodge, Sneak Attack +3d6	---	3	---
10	+10/+5	+3	+7	+3	+3 Save Bonus Against Poison	---	---	1
11	+11/+6/+1	+3	+7	+3	Quiet Death	5	---	--
12	+12/+7/+2	+4	+8	+4		---	4	--
13	+13/+8/+3	+4	+8	+4	Sneak Attack +4d6	---	---	2
14	+14/+9/+4	+4	+9	+4		6	---	---
15	+15/+10/+5	+5	+9	+5	+4 Save Bonus Against Poison, Hide In Plain Sight	---	5	---
16	+16/+11/+6/+1	+5	+10	+5		7	---	3
17	+17/+12/+7/+2	+5	+10	+5	Sneak Attack +5d6, Swift Death	---	---	---
18	+18/+13/+8/+3	+6	+11	+6		---	6	---
19	+19/+14/+9/+4	+6	+11	+6	+5 Save Bonus Against Poison,	8	--	4
20	+20/+15/+10/+5	+6	+12	+6	Angel Of Death	9	7	5

Alignment: Any Neutral

Hit Die: 1d8

The Darkblades' class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Any)(Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Points: Starting skill points are (6 + Int modifier) per level.

Adventure: The very nature of Darkblades leads them into an adventuring career.

Weapon and Armor Proficiency: Darkblades are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), short sword, and martial weapons (small arms). Darkblades are proficient with light armor but not with shields.

Shadow Blade: The Darkblade is able to create a nearly indestructible blade out of psychic energy. This blade does 1d6 psionic damage + 1d6 per two levels to a maximum of 10d6. It has a critical hit range of 20. The level of the shadow blade for power level purposes is equal to one half the Darkblades level. The user may choose to summon the blade at a lower level. The blade last for 3 rounds per level.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (1st, 5th, 9th, 13th, and 17th). If a Darkblade gets a sneak attack bonus from another source, the bonuses on damage stack.

Poison Use: Darkblades are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade (see Poison in the Pathfinder Core Rulebook).

Save Bonus against Poison: At 3rd level, the Darkblade gains a +1 saving throw bonus against poisons. This bonus increase by +1 every three levels.

Uncanny Dodge (Ex): At 4th level, a Darkblade cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A Darkblade with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a Darkblade already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Hidden Weapons (Ex): At 7th level, a Darkblade becomes a master at hiding weapons on his body. He adds his Darkblade level to all Sleight of Hand skill checks made to prevent others from noticing the weapons.

True Death (Su): Starting at 7th level, anyone slain by a Darkblade's shadow blade becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using raise dead or similar magic must make a caster level check with a DC equal to 15 + the Darkblades level or the spell fails and the material component is wasted. Casting remove curse the round before attempting to bring the creature back from the dead negates this chance. The DC of the remove curse is 10 + the Darkblade's level.

Improved Uncanny Dodge (Ex): At 9th level and higher, a Darkblade can no longer be flanked. This defense denies the sneak attack ability to be used against the Darkblade by flanking him, unless the attacker has at least four more rogue levels than the target has Darkblade levels. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Quiet Death (Ex): At 11th level, whenever an Darkblade kills a creature using his shadow blade during a surprise round, he can also make a Stealth check, opposed by Perception checks of those in the vicinity to prevent them from identifying him as the assailant. If successful, those nearby might not even notice that the target is dead for a few moments, allowing the Darkblade to avoid detection.

Hide in Plain Sight (Su): At 15th level, a Darkblade can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, a Darkblade can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Swift Death (Ex): At 17th level, once per day, a Darkblade can make a death attack against a foe without studying the foe

beforehand. He must still sneak attack his foe using a melee weapon that deals damage.

Angel of Death (Su): At 20th level, the Darkblade becomes a master of death. Once per day, when the Darkblade makes a successful death attack, he can cause the target's body to crumble to dust. This prevents raise dead and resurrection (although true resurrection works as normal). The Darkblade must declare the use of this ability before the attack is made. If the attack misses or the target successfully saves against the death attack, this ability is wasted with no effect.

Class Special Abilities

First Level Abilities	
Ability	
1	Blur
2	Enhanced Shadow Blade
3	Fast as Death
4	Feather Fall
5	Flurry of Strikes
6	Hypnotism
7	Maneuver Training
8	See Invisible
9	Shooting Stars
10	Stunning Blow

Fifth Level Abilities	
Ability	
1	Crippling Strike
2	Defensive Roll
3	Feat
4	Healing, Lesser
5	Improved Dark Blade
6	Mislead
7	Psychic Shout
8	Seeming
9	Skill Mastery
10	Slippery Mind

Tenth Level Abilities	
Ability	
1	Dominate Person
2	Dragon Strike
3	Feat
4	Psychic Hand
5	Greater Shadow Blade
6	Healing, Greater
7	Mind Fog
8	Private Entrance
9	Psychic Shout, Improved
10	Sequester

First Level Abilities

Blur: As 2nd level wizard spell Blur. Self Only. Uses per day 1+ 1 every three Darkblade level. See Pathfinder Roleplaying Game Core Rulebook.

Enhanced Darkblade: This ability increases the number of round the Darkblade can be summoned by +3.

Fast as Death (Haste): As 3rd level wizard Haste spell. Uses per day 1 + 1 per three Darkblade level. Self only. See Pathfinder Roleplaying Game Core Rulebook.

Feather Fall: As 1st level wizard spell Feather Fall. Uses per day 1 + 1 per two Darkblade levels. See Pathfinder Roleplaying Game Core Rulebook.

Flurry of Strikes: With this 1st level ability, a Darkblade can make a flurry of strikes as a full-attack action. When doing so he may make one additional attack using his Darkblade ability as if using the Two-Weapon Fighting feat (even if he does not meet the prerequisites for the feat). For the purpose of these attacks, his base attack bonus is equal to his Darkblade level. For all other purposes, such as qualifying for a feat or a prestige class, the Darkblade uses his normal base attack bonus.

At 8th level, the Darkblade can make two additional attacks when he uses flurry of strikes, as if using Improved Two-Weapon Fighting (even if the Darkblade does not meet the prerequisites for the feat).

At 15th level, the Darkblade can make three additional attacks using flurry of strikes, as if using Greater Two-Weapon Fighting (even if the Darkblade does not meet the prerequisites for the feat).

A Darkblade applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of strikes, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A Darkblade may substitute disarm, sunder, and trip combat maneuvers as part of a flurry of strikes. A Darkblade cannot use any weapon other than his Darkblade ability as part of a flurry of strikes.

Hypnotism: As 1st level wizard spell Hypnotism. Uses per day 1 + 1 per two Darkblade levels. See Pathfinder Roleplaying Game Core Rulebook.

Maneuver Training: This 1st level ability, allows a Darkblade to use his Darkblade level in place of his base attack bonus when calculating his Combat Maneuver Bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

See Invisible: As 2nd level wizard spell See Invisibility. Uses per day 1 + 1 every three Darkblade levels. See Pathfinder Roleplaying Game Core Rulebook.

Shooting Stars:

SHOOTING STARS			
School:	Evocation	Level:	1st
Casting Time:	1 standard action		
Components:	V,S		
Range:	medium (100 ft. + 10 ft./level)		
Target:	up to five creatures, no two of which can be more than 15 ft. apart		
Duration:	Instantaneous		
Saving Throw:	None	Spell Resistance:	Yes

This ability creates a multitude of tiny spikes that appear as shooting stars that strike the target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total

concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage. Uses per day 1 + 1 per three Darkblade levels.

Stunning Blow: This 1st level ability, the Darkblade gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the Darkblade gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The Darkblade must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration. This ability may be used with either blunt melee weapons or with the character's Darkblade ability.

5th Level Abilities

Crippling Strike (Ex): A Darkblade with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage.

Defensive Roll (Ex): With this 5th level ability, the Darkblade can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer wound points by damage in combat (from a weapon or other blow, not a spell or special ability), the Darkblade can attempt to roll with the damage. To use this ability, the Darkblade must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, they take only half damage from the blow; if it fails, they take full damage. The Darkblade must be aware of the attack and able to react to it in order to execute defensive roll—if denied Dexterity bonus to AC, they can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the Darkblade's evasion ability does not apply to the defensive roll.

Feat: The Darkblade may gain any feat they qualify for in place of a Darkblade ability. This may be taken multiple times.

Healing, Lesser (Ex):

HEALING, LESSER			
School:	Conjuration (Healing)	Level:	5th
Casting Time:	1 Standard Action		
Components:	V,S		
Range:	Touch		
Target:	Creature Touched		
Duration:	Instantaneous		
Saving Throw:	Will Half (Harmless); See Text	Spell Resistance:	Yes (Harmless); See Text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. Uses per day 1 + 1 per three Darkblade levels.

Improved Shadow Blade: The damage of the Darkblades shadow blade ability increases from d6s to d8s.

Mislead: As 6th level wizard spell Mislead. Uses per day 1 + 1 per four Darkblade levels. See Pathfinder Roleplaying Game Core Rulebook.

Psychic Shout:

PSYCHIC SHOUT			
School:	Evocation	Level:	5th
Casting Time:	1 Standard Action		
Components:	V,S		
Range:	15 ft.		
Area:	Cone-shaped Burst		
Duration:	Instantaneous		
Saving Throw:	Reflex half	Spell Resistance:	Yes

A cone of black fire shoots from your mouth. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 10d4). Flammable materials do not burn if the flames touch them. Uses per day 1+ level of Darkblade.

Seeming: As 5th level wizards spell Seeming. Uses per day 1 + 1 per four Darkblade level. See Pathfinder Roleplaying Game Core Rulebook.

Skill Mastery: The Darkblade becomes so confident in the use of certain skills that they can use them reliably even under adverse conditions.

Upon gaining this ability, they select a number of skills equal to 3 + their Intelligence modifier. When making a skill check with one of these skills, they may take 10 even if stress and distractions would normally prevent them from doing so. A Darkblade may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Slippery Mind (Ex): This ability represents the Darkblades's ability to wriggle free from magical effects that would otherwise control or compel them. If a Darkblade with slippery mind is affected by an enchantment spell or effect and fails the saving throw, they can attempt it again 1 round later at the same DC. The Darkblade gets only this one extra chance to succeed on the saving throw.

10th level Abilities

Dominate Person (Ex): As 5th level wizard spell Dominate Person. Uses per day 1 + 1 per four Darkblade levels. See Pathfinder Roleplaying Game Core Rulebook.

Dragon Strike (Ex):

DRAGON STRIKE			
School:	Necromancy	Level:	10 th
Casting Time:	1 Standard Action		
Components:	V,S		
Range:	Touch		
Target:	Living Creature Touched		
Duration:	Instantaneous		
Saving Throw:	None	Spell Resistance:	Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later. Uses per day 1 + 1/4 Darkblade level.

Feat: The Darkblade may gain any feat they qualify for in place of a Darkblade ability. This may be taken multiple times.

Psychic Hand: As 6th level wizard spell Forceful Hand. Uses per day 1 + 1 per four Darkblade levels. See Pathfinder Roleplaying Game Core Rulebook.

Greater Darkblade: This ability increases the critical threat range of the Darkblades shadow blade from 20 to 19-20. In addition, it grants a +4 bonus on the confirmation roll.

Healing, Greater: As 3rd level cleric spell cure serious wounds. Uses per day 1 + 1 per three Darkblade levels. See Pathfinder Roleplaying Game Core Rulebook.

Mind Fog: As 5th level wizard spell Mind Fog. Uses per day 1 + 1 per three Darkblade levels. See Pathfinder Roleplaying Game Core Rulebook.

Private Entrance: As 5th level wizard spell passwall. Uses per day 1 + 1 per five Darkblade levels. See Pathfinder Roleplaying Game Core Rulebook.

Psychic Shout, Improved (Cone of Cold):

Psychic Shout, Improved			
School:	Evocation (Psionic)	Level:	10 th
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	60 ft.		
Area:	Cone-shaped burst		
Duration:	Instantaneous		
Saving Throw:	Reflex half	Spell Resistance:	Yes

Improved Psychic Shout covers an area with black flames, originating at your mouth and extending outward in a cone. It dealing 1d6 points of psionic damage per caster level (maximum 15d6). Uses per day 1 + 1 per four Darkblade levels.

Sequester: As 7th level wizards spell sequester. Uses per day 1 + 1 per 5 levels of Darkblade. See Pathfinder Roleplaying Game Core Rulebook.

FIXER

TABLE 2-2: Fixer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Fast Talk, Fixer Contact, Dazzle
2	+1	+3	+3	+3	Bonus Feat, Taunt
3	+1	+3	+3	+3	Favor, Dazzle Bonus +2
4	+2	+4	+4	+4	Bonus Feat
5	+2	+4	+4	+4	Fixer Contact
6	+3	+5	+5	+5	Bonus Feat, Dazzle Bonus +3
7	+3	+5	+5	+5	Fixer Contact
8	+4	+6	+6	+6	Bonus Feat
9	+4	+6	+6	+6	Dazzle Bonus +4
10	+5	+7	+7	+7	Bonus Feat
11	+5	+7	+7	+7	Fixer Contact
12	+6/+1	+8	+8	+8	Bonus Feat, Dazzle Bonus +5
13	+6/+1	+8	+8	+8	Fixer Contact
14	+7/+2	+9	+9	+9	Bonus Feat
15	+7/+2	+9	+9	+9	Fixer Contact
16	+8/+3	+10	+10	+10	Bonus Feat
17	+8/+3	+10	+10	+10	Fixer Contact
18	+9/+4	+11	+11	+11	Bonus Feat
19	+9/+4	+11	+11	+11	Fixer Contact
20	+10/+5	+12	+12	+12	Bonus Feat, Master Fixer

Fixers are adventurers that live and make a living in the shadows using their wit's more than firepower.

Role: When they have the choice Fixers prefer to play a background support role, but due to the nature of the deals they make they end up on the frontlines. Most fixers are almost as handy with a weapon as a scout.

Alignment: Any

Hit Die: 1d6

Class Skills: The Fixer's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (visual art, writing) (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, popular culture, theology and philosophy) (Int), Linguistics (Int), Perception (Wis), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), and Streetwise (Cha).

Skill Points: Starting skill points are (7 + Int modifier) per level.

Adventure: Due to the nature of the lifestyle that the Fixer has chosen adventuring is a natural choice.

Characteristics: Fixers primary attributes are Charisma and Intelligence.

Background: Fixers tend to be from street backgrounds, though a highly educated fixer is possible. Fixers tend to be gregarious and constantly spreading their money around. This is in an effort to make more contacts and expand their network of sources.

Other Classes: Fixers get along best with Soldiers and Scouts due to the close relations they have on shadow operations. The other classes still get along with the fixer.

Class Features

All of the following are class features of the fixer.

Weapon and Armor Proficiency: Fixers are proficient with all simple weapons, Martial Weapons (Small Arms), Light Non-Powered Armor and Medium Non-Powered Armor.

Favor: Fixers have the ability to acquire minor aid from anyone they meet. By making a favor check, a Fixer can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure.

A Fixer takes a full round action to activate this ability. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's Fixer level. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors. A Fixer cannot take 10 or 20 on this check, nor can the character retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check.

The GM should carefully monitor a Fixer's use of favors to ensure that this ability is not abused. The success or failure of a mission should not hinge on the use of a favor, and getting a favor should not replace good roleplaying or the use of other skills. The GM may disallow any favor deemed disruptive to the game.

Fast-Talk: Fixers have a way with words when attempting to con and deceive. With this talent, they apply their Charismatic level as a competence bonus on any Bluff, Diplomacy, or Gamble checks the character makes while attempting to lie, cheat, or otherwise bend the truth.

Fixer Contact: Fixers have put together a network with each other for acquiring rare or hard to find goods. Each time this ability is received the fixer can select one area of specialty.

Having this network allows a +5 bonus to streetwise checks when looking for items within the specialty. Each specialty can only be selected once.

Table2-3: Fixer Contact Specialty

Armor (Non-Powered)	Mecha Components
Armor (Powered)	Vessels
Gear	Vessel Components
Magic Items (Personal)	Vehicles
Magic Items (Vehicle)	Weapons (Personal)
Magic Items (Vessels)	Weapons (Vehicular)
Magic Items (Mecha)	Weapons (Mecha)
Mecha	

Dazzle: Fixers have the ability to dazzle a target through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet of the character, and must be able to see, hear, and understand the character.

To dazzle a target, the character must use an attack action and make a Charisma check (DC-15), adding their Fixer level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the dazzle attempt by making a Will saving throw (DC 10 + Fixer's class level + Fixer's Cha bonus). If the save fails, the target receives a -1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's Fixers level. This is a Mind-Affecting ability.

Dazzle Bonus +#:: The penalties occurred by the Fast-Talk ability are increased to this amount.

Taunt: Fixers have the ability to temporarily rattle a target through the use of insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to a taunt, must be within 30 feet of the character, and must be able to hear and understand the character.

To taunt a target, the character must use an attack action and make a Charisma check (DC-15), adding their fixer level as a bonus. If the check succeeds, the target can try to resist.

The target resists the taunt by making a Will saving throw (DC 10 + Fixer's class level + Fixer's Cha bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A taunt can be used on an opponent any number of times. This is a Mind-Affecting ability.

Bonus Feats: At each even level starting at 2nd, the Fixer gains a bonus feat. This feat must be selected from the following list, and the Fixer must meet any prerequisites.

Agile Riposte, Alertness, Deceptive, Dodge, Fleet, Improved Iron, Will, Iron Will, Lightning Reflexes, Persuasive, Point Blank Shot, Quick draw, Scrounging, Skill Focus, Trustworthy.

Master Fixer: At this point in the Fixer's career they have spread their network far and wide. This grants the fixer a +5

bonus to all Streetwise and gather information tests. In addition, once per game month the fixer can call on their network to search for some extremely rare or impossible to find item.

To accomplish this, the fixer makes a Charisma test versus a DC-40 (d20 + Cha modifier + Fixer Level). If successful, the requested item will be delivered at a modest cost (Twice List) in the near future (as determined by the GM).



TECH SPEC

Tech Specs are the generic crewmembers on a vessel; they make up the majority of the crew.

Role: The role of a Tech Spec is primarily that of front line support. A lot of their skills and abilities are most useful out of combat but they can be rather effective with a laser pistol.

Alignment: Any

Hit Die: 1d8

Class Skills: The Tech Spec's class skills, and the key ability for each skill, are Appraise (Int), Astrogation(Int), Computer (Int), Craft (Electronics) (Int), Craft (Mechanical) (Int), Craft (Mecha) (Int), Craft (Robotics) (Int), Craft (Vessel) (Int), Drive (Dex), Perception (Wis), Profession (Starship Crew), Profession (Inter-Realm Vessel Crew), Repair (Int), Sense Motive (Wis), Sensor Operations(Int), Starship Gunnery(Int), and Streetwise (Cha).

Skill Points: Starting skill points are (6 + Int modifier) per level

TABLE 2-4: Tech Spec

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Bonus Feat
2	+2	+3	+3	+0	Jury-Rig +2
3	+3	+3	+3	+1	Area of Focus, Bonus Feat
4	+4	+4	+4	+1	Expert, Tech Specialty
5	+5	+4	+4	+1	Jury-Rig +4
6	+6/+1	+5	+5	+2	Bonus Feat
7	+7/+2	+5	+5	+2	Expert
8	+8/+3	+6	+6	+2	Jury-Rig +4, Specialization Bonus +4
9	+9/+4	+6	+6	+3	Bonus Feat, Tech Specialty
10	+10/+5	+7	+7	+3	Expert
11	+11/+6/+1	+7	+7	+3	Jury-Rig +6
12	+12/+7/+2	+8	+8	+4	Bonus Feat
13	+13/+8/+3	+8	+8	+4	Specialization Bonus +6
14	+14/+9/+4	+9	+9	+4	Jury-Rig +8, Tech Specialty
15	+15/+10/+5	+9	+9	+5	Bonus Feat
16	+16/+11/+6/+1	+10	+10	+5	Expert
17	+17/+12/+7/+2	+10	+10	+5	Jury-Rig +10
18	+18/+13/+8/+3	+11	+11	+6	Specialization Bonus +8, Bonus Feat
19	+19/+14/+9/+4	+11	+11	+6	Tech Specialty
20	+20/+15/+10/+5	+12	+12	+6	Bonus Feat, Master Technician

Adventure: Most Tech Specs joined the crew of a vessel seeking adventure. So it is only natural that they also seek it while away from the ship.

Characteristics: The most important characteristic for Tech Specs is Intelligence, since a majority of their skills are based on it. Tech Specs make well rounded party members that are useful both in and out of combat.

Background: Tech Specs can come from any background or realm that supports their specialty. It is very common for the child of a farmer who has grown up on stories of adventure aboard starships to become Tech Specs.

Other Classes: Tech Specs can be found associated with pretty much any class since their duties aboard ship take them to all areas. Tech Specs compliment the abilities of Techno Mages and are very useful in supporting Soldiers.

Class Features

All of the following are class features of the tech spec.

Weapon and Armor Proficiency: Tech Specs are proficient with all simple weapons, Martial Weapons (Small Arms), Light Non-Powered Armor and Medium Non-Powered Armor.

Bonus Feats: At 1st level, Tech Specs get a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans. Tech Specs gain an additional bonus feat at 3rd level and every 3 levels thereafter (6th, 9th, 12th, etc.).

These bonus feats must be drawn from the following list: Aircraft Operations(Any), Brawl, Builder, Gate Veteran, Gearhead, Jack of All Trades, Martial Weapons (Melee), Master Crafter, Nimble, Point Blank Shot, Powered Armor Proficiency (Light), Realmgation (Only if Navigation Tech.), Salvage, Scrounging, Spacer, Vessel Operations (Any), Xenomedic, and Zero-G Training.

Some of the bonus feats available to Tech Specs cannot be acquired until they have gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A

Tech Spec must still meet all prerequisites for a feat, including ability scores and base attack bonus minimums.

Jury-Rig +#: Beginning at 2nd level a Tech Spec gains a +2 competence bonus on repair checks for making temporary or jury-rigged repairs. This bonus increases by +1 at 5th, 8th, 11th, 14th and 17th.

Area of Focus: Each Tech Spec must choose an area of focus upon reaching 3rd level. They receive a +2 bonus on all checks made with the skill associated with the area of focus. This bonus increases as the character advances in levels. The areas of focus are listed below.

Table 2-5: Tech Spec Areas of Focus

Area	Associated Skill
Astrogation	Astrogation
Computer	Computer
Electronics	Craft (Electronics)
Mechanic	Craft (Mechanical)
Engineering	Repair
Sensor	Sensor Operations
Gunnery	Starship Gunnery
Mecha Fabricator	Craft (Mecha)
Vessel Fabricator	Craft (Vessel)
Medical	Heal
Robotics	Craft (Robotics)
General Crew (Stellar)	Profession (Starship Crew)
General Crewman (Inter-Realm)	Profession (Inter-Realm Vessel Crew)

Tech Specialty

At 4th, 9th, 14th, 17th, and 19th level, the Tech Spec gains a tech specialty. Each time, the Tech Spec selects a specialty from among those described below. It can be a different specialty each time, or the Tech Spec can choose the same specialty as many as three times over the course of the six selections.

Computer Specialist: Receive a +1 bonus on Computer checks. Additional selections of this tech specialty can improve the bonus to +2 and +3.

Mastercrafter: Applying this specialty to a specific Craft skill allows you to build mastercraft items using that skill. The types of items that can be Mastercrafter, and the relevant Craft skill for each type, are as follows.

Table 2-6: Tech Specialty	
Weapons	Craft (specific weapon group)
Armor	Craft (armor)
Datapad	Craft (electronic devices)
Medikit	Craft(Medikit)
Security kit	Craft (electronic devices)
Sensor pack	Craft (electronic devices)

On average, it takes twice as long to construct a Mastercraft item as it does to create an ordinary item of the same sort: You must pay double the cost for raw materials (2/3 of the item's normal price rather than 1/3. and the result of every daily Craft check you make is halved (round down). You can add the Mastercraft feature to an existing ordinary item by paying the raw material cost and then making daily Craft checks as though you were constructing the item itself.

Crafting a Mastercraft item is a task of extreme complexity as such; the DC of the final Craft check to complete the Item is 20.

When successfully completed, a Mastercraft item provides a +1 bonus to the quality of an ordinary item of the same type.

Additional selections of this tech specialty can give a character the ability to make items with +2 and +3 bonuses. To make a +2 item a Tech Spec needs to start with a +1 Item,

paying the monetary costs appropriate to that item. Similarly, to make a +3 item, the character needs to start with a +2 item.

Mechanic: Receive a +1 bonus on Repair checks. Additional selections of this tech specialty can improve the bonus to +2 and +3.

Medical Specialist: Receive a +1 bonus on Treat injury checks. Additional selections of this tech specialty can improve the bonus to +2 and +3.

Surgical Specialist: Improve the number of wounds you can restore using the Heal skill and the Surgery feat by +1. Additional selections of this tech specialty can improve the number of wounds restored to +2 and +3.

Expert

At 4th, 7th, 10th, and 16th level the Tech Spec selects a specific Craft, Knowledge, or Profession skill. Each time, a different skill must be selected.

The tech spec receives a +2 expert bonus on checks made using the selected skill. Note that expert bonuses do not stack.

Master Technician: The Tech Spec can repair a greater numbers of devices / systems, and can use their Repair skill on 2 + their Intelligence Modifier devices / systems. This ability has an area of effect equal to 10 feet + the Tech Spec's Intelligence modifier. On vessels this means a Tech Spec in the Engineering role can perform multiple repair attempts (actions can be performed multiple times).



PRESTIGE CLASSES

BLOCKADE RUNNER / SMUGGLER

Blockade Runners and Smugglers are free wheeling and dealing rogues of the space ways. They spend the majority of their lives one step ahead of the police and skip jacks.

Table 2-7: Blockade Runner / Smuggler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	0	+0	+2	+0	Familiarity +1
2nd	+1	+0	+3	+0	Bonus Feat
3rd	+2	+1	+3	+1	Familiarity +2
4th	+3	+1	+4	+1	Bonus Feat
5th	+3	+1	+4	+1	Familiarity +3
6th	+4	+2	+5	+2	Space Transport Evasion
7th	+5	+2	+5	+2	Familiarity +4
8th	+6	+2	+6	+2	Bonus Feat
9th	+6	+3	+6	+3	Familiarity +5
10th	+7	+3	+7	+3	Improved Space Transport Evasion

Role: Blockade Runner/Smugglers prefer to let their ships do the talking for them. When this is not possible it is always good to either have an escape plan or a hand pistol.

Alignment: Any.

Hit Die: d8.

Requirements

To qualify to become a Blockade Runner / Smuggler, a character must fulfill all the following criteria:

Base Attack Bonus: +4

Skills: Pilot 10 ranks, Starship Gunnery 6 ranks.

Feats: Vessel Dodge (Transport), Vessel Operations (Transport).

Class Skills

The Blockade Runner / Smuggler class skills (and the key ability for each skill) are Astrogation (Int), Computers (Int), Craft (Int), Knowledge (Int), Pilot (Dex), Perception (Wis), Profession (Wis), Repair (Int), and Starship Gunnery (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

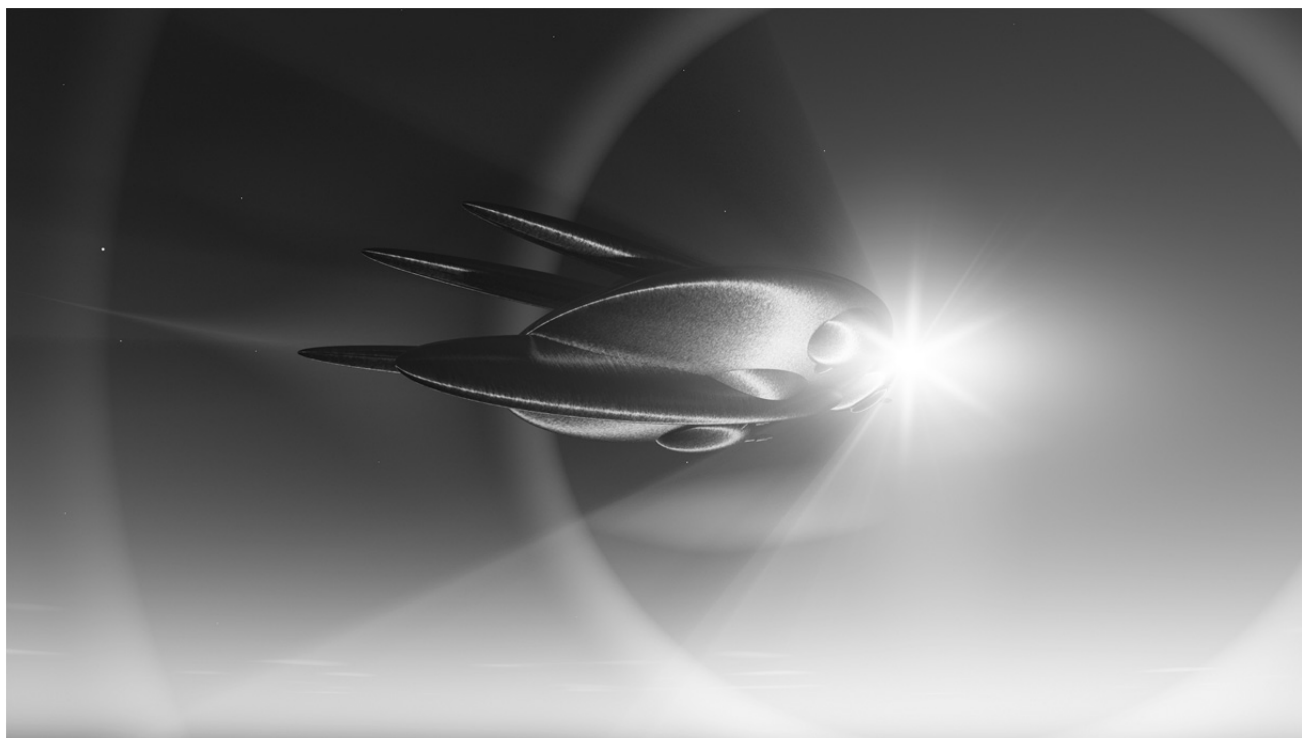
All of the following are class features of the Blockade Runner / Smuggler prestige class.

Weapon and Armor Proficiency: Blockade Runner / Smuggler gain proficiency with all martial weapons (small arms).

Familiarity: This class feature provides a bonus to Pilot, Repair and Starship Gunnery with a particular vessel. In addition, the vessel's signature is increased by the amount of the bonus.

To qualify for these bonuses the character must have operated the vessel for a minimum of three months. Only one vessel qualifies for the familiarity bonus at any given time.

Bonus Feat: Any vessel feat.



Space Transport Evasion: At 6th level, the blockade runner can make a Pilot skill check to lessen the damage dealt by a successful hit against a space transport she is piloting. If the Pilot skill check result exceeds the attack roll result, the damage dealt to the pilot's ship is halved (round fractions down, to a minimum of 1 point of damage). A Blockade Runner can make an evasion check once per round.

Improved Space Transport Evasion: At 10th level, the Blockade Runner's space transport evasion improves: A successful Pilot skill check negates all damage suffered by an attack.

CHIEF ENGINEER

Chief Engineers are the masters of the lower decks on a vessel. They keep the vessel running at peak efficiency and hold it together in combat. Chief Engineers are renowned for their pride in their vessels.

Table 2-8: Chief Engineer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	0	+0	+0	+2	Master Jury Rigger
2nd	+1	+0	+0	+3	Bonus Feat
3rd	+2	+1	+1	+3	Instant Repairs
4th	+3	+1	+1	+4	Bonus Feat
5th	+3	+1	+1	+4	Miracle Worker

Role: Chief Engineers prefer to let their ships do the talking for them. In case of the vessel being boarded Chief Engineers are trained to defend themselves which comes in handy during exciting shore leaves.

Alignment: Any.

Hit Die: d8.

Requirements

To qualify to become a Chief Engineer, a character must fulfill all the following criteria.

Skills: Profession: Vessel Engineer 6 ranks, Repair 10 ranks.

Feats: Vessel Operations (Any)

Class Skills

The Chief Engineers class skills, and the key ability for each skill, are Appraise (Int), Astrogation(Int), Computer (Int), Craft (Electronics) (Int), Craft (Mechanical) (Int), Craft (Mecha) (Int), Craft (Robotics) (Int), Craft (Vessel) (Int), Drive (Dex), Perception (Wis), Profession (Starship Crew), Profession (Inter-Realm Vessel Crew), Repair (Int), Sense Motive (Wis), Sensor Operations(Int), Starship Gunnery(Int), and Streetwise (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

All of the following are class features of the Chief Engineers prestige class:

Weapon and Armor Proficiency: Chief Engineers gain proficiency with all martial weapons (small arms).

Master Jury Rigger: Chief Engineers are so proficient at



their job they can perform it even without the proper tools. On vessel repair checks the penalties for not having a proper shop are halved. If the shops are present the chief engineer receives a +4 bonus on vessel repair checks.

Bonus Feat: Any vessel feat.

Instant Repairs: At 3rd level, the Chief Engineer can attempt to instantly repair the effects of a critical hit. The Chief Engineer makes a repair check with the normal DC to repair the critical hit with a +1 bonus for each level of Chief Engineer. If the check succeeds the non-damage portion of the critical hit is fully repaired.

Miracle Worker: At 5th level, the chief engineer once per battle can temporarily restore all of the hull points of a vessel. This effect last for 10 rounds. At the end of that period the vessel returns to its hull points prior to miracle worker being activated, minus any damage that exceeds the virtual hull points. Damage is done to the virtual hull points first and then to the real hull points.

HYLATHAN FULL DRAGON

The greatest ability of the Hylathans is being able to grow into a full blooded dragon. This unique ability makes them very prized by such races as the Sons of Balil.

Role: The role of a Hylathan Full Dragon is that of frontline tank. They can take a lot of damage and are able to dish some out in return.

Table 2-9: Hylathan Full Dragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+1	+1	+1	Draconic Form Size(Medium), Draconic Ability (Wyrmling), Draconic Form 1/day	+1 level of existing arcane spellcasting class
2nd	+2	+1	+1	+1	Initiate Breath Weapon 2/day, Cloak Self (Draconic)	+1 level of existing arcane spellcasting class
3rd	+3	+2	+2	+2	Draconic Form Size(Large), Draconic Ability (Very Young), Draconic Form 2/day	+1 level of existing arcane spellcasting class
4th	+4	+2	+2	+2	Initiate Breath Weapon 3/day	+1 level of existing arcane spellcasting class
5th	+5	+3	+3	+3	Draconic Ability (Young), Draconic Form 3/day	+1 level of existing arcane spellcasting class
6th	+6	+3	+3	+3	Initiate Breath Weapon 4/day	+1 level of existing arcane spellcasting class
7th	+7	+4	+4	+4	Draconic Ability (Juvenile), Draconic Form 4/day	+1 level of existing arcane spellcasting class
8th	+8	+4	+4	+4	Draconic Form Size(Huge), Initiate Breath Weapon 5/day	+1 level of existing arcane spellcasting class
9th	+9	+5	+5	+5	Draconic Ability (Young Adult), Draconic Form 5/day	+1 level of existing arcane spellcasting class
10th	+10	+5	+5	+5	Initiate Breath Weapon 6/day***	+1 level of existing arcane spellcasting class

Alignment: Any.

Hit Die: d12.

Requirements

To qualify to become a Hylathan Full Dragon, a character must fulfill all the following criteria.

Race: Hylathan.

Class: At least 6th Hylathan Initiate

Skills: Knowledge (Arcana) 10 ranks.

Languages: Draconic.

Spell Casting: Ability to cast arcane spells without preparation or ability to use trans-dimensional magic.

Special: The dragon variant selected for Hylathan Initiate remains the same.

Class Skills

The Hylathan Full Dragon's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Flight (Dex) Knowledge (Any) (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the Hylathan Full Dragon prestige class:

Weapon and Armor Proficiency: Hylathan Full Dragon gains no additional proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new Hylathan Full Dragon level is gained, the character gains new spells per day as indicated(and spells known, if applicable) as if they had also

gained a level in a spell casting class they belonged to before adding the prestige class. They do not, however, gain any other benefit a character of that class would have gained. This essentially means that they add the level of Hylathan Initiates to the level of some other spell casting class the character has, then determines spells per day, spells known, and caster level accordingly.

Table 2-10: Draconic Abilities

Type	Age	Special Abilities
Black	Wyrmling	Immunity to acid, water breathing
	Very young	Swamp stride
	Young	Speak with reptiles
	Juvenile	<i>Darkness</i>
	Young adult	DR 5/magic, spell resistance
Blue	Wyrmling	Desert thirst, immune to electricity
	Very young	Sound imitation
	Young	Ghost sound
	Juvenile	Frightful presence, minor image
	Young adult	DR 5/magic, spell resistance
Green	Wyrmling	Immunity to acid, water breathing
	Very young	Woodland stride
	Young	Entangle
	Juvenile	Frightful presence, charm person
	Young adult	DR 5/magic, spell resistance
Red	Wyrmling	Fire subtype
	Very young	Smoke vision
	Young	Detect magic
	Juvenile	Frightful presence, pyrotechnics
	Young adult	DR 5/magic, spell resistance
White	Wyrmling	Icewalking, cold subtype
	Very young	Snow vision
	Young	Ice shape
	Juvenile	<i>Fog cloud</i>
	Young adult	DR 5/magic, spell resistance, <i>gust of wind</i>
Brass	Wyrmling	Fire subtype, sleep breath
	Very young	speak with animals
	Young	Move sand
	Juvenile	Desert wind, endure elements
	Young adult	DR 5/magic, spell resistance
Bronze	Wyrmling	Immunity to electricity, repulsion breath, water breathing
	Very young	Speak with animals
	Young	Change shape
	Juvenile	Wave mastery, create food and water
	Young adult	DR 5/magic, spell resistance
Copper	Wyrmling	Immunity to acid, climb stone, slow breath
	Very young	Grease
	Young	Uncanny dodge
	Juvenile	Trap master, hideous laughter
	Young adult	DR 5/magic, spell resistance
Gold	Wyrmling	Fire subtype, weakening breath
	Very young	Change shape, detect evil
	Young	Fast flight, detect gems
	Juvenile	Bless
	Young adult	DR 5/magic, spell resistance
Silver	Wyrmling	Change shape, cold subtype, immune to acid, paralyzing breath
	Very young	Cloudwalking, detect evil
	Young	Graceful flight
	Juvenile	Fog vision, feather fall
	Young adult	DR 5/magic, spell resistance

Draconic Form Size: This is the size the draconic form will be after transformation. For example, a 1st level Full Dragon can change into a medium sized dragon.

Draconic Ability (Age Category): The Hylathan Full Dragon receives the abilities listed for the type of dragon they selected during their Hylathan Initiate class.

Draconic Form #/day: A Hylathan Full Dragon can transform into their chosen draconic form a number of times per

day as indicated. This form can be maintained for a number of hours equal to ½ the Full Dragon Levels the character possesses.

While in Draconic form the effectiveness of the characters breath weapon is increased. Each time it is used roll 1d6+6 and then subtract the Full Dragon Levels. The result is the number of rounds before the breath weapon can be used again. The damage of the breath weapon does not change. Using a breath weapon in draconic form does not affect the number of uses of the initiate breath weapon.

Initiate Breath Weapon #/day: The number of times per day that the breath weapon received from being a Hylathan Initiate can be used is increased to the value shown.

Cloak Self (Draconic): This ability allows the Hylathan to use a version of their Cloak Self ability while in dragonform. The hylathan may appear as any other type of dragon of similar size.



MASTER GUNNER

Master Gunners are experts at firing and maintaining vessel weapons. They are able to make the difficult shots with vessel weaponry, sometimes even making shots that are thought to be impossible.

Role: The primary role of Master Gunners is aboard vessels directing or firing the weapons of the vessel. Secondly they can fill the role of a ranged fighter.

Alignment: Any.

Hit Die: d6.

Table 2-11: Master Gunner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+2	+1	Gunnery Familiarity +1
2nd	+2	+1	+3	+1	Gunnery Penetration +1
3rd	+2	+2	+3	+2	Bonus Feat
4th	+3	+2	+4	+2	Gunnery Familiarity +2
5th	+3	+3	+4	+3	Gunnery Penetration +2
6th	+4	+3	+5	+3	Bonus Feat
7th	+4	+4	+5	+4	Gunnery Familiarity +3
8th	+5	+4	+6	+4	Gunnery Penetration +3
9th	+5	+5	+6	+5	Bonus Feat
10th	+6	+5	+7	+5	Disabling Shot

Requirements

To qualify to become a Master Gunner, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Starship Gunnery 10 ranks.

Feats: Masterful Gunnery

Class Skills

The Master Gunner class skills (and the key ability for each skill) are Astrogation (Int), Computers (Int), Craft (Int), Heal (Wis), Knowledge(Int), Perception (Wis), Profession (Wis), Repair (Int), and Starship Gunnery (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the Master Gunner prestige class.

Weapon and Armor Proficiency: Master Gunner gain proficiency with all martial weapons (small arms).

Gunnery Familiarity: This class feature provides a bonus on all Attack and Damage rolls with a vessel's weapons. These

bonuses only apply to weapons controlled by the Master Gunner.

To qualify for these bonuses the character must have operated the weapons on a vessel for a minimum of 30 days. Only one vessel qualifies for the familiarity bonus at any given time.

Gunnery Penetration: This class feature provides a bonus to the penetration value of weapons on a vessel. This bonus only applies to weapons controlled by the Master Gunner.

To qualify for these bonuses the character must have operated the weapons on a vessel for a minimum of 30 days. Only one vessel qualifies for the familiarity bonus at any given time.

Bonus Feats: At 3rd level, and again at 6th and 9th level, the Master Gunner gains a bonus feat. These feats must be drawn from the following list: Masterful Gunner, Pinpoint Accuracy, Vessel Rapid Fire, Vessel Point Blank Shot, and Weapon Focus (any starship weapon).

Disabling Shot: At 10th level, the Master Gunner gains the ability to make a disabling shot. This allows a master gunner to attempt to disable a specific system on the target vessel without causing any additional damage.



NAVAL OFFICER

Naval Officers are the elite crewmembers on a vessel. They fill the command roles aboard the vessel and are expected to lead the crew in times of emergency.

Role: Naval Officers are able to inspire their crews to greater feats of valor. They are at home giving commands to the crew and fighting down in the trenches right alongside of them.

Table 2-12: Naval Officer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+2	Enhance Crew +1
2nd	+2	+1	+1	+3	Bonus Feat
3rd	+2	+2	+2	+3	Enhance Crew +2
4th	+3	+2	+2	+4	Enhance Task Force +2
5th	+3	+3	+3	+4	Enhance Crew +3
6th	+4	+3	+3	+5	Bonus Feat
7th	+4	+4	+4	+5	Enhance Crew +4
8th	+5	+4	+4	+6	Enhance Task Force +4
9th	+5	+5	+5	+6	Enhance Crew + 5
10th	+6	+5	+5	+7	Blanket Protection

Alignment: Any.

Hit Die: d6.

Requirements

To qualify to become a Naval Officer, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Astrogation 6+ ranks, Pilot 6+ ranks, Starship Gunnery 6+ ranks.

Feats: Vessel Operations (Any)

Class Skills

The Naval Officer class skills (and the key ability for each skill) are Astrogation (Int), Bluff (Cha), Computers (Int), Craft (Int), Heal (Wis), Knowledge (Int), Perception (Wis), Pilot(Dex), Profession (Wis), Repair (Int), and Starship Gunnery (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the Naval Officer prestige class:

Weapon and Armor Proficiency: Naval Officers gain proficiency with all martial weapons (small arms).

Enhance Crew: This class feature provides a circumstance bonus to vessel related checks.

To qualify for these bonuses the character must have operated the vessel for a minimum of 90 days. Only one vessel qualifies for the familiarity bonus at any given time.

Enhance Task Force: This class feature provides a circumstance bonus to all vessel related check in the task force. This bonus can be applied to a number of vessels equal to the Naval Officer's Charisma Modifier plus levels in Naval Officer.

To qualify for these bonuses the character must have been in command of the task force for a minimum of 90 days.

Bonus Feats: At 2nd, and again at 6th levels, the Naval Officer gains a bonus feat. These feats must be drawn from the following list: Masterful Gunnery, Pinpoint Accuracy, Vessel, Vessel Point Blank Shot, and Weapon Focus (any starship weapon).

Blanket Protection: At 10th level, the Naval Officer gains the ability to increase the defensive tactics of a task force. This Blanket Protection grants a +4 circumstance bonus to all vessels affected by the Naval Officers Enhance Task Force ability.



SKIP JACK

Skip Jacks are trained to hunt down and return bounties such as stolen vessels, missing persons, etc... across the realms.

Table 2-13: Skip Jack

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	0	+0	+2	+0	Psychic Tracking
2nd	+1	+0	+3	+0	Sneak Attack +1d6
3rd	+2	+1	+3	+1	Improved Psychic Tracking
4th	+3	+1	+4	+1	Sneak Attack +2d6
5th	+3	+1	+4	+1	Advanced Psychic Tracking

Role: Skip Jacks use stealth over brute force, since they are normally outnumbered. They are very good in the traditional role of a sneak thief.

Alignment: Any.

Hit Die: d6.

Requirements

To qualify to become a Skip Jack, a character must fulfill all the following criteria:

Skills: Appraise 6 ranks, Disable Device 10 ranks, Stealth 6 Ranks, either syncratic- 4 or syncratic+ 4.

Feats: Vessel Operations (Any)

Class Skills

The Skip Jack class skills, and the key ability for each skill, are Appraise (Int), Astrogation(Int), Bluff (Cha), Computer (Int), Craft (Any) (Int), Diplomacy (Cha), Disable Device (Dex), Drive (Dex), Escape Artist (Dex), Intimidate (Cha) Perception (Wis), Pilot (Dex), Sense Motive (Wis), Sensor Operations(Int), Sleight of hands (Dex), Starship Gunnery(Int), Stealth (Dex), and Streetwise (Cha).

Skill Ranks per Level: 8 + Int modifier.

Class Features

All of the following are class features of the Skip Jack prestige class:

Weapon and Armor Proficiency: Skip Jack gain proficiency with all martial weapons (small arms).

Psychic Tracking: This ability allows the Skip Jack to track a person or object through a combination of leg work, magic, psionics, and other sources to anywhere in a realm. This process takes 10 days minus the characters Skip Jack level. This tracking ability narrows the location of the target down to a 25 mile area.

Sneak Attack: This is exactly like the rogue/scout ability of the same name. The extra damage dealt increases by +1d6 at 2nd and 5th levels. If a Skip Jack gets a sneak attack bonus from another source, the bonuses on damage stack.

Improved Psychic Tracking: As Psychic Tracking but can be used across multiple realms. If in the same realm it narrows the target radius down to 10 miles.

Advanced Psychic Tracking: As improved Psychic Tracking but takes half as long and narrows the target radius down to 2 miles.

VESSEL ACE

Vessel Aces are expert pilots of a single vessel. They can fly this vessel faster, longer and harder than is normally possible. To be honest the ground crews place bets on if the ship will hold together, but it always gets the Vessel Ace home.

Role: The primary role of a Vessel Ace is that of hot shot pilot. Part of that role is being proficient with some kind of weapon usually the flasher the better.

Alignment: Any.

Hit Die: d8.

Requirements

To qualify to become a Vessel Ace, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Skills: Pilot 9+ ranks, Starship Gunnery 6+ ranks.

Feats: Vessel Operations (Any), Vessel Dodge (Any)

Class Skills

The Vessel Ace class skills (and the key ability for each skill) are Astrogation (Int), Computers (Int), Craft (Any) (Int), Heal (Wis),

Knowledge (Int), Perception (Wis), Pilot (Dex), Profession (Wis), Repair (Int), and Starship Gunnery (Int).

Skill Ranks per Level: 4 + Int modifier.

Table 2-14: Vessel Ace

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+2	+1	Familiarity +1
2nd	+1	+1	+3	+1	Bonus Feat
3rd	+1	+2	+3	+2	Familiarity +2
4th	+2	+2	+4	+2	Bonus Feat
5th	+2	+3	+4	+3	Familiarity +3
6th	+3	+3	+5	+3	Vessel Evasion
7th	+3	+4	+5	+4	Familiarity +4
8th	+4	+4	+6	+4	Bonus Feat
9th	+4	+5	+6	+5	Familiarity +5
10th	+5	+5	+7	+5	Improved Vessel Evasion

Class Features

All of the following are class features of the Vessel Ace prestige class.

Weapon and Armor Proficiency: Vessel Ace gain proficiency with all martial weapons (small arms).

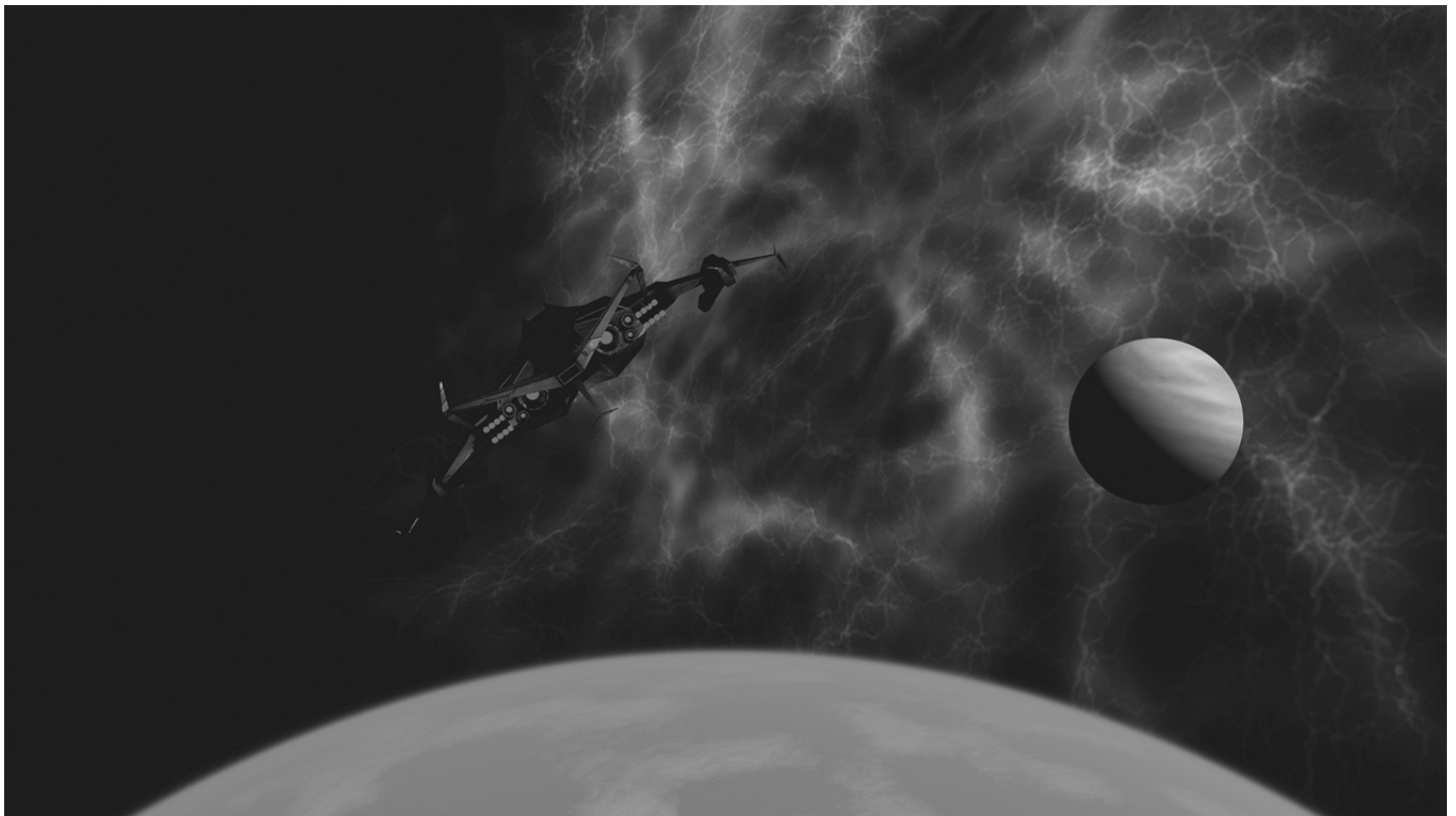
Familiarity: This class feature provides a bonus to Pilot, Repair and Starship Gunnery with a particular vessel. In addition, the vessel's signature is increased by the amount of the bonus.

To qualify for these bonuses the character must have operated the vessel for a minimum of three months. Only one vessel qualifies for the familiarity bonus at any given time.

Bonus Feat: Any vessel feat.

Vessel Evasion: At 6th level, the Vessel Ace can make a Pilot skill check to lessen the damage dealt by a successful hit against a vessel she is piloting. If the Pilot skill check result exceeds the attack roll result, the damage dealt to the pilot's ship is halved (round fractions down, to a minimum of 1 point of damage). A Vessel Ace can make an evasion check once per round.

Improved Vessel Evasion: At 10th level, the Vessel Ace's space vessel evasion improves: A successful Pilot skill check negates all damage suffered by an attack.



VITAL STATISTICS

Starting Age

Table 2-15: Random Starting Age				
Race	Adulthood	Tribal Warrior, Scout, TDM	Fixer, Tech Spec, Soldier	Medic, Scholar, Techno-Mage
Baabgai' Hun	n/a	n/a	n/a	n/a
Hylathan	40 yrs	+4d6	+6d6	+10d6
Lyzinti	25 yrs	+2d4	+2d6	+4d6
Mutant Human	15 yrs	+1d4	+1d6	+2d6
Ork	13 yrs	+1d4	+1d6	+2d6
Techno Dwarf	40 yrs	+3d6	+5d6	+7d6
Techno Organic Construct	5 yrs	+1d4	+1d6	+2d6
Xenoform	10 yrs	+1d4	+1d6	+2d6
Standard Races				
Dwarf	40 yrs	+3d6	+5d6	+7d6
Elf	110 yrs	+4d6	+6d6	+10d6
Gnome	40 yrs	+4d6	+6d6	+9d6
Half-elf	20 yrs	+1d6	+2d6	+3d6
Half-Orc	14 yrs	+1d4	+1d6	+2d6
Halfling	20 yrs	+2d4	+1d6	+2d6
Human	15 yrs	+1d4	+1d6	+2d6

Age

When a character becomes venerable, the GM secretly determines his maximum age. When the character reaches his personal maximum age, he dies of old age some time during the next year.

Table 2-16: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Baabgai' Hun	n/a	n/a	n/a	n/a
Lyzinti	800 yrs	1,000 yrs	1,200 yrs	+4d% yrs

1 -1 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

2 -2 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

3 -3 to Str, Con, and Dex, +1 to Int, Wis, and Cha.

Aging effects are cumulative.

Table 2-17: Random Height and Weight

Race	Base Height	Base Weight	Height Modifier	Weight Multiple
Baabgai' Hun ¹	8ft	500 lb.	+2d10 in.	X5
Lyzinti, Female	8 ft. 5 in.	250 lb.	+2d10 in.	X3
Lyzinti, Male	8 ft. 10 in.	300 lb.	+2d10 in.	X3

1: Baabgai' Hun are as long as they are tall



CHAPTER THREE:

NEW FEATS & SKILLS



"Thatz waz fun, now one of the things to remember you will need to train, train, train." The scruffy ork takes a puff off his cigar.

"Youz never know what skills will save your life or that of your ship mates, besides as they keep telling me learning is fun." He says with a slight chuckle.



Table 3-1: Vessel Feats

Feat	Pre-requisite
Fighter Expertise	Dexterity 13, Vessel Dodge
Fighter Power Attack	Vessel Operations
Fighter Riposte	Dexterity 13, Vessel Dodge, Vessel Mobility
Inter-Realm Vessel Operations	Pilot 3 Ranks, Vessel Operations
Masterful Gunnery	Starship Gunnery 6 Ranks
Pinpoint Accuracy	Masterful Gunnery
Realmgation	Astrogation 3 Ranks
Shoot and Scoot	Pilot 10 Ranks, Vessel Operations, Vessel Dodge
Vessel Battlerun	Dexterity 13, Vessel Dodge, Vessel Mobility
Vessel Dodge	Dexterity 13, Pilot 3 Ranks, Vessel Operations
Vessel Feint	Pilot 6 Ranks, Vessel Operations
Vessel Mobility	Dexterity 13, Vessel Dodge
Vessel Operations	Pilot 3 Ranks
Vessel Rapid Fire	Starship Gunnery 10 Ranks
Vessel Point Blank Shot	Starship Gunnery 3 Ranks
Vessel Strafe	Starship Gunnery 6 Ranks

Table 3-2: Vessel Magic Item Creation Feats

Feat	Pre-requisite
Craft Computer	Caster level 6 th
Craft Defenses and Extras	Caster level 4 th
Craft Engines	Caster level 11 th
Craft Armor and Hull	Caster level 11 th
Craft Sensors and Comms	Caster level 8 th
Craft Vessel Weaponry	Caster level 8 th

Fighter Expertise

Prerequisite: Dexterity 13, Vessel Dodge

Benefit: The pilot of a small craft may exchange attack bonus to increase the signature of their craft. The maximum amount that the signature can be increased by is +10.

Fighter Power Attack

Prerequisite: Vessel Operations

Benefit: The pilot may exchange their attack bonus for extra damage on a 1:1 basis to a maximum of +10 damage.

Fighter Riposte

Prerequisite: Dexterity 13, Vessel Dodge, Vessel Mobility

Benefit: When an attack is made against the pilot's fighter craft and misses, they may make a basic attack against the target. Maximum of two extra attacks per round.

Inter-Realm Vessel Operations

Prerequisite: Pilot 6 Ranks, Vessel Operations

Benefit: Select a class of vessel. The character is proficient with the operations that class of inter-realm vessel. The character takes no penalty on Pilot checks or attack rolls made when operating a vessel of the selected class.

Masterful Gunnery

Attacks made with your chosen vessel weapon are quite deadly.

Prerequisite: Starship Gunnery 6 Ranks

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Masterful Gunnery multiple times.

The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Pinpoint Accuracy

Attacks made with your chosen vessel weapon you are very good at hitting vital systems.

Prerequisite: Masterful Gunnery

Benefit: If you score a critical hit with your chosen weapon you may modify the result by +/- 30%.

Special: You can gain Pinpoint Accuracy multiple times.

The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Realmgation

Prerequisite: Astrogation 6 Ranks

Benefit: The character has been trained to plot courses and navigate the hazards of inter-realm travel.

Shoot and Scoot

Allows the pilot of a ship to choose to what order they move and shoot.

Prerequisite: Pilot 10 Ranks, Vessel Operations, Vessel Dodge

Benefit: A pilot with this feat may choose to either move then fire weapons or fire weapons and then move the ship.

Vessel Battlerun

Prerequisite: Dexterity 13, Vessel Dodge, Vessel Mobility.

Benefit: You are skilled at starship skirmish tactics, zipping in and out of an enemy's sights. When using an attack action with a vessel's ranged weapon, you can move both before and after the

attack, provided that the total distance moved does not exceed the vessel's tactical speed.

Moving in this way does not provoke an opportunity attacks from the defender you are attacking, though it can provoke opportunity attacks from other nearby vessels, as normal.

Vessel Dodge

Prerequisite: Dexterity 13, Pilot 6 Ranks, Vessel Operation (of the appropriate type).

Benefit: When piloting a starship of a type with which you are proficient (see the Vessel Operation feat), you apply a +4 dodge bonus to your ship's Signature against attacks from one enemy starship you designate during your action. You can select a new enemy ship on any action.

Vessel Feint

Prerequisite: Pilot 6 Ranks, Vessel Operation (of the appropriate type).

Benefit: You are skilled at misleading your enemy in Vessel Combat. When piloting a ship with which you are proficient (see the Vessel Operation feat), you can make a Bluff check in Vessel combat as a move action. In addition, you receive a +2 bonus on Bluff checks made to feint in Vessel Combat.

Normal: Feinting in Vessel Combat requires an attack action.

Vessel Mobility

Prerequisite: Dexterity 13, Vessel Dodge.

Benefit: You are adept at dodging attacks while piloting Vessels. When piloting a vessel of a type with which you are proficient (see the Vessel Operation feat), you apply a +4 dodge bonus to your ship's Signature against opportunity attack caused when you move out of or within a vessel's threatened area. Dodge bonuses, such as this one and the dodge bonus granted by the Vessel Dodge feat, stack with each other.

Vessel Operations

Prerequisite: Pilot 3 Ranks

Benefit: Select a class of vessel. The character is proficient at operating that class of vessel. The character takes no penalty on Pilot checks or attack rolls made when operating a vessel of the selected class.

Table3-3: Vessel Classes

Class	Vessel Size
Small Craft	All vessels of Tiny to Small size.
Vessel, Small	Medium to Huge, includes Starjammers
Vessel, Medium	Gargantuan to Colossal, includes Starjammers
Vessel, Large	Colossal II or Greater, includes Starjammers
Special	Exotic vessels such as Hive ships.

Normal: Characters without this feat take a -4 penalty on Pilot checks made to operate a vessel that falls in any of these classes, and on attacks made with vessel weapons.

Special: The character can gain this feat multiple times. Each time the character takes the feat, the character must select a different class of Vessel. Soldiers may take this as a bonus feat.

Vessel Point Blank Shot

You are especially accurate against close targets.

Prerequisite: Starship Gunnery 3 Ranks

Benefit: You receive a +1 attack bonus and each die of damage gains +1 point of damage if the target is within 3 hexes. For example, an attack that does 5d6 would do 5d6+5 damage.

Vessel Rapid Fire

You can make an additional vessel weapon attack.

Prerequisites: Starship Gunnery 10 Ranks.

Benefit: When making a full-attack action with a vessel weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Fire.

Vessel Strafe

Prerequisite: Starship Gunnery 6 ranks.

Benefit: When using a vessel's ranged weapon on autofire, you can affect an area four hexes long and one hex wide.

Normal: A vessel weapon on autofire normally affects a 2 hex by 2 hex area.



VESSEL MAGIC ITEM CREATION FEATS

Craft Computer (Item Creation)

You can create magic computer components.

Prerequisite: Caster level 6th.

Benefit: You can create magic computer components. Crafting a computer component takes 1 day for each 10,000 credits in its base price. To craft a computer component, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 of the Pathfinder Roleplaying Game for more information.

Craft Defenses and Extras (Item Creation)

You can create magic Vessel Defenses and Extras.

Prerequisite: Caster level 4th.

Benefit: You can create magic Vessel Defenses and Extras.

Crafting a vessel defenses and extras takes 1 day for each 10,000 credits in its base price. To craft Vessel Defenses and Extras, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 of the Pathfinder Roleplaying Game for more information.

Craft Engines (Item Creation)

You can create magic vessel engines.

Prerequisite: Caster level 11th.

Benefit: You can create magic vessel engines, this includes conventional, hyperspace, and trans-dimensional engines.

Crafting a vessel engine takes 1 day for each 10,000 credits in its base price. To craft a vessel engine, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 of the Pathfinder Roleplaying Game for more information.

Craft Hull and Armor (Item Creation)

You can create magic vessel hull and armor.

Prerequisite: Caster level 11th.

Benefit: You can create magic vessel hull and armor. Crafting a vessel hull and armor takes 1 day for each 10,000 credits in its base price. To craft a vessel hull and armor, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 of the Pathfinder Roleplaying Game for more information.

Craft Sensors and Comms (Item Creation)

You can create magic vessel sensors and comms.

Prerequisite: Caster level 11th.

Benefit: You can create magic vessel sensors and comms. Crafting a vessel sensors and comms takes 1 day for each 10,000 credits in its base price. To craft a vessel sensors and comms, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 of the Pathfinder Roleplaying Game for more information.

Craft Weaponry (Item Creation)

You can create magic vessel weaponry.

Prerequisite: Caster level 11th.

Benefit: You can create magic vessel weaponry. Crafting vessel weaponry takes 1 day for each 10,000 credits in its base price. To craft a vessel weaponry, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 of the Pathfinder Roleplaying Game for more information.

NEW SKILLS

The following subskills are added to crafting: Vessel hull/armor, Vessel Engines, Vessel sensors/comms, Vessel Computers, Vessel Weapons, and Vessel Defenses/extras.

Table 3-4: New Crafting Skills¹

Item	Craft Skill	Craft DC
Vessels computer from scratch	Vessel Computer	30 + PL
Upgrade vessel computer	Vessel Computer	20 + PL
Uncommon Defense or Extra (Availability <=40)	Defenses and Extras	30 + PL
Common Defense or Extra (Availability >40)	Defenses and Extras	30 + PL
Create a conventional engine	Engines	25 + PL
Create a hyperspace engine	Engines	30 + PL
Create a trans-dimensional engine	Engines	35 + PL
Uncommon Hull or Armor (>=40)	Hull and Armor	30 + PL
Common Hull or Armor (avail <40)	Hull and Armor	25 + PL
Common Sensor or Comms (avail <40)	Sensors and Comms	25 + PL
Uncommon Sensor or Comms (avail >40)	Sensors and Comms	30 + PL
Common vessel weapon (avail <40)	Vessel Weaponry	25 + PL
Uncommon vessel weapon (avail >40)	Vessel Weaponry	30 + PL

1: See small craft and vessel design, chapter 8 for details.



CHAPTER FOUR

EDGES AND HINDRANCES



"Remember when I said skills are useful, well sometime plain old dumb luck can be just as valuable. That or a good reputation with merchants or supply officers also doesn't hurt." The ork gives a deep belly laugh.

EDGES

Table 4-1: Edges

Name	PreReq	Short Description	Cost
Fixer Contact		Your character has made friends with a fixer who will help you from time to time.	3/6
Good Reputation		The character is well liked by everyone they meet.	3
Provincial Citizenship		Your character is a citizen of the Terradyn Confederation..	4
Redline Pilot		Your character can push a vehicle beyond its normal limits.	3/5
Vehicle Empathy	Psionic Level 2+	You have a special gift for working with vehicles.	4
Vessel Empathy	Psionic Level 2+	You have a special gift for working with vessels and small craft.	4
Vessel Shares		The character owns a portion of a vessel.	1-10

Fixer Contact: Your character has made friends with a fixer who will help you from time to time. Having this contact allows a +5 bonus to streetwise checks when looking for items within a fixer's specialty. This edge may be purchased multiple times, each time another specialty must be selected. Bonuses are not cumulative.

Table 4-2: Fixer Specialty

Specialty	Cost
Armor	3
General (Bonus to all Streetwise Checks)	6
Gear	3
Magic Items	3
Mecha	3
Starships/Vessels	3
Vehicles	3
Weapons	3

Good Reputation: The character has done something to get a good reputation, which causes a +4 bonus on all Charisma based checks. **Cost:** 3

Provincial Citizenship: Your character was raised and educated outside Manzala but within the Terradyn Confederation. This grants you the following power levels for your home realm. 9 Faith, 9 Magic, 9 Psionic, 5 Syncratic Negative, 5 Syncratic Positive, 10 Technology Level. **Cost:** 4



Redline Pilot: Your character knows how to push a vehicle to its fullest potential. Anyone aspect of a vehicle can be increased by +20% or +2. You may change what aspect is being enhanced each round as an attack action. When you select this edge you must choose an area of specialization. This edge may be taken multiple times, each time a different specialization must be selected.

Table 4-3: Redline Pilot Specialization

Specialization	Cost
Aircraft Pilot	3
Fighter Pilot	3
Mecha Pilot	3
Shuttle Pilot	3
Starship/Vessel Pilot	5
Vehicle Pilot	3

Vehicle Empathy: Your character has an unusual psionic bond with vehicles. In any realm with a Psionic Level of 2+ your character receives a +4 bonus on piloting and repair checks related to vehicles. **Cost:** 4

Vessel Empathy: Your character has an unusual psionic bond with small craft and starships. In any realm with a Psionic Level of 2+ your character receives a +4 bonus on piloting and repair checks related to vessels. **Cost:** 4

Vessel Shares: The character owns a portion of a vessel the remainder of which is owned by a bank, corporation, or underworld organization. Points may also be spent to increase the availability of the vessel. For each additional point spent the availability is increased by 4.

Table 4-4: Vessel Shares

Points	Notes
1	Character owns 10% of any vessel with an Availability of 40 or less. Payments must be made on the remainder at a monthly cost equal to 1% of the vessels value. If the vessel has an Availability of greater than 40 then the wear value is 1d6+2.
2	Character owns 20% of any vessel with an Availability of 40 or less. Payments must be made on the remainder at a monthly cost equal to 1% of the vessels value. If the vessel has an Availability of greater than 40 then the wear value is 1d6+2.
3	Character owns 30% of any vessel with an Availability of 40 or less. Payments must be made on the remainder at a monthly cost equal to 1% of the vessels value. If the vessel has an Availability of greater than 40 then the wear value is 1d6+2.
4	Character owns 40% of any vessel with an Availability of 40 or less. Payments must be made on the remainder at a monthly cost equal to 1% of the vessels value. If the vessel has an Availability of greater than 40 then the wear value is 1d6+2.
5	Character owns 50% of any vessel with an Availability of 40 or less. Payments must be made on the remainder at a monthly cost equal to 1% of the vessels value. If the vessel has an Availability of greater than 40 then the wear value is 1d6+2.
6	Character owns 60% of any vessel with an Availability of 40 or less. Payments must be made on the remainder at a monthly cost equal to 1% of the vessels value. If the vessel has an Availability of greater than 40 then the wear value is 1d6+2.
7	Character owns 70% of any vessel with an Availability of 40 or less. Payments must be made on the remainder at a monthly cost equal to 1% of the vessels value. If the vessel has an Availability of greater than 40 then the wear value is 1d6+2.
8	Character owns 80% of any vessel with an Availability of 40 or less. Payments must be made on the remainder at a monthly cost equal to 1% of the vessels value. If the vessel has an Availability of greater than 40 then the wear value is 1d6+2.
9	Character owns 90% of any vessel with an Availability of 40 or less. Payments must be made on the remainder at a monthly cost equal to 1% of the vessels value. If the vessel has an Availability of greater than 40 then the wear value is 1d6+2.
10	Character owns the vessel outright. If the Availability is 40 or less the vessel has a wear value of 2. If the vessel has an Availability of greater than 40 then the wear value is 1d6+2.

HINDRANCES

Table 4-5: Hindrances

Name	PreReq	Short Description	Cost
Borrowed Time		Your character has a very short life expectancy measured in months.	8
Braggart		Bragging is part of adventuring you just take it too far.	1
Computer Illiterate	Tech Level 6+	Your character just cannot wrap your head around computers.	3
Dark Secret		You have something in your past that you do not want people to know about.	2
Distinctive Style		Something about you stands out and makes you memorable.	1
Gremlins	Power Level 4+	Things just seem to go wrong when you use items for a particular power base.	4,8,10
Illiterate		You cannot read.	3
Incompetence		You have one skill that you really are no good at.	4
Phobia		Your character has an acute fear of something.	2-5
Poser	Non-Hylathan, non-casters only.	You pretend to be a race other than your own.	1
Space Sickness	Tech Level 7+	Your character has trouble adjusting to space travel.	2

Borrowed Time: Your character is has a finite life span. This may be due to a disease, implant, poison, etc. When you select this hindrance the Gamemaster rolls 3d8. This is the number of months your character has to live.

If the player changes their mind about this hindrance, the Gamemaster may allow them to select 8 points of hindrances in place of it. It is suggested that there be a storyline reason for this to happen.

If the player decides to ride out their time make their death spectacular and with meaning. **Cost:** 8

Braggart: Bragging is part of being an adventurer but your character takes it too far, tending to offend people. This causes as a -2 penalty on all Charisma based test. **Cost:** 1

Computer Illiterate: Your character has very little knowledge about computers. If they have computers as a class skill they lose it. In addition, they suffer a -3 on all computer checks. **Pre-Req:** Tech Level 6+ **Cost:** 3

Dark Secret: Your character has something in their past that they do not want people to know about. This item may lead to complications with the party if known or even get law enforcement involved. **Cost:** 2

Distinctive Style: Your character has a style that stands out and is easily remembered. This style causes a +4 bonus on any attempts to remember your character for either bad or good purposes. **Cost:** 1

Gremlins: When your character takes this hindrance they must choose a power base and severity. Anyone attempting to use the selected power base within 15 feet of the character must roll a d20. If the roll is greater than the severity of the hindrance then the item/power goes off. If not the item/power fails.

The severities are 4, 8, and 10. For example, a character with Technology Gremlins is within 15 feet of someone attempting to use a laser rifle with a severity of 8. The shooter rolls a d20 and gets a 7. Which means the weapons does not go off. **Cost:** 4, 8, or 10

Illiterate: Your character cannot read. If the character is taught to read this hindrance is replaced by 3 points of other hindrances. **Cost:** 3

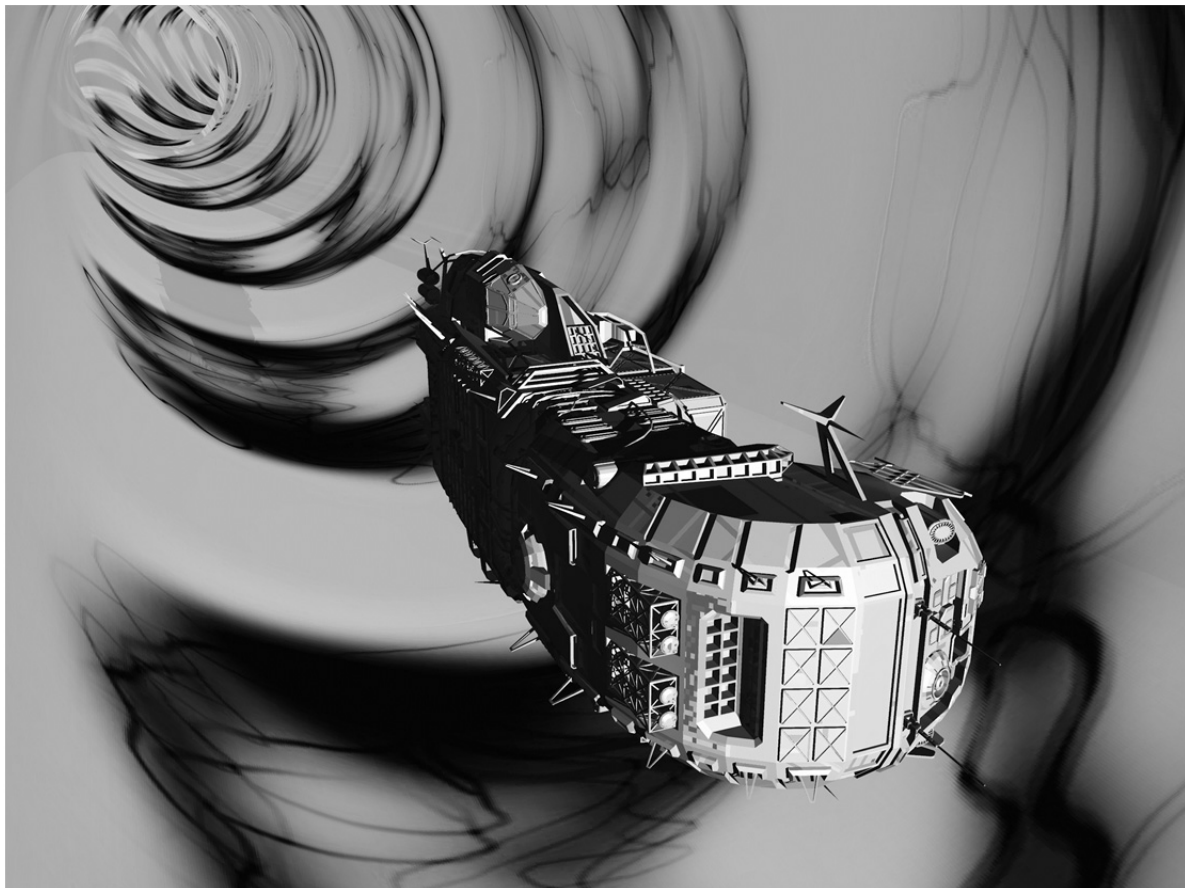
Incompetence: When this hindrance is selected, choose a skill. If this skill is a class skill you lose the class skill bonus. In addition, you suffer a -4 penalty on any attempt to use the skill. This hindrance may be taken multiple times each time selecting a different skill. **Cost:** 4

Phobia: Your character has an acute fear of something. The cost of this hindrance is based on how common the source of the fear is and how severe.

Table 4-6: Phobia Table		
Condition	Cost	Description
Uncommon	1	The trigger condition is very rare. For example, specific smells, sounds, or situations.
Common	2	The trigger condition is something common. For example, magic, psionics, crowds or spacecraft.
Severity	Cost	Description
Mild	1	The character is distracted by the fear generated by the phobia. The character suffers a -2 penalty on all actions while the phobia is triggered.
Moderate	2	The reaction is seriously distracting, causing a -4 penalty on all actions.
Severe	3	The character must make a Willpower test (DC-30) or pass out from fright. If they succeed they suffer a -6 penalty on all actions.

Poser: Your character pretends to be something they are not, such as race or person. This can be taken to extremes such as plastic surgery to become this other entity. For example, a techno dwarf maybe an ogre poser and have tusk surgically added or even just have slip-in plastic tusks. Posers do not have a good reputation in the adventuring community. This causes a -2 penalty to all Charisma tests. **Cost:** 1

Space Sickness: Your character has a hard time adapting to space travel. For the first 24 hours of being on a starship in flight the character is at a -2 on all actions. **Cost:** 2



VESSEL EDGES AND HINDRANCES

Each vessel is allowed to have up to 10 points worth of edges. It must then take a like amount of hindrances. For example, if a vessel has 3 points worth of edges it would then have to take 3 points worth of hindrances. Small craft may not choose from these edges and hindrances.

Table 4-7: Vessel Edges

Name	PreReq	Description	Cost
Additional Fighter / Shuttle Launch Rails		Due to a lucky break during the building of your vessel additional launch rails where installed.	1
Advanced Automation		The vessel has large amounts of automation.	2/3/4
Armored Hull		The hull of the vessel has had additional armor plates added.	5
Blandness		The vessel is very plain and tends to blend in with other ships.	3
Concealable Weapons		The weapons on your craft can be hidden.	1-10
Customized Autopilot		The autopilot system has been customized specifically for this vessel.	4
Enhanced Main Drive		The main drive engines have been improved.	2
Enhanced Main Thrusters		The main thrusters on your vessel have been modified to be more efficient.	2
Enhanced Maneuvering Thrusters		The maneuvering thrusters on your vessel have been optimized for better performance.	2
Enhanced Sensors		The design of your vessel allows the sensors to be more effective.	1
Extra Equipment		The vessel comes with extra equipment added.	1-10
Friends in High Places		The vessel has friends that go out of their way to help the crew. These are normally former crew members.	1/5/10
Good Reputation		The vessel is famous and well respected by traders.	5
Hulk		The vessel is made up of varies parts from other vessels.	4
Lucky Ship		The vessel has exceptional luck both good and bad.	3
Luxurious Vessel		Your vessel has all of the creature comforts.	2
Magically Adept	Star Chamber	Something about the vessel enhances the use of the star chamber	4
Masked Vessel		The defensive systems have been modified to make the craft appear to be either one size larger or smaller.	3
Modular Design		Repairs on the vessel are very easy.	3
Mysterious Benefactor		The computer on your vessel seems to mysteriously contain data that you should not have.	5
Optimized Sensor Suite		The sensors on this vessel have been optimized granting a bonus to initiative.	4
Possessed		The vessel is possessed by a greater being; this being will attempt to help the crew whenever possible.	4
Registered Vessel (Major)	Citizenship	The vessel is registered to a major power such as the Gargoyle Rookery or Terradyn Confederation.	6
Registered Vessel (Minor)		The vessel is registered to a minor power.	2
Smugglers Compartments		The vessel was used as a smuggler at some point in the past.	2
Well Maintained		The vessel has been very well maintained in the past. This care reduces the maintenance.	3

VESSEL EDGES

Fumble: On a natural roll of '1' on an attack roll or higher based on edges and hindrances a fumble may have occurred. To avoid the fumble make a Starship Gunnery DC-25, on failure the weapon in question may not fire the next turn.

Additional Fighter / Shuttle Launch Rails: Due to a lucky break during the building of your vessel additional fighter / shuttle launch rails where installed. Increase the vessels launch rate in one area, such as fighter launch rate. **Cost:** 1

Advanced Automation: The vessel has large amounts of advanced automation. This automation reduces the amount of crew required for each position.

Table 4-8: Advanced Automation

Level	Multiplier
2	0.90
3	0.75
4	0.50

Multiply the base crew of the vessel by the multiplier above to determine the final crew levels, minimum requirement of one crew member.

Armored Hull: The hull of the vessel has been specially armored for traveling in dangerous areas such as gas giants. This armoring grants a +5 bonus to the vessels Deflection rating, but a -1 penalty to thrust due to the weight of the armor. **Cost:** 5

Blandness: The vessel is very nondescript, which allows them to blend into groups of ships, and can disappear. Unless the vessel does something that draws attention, most people will have a very difficult time remembering them. The Perception test to remember the character is a DC of 25. **Cost:** 3

Concealable Weapons: The weapons on your craft can be concealed. To detect the weapons requires a Sensor Operations DC-30. **Cost:** 1 per weapon or two launch rails.

Customized Autopilot: The autopilot system of the vessel has been specially modified to improve its performance. This results in a +4 bonus to the Signature of the vessel. **Cost:** 4

Enhanced Main Drive: The main drive engines have been improved. Gain +1 Thrust **Cost:** 2

Enhanced Main Thrusters: The main thrusters on your vessel have been modified to be more efficient. Subtract 1 from the vessels Acceleration/Deceleration rating. Acceleration/Deceleration may not go below 1. **Cost:** 2

Enhanced Maneuvering Thrusters: The maneuvering thrusters on your vessel have been optimized for better performance. Gain a +4 bonus to all Pilot checks **Cost:** 2

Enhanced Sensors: The design of your vessel allows the sensors to be more effective. Gain a +2 bonus to all Sensor checks. **Cost:** 1

Extra Equipment: The vessel has had extra equipment added over the years. For each point spent on this edge 500,000 credits worth of equipment maybe added to the vessel. The base availability is 25, for each 100,000 credits spent on availability it raises by 2 points. **Cost:** 1-10

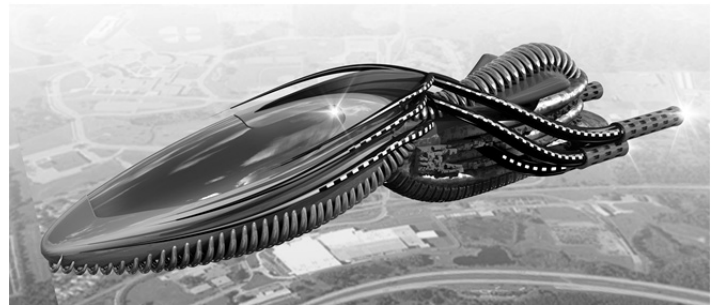
Friends in High Places: Former crew members and associates look out for the vessel. The more points spent on this edge the more powerful and wide-reaching the position is. For example, at 1 point the vessel may be known in a sector of space; at 5 points the character may know that the vessel is watched over across most of known space; and at 10 points the vessel is known and protected by the Terradyn military or a large trans-dimensional company. **Cost:** 1/5/10

Good Reputation: The vessel is famous and well respected by traders. This reputation grants a +4 bonus on all broker checks (Locating broker, purchasing or selling cargo). **Cost:** 5

Hulk: The vessel is has been made up of the parts from several different ships. The ship is not pretty but she is tough. Add a +2 bonus to Deflection rating. **Cost:** 4

Lucky Ship: The vessel was built under an astrological event. The chance of causing critical hits and fumbling are both increased. The vessel receives a +1 bonus to its critical range with all weapons, and automatically fumbles on a natural roll of 1-2. **Cost:** 3

Luxurious Vessel: Your vessel has all of the creature comforts. Gain a +4 bonus on locating passengers. In addition when determining the number of high passage passengers add a +2 bonus to the roll. **Cost:** 2



Magically Adept: The vessel is in tune with its Star Chamber. This grants a +4 bonus to the penetration rating of any spells cast from the chamber. **Pre Req:** Star Chamber **Cost:** 4

Masked Vessel: The defensive systems of the craft have been modified to make it appear either one size larger or smaller than it really is. The choice is made each turn by the sensor operator. This ability is only effective at greater than 10 hexes. **Cost:** 3

Modular Design: All repairs on the vessel take half as long due to intelligent modular design. **Cost:** 3

Mysterious Benefactor: The computer on your vessel seems to mysteriously contain data that you should not have. No matter how many times the memory core is purged or the computer is replaced more data appears at random intervals. Roll 1d6 each session, the result is the number of modifiers that the information grants you. They can all be used on one roll or spread out throughout the session. For example, if you rolled a 4 you could add a +4 modifier to one check, or you could spread it over several checks. **Cost:** 5

Optimized Sensor Suite: The sensors of the vessel have been optimized specifically for it. This grants a +4 bonus to initiative. **Cost:** 4

Possessed: The vessel is possessed by a greater being that is interested in helping the crew. On any task taken by the crew roll a d20 on a result of 18+ the being assists in the action granting a +2 bonus. **Cost:** 4

Registered Vessel (Major): The vessel is registered to a major power such as the Gargoyle Rookery or the Terradyn Confederation. These powers will intervene on behalf of the vessel. **Pre Req:** Citizenship or provincial citizenship for Terradyn Confederation. **Cost:** 6

Registered Vessel (Minor): The vessel is registered to a minor power. As long as this minor power is not at war with a nation the vessel can travel through their space with minor hassles. In some cases the vessel can count on the minor power intervening in their favor. **Cost:** 2

Smugglers Compartments: The vessel was used as a smuggler at some point in the past. The vessel has hidden compartments that hold ½ of the cargo capacity. To locate the compartments requires a Perception DC-25 **Cost:** 2

Well Maintained: The vessel has been very well maintained in the past. This care reduces the maintenance cost of the vessel by 20% **Cost:** 3

Table 4-9: Vessel Hindrances

Name	Description	Cost
Alien Design	Your vessel was built by a non-humanoid race. This makes your vessel very distinctive.	3
Bad Karma	The vessel is a magnet for things going wrong.	4
Blacklisted	The vessel has been in a fair amount of trouble in the past and will be impounded in several systems.	4
Cargo Bay Tainted	At some time in the past, a persistent chemical leaked in the cargo bay. No amount of cleaning will remove the chemical.	2
Cursed to live in interesting times	Things always happen to keep the crew on their toes.	3
Damaged Main Engine	The main engines on your vessel have been permanently damaged.	2
Damaged Main Thruster	The main thrusters on your vessel have been permanently damaged.	2
Damaged Maneuvering Thrusters	The maneuvering thrusters on your vessel have been permanently damaged.	2
Damaged Sensors	The sensors just do not seem to work right no matter how many times they are replaced.	1
Flawed Fighter / Shuttle Launch Rails	Due to either permanent damage or bad design your launch rails have reduced efficiency.	1
Haunted	Your vessel was involved in something horrendous that has left its mark. Everyone aboard the ship has horrible nightmares.	4
Hunted	The vessel was involved in a notorious battle. As a result, the vessel has gained some enemies.	1-5
Library Data Corrupted	Permanent damage to the computer system causes the data returned to be erroneous.	3
Lost in space and time	Your vessel has a mind of its own and does not always come out of the dimensional barriers and hyperspace where you would expect it.	5
Marked Ship	The craft's defensive sensors have a malfunction; they always make the craft appear to be one size larger.	3
Prototype	The vessel has many one of-a-kind prototype systems.	4
Rat Trap	Your vessel is always dirty and dingy, not even a new coat of paint helps.	2
Severely Damaged	Your vessel was in a major battle and severely damaged.	4
Venerable	The vessel has been around for a long time.	3

VESSEL HINDRANCES

Alien Design: Your vessel was built by a non-humanoid race. This makes your vessel very distinctive (+4 bonus to anyone trying to remember the vessel). It also makes the vessel hard to repair and work with. This causes a -4 penalty on all repair checks and a +15% increase on maintenance cost. **Cost:** 3

Bad Karma: The vessel is a magnet for things going wrong, and always fumbles on a roll of 1-3 on attack rolls. **Cost:** 4

Blacklisted: The vessel has been in a fair amount of trouble in the past and will be impounded in several systems. This causes a -4 modifier on all broker checks (Locating broker, purchasing or selling cargo). **Cost:** 4

Cargo Bay Tainted: At some time in the past, a persistent chemical leaked in the cargo bay. No amount of cleaning will remove the chemical. The chemical is toxic and will ruin any



consumables placed in the cargo bay. There is a chance once per voyage that the bay will fill with the chemical attacking everyone in the bay requiring a Fortitude (DC-25), causing 10 points poison damage, ongoing (save ends, save at -2). **Cost:** 2

Cursed To Live In Interesting Times: When a cursed vessel's crew settles down for more than 2 weeks, things start to happen to keep their life "interesting". **Cost:** 3

Damaged Main Engine: The main engines on your vessel have been permanently damaged. Lose 1 thrust point. **Cost:** 2

Damaged Main Thruster: The main thrusters on your vessel have been permanently damaged. Add 1 to the vessels Acceleration/Deceleration rating. **Cost:** 2

Damaged Maneuvering Thrusters: The maneuvering thrusters on your vessel have been permanently damaged causing a -4 penalty on Pilot checks. **Cost:** 2

Damaged Sensors: The sensors just do not seem to work right no matter how many times they are replaced. Take a -2 penalty on all Sensor checks. **Cost:** 1

Flawed Fighter/ Shuttle Launch Rails: Due to either permanent damage or bad design your launch rails have reduced efficiency. Reduce the vessels launch rates by 1/1/1. If launch rate goes to 0 it takes 2 rounds for small craft to be launched. **Cost:** 1

Haunted: Your vessel was involved in something horrendous that has left its mark. Everyone aboard the ship has horrible nightmares. Resisting these nightmares requires a Willpower (DC-25) or be fatigued. Characters that are fatigued cannot run or charge and take a penalty of -2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, a fatigued character is no longer fatigued. **Cost:** 4

Hunted: The vessel was involved in a notorious battle. As a result, the vessel has gained some enemies. If these enemies are encountered they will try to either deface the vessel (1-2) or attempt to destroy it (3-6). The DM determines how often the check should be made but we suggest not more often than once per milestone.

Level of Enemy		Chance of Encounter	
Base Points	Level of Enemy	Points	Chance of Encounter
1	Party level -1	0	19+ on 1d20
2	Party level	1	17+ on 1d20
3	Party level +1	2	15+ on 1d20

Library Data Corrupted: Permanent damage to the computer system causes the data returned to be erroneous. When using the computer for research or Astrogration checks apply a -4 penalty. **Cost:** 3

Lost in space and time: Your vessel has a mind of its own and does not always come out of the dimensional barriers and hyperspace where you would expect it. The Gamemaster should

feel free to have you come out anywhere they see fit. If a random determination of when this happens is preferred, roll each time the vessel enters hyperspace or makes a dimensional jump roll 1d20 on an 18-20 the vessel does not appear at the planned location. **Cost:** 5

Marked Vessel: The defensive systems are constantly malfunctioning no matter how many times they are repaired. This malfunction causes the craft to always appear to be one size larger. **Cost:** 3

Prototype: Your vessel is a prototype or includes a large amount of prototype systems. Since these are one of a kind systems with no documentation they are much harder to repair imparting a -4 penalty on repair checks. In addition, on a natural roll of 1 something breaks down when attempting to enter or leave hyperspace. **Cost:** 4

Rat Trap: Your vessel is always dirty and dingy, not even a new coat of paint helps. -4 penalty to locating passengers. **Cost:** 2

Severely Damaged: Your vessel was in a major battle and severely damaged. Permanently reduce the vessels hull points by 10%. **Cost:** 4

Venerable: The vessel has been around for a long time. This age allows the vessel to have two more points of edges. The age of the vessel make parts hard to find. -2 penalty on repair checks. **Cost:** 3



CHAPTER FIVE:

VESSEL OPERATIONS



"So you want to know about the day to day operations of a starship, wellz the first ting to remember is credits drive them."

"It doesn't matter the type of ship it all comes down to paying the crew, the mortgage and maintenance. There are several ways to pay these: Cargo Hauling, Cargo Speculation, and Passengers are just a few. It is not unheard of for some captains to turn to more creative ways to meet ends."

"Zo cadets, any creative ways you can come up with paying starship bills...." asks the scruffy cigar smoking ork,



GETTING STARTED

Most small craft can be entered with a move action and started with a second move action. All other starships require a greater amount of time to start as shown on the table below.

Table 5-1: Vessel Power-up Times

Size	Power-up Time
Fine	2 Move Actions
Diminutive	2 Move Actions
Tiny	2 Move Actions
Small	2 Move Actions
Medium	4 Full Rounds
Large	8 Full Rounds
Huge	12 Full Rounds
Gargantuan	3 Minutes
Colossal	6 Minutes
Colossal II	12 Minutes
Colossal III	30 Minutes

This assumes that the starship is not completely shut down, but is in an idling or combat ready state. For a vessel that has been completely shut down, known as a cold start, it will take 50 times as long to power up. For example, a Colossal vessel being cold started would take 300 minutes or 5 hours to power up.

TRADE AND COMMERCE

There are several ways for a ship captain to make money; the most common being to haul cargo or passengers. Carrying cargo falls under three categories: Common Carrier Service, Mail Service or Cargo speculation.

Common Carrier Service: This is when a vessel hauls a cargo for someone else. The base rate for common carrier services is 200 credits per ton (2,000 pounds / 4 spaces)

of cargo. To locate mail make a Diplomacy or Streetwise check and compare the result to Table 5-2: Mail Found.

Table 5-2: Mail Found

Check Result	% of Cargo Filled
15-19	30
20-25	40
26-30	50
31-35	60
36-40	70
41-45	80
46-50	90
51+	100

Mail Service: This is similar to carrier service except that the vessel is carrying certified mail. The base rate for hauling the mail is 500 credits per ton (2,000 pounds/ 4 spaces). A vessel hauling mail must meet the minimum armament requirements based on the size of the vessel.

Table 5-3: Mail Minimum Armament

Vessel Size	Weapons Required
Small to Large	1 Turret Weapon
Huge to Gargantuan	3 Turret Weapons
Colossal to Colossal I	6 Turret Weapons
Colossal II+	9 Turret Weapons



Cargo Speculation: This is when the crew of a vessel purchase cargo and attempt to make money selling the cargo at another port.

Cargo Acquisition Procedures: A trader with cargo space available and free capital can speculate on cargo. First the GM rolls 1d4+2 to determine the number of products available. This value is modified by a +1 for a high population world, and by -1 for low population worlds. Once the number of cargos available is determined the player searching for the cargo makes a Streetwise check (DC-20). For making it one cargo is found, for each group of three points the DC is beat by an additional cargo has been found. The number of cargos found cannot exceed the number of cargos available on the world for the week. Next, the GM rolls d100 to determine the type and quantity of cargo found. This roll can be made once a week. The quantity of cargo found can be doubled if the vessel is part of a registered trade company or adventuring company with the Terradyn Confederation. Cargo quantities are only doubled within Terradyn space.



Table 5-4: Commodities

Roll	Trade Commodity	Base Price	Quantity (In Tons)
1-2	Textiles	300	3d6 x 5
3-4	Polymers	700	4d6 x 5
5-6	Liquor	1,000	1d6 x 5
7-8	Wood	100	2d6 x 5
9-10	Crystals	2,000	1d6
11-12	Radioactives	100,000	1d6
13-14	Steel	50	4d6 x 10
15-16	Copper	200	2d6 x 10
17-18	Aluminum	100	5d6 x 10
19-20	Tin	900	3d6 x 10
21-22	Silver	7,000	1d6 x 5
23-24	Special Alloys	20,000	1d6
25-26	Petrochemicals	1,000	1d6
27-28	Grain	30	8d6 x 5
29-30	Meat	150	4d6 x 5
31-32	Spices	600	1d6 x 5
33-34	Fruit	1,000	2d6 x 5
35-36	Pharmaceuticals	10,000	1d6
37-38	Gems	100,000	1d6
39-40	Firearms	3,000	2d6
41-42	Ammunition	3,000	2d6
43-44	Melee Weapons	1,000	2d6
45-46	Tools	1,000	2d6
47-48	Body Armor	5,000	2d6
49-50	Aircraft	100,000	1d6
51-52	Aircraft Parts	600,000	1d6
53-54	Computers	1,000,000	1d6
55-56	Civilian Vehicles	300,000	1d6
57-58	Military Vehicles	700,000	1d6
59-60	Farm Machinery	15,000	1d6
61-62	Electronics Parts	10,000	1d6 x 5
63-64	Mechanical Parts	7,000	1d6 x 5
65-66	Cybernetic Parts	25,000	1d6 x 5
67-68	Computer Parts	15,000	1d6 x 5
69-70	Machine Tools	72,000	1d6 x 5
71-72	EVA Suits	40,000	1d6 x 5
73-74	Mecha	3,000,000	1d6
75-76	Magic Components	100,000	1d6 x 5
77-78	Psionic Components	100,000	1d6 x 5
79-80	Starship Components	500,000	1d6 x 5
81-82	Data (Raw)	1,000,000	1d6 x 5
83-84	Data (Commercial)	1,000,000	1d6
85-86	Data (Trivial)	500,000	1d6 x 10
87-88	Livestock (Living)	300	4d6 x 5
89-90	Explosives (Commercial)	10,000	1d6
91-92	Explosives (Military)	20,000	1d6
93-94	Alcoholic Beverages	1,000	1d6 x 5
95-96	Robots (Civilian)	100,000	1d6
97-98	Robots (Military)	500,000	1d6
99-100	Novelties	150	4d6 x 10

Trade and Speculation: When a crew attempts to sell a cargo, they will need to contact a local broker. The broker will handle negotiations for the sale of the cargo. A broker is paid by taking a commission on all transactions.

There are five levels of brokers in Neverwhen. Each level of broker provides a bonus to the value modifier when selling cargo.

PASSENGERS

Table 5-5: Broker Availability and Modifiers

Broker Level	Broker Skill	Availability	Commission
0	+5	10	5%
1	+10	20	10%
2	+15	30	15%
3	+20	40	20%
4	+25	50	25%

To determine the local value of a commodity roll 1d20 and add the Brokers Skill Modifier for Profession (Broker), then compare the result to the Cargo Values table. Each commodity should have its value determined separately. This roll can be further modified by a character making a Streetwise check with a DC equal to the Availability of the Broker being used. If the check succeeds, add another +2 Modifier to the roll.

Table 5-6: Cargo Sales Values

Check Result	Value Modifier	Check Result	Value Modifier
10 or less	15%	31-32	120%
11-12	20%	33-34	130%
13-14	30%	35-36	150%
15-16	40%	37-38	180%
17-18	50%	39-40	200%
19-20	60%	41-42	250%
21-22	70%	43-44	300%
23-24	80%	45-46	350%
25-26	90%	47-48	400%
27-28	100%	49-50	450%
29-30	110%	51+	500%

Table 5-7: Cargo Purchase Values

Check Result	Value Modifier	Check Result	Value Modifier
10 or less	500%	31-32	110%
11-12	450%	33-34	100%
13-14	400%	35-36	90%
15-16	350%	37-38	80%
17-18	300%	39-40	70%
19-20	250%	41-42	60%
21-22	200%	43-44	50%
23-24	180%	45-46	40%
25-26	150%	47-48	30%
27-28	130%	49-50	20%
29-30	120%	51+	15%

If the commodity is not normally available in the realm, add an additional +2 modifier to the value check.

Another method for making ends meet is to carry passengers. To locate passengers make a single Diplomacy or Streetwise check DC-25 – the planet's population code. If successful, passengers have been located; roll on the passenger table to determine the number of passengers.

Passage on vessels is standardized into four types: High, Standard, Cryo and Steerage. Each of these passage types are explained below.

High Passage: High passage is equivalent to flying first class or being on a luxury cruise, spacious quarters, good food, and a steward at your call.

Standard Passage: This “middle” passenger gets a stateroom to themselves and occasional access to a steward.

Cryo Passage: Cryo passage is being frozen and shipped in a tube to your destination. Cryo passage can be a dangerous way to travel since the shock on the system of being thawed out can be fatal. Cryo passengers are commonly referred to as popsicles.

Steerage Passage: Steerage passage is the lowest level of passage. Not all captains are willing to take steerage passengers. Simply put; steerage class involves putting as many people as possible in to unused compartments of the vessel. Steerage passengers tend to be the poor and desperate traveler.

Table 5-8: Passengers

Pop Code	High Passage	Mid-Passage	Cryo Passage	Steerage Passage
0	--	--	--	--
1	--	1d6-2	1d6-3	2d6-3
2	1d4	1d6	1d6	2d6
3	1d4+2	1d6+2	1d6+3	2d6+3
4	1d6	1d8-2	1d8-2	2d8-2
5	1d6+3	1d8	1d8	2d8
6	1d8	1d8+2	1d8+2	2d8+2
7	1d8+4	1d10-4	1d10-4	2d10-4
8	1d10	1d10-2	1d10-2	2d10-2
9	1d10+5	1d10	1d10	2d10
10	1d10+10	1d10+4	1d10+4	2d10+4

Modifiers:

- Source worlds Technology Level minus the destinations Technology Level.
- Double the amount of Steerage passengers if the local law level is 5 or 6.
- Reduce all results by 50% if law level is greater than 7.

Passengers may not exceed the passenger capacity of the vessel. Checks for passengers may be made once per week.



Table 5-9: Passenger Value and Requirements			
Passage Type	Price Per parsec	Requirements	Luggage Allowance
High	500	1 Stateroom per passenger	1 ton per stateroom
Middle	400	1 Stateroom per 2 passengers	200 pounds per passenger
Cryo	50	1 Cryo sleep chamber per passenger.	30 pounds per passenger
Steerage	250	1 Stateroom per 8 passengers	30 pounds per passenger

Increase the price of passage by 5 times, if it involves travel between realms.

CLASSES OF PORTS

Ports are rated by a letter and number code. The number represents the capabilities of the starship facilities. The letter represents the ports Trans-Dimensional capabilities.

Table 5-10 : Ports		
Starports		
Type	Description	Docking Fee (cr.)
1	These are top of the line starship facilities that include starship construction and repairs.	1d10 x 100
2	This is an advanced starport similar to the Class 1 Starport but without the capability to construct starships. It does have an extensive repair facility.	1d10 x 50
3	This is a Starport with limited repair capabilities. It can handle doing repairs on any vessel that is size Huge or smaller. Anything larger the facility can only repair hull damage.	1d10 x 10
4	This class of Starport has basic landing and cargo handling facilities.	1d10
X	This class of Starport is little more than a set of landing lights and possibly a small shelter to keep passengers out of the weather.	0
0	No facilities exist.	n/a

Trans-Dimensional Port		
Type	Description	Docking Fee (cr.)
A	This class of Trans-Dimensional port is top of the line and includes repair and construction facilities for Trans-Dimensional Vessels. In addition, worlds with a Class A Trans-Dimensional port will have one or more gates.	1d10 x 100
B	This class of Trans-Dimensional port includes full repair facilities for Trans-Dimensional vessels. In addition, worlds with a Class B Trans-Dimensional port will have a functional gate present.	1d10 x 50
C	This is a Trans-Dimensional port with limited repair capabilities. It can handle doing repairs on any vessel that is size Huge or smaller. Anything larger the facility can only repair hull damage. Worlds with this class of Trans-Dimensional port will have a gate present but the gate may not be open to the public to use.	1d10 x 10
D	This class of Trans-Dimensional port has basic landing and cargo handling facilities. A small amount of trade occurs through the gate but this is strictly regulated.	1d10
X	There are little or no faculties for Trans-Dimensional vessels and the gate located on this world is either strictly controlled with limited access or the gate is not used by the local populous. There is a high probability that the locals don't even know the gate exists.	0
0	No Gate Present	n/a

Determining the Port Type: The presence of ports in a system can either be chosen by the GM or determined randomly. To randomly determine what type of port facilities are in a system roll 1d10 twice and compare the result to the starport and trans-dimensional port tables. In addition to the type of starport the system contains, the table also contains information on the possibility of other bases existing in the system. To determine if a base is present roll 1d20 for each base type listed, if the die roll is equal to or greater than the value indicated then that base is located in the system.

The chance listed for bases assume that the system is in the same realm is Terradyn. In other realms the chances of bases being present will vary.



Table 5-11: Determine Starport		
Roll	Starport	Bases
1	0	None
2	X	None
3-4	4	Exploration 10+ Pirate 15+
5-7	3	Exploration 12+ Scientific 18+ Pirate 18+
8-9	2	Military 12+ Exploration 12+ Scientific 17+ Pirate 18+
10	1	Military 12+ Exploration 15+ Scientific 12+

Table 5-12: Determine Trans-Dimensional Port		
Roll	TD Port	Bases
1-3	0	None
4-5	X	None
6-7	D	Exploration 10+ Pirate 15+
8	C	Exploration 12+ Scientific 18+ Pirate 18+
9	B	Military 12+ Exploration 12+ Scientific 17+ Pirate 18+
10	A	Military 12+ Exploration 15+ Scientific 12+

Military Base: A military base is a supply depot, repair yard and fortress all in one, whether it is operated by an Interstellar, Inter-realm, or local government. Military bases are defended with both armed vessels and static defenses. Military bases on occasion will sell surplus equipment. If the military base is not controlled by the local government, it will normally be controlled by the nearest major power.

Exploration Base: An exploration base is a refueling, repair, and resupply facility for scout ships. They are normally open to the public and are a good place to catch up on local news. Exploration bases tend to be independent operations normally run by former explorers.

Scientific Base: These are research stations normally dedicated to a single field of research. They are normally closed to the public. These bases can specialize in almost any field. A few examples include but are not limited to solar research, weapons research, spell/ritual research, or espionage bases.

Pirate Base: Having a pirate base in a system is a sure sign that a major pirate organization operates in the area. The Starport is not normally run by the pirates, but their agents will be throughout the facility. Pirate bases could be ork outposts,

goblyn outposts or Balil covert bases. The pirate base result could also mean a non-government affiliated military base. For example; a base used by a corporation to train paramilitary security forces or a mercenary base.

VESSEL OPERATING COSTS

This section details the basic fees required in the operations of a starship.

Costs of Operating a Vessel: There are many costs that a vessel operator must pay each month. Below is a list of the costs of operating a vessel.

Table 5-13: Vessel Operating Cost	
Item	Amount
Mortgage / Debt	Varies
Life Support and Supplies	70 cr. Per stateroom
	100 cr. Per double occupancy quarters
	150 cr. Per quad occupancy quarters
	200 cr. Per octal occupancy quarters
	35 cr. Per cryo chamber
Maintenance	1/1000 of the purchase price of the vessel
Crew Salaries	Varies
Engine Overhaul	Varies by engine type.

Mortgage/Debt: If the crew is paying off debt on a vessel then a payment against the debt must be paid each month. The standard term for a vessel mortgage is paying 1/500 of the cash price of the ship (at time of purchase) each month for 50 years. This means the bank is financing 120% of the vessels cost. When a loan is taken out a skip tracer is implanted in person taking out the loan and on the vessel that the loan is for. A skip tracer is a syncratic positive chip that can be used to track down the vessel of the loanee if the loan is delinquent.

To locate a loan a player must make a check vs. a DC equal to twice the Mcr that the character is attempting to borrow. If the loan is from a legitimate source I.E: if a bank, then the character uses Diplomacy, if it is from a shadier source, then the character uses their Streetwise. In either case the character is not allowed to borrow more than the price of the vessel + full complement of small craft + 10%.

Life Support and Supplies: Each stateroom costs 70-200 credits per month whether the stateroom is occupied or empty. This covers the supplies need for life support and includes basic food and water requirements.

Table 5-14: Crew Salaries by Power Level

Position	Skill	Power Level					
		5	6	7	8	9	10
Pilot, Vessel	Pilot	n/a	n/a	100	110	120	130
Astrogator	Astrogation	n/a	n/a	80	90	100	110
Engineer, Vessel	Repair	n/a	n/a	80	90	100	110
Steward, Vessel	Diplomacy	n/a	35	40	45	50	55
Medic, Vessel	Heal	n/a	80	90	100	110	120
Gunner, Vessel	Starship Gunnery	n/a	40	50	60	70	80
Small Craft Pilot, Non-Combat	Pilot	n/a	n/a	80	90	100	110
Small Craft Pilot, Combat	Pilot	n/a	n/a	100	110	120	130
Sensor Operations, Vessel	Sensor Operations	n/a	n/a	80	90	100	110
Marine	BAB	40	50	60	70	80	90
General Crew, Vessel	--	n/a	n/a	40	n/a	n/a	n/a

Maintenance cost: A vessel requires maintenance, which cost 1/1000 of the cost of the vessel per year and requires a shipyard. Maintenance should be performed monthly. If skipped make a Repair check DC-25 plus the number of months without maintenance. If the check fails the wear value of the vessel increase by one. This check is made once a month.

Crew Salaries: To determine the final price per month for a member of the ship's crew multiple the value given in the table above by the skill score of the primary skill for the position. For example, a Power Level 7t Vessel Pilot with a +15 in piloting would cost 1,500 credits per month.



WORLD STATISTICS

All worlds have the following statistics rated from 0-11: Size, Atmosphere, Hydrosphere, Population, Government and Law Level. In addition, each world can be classified as one or more of the following.

Table 5-15: Sample Planetary Classification

Classification	Requirement
Agricultural	Atmosphere 4-7 Hydrosphere 4-6 Population 5-7
Asteroid	Size 0 Atmosphere 0 Hydrosphere 0
Barren	Population 0 Government 0 Law Level 0
Desert	Atmosphere 2+ Hydrosphere 0
High Population	Population 9+
Ice Capped	Atmosphere 0-1 Hydrosphere 1+
Industrial	Atmosphere 1-7 Population 9+
Low Population	Population 3-
Non-Agricultural	Atmosphere 0-3 Hydrosphere 0-3 Population 6+
Non-Industrial	Population 0-6
Poor	Atmosphere 2-5 Population 0-3
Rich	Atmosphere 5-7 Population 6-8 Government 4-9
Vacuum	Atmosphere 0
Water World	Hydrosphere 10

Atmosphere Descriptions

Vacuum: This atmosphere or lack off atmosphere requires an EVA suit to travel on the surface of the planet.

Thin: This atmosphere is breathable, but heavy exertion without breathing apparatus leads to being stunned. A character can exert themselves for a number of minutes equal to their Constitution modifier.

Corrosive: The atmosphere is highly toxic. If special equipment is not worn, the atmosphere will cause 20 hit points of acid damage each minute of exposure.

Extremely Corrosive: The atmosphere on this planet is deadly to most races. If proper equipment is not worn, the atmosphere will cause 10 hit points acid damage each round of exposure.

Exotic: This atmosphere is unbreathable to most races and is extremely hazardous. If a character is outside without the proper equipment, they will take 6 wounds of damage per minute of exposure.

Population Descriptions

Hive World: Hive worlds are planets that are entirely covered by several mile tall cities. The population of such worlds can exceed several trillion.

Description of Governments

No organized government: No government exists; rule is by family and clan bonds.

Example: Anarchy, Family/Clan Structure
Contraband: None

Mageocracy: Ruling functions are performed by a mage (Trans-Dimensional Magi, Techno Mage, Warlocks or Wizards) caste of some kind.

Example: Wizard dictator
Contraband: Varies

Company/Corporation: All ruling functions are assumed by a company's management team. Most, if not all citizens are company employees or dependents.

Example: Company outpost, Feudal Domain
Contraband: Drugs, Competitors products, Weapons.

Representative Democracy: The planet is ruled by elected representatives.

Example: Democracy, Republic
Contraband: Drugs, Weapons

Table 5-16: Planetary Statistics

Rating	Size Approximate Diameter	Atmosphere	Hydrosphere % of surface covered by water	Population	Government
0	Asteroid	Vacuum	Barren	Less than 1,000	No organized Government
1	2,000 Miles	Thin	10%	1,000 - 10,000	Mageocracy
2	4,000 Miles	Thin	20%	10,000 – 100,000	Company/Corporate
3	6,000 Miles	Thin	30%	100,000 – 10 Million	Representative Democracy
4	8,000 Miles	Standard	40%	10 Million – 4 Billion	Feudal Technocrat
5	10,000 Miles	Standard	50%	4 Billion – 5 Billion	Rule by Council
6	12,000 Miles	Standard	60%	5 Billion – 6 Billion	Balkanization
7	14,000 Miles	Standard	70%	6 Billion – 7 Billion	Charismatic Dictator
8	16,000 Miles	Corrosive	80%	7 Billion – 8 Billion	Non-Charismatic Leader
9	18,000 Miles	Corrosive	90%	8 Billion – 9 Billion	Religious Dictator
10	20,000 Miles	Extremely Corrosive	Water World 95%+	10 Billion +	Captive Government
11	Gas Giant	Exotic	100%	Hive World	P.E.D.

Feudal Technocracy: Ruling functions are performed by specific people who agree to be ruled. Relationships are based on mutually beneficial technical achievements.

Contraband: Technology, Weapons, Computers, Mecha

Rule by Council: The planet is ruled by a council of elders. All order/decisions of the council are absolute.

Contraband: Varies

Balkanization: No central government exists. Rival governments compete for control of the planet. Law level refers to the area around the port only.

Example: Multiple governments, civil war, city states

Contraband: Varies

Charismatic Dictator: The planet is ruled by a single person that has popular support from the populace.

Example: Revolutionary Leader

Contraband: None

Non-Charismatic Dictator: A charismatic dictator has been replaced through the normal flow of the government.

Example: Military dictatorship, Hereditary Leadership

Contraband: Weapons, Technology, Computers.

Religious Dictator: Rule of the planet is done by a religious organization, there is little regard for the needs of the common citizens on the planet.

Example: Cult, Holy church, Religious orders

Contraband: Varies

Captive Government: The planet is ruled by an imposed government that answers to an outside government.

Example: Colony, Conquered territory

Contraband: Weapons, Technology, Computers.

Power Elevated Dictator (PED): PEDs are dictators that have elevated themselves above the rest of the population by using equipment and spells of a higher power level than what is common on the world. PEDs are not necessarily evil dictators.

Example: Wizard dictator on a non-magic world

Contraband: Varies

RANDOMLY GENERATING A MAIN WORLD

There are seven steps to randomly generating the main world for a planetary system. Each step is explained below.

- 1) **Determine main world size:** Roll 1d12 -1 and compare to the planetary size table.
Worlds with size 0 are asteroid bases, orbital stations, or other small structures.
Worlds with size 11 do not support life on the surface; inhabitants live in floating cloud cities.

- 2) **Determine Atmosphere:** Roll 1d6-4 + planetary size and compare to atmosphere table.
If world size is 0 then atmosphere is 0
If world size is 11 then atmosphere is 10 (1-3) or 11 (4-6)
- 3) **Determine Hydrosphere:** Roll 1d6-4 + planetary size and compare to hydrosphere table.
If world size is 0 then hydrosphere is 0
If atmosphere is 8 or higher apply a -4 modifier
- 4) **Determine Population:** Roll 1d12 -1 and compare to population table.
- 5) **Determine Government:** Roll 1d6-4 + population and compare to government table.
If population is 0 then government is 0.
- 6) **Determine Extra Statistics:** In addition to the planetary statistics already generated the Gamemaster will have to determine the systems name, the planets name, the hex id (location on the galactic map), and the power levels supported by the planet.

For example: Here are the statistics for the Terradyn System.

Terradyn System Statistics

Size:	10	Atmosphere:	5
Hydrosphere:	7	Population:	4
Government:	5		
Contraband:	Balil Technology, WMD		

Hard capped power levels are normally assigned by the realm as outlined in the Neverwhen rulebook. Each planet can have soft caps on power levels simulating different levels of evolution

SPATIAL ANOMALIES

There are many things out in the deep black that can affect your players travels and here are just a few. Spatial Anomalies should be used to spice up an adventure or even as the source of an adventure. Some of the anomalies given below, such as asteroid fields, will be known to the characters in advance.

Asteroid Field: Contrary to popular belief it is quite easy to fly through an asteroid field. Since most of the asteroids are several miles apart as long as the vessel is not too large, going too fast and the crew is paying attention it should be easy. That said the asteroid field does play havoc with the vessels sensors. Causing a +5 modifier on all DCs for sensor operations. This is why pirates/raiders usually hide in asteroid fields. For information on collisions with objects, see Chapter 7: Vessel Combat.

To represent the asteroid field on the game map use tokens of some kind (pumas stones for a barbeque work great). They should be placed two or more hexes apart at least five rows deep.

Barrier Shockwave: Barrier shockwaves are pulsations in the barriers between realms. These can be very dangerous due to the barriers shrinking and expanding. To represent this all travel times are doubled. In addition, roll automatically for a major mishap.

Barrier Storm: Barrier storms are a more dangerous form of the barrier shockwave. No one knows what causes them, but every once in a while one of these storms brews up. It has multiple effects:

- 1) Roll d100 and multiply the travel time by this number.
- 2) Roll twice on the mishaps table.
- 3) All crew members must make a Reflex DC-20 or take 4d6 hit points damage due to the rough ride.

To make matters worse in approximately 1% of the barrier storms a whirlpool forms. This acts as a hyperspace whirlpool.

Dust: Some areas of space are clouded with small particles of dust. This dust can have adverse effects on a vessel.

When a vessel flies or fights in a dust zone the entire map is covered by the dust. The amount of damage that a vessel takes is dependent on its speed. Vessels take 1d10 for each two points of speed they move in a round. Small craft take 1d6 per two points of speed moved in the turn. For example, a vessel at speed 6 would take 3d10 damage. Deflection works against this damage.

Electromagnetic Storm: Electromagnetic storms are usually caused by sunspot activity, but can also occur in some nebulae. The entire map is covered by the storm. The storm has a number of effects:

- 1) Each turn each vessel rolls 1d6+2 this is the penalty to Sensor Operations and Starship Gunnery for the turn.
- 2) Each turn; each vessel rolls 1d8+2 this is the initiative penalty the vessel suffers.

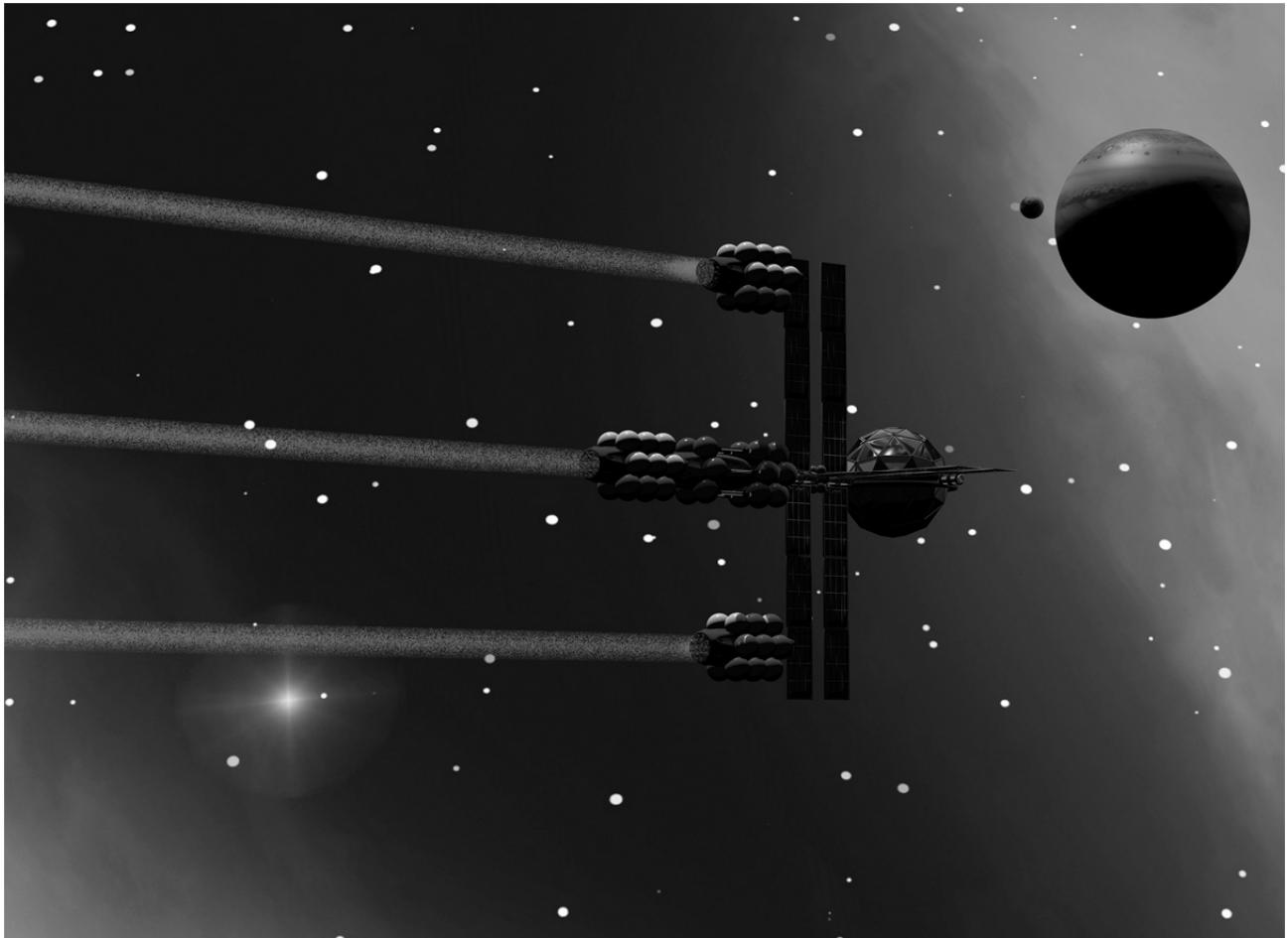
- 3) Each turn; roll a d20. On a roll of 16+ the vessel has been adversely affected by the EM Storm. Roll on the vessel critical hits table in Chapter 7, reroll results of double damage. These effects last for one turn.

Gravity Well: Gravity wells can either be large areas (one side of the map) or a specific hex on the map. In either case the effect is the same. At the start of each turn all vessels and small craft are drawn toward the gravity well by rating of the gravity well.

Gravity wells are rated from one to eight with one being the most common generated by gas giants and such. A rating eight would be a major gravity source such as a black hole.

Hyperspace Dead Zone: These areas are extremely rare and are created by Hyperspace whirlpools. The whirlpool creates a pocket dimension into which the whirlpool draws objects. Anything caught in the dead zone has a very tough time getting out. To escape the dead zone requires a Navigator Prestige Class (Astrogation DC-35), a Trans-Dimensional Magi (Astrogation DC-40) or a Pilot check (DC-45). The easiest way out of a dead zone is for a Navigator or Trans-Dimensional Magi to open a gate.

Hyperspace Rapids: Hyperspace rapids are a part of hyperspace that cross currents are disrupting normal travel. This disruption increases the chance of mishaps. Roll 1d20; on a 12-18 a minor mishap occurs, on 19+ a major mishap occurs.



Hyperspace Waveforms: Hyperspace waveforms are like a speed bump in hyperspace. It is a place where hyperspace has folded back on itself creating a very dangerous situation. They are very hard to detect before hitting them (Sensor Operations DC-35). On impact the hyperspace pilot will have to make a pilot check (DC-35, DC-40 if not detected) on a success the vessel only suffers a minor mishap. On a failure roll a major mishap and a critical hit, rerolling the result of double damage. This critical hit can be repaired as normal.

Hyperspace Whirlpool: Hyperspace whirlpools are a point in hyperspace where the dimensional barriers have overlapped into hyperspace. This results in one of two things either a singularity that pulls everything toward it, or a hyperspace dead zone.

On a hex map pinpoint the center of the whirlpool and decide which direction the whirlpool is spinning. Anything moving in the direction of the spin has its speed increases by 50%. Anything moving against the spin has its speed reduced by 50%.

In addition, the singularity acts as a rating 3 gravity well. Anything without a Navigator Prestige class that enters the singularity is destroyed. The Navigator can attempt to jump a singularity, catapulting the vessel into the overlapping realm. This requires the Navigator to make an Astrogation (DC-40) with a bonus of +1 per Navigator level.

Meteoroid Swarm: These are clouds of rocks, usually formed by debris from asteroid collisions, moons or comets that have broken up during a close encounter with a strong gravity well. The result is a lot of rocks moving very fast in a close packed formation.

The amount of damage caused by the meteoroid swarm is based on the size of the vessel and a little luck.

Table 5-17: Number of Meteoroids Striking Vessel

Roll 1d20	Small Craft	Medium – Huge	Gargantuan – Colossal	Colossal II or Greater
1-12	0	0	0	1
13-14	0	0	1	1
15	0	1	1	1
16	1	1	1	2
17	1	1	2	2
18	1	2	2	2
19	2	2	2	3
20	2	2	3	4

Each meteoroid does 5d8 damage with a penetration of 25.

Nebulae: As with dust zones, nebulae cover the entire map. Vessels within the area of a nebula suffer the effects of both a dust cloud and Electromagnetic Storm. In addition, the shield points of vessels in the nebulae are reduced to ¼ normal levels.

Encounters: Encounters with other vessels most commonly occur while entering or leaving a system. Hostile encounters are more common near asteroid belts or moons where raiders can hide.

Potentially less hostile encounters can occur at either planetary or system LaGrange points, these points are used for collecting and mining system debris. They are also used for building space stations.

Encounters in space are balanced the same way they are for ground encounters. Each small craft or vessel has a challenge rating just like creatures do. Just compare this to your party to have a balanced encounter.

It can also be fun to occasionally give the players a scare by encountering something that totally out classes them. For example, running into a Balil battle group as they are leaving system.



CHAPTER SIX:

VESSEL MOVEMENT AND COMBAT



"After that little break, let's talk more about starships. Traveling from point A to point B in a starship is fairly easy. When things get tough is when the unexpected happens," the ork cabbie says, exhaling smoke from his cigar.

"When I was in the service we used to refer to patrol as 6 months of boredom punctuated by 6 minutes of terror. Anyone that tells you in combat- especially space combat- that they are not scared obviously doesn't understand the situation. Enemy fire is only one of the things that can kill you. There are other things like the vacuum of space, shipboard fires, explosive decompression, concussion from impacts, or even failure of the inertial dampeners during a high gravity maneuver. Other than those issues space is rather safe," the ork says giving out a loud deep laugh.

VESSELS TYPES

Starships come in many shapes and sizes. The size of a vessel determines how maneuverable it is and determines the amount of damage the hull can take. In addition to the size of a starship, the hull type of the starship determines the type of equipment that can be installed on the vessel. There are four hull types available for a starship; Civilian, Paramilitary, Military, and Starjammer.

Civilian hulls are the least robust and are not designed for combat. They tend to have lower hull points and deflection than any of the other hulls. Civilian hulls are only able to use 20% of the available space in the hull for the installation of weapons.

Paramilitary hulls are a step up from the civilian hulls. They are the hull type most commonly used by raiders and adventurers. A paramilitary hull will have more hull points and a better deflection than the equivalent sized civilian hull. Paramilitary hulls are able to use 40% of their hull space for the installation of weapons.

Military hulls are the toughest hulls available for starships. They have many more hull points and a greater deflection than any of the other hull types. In addition, they are able to use 60% of the space in their hull for the installation of weapons.

Starjammers are a special hull type. Starjammers are living starships that are able to regenerate any hull damage that the vessel takes. Starjammers are all considered to be paramilitary hulls. How fast the starjammer regenerates is based on the type of hull and the size of the vessel.

SHIPS SYSTEMS

Armor: Provides protection against damage after the shields of the vessel have been penetrated. As the armor gets heavier it reduces the thrust of the vessel.

Communications (Comms): Allows communications to both within the vessel and outside the vessel. Comms range from simple radio to trans-dimensional relay systems.

Conventional Drive: These are the drives that propel a vessel through normal space. They range from rockets to drives that use teleportation to move a vessel.

Defensive Systems: These systems affect the vessel's defenses such as signature. It also includes counter measures such as chaff and point defense weapons.

Energy Shield/Force Fields: Energy shields are transparent energy fields that surround a vessel and protect it. Energy shields come in four categories: Basic, Civilian, Paramilitary, and Military based in the class of vessel. Basic shields absorb the least amount of damage. Civilian shields absorb small amounts of damage; Paramilitary shields are improved civilian shields, which can take greater amounts of damage. Military shields on the other hand, can absorb a large amount of damage.

Energy Shields cover all six sides of a hex, each corresponding to the facing on a vessel. Each facing has a number of shield points equal to the shield rating. In addition to shield rating each vessel will have a shield regeneration score this is the amount of shield points that are restored per minute. These points may be divided up over multiple shield facings.

Energy shields have two modes: minimum and full. Minimum is the level the shield will be in most of the time and gives 10 points of protection. Full mode is the level the shields will be taken to when there is risk of the vessel being damaged, for example combat or being in an asteroid belt.

Hyperspace Drives: These drives are used for traveling through hyperspace. Hyperspace can be a very dangerous place so most crews take extra care of these drives.

Inter-Realm Drives: These are the drives that allow a vessel to pass through the realm barriers. Each realm is surrounded by an energy barrier in hyperspace it takes a bit of skill to pass through them.

Sensors: These are the eyes and ears of a vessel. They allow targeting of weapons, gathering of information and can also be used to help defend the vessel.

Extras: This category contains all of the other stuff you need for a vessel such as rooms for the crew, launch rails for small craft, ships locker, etc.

Weapons: There are four classes of weapons for vessels; light guns, missiles, naval guns, and heavy naval guns. Missiles are further divided into anti-ship and anti-fighter missiles.

Light guns are designed to fire at small fast moving targets such as fighters, but do very little damage against larger vessels.

Naval guns are designed to target other vessels. They suffer a -4 attack penalty versus small craft due to the problems they have tracking them.

Linked weapons are weapons that fire at the same time attacks for each weapon is rolled separately.

Anti-ship missiles are large missiles designed to take out vessels and large targets as such they suffer a -4 attack penalty when attempting to hit small craft. Anti-ship missiles have a speed equal to the power level of the missile with a turn delay/rate of 0, and will stay on the board a maximum of 10 turns or until it hits/misses the target.

Anti-fighter missiles are small fast missiles designed to take out maneuverable targets such as fighters and powered armor. Anti-fighter missiles have a speed equal to the power level of the missile with a turn delay/rate of 0, and will stay on the board a maximum of 5 turns or until it hits/misses the target.

If the target of a missile moves within 1 hex of the missile the missile will immediately attack the targets.

Missiles can be intercepted. Anti-fighter missiles have a number of hull points equal to its technology level and a signature of 33. Anti-ship missiles have a number of hull points equal to 2 times its technology level and a signature of 28.

Missiles have a limited endurance; if they fail to hit the target, the missile is lost and is no longer a threat.

Fighters are able to launch one missile from rails each turn or fire a main weapon during the firing phase, unless the weapons are linked. If the fighter has a co-pilot/navigator a second weapon maybe fired in the turn.

Heavy naval guns are so big they can only be mounted on colossal hulls or larger. Heavy naval guns are larger more deadly versions of the standard naval guns.

HYPERSPACE TRAVEL

Navigation of hyperspace may be accomplished in one of two ways:

- 1) Navigation Computer (also known as a navicomp)
- 2) Hyperspace Piloting (also known as combat jumps)

The Navigation Computer method is dependent on the skill of the astrogator and equipment installed on the vessel. Once a hyperspace voyage using the navigation computer method is started it cannot be changed without detrimental effects. Plotting a hyperspace jump using the navicomp method requires an Astrogation check.

Calculating a hyperspace jump requires an Astrogation check (DC-10) with the following modifiers.

Table 6-1: Navcomp Astrogation Checks

Per 5 parsecs	+2
Up to date	+0
Day old	+2
Week old	+5
Midmonth old	+8
No data	+10
Rushed Calculation one half time	+5
Rushed Calculation one quarter time	+8
Rushed Calculation one tenth time	+15

The base time for calculating jump is one hour per parsec. What is a parsec? It is an astronomical measurement equal to 3.26 light years or approximately 19.1688 trillion miles, and each hex on the Interstellar map is one parsec across. The base time for hyperdrive

travel is one day per parsec traveled. This is then modified by the hyperdrive rating of the ship, and the rating of the vessels navigation software.

Failing the Astrogation check does not mean the jump is not made but it will have consequences.

The maximum distance that a navicomp can cover in a single jump is 100 parsecs and the base time for the jump is 48 hours per parsec, these values may be modified by the equipment installed on the vessel.

Table 6-2: Astrogation Results

Failure by 5 or less	Increased Travel Time
Failure by 6 or more	Minor Mishap
Natural roll of '1'	Major Mishap
Success by 10 or more	Decreased Travel Time

A combat jump is faster and more dynamic than the navicomp method, but requires a pilot skilled in hyperspace travel (Astrogation 4 ranks and Piloting 4 ranks). It is also very tiring on the pilot. A hyperspace pilot can perform one jump per Constitution modifier without negative effects. Each jump after that causes a -2 penalty on all checks, due to exhaustion and the strain. These penalties are in effect until the pilot gets at least eight hours of rest.

There is no maximum distance for a jump made using hyperspace piloting, but the difficulty class of the jump is based on the distance travelled. Base travel time is 1 hour per jump modified by the skill check and the equipment installed on the vessel. It takes 15 minutes to enter hyperspace.

An Astrogation check is required at the beginning of a journey using hyperspace piloting. This check is a base DC-15 with the following modifiers and check takes 1 hour.

Table 6-3: Hyperspace Piloting Astrogation Checks

Up to Date	+0
Day old	+2
Week old	+5
Midmonth old	+8
No data	+10
Rushed Calculation one half time	+5
Rushed Calculation one quarter time	+8
Rushed Calculation one tenth time	+15

Table 6-4: Hyperspace Piloting Astrogation Results

Failure by 5 or less	Increased Travel Time
Failure by 6 or more	Minor Mishap
Natural roll of '1'	Major Mishap
Success by 10 or more	Decreased Travel Time

While piloting through hyperspace a number of piloting checks will have to be made. Each piloting check will allow the vessel to travel a number of parsecs equal to the number ranks the pilot has in the Pilot skill. For example, if a pilot has 10 ranks in piloting then they would travel 10 parsecs per piloting check.

The piloting check for hyperspace piloting is a base DC-15 with the following modifiers.

Table 6-5: Hyperspace Piloting Checks

Per Parsec traveled	+1
No Astrogation Data (Blind Jump)	+10

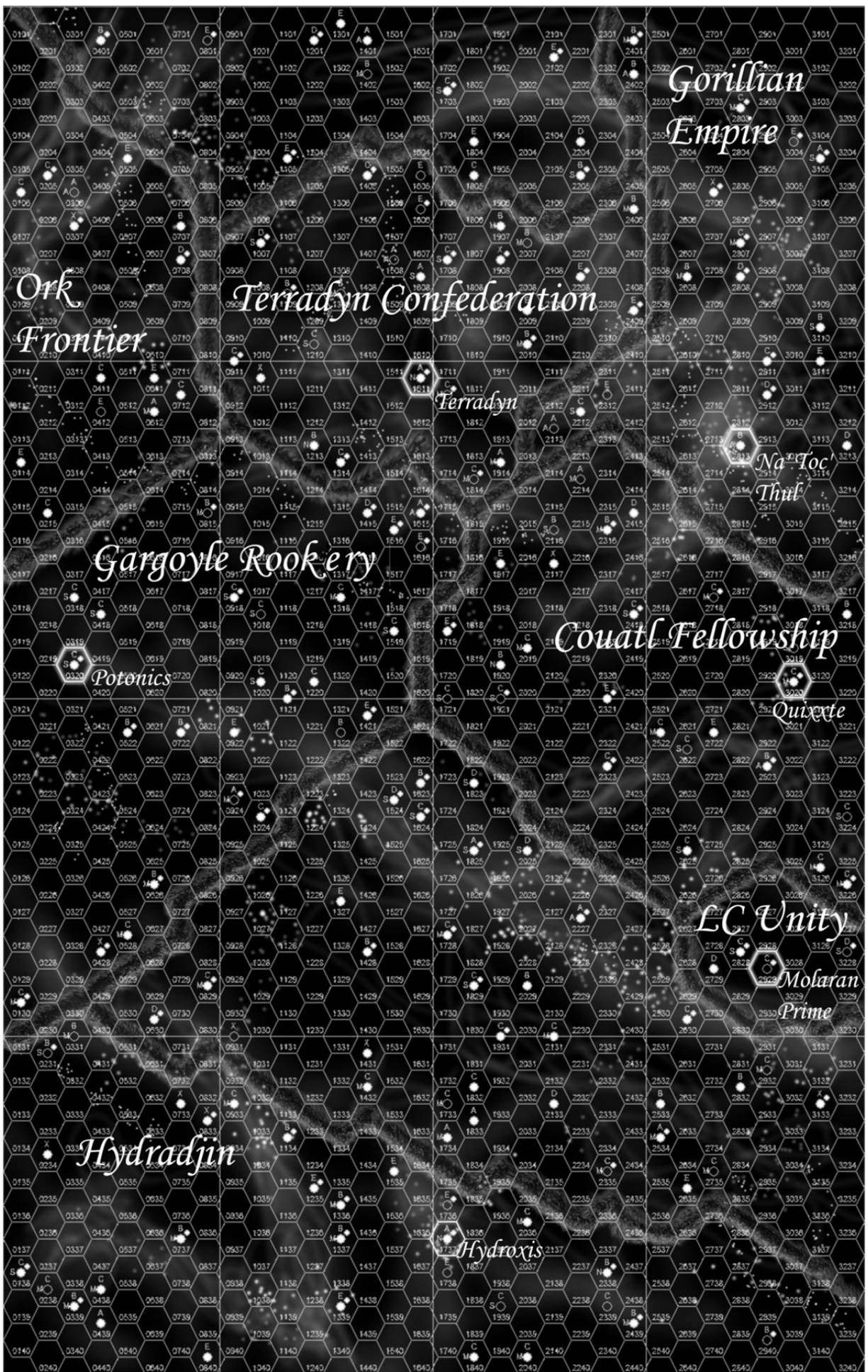


Table 6-6: Hyperspace Piloting Results

Failure by 5 or less	Rough ride, expelled from hyperspace, increased travel time
Failure by 6 or more	Very rough ride, expelled from hyperspace, random orientation, minor mishap
Natural roll of '1'	Extremely rough ride, expelled from hyperspace, vessel spinning, major mishap
Success by 10 or more	Decreased Travel Time

Table 6-7: Mishaps

1d4	Minor	Major
1	Light Damage: 1 Critical Hit	Moderate Damage: 2 Critical Hits
2	Hyperdrive off-line for 5d6+20 hours.	Hyperdrive off-line for 1d4+3 days.
3	Off Target: 1d4 light days.	Off Target: 1d6 light years.
4	Out of position: 1d6 hours out of system.	Jumped too deeply into system. Pilot DC-25 not to collide with obstacle.

INTER-REALM TRAVEL

Inter-realm travel is similar to hyperspace travel in the fact the pilot is an integral part of the process. Using the metaphor of the super highway from hyperspace travel, imagine said super highway having an infinity amount of lanes going horizontally and vertically.

To successfully negotiate an inter-realm jump requires both the pilot and astrogator to have the Realmgation feat (These maybe the same person). Similar to Hyperspace travel an Astrogation check is required at the beginning of the journey. The check is a base 25 with the following modifiers and the check takes 2 hours.

Table 6-8: Inter-Realm Piloting Realmgation Checks

Day old	+2
Week old	+5
Midmonth old	+8
No data	+10
Rushed Calculation one half time	+5
Rushed Calculation one quarter time	+8
Rushed Calculation one tenth time	+15

Table 6-9: Inter-Realm Piloting Realmgation Results

Failure by 5 or less	Increased Travel Time
Failure by 6 or more	Minor Mishap
Natural roll of '1'	Major Mishap
Success by 10 or more	Decreased Travel Time

While piloting through the inter-realm barriers, multiple piloting checks will have to be made. Keep a running total for the results of the piloting checks. When the total reaches the barrier rating of the realm, the journey is complete. Each check takes 1 hour of ship time the passage of time outside the vessel maybe different.

Table 6-10: Barrier Ratings

Standard Open Realm	100
Closed Realm	150
Hidden Realm	250+

Traveling through the inter-realm barriers is very dangerous; on a natural roll of '1' on the pilot check the vessel takes 1d6 critical hits.

PLAYERS AS CREW

Starship combat is very exciting to the character that is in control but unless everyone has their own ship it can get a bit boring for players. Here are a few suggestions of what players can do in space combat:

Characters in Starships

A character in a starship fills one of several possible roles, which determines what the character can do.

Captain: The captain of the starship coordinates the actions of all of the other crew members.

Captain's Actions

-Quick Action: Attempt to improve combat response time, check can be made each time initiative is rolled. The captain makes a Profession (Ships Captain) or Tactics (Starships) check and compares it to the chart below.

Table 6-11: Improve Combat Response Time

Result	Initiative Bonus
20-24	+2
25-29	+4
30-34	+6
35+	+8

Special: If the command position is equipped to allow it or the captain has access to the crew position, they may perform any action allowed to the other crew positions.

Pilot: The pilot of the starship controls its movement. Most starships have only one position from where the starship can be piloted, so the person seated there is the pilot. Piloting a starship is, at a minimum, a move action. This means that the pilot may be able to do something else with his or her standard action. There can be only one pilot in a starship at one time. The pilot directly affects the defenses of a vessel. $\frac{1}{4}$ the number of ranks a pilot has in the Pilot skill is added to the initiative of the craft.

Pilots Actions

- Quick Action: A pilot provides a bonus to the ships initiative equal to $\frac{1}{4}$ their ranks in pilot (Rounded down).

- Move action: The pilot can change the vessels course, speed, and perform stunts.

- Attack action: The pilot can fire one weapon that is linked to the pilot's station.

- Attack action: The pilot can work in conjunction with the Engineer to perform an over thrust maneuver.

- Full Round Action: Piloted small craft launched via launch tube.

Copilot: The copilot can help the pilot by taking an aid another action. The copilot must be seated in a location where they can assist the pilot (in most starships, this generally means seated next to the pilot). Aiding the pilot is a move action leaving the copilot

with a standard action each round to do something else. A starship can have only one copilot at a time.

Engineer: Engineers are responsible for keeping the ship in running order. This can be very difficult when people are shooting at you.

Engineering

-Full round action: Jury-rig a system, see repair skill.

-Full round action: Work in conjunction with the Pilot to perform an overthrust maneuver.

-Full round action: Attempt to repair a damaged shield. This action may only be taken by one engineer or shield operator per round.

-Full round action: Use repair system, if installed, to repair hull damage.

- Perform shield operator task: These are in place of a shield operator performing the task.

Astrogator / Navigator: A navigator is responsible for plotting the course of a starship.

Sensor Operator: The sensor operator is the eyes and ears of a starship.

Sensor Operator

-Standard action: Sensor Operators check to assist the pilot by increasing the Signature of the ship by the amount on the following table. One sensor operator may assist the pilot in this manner.

Table 6-12: Sensor Operator Evasion Assistance

Result	Bonus
25-29	+2
30-34	+4
35+	+6

-Standard action: Sensor Operations check to assist the gunners.

Table 6-13: Sensor Operator Fire Control Assistance

Result	Bonus
20-24	+2
25-29	+4
30-34	+6
35+	+8

Shield Operator: The shield operator position is normally filled by the astrogator during combat. This position is responsible for keep the vessels shield up and protecting the ship.

Shield Operator

- Move action: Assign shield reinforcement. This action allows the Shield Operator to increase the protection provided by one of the shield facing at the expense of the other facings. It requires a repair DC-25. On success one shield facing is doubled but all of the rest of the facings are halved. Once this is accomplished it cannot be undone for 5 turns.

- Standard action: Attempt to repair a damaged shield.

This action may only be taken by one engineer or shield operator per round. These points maybe divided over multiple shield facings.

- Full round action: Shield rotation; an exceptional engineer can, in an emergency, rotate the shields of a vessel on position. For example, the FA shield becomes the RF shield. To perform this task requires a DC-35

Table 6-14: Emergency Shield Repair

Result	Bonus
20-24	2d8+4
25-29	2d10+4
30-34	3d10+6
35+	4d10+8

For simply traveling from point to point, the starship used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances.

Gunner: Some starships have built-in weapons. If such a weapon is controlled from a location other than the Pilot's position, a character can operate that position and become the gunner. A starship can have as many gunners as it has weapons and/or gunner positions.

Gunnery Operations

-Standard action: Fire a weapon.

-Standard action: Make a sensor operations check to assist the pilot by increasing the Signature of the ship by +2. One gunner may assist the pilot in this manner.

-Standard action: Form multiple non-missile weapons of the same type in the same firing arc into a single battery. All weapons in a battery must fire at the same target and fire as a single standard action.

Passenger: All other personnel aboard the starship are considered passengers. Passengers have no specific role in the starship's operation, but may be able to fire weapons from the starship or take other actions.

PILOT OPTIONS

Here is what a starship pilot can do in a single round:

Choose the Starship's Speed: The Pilot may increase or decrease his or her starship's speed based on the vessels thrust rating.

Optional Standard Action: If the pilot wants, he or she can use his or her standard action before moving the starship. If the pilot does so, however, he or she will be limited to a single hard maneuver during movement.

Movement: Move the starship any number of hexes equal to the vessel's speed. Along the way, perform any number of simple maneuvers (limited only by the vessels thrust points). The pilot may also attempt a single stunt as part of the movement (or two, if the pilot did not take his or her standard action before moving).

Optional Standard Action: If the pilot did not take a standard action before moving, and performed one or fewer hard maneuvers, the pilot has a standard action left.

FIGHTING FROM STARSHIPS

The following rules provide a further framework for combat involving starships.

Starship Combat Actions

Actions during starship combat are handled the same way as actions during personal combat. In general, a character can take one minor action, one move action and one standard action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions: Communicating orders and ducking down behind a door are examples of free actions. Characters can perform as many free actions as the Gamemaster permits in a single round.

Move Actions: Changing position within a starship is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Standard actions: Anyone aboard a starship can make an attack with a personal weapon and pilots and gunners can make attacks with any starship-mounted weapons controlled from their positions.

Full-Round Actions: Since the pilot must use a move action to control the starship, he or she cannot take a full-round action unless he or she starts it in one round and completes it on his or her next turn.

Attack Options

Firing a starship's weapon requires a standard action and uses the pilot's or gunner's Starship Gunnery skill.

Some military starships are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the starship-mounted weapons to which they apply.

Flying Defensively: One can fight defensively while piloting a vessel. This grants a +2 dodge bonus to the vessel's Signature and applies a -4 penalty on attack rolls made by occupants of the vessel.

Total Defense: A pilot can choose the total defense action, which grants a +4 dodge bonus to Signature but does not allow the pilot to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the Pilot's next round of actions.

Crew Quality

Rather than force the Gamemaster to create, or remember, statistics for everyone aboard a starship, starship statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the starship's systems.

Table 6-15: Vessel Crew Quality shows the six levels of crew quality for Gamemaster-controlled crews, along with the

appropriate check modifier. Use the check modifier for all skill checks related to the operation of the starship (including Pilot checks, Repair checks, etc).

This by no means restricts the Gamemaster from creating unique starships where the crew's statistics are included, or from using Gamemaster characters' abilities when they pilot or attack from starships. It is merely a shortcut to save time if the Gamemaster does not have particular characters behind the wheel.

Table 6-15: Vessel Crew Quality

Crew Quality	Equiv. Level	Ranks	Total Skill
Untrained	1	0	+3
Normal	4	4	+7
Skilled	8	8	+11
Expert	12	12	+15
Ace	15	15	+18
Elite	20	20	+23

STARSHIP MOVEMENT

Scale

These rules use two scales. If the encounter involves both starships and characters on foot, use character scale. If the scene involves only starships, and they are likely to move at much higher speeds than characters or creatures on foot, use starship combat scale. For starship combat scale, it is recommended that a hex map be used. For character scale combat it is recommended that a square grid map be used.

Character Scale: Character scale is identical to the standard movement scale: it is carried out on a grid in which each square equals 5 feet.

In character scale, starships are large enough to occupy multiple squares on the map grid. How many squares a starship occupies is specified in the starship's description.

When moving a starship, count the squares from the starship's rear. When turning, pivot the starship on the rear square toward which it is turning. When firing weapons, count squares from the location of the weapon.

In character scale, more than one starship cannot occupy the same square, unless at different heights.

Starship Combat Scale: In starship combat scale, each hex of the grid represents 500 miles.

In starship combat scale, most commonly encountered starships occupy less than one hex. More than one starship can occupy the same hex. Starships in the same hex are considered 50 miles apart unless docking or ramming.

All ranges are measured hex to hex.

Hex Maps

The most commonly used hex map uses 1" hexes and is approximately 4 foot by 4 foot. Feel free to use whatever hex size works best for your game.

If you don't want to use a hex map it is very simple to convert ranges and speeds to inches. 1" equals 1 hex. If not using a hex map it is best to measure consistently from the front of the model / counter.

Vessel Sizes

Starships use the same size categories as characters and creatures, as shown on Table 6-16: Vessel Sizes. The starship's size modifier applies to its initiative modifier, maneuver modifier, and Signature.

Table 6-16: Vessel Sizes

Size	Size Mod	Sample Description	Accl / Decl
Fine	+8	Missile	1
Diminutive	+4	Escape Pod	1
Tiny	+2	Fighter	1
Small	+1	Shuttle	2
Medium	+0	Assault Scout	3
Large	-1	Light Cruiser	4
Huge	-2	Cruiser	5
Gargantuan	-4	Heavy Cruiser	6
Colossal	-8	Battleship or Super Freighter	7
Colossal II	-12	Orbital Space Stations	8
Colossal III	-16	Large Starbases	9
Colossal IV	-20	Enormous Colony Ships	10

Initial deployment: The Gamemaster will normally have a good idea where on the map all craft should be placed. It is suggested that for a 4 foot by 4 foot map craft deploy within 3 hexes from the edge.

Moving

On his or her action, the pilot moves the starship a number of hexes equal to the vessels current speed. Unlike characters, a starship cannot double move, run, or otherwise extend its movement (except by expending thrust).

Starships do not have a top speed, but as the velocity of the vessel increases, it gets harder to maneuver. Each starship has a turn rating which is listed as a fraction. For a starship to make a

single hex facing change an amount of thrust must be spent equal to the indicated amount of the ships current speed. For example, a vessel with a speed of 10 and a turn cost of $\frac{1}{2}$ speed would have to pay 5 thrust to turn. The amount of thrust being spent for a maneuver can be spread over several rounds.

Count hexes for starships just as for characters. A vessel's facing is less important, what is important is the direction of travel. A vessel can be facing a different direction from the direction of travel. Thrust can only be applied to change velocity if the vessel is facing the direction of travel or away from the direction of travel.

Vessels and smallcraft can change their facing without changing direction of travel for $\frac{1}{2}$ normal turn cost and turn delay. If this is done the vessel or smallcraft cannot apply thrust for acceleration or deceleration until they have the correct orientation.

PILOTING A STARSHIP

Piloting a starship is a move action, taken by the vessel's pilot. During his or her move action, the pilot moves the starship a number of hexes based on the vessels current speed and any changes to speed made by spending thrust points. The pilot can attempt maneuvers to change the starship's course or speed. These maneuvers can be attempted at any point along the starship's route. The pilot can choose to use his or her standard action to attempt additional maneuvers.

The two kinds of starship movement are simple maneuvers and stunts.

Simple Maneuvers: A simple maneuver, such as making a turn, is easy to perform. Each is a free action and can be taken as many times as the Pilot likes while he or she moves the starship. However, simple maneuvers do cost thrust. Simple maneuvers normally do not require the pilot to make skill checks.



Hard Maneuvers: Hard maneuvers are difficult and sometimes daring maneuvers, that enable a pilot to change his or her starship's speed or heading more radically than a simple maneuver allows. A hard maneuver is a move action. It can be taken as part of a move action to control the starship, and a second hard maneuver can be attempted in lieu of the pilot's standard action. Hard maneuvers always require pilot checks.

Simple Maneuvers

During a starship's movement, the pilot can perform any of the following maneuvers:

Turn: The ability for a vessel to make turns is determined by two statistics. Both of these statistics are ratios based on the starship's current speed, turn cost and turn delay. For example, a free trader has a turn cost and turn delay equal to the current speed of the starship.

Turn Cost: Is the amount of thrust that a starship must spend to make a single 60-degree hex facing change.

Turn Delay: Is the amount of hexes that the starship must travel forward before making a hex facing change.

Using the free trader as an example, if the free trader has a speed of five it would cost five thrust to make a single hex facing change and the free trader would have to move five hexes forward before it could make the turn.

Sideslip: A pilot might wish to move to the side without changing the starship's facing. This simple maneuver, called a sideslip, allows a starship to avoid obstacles or weave in and out of debris without changing facing. A sideslip moves a starship 1 hex forward and 1 hex to the right or left, and costs 1 points of thrust. In addition it requires a pilot check (DC-20 + current speed).

Traveling in Reverse: Most craft have no issues with traveling in reverse, thanks to being in space. Since they are unable to use their main thrusters, free thrust is reduced to 1/2 while moving in reverse.

Hard Maneuvers

Hard Maneuvers are any maneuvers that require a Pilot check to perform. Unsuccessful hard maneuvers often result in the vessel ending up somewhere other than where the Pilot intended. When this happens, the vessel collides with any objects in its path.

Avoid Hazard: Starship combat occasionally occurs in areas which include obstacles. When a starship tries to move through a hex occupied by a hazard, the Pilot must succeed on a pilot check to avoid the hazard and continue moving.

Enormous objects simply cannot be avoided. Also, if a pilot cannot make a check, he or she automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard.

On a failed check, the starship hits the obstacle. For mines, this means the mine makes an attack against the starship. Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

The DC is equal to 20 + current speed + 2 times the vessel's turn delay + the Modifier from the table below.

Table 6-17: Space Hazards

Hazard	DC Modifier
Mines (Dumb)	+5
Mines (Smart)	+10
Object	DC Modifier
Small (light debris)	-5
Medium-size (crate)	+0
Large (pile of wreckage)	+5
Huge (asteroid)	+10
Enormous	Cannot be avoided

High Energy Turn: By making a high-energy turn, a pilot can radically change direction without turning in a loop.

Before a starship can make a high energy turn, it must move in a straight line at least a number of hexes equal to its turn delay number. To make a high energy turn, simply change the starship's facing to the desired direction. The vessels inertia is now carrying it in this new direction.

The starship ends its movement in that location, at zero speed.

The DC for a high-energy turn depends on the change in facing, the maneuverability of the vessel and its current speed. The DC is equal to 25 + current turn cost. For example a fighter with a speed of 8 and turn cost of 4 would require a Pilot DC-29 to perform a 180 degree turn.

On a failed check, instead of facing the desired direction, the starship only changes its facing by 60 degrees, or one hex facing. Make a Pilot check to retain control against a DC equal to the DC for the high-energy turn attempted (see Losing Control).

The speed of the vessel after completing the high energy turn is 1/2 the amount they beat the DC by or 1/2 previous speed which every is lower.

Table 6-18: High Energy Turn Cost

Facing Change	Cost
180 degrees (3-hex facing)	as 2 Turns

Hard Turn: A hard turn allows a starship to make a turn in a short distance without losing speed.

A hard turn functions like a hex facing turn simple maneuver, except that the starship only needs to move forward a number of hexes equal to half its turn delay value (rounded down). The DC for a hard turn is 25.

On a failed check, the starship must move forward a number of hexes equal to its turn delay value before turning, just as with a simple turn maneuver. Make a Pilot check (DC-25) to retain control (see Losing Control).

This maneuver cost 50% more thrust than a normal turn at the vessel's current speed. For example, a vessel with a speed of ten, a turn cost of 1 times vessels speed, and a turn delay of vessels speed would have to pay 15 thrust for a hard turn and would make the turn after travelling forward 5 hexes.

Overthrust: This is a combination stunt maneuver performed by the pilot and the engineer of a vessel. It allows a vessel to produce extra thrust at a chance of damaging the vessel. The difficulty class of the maneuver depends on the amount of thrust

that is being added to the vessel. If both of the rolls succeed, the thrust is gained with no adverse effects. If the engineer's Repair check fails, no thrust is gained. If the pilots' skill check fails, the ship gains the extra thrust but the pilot must make a Pilot DC-25 to stay in control. If both rolls fail, the vessel suffers a critical hit with a base damage value of 8d10.

Table 6-19: Vessel Overthrust

Thrust Gained	Pilot DC	Repair DC
1	20	20
2	25	25
3	28	28
4	31	31
5	34	34

Ram: At character scale, a pilot does not have to perform a maneuver to ram another starship—he or she only needs to pilot his or her starship into the other starship's hex, and a collision occurs (see Collisions and Ramming).

At starship scale, however, more than one starship can occupy the same hex and not collide—so ramming another starship requires a simple maneuver. The pilot moves his or her starship into the other starship's hex and states that he or she is attempting to ram. Both pilots make an opposed pilot check + the vessels maneuver modifier. If the attacker beats the defender the collision occurs. The attacker gets a +5 bonus on the pilot check due to the rarity of such maneuvers. The attacker receives a +2 bonus for each size the target is bigger than his vessel. Resolve the ram as a collision, except that the pilot of the target starship can make a Pilot check (DC-30) to reduce the damage to both starships by half.

Collisions and Ramming

A collision occurs when a starship strikes another starship or a solid object. Generally, when a starship collides with a creature or other moving starship, the target can attempt a Pilot check (DC-30) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a starship collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table 6-20: Collision Damage.

Table 6-20: Collision Damage

Highest Speed	Damage Die Type	Penetration
1-5	D2	Deflection / Hardness of object
6-10	D4	Deflection / Hardness of object
11-15	D6	Deflection / Hardness of object
16-20	D8	Deflection / Hardness of object
21-25	D10	Deflection / Hardness of object
26-30	D12	Deflection / Hardness of object
31-40	D12+6	Deflection / Hardness of object
41+	D20	Deflection / Hardness of object

Table 6-21: Object Size

Smallest Object or Creature Size	Number of Dice
Colossal III	42
Colossal II	36
Colossal	30
Gargantuan	24
Huge	16
Large	12
Medium-size	6
Small	3
Tiny	2
Smaller than Tiny	0

After finding the base damage, determine the collision's damage multiplier based on how the colliding starship struck the other starship or object. (For starships moving in reverse, consider the back end to be the starship's "front" for determining the collision multiplier.) Consult Table 6-22: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both starships (or objects or creatures) involved in the collision. Both starships reduce their speed by half. If the colliding starship moved the number of hexes for its new speed before the collision, it ends its movement immediately. If not, it pushes the other starship or object aside, if possible, and continues until it has moved the number of hexes for its new speed.

Table 6-22: Collision Direction

Colliding Starship's Target	Multiplier
A stationary object	x 1
A moving Starship, striking head-on or 45 degrees from head-on	x 2
A moving Starship, striking perpendicular	x 1
A moving Starship, striking from the rear or 45 degrees from the rear	x 1/2
A Starship being sideswiped	x 1/4

The Pilot of the starship that caused the collision must immediately make a pilot check (DC-25) or lose control of the starship (see Losing Control). The pilot of the other starship must succeed on a pilot check (DC-25) at the beginning of his or her next action or lose control of his or her starship.

Losing Control

A collision or a failed hard maneuver can cause a pilot to lose control of his starship. In these cases, the pilot must make a Pilot check to retain control of the starship. If this check is successful, the pilot maintains control of the starship. If it fails, the starship goes into a spin. If it fails by 5 or more, the starship rolls.

An out-of-control starship may strike an object or other starship. When that happens, a collision occurs (see Collisions and Ramming). The only action that an out of control vessel can make is a Pilot check attempting to regain control. If the pilot successfully regains control the vessel may take actions normally.

Spin: The starship starts spinning wildly. The starship moves in its current direction a number of hexes equal to the turn delay value for its speed, and then ends its movement. On the next turn, make a pilot check in order to regain control. On a failure, you continue spinning; move the vessel forward along its previous heading at

the speed prior to losing control. A pilot DC-25 is required to regain control. Once the spin stops, roll 1d6 to determine its new facing:

Table 6-23: Spin

Roll	Effect
1	No Change (Complete 360)
2	Right 60 degrees (one hex facing)
3	Right 120 degrees (two hex facings)
4	180 degrees (three hex facings)
5	Left 60 degrees (one hex facing)
6	Left 120 degrees (two hex facings)

Reorient the starship accordingly.

Roll: If the pilot check was missed by greater than 5 the starship tumbles, taking damage. The starship rolls in a straight line in its current direction for a number of hexes equal its previous speed. At the end of the starship's roll, reorient the starship perpendicular to its original direction of travel (determine left or right randomly).

A starship takes damage equal to $2d6 \times$ the vessels turn delay for its current speed. The starship's occupants take damage equal to $2d4 \times$ the turn delay for its current speed (Reflex DC-20 for half damage).

To regain control of the starship the Pilot must make a DC-30 check.

Hide and Seek

When being pursued, a pilot can attempt a pilot check to lose the pursuer in heavy traffic or obstacles, or a sensor operations check to misdirect via electronic means.

For a pilot to hide using heavy traffic or obstacles they need to move close enough to them to mask both the vessels electronic and visual image. If the obstacles are the same size or larger than the vessel, the pilot receives a +6 bonus. If the pursuer is with in visual range, the check is an opposed test piloting versus perception. If the pursuer is primarily using sensor then the test is piloting versus sensor operations.

To misdirect a pursuer using electronic warfare, an opposed sensor operations check is made. If the pursued's check is higher they have managed to temporarily misdirect the sensors of the pursuer, the pursuer takes a -5 penalty on any pilot and sensor operations checks needed to make the turn to follow the pilot.

Docking

For two starships to dock, one of two things must be true. Either both starships are willing to dock, or one of the starships is disabled. The reason for this is that it is very easy for one of the starships to use its maneuvering thrusters to avoid docking.

To dock with a disabled ship requires a pilot check of DC-25 in order to match speed and direction of travel. Once that is done it is a simple matter of connecting the docking tube found on all starships to the air lock of the other vessel. After the docking tube is connected, the tube needs to be pressurized so that people can travel between the starships without space suits. The whole process takes two minutes; the time can be reduced to one minute if the docking tube is not pressurized.

Note: That assault craft are specially designed to dock rapidly and do so in one round.

STARSHIP COMBAT

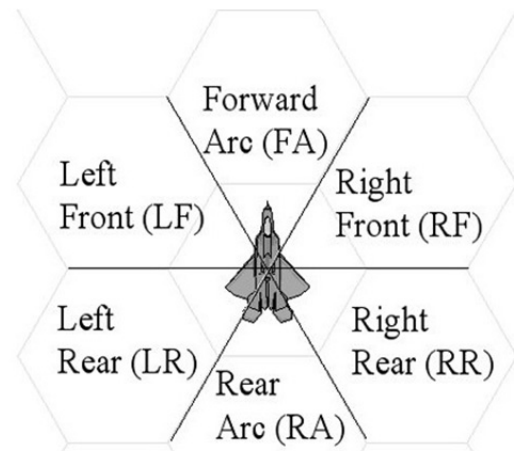
Facing and Firing Arcs

Unlike with characters, when dealing with starships, the starship's facing (the direction it is pointing) is important. It determines which weapons aboard the starship can be brought to bear on a target.

A weapon built into a starship can be mounted to fire in one of six directions or arcs—forward, aft (rear), right front, right rear, left front or left rear—or be built into a turret.

A full turret or cupola allows a weapon to fire into multiple firing arcs, limited by the number of arcs that it was designed to support.

A Boresight only gives a benefit if the weapon is fired directly ahead of the small craft, in which case it grants a +2 equipment bonus on the attack roll. Boresights may only be used on small craft



Combined Arcs

Right = RF + RR

Left = LF + LR

Right Side (RS) = $1/2 \text{ FA} + \text{RF} + \text{RR} + 1/2 \text{ RA}$

Left Side (LS) = $1/2 \text{ FA} + \text{LF} + \text{LR} + 1/2 \text{ RA}$

FX = LF + FA + RF

RX = LR + RA + RR

Non-turret mounted missiles can be fired at any target in the FA firing arc.

Spinal weapons can only be fired at targets in a direct line in front of the vessel.

HOW COMBAT WORKS

Ship Alert Status

Prior to the start of combat the Gamemaster should determine the alert status of the ships in the combat. There are 6 levels of alert status. Each level represents 1 turn of charging weapons.

The Gamemaster should choose or roll randomly for the alert status on 1d6. In addition, this determines the combat status of fighters on a ship. If the alert status is 2+ then the fighters are in the tubes and ready to launch. On 4+ one round worth of launches has taken place. On a 6 all fighters are out.

Combat Round

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Declare starting speed.
2. Each vessel rolls initiative. This is modified by the abilities of the commander and pilots.
3. Combatants act in initiative order (Highest to Lowest)
 - a. Crew Actions, each crew member gets a move action and attack action. Each crew action may only be performed once in a turn.
 - b. Move missiles, due to the high speed of these weapons they move first.
 - c. Move ship. Ships move as described in the starship movement section.
 - d. Activate defensive systems. Some defensive systems are activated as attack actions these take place during this step.
 - e. Fire Weapons, weapons are fired in the order chosen by the attacker.
4. When every small craft and vessel has had a turn, the next round begins. Steps 2 through 4 repeat until combat ends.

Initiative: Roll initiative (1d20) for each starship, using the ship's initiative plus any modifiers from the commander and pilot.

Vessel Speed: Each starship has a thrust score, which is the amount of thrust that the engines of the vessel produce each turn. This thrust can be used to change the velocity of the vessel or to change its direction. For each vessel size, there is listed acceleration and deceleration cost. These are the amount of thrust required to either increase or decrease the ships speed. If no thrust is applied for acceleration or deceleration, the ships velocity (speed) stays the same. Thrust only needs to be applied to change velocity or to change direction.

Declaring Speed

At the beginning of his or her action, a Pilot must declare his or her speed for the round. In most cases, flight speeds will be between 1 and 10 for vessels, small craft being more maneuverable tend to fly faster. The pilot can choose to accelerate or decelerate as determined by the thrust available to the ship. For example, an

assault scout has a thrust score of 12 and an acceleration factor of three so it could change its speed by up to four points positive or negative.

Hitting the Target

To hit a small craft or vessel with a weapon you roll a d20 + Starship Gunnery skill + Modifiers. If the result is greater than the targets, Signature the target is hit. The Signature of a starship is a combination of the vessels physical and the electronic defenses. The Signature is used for all attacks versus small craft and vessels. Small craft and vessels are not affected by Willpower attacks.

Battery Fire: A gunner can choose to fire a set of non-missile weapons as a battery (making a single attack roll) if they are all the same type with the same firing arc. For each additional weapon after the first, the critical threat range increase by one. In addition, every third weapon adds to the critical multiplier. For example, a critical result of 25 would normally do double damage, but if a three weapon battery was used it would do triple damage.

Flight Level Firing: In large battles it can take quite awhile to resolve all of the missiles and fighter weapons fire. It is recommended that players use flight level fire. All attacks are arranged in groups of 5 of the same weapons type. A single attack roll is made and for each point that the attack exceeds the target's Signature, one of the weapons strikes the target. For example, 5 fighters with light laser arrays are fired at a Balil Heavy Cruiser with a Signature of 25. The attack rolls a 27 and three of them strike the target.

Effects of a Successful Hit on a Vessel

When a small craft or a vessel is struck by an attack, you first compare the penetration of the attack to the deflection of the target. If the penetration is greater than the deflection, then the deflection is ignored for the attack. If the penetration is not greater than the deflection, subtract the penetration from the deflection of the target the remainder is what is subtracted from the damage scored by the attack.



Spells in Space Combat: If a vessel has a Star Chamber installed, a spellcaster can augment their spells so they can be used in space combat. Below are the changes to spells:

- All cone and blast spells become beam attacks.
- In place of saves; a vessel makes a Pilot check verses the spell.
- The hull of a spacecraft are made of tough stuff, this imparts a Spell Resistance-10.

Starship Weapons vs. Non-Starship Targets

When a weapon with a penetration rating strikes a target that does not have a deflection rating, all of the damage from the attack goes directly to wounds. If the target does not have wounds, such as a vehicle or object, then the damage is doubled. In the case of a critical hit on a target, that does not normally have wounds, the attack does maximum damage.

Force fields and Mecha are considered to have a deflection rating of zero for determining the effects of starship class weapons.

Critical hits with starship class weapons on a target with a deflection rating of zero cause triple damage.

If a weapon that does not have a penetration rating is used on a target that has a deflection rating, the damage is reduced by five times the deflection rating.

Magical Creatures

Some creatures due to their magical nature receive a deflection and penetration rating vs. vessels.

Table 6-24: Subtype with Deflection and Penetration

Statistic	Subtype		
	Construct	Dragon	Magical Beast
Min Hit Dice	8+	Any	8+
Accel/Decel	HD/5	HD/5	HD/5
Damage	Doubled	Doubled	Doubled
Deflection	Hit Dice	2x Hit Dice	Hit Dice
Free Thrust	Flight Speed / 20	Flight Speed / 20	Flight Speed / 20
Hull Points	HPx2	HPx2	HPx2
Penetration	Hit Dice	2x Hit Dice	Hit Dice
Range Increment	Range/20	Range/20	Range/20
Signature	Armor Class	Armor Class	Armor Class
Skills	BAB+3	BAB+3	BAB+3
Turn Cost	¼ Speed	¼ Speed	¼ Speed
Turn Delay	0	0	0

Effects of Damage

A vessel with 0 hull points is not destroyed; it is classified as disabled. At 0 hull points the vessel is adrift and cannot perform any actions. It continues to travel in the same direction and at the same speed. Disabled vessels can only be repaired at a vessel repair facility. Systems on a disabled vessel can be jury-rigged at a +5 modifier to the DC and at double the time. A vessel is destroyed when it is at a negative hull point value of ¼ of its original hull points or if a critical hit occurs after the vessel is into negative hull points.

Vessel Fumbles

When a starship makes an attack roll and get a natural 1 (the d20 shows 1), there is a chance the vessel has fumbled. The gunner makes a Starship Gunnery (DC-25) if they succeed nothing happens. If they fail the weapon in question loses a turn of firing.

Vessel Critical Hits

When a starship makes an attack roll and gets a natural 20 (the d20 shows 20), you hit regardless of your target's Signature. It has scored a "threat," meaning the hit might be a critical hit (or "crit"). To find out if a critical hit has occurred, immediately make an attempt to "confirm" the critical hit—another attack roll with all the same modifiers as the attack roll just made. If the confirmation roll also results in a hit against the target's Signature, the original hit is a critical hit. (The critical roll just needs to hit to give you a critical, it doesn't need to come up 20 again.) If the confirmation roll is a miss, then your hit is just a regular hit. If the confirmation roll is made, roll on the Table 6-25: Vessel Critical Hits table. All successful critical hits bypass any shields that are remaining, the shield does not take any damage.

Critical Hit Results

Whenever a critical hit is scored, the attacker rolls percentile dice and consults Table 6-25: Vessel Critical Hits to determine the effects of the critical hit on the target.

Table 6-25: Vessel Critical Hits

d%	Effect(s)
01–29	Double Damage Hit
30–36	Double Damage Hit, Crew Casualties
37–43	Triple Damage Hit, Artificial Gravity Disabled
44–50	Triple Damage Hit, Crew Casualties
51–55	Double Damage Hit, Damaged System: Comm System
56–60	Double Damage Hit, Damaged System: Defense System / Extras / Star Chamber
61–65	Double Damage Hit, Damaged System: Conventional Drives
66–70	Double Damage Hit, Damaged System: Hyperspace Drives
71–75	Double Damage Hit, Damaged System: Dimensional Drives
76–80	Double Damage Hit, Damaged System: Sensors
81–85	Double Damage Hit, Damaged System: Targeting System
86–90	Double Damage Hit, Damaged System: Weapon
91–95	Triple Damage Hit, Destroyed Defensive System / Extras / Star Chamber
96–100	Triple Damage Hit, Destroyed Weapon

Double Damage Hit: The attack does twice as much hull point damage as normal. Roll the damage twice.

Triple Damage Hit: The attack does three times as much hull point damage as normal. Roll the damage three times.

Crew Casualties: A number of crewmembers and passengers are disabled or killed (this effect applies only if the ship is not destroyed). Each time this result is rolled 25% of the vessels crew and passengers are disabled or killed. Only non-player characters are affected.

A starship with less than one-half of its normal crew complement takes a -2 penalty on all attack rolls and checks.

A starship with less than one-quarter of its normal crew complement takes a -4 penalty on all attack rolls and checks.

A starship with no crew flies on autopilot and cannot attack. If a crewless ship does not have a functional autopilot system, it is immobile. If this result is rolled again and the ship has no living crew or passengers, ignore this result and reroll.

Artificial Gravity Disabled: The starship's artificial gravity is disabled for 1d10 rounds. During this time, an untrained crew takes a -4 penalty on all attack rolls and skill checks while coping with the zero gravity conditions. Trained or higher crews take no penalties, as they are assumed to have the zero-g training feat. Ignore this result if it comes up again while the artificial gravity system is disabled.

Damaged System: A damaged system remains inoperable until it is repaired, which requires 10 hours of work and a successful repair check (DC-30). A starship's engineer (or engineering team) can perform jury-rig repairs on the system as a full-round action with a successful repair check (DC-25), but the repairs last only until the end of the battle (or until the system is disabled again).

During that round of jury-rigged repairs, the starship can continue to take actions.

Comm System: One communications system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged comm systems, ignore this result and reroll.

Defensive System / Extra / Star Chamber: One of these systems of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged systems of this type, ignore this result and reroll. All rails of each type are considered a separate system including. For example, all fighter launch rails would be a single extra.

Conventional Drives: The starship's thrust decreases by half until the engines are repaired. If this result is rolled again, the effect is cumulative. If the ship's thrust has already been reduced to zero due to engine damage, ignore this result and reroll. A vessel with zero thrust is considered disabled for purposes of docking.

Dimensional Drives: The starship's dimensional drive goes off-line until it is repaired. If this result is rolled again and the starship no longer has any active dimensional drives, ignore this result and reroll.

Hyperspace Drives: The starship's primary hyperspace drive goes off-line until it is repaired. If this result is rolled again, the backup system is also taken off-line. If this result is rolled and the starship no longer has any operational hyperspace drives, ignore this result and reroll.

Sensors: The starship is blinded until repaired. All the ship's targets gain the equivalent of total concealment (50% miss chance). If this result is rolled again, ignore the result and reroll.

Targeting System: The starship's targeting system ceases to function. The starship loses the targeting system's equipment bonus on attack rolls until the system is repaired. Reroll if this



result comes up again.

Weapon: One of the starship's weapons systems (attacker's choice) ceases to function. The weapon remains inoperable until it is repaired. If this result is rolled again, and the ship has no functional weapons, ignore this result and reroll.

Destroyed Defensive System/ Extra /Star Chamber: One of these systems (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has none of these systems, ignore this result and reroll. All each type of launch rail is considered a separate system including all of the launch rails of that type. For example, all fighter launch rails would be a single extra.

Destroyed Weapon: One of the starship's weapons (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no weapons, ignore this result and reroll.

If the destroyed weapon was linked, the other weapons to which it was linked continue to function normally.

Damage to Passengers and Crew

When a ship takes 25% of its hull points in damage; each crewmember must make a Reflex check. Damage is based on the amount of hull points the vessel has lost, see the table 6-26: Crew and Passenger Damage. If a critical occurs on the attack roll, and the character happens to be in either the location struck by the attack or is caught up in the collateral damage, the character suffers the full damage of the weapon. This damage may be affected by the systems installed on the ship. One-half of the damage taken goes directly to wounds.

Table 6-26: Crew and Passenger Damage

% Hull Point Lost	Reflex DC	Player Damage
25%	20	5d6
50%	25	5d8
75%	30	5d10
100%	35	5d12

If it becomes important to track what happens to a Non-Player Character crew during a combat, assume that a percentage of the crew and passengers are wounded or killed equal to the percentage of damage done to the ship. Once the combat is over roll 1d6 for each important crewmember; on a roll of 1 or 2 the Non-Player Character is killed. On any other result, the Non-Player Character is disabled and requires medical attention.

REPAIRING DAMAGE

Emergency Hull Repairs

Repairing hull damage to a starship takes a full hour of work and a mechanical shop, electronics shop, or some other suitable facility (Without the shops, a character takes a -4 penalty to Repair check for each missing shop). At the end of the hour, make a Repair check and compare the result to the Table 6-27: Emergency Hull Repair table. A number of hull points is repaired equal to the value on the table plus and operational damage control systems. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vessel's hull points.

Table 6-27: Emergency Hull Repair

Result	Hull Points Repaired
20-24	2d6+4
25-29	2d8+4
30-34	3d8+6
35+	4d8+8

Repairing Shields

Energy Shields maybe repaired during combat by either the shield operator or the ship's engineer. Emergency repairs only last for the duration of the combat.

Once the combat is over shield points are restored at the regeneration rating each minute.

Repairing Critical Hits

Jury-rigged repairs of critically hit systems only last until the combat is over. Longer term repairs can be made but they are difficult and time consuming.

Repairing a critically hit system requires a Repair check (DC-25) and requires 4 hours. These repairs require access to a mechanical shop, electronics shop, or some other suitable facility (without the shops, a character takes a -4 penalty to Repair check for each missing shop).

These repairs are essentially clever engineering tricks bypassing damaged sections or cobbling together fragile replacements for the system. For this reason, anytime the vessel is in combat and a critical hit is threatened against the vessel there is a 25% chance the repaired critical hit breaks again. This repair lasts until final repairs are made.

Final Repairs

Repairs made in flight are only temporary fixes (unless a nanite repair array or repair shop is used). The true repairs must be done at a repair facility such as a space station or repair yard. To calculate the cost of repairing missing hull points, take the total damage taken in the battle and multiple the results by 50 credits. Critical hits cost 1% of the affected systems base price to repair. Artificial Gravity counts as hull for repair purposes. These amounts are only true if the vessel has not been disabled.

A disabled vessel costs 1% of the vessel's price to repair.

For determining the cost and weight of repair components every 10 points of Hull weighs 200 pounds and costs 500 credits.

To determine the amount of time required for repairs, total up the cost of all of the repairs and divide the result by 1,000. The result is the number of work hours that are required for the repairs. Unless it is an emergency or a time of war, most repair facilities will only work for 10 hours in a day.



CHAPTER SEVEN:

REALM AND SPACE FARING VESSELS



"So you would like to know about the types of starships out in the black hull?" The ork says as he taps on the holoscreen.

"There are almost as many kinds of starships that come into the Manzala starport and space station as there are different kinds of people that enter the city, but the ships can be divided into two simple categories: Conventional ships and Starjammers." Chewing on his cigar, the ork continues.

"Conventional ships use some type of technologically driven propulsion to move their way through space, usually relying on rockets and such for maneuvering. Then there are the Starjammers that use the combination of technology and magic to travel through space powered by the solar winds. The Starjammer ships are also organic in nature which allows them to regenerate when damaged."

"In a nutshell" Continues the Ork "If you want speed you will go with a conventional vessel, if you want class and elegance you will go with a Starjammer."

VESSELS

Challenge Rating: The challenge rating of each vessel does not include fighter, shuttle or other small craft.

Class: All vessels fall into one of three classes: Civilian (Civ), Paramilitary (Para), and Military (Mil).

Free Thrust (Thrust): This is the amount of thrust that each vessel has available.

Turn Cost: This is the amount of thrust a vessel will have to spend to make a single hex facing change in direction. For example a starship at a speed of nine with a turn cost of 1/3 speed would have to pay three thrust to make a single hex facing change in direction.

Turn Delay: This is the number of hexes worth of movement that a vessel must wait between changes in direction. For example, a vessel at a speed of nine with a turn delay of one would have to move nine hexes forward before it could make another turn. If a starship has a turn delay of zero it may make a hex facing change for each hex that it moves forward.

Deflection (DEF): The vessel's ability to resist damage. Subtract this number from all damage dealt to the vessels.

Table 7-1: Vessel Sizes

	Size	Size Mod	Size Description	Size Length	Size Height	Accel / Decel
Small Craft	Fine	+8	Missile	15 ft.	15 ft.	1
	Diminutive	+4	Escape Pod	25 ft.	25 ft.	1
	Tiny	+2	Fighter	50 ft.	50 ft.	1
	Small	+1	Shuttle	125 ft.	125 ft.	2
Vessels	Medium	+0	Assault Scout	125 ft.	125 ft.	3
	Large	-1	Light Cruiser	250 ft.	250 ft.	4
	Huge	-2	Cruiser	400 ft.	400 ft.	5
	Gargantuan	-4	Heavy Cruiser	800 ft.	800 ft.	6
	Colossal	-8	Battleship or Super Freighter	1,600 ft.	1,600 ft.	7
	Colossal II	-12	Orbital Space Stations	3,200 ft.	3,200 ft.	8
	Colossal III	-16	Large Starbases or Colony Ships	64,000 ft.	64,000 ft.	9
	Colossal IV	-20	Extremely Large Starbases	128,000 ft.	128,000 ft.	10

Hull Points (Hull): The vessel's full normal points, when a vessel goes to zero point, the vessel is disabled.

Cargo Capacity (Cargo): The amount of cargo the starship is designed to carry in tons. Many vessels can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Price: This is the cost of the vessel in millions of credits, when it is brand new. Price does not include any small craft that the vessel carries. (Mcr)

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the level and the letter tells you which power level is required.

Size: Vessel size categories are defined differently from the size categories for weapons and other objects.

Signature (Sign): This is the Signature of the vessel that is used when attacking the vessel. The Signature of a vessel is a combination of the vessel's armor class and the electronic systems used to protect the ship. The Signature is used for all attacks versus vessels and small craft.

Crew Level: This defines the level of training that the crew has received and the base skill modifier.

Initiative Bonus (Init): The modifier added to the initiative check when operating the vessel.

Hyperspace Drive: This entry gives the information on the vessel's hyperspace drive system. The first entry is the modifier for Pilot checks related to hyperspace travel. The second value is the time multiplier for travel through hyperspace.

Passengers (Pass): The number of passengers (in addition to the crew) the vessel is designed to carry. Vessels that carry passengers can use that space to carry additional cargo when passengers are not present. Each unused passenger slot allows the vessel to carry an additional 250 pounds of cargo.

Shield Points: This is the number of points the vessel's defensive shields have.

Shield Regeneration: This is the amount of shield points that are regenerated by the shields each minute (10 rounds).

Fighter Compliment (FTR): This is the number of fighters that are carried in ready to launch status aboard a vessel. Some vessels will have a notation such as # (#), what this means is that the vessel has a number of fighter that are stored in a non-conventional way on the ship. See the vessels description for more details.

Shuttle Compliment (STL): This is the number of shuttles that are carried by a vessel.

Consumables: This is the amount of supplies that are normally carried by the vessel for maintaining the crew; this includes food, water, and life support.

Atmospheric Speed: This is the maximum speed in miles per hour that the vessel can do while within a planet's atmosphere.

Launch Rate: This is the number of Fighters / Shuttles / Other that can be launched each round from the vessel

Crew: This is the crew compliment for the vessel.

Weapon Systems: These are the standard weapons found on this class of vessel. For more details on the weapons see chapter eight.

Sensors: These are the eyes and ears for the vessel. For more details on the weapons see chapter eight.

Comms: These devices allow vessels to communicate with each other and with planets. Listed are the standard systems installed on the vessel.



Armor: The armor provides protection after the shield has been breached it is the primary source for the deflection rating. For more details on the weapons see chapter eight.

Extras: Are the compartments, defensive systems, and such.

Balil Marilith Class Cruiser (CR-23)				
Class		Military	Power Level	4 S- (8t)
Price (New)		N/A (65.6)	Avail	n/a
Crew Level		Expert (+15)	Passengers	10 High
Size		Huge, Mk 5	Atmo. Speed	N/A
Thrust		11	Signature	24
Turn Cost		Speed	Turn Delay	Speed
Deflection		20	Hull Points	2,400
Shield Points		500	Shield Regen.	60
Init. Bonus		-2	Attack Bonus	+3
Fighters		6 (Spacious)	Shuttles	2 (Spacious)
Launch Rate		6/2/0	Cargo	2,450 Tons
Consumables		2 Years	Computer	8t
Crew	Total: 36/243		Engineering: 3/--	
	Command: 20/15		Medical: 1	
	Gunnery: --/19		Vessel Pilot: 3/5	
	Organic Navigation: 8/--		Service: --/70	
	/ Robot Sensor Ops: --/8		Small Craft Pilots: --/8	
	Marines: --/105		Small Craft Tech: --/8	
Stewards: 1/3				
Conv. Drives		40x Particle Impulse Engines		
Hyper. Drive		8t (Pilot +2) / Backup 8t x30		
TD Drive		Syncretic Worm Drive 8s-		
Weapon Systems				
#	PL	Arc	System	
1	8t	Spinal	Spinal Laser	
4	8t	FA	Laser Array	
4	8t	FA	Laser Cannon	
4	8t	RS	Laser Cannon	
4	8t	RS	Laser Array	
4	8t	LS	Laser Cannon	
4	8t	LS	Laser Array	
6	8t	360	Missile Launchers	
Sensors		Class VI, Targeting System (Improved)		
Comms		Drive Transceiver, Laser Transceiver, Mass Transceiver, Radio Transceiver		
Armor		Neutronite		

Defenses and Extras
 Armory (250 Capacity), Autopilot (Improved), Brig (100 Capacity), Damage Control (Advanced), Electronics Shop (Full), Escape Pods, Ground Troop Storage (100 robotic troops), Increased Hull Points (+800), Laboratory (Basic), Machine Shop (Full), Point Defense System (x4), Recreation Area, Repair Drones, Self-Destruct System, Ship's Locker, Sick Bay (Full), Star Chamber (Gamma) x2

Description: The Balil Cruiser is the primary vessel used by the Sons of Balil. It is the smallest vessel that a Son of Balil would ever travel on; it is also the largest vessel that would be awarded to a member of one of their subject races. This class of vessel is normally escorted by 2-5 destroyers and/or frigates. The ground troop storage hold up to 200 spaces worth of combat troops, combat drones take up 1 space and battle tanks take up 10 spaces.

Balil Balor Class Battleship (CR-27)			
Class	Military	Power Level	5S-(10t)
Price (New)	N/A (1930.0)	Avail	n/a
Crew Level	Elite (+23)	Passengers	50 High
Size	Colossal. Mk 5	Atmo. Speed	N/A
Thrust	13	Signature	23
Turn Cost	1 ½ Speed	Turn Delay	1 ½ Speed
Deflection	30	Hull Points	19,000
Shield Points	700	Shield Regen.	80
Init. Bonus	-6	Attack Bonus	+5
Fighters	36 (Spacious)	Shuttles	12 (Spacious)
Assault Shuttles	15 (Spacious)		
Launch Rate	18/6/0	Cargo	2,500 Tons
Consumables	3 Years	Comp	10t, Off-Line Storage
	Total: 1,601/44,496	Engineering:	121/400
	Command: 1,000/1,239	Medical:	15/--
Crew	Gunnery: --/97	Vessel Pilot:	150/300
Organic	Navigation: 150/300	Service:	--/4,478
/ Robot	Sensor Ops: 150/300	Small Craft Pilots:	--/42
	Marines: --/36,717	Small Craft Tech:	--/42
	Stewards: 15/143		
Conv. Drives	500x Inertial Flux Engine		
Hyper. Drive	10t (Pilot +4) / (Backup 10t x15)		
TD Drive	Syncratic Worm Drive 10t		
Weapon Systems			
#	PL	Arc	System
6	10t	Spinal	Heavy Spinal Laser
12	10t	FA	Missile Launcher
12	10t	FA	Heavy Ion Torpedo
4	10t	FA	Laser Cannons
16	10t	RS	RS Laser Array
4	10t	RS	Laser Cannon
16	10t	LS	Laser Array
4	10t	LS	Laser Cannon
4	10t	RA	Laser Cannons
Sensors	Class IX, Targeting System (Improved), Achilles Targeting System		
Comms	Ansible, Drivesat Array (Trans-Dimensional), Laser Transceiver, Mass Transceiver, Radio Transceiver		
Armor	Nanofluidic		
Extras			
Autopilot (Improved), Brigs (100 capacity), Damage Control (Advanced), Decoy Launcher (100 Drones), Electronics Shop (Full, x10), Escape Pods, Internal Docking Bay (Spacious, Gargantuan), Machine Shop (Full, x10), Nanite Repair System (Advanced), Point Defense System (x11), Recreation Area, Repair Drones, Repair Shop (Allows repair of docked vessels), Robotic Shock Troops (20,000), Self-Destruct System, Ship's Lockers, Sick Bay (Full, x10), Star Chambers (Omega, x3), Vehicle Bays (Spacious,100)			

Description: This is the standard battleship class vessel operated by the Sons of Balil. This class of vessel is normally escorted by an assortment of small vessels numbering no less than 10. With a large crew compliment of drones and organics, which includes pilots for the six wings of fighters, this vessel is a match for most foes. The escort compliment normally consists of 2 cruisers, 8 destroyers, and assorted frigates. The tactic normally used by this class of vessel is to sit back during a fight and use its superior firepower. The Balil Battleship carries a large compliment of ground assault troops; the vessel's assault bays can hold 20,000 spaces worth of troops and vehicles. Combat drones and other

medium sized troops take up 1 space, and large vehicles such as battle tanks take up 10 spaces.

Balil Vrock Class Destroyer (CR-18)			
Class	Military	Power Level	4S- (8t)
Price (New)	N/A (16.0)	Avail	n/a
Crew Level	Expert (+15)	Passengers	10 High
Size	Large, Mk 1, Atmospheric	Atmo. Speed	1,200 MPH
Thrust	12	Signature	27
Turn Cost	Speed	Turn Delay	Speed
Deflection	15	Hull Points	1,000
Shield Points	400	Shield Regen.	40
Init. Bonus	+1	Attack Bonus	+3
Fighters	6 (Spacious)	Shuttles	2 (Spacious)
Launch Rate	6/2/0	Cargo	30.5 Tons
Consumable	2 Years	Comp	8t
Crew	Total: 6 / 81		Engineering: 121/400
	Command: 1 / --		Medical: 1/--
	Gunnery: --/15		Vessel Pilot: 2/--
	Organic Navigation: 2/--		Service: --/18
	/ Robot Sensor Ops: --/2		Small Craft Pilots: --/8
	Marines: --/27		Small Craft Tech: --/8
	Stewards: --/3		
Conv. Drives	4x Induction Engines		
Hyper. Drive	8t(Pilot +2) / Backup 8t (Pilot +0, x30)		
TD Drive	Syncratic Worm Drive 8s-		
Weapon Systems			
#	PL	Arc	System
2	8t	FA	Laser Cannons
2	8t	FA	Missile Launchers
1	8t	RS	Railgun
1	8t	RS	Laser Array
1	8t	LS	Railgun
1	8t	LS	Laser Array
2	8t	RA	Railguns
2	8t	RA	Laser Arrays
Sensors	Class V, Targeting System (Improved)		
Comms	Drive Transceiver, Laser Transceiver, Mass Transceiver, Radio Transceiver.		
Armor	Cerametal		
Extras			

Description: This class of vessel makes up the majority of any Balil fleet, normally out numbering the cruisers and battleships 2 to 1. This ship of the line includes in addition to its impressive ship-to-ship armament a pair of TL8 missile launchers that and can be used for planetary bombardment. In addition to the duties this class of vessel serves as a fleet element, it is also not uncommon to find these vessels operating on their own as raiders.

Civilian Independence Class Space Station (CR-19)				
Class		Paramilitary	Power Level	8t
Cost		150.1	Availability	51
Crew Level		Normal (+7)	Passengers	100 High
Size		Colossal, Mk 0	Atmo. Speed	n/a
Thrust		n/a	Signature	21
Turn Cost		n/a	Turn Delay	n/a
Deflection		15	Hull Points	3,200
Shield Points		350	Shield Regen.	40
Init. Bonus		+0	Attack Bonus	+3
Fighters		12 Spacious, Tiny	Shuttles	15 Spacious, Small
Launch Rate		6/3/0	Cargo	259,000 tons
Consumable		6 Months	Comp	8t
Crew	Total: 248		Engineering: 7	
	Command: 28		Medical: 2	
	Gunnery: 20		Vessel Pilot: 0	
	Navigation: 0		Service: 56	
	Sensor Ops: 6		Small Craft Pilots: 17	
	Marines: 84		Small Craft Tech: 17	
Stewards: 12				
Conv. Drives		n/a		
Hyper. Drive		n/a		
TD Drive		n/a		
Weapon Systems				
#	PL	Arc	System	
8	8t	360	Laser Array	
4	8t	360	Missile Launcher	
4	8t	360	Rail gun	
Sensors		Class V, Targeting System (Improved)		
Comms		Internal, Radio Transceiver, Laser Transceiver		
Armor		Neutronite		
Extras				
Armory (250 Capacity), Brigs (x5), Damage Control (Advanced), Decoy Drone Launcher (20 Drones), Docking Ring (8, Large), Electronics Shop (Full), Escape Pods, Laboratory (Full), Light Fortification, Machine Shop (Full), Point Defense System (x5), Recreation Area, Ship's Locker, Sick Bay (Full), Star Chamber (Gamma)				

Description: This is the typical civilian space station found anywhere in the frontier. The station has a compliment of 12 tiny fighters and 15 small shuttles of its own. Additional shuttles are normally provided by the companies using the station.



Magellan Class Free Trader (CR-11)			
Class	Paramilitary	Power Level	7t
Price (New)	7.67	Avail	46
Crew Level	Skilled (+11)	Passengers	20 Cryo, 20 High
Size	Medium, Mk 2 Aerodynamic	Atmo. Speed	2,800 MPH
Thrust	14	Signature	26
Turn Cost	Speed	Turn Delay	Speed
Deflection	10	Hull Points	350
Shield Points	150	Shield Regen.	20
Init. Bonus	+2	Attack Bonus	+0
Fighters	0 (4 – Docking Ring)	Shuttles	2 (External, Partial)
Launch Rate	4/2/0	Cargo	69 Tons
Consumable	3 Months	Comp	7t
Crew	Total: 16		Engineering: 1
	Command: 0		Medical: 1
	Gunnery: 6		Vessel Pilot: 1
	Navigation: 1		Service: 1
	Sensor Ops: 1		Small Craft Pilots: 1
	Marines: 0		Small Craft Tech: 1
Stewards: 2			
Conv. Drives	4x Ion Engines, 4x Thrusters		
Hyper. Drive	7t (Pilot +1) / Backup 7t (Pilot -1, x35)		
TD Drives	None		
Weapon Systems			
#	PL	Arc	System
2	7t	FA	Plasma Cannon
2	7t	RS	Laser Array
2	7t	LS	Laser Array
1	7t	RA	Plasma Cannon
Sensors	Class III		
Comms	Laser Transceiver, Radio Transceiver		
Armor	Polymeric		
Comp.	7t		

Extras
Autopilot System, Damage Control, Docking Ring (Small, x4), External Small Craft Bays (Partial, Small, x2), Brig, Electronic Shop (Basic), Escape Pods, Machine Shop (Basic), Recreation Area, Ship's Locker, Sick Bay Basic, Signature Increase (+4)

Description: This is the standard subsidized privateering vessel used by the Terradyn Confederation. Production of this vessel has also been licensed to many of the Confederation's allies so the vessel has become very common. To assist in its role as a privateer the ship has been well armed and includes four docking rings that allow fighters or shuttles to be docked. It is not uncommon for crews on these types of vessels to fill multiple roles. For example, the ship's engineer could also be the small craft technician. The minimum crew for this class of vessel is Astrogator, Engineer and Pilot.

Mule Class Subsidized Heavy Freighter (CR-7)			
Class	Civilian	Power Level	6t
Price (New)	6.5	Avail	38
Crew Level	Normal (+7)	Passengers	20 Cryo, 20 High
Size	Huge, Mk 5	Atmo. Speed	N/A
Thrust	5	Signature	18
Turn Cost	1 ½ Speed	Turn Delay	Speed
Deflection	5	Hull Points	800
Shield Points	125	Shield Regen.	15
Init. Bonus	-2	Attack Bonus	+0
Fighters	0	Shuttles	8 (Basic)
Launch Rate	0/4/0	Cargo	13,360 Tons Internal 2,915 Tons External
Consumable	8 Months	Comp	6t
Crew Organic / Robotic	Total: 25 / 24		Engineering: 1 / 1
	Command: 1		Medical: 1
	Gunnery: 6		Vessel Pilot: 5
	Navigation: 2		Service: 0 / 13
	Sensor Ops: 2 / 2		Small Craft Pilots: 8
	Marines: 0		Small Craft Tech: 4 / 4
Stewards:0 / 4			
Conv. Drives	8x Thrusters		
Hyper. Drive	6t (Pilot +0) / Backup 6t (Pilot -2, x40)		
TD Drive	None		

Weapon Systems			
#	PL	Arc	System
2	6t	FA	Plasma Cannon
2	6t	RS	Laser Array
2	6t	LS	Laser Array

Sensors	Class I
Comms	Radio Transceiver
Armor	Alloy Plating

Extras	
Electronic Shop (Basic), Escape Pods, External Cargo Grapples, Generic Robots (Medium, x20), Machine Shop (Basic), Recreation Area, Ship's Locker, Sick Bay (Basic)	

Description: This is the standard civilian heavy freighter used to haul large cargos. The ship is based around a universal spine that includes the engines, command module, and the living quarters. Attached to either side of the spine are large pods each designed to hold cargo. In an emergency, the cargo pods can be dropped increasing the ships turn cost to 1 times speed.

Mephit Class Heavy Raider (CR-17)			
Class	Paramilitary	Power Level	8t
Price (New)	7.55	Avail	48
Crew Level	Expert (+15)	Passengers	6 High
Size	Large, Mk 0, Atmospheric	Atmo. Speed	2,400 MPH
Thrust	12	Signature	23
Turn Cost	Speed	Turn Delay	Speed
Deflection	15	Hull Points	500
Shield Points	200	Shield Regen.	20
Init. Bonus	+1	Attack Bonus	+1
Fighters	12 (Basic)	Shuttles	2 (Basic)
Launch Rate	6/2/0	Cargo	112 Tons
Consumable	5 Months	Comp	7t
Crew	Total: 55		Engineering: 1
	Command: 1		Medical: 1

Gunnery: 12	Vessel Pilot: 1
Navigation: 1	Service: 0
Sensor Ops: 1	Small Craft Pilots: 12
Marines: 24	Small Craft Tech: 0
Stewards: 1	

Conv. Drives	6x Ion Engines, 6x Thrusters
Hyper. Drive	8t (Pilot +2) / Backup 8t (Pilot+0, x 30)
TD Drive	None

Weapon Systems			
#	PL	Arc	System
2	8t	FA	Plasma Cannon
2	8t	FA	Laser Cannon
1	8t	RS	Laser Cannon
1	8t	RS	Laser Array
1	8t	LS	Laser Cannon
1	8t	LS	Laser Array
2	8t	RA	Laser Array

Sensors	Class V, Targeting System
Comms	Laser Transceiver, Radio Transceiver
Armor	Neutronite

Extras	
Armory (60 Capacity), Autopilot System, Brig, Chaff Launcher (20 Bundles), Damage Control System, Electronics Shop (Basic), Escape Pods, Machine Shop (Basic), Recreation Area, Ship's Locker, Sick Bay (Basic), Signature Increase (+5)	

Description: This converted heavy freighter is one of the most common raider ships. It trades cargo space for better armor and weapons. It is not quite as powerful as military vessels but can easily handle any civilian targets. In addition to its ample weapons, it carries a compliment of 12 fighters.



Hylathan Rogue Class Cruiser (CR-16)			
Class	Paramilitary	Power Level	9t
Price (New)	74.8	Availability	48
Crew Level	Expert (+15)	Passengers	48 High
Size	Large, Mk 4, Atmospheric	Atmo. Speed	1,300 MPH
Thrust	13	Signature	26/38
Turn Cost	Speed	Turn Delay	Speed
Deflection	15	Hull Points	900
Shield Points	200	Shield Regen.	20
Init. Bonus	+1	Attack Bonus	+0
Fighters	12 (Basic)	Shuttles	2 (Basic)
Launch Rate	6/2/0	Cargo	75 Tons
Consumable	3 Years	Comp	9t
Crew	Total: 23 / 30		Engineering: 1
	Command: 0		Medical: 1
	Gunnery: 31		Vessel Pilot: 1
	/ Navigation: 1		Service: 0 / 14
	Sensor Ops: 1		Small Craft Pilots: 16
Robotic	Marines: 0		Small Craft Tech: 0 / 16
	Stewards:1		
Conv. Drives	2x Particle Impulse Engines 4x Starjammer Sails		
Hyper. Drive	9t (Pilot +2) / Backup 9t(Pilot+0, x30)		
TD Drives	Navigation Chamber 9t		
Weapon Systems			
#	PL	Arc	System
1	9t	FA	1x TL9 FA Ion Torpedo,
4	9t	FA	4x TL9 FA Laser Cannons,
4	9t	FA	4x TL9 FA Laser Arrays,
5	9t	RS	5x TL9 RS Laser Arrays,
5	9t	LS	5x TL9 LS Laser Arrays,
4	9t	RA	4x TL9 RA Laser Arrays,
2	9t	RA	2x TL9 RA Laser Cannons
Sensors	Class VII, Crackerjack Neural Link, Delphi Sensor Array, Whisker System Advanced		
Comms	Laser Transceiver, Mass Transceiver, Radio Transceiver		
Armor	Ablative		
Extras			
Armory, Autopilot System (Improved), Brig, Damage Control (Advanced), Electronics Shop (Full), Escape Pods, Laboratory (Basic), Machine Shop (Full), Point Defense System (x5), Recreation Area, Ship's Locker, Sick Bay (Full), Star Chamber (Gamma), Stealth Screen			
Description: The Hylathan vessels are constructed in hidden bases owned and operated by Hylathans. The vessel uses a combination of standard technology and Starjammer tech, to help it avoid combat. All weapons on a Hylathan vessel are hidden and can only be detected on a sensor operation (DC-30). Hylathan vessels normally have a Signature of 26 but when they run silent using only their solar sails, their signature goes up to 38. Additional signature is lost if the cruiser fires any form of spell or weapon. Hylathan vessels are most commonly used as refuges for Hylathan, and are financed by running cargos.			
Argon Class Light Freighter (CR-5)			
Class	Civilian	Power Level	6t
Price (New)	2.0	Availability	36

Crew Level	Normal (+7)	Passengers	6 High
Size	Large, Mk 0, Aerodynamic	Atmo. Speed	1,200 MPH
Thrust	6	Signature	19
Turn Cost	Speed	Turn Delay	Speed
Deflection	3	Hull Points	250
Shield Points	100	Shield Regen.	10
Init. Bonus	-1	Attack Bonus	+0
Fighters	0	Shuttles	2 (External, Partial)
Launch Rate	0/2/0	Cargo	717 Tons
Consumable	3 Months	Comp	6t
Crew	Total: 5	Engineering: 1	
	Command: 0	Medical: 1	
	Gunnery: 1	Vessel Pilot: 1	
	Navigation:1	Service: 0	
	Sensor Ops: 1	Small Craft Pilots: 0	
	Marines: 0	Small Craft Tech: 0	
	Stewards: 0		
Conv. Drives	2x Thrusters		
Hyper. Drive	6t (Pilot +0) / Backup 6t(Pilot -2, x40)		
TD Drive	None		
Weapon Systems			
#	PL	Arc	System
1	6t	360	Laser Array
Sensors	Class I		
Comms	Radio Transceiver		
Armor	Alloy Plating		
Extras			
Electronics Shop (Basic), Machine Shop (Basic), Recreation Area, Ship's Locker, Sick Bay (Basic)			
Description: This is the standard civilian light freighter; it is based on a central spine that includes the command section, living quarters and the engines. Attached under this spine is a large cargo module, which can be detached. The crew of this vessel consists of 5 organics and 12 generic maintenance robots (Medium).			

Lightning Class Light Raider (CR-11)			
Class	Civilian	Power Level	7t
Price (New)	6.07	Availability	46
Crew Level	Skilled (+11)	Passengers	4 High
Size	Medium, Mk 0, Aerodynamic	Atmo. Speed	3,200 MPH
Thrust	9	Signature	26
Turn Cost	Speed	Turn Delay	Speed
Deflection	10	Hull Points	250
Shield Points	200	Shield Regen.	20
Init. Bonus	+2	Attack Bonus	+0
Fighters	12 (External)	Shuttles	0
Launch Rate	6/0/0	Cargo	173 Tons
Consumable	1 Month	Comp	7t
Crew	Total: 48	Engineering: 1	
	Command: 1	Medical: 1	
	Gunnery: 14	Vessel Pilot: 1	
	Navigation: 1	Service: 6	
	Sensor Ops: 1	Small Craft Pilots: 6	
	Marines: 10	Small Craft Tech: 6	
	Stewards: 0		
Conv. Drives	4x Ion Engines		
Hyper. Drive	6t (Pilot +0) / Backup 6t(Pilot -2, x40)		

TD Drive		None	
Weapon Systems			
#	PL	Arc	System
3	7t	FA	Railgun
3	7t	360	Laser Array
4	7t	360	Grapple Lines

Sensors	Class V
Comms	Laser Transceiver, Radio Transceiver
Armor	Vanadium

Extras

Armory (50 Capacity), Autopilot System (Improved), Chaff Launcher (20 Bundles), Damage Control, Electronics Shop (Basic), Machine Shop (Basic), Ship's Locker, Sick Bay (Basic)

Description: The light raider is a light freighter that has been converted to commerce raiding. A majority of the raider's firepower is provided by its compliment of fighters. Most of the weapons on this class of vessel are hidden and can be detected on a sensor operation (DC-25).

Ork Katana Class Battleraider (CR-16)			
Class	Paramilitary	Power Level	8t
Cost	9.0	Availability	48
Crew Level	Skilled (+11)	Passengers	6 High
Size	Large, Mk 0, Atmospheric	Atmo. Speed	1,600 MPH
Thrust	16	Signature	23
Turn Cost	Speed	Turn Delay	Speed
Deflection	15	Hull Points	1,000
Shield Points	200	Shield Regen.	20
Init. Bonus	+1	Attack Bonus	+1
Fighters	12 (Basic)	Shuttles	3 (Basic)
Launch Rate	6/3/0	Cargo	75 Tons
Consumable	6 Months	Comp	8t
Crew	Total: 56	Engineering: 1	
	Command: 1	Medical: 1	
	Gunnery: 20	Vessel Pilot: 1	
	Navigation: 1	Service: 4	
	Sensor Ops: 1	Small Craft Pilots: 15	
	Marines: 30	Small Craft Tech: 10	
	Stewards: 1		

Conv. Drives 6x Particle Impulse Engines, 4x Induction Engines

Hyper. Drive 8t (Pilot +2) /Backup 8t(Pilot +0, x30)

TD Drive None

Weapon Systems			
#	PL	Arc	System
2	8t	FA	Rail Gun
2	8t	RS	Missile Launcher
2	8t	LS	Missile Launcher
1	8t	RS	Rail Gun
1	8t	RS	Laser Array
1	8t	LS	Rail Gun
1	8t	LS	Laser Array
2	8t	RA	Laser Arrays
2	7t	360	Grapple Line

Sensors	Class V, Targeting System
Comms	Laser Transceiver, Radio Transceiver
Armor	Neutronite

Extras

Armory (60 capacity), Autopilot System, Chaff Launcher (20 Bundles), Damage Control System, Electronic Shop (Basic),

Machine Shop (Basic), Recreation Area, Ship's Locker, Sick Bay (Basic), Star Chamber (Alpha)

Description: This shark-like trimaran vessel is commonly used by the Ork raiders on the frontiers. In addition to its impressive armament, it carries a complement of 12 fighters. These vessels are normally operated by an orkian clan unit, but it is not uncommon for the only orkian member of the crew to be the captain. The vessel normally carries standard aerospace fighters. The Ork Battleraider normally carries raider or attack fighters. It is used extensively by mercenary groups, such as the hobgoblyn retinues.

Dread Class Pirate Corvette (CR-14)

Class	Paramilitary	Power Level	8t
Cost	6.65	Availability	46
Crew Level	Skilled (+11)	Passengers	0
Size	Medium, Mk 3	Atmo. Speed	4,400 mph
Thrust	15	Signature	28
Turn Cost	Speed	Turn Delay	Speed
Deflection	15	Hull Points	400
Shield Points	150	Shield Regen.	20
Init. Bonus	+4	Attack Bonus	+3
Fighters	6 (External, basic)	Shuttles	0
Launch Rate	6/0/0	Cargo	93 tons
Consumable	3 months	Comp	8t

Crew	Total: 35	Engineering: 2
	Command: 1	Medical: 1
	Gunnery: 4	Vessel Pilot: 1
	Navigation: 1	Service: 2
	Sensor Ops: 1	Small Craft Pilots: 6
	Marines: 10	Small Craft Tech: 6
	Stewards: 1	

Conv. Drives 4x Induction Engines

Hyper. Drive 7t (Pilot +0) / No backup

TD Drive n/a

Weapon Systems			
#	PL	Arc	System
4	8t	FA	Rail Gun
2	8t	R	Laser Array
2	8t	L	Laser Array
2	8t	RA	Laser Array
2	8t	360	Grapple Line

Sensors Class V, Targeting System (Improved)

Comms Radio Transceiver, Laser Transceiver

Armor Cerametal

Extras

Armory (40 Capacity), Autopilot System (Improved), Brig, Damage Control (Improved), Electronic Shop (Basic), External Small Craft Bay (Tiny, Partial), Initiative Increase (+2), Machine Shop (Basic), Point Defense System, Recreation Area, Self Destruct System, Ship's Locker, Sick Bay (Basic), Star Chamber (Alpha), Stealth Screen

Description: This manta-shaped, multi-tailed, maneuverable vessel is used by pirates and raiders to attack freighters and lightly armed vessels out in the frontiers. Packs of corvettes have been known to take on military vessels. The armament on board allows it to, in the right situations, even challenge military vessels.

Starjammer Maco Class Frigate (CR-14)			
Class	Paramilitary	Power Level	3 S+ (7t)
Cost	4.4	Availability	48
Crew Level	Skilled (+11)	Passengers	40 Cryo, 40 High
Size	Large, Mk 0, Aerodynamic	Atmo. Speed	2,600 MPH
Thrust	13	Signature	31
Turn Cost	½ Speed	Turn Delay	½ Speed
Deflection	10	Hull Points	500
Shield Points	220	Shield Regen.	20
Init. Bonus	+3	Attack Bonus	+0
Fighters	6 (Basic)	Shuttles	2 (Basic)
Launch Rate	6/2/0	Cargo	175 Tons
Consumable	6 Months	Comp	7t
Crew	Total: 36		Engineering: 1
	Command: 1		Medical: 1
	Gunnery: 8		Vessel Pilot: 1
	Navigation: 1		Service: 5
	Sensor Ops: 1		Small Craft Pilots: 8
	Marines: 0		Small Craft Tech: 8
	Stewards: 1		
Conv. Drives	8x Starjammer Sails		
	Enhanced Syncratic+ Power Plant		
Hyper. Drive	7t (Pilot +3, x10) / Backup 7t (Pilot +1, x35)		
TD Drive	None		
Weapon Systems			
#	PL	Arc	System
1	7t	FA	Laser Cannon
2	7t	FA	Laser Array
1	7t	FA+R	Laser Cannon
1	7t	FA+L	Laser Cannon
2	7t	RA	Laser Array
Sensors	Class III		
Comms	Laser Transceiver, Radio Transceiver		
Armor	Polymeric		
Extras			
Autopilot System (Improved), Damage Control System, Electronics Shop (Basic), Escape Pods, Increase Initiative (+2), Increase Signature (+3), Machine Shop (Basic), Recreation Area, Ship's Locker, Sick Bay (Basic), Star Chamber (Alpha), Stealth Screen			

Description: This is the one of the smaller classes of Starjammer it is commonly used as a yacht by nobles and corporate executives. Starjammers are vessels that combine magic with technology to travel through space. Their most notable feature is the large sails that allow them to travel on the galactic winds.

Each vessel is unique, for they are as much grown as built. This semi-organic nature is what makes the vessels so durable; they actually heal damage that is done to them. The frigate can heal up to 15 hull points per hour, counts as final repair.

Starjammers tend to be faster and more maneuverable than standard spacecraft, but only for short periods. Long distance travel, such as traveling through hyperspace, tends to take much longer. Since Starjammers do not have conventional engines, it is much harder for ships' sensors to detect them.

Starjammer Hammerhead Class Pinnacle (CR-12)			
Class	Paramilitary	Power Level	3 S+ (6t)
Cost	2.5	Availability	46

Crew Level	Skilled (+11)	Passengers	10 Cryo, 10 High
Size	Medium, Mk 1, Aerodynamic	Atmo. Speed	2,600 MPH
Thrust	13	Signature	28
Turn Cost	½ Speed	Turn Delay	½ Speed
Deflection	10	Hull Points	275
Shield Points	165	Shield Regen.	20
Init. Bonus	+0	Attack Bonus	+0
Fighters	0	Shuttles	1 (Basic)
Launch Rate	0/1/0	Cargo	37 Tons
Consumable	6 Months	Comp	6t
Crew	Total: 10	Engineering: 1	
	Command: 1	Medical: 1	
	Gunnery: 3	Vessel Pilot: 1	
	Navigation: 1	Service: 1	
	Sensor Ops: 1	Small Craft Pilots: 0	
	Marines: 0	Small Craft Tech: 0	
	Stewards: 0		

Conv. Drives 4x Starjammer Sails
Enhanced Syncratic+ Power Plant

Hyper. Drive 6t (Pilot +1, x10) / Backup 6t (Pilot -2, x50)

TD Drives None

Weapon Systems			
#	PL	Arc	System
1	6t	FA	Laser Cannon
2	6t	RS	Laser Array
2	6t	LS	Laser Array

Sensors Class I

Comms Radio Transceiver

Armor Alloy Plating

Extras

Autopilot System (Improved), Damage Control System, Decreased Turn Cost (-1/2), Decreased Turn Rate (-1/2), Electronics Shop (Basic), Escape Pods, Machine Shop (Basic), Recreation Area, Ship's Locker, Sick Bay (Full), Star Chamber (Alpha)

Description: This is the smallest class of Starjammer produced, and is commonly used by sportsmen. Starjammers are vessels that combine magic with technology to travel through space. Their most notable feature is the large sails that allow them to travel on the galactic winds.

Each vessel is unique, for they are as much grown as built. This semi-organic nature is what makes the vessels so durable; they actually heal damage that is done to them. The pinnacle repairs 10 points an hour, counts as final repair.

Starjammers tend to be faster and more maneuverable than standard spacecraft, but only for short periods. Long distance travel, such as traveling through hyperspace, tends to take much longer. Since Starjammers do not have conventional engines, it is much harder for ships' sensors to detect them.

Starjammer Orca Class Sloop (CR-15)			
Class	Paramilitary	Power Level	3 S+ (7t)
Cost	13.85	Availability	50
Crew Level	Normal	Passengers	20 Cryo, 20 High
Size	Huge, Mk 1, Aerodynamic	Atmo. Speed	2,200 MPH
Thrust	11	Signature	30
Turn Cost	1 ½ Speed	Turn Delay	Speed
Deflection	10	Hull Points	800

Shield Points	275	Shield Regen.	30
Init. Bonus	+0	Attack Bonus	+0
Fighters	6 (Spacious)	Shuttles	7 (Spacious)
Launch Rate	6/3/0	Cargo	200 Tons
Consumable	6 Months	Comp	7t
Crew	Total: 37	Engineering: 2	
	Command: 1	Medical: 2	
	Gunnery: 6	Vessel Pilot: 2	
	Navigation: 2	Service: 0	
	Sensor Ops: 2	Small Craft Pilots: 9	
	Marines: 0	Small Craft Tech: 9	
	Stewards: 2		
Conv. Drives	16x Starjammer Sails Enhanced Syncratic+ Power Plant		
Hyper. Drive	7t (Pilot +2, x10) / Backup 7t (Pilot -1, x45)		
TD Drive	Syncratic Worm Drive		

Weapon Systems			
#	PL	Arc	System
4	7t	FA	Laser Arrays
2	7t	FA	Rail Guns
2	7t	RS	Laser Arrays
2	7t	LS	Laser Arrays
4	7t	RA	Laser Arrays

Sensors Class III
Comms Laser Transceiver, Radio Transceiver
Armor Vanadium

Extras
Autopilot System (Improved), Brig, Damage Control System (Improved), Electronic Shop (Full), Escape Pods, Machine Shop (Full), Recreation Area, Ship's Locker, Sick Bay (Full, x2), Star Chamber (Alpha), Stealth Screen

Description: This is one of the larger classes of Starjammers. It is commonly used as a pleasure ship and privateer. Starjammers are vessels that combine magic with technology to travel through space. Their most notable feature is the large sails that allow them to travel on the galactic winds.

Each vessel is unique, for they are as much grown as built. This semi-organic nature is what makes the vessels so durable; they actually heal damage that is done to them. The sloop heals 20 points an hour, counts as final repair.

Starjammers tend to be faster and more maneuverable than standard spacecraft, but only for short periods. Long distance travel, such as traveling through hyperspace, tends to take much longer. Since Starjammers do not have conventional engines, it is much harder for ships' sensors to detect them.



Rubicon Class Super Freighter (CR-9)			
Class	Civilian	Power Level	7t
Cost	547.58	Availability	46
Crew Level	Normal (+7)	Passengers	100 Cryo, 20 High
Size	Colossal, Mk 5	Atmo. Speed	N/A
Thrust	8	Signature	12
Turn Cost	2 x Speed	Turn Delay	2 x Speed
Deflection	5	Hull Points	3,200
Shield Points	225	Shield Regen.	25
Init. Bonus	-8	Attack Bonus	+0
Fighters	0	Shuttles	8 (Spacious)
Launch Rate	0/4/0	Cargo	42,569 Tons
Consumable	6 Months	Comp	7t
Crew Organic / Robotic	Total: 45/4,015	Engineering: 8/300	
	Command: 1/0	Medical: 3/50	
	Gunnery: 14/0	Vessel Pilot: 4/200	
	Navigation: 3/200	Service: 0/2,000	
	Sensor Ops: 3/200	Small Craft Pilots: 8/0	
	Marines: 0/0	Small Craft Tech: 0/8	
	Stewards: 5/55		
Conv. Drives	200x Ion Engines		
Hyper. Drive	7t (Pilot +1) / Backup 7t (Pilot -1, x35)		
TD Drive	None		

Weapon Systems			
#	PL	Arc	System
2	7t	FA	2x TL7 FA Rail Guns,
4	7t	RS	4x TL7 RS Laser Arrays,
4	7t	LS	4x TL7 LS Laser Arrays.

Sensors Class II
Comms Radio Transceiver
Armor Alloy Plating

Extras
Autopilot System, Damage Control System (Improved), Electronics Bay (Basic), Escape Pods, Generic Cargo Lifting Robots (Large, x600), Generic Robots (Medium, x5000), Increased Turn Cost (1/2), Increased Turn Delay (1/2), Machine Shop (Basic), Recreation Area, Ship's Locker, Sick Bay (Basic)

Description: This is one of the largest classes of civilian freighter that is currently manufactured. It is based around a central spine that includes the command, engineering and living quarters. Along the spine are mounted several extremely large cargo pods. Each pod can be detached from the ship for ease of unloading the cargo. The cargo pods can be dropped to increase the ships thrust to 12. In addition, the vessel's turn cost and delay is decreased to 1 x speed. This vessel carries 428 cargo pods on 6 separate spines each connected to an engine pod, for a total of 6 engine pod. Each cargo pod holds 100 tons of cargo.

Techno Dwarf Bastion Class Tower (CR-15)			
Class	Paramilitary	Power Level	8S+ (8t)
Price (New)	29.35	Availability	54 (only sold to Techno Dwarves)
Crew Level	Skilled (+11)	Passengers	100 High
Size	Huge, Mk 0, Atmospheric	Atmo. Speed	800 MPH
Thrust	8	Signature	24

Turn Cost	1 ½ Speed	Turn Delay	Speed
Deflection	15	Hull Points	800
Shield Points	250	Shield Regen.	30
Init. Bonus	+0	Attack Bonus	+3
Fighters	12 (Spacious)	Shuttles	5 (Spacious)
Launch Rate	6/3/0	Cargo	1,913 Tons
Consumable	2 Years	Comp	8t
Crew	Total: 245	Engineering: 6	
	Command: 18	Medical: 2	
	Gunnery: 15	Vessel Pilot: 6	
	Navigation: 6	Service: 56	
	Sensor Ops: 6	Small Craft Pilots: 17	Small
	Marines: 84	Craft Tech: 17	
	Stewards: 12		

Conv. Drives 10x Particle Impulse Engine
Syncratic+ Power Plant

Hyper. Drive 8t (Pilot +3) / Backup 8t (Pilot+1, x25)

TD Drive None

Weapon Systems			
#	PL	Arc	System
8	8t	360	Laser Array
4	8t	360	Missile Launcher
4	8t	360	Rail Gun

Sensors Class V, Targeting System (Improved)

Comms Drive Transceiver, Laser Transceiver, Mass Transceiver, Radio Transceiver.

Armor Neutronite

Extras

Armory, Autopilot System (Improved), Brigs (x5), Damage Control (Advanced), Decoy Drone Launcher (20 Drones), Docking Ring (Large, 8 ports), Electronics Shop (Full), Escape Pods, Laboratory (Full), Machine Shop (Full), Point Defense System (x3), Recreation Area, Repair Drones, Ship's Locker, Sick Bay (Full, x10), Star Chamber (Gamma)

Description: This large craft looks like several towers mounted on top of a flying island. Mounted around the island are several large engines. This vessel is specially made by the techno-dwarves who will not sell them to any other race. Each of these vessels is considered a sacred guildhall and is fiercely protected by the techno-dwarves. Each vessel houses facilities for the techno-dwarves to conduct their nano-technology research. In addition, the vessels are used as repair centers and sales facilities for techno-dwarven items and mining equipment.

Terradyn Osprey Class Assault Scout [Basic Configuration] (CR-18)			
Class	Military	Power Level	2 S+ (10t) 65 (Under special license from Manzala Council)
Price (New)	N/A (72.1)	Availability	
Crew Level	Expert (+15)	Passengers	2 High
Size	Medium, Mk 0, Aerodynamic	Atmo. Speed	4,000 MPH
Thrust	20	Signature	23
Turn Cost	Speed	Turn Delay	Speed
Deflection	45	Hull Points	300
Shield Points	500	Shield Regen.	40
Init. Bonus	+4	Attack Bonus	+3
Fighters	2 (Basic)	Shuttles	1 (Basic)
Launch Rate	2/1/0	Cargo	7.25 tons

Consumable	6 Weeks	Comp	10t, Astral Storage
Crew	Total: 11	Engineering: 1	
	Command: 1	Medical: 1	
	Gunnery: 3	Vessel Pilot: 1	
	Navigation: 1	Service: 0	
	Sensor Ops: 1	Small Craft Pilots: 2	
	Marines: 0	Small Craft Tech: 0	
	Stewards: 0		

Conv. Drives 4 Particle Impulse Drives

Hyper. Drive 10t (Pilot +4) / Backup 10t (Pilot +3, x15)

TD Drives 10t Navigation Chamber

Weapon Systems			
#	PL	Arc	System
2	10t	360	Linked Laser Cannon
4	10t	FA	Starship-Class Missile Launchers
2	7t	360	Grappling Line

Sensors Class VIII, Targeting System (Improved)

Comms Ansible, Laser, Radio and Trans-Dimensional Drive Sat Array

Armor Nanofluidic

Extras

Aegis Defense System, Armory (10 Capacity), Autopilot (Improved), Damage Control (Improved), Electronics Shop (Basic), Escape Pod, Initiative Bonus Increase +2, Laboratory (Basic), Machine Shop (Basic), Nanite Repair Array, Point Defense System(x3), Repair Drones, Ship's Locker, Sick Bay (Basic), Initiative Increase (+2), Signature Increase (+6), Star Chamber (Gamma)

Description: The assault scout is the first of a new class of modular ships planned for the Terradyn Navy. The modular system used by these craft is similar to those used by the Z-38 Aether Devil fighter. Due to this modular design the assault scouts have become the all-purpose work horse of the Terradyn Navy and Scout forces.

The assault scout is a flattened winged wedge with center-lined engines. Assault Scouts are armed with a pair of 360 degree cupolas (One on top, the other on the bottom) and 4 wing mounted missile launchers. For additional firepower, the Assault Scout carries two fighters, which are kept in pods at the end of each wing. The Assault Scout includes special sensors for exploration and is able to combine their sensors with those of the scout cruiser to extend the range of all units. In addition, the Assault Scout is powered by advanced multi-spectrum drives similar to those found in the Manzala Scout Cruiser. These advanced drives allow the Assault Scout to operate in any realm that has at least a 2 in any power level.

The normal crew of an assault scout is 11 people, which includes captain/ships master, pilot, astrogator, gunner, communications, 2 fighter pilots, 2 engineers, and 2 general crewmembers. An assault scout can operate with a crew of two; astrogator/pilot and engineer.

Due to the nanotech repair systems built into the assault scout it only takes 4 hours to install or remove a module. Without the nanotech system it would take at least a week.

Modules	
Mark I - Cargo Module:	This module allows the assault scout to carry an additional 75 tons of cargo. Carrying this module reduces the assault scouts thrust by 2. Cost: 1.0 Availability: 20
Mark II - Exploration Module:	This module includes an extensive sensor suite that is used for surveying planetary systems. The sensor suite counts as a Class X Sensor Array. Carrying this

module increase the vessels thrust by 2. In addition the following systems are included in the module; vehicle bay (capacity 48 spaces/ 8 tons), mass transceiver, 20 cold sleep chambers, lab (full), electronics shop (full), and a mechanical shop (full). **Cost:** 50.75 **Availability:** 61

Mark III - Combat Module: The combat module is designed to turn the assault scout into a light combat vessel. This module adds the following systems; 2x 360 degree laser arrays (10t), 2x 360 degree linked railgun turret (10t, 4x extra magazines each), 2x crackerjack neural links for the pilot and copilot, Achilles targeting software, and space for 10 additional crew members. Carrying this module reduces the assault scouts thrust by 2 points. The CR of the assault scout is increased by 2. **Cost:** 7.4 **Availability:** 30

Mark IV – Heavy Anti-Ship Module: The heavy anti-ship module allows the assault scout to fill the torpedo boat role. This module adds an ion torpedo (9t) to the assault scout at the cost of its fighters. The CR of the assault scout is increased by 2. **Cost:** 10.0 **Availability:** 46

Mark V - Light Carrier Module: This module allows the assault scout to act as a limited light carrier. In addition to the two fighter bays that are already on board, four more internal are added. Another 6 external bays are also added, for a total of 12 fighter bays. The module includes two tons of cargo space dedicated to fighter ordnance. This module reduces the thrust of the assault scout by 1. **Cost:** 5.0 (does not include fighters) **Availability:** 31

Mark VI – Infantry Landing Module: This module is designed to allow an assault scout to act as an infantry landing ship. It includes four additional fighter bays, barracks and armory for 30 infantry, 6 assault shuttles and 3.5 tons of additional cargo space. This module reduces the thrust of the assault scout by 2 points. **Cost:** 5.0 (does not include assault shuttles or fighters) **Availability:** 36

Mark VII – Vehicle Landing Module: This module is designed to allow assault scout to make rapid combat insertions of combat vehicles. It is equipped with four internal vehicle bays, six external vehicle bays, barracks and armory for 30 troops and 2.5 tons of cargo. Carrying this module reduces the thrust of the vessel by 2 points. The CR of the assault scout is increased by 2. **Cost:** 5.5 (does not include vehicles) **Availability:** 36

Mark VIII – Heavy Scout Module: This module is designed to allow the assault scout to fill the role of fleet scout during military operations. It adds the following systems; sensors are increased to class X, mass transceiver, 20 cryogenic chambers, laboratory (full), electronics shop (full), mechanical shop (full), a cloaking screen, and 7.75 tons of cargo. Carrying this module reduces the assault scouts thrust by 3 points. **Cost:** 51.0 **Availability:** 65

Mark VIV – Escort Module: This module allows the assault scout to defend other craft against small craft and missiles. This module includes an advanced aegis defense system, 10x point defense systems, 3x 360 degree twin-linked laser arrays (10t) and 2.75 tons of additional cargo space. The CR of the assault scout is increased by 1. **Cost:** 10.0 **Availability:** 46

Mark X – Mine Sweeper Module: This module allows the assault scout to fill the role of a dedicated mine sweeper. The shield points are increased to 600 and the regeneration is increased to 80. These additional systems are added; Advanced targeting system, Decoy drone launcher (20 Drones), Light fortification, Point defense system, Radiation shielding, Mine layer (drops 4

mines at a time, capacity 20 mines), and adds an additional 4 tons of cargo. Carrying this module reduces the assault scouts thrust by 2 points. The CR of the assault scout is increased by 3. **Cost:** 18.37 **Availability:** 51

Mark XI – High Priority Cargo Module: This module is designed to allow an assault scout to deliver high priority cargos with the minimum chance of being stopped. Additional engines are added increasing the assault scouts thrust by 3 points. 2x 360 degree twin laser arrays and 2x 360 degree railgun turrets have been added for defense. Cargo space is increase by 31 tons. The CR of the assault scout is increased by 2. **Cost:** 5.0 **Availability:** 46

Mark XII – Adventurer Module: The adventurer class module is designed to be an all-purpose module. It was originally designed for the Manzala Rangers but rapidly caught on with all of the other services. The Mark XII module includes the following systems; Two Vehicle Bays, Decoy Drone Launcher (capacity 20 drones), 2x tractor beams and 12.5 tons of additional cargo space. This module reduces the thrust of the assault scout by 1 point. **Cost:** 3.6 **Availability:** 45

Mark XIII – Police Corvette Module: Mark XIII modules are designed to allow an assault scout to fill the role of a heavy police ship. The module includes the following systems; 4x 360 degree stun beam turrets, 3x tractor beams and 4 tons of additional cargo space. This module reduces the thrust of the assault scout by 1 point. The CR of the assault scout is increased by 2. **Cost:** 10.6 **Availability:** 51

Mark XIV – Repair Module: This module turns the assault scout into a repair ship. The fighters are replaced with light shuttles. The following systems are added; 4x Grappling Lines, 4x tractor beams, extended nanite repair array, electronics shop (full), mechanical shop (full), and 4 tons of additional cargo space. This module reduces the assault scouts thrust by 3 points. The CR of the assault scout is decreased by 2. **Cost:** 87.4 **Availability:** 61

Mark XV – Deep Probe Module: This module allows the assault scout to make deep probing missions into hostile space. A secondary drive system, Starjammer Sails, are added to make the vessel harder to detect (Thrust drops to 5, increases signature by 5). In addition, the following systems are added; Class X sensors, cloaking screen, and a displacer. This module reduces the base thrust of the vessel by 1 point. **Cost:** 100.6 **Availability:** 61

Mark XVI – Mining Module: This module turns an assault scout into a mining ship, this can be very useful particularly when a fleet is in hostile space and needs resources for repairs. The module includes 8 mining probes and 39 tons additional cargo. This module reduces the assault scouts thrust by 2 points. The CR of the assault scout is decreased by 1. **Cost:** 5.6 **Availability:** 33

Terradyn Zebulon Class Battleship (CR-34)			
Class	Military	Power Level	9t
Price (New)	N/A (2,074.37)	Availability	Under special license from Manzala Council
Crew Level	Elite (+23)	Passengers	100 High
Size	Colossal, Mk 5	Atmo. Speed	N/A
Thrust	17	Signature	21
Turn Cost	Speed	Turn Delay	Speed
Deflection	30	Hull Points	12,800

Shield Points	1,400	Shield Regen.	80
Init. Bonus	-2	Attack Bonus	+5
Fighters	96 (Spacious)	Shuttles	48 (Spacious)
Launch Rate	96/12/0	Cargo	12,290 Tons
Consumable	5 Years	Comp	10x 9t, Off-Line Storage, Astral Storage
Crew	Total: 1,595 + Troops Command: 55 Gunnery: 7 Navigation: 67 Sensor Ops: 67 Marines: 672 Stewards: 16 Engineering: 17 Medical: 15 Vessel Pilot: 27 Service: 48 Small Craft Pilots: 302 Small Craft Tech: 302 Troops: 5,000 (Available Space)		
Conv. Drives	1,000x Inertial Flux Engines		
Hyper. Drive	9t (Pilot+3) / Backup 9t (Pilot +3, x15)		
TD Drives	9t Navigation Chamber (Backup 9t Navigation Chamber)		

Weapon Systems			
#	PL	Arc	System
4	9t	Spinal	Heavy Ion Torpedo Launcher
2	9t	FX	Linked Three Heavy Laser Cannon
2	9t	RX	Linked Three Heavy Laser Cannon
4	9t	FA	Laser Array
5	9t	RS	Laser Array
5	9t	LS	Laser Array
5	9t	RA	Laser Array
6	9t	RF-RR	Heavy Ion Torpedo Launcher
6	9t	LF-LR	Heavy Ion Torpedo Launcher
16	9t	360	Missile Launcher

Sensors	Class IX, Delphi Sensor Array, Achilles Targeting Software , Targeting System (Improved)
Comms	Ansible, Laser Transceiver, Mass Transceiver, Radio Transceiver
Armor	Nanofluidic

Extras	
Armory (7,500 Capacity), Autopilot System (Improved), Brig (x25), Crackerjack Neural Link (x10), Damage Control (Advanced), Decoy Drone Launcher (100 Drones), Displacer, Docking Ring (Gargantuan, 12 Ports), Electronics Shop (Full), Escape Pods, Improve Initiative (+4), Laboratory (Full), Machine Shop (Full), Mecha Bays (Spacious, 96), Medium Fortification, Nanite Repair System, Point Defense System (x11), Recreation Area, Reduced Turn Cost (-1/2), Reduced Turn Delay (-1/2), Repair Drones, Repair Shop (allows final repairs on docked ships and vehicles), Ship's Locker, Sick Bay (Full, x500), Star Chambers (Omega, x4), Vehicle Bays (Spacious, x60), Vessel Repair Facilities (Allows repair of docked ships and vehicles), Whisker System (Advanced)	

Description: This is the largest military vessel used by the Terradyn Navy and is used to provide a presence in a sector. This vessel is normally found at the lead of a strike force or a battle group. In addition to its impressive armament, it carries a compliment of 96 fighters. This vessel is normally escorted by two cruisers, 4 destroyers, and 5-10 assault scouts. This vessel has the added feature of a large docking ring with 12 ports able to support up to gargantuan sized vessels. This allows smaller vessels to use the battleship as a long-range base of operations without having to rely on shuttles for resupply. In addition to the docking ring a specialized form of the Damage Control System is installed that allows the Damage Control (Advanced) system to operate on any vessels docked in the docking ring.

Terradyn Golden Harvest Class Colony Ship (CR-29)			
Class	Military	Power Level	5S+ (10t)
Price (New)	11,250	Availability	65 (Under special license)
Crew Level	Elite (+23)	Passengers	10,000,000 Cryo, 2,000,000 High
Size	Colossal III, Mk 5	Atmo. Speed	N/A
Thrust	17	Signature	17
Turn Cost	2 ½ Speed	Turn Delay	2 x Speed
Deflection	30	Hull Points	768,000
Shield Points	1,800	Shield Regen.	100
Init. Bonus	-6	Attack Bonus	+7
Fighters	360 (Spacious)	Shuttles	200 (Spacious)
Launch Rate	360/100/0	Cargo	51,546 Tons
Consumable	Self Sufficient	Comp	10 x 10t, Off-line Storage, Astral Storage
Crew Robot/Organic	Total: 2,997,965/100,000 Command: 143,300/-- Gunnery: 40/-- Navigation: 28,660/-- Sensor Ops: 28,660/-- Marines: 429,901/25,000 Stewards: 9,528/-- Colonists: 2,000,000/-- Engineering: 7,592/25,000 Medical: 9,623/-- Vessel Pilot: 28,660/-- Service: 286,601/25,000 Small Craft Pilots: 200/-- Small Craft Tech: 200/-- Troops: 25,000/25,000		
Conv. Drives	50,000x Spatial Compressor Engines Enhanced Syncratic+ Power Plant		
Hyper. Drive	10t (Pilot +4) / Backup 10t (Pilot +3, x10)		
TD Drive	10t Navigation Chamber (Backup 10t Navigation Chamber)		

Weapon Systems			
#	PL	Arc	System
30	10t	360	Laser Arrays
4	9t	360	Tractor Beams

Sensors	Class IX, Achilles Targeting Software, Delphi Sensor Array, Targeting System (Improved)
Comms	Ansible, Drivesat Array (Trans-Dimensional), Laser Transceiver, Mass Transceiver, Radio Transceiver
Armor	Nanofluidic

Extras	
Armory (5,000,000 capacity), Autopilot (Improved), Brig (x2,500), Damage Control (Advanced), Decoy Drone Launcher (100 Drones), Displacer, Electronics Shop (Full, x10), Escape Pods, Heavy Fortification, Increased Hull (+256,000), Increased Initiative (+8), Increased Shields (+900), Laboratory (Full, x10), Machine Shop (Full, x10), Nanite Repair System (Advanced), Point Defense System (x11), Recreation Area, Repair Drones, Ship's Locker, Sick Bay (Full, x125,000), Star Chambers (Omega, x4), Starship Manufacturing Facility	

Description: Grand Endeavor class colony ships are huge measuring over 64,000 feet long (or over 12 miles long) with a full crew compliment of nearly 300,000. This vessel was originally designed as a colony ship for a race that had been driven from their home systems by an invader. In addition, to the compliment of 360 fighters, the vessel includes internal hangers for 2 cruisers,

2 destroyers, 4 frigates, and 100 assault scouts. The vessel is designed to be completely self-sufficient, and includes facilities for building fighters and vessels up to cruiser (huge) size. The larger ships launch rates are 1 cruiser, 1 destroyer, 2 frigates, and 25 assault scouts per round. In addition to the colony ships living crew it also has a large compliment of robots that includes 25,000 each of the following types Military Security Robots, Civilian Security Robots, Engineering Robots and Generic Robots (Medium).

The first of these vessels was the Grand Endeavor which arrives with a large task force escorting her. This first group started inhabiting Manzala almost immediately.

Terradyn Aker Class Destroyer (CR-17)			
Class	Military	Power Level	9t
Cost	23.6	Availability	Under special license
Crew Level	Expert (+15)	Passengers	10 High
Size	Medium, Mk 2, Atmospheric	Atmo. Speed	1,700 MPH
Thrust	17	Signature	27
Turn Cost	Speed	Turn Delay	½ Speed
Deflection	20	Hull Points	700
Shield Points	300	Shield Regen.	40
Init. Bonus	+4	Attack Bonus	+3
Fighters	0	Shuttles	2 (external, small)
Launch Rate	0/2/0	Cargo	36 Tons
Consumable	6 Months	Comp	9t
Crew	Total: 45		Engineering: 1
	Command: 1		Medical: 1
	Gunnery: 22		Vessel Pilot: 1
	Navigation: 1		Service: 3
	Sensor Ops: 1		Small Craft Pilots: 2
	Marines: 10		Small Craft Tech: 2
	Stewards: 1		
Conv. Drives	4x Particle Impulse Engines (TL9)		
Hyper. Drive	9t (Pilot+3) / Backup 9t (Pilot +3, x15)		
TD Drive	9t Navigation Chamber		
Weapon Systems			
#	PL	Arc	System
2	9t	FA	Plasma Cannon
2	9t	FA	Rail Gun
2	9t	FA+R	Missile Launcher
2	9t	FA+R	Laser Array
2	9t	FA+L	Missile Launcher
2	9t	FA+L	Laser Array
4	9t	RS	Laser Array
4	9t	LS	Laser Array
2	9t	RA	Rail Gun
Sensors	Class VII, Targeting System (Improved)		
Comms	Laser Transceiver, Mass Transceiver, Radio Transceiver		
Armor	Ablative		
Extras			
Aegis System Advanced, Armory (50 Capacity), Autopilot System (Improved), Damage Control (Improved), Decoy Drone Launcher (x4, 20 Drones), Electronics Shop (Basic), Escape Pods, Improved Initiative (+2), Laboratory (Basic), Machine Shop (Basic), Point Defense System (x5), Recreation Area, Reduced Turn Delay (-1/2), Repair Drones, Ship's Locker, Sick Bay (Basic), Star Chamber (Alpha, x2)			

Description: Prior to the launching of the Assault Scout class vessels this was the workhorse of the Terradyn Navy, they are still one of the most common vessels in the service. Their well-rounded armament and large compliment of fighters make them an asset to any fleet. Currently the main duty of the destroyer is as a fleet element or as the big guns to support assault scouts in anti-pirate patrols.



Terradyn Sealtiel Class Heavy Cruiser (CR-26)			
Class	Military	Power Level	9 S+ (9t)
Cost	N/A (134.0)	Availability	Under special license
Crew Level	Expert (+15)	Passengers	12 High
Size	Gargantuan, Mk 0	Atmo. Speed	N/A
Thrust	12	Signature	23
Turn Cost	1 ½ Speed	Turn Delay	1 ½ Speed
Deflection	35	Hull Points	3,200
Shield Points	1,000	Shield Regen.	40
Init. Bonus	+1	Attack Bonus	+3
Fighters	12 (Spacious)	Shuttles	2 (Spacious)
Launch Rate	6/2/0	Cargo	60 Tons
Consumable	6 Months	Comp	9t
Crew	Total: 111	Engineering: 2	
	Command: 1	Medical: 3	
	Gunnery: 19	Vessel Pilot: 2	
	Navigation: 2	Service: 18	
	Sensor Ops: 2	Small Craft Pilots: 16	
	Marines: 30	Small Craft Tech: 16	
	Stewards: 3		

Conv. Drives	6x Particle Impulse Engines Syncratic+ Power Plant
Hyper. Drive	9t (Pilot+3) / Backup 9t (Pilot +3, x15)
TD Drive	9t Navigation Chamber

Weapon Systems			
#	PL	Arc	System
4	9t	Spinal	Rail Gun
3	9t	FA	Laser Cannon
2	9t	FA	Plasma Cannon
3	9t	360	Laser Array
6	9t	RS	Laser Cannon
2	9t	RS	Laser Array
6	9t	LS	Laser Cannon
2	9t	LS	Laser Arrays
2	9t	RA	Laser Cannon
6	9t	360	Missile Launcher

Sensors	Class VII, Achilles Targeting Software, Delphi Sensor Array, Targeting System (Improved)
Comms	Ansible, Internal (Advanced), Laser Transceiver, Mass Transceiver, Radio Transceiver
Armor	Nanofluidic

Extras	
Armory (150 capacity), Autopilot System (Improved), Briggs (x4), Damage Control (Advanced), Decoy Drone Launcher (100 Drones), Electronics Shop (Full), Escape Pods, Increased Deflection (+5), Increased Shield Points (+400), Laboratory (Full), Machine Shop (Full), Point Defense System, Recreation Area, Repair Drones, Ship's Locker, Sick Bay (Full), Star Chambers (Gamma, x2)	

Description: This class of vessel is the most common type of capital ship fielded by the Terradyn navy. It is heavily armored and carries a complement of 12 fighters. The cruiser was one of the first designed by the Terradyn Shipyards as such some of the ships have a long history.

The nanite repair systems, in addition to repairs, are used to upgrade this vessel while in dry dock. Meaning some of these vessels are over 500 years old and came with the Grand Endeavor.

Terradyn Uriel Class Light Cruiser (CR-20)			
Class	Military	Power Level	9t
Cost	N/A (28.78)	Availability	Under special license
Crew Level	Expert (+15)	Passengers	12 High
Size	Large, Mk 2	Atmo. Speed	n/a
Thrust	13	Signature	26
Turn Cost	Speed	Turn Delay	Speed
Deflection	30	Hull Points	1,000
Shield Points	400	Shield Regen.	40
Init. Bonus	+1	Attack Bonus	+3
Fighters	6 (Spacious)	Shuttles	2 (Spacious)
Launch Rate	6/2/0	Cargo	50 Tons
Consumable	6 Months	Comp	9t
Crew	Total: 103		Engineering: 1
	Command: 1		Medical: 1
	Gunnery: 27		Vessel Pilot: 2
	Navigation: 2		Service: 18
	Sensor Ops: 2		Small Craft Pilots: 8
	Marines: 30		Small Craft Tech: 8
	Stewards: 3		
Conv. Drives	6x Particle Impulse Engines		

Hyper. Drive	9t (Pilot+3) / Backup 9t (Pilot+2, x15)
TD Drive	9t Navigation Chamber

Weapon Systems			
#	PL	Arc	System
4	9t	FA	Ion Torpedo
4	9t	FA	Missile Launcher
6	9t	360	Laser Array
2	9t	RS	Laser Cannon
2	9t	LS	Laser Cannon

Sensors	Class VII, Achilles Targeting Software, Targeting System (Improved)
Comms	Ansible, Laser Transceiver, Mass Transceiver, Radio Transceiver
Armor	Nanofluidic

Extras	
Armory (110 Capacity), Autopilot System (Improved), Briggs (x4), Damage Control (Advanced), Decoy Drone Launcher, Electronics Shop (Full), Escape Pods, Laboratory (Basic), Machine Shop (Full), Point Defense System (x3), Recreation Area, Repair Drones, Ship's Locker, Sick Bay (Full), Star Chambers (Gamma, x2)	

Description: This class of vessel fits in between the heavy cruiser and the destroyer classes. They are used on their own or in pairs for dealing with raiders. Currently this class of vessel is being phased out along with the destroyers in favor of the assault scout. For this reason, light cruisers are starting to make appearances in mercenary groups that have ties to the Terradyn government.

Terradyn Aether Beholder Scout Cruiser (CR-25)			
Class	Military	Power Level	2 S+ (9t)
Cost	N/A (240.62)	Availability	Under special license
Crew Level	Expert (+15)	Passengers	20 High
Size	Gargantuan, Mk 0	Atmo. Speed	N/A
Thrust	13	Signature	28
Turn Cost	1 ½ Speed	Turn Delay	1 ½ Speed
Deflection	20	Hull Points	3,200
Shield Points	700	Shield Regen.	80
Init. Bonus	0	Attack Bonus	+5
Fighters	12 (Spacious)	Shuttles	6 (Spacious)
Launch Rate	6/2/0	Cargo	8,600 Tons
Consumable	5 Years	Comp	10x 9t, Off-Line Storage, Astral Storage
Crew	Total: 1,456		Engineering: 10
	Command: 224		Medical: 15
	Gunnery: 6		Vessel Pilot: 18
	Navigation: 6		Service¹: 448
	Sensor Ops: 6		Small Craft Pilots: 18
	Marines¹: 672		Small Craft Tech: 18
		Stewards: 15	
		1: Double as exploration teams	

Conv. Drives	150x Inertial Flux Engines Enhanced Syncratic+ Power Plant
Hyper. Drive	9t (Pilot+3) / Backup 9t (Pilot+3, x25)
TD Drives	2x 9t Navigation Chambers (Backup 9t Worm Drive)

Weapon Systems			
#	PL	Arc	System
2	9t	FA	Laser Cannon
2	9t	FA	Ion Torpedo
2	9t	FA	Laser Array
4	9t	RS	Laser Array

4	9t	LS	Laser Array
2	9t	RA	Laser Cannon
2	9t	RA	Laser Array
4	9t	360	Tractor Beam

Sensors Class X, Delphi Sensor Array, Targeting System (Improved)

Comms Ansible, Drivesat Array (Trans-Dimensional), Internal (Advanced), Laser Transceiver, Mass Transceiver, Radio Transceiver

Armor Ablative

Extras

Armory (2,000 Capacity), Autopilot (Improved), Brigs (x20), Cloaking Screen, Damage Control (Advanced), Decoy Drone Launcher (100 Drones), Displacer, Docking Ring (Huge, 12 ports), Electronics Shop (Full, x10), Escape Pods, Increased Initiative (+2), Increased Signature (+4), Laboratory (Full, x100), Machine Shop (Full, x10), Nanite Repair System, Point Defense System, Recreation Area, Repair Drones, Ship's Locker, Sick Bays (Full, 100), Star Chamber (Gamma, x2), Starchamber (Omega, x2)

Description: This is the standard scouting vessel used by the Terradyn Scout forces. It is designed to operate away from bases for as long as five years. In addition to the resources needed by the crew of scientist and explorers, for such long missions, the vessel also includes a large suite of sensors and detection equipment. The vessel normally is equipped with 12 Terradyn Z-38 Multi-Role Fighters. The scout cruiser carries a multi-spectrum (Syncratic+) power plant that will allow it to operate in any realm that supports a power level of 2 or greater.



SMALL CRAFT

Name and Challenge Rating: The top line of each small craft's stat block is the name of the craft and the challenge rating (CR).

Class: Small Craft fall into one of three classes: Civilian (Civ), Paramilitary (Para), and Military (Mil).

Free Thrust (Thrust): This is the amount of thrust that each vessel has available.

Turn Cost: This is the amount of thrust a vessel will have to spend to make a single hex facing change in direction.

Turn Delay: This is the number of hexes worth of movement that a small craft must wait between changes in direction.

Deflection (DEF): The small craft's ability to resist damage. Subtract this number from all damage dealt to the vessels.

Hull Points (Hull): The small craft's full normal point, when a small craft goes to zero point the vessel is disabled.

Cargo Capacity (Cargo): The amount of cargo the small craft is designed to carry. Many small crafts can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Price: This is the cost of the small craft in millions of credits (Mcr), when it is brand new.

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the level and the letter tells you what type of power level required.

Size: Small craft size categories are defined differently from the size categories for weapons and other objects.

Signature (Sign): This is the signature of the small craft that is used when attacking the vessel. The signature of a small craft is a combination of the vessel's armor class and the electronic systems used to protect the ship. The signature is used for all attacks versus vessels and small craft.

Crew: The standard number of crew. In most cases, only one person is needed to pilot the small craft; other crewmembers serve as gunners or copilots.

Initiative Bonus (Init): The modifier added to the initiative check when operating the small craft.

Passengers (Pass): The number of passengers (in addition to the crew) the small craft is designed to carry. Small Craft that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the small craft to carry an additional 200 pounds of cargo.

Shield Points: This is the number of points the small craft's defensive shields have.

Shield Regeneration: This is the amount of shield points that are regenerated by the shields each minute (20 rounds).

Consumables: This is the amount of supplies that are normally carried by the small craft for maintaining the crew this includes food, water, and life support.

Atmospheric Speed: This is the maximum speed in miles per hour that the small craft can do while within a planet's atmosphere.

A-8 Aggressor Attack Fighter (CR-7)					
Class / Size		Tiny, Mk 0, Military, Aerodynamic		Power Level	8t
Price		2.52		Availability	47
Crew		2, Skilled (+11)		Passengers	0
Cargo		0 (1)		Atmo. Speed	2,000 MPH
Thrust		10		Signature	27
Turn Cost		1/2 Speed		Turn Delay	0
Deflection		10		Hull Points	200
Shield Points		100		Shield Regen.	10
Init. Bonus		+4		Attack Bonus	+3
Consumable		24 Hours		Comp	8t
Conv. Drives		1x Small Craft Induction Engine			
Weapon Systems					
#	PL	Arc	ROF	System	
1	8t	FA	5	Light Pulse Array, Boresight	
4	8t	FA	2	Starship Class Missile	
2	8t	FA	2	Fighter Class Missile	
Sensors		Class V, Targeting System (Improved)			
Comms		Laser Transceiver, Radio Transceiver			
Armor		Cerametal			
Extras					
Autopilot System (Improved), Chaff Launcher (20 Bundles), Point Defense System					

Description: This craft is an aerospace fighter that has been specifically built for the purpose of offensive firepower. In addition to the light pulse array, it can mount four starship class missiles and two fighter class missiles under the wings.



AZ-21 Lamprey Assault Shuttle (CR-17)				
Class / Size	Small, Mk3, Military, Atmospheric		Power Level	7t
Price	12.9		Availability	42
Crew	2,Skilled (+11)		Passengers	20
Cargo	17.25 tons		Atmo. Speed	2,200 MPH
Thrust	11		Signature	30
Turn Cost	1/2 Speed		Turn Delay	Speed
Deflection	15		Hull Points	800
Shield Pts.	200		Regen.	20
Init. Bonus	+3		Attack Bonus	+1
Consumable	96 Hours		Comp	7t
Conv. Drive	6x Small Craft Ion Engine, 6x Thrusters			
Weapon Systems				
#	PL	Arc	ROF	System
2	7t	360	1	Lt. Laser Array,
3	7t	FA	1:2	Missile Launcher
3	7t	360	1:4	Grapple Lines
Sensors			Class V, Targeting System	
Comms			Laser Transceiver, Radio Transceiver	
Armor			Vanadium	
Extras				
Armory (Supports 20), Chaff Launcher (20 Bundles), Decoy Launcher (10 Drones), Improved Deflection (+5), Improved Hull Points (+75), Improved Signature (+5), Point Defense System, Stealth Screen, Vehicle Bay (Spacious, x2)				
Description: This craft is your typical assault shuttle used by any number of nations. It is designed to carry 20 infantry/power armor and two huge vehicles into combat.				

Balil Nabasu Class Fighter (CR-12)					
Class / Size		Tiny Mk 3, Military, Aerodynamic		Power Level	4s- (8t)
Price		n/a (2.44)		Availability	n/a
Crew		1, Skilled (+11)		Passengers	0
Cargo		--		Atmo. Speed	3,600 MPH
Thrust		18		Signature	25
Turn Cost		1/2 Speed		Turn Delay	0
Deflection		10		Hull Points	320
Shield Points		100		Shield Regen.	10
Init. Bonus		+4		Attack Bonus	+3
Consumable		96 Hours		Comp	8t
Conv. Drives		2x Small Craft Induction Engines			
Weapon Systems					
#	PL	Arc	ROF	System	
2	4s- (8t)	FA	1	Linked Light Plasma Cannon, Boresight	
4	4s- (8t)	FA	1	Starship Class Missile	
4	4s- (8t)	FA	1	Fighter Class Missile	
Sensors		Class V, Targeting System (Improved)			
Comms		Laser Transceiver, Radio Transceiver			
Armor		Neutronite			
Comp.		8t			
Extras					
Autopilot System (Improved), Chaff Launcher (10 Bundles), Point Defense System, Robotic Crew, Self-Destruct System					

Description: This is the main combat fighter used by the Sons of Balil forces. It is an extremely agile craft with heavy armament for its size. Each of these craft is equipped with a self-destruct system to prevent the craft from falling into enemy hands. This self-destruct system can be triggered by the vessel that the fighter is from or automatically when the fighter is disabled.

C-4 Gazelle Shuttle, Light (CR-2)			
Class / Size	Tiny Mk 5, Civilian, Aerodynamic	Power Level	7t
Price	0.65	Availability	36
Crew	2, Normal (+7)	Passengers	8
Cargo	5 tons	Atmo. Speed	2,000 MPH
Thrust	10	Signature	22
Turn Cost	½ Speed	Turn Delay	0
Deflection	3	Hull Points	100
Shield Points	25	Shield Regen.	5
Init. Bonus	+2	Attack Bonus	+0
Consumable	96 Hours	Comp	7t
Primary Drives	1x Fusion Torch		
Weapons	None		
Sensors	Class II		
Comms	Radio Transceiver		
Armor	Polymeric		
Comp.	7t		
Extras			
None			
Description: This is small craft is the most common shuttle in use. It is the all-purpose work horse of stellar trade.			

F-11 Xeon Raider Fighter (CR-6)				
Class / Size	Tiny, Mk 0, Paramilitary, Aerodynamic	Power Level	7t	
Price	0.79	Availability	36	
Crew	1, Normal (+7)	Passengers	0	
Cargo	--	Atmo. Speed	2,400 MPH	
Thrust	12	Signature	23	
Turn Cost	1/2 Speed	Turn Delay	0	
Deflection	5	Hull Points	100	
Shield Points	50	Shield Regen.	5	
Init. Bonus	+4	Attack Bonus	+0	
Consumable	1 Day	Comp	7t	
Primary Drives	1x Small Craft Fusion Torch, 1x Thruster			
Weapon Systems				
#	PL	Arc	ROF	System
4	7t	FA	5	Linked Light Laser Array, Boresight
4	7t	FA	1	Anti-Fighter Class Missile
Sensors	Class III			
Comms	Laser Transceiver , Radio Transceiver			
Armor	Polymeric			
Extras				
Autopilot System, Chaff Launcher (5 bundles)				
Description: This is the standard fighter used by raiders. It is very simple to build and maintain. It has been mass-produced on so many worlds and in so many realms, it is nearly impossible to track where one of these craft was built.				

Terradyn F-26 Paradrake Export Fighter (CR-6)					
Class / Size	Tiny, Mk 0, Paramilitary Aerodynamic			Power Level	6t
Price	0.63			Availability	34
Crew	1, Normal (+7)			Passengers	0
Cargo	0 (1)			Atmo. Speed	1,800 MPH
Thrust	9			Signature	23
Turn Cost	1/2 Speed			Turn Delay	0
Deflection	5			Hull Points	100
Shield Points	50			Shield Regen.	5
Init. Bonus	+2			Attack Bonus	+1
Consumable	96 Hours			Comp	6t
Primary Drives	1x Small Craft Thrusters				
Weapon Systems					
#	PL	Arc	ROF	System	
1	6t	FA	1	Light Railgun, Boresight	
6	6t	FA	1	Anti-Fighter Class Missile	
2	6t	FA	1	Anti-Ship Class Missile	
Sensors	Class I, Targeting System				
Comms	Radio Transceiver				
Armor	Alloy Plate				
Extras					
Autopilot System, Chaff Launcher (10 Bundles), Damage Control System					

Description: This is the standard fighter exported to small colonies and outpost by the Manzala Arms Corporation, which is also licensed to sell the craft to other nations. Many of these fighters make their way into the hands of privateers and raiders.

F-80 Tiger Shark Aerospace Fighter (CR-10)					
Class / Size		Tiny, Mk 0, Military, Aerodynamic		Power Level	7t
Price		1.83		Availability	46
Crew		1,Normal (+7)		Passengers	0
Cargo		0 (1)		Atmo. Speed	2,200 MPH
Thrust		6		Signature	26
Turn Cost		1/2 Speed		Turn Delay	0
Deflection		10		Hull Points	200
Shield Pts.		100		Regen.	10
Init. Bonus		+4		Attack Bonus	+3
Consumable		24 Hours		Comp	7t
Conv. Drive		1x Small Craft Ion Engine, 2x Thruster			
Weapon Systems					
#	PL	Arc	ROF	System	
2	7t	FA	1	Linked Light Rail Gun, Boresight	
6	7t	FA	1	Anti-Fighter Class Missile	
2	7t	FA	1	Anti-Ship Class Missile	
Sensors		Class III, Targeting System (Improved)			
Comms		Laser Transceiver, Radio Transceiver			
Armor		Polymeric			
Extras					
Autopilot System (Improved), Chaff Launcher (5 Bundles), Damage Control System, Sensor Jammer (Class III)					

Description: This is the typical aerospace fighter found throughout the realms. It may look different in each realm but they all have about the same capabilities. The main differences are due to the technology level, at which the craft was built.

Terradyn FI-16 Griffin Interception Fighter (CR-13)				
Class / Size		Tiny, Mk 0, Military Aerodynamic		Power Level 8t
Price		5.19		Availability 47
Crew		1, Expert (+15)		Passengers 0
Cargo		0 (1)		Atmo. Speed 2,800 MPH
Thrust		14		Signature 29
Turn Cost		1/2 Speed		Turn Delay 0
Deflection		10 vs. Ballistic / 15 vs. all other		Hull Points 200
Shield Points		100		Shield Regen. 10
Init. Bonus		+4		Attack Bonus +3
Consumable		96 Hours		Comp 8t
Primary Drives		3x Small Craft Induction Engines		
Weapon Systems				
#	PL	Arc	ROF	System
2	8t	FA	5	Linked Light Pulse Array, Boresight
4	8t	FA	1	Anti-Fighter Class Missile
Sensors		Class V, Crackerjack Neural Link, Targeting System		
Comms		Laser Transceiver, Radio Transceiver		
Armor		Deflective		
Comp.		8t		
Extras				

Aegis Defense System (Improved), Autopilot System (Improved), Chaff Launcher (10 Bundles), Damage Control System (Advanced), Point Defense System

Description: This is a small fast fighter designed to combat other fighters. This class of fighter is the most common type carried by the Terradyn Navy.



Terradyn Z-38 Aether Devil Multi-Role Fighter (CR-16 without a pod)					
Class / Size		Tiny, Mk 5, Military, Aerodynamic		Power Level	2S+ (9t)
Price		8.0		Availability	Under special license from the Manzala Council
Crew		1, Elite (+23)		Passengers	1
Cargo		1 Ton (1)		Atmo. Speed	2,600 MPH
Thrust		13		Signature	29
Turn Cost		1/2 Speed		Turn Delay	0
Deflection		20		Hull Points	400
Shield Points		100		Shield Regen.	10
Init. Bonus		+4		Attack Bonus	+4
Consumable		7 Days		Comp	9t
Primary Drives		2x Small Craft Induction Engines Enhanced Syncratic+ Power Plant			
Weapon Systems					
#	PL	Arc	ROF	System	
4	2S+ (8t)	FA	5	Linked Light Laser Array, Boresight	
1	2S+ (8t)	FA	1	Light Plasma Cannon, Boresight	
Sensors		Class V, Crackerjack Neural Link, Targeting System (Advanced)			
Comms		Laser Transceiver, Radio Transceiver			
Armor		Neutronite			
Extras					
Autopilot System (Improved), Damage Control System (Advanced), Point Defense System, Repair Drones					
Description: The multi-role fighter used by the Manzala Rangers and the Scout services is a large two engine craft with a double tail assembly. The basic armament is a forward firing plasma cannon and a set of four linked light laser arrays. One of the major advantages of the MRF is that it has a multi-spectrum (Syncratic) drive, which will operate in any realm that supports a power level of 2 or greater. The main section of the craft is able to accept one multi-role pod. There are eight types of pods: Cargo, Exploration, Escort, Assault, Intercept, Hyperspace, Missile, and Passenger. It takes one hour to switch pods.					
Pods					
Cargo Pod: This pod allows the MRF to carry 50 tons of cargo. Carrying this pod reduces the fighters thrust by 4. Price: 0.5 Availability: 20					
Exploration Pod: This pod includes an extensive sensor suite that is used for surveying planetary systems. The sensor suite counts as a Class VII Sensor Array. Carrying this pod reduces the fighters thrust by 2. Price: 12. Availability: 25					
Escort Pod: The Escort Pod is a modified version of the Point Defense system installed. This modified system can be used to defend one target. The pilot can change the target being defended as a free action at the start of a round. Price: 0.5 Availability: 30					
Assault Pod: The Assault Pod reduces the thrust points of the MRF by 2, and mounts a pair of TL 8 Forward firing rail guns. These guns have 200 rounds of ammunition available within the pod. This pod increases the fighters CR by 2. Price: 0.75 Availability: 35					
Interception Pod: This pod is designed to increase the speed of the Aether Devil. It has two large induction engines that provide the MRF with seven additional thrust points. Price: 0.4					

Availability: 30
Passenger Pod: The Passenger Pod is designed to allow the MRF to carry VIPs in dangerous situations. There is enough space in the pod for 6 people to travel comfortably. Carrying this pod reduces the thrust of the fighter by 2 points. Price: 0.5 Availability: 25
Hyperspace Pod: This is a unique system for a vessel as small as the MRF. It is a hyperspace engine that has been wrapped in a pods skin. It gives the MRF a hyperspace rating of x4 with no backup drive. Carrying this pod reduces the thrust of the fighter by 2 points. Price: 0.8 Availability: 50
Missile Pod: This pod is a variant of the Assault Pod. Instead of mounting the rail gun, it mounts two missile launchers (As 8t missile launcher). Each launcher has a capacity of 10 Starship Class Missiles. Carrying this pod reduces the fighters thrust by 3 points. Price: 0.75 This pod increases the shuttles CR by 2. Availability: 50

Z-18 Alpha Shuttle, Modular (CR-4)			
Class / Size	Small, Mk0, Civilian, Atmospheric	Power Level	6t
Price	0.23	Availability	32
Crew	2, Normal (+7)	Passengers	5 + Pod
Cargo	10 tons + pod	Atmo. Speed	1,100 MPH without pod.
Thrust	11 without pod	Signature	22
Turn Cost	Speed	Turn Delay	Speed
Deflection	3	Hull Points	125
Shield Points	5 (Basic)	Shield Regen.	1
Init. Bonus	+1	Attack Bonus	+0
Consumable	96 Hours	Comp	6t
Primary Drives	4x Thrusters		
Weapons	None		
Sensors	Class I		
Comms	Radio Transceiver		
Armor	Alloy Plate		
Extras			
Autopilot System			

Description: The Z-18 Alpha Modular shuttle is made up of four parts. The first is the command module, which includes all flight controls and communications equipment. Then there is the central framework, which connects the command module to the engine module. The engine module includes the primary power plant and the engines for the shuttle. The majority of the central frame is open allowing any one of the shuttles pods to be installed. An undamaged shuttle can change pods in roughly 10 minutes. The types of pods are Anti-Piracy, Cargo, Passenger, High Security Cargo, and Scientific.

Shuttle Pods	
Cargo Pod: This pod allows a shuttle to carry 100 tons of cargo. In an emergency, the cargo pod can hold up to 500 people, but it will be an uncomfortable trip. Price: 0.1 Availability: 10	
Passenger Pod: This pod allows a shuttle to carry 60 people and 50 tons of cargo. Price: 0.5 Availability: 18	
High Security Cargo Pod: This pod is designed to carry cargos that are either high risk or that there is a good chance that the shuttle will be attacked. The pod can carry 25 tons of cargo,	

but is armed with two TL6 plasma cannons mounted in 360 degree turrets. In addition, the pod increases the shuttles shield points to 100. This pod increases the shuttles CR by 3. **Price:** 2.5 **Availability:** 35

Anti-Piracy Pod: This pod is used to attack raiders and pirates. The weapons on the pod are concealed (Sensor Operations DC-35) until they are used. This allows the shuttle to pose as an unarmed cargo shuttle to entice the raiders. The pod is armed with two TL6 Laser Arrays (360 Degree) mounted in turrets and a forward firing TL 6 laser cannon. In addition, the pod increases the shuttles shield points to 100. This pod increases the shuttles CR by 2. **Price:** 3.0 **Availability:** 33

Scientific Pod: This pod includes large amounts of scientific equipment for surveying planets and gas clouds. It includes a Class IV Sensor Suite and counts as a full lab for any sensor operations skill checks. In addition, the pod increases the shuttles shield points to 50. **Price:** 1.0 **Availability:** 25



CHAPTER EIGHT:

SMALL CRAFT AND VESSELS DESIGN

"Well, cadets, not everyone wants just any old ship. Some ladies and gentlemen," Not so polite cough, "prefer to have custom ships built for them. So you should all be familiar at least with the process they go through to get this done. Youz might even learn something." The ork gives a chuckle as the holograms start up for the lesson.

This section is all about making your very own custom small craft or vessels. You will need your imagination, a pencil, a calculator, and a copy of the Vessel Worksheet. Then you are ready to step into the world of starship design.

Vessel design consists of the following steps:

- 1) Select a hull type
- 2) Select armor
- 3) Select shields
- 4) Select power plant / drives
 - a. Select conventional drives
 - b. Select hyperdrive
 - c. Select dimensional drives
- 5) Select sensors
- 6) Select communications
- 7) Select computer
- 8) Select weapons
- 9) Select defensive systems
- 10) Select extras
- 11) Install general components
- 12) Calculate vessels deflection and hull point
- 13) Compute final cost.
- 14) Final Calculations (Construction time, combat rating, minimum crew, etc...)

Changing the Power Base

Most vessels created in the Neverwhen universe are technologically based. That said, it is very easy to change the power base to Magic. The function of an item will still be the same. For example, to move a vessel you need propulsion of some sort. So you can use the values listed in this section, then describe them in a way that fits your campaign. For example, those fusion thrusters may appear as a pack of harnessed dragons that are pulling the vessel through the stars.

SELECT HULL TYPE

Vessels come in many shapes and sizes. Small craft are any craft that are between the sizes of Fine and Small, anything larger than small is considered a vessel. The size of a vessel determines how maneuverable it is and determines the amount of damage the hull can take. In addition to the size of a vessel, the hull type of the vessel determines the type of equipment that can be installed on the vessel. There are four hull types available for a vessel; Civilian, Paramilitary, Military, and Starjammer.

Civilian hulls are the least robust and are not designed for combat. They tend to have lower hull points and deflection than any of the other hulls. Civilian hulls are only able to use 20% of the available space in the hull for installing weapons.

Paramilitary hulls are a step up from the civilian hulls. They are the hull type most commonly used by raiders and adventurers. A paramilitary hull will have more hull points and a better deflection than the equivalent sized civilian hull. Paramilitary hulls are able to use 40% of their hull space for weapons.

Military hulls are the toughest hulls available for vessels. They have many more hull points and a greater deflection than any of the other hull types. In addition, they are able to use 60% of the

Table 8-1: Vessel Sizes

Size	Size Mod	Size Description	Maximum Length (ft.)	Maximum Width (ft.)	Maximum Height (ft.)	Accl / Decl
Fine	+8	Missile	15	15	15	1
Diminutive	+4	Escape Pod	25	25	25	1
Tiny	+2	Fighter	50	50	50	1
Small	+1	Shuttle	125	125	125	2
Medium	+0	Assault Scout	125	125	125	3
Large	-1	Light Cruiser	250	250	250	4
Huge	-2	Cruiser	400	400	400	5
Gargantuan	-4	Heavy Cruiser	800	800	800	6
Colossal	-8	Battleship or Super Freighter	1,600	1,600	1,600	7
Colossal II	-12	Orbital Space Stations	3,200	3,200	3,200	8
Colossal III	-16	Large Starbases or Colony Ships	64,000	64,000	64,000	9
Colossal IV	-20	Extremely Large Starbases	128,000	128,000	128,000	10

One vessel space is approximately a 14 foot by 14 foot by 14 foot cube. For a person to travel comfortably for an extended amount of time, a person will take up 1 space and 250 pounds on average. For short flights (Less than a couple of hours), four people can occupy a single space.

Note: Stations are simply vessels with power plants instead of engines.

space in their hull for mounting weapons.

Starjammers are a special hull type. Starjammers are living vessels that are able to regenerate hull damage that the vessel takes. Starjammers are always considered paramilitary hulls. How fast the Starjammer regenerates is based on the type of hull and the size of the vessel.

Starjammers tend to take on the outward appearance of other class vessels that the Jammer has found attractive or interesting. For example, large amounts of the starjammers based out of

Manzala have modeled themselves after wooden-hulled, three-masted heavy frigates entirely or in part.

Table 8-2: Defensive and Weapons Systems

Hull Type	Value
Civilian	20%
Paramilitary	40%
Military	60%
Starjammer	40%

In addition to the hull sizes listed on each table, there are sub-types. These sub-types run from Mark 0 to Mark 5. The cost, weight, and spaces for each hull size are affected by the sub-type.

Upgrading Hull Sub-Type: The sub type of a hull can be upgraded after construction but it is really expensive. The cost of this upgrade is double the cost of the new sub-type, only the cost changes. For example, upgrading from Mark 3 to Mark 4 would cost 6 times the base cost of the hull.

Table 8-3: Hull Size Sub-Type

Sub-Size	Price	Avail	Base Wt.	Total Spaces	Hull Points
Mark 0	x1.0	+0	x1.0	x1.0	x1.0
Mark 1	x1.2	+2	x1.2	x1.1	x1.2
Mark 2	x1.4	+4	x1.4	x1.2	x1.4
Mark 3	x2.0	+10	x1.6	x1.3	x1.6
Mark 4	x3.0	+15	x1.8	x1.4	x1.8
Mark 5	x5.0	+20	x2.0	x1.5	x2.0

Size: This is the hull size of the vessel.

Price: This is the amount of credits it will cost to purchase the hull new. Prices are listed in millions of credits (Mcr).

Avail: This statistic is a value on how difficult it will be to find and purchase the basic hull.

Base Wt: This is the base weight of the hull in pounds.

Total Spaces: This is the amount of spaces available in the basic hull.

Deflection Cost/wt: These statistics give the cost (in Mcr) and the weight added to the hull for each point of deflection added.

Table 8-4: Civilian Hulls

Size	Price (Mcr)	Avail	Base Wt.	Total Spaces	Deflection Price/Wt
Fine	0.04	26	550	1	0.14/100#
Diminutive	0.05	28	1,500	6	0.20/140#
Tiny	0.07	30	4,000	46	0.27/180#
Small	0.08	32	12,000	712	0.24/220#
Medium	0.1	34	36,000	2,307	0.40/260#
Large	0.2	36	108,000	5,694	0.46/300#
Huge	0.4	38	324,000	23,324	0.52/340#
Gargantuan	0.8	40	972,000	186,589	0.58/380#
Colossal	8.0	42	2,916,000	1,492,711	0.64/420#
Colossal II	16.0	44	8,748,000	11,941,691	0.70/460#
Colossal III	32.0	46	26,244,000	95,533,528	0.76/500#
Colossal IV	64.0	46	26,244,000	3,433,188,385	0.80/500#

Civilian hulls can only mount a maximum of 20% of its spaces for weapons.

All hulls come equipped with running lights, and basic controls.

Increasing the deflection of a small craft or a vessel is at the cost and weight listed on the table and has an availability of the new deflection rating + 15. Deflection can only be increased by 50% of the base value. Increasing the deflection on a small craft or vessel cost 10% of the total spaces per point added to the deflection.

Increasing the hull points of a vessel costs 3,500 credits and weighs 100 pounds per point. The maximum that any vessel can have its hull points increased is 150% (1 ½ times) of the original value.

Increasing the hull points of a small craft costs 350 credits and weighs 10 pounds per point. The maximum that any vessel can have its hull points increased is 150% (1 ½ times) of the original value.

Table 8-5: Base Deflection

Hull Class	Small Craft	Vessel	Star Jammer
Civilian	3	5	---
Paramilitary	5	10	10
Military	10	15	---

Size: This is the hull size of the vessel.

Price: This is the amount of credits it will cost to purchase the hull new. Prices are listed in millions of credits (Mcr).

Avail: This statistic is a value on how difficult it will be to find and purchase the basic hull.

Base Wt: This is the base weight of the hull in pounds.

Total Spaces: This is the amount of spaces available in the basic hull.

Deflection Cost/WT: These statistics give the cost (in Mcr) and the weight added to the hull for each point of deflection added.

Table 8-6: Paramilitary Hulls

Size	Price (Mcr)	Avail	Base Wt.	Total Spaces	Deflection Price/Wt
Fine	0.07	32	688	2	0.52/100#
Diminutive	0.1	34	1,875	7	0.80/140#
Tiny	0.12	36	5,000	55	1.06/180#
Small	0.15	38	15,000	854	1.32/220#
Medium	0.2	40	45,000	2,769	1.60/260#
Large	0.4	42	135,000	6,833	1.86/300#
Huge	0.8	44	405,000	27,988	2.12/340#
Gargantuan	1.6	46	1,215,000	223,907	2.40/380#
Colossal	24.0	48	3,645,000	1,791,254	2.38/420#
Colossal II	48.0	50	10,935,000	14,330,029	2.64/460#
Colossal III	96.0	52	32,805,000	114,640,233	3.20/500#
Colossal IV	190.0	50	65,610,000	4,119,826,062	3.80/500#
Starjammer, Small	0.33	40	10,000	854	1.60/220#
Starjammer, Medium	0.4	40	20,000	2,769	1.86/260#
Starjammer, Large	0.8	40	90,000	6,833	2.12/300#
Starjammer, Huge	1.6	45	270,000	27,988	2.40/380#
Starjammer, Gargantuan	3.2	50	810,000	223,907	2.38/420#
Starjammer, Colossal	48.0	55	2,430,000	1,791,254	2.64/460#

Paramilitary hulls can only mount a maximum of 40% of its spaces for weapons.

All hulls are equipped with running lights, and basic controls.

Increasing the deflection of a small craft or a vessel is at the cost and weight listed on the table and has an availability of the new deflection rating + 15. Deflection can only be increased by 50% of the base value. Increasing the deflection on a small craft or vessel cost 10% of the total spaces per point added to the deflection.

Increasing the hull points of a vessel cost 3,500 credits and weighs 100 pounds per point. The maximum that any vessel can have its hull points increased is 150% (1 ½ times) of the original value.

Increasing the hull points of a small craft cost 350 credits and weighs 10 pounds per point. The maximum that any vessel can have its hull points increased is 150% (1 ½ times) of the original value.

Table 8-7: Starjammer Regeneration

Size	Regeneration
Starjammer, Small	5
Starjammer, Medium	10
Starjammer, Large	15
Starjammer, Huge	20
Starjammer, Gargantuan	25
Starjammer, Colossal	30

Size: This is the hull size of the vessel.

Price: This is the amount of credits it will cost to purchase the hull. Prices are listed in millions of credits (Mcr).

Avail: This statistic is a value on how difficult it will be to find and purchase the basic hull.

Base Wt.: This is the base weight of the hull in pounds.

Total Spaces: This is the amount of spaces available in the basic hull.

Deflection Cost/wt.: These statistics give the cost (in Mcr) and the weight added to the hull for each point of deflection added.

Table 8-8: Military Hulls

Size	Price (Mcr)	Avail	Base Wt.	Total Spaces	Deflection Price/Wt
Fine	0.15	36	825	3	0.66/100#
Diminutive	0.25	38	2,250	9	1.0/140#
Tiny	0.33	40	6,000	68	1.26/180#
Small	0.42	42	18,000	1,068	1.66/220#
Medium	0.5	44	54,000	3,461	2.00/260#
Large	1.0	46	162,000	8,541	2.30/300#
Huge	2.0	48	486,000	34,985	2.60/340#
Gargantuan	4.0	50	1,458,000	279,883	3.00/380#
Colossal	200.0	52	4,374,000	2,239,067	3.30/420#
Colossal II	400.0	54	13,122,000	17,912,536	3.60/460#
Colossal III	320.0	56	39,366,000	143,300,292	4.00/500#
Colossal IV	640.0	54	80,000,000	5,149,782,577	5.00/500#

Military hulls can only mount a maximum of 60% of its spaces for weapons. All hulls are equipped with running lights, and basic controls.

Increasing the deflection of a small craft or a vessel is at the cost and weight listed on the table and has an availability of the new deflection rating + 15. Deflection can only be increased by 50% of the base value. Increasing the deflection on a small craft or vessel cost 10% of the total spaces per point added to the deflection. Increasing the hull points of a vessel costs 3,500 credits and weighs 100 pounds per point. The maximum that any vessel can have its hull points increased is 150% (1 ½ times) of the original value.

Increasing the hull points of a small craft costs 350 credits and weighs 10 pounds per point. The maximum that any vessel can have its hull points increased is 150% (1 ½ times) of the original value.

Military hulls may only be purchased with special permission of a major government.

Table 8-9: Base Hull Points

Hull Size	Civilian	Paramilitary	Military
Fine	15	30	60
Diminutive	25	50	100
Tiny	50	100	200
Small	125	250	500
Medium	125	250	500
Large	250	500	1,000
Huge	400	800	1,600
Gargantuan	800	1,600	3,200
Colossal	1,600	3,200	6,400
Colossal II	3,200	6,400	12,800
Colossal III	64,000	128,000	256,000
Colossal IV	128,000	256,000	512,000

HULL MODIFICATIONS

There are two additional modifications that can be made to the hull at this point, Aerodynamic Frame and Atmospheric Frame.

An Aerodynamic Frame allows a vessel to fly in atmosphere like an aircraft. It is even possible to land the craft on a planet when the vessel is disabled. Due to restructuring to the vessel a percentage of the spaces available on the ship are lost. This modification doubles the vessel's Atmospheric Speed.

Atmospheric Frame is simple modifying the hull so that it will survive flight through atmosphere. Most vessels are not designed to enter atmosphere, but with this modification, a vessel can without taking damage. Vessels without this modification can only enter atmosphere once that is when they are crashing. Due to restructuring to the vessel a percentage of the spaces available on the ship are lost.

Table 8-10: Hull Modification Table

Modification	Space Reduction	Cost (MCr)
Aerodynamic	10%	½ Base hull price
Atmospheric	5%	¼ Base hull price

SELECT ARMOR

A vessel can have only one type of armor installed at a time. To surround a vessel's hull in armor or to upgrade the armor, a character must succeed at a Repair check (DC-30) after investing 600 hours in its assembly. A character without a mechanical tool shop takes a -4 penalty on the skill check. The character must purchase parts equal to one half the armor's (or upgraded armor's)

price. A character cannot build any vessel armor that has a Technology Level greater than their own personal power level. Different types of vessel armor are presented below.

Deflection Bonus: The amount of damage the armor absorbs from a weapon hits or collisions.

Free Thrust Modifier: The amount by which the armor modifies the vessel's tactical speed, given in thrust points.

Weight: The armor's weight.

Price: The armor's purchase price in credits.

Signature Bonus: This is the amount that a vessel's signature is increased by the armor.

Availability: This score represents how easy or difficult it will be to obtain the armor.

NO ARMOR (TL Any)

A vessel is not required to have armor installed. If it chooses not to, the final deflection value of the vessel is reduced by half.

ALLOY PLATING (TL 6)

Alloy plating is made of advanced metal alloys engineered for high resistance to attacks at relatively low weights. This is the basic armor found on most vessels.

Deflection Bonus: +0.

Free Thrust Modifier: -1.

Weight: One-fifteenth the base weight of the vessel (round up).

Price: None.

Signature Bonus: 0

Availability: 0

POLYMERIC (TL 7)

Polymeric armor is made up of advanced polymers, such as carbon fiber and high-grade fiberglass. It is relatively cheap and light, but does not offer tremendous protection.

Deflection Bonus: +0.

Free Thrust Modifier: +1 Free Thrust.

Weight: One-tenth the base weight of the vessel (rounded down).

Price: 4,000 + one-half the base hull price of the vessel.

Signature Bonus: +0

Availability: 36

VANADIUM (TL 7)

Interlocking plates of light vanadium alloy absorb a respectable amount of damage and are easy to mold to a vessel's hull.

Deflection Bonus: +0.

Free Thrust Modifier: None.

Weight: One-eighth the base weight of the vessel (rounded down).

Price: 16,000 + one-half the base hull price of the vessel.

Hull Restriction: Paramilitary and Military hulls only

Signature Bonus: +2

Availability: 41

CERAMETAL (TL 8)

Combining the heat-resistant qualities of tough ceramics with the ductile strength of metal, cerametal armor offers a good compromise between protection and economy.

Deflection Bonus: +0.

Free Thrust Modifier: None.

Weight: One-eighth the base weight of the vessel (rounded down).

Price: 4,000 + one-half the base hull price of the vessel.

Signature Bonus: +3

Availability: 36

DEFLECTIVE (TL 8)

Deflective armor is composed of a shiny, light, flexible polymer especially good at neutralizing energy damage but less effective against ballistic attacks.

Deflection Bonus: Base value against attacks that deal kinetic damage, +5 against all other attacks.

Free Thrust Modifier: None.

Weight: One-tenth the base weight of the vessel (rounded down).

Price: 16,000 + one-half the base hull price of the vessel.

Hull Restrictions: Paramilitary and Military hulls only.

Signature Bonus: +3

Availability: 41

NEUTRONITE (TL 8)

Neutronite is a tough steel alloy into which a “weave” of free neutrons has been pressed. It is extremely resilient but also incredibly massive, weighing about five times more than a similar volume of lead.

Deflection Bonus: +5

Free Thrust Modifier: -1 Free Thrust

Weight: One-quarter the base weight of the vessel (rounded down).

Price: 16,000 + one-half the base hull price of the vessel.

Hull Restrictions: Paramilitary and Military hulls only.

Signature Bonus: +2

Availability: 41

ABLATIVE (TL 9)

This silvery, reflective armor is amazingly thin, yet has tremendous tensile strength and the ability to absorb damage better than most kinds of armor plating.

Deflection Bonus: +5

Free Thrust Modifier: None.

Weight: One-tenth the base weight of the vessel (rounded down).

Price: 16,000 + one-half the base hull price of the vessel.

Hull Restrictions: Paramilitary and Military hulls only.

Signature Bonus: +2

Availability: 41

NANOFLUIDIC (TL 9)

Consisting of a thick layer of gel-like fluid sandwiched in a Neutronite structure, nanofluidic armor is “smart” armor—it concentrates at the point of impact to blunt physical blows and circulates around heat sources to dissipate energy.

Deflection Bonus: +10.

Free Thrust Modifier: -1 Free Thrust.

Weight: One-quarter the base weight of the vessel (rounded down).

Price: 16,000 + one-half the base hull price of the vessel.

Hull Restrictions: Paramilitary and Military hulls only.

Signature Bonus: +2

Availability: 50

ADVANCED ADAPTIVE ARMOR (TL 10)

Advanced adaptive armor is the next stage of development for nanofluidic armor. It has a greater ability to deflect physical damage and dissipate the heat from energy weapon impacts.

Deflection Bonus: +15.

Free Thrust Modifier: -1 Free Thrust.

Weight: One-quarter the base weight of the vessel (rounded down).

Price: 24,000 + one-half the base hull price of the vessel.

Hull Restrictions: Paramilitary and Military hulls only.

Signature Bonus: +3

Availability: 55

SELECT SHIELDS

Standard shields do not become standard equipment until power level 7, they maybe available at earlier power levels at Gamemasters discretion. At power level 6 basic shields are available.

When building a small craft or a vessel the designer has three choices on shields; none, basic, standard. Having no shields is easy, without shields all damage goes directly to the craft. Basic shield cost 1% of the base hull price, take up 1% of the spaces in the hull, and weigh next to nothing. The downside to basic shields is that they only have 5 points and have a regeneration of 1 point every 10 minutes. Standard shields are listed below.

All shields cover six facings corresponding to the six primary firing arcs (Forward, Right Front, Right Rear, Rear, Left Rear, and Left Front). The shield rating is applied to each of these facings. Shield regeneration is the amount of shield points restored each minute. These points maybe broken up and applied to multiple shield facings.

Shields can also be upgraded or downgraded. Upgrading to Paramilitary cost double, and to Military cost triple. A military vessel downgrading to paramilitary pays normal price. It goes down to civilian at 75% cost.

Table 8-11: Standard Shield Points

Hull Size	Base Points			Regeneration Rate		
	Civ	Para	Mil	Civ	Para	Mil
Diminutive	10	25	50	5	5	10
Tiny	25	50	100	5	5	10
Small	50	100	200	5	10	20
Medium	75	150	300	10	20	40
Large	100	200	400	10	20	40
Huge	125	250	500	15	30	60
Gargantuan	150	300	600	15	30	60
Colossal	175	350	700	20	40	80
Colossal II	200	400	800	20	40	80
Colossal III	225	450	900	25	50	100
Colossal IV	235	550	1100	30	60	110
Bases	+25%	+25%	+25%	+25%	+25%	+25%

Starjammer shields are determined by the hull size +10% to the base shield points. For example, a large Starjammer would have 220 base shield points.

Shields for bases are determined by the size of the base and applies the base multipliers.

Table 8-12: Standard Shields

Hull Size	Spaces (Base Hull)	Weight (Base Hull)	Price (Mcr)	Avail (Base Hull)
Diminutive	10%	1%	0.1	100%
Tiny	10%	1%	0.12	100%
Small	10%	1%	0.16	100%
Medium	10%	1%	0.2	100%
Large	10%	1%	0.4	100%
Huge	10%	1%	0.8	100%
Gargantuan	10%	1%	1.6	100%
Colossal	20%	5%	3.2	100%
Colossal II	30%	10%	6.4	100%
Colossal III	40%	15%	14.0	100%
Colossal IV	40%	15%	30.6	100%
Bases	50%	20%	200%	100%

Increasing Shield Points and Regeneration:

Additional shield points cost 2,000 credits each and take up 1 space per 10 points to a maximum of 200% (2 times) base shield points. The equipment used to increase the shield points weighs 100 pounds per point. Each group of 10 shield points has an Availability equal to the base Availability of the hull.

Increases to the regeneration rate cost 3,500 credits each point and take up 1 space per 2 regeneration points added to a maximum of 200% (2 times) base shield regeneration.

The equipment used to increase the shields regeneration ability weighs 100 pounds per point. Each group of 2 regeneration points has an Availability equal to the base Availability of the hull.

SELECT ENGINES AND POWER PLANT

A vessel's engine determines how fast the ship moves. The more efficient the engine, the faster it can move the ship—and the more expensive it is. In addition, certain low-tech engines burn fuel of some sort, increasing the operational cost. In space, fuel-burning engines rely on vector jets to adjust their course, using fuel only in short, controlled burns to increase momentum.

In vessels, the engines supply the power for all systems. For stations, which don't need engines, energy for the systems is produced by a power plant.

Installing an engine requires a successful Repair check (DC-30) after investing 120 hours in the process. A character without a mechanical tool shop takes a -4 penalty on the skill check, and a character cannot build an engine that has a technology level greater than their personal technology level.

When multiple engines are installed on a vessel the designer (Player) may decide the esthetics of the engines. For example, a battleship with 120 engines may have them mounted in 6 groups of 20. With each grouping in its own housing, making it appear the vessel has 6 large engines.

The various types of available engines are listed below.

Minimum Ship Size: The minimum size the vessel must be to have this type of engine. For each technology level the vessel is above the base technology level of the engine, reduce the Minimum Ship Size by one level. For example, normally a fusion torch engine could only be installed in a Medium or larger vessel, but at technology level 8 the engine has been reduced enough to fit in a small vessel.

Free Thrust Bonus: The bonus that the engine provides to the vessel's Free Thrust points.

Price: The engine's purchase price in credits.

Availability: This is the chance of finding the engine.

Spaces: This is the amount of space that an engine takes up in a vessel.

Weight: This is how much the engines weighs in pounds.

Maximum Load per Engine: This is the amount of force that is created by each engine, given in pounds of force.

Determine Free Thrust Value: To determine the vessel's Free Thrust rating, divide the engines maximum load by the vessel's weight. Base Free Thrust = ((Engine Max Load / Vessel's Weight) +5) + Engine Bonus.

POWER PLANT (TL5+)

Power plants are used to provide energy for the systems aboard a station. The size of the power plant needed is dependent on the size of the station.

Power plants require annual overhauls to be kept at top output. The overhaul costs 1,000 credits and takes 12 hours. If the power plant is not overhauled, there is a 5% + 5% chance per month without overhaul that the power plant will fail. To fix the power plant is a Repair (DC-25 +1 per missed month).

Minimum Station Size: Medium

Spaces: 30% -2% per TL above 6.

Weight: 100% -5% per TL above 6.

Price: 100cr per space.

THRUSTERS (TL 6)

Thrusters can propel a ship through a planetary atmosphere and land it safely on a planetary surface. Thrusters also serve as secondary engines when primary engines fail or shut down. Common types of thrusters include the scramjet, chemical rocket, repulsion thrust, or powered airfoil, although the exact form does not matter.

A ship with thrusters as its primary source of propulsion must refuel after every battle or every interplanetary mission. Thruster fuel has a purchase price of 1,500 credits.

This engine requires annual overhauls to be kept at top performance. The overhaul costs 1,000 credits and takes 12 hours per engine. If the engines are not overhauled, they suffer a -1 penalty to free thrust for each month without the overhaul down to a minimum of 1 free thrust.

Minimum Ship Size: Tiny, Fine for small craft.

Free Thrust Bonus: +0 Free Thrust.

Spaces: 10% of base hulls spaces + per engine spaces.

Weight: 5% of base hull + per engine weight.

Price: one-half the base hull price of the vessel plus the per engine cost.

Maximum Load per Engine: 450,000 pounds /45,000 pounds for small craft.

Table 8-13: Thruster per Engine

Vessel Size	Spaces / Engine	Weight / Engine	Price / Engine	Avail
Fine to Small	2	500	2,000	28
Medium to Gargantuan	5	1,000	4,000	28
Colossal	50	10,000	40,000	38
Colossal II	75	15,000	60,000	43
Colossal III	100	20,000	80,000	48
Colossal IV	150	30,000	120,000	53

FUSION TORCH (TL 7)

This engine consists of a fusion reactor with one wall of the magnetic bottle missing, directing the thrust in the form of superheated plasma. The fusion torch is intended for space-only applications; its exhaust stream would melt anything it landed on and incinerate everything within a few hundred yards of ground zero; it also expels a tremendous amount of radiation. Many ships fitted with fusion torch rockets use thrusters for atmospheric travel. Otherwise, they must remain permanently in space, relying on shuttlecraft to reach a planet's surface. The fusion torch uses hydrogen for fuel.

A ship using a fusion torch as its primary source of propulsion must refuel after every three battles or interplanetary trips. Fusion torch fuel has a purchase price of 1,000 credits.

This engine requires annual overhauls to be kept at top performance. The overhaul cost 1,000 credits and takes 12 hours per engine. If the engines are not overhauled, they suffer a -1 penalty to free thrust for each month without the overhaul down to a minimum of 1 free thrust.

Minimum Ship Size: Medium, Tiny for small craft.

Free Thrust Bonus: +1 Free Thrust.

Spaces: 10% of base hulls spaces + per engine spaces.

Weight: 5% of base hull + per engine weight.

Price: one-half the base hull price + per engine price.

Maximum Load per Engine: 540,000 pounds / 54,000 pounds for small craft.

Table 8-14: Fusion Torch per Engine

Vessel Size	Spaces / Engine	Weight / Engine	Price/ Engine	Avail
Tiny to Small	2	500	2,000	28
Medium to Gargantuan	5	1,000	4,000	28
Colossal	50	10,000	40,000	38
Colossal II	75	15,000	60,000	43
Colossal III	100	20,000	80,000	48
Colossal IV	125	30,000	100,000	53

ION ENGINE (TL 7)

The ion engine generates power to break down molecules of a fuel material to create ions, then expels them by means of a magnetic impeller. It does not provide as effective a mass-thrust ratio as the fusion torch, but it is more fuel efficient, and its exhaust is not nearly as dangerous. Ion engines do not function in any kind of atmosphere, so most ships with this kind of power plant also come equipped with thrusters.

A ship using an ion engine as its primary source of propulsion must refuel after every five battles or interplanetary trips. Ion engine fuel has a purchase price of 750 credits.

This engine requires annual overhauls to be kept at top performance. The overhaul cost 1,000 credits and takes 12 hours per engine. If the engines are not overhauled, they suffer a -1 penalty to Free Thrust for each month without the overhaul down to a minimum of 1 free thrust.

Minimum Ship Size: Medium, Tiny for small craft.

Free Thrust Bonus: +1 Free Thrust

Spaces: 10% of base hulls spaces + per engine spaces.

Weight: 5% of base hull + per engine weight.

Price: one-half the base hull price + per engine price.

Maximum Load per Engine: 630,000 pounds. / 63,000 pounds for small craft.

Table 8-15: Ion Engine per Engine

Vessel Size	Spaces / Engine	Weight / Engine	Price/ Engine	Avail
Tiny to Small	2	500	8,000	36
Medium to Gargantuan	5	1,000	16,000	36
Colossal	50	10,000	160,000	46
Colossal II	75	15,000	250,000	51
Colossal III	100	20,000	350,000	56
Colossal IV	150	25,000	475,000	61

PHOTON SAILS (TL 7)

Photon sails are immense but extremely fragile foil structures only a few molecules thick. Light pressure from a nearby star (or laser drive station, when available) provides motive force. The sails' free thrust rating drops to half if the ship is beyond the edge of a star system and drop to one-quarter if the only available light is starlight. The sails can be wrecked by minor damage, but every ship equipped with photon sails carries at least three spare sets. Unfortunately, it takes 12 hours to replace damaged sails, though deployment or stowage of the sails takes only 1 minute.

In combat, any weapon hit against a sail-driven vessel destroys the deployed photon sails and prevents the ship from moving until the sails are replaced. The sail-ship continues on its last course and retains its former speed until the sails are replaced. Accordingly, most sail-ships carry a secondary propulsion system (such as thrusters or an ion engine) for emergency maneuvering and sailing against the sun. Photon sails are completely useless in atmosphere—in fact, they're instantly destroyed by atmospheric entry—making a secondary propulsion system a virtual necessity for most sail-ships.

This engine requires an overhaul every two years to be kept at top performance. The overhaul cost 1,000 credits and takes 12 hours per engine. If the engines are not overhauled, they suffer a -1 penalty to Free Thrust for each month without the overhaul down to a minimum of 1 Free Thrust.

Minimum Ship Size: Gargantuan.

Free Thrust Bonus: None.

Spaces: 10% of base hulls spaces + per engine spaces.

Weight: 5% of base hull + per engine weight.

Price: one-quarter the base hull price + per engine price.

Maximum Load per Set of Sails: 450,000 pounds/ 45,000 for small craft.

Table 8-16: Photon Sails per Engine

Vessel Size	Spaces / Engine	Weight / Engine	Price / Engine	Avail
Tiny to Small	2	250	2,000	36
Medium to Gargantuan	5	500	4,000	36
Colossal	50	5,000	40,000	46
Colossal II	75	7,500	60,000	51
Colossal III	100	10,000	80,000	56
Colossal IV	125	13,000	110,000	61

STARJAMMER SAILS (Special)

Starjammer sails are an organic version of the photon sail. The Starjammer sails are very sensitive and can function at full performance even when only faint star light is present. Since the starjammer sails are living and regenerate no spare sails are needed. Starjammers instinctively adjust the sails when in combat. This allows the Jammer to maneuver. For reentry or atmospheric flight the sails fold back forming a ridged wing that provides lift for the

Starjammer. The Starjammer continues to operate normally in atmosphere. If a Starjammer is only using the Starjammer sails for propulsion the vessels signature is increased by +5.

This engine requires an overhaul every two years to be kept at top performance. The overhaul cost 1,000 credits and takes 12 hours per engine. If the engines are not overhauled, they suffer a -1 penalty to Free Thrust for each month without the overhaul.

Minimum Ship Size: Small, Diminutive for small craft.

Free Thrust Bonus: None.

Spaces: 10% of base hulls spaces + per engine spaces.

Weight: 5% of base hull + per engine weight.

Price: one-quarter the base hull price + per engine price.

Maximum Load per Set of Sails: 500,000 pounds / 50,000 pounds for small craft.

Table 8-17: Starjammer Sails per Engine

Vessel Size	Spaces / Engine	Weight / Engine	Price / Engine	Avail
Fine to Small	2	200	2,000	28
Medium to Gargantuan	5	400	4,000	28
Colossal	50	4,000	40,000	38
Colossal II	75	6,000	60,000	43
Colossal III	100	8,000	80,000	48
Colossal IV	150	12,000	100,000	53

INDUCTION ENGINE (TL 8)

Hands-down the best engine available at this or any previous Technology Level. The induction engine uses artificial gravity to provide incredible thrust and maneuverability. The induction engine requires no fuel and produces no exhaust; it is ideal for atmospheric, orbital, or deep space work.

This engine requires annual overhauls to be kept at top performance. The overhaul costs 1,000 credits and takes 12 hours per engine. If the engines are not overhauled, they suffer a -1 penalty to Free Thrust for each month without the overhaul down to a minimum of 1 Free Thrust.

Minimum Ship Size: Medium, Tiny for small craft.

Free Thrust Bonus: +2 Free Thrust.

Spaces: 10% of base hulls spaces + per engine spaces.

Weight: 5% of base hull + per engine weight.

Price: one-half the base hull price + per engine price.

Maximum Load per Engine: 720,000 pounds / 72,000 pounds for small craft.

Table 8-18: Induction Engine per Engine

Vessel Size	Spaces / Engine	Weight / Engine	Price / Engine	Avail
Fine to Small	2	500	8,300	31
Medium to Gargantuan	5	1,000	16,600	31
Colossal	50	10,000	166,000	41
Colossal II	75	15,000	250,000	46
Colossal III	100	20,000	350,000	51
Colossal IV	150	30,000	500,000	56

PARTICLE IMPULSE ENGINE (TL 8)

The particle impulse engine is the next evolutionary step of the technology level 7 ion engine. It uses magnetic fields to produce a constant stream of high-energy particles, as well as to provide vectored thrust. The major advancement of the particle impulse drive over the ion drive is that the particle impulse engine uses a negligible amount of fuel, which it also manufactures. The drive's

reaction is so efficient that the tiny amounts of matter present in interplanetary or interstellar space can be collected through weak magnetic fields and converted into a thrust medium. Better still; the particle impulse engine is capable of atmospheric entry. It causes some damage to any surface close to its exhaust ports, but nowhere near as much damage as the ion engines do.

This engine requires annual overhauls to be kept at top performance. The overhaul cost 1,000 credits and takes 12 hours per engine. If the engines are not overhauled, they suffer a -1 penalty to Free Thrust for each month without the overhaul down to a minimum of 1 Free Thrust.

Minimum Ship Size: Large.

Free Thrust Bonus: +2 Free Thrust.

Spaces: 10% of base hulls spaces + per engine value.

Weight: 5% of base hull + per engine weight.

Price: one-half the base hull price + the per engine price.

Maximum Load per Engine: 810,000 pounds. / 81,000 pounds for small craft.

Table 8-19: Particle Impulse Engine per Engine

Vessel Size	Spaces / Engine	Weight / Engine	Price / Engine	Avail
Small	2	500	2,000	31
Medium to Gargantuan	5	1,000	4,000	31
Colossal	50	10,000	40,000	41
Colossal II	75	15,000	60,000	46
Colossal III	100	20,000	80,000	51
Colossal IV	200	40,000	160,000	56

GRAVITIC REDIRECTOR (TL 9)

A refinement of the induction engine, the gravitic redirector creates a gravitic singularity—essentially, a sub-microscopic black hole—in the vicinity of the ship, producing a constant pull on the ship. By changing the location of the singularity relative to the ship, the pilot can change the direction of the ship's travel. The gravitic redirector is more powerful and more efficient than the induction engine, and at the height of the technology's heyday, virtually foolproof. A gravitic redirector does not operate within a planetary atmosphere, and most ships fitted with this kind of engine also have secondary engines or rely on shuttlecraft.

This engine requires annual overhauls to be kept at top performance. The overhaul costs 1,000 credits and takes 12 hours per engine. If the engines are not overhauled, they suffer a -1 penalty to Free Thrust for each month without the overhaul down to a minimum of 1 Free Thrust.

Minimum Ship Size: Huge.

Free Thrust Bonus: +3 Free Thrust

Spaces: 10% of base hulls spaces + per engine spaces.

Weight: 5% of base hull + per engine weight.

Price: one-half the base hull price + the per engine price.

Maximum Load per Engine: 900,000 pounds.

Table 8-20: Gravitic Redirector per Engine

Vessel Size	Spaces / Engine	Weight / Engine	Price / Engine	Avail
Large to Gargantuan	5	1,000	4,000	36
Colossal	50	10,000	40,000	46
Colossal II	75	15,000	60,000	51
Colossal III	100	20,000	80,000	56
Colossal IV	150	30,000	120,000	61

INERTIAL FLUX ENGINE (TL 9)

By precisely controlling the quantum energy level of every atom on the ship simultaneously, the inertial flux engine assumes the inertial states necessary to produce motion in any direction. In effect, by operating the controls, the pilot chooses from instant to instant what vector the ship's atoms will next possess, and the inertial flux engine alters them simultaneously—along with everything else aboard, including the crew and passengers.

This engine requires an overhaul every two years to be kept at top performance. The overhaul costs 1,000 credits and takes 12 hours per engine. If the engines are not overhauled, they suffer a -1 penalty to Free Thrust for each month without the overhaul down to a minimum of 1 Free Thrust.

Minimum Ship Size: Huge.

Free Thrust Bonus: +3 Free Thrust.

Spaces: 10% of base hulls spaces + per engine value.

Weight: 5% of base hull + per engine weight.

Price: one-half the base hull price + per engine price.

Maximum Load per Engine: 990,000 pounds.

Table 8-21: Inertial Flux per Engine

Vessel Size	Spaces / Engine	Weight / Engine	Price / Engine	Avail
Large to Gargantuan	5	400	16,600	46
Colossal	50	4,000	166,000	56
Colossal II	75	6,000	250,000	61
Colossal III	100	8,000	350,000	65
Colossal IV	125	10,000	500,000	65

SPATIAL COMPRESSOR (TL 30)

The most advanced engine available, the spatial compressor surrounds the ship in a field that “folds” or “wrinkles” the fabric of space in the direction the pilot wishes to travel. This results in a continuous series of micro-jumps in which the ship flickers into and out of reality, teleporting thousands of times every second.

Since the ship has no intrinsic velocity (it is stationary while it teleports), the spatial compressor can almost instantaneously stop or change direction and thrust vector without any maneuvering whatsoever. Due to this reduce the turn cost and turn delay of a

vessel equipped with a spatial compressor drive by 1 to a minimum turn cost of ¼ the vessels speed the minimum value for turn delay is 0.

However, the engine still needs to build up cyclic speed to increase the frequency of its micro jumps, so it accelerates normally. The spatial compressor requires a lot of power, but no fuel. It is safe for atmospheric flight.

This engine requires an overhaul every two years to be kept at top performance. The overhaul costs 1,000 credits and takes 12 hours per engine. If the engines are not overhauled, they suffer a -1 penalty to free thrust for each month without the overhaul down to a minimum of 1 Free Thrust.

Minimum Ship Size: Gargantuan.

Free Thrust Bonus: +4 Free Thrust.

Spaces: 10% of base hulls spaces + per engine spaces.

Weight: 5% of base hull + per engine weight.

Price: one-half the base hull price + per engine price.

Maximum Load per Engine: 1,080,000 pounds.

Table 8-22: Spatial Compressor per Engine

Vessel Size	Spaces / Engine	Weight / Engine	Price / Engine	Avail
Gargantuan	5	1,000	4,000	45
Colossal	50	10,000	40,000	55
Colossal II	75	15,000	60,000	60
Colossal III	100	20,000	80,000	65
Colossal IV	200	40,000	160,000	65

SYNCRATIC POWER SOURCE (PL SPECIAL)

Syncratic power sources are augments to a vessels engines and power plant that can operate in any realm that has at least one power level that is equal to or greater than the syncratic level.

Syncratic negative power sources require life force (constitution points) to be sacrificed each day in order to function, constitution point spent in this way regenerate 1/day.

Syncratic positive power sources do not require the sacrifice but are harder to find and more expensive.

Table 8-23: Syncratic Power Source

Power Source	Syncratic Level	Weight	Price	Availability
Syncratic +	Engine Power Level	½ Base Hull	Full Engine Price	50
Syncratic -	Engine Power Level	¼ Base Hull	75% Full Engine Price	45
Enhanced Syncratic +	½ Engine Power Level	½ Base Hull	150% Full Engine Price	60
Enhanced Syncratic -	½ Engine Power Level	¼ Base Hull	Full Engine Price	55

Table 8-24: Syncratic Negative Drain

Vessel Size	Constitution Drained
Large or less	2
Huge	3
Gargantuan	4
Colossal+	5

HYPERSPACE ENGINES

A vessel's hyperspace engine determines how fast it can travel between distant star systems. The more efficient the hyperspace engine, the faster it can move the ship—and the more expensive it is. Each set of hyperdrives includes a pilots station commonly

referred to as the hotseat. This is the station used to control the ship while making hyperspace journeys.

Installing a hyperspace engine requires a successful Repair check (DC-30) after investing 60 hours in the process. A character without an electrical and mechanical shop takes a -4 penalty on the skill check.

The various types of hyperspace engines are listed below.

Note: Starjammers increase the pilot bonus by 50%

Spaces: This value represents the amount of space that a Hyperdrive engines will take up on a vessel.

Weight: This value represents the amount that a hyperdrive engines weighs.

Pilot Bonus: This is the bonus the pilot gains for all hyperspace tests while in the hotseat.

Price: The cost of the Hyperspace Engines.

Availability (Avail): This score represents how easy or difficult it will be to obtain the item.

Multiple: This value is multiplied by the base travel time to determine the duration of a trip through hyperspace.

All hyperdrive engines have a minimum hull size of Medium, until technology level 10 when it goes down to small.

Standard Hyperdrive Engines

There are many models of hyperdrive engines but essentially, they all do the same thing. They open a hole into hyperspace and then catapult the ship into it.

Starjammers are slower more luxurious so they receive an additional x10 to all hyperspace travel times. For example, a Starjammer with a 7t primary and backup drives would have a primary jump of x10 travel time and the backup would have x35-45.

Table 8-25: Primary Vessel Hyperdrive Engines

Tech. Level	Spaces	Weight	Pilot Bonus	Purchase Price (Mcr)	Avail
6	10% of base hull	10% of Base Hull	+0	0.1 + ½ of base hull cost	26
7	10% of base hull	10% of Base Hull	+1	0.2 + ½ of base hull cost	36
8	10% of base hull	10% of Base Hull	+2	0.3 + ½ of base hull cost	46
9	10% of base hull	10% of Base Hull	+3	0.4 + ½ of base hull cost	56
10	10% of base hull	10% of Base Hull	+4	0.5 + ½ of base hull cost	65

Table 8-27: Navigation Chamber

PL	Min Size	Drain	Spaces	Wt.	Price (Mcr)	Avail
6	Large	5 + Size Modifier	1% of base hull Minimum of 20 spaces.	1% of base hull Minimum of 10,000 pounds.	0.5 + ¼ of Base Hull Price.	40
7	Medium	4 + Size Modifier	1% of base hull Minimum of 20 spaces.	1% of base hull Minimum of 10,000 pounds.	0.5 + ¼ of Base Hull Price.	42
8	Medium	3 + Size Modifier	1% of base hull Minimum of 20 spaces.	1% of base hull Minimum of 10,000 pounds.	0.5 + ¼ of Base Hull Price.	44
9	Small	2 + Size Modifier	1% of base hull Minimum of 20 spaces.	1% of base hull Minimum of 10,000 pounds.	0.5 + ¼ of Base Hull Price.	46
10	Tiny	1 + Size Modifier	1% of base hull Minimum of 20 spaces.	1% of base hull Minimum of 10,000 pounds.	0.5 + ¼ of Base Hull Price.	48

In addition, to the standard hyperspace engines found on vessels there are also backup hyperspace engines. These are much smaller and make the jumps at a much slower pace.

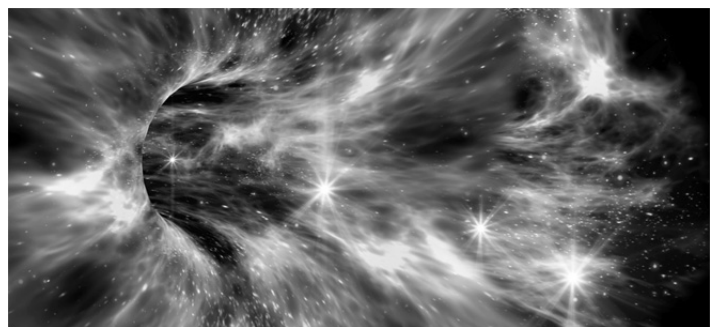


Table 8-26: Secondary Vessel Hyperdrive Engines

Tech Level	Spaces % of Primary Hyperdrive	Wt. % of Primary Hyperdrive	Pilot Bonus	Multiple	Price % of Primary Hyperdrive	Avail
6	10%	10%	-2	X40	10%	32
6	15%	15%	-1	X35	15%	34
6	20%	20%	+0	X30	20%	36
7	10%	10%	-1	X35	10%	34
7	15%	15%	+0	X30	15%	36
7	20%	20%	+1	X25	20%	38
8	10%	10%	+0	X30	10%	40
8	15%	15%	+1	X25	15%	42
8	20%	20%	+2	X20	20%	44
9	10%	10%	+1	X25	10%	46
9	15%	15%	+2	X20	15%	48
9	20%	20%	+3	X15	20%	50
10	10%	10%	+2	X20	10%	56
10	15%	15%	+3	X15	15%	58
10	20%	20%	+4	X10	20%	60

TRANS-DIMENSIONAL DRIVES

A trans-dimensional drive allows a vessel to travel between realms. All trans-dimensional drives are extremely large and complex.

Installing a trans-dimensional drive requires 2 successful Repair check (DC-30) after investing 120 hours in the process. A character without both an electronics and mechanical shop takes a -4 penalty on the skill check. The various types of trans-dimensional drives are listed below.

Navigation Chamber

Navigation chambers are used by the Navigator prestige class to open gateways to other realms. Each chamber will be based on a two (of four) power types: magic, divine, technology, or psionics. Additional chambers can be added to support additional power

types. For example, a large exploration vessel may have two navigation chambers one for each of the power types. Navigators use their own energies to open the gates, the larger the gate the more of a drain on the navigator.

In addition, a navigator can open the gate for more than one vessel. The size drain cost must be paid for each vessel that uses the gate.

Power Level: Represents what power level that the navigation chamber is available at.

Min Size: This is the smallest hull size that can accept a navigation chamber of that power level.

Drain: This value represents the amount of hit point (HP) / wounds(WP) that a navigator must spend to transport the ship to another dimension or realm.

Spaces: This value represents the amount of space that the given navigation chamber will take up on the vessel.

Table 8-29: Vessel Worm Drives

Tech. Level	Recharge Time	Min. Hull Size	Spaces	Wt	Price (MCr)	Avail
5	48 Hours	Colossal	20%	20%	0.1 + ½ of Hull price	40
6	40 Hours	Gigantic	20%	20%	0.1 + ½ of Hull price	42
7	32 Hours	Huge	20%	20%	0.1 + ½ of Hull price	44
8	24 Hours	Large	20%	20%	0.1 + ½ of Hull price	46
9	16 Hours	Medium	20%	20%	0.1 + ½ of Hull price	48
10	8 Hours	Small	20%	20%	0.1 + ½ of Hull price	50

Weight: This value represents the amount that the given navigation chamber weighs.

Availability (Avail): This value represents how difficult or easy it will be to acquire the given navigation chamber.

Price: This value is the amount of credits that the given navigation chamber will cost. MCr stands for Millions of Credits.

Table 8-28: Drain Ship Size Modifier

Vessel Size	Drain HP/WP
Tiny	1/0
Small	2/1
Medium	3/2
Large	4/2
Huge	5/3
Gigantic	6/3
Colossal	7/4
Colossal II	8/4
Colossal III+	9/5

Worm Drives

Worm drives are a technological method for getting between realms. It is not subtle; it rips a hole through the walls of the realms. The worm drive allows a pilot in the hotseat to navigate the inter-realm barriers.

Worm drives are so big that the vessel must be built around them similar to spinal weapons. Which means a ship cannot be retrofitted with a worm drive.

Technology Level: This value represents at what level of technology the worm drive will be available.

Recharge Time: This value represents the amount of time that a worm drive must wait before it can be used again.

Minimum Ship Size: This is the minimum size of a vessel that can have that technology level of a worm drive installed.

Spaces: This is the percentage of the spaces in a vessel that are taken up by the Worm Drive.

Weight: The amount that the Worm Drive weighs is based on a percentage of the weight of the base hull of the vessel.

Availability (Avail): This value represents how easy or difficult it will be to acquire the given worm drive.

Price: This is the amount of credits it will cost to purchase the worm drive. MCr stands for Millions of Credits.

Multi-Phased Worm Drives

Multi-phased worm drives are worm drives that are designed to work off multiple power bases. Multi-phased worm drives come in three categories Binary, Trinary and Quadruple. When the drives are installed, the respective power bases are selected; magic, divine, technology, or psionics.

Worm drives are so big that the vessel must be built around them similar to spinal weapons. Which means a ship cannot be retrofitted with a worm drive.

Power Level: This value represents at what power level is required to build the worm drive. This level must be met for all power bases supported by the drive.

Recharge Time: This value represents the amount of time that a worm drive must wait before it can be used again.

Minimum Ship Size: This is the minimum size of a vessel that can have that technology level of a worm drive installed.

Spaces: This value represents the amount of space that the worm drive will take up on a vessel.

Weight: This is the amount the worm drive weighs.

Availability (Avail): This value represents how easy or difficult it will be to acquire the given worm drive.

Price: This is the amount of credits it will cost to purchase the worm drive. MCr stands for Millions of Credits.

Table 8-30: Binary Vessel Worm Drives

PL	Recharge Time	Min. Ship Size	Spaces	Wt	Price (MCr)	Avail
5	48 Hours	Colossal	25%	25%	0.5 + ½ of Hull price	42
6	40 Hours	Gigantic	25%	25%	0.5 + ½ of Hull price	44
7	32 Hours	Huge	25%	25%	0.5 + ½ of Hull price	46
8	24 Hours	Large	25%	25%	0.5 + ½ of Hull price	48
9	16 Hours	Medium	25%	25%	0.5 + ½ of Hull price	50
10	8 Hours	Medium	25%	25%	0.5 + ½ of Hull price	52

Table 8-31: Trinary Vessel Worm Drives

PL	Recharge Time	Min. Ship Size	Spaces	Wt	Price (MCr)	Avail
5	48 Hours	Colossal	30%	30%	1.5 + ½ of Hull price	44
6	40 Hours	Gigantic	30%	30%	1.5 + ½ of Hull price	46
7	32 Hours	Huge	30%	30%	1.5 + ½ of Hull price	48
8	24 Hours	Large	30%	30%	1.5 + ½ of Hull price	50
9	16 Hours	Medium	30%	30%	1.5 + ½ of Hull price	52
10	8 Hours	Medium	30%	30%	1.5 + ½ of Hull price	54

Table 8-32: Quad Vessel Worm Drives

PL	Recharge Time	Min. Ship Size	Spaces	Wt	Price (Mcr)	Avail
5	48 Hours	Colossal	35%	35%	3.0 + ½ of Hull price	46
6	40 Hours	Gigantic	35%	35%	3.0 + ½ of Hull price	48
7	32 Hours	Huge	35%	35%	3.0 + ½ of Hull price	50
8	24 Hours	Large	35%	35%	3.0 + ½ of Hull price	52
9	16 Hours	Medium	35%	35%	3.0 + ½ of Hull price	54
10	8 Hours	Medium	35%	35%	3.0 + ½ of Hull price	56

SELECT SENSORS

A vessel would be lost in the blackness of outer space without a sophisticated sensor array enabling it to perceive its surroundings. Sensor arrays allow a vessel's crew to plot safe courses through unexplored star systems, avoid comets and electromagnetic storms, navigate asteroid belts, analyze planetary surface conditions, detect other vessels nearby, and analyze damage to the ship's outer hull. Without a functional sensor array, a ship and its crew are virtually paralyzed. A vessel may have multiple sets of sensor arrays installed but only one can be active at any given time.

There are two categories of sensor arrays small craft and vessel. Small Craft sensors are smaller than vessel sensor arrays and are limited to a 50 hex range. Vessel sensors have an effective range of 100 hexes. Anything beyond these ranges is just a unidentified blip on the scopes.

This section describes several standard sensor arrays. Each sensor array includes a list of functions; each function requires a move action and a successful Sensor Operations check.

To build a sensor system, a character must succeed at a Repair check with a difficulty class equal to the availability of the sensor after investing 120 hours in its assembly. A character without an electrical shop takes a -4 penalty on the skill check. The character must purchase parts equal to one-half the sensor system's purchase price. A character cannot build a vessel sensor that has greater than their personal technology level.

Installing a sensor system requires a successful Repair check (DC-30) after investing 30 hours. A character without an electrical tool kit takes a -4 penalty on the skill check.

Different types of sensor systems are detailed below.

Spaces: This is the amount of space that the vessel sensors will take up on the vessel.

Weight: This is the weight of the vessel sensors given in pounds.

Price: The price of the system in credits, unless indicated otherwise.

Availability: This score represents how easy or difficult it will be to obtain the item.

CLASS I SENSOR ARRAY (TL 6)

This array includes radar, hi-res video and infrared heat sensor units. As a move action, a Class I sensor array can perform either of the following functions with a successful Sensor Operations check (DC-25):

- Ascertain the location and size (tiny, small, and so on) of all visible ships on the battlefield.
- Identify and ascertain the location of all visible hazards on the battlefield (such as asteroids and mines).
- Analyze the chemical composition of a planet's atmosphere (the ship must be orbiting the planet).

Spaces: 10, 3 for small craft.

Weight: 2,000 pounds, 1,000 pounds for small craft

Price: 9,200 credits

Availability: 26

TARGETING SYSTEM (TL 6)

A computerized targeting system helps vessel gunners aim weapons and track enemy ships. A targeting system provides an equipment bonus on attack rolls depending on the ship's size: Fine to Huge +1, Gargantuan +2, Colossal +3, Colossal II +4, and Colossal III/IV +5.

Table 8-33: Targeting System Price

Vessel Size	Spaces	Weight	Price	Avail
Fine	1	250	4,000	36
Diminutive	1	500	15,000	36
Tiny	2	1,000	70,000	36
Small	4	1,500	150,000	41
Medium	32	4,000	350,000	41
Large	64	5,000	500,000	41
Huge	128	6,000	650,000	46
Gargantuan	256	7,000	810,000	46
Colossal	512	8,000	1.0 Mcr	46
Colossal II	1,024	9,000	1.2 Mcr	51
Colossal III	2,048	10,000	1.35 Mcr	51
Base, Colossal	3072	11,000	1.5 Mcr	51
Base, Colossal II	4096	12,000	1.65 Mcr	51
Base, Colossal III	5320	13,000	2.0 Mcr	51

CLASS II SENSOR ARRAY (TL 7)

This array incorporates hi-res video, infrared and electromagnetic sensors, and ladar detection units. (The ladar uses low-powered laser beams to locate targets.) As a move action, a Class II sensor array can perform any one of the following functions with a successful Sensor Operations check (DC-25):

- Ascertain the location, size (tiny, small and so on), and subtype (fighter, destroyer, and so on) of all visible ships on the battlefield.
- Identify and ascertain the location of all visible hazards on the battlefield (such as asteroids and mines).
- Identify all TL 7 or lower weapons on a specific ship (number and type of weapons present), including their organization into batteries (but not fire links).
- Ascertain the presence of any or all of the following systems on a specific ship: grapplers, magnetic field, and point-defense system.
- Identify a specific ship's armor type (TL 6 and TL 7 armor types only).
- Analyze the chemical composition of a planet's atmosphere (the ship must be orbiting the planet).

Spaces: 12, 3 for small craft

Weight: 2,500 pounds, 1,250 pounds for small craft

Price: 50,000 credits

Availability: 31

CLASS III SENSOR ARRAY (TL 7)

As the Class II sensor array, except that the ship also gains a +2 bonus on all initiative checks. This array is normally installed on ships built for combat.

Spaces: 14, 4 for small craft

Weight: 3,000 pounds, 1,500 for small craft

Price: 120,000 credits

Availability: 36

CLASS IV SENSOR ARRAY (TL 7)

This array includes hi-res video, electromagnetic sensors, multiband radar, spectroanalyzers, and mass detectors. (A mass detector locates objects via their gravitational signatures.)

As a move action, a Class IV sensor array can perform any one of the following functions with a successful Sensor Operations check (DC-25):

- Ascertain the location, size (tiny, small, and so on), subtype (fighter, destroyer, and so on), and mass of all visible ships on the battlefield.
- Identify and ascertain the location of all visible hazards on the battlefield (such as asteroids and mines).
- Identify all of the TL 7 or lower weapons on a specific ship (number and type of weapons present), including their organization as linked weapons and batteries.
- Ascertain the presence of any or all of the following systems on a specific ship: grapplers, magnetic field, particle field, point-defense system, tractor beam.
- Identify a specific ship's armor type (TL 6, or TL 7)
- Identify the type of engines a ship has.
- Determine the number of life forms aboard a specific ship.
- Analyze the chemical composition of a planet's atmosphere (the ship must be orbiting the planet).
- Analyze and chart the topography of a 1,000-hex-mile area on a planet's surface (the ship must be orbiting the planet).
- Determine a planet's prevailing meteorological conditions and weather patterns (the ship must be orbiting the planet).

Spaces: 32, 8 for small craft

Weight: 3,500 pounds, 1,750 pounds for small craft

Price: 300,000 credits

Availability: 36

CLASS V SENSOR ARRAY (TL 7)

As the Class IV sensor array, except that the ship also gains a +2 bonus on all initiative checks. This array is normally installed on ships built for combat.

Spaces: 36, 9 for small craft

Weight: 4,000 pounds, 2,000 pounds per small craft

Price: 700,000 credits

Availability: 41

TARGETING SYSTEM, IMPROVED (TL 7)

A vessel equipped with an improved targeting system gains an equipment bonus on attack rolls depending on the ship's size: Fine to Huge +3, Gargantuan +4, Colossal +5, Colossal II +6, and Colossal III +7. This system replaces the TL 7 targeting system. The purchase price of the improved targeting system depends on the size of the ship.

Table 8-34: Improved Targeting System Price

Vessel Size	Spaces	Weight	Price	Avail
Fine	1	500	8,000	45
Diminutive	2	550	33,000	46
Tiny	4	600	133,000	47
Small	8	650	333,000	48
Medium	32	1,400	700,000	49
Large	64	1,500	1.0 MCr	50
Huge	128	1,600	1.35 MCr	51
Gargantuan	256	1,700	1.65 MCr	52
Colossal	512	1,800	2.0 MCr	53
Colossal II	1,024	1,900	2.35 MCr	54
Colossal III	2,048	2,000	2.75 MCr	55
Base, Colossal	3,072	2,200	3.0 MCr	56
Base, Colossal II	4,096	2,400	3.35 MCr	57
Base, Colossal III	5,120	2,600	3.75 MCr	58

CLASS VI SENSOR ARRAY (TL 8)

This array includes hi-res video, electromagnetic sensors, spectroanalyzers, multiphase radar, and mass detectors.

As a move action, a Class VI sensor array can perform any one of the following functions with a successful Sensor Operations check (DC-25):

- Ascertain the location, size (tiny, small, and so on), subtype (fighter, destroyer, and so on), and mass of all ships on the battlefield.
- Identify and ascertain the location of all hazards on the battlefield (such as asteroids and mines).
- Determine a specific ship's TL 8 (and lower) design specs (engines, defensive systems, sensor systems, communication systems, and weapons, including linked weapons and batteries).
- Detect the presence and location of ships and mines using active cloaking screens (targets still gain the benefits of total concealment).
- Determine the number and type of life forms aboard a specific ship ("type" refers to the creature type).
- Analyze the chemical composition of a planet's atmosphere (the ship must be orbiting the planet).
- Determine the number and type of life forms within a 4,000-hex mile region on a planet's surface (the ship must be orbiting the planet, and "type" refers to the creature type).
- Analyze and chart the topography of a 4,000-hex-mile area on a planet's surface (the ship must be orbiting the planet).
- Determine a planet's prevailing meteorological conditions and weather patterns (the ship must be orbiting the planet).

Spaces: 40, 10 for small craft

Weight: 4,500 pounds, 2,250 pounds for small craft.

Price: 1.65 MCr

Availability: 41

CLASS VII SENSOR ARRAY (TL 8)

As the Class VI sensor array, except that the ship also gains a +2 bonus on all initiative checks. This array is normally installed on ships built for combat.

Spaces: 44, 11 for small craft

Weight: 5,000 pounds, 2,500 pounds for small craft

Price: 4 MCr.

Availability: 46

CRACKERJACK NEURAL LINK (TL 8)

This unit links the operator's brain directly to the vessel, making it feel less like a machine and more like an extension of the operator's body. While piloting the vessel, the operator gains a +2 bonus on initiative checks. In addition, if used on a small craft it allows the pilot to fire both guns and missiles in the same attack action. They must fire at the same target.

Spaces: 1

Weight: 1,000 pounds.

Price: 1 MCr

Availability: 25

WHISKER SYSTEM, BASIC (TL 8)

This system consists of a constellation of satellites that travel around the vessel increasing the sensitivity and range of the sensors. This version of the Whisker system grants a +2 bonus on Sensor Operations checks.

Spaces: 1

Weight: 1,000 pounds

Price: 250,000 credits

Availability: 25.

ACHILLES TARGETING SOFTWARE (TL 9)

Any vessel with a targeting system can have Achilles targeting software.

Achilles targeting software enables the ship to better train its weapons on an enemy's critical systems. Achilles targeting software increases the critical threat ranges of the ship's beam, projectile, and missile weapons by one. This effect stacks with other systems that expand a weapon's critical threat range, such as weapon batteries.

The purchase price of Achilles targeting software depends on the size of the ship.

Table 8-35: Achilles Targeting System Price

Vessel Size	Spaces	Weight	Price	Avail
Fine	1	500	8,000	55
Diminutive	3	600	33,000	56
Tiny	6	700	133,000	57
Small	12	800	333,000	58
Medium	48	1,800	700,000	59
Large	96	2,000	1 Mcr	60
Huge	192	2,200	1.35 Mcr	61
Gargantuan	384	2,400	1.65 Mcr	62
Colossal	768	2,600	2.0 Mcr	63
Colossal II	1,536	2,800	2.35 Mcr	64
Colossal III	3,072	3,000	2.75 Mcr	65
Base, Colossal	4,068	3,500	3.0 Mcr	65
Base, Colossal II	6,194	4,000	3.35 Mcr	65
Base, Colossal III	7,680	4,500	3.75 Mcr	65

CLASS VIII SENSOR ARRAY (TL 9)

This array is an amplified version of the Class VI sensor array.

As a move action, a Class VIII sensor array can perform any one of the following functions with a successful Sensor Operations check (DC-25):

- Ascertain the location, size (tiny, small, and so on), subtype (fighter, destroyer, and so on), and mass of all ships in the star system.
- Identify and ascertain the location and trajectories of all hazards in the star system (such as asteroids and mines).

- Determine a specific ship's design specs (engines, defensive systems, sensor systems, communication systems, and weapons, including linked weapons and batteries).
- Detect the presence and exact location of ships and mines equipped with cloaking screens, and negate the effects of stealth screens, displacers, and cloaking screens.
- Determine the number, type, and species of life forms aboard a specific ship ("type" refers to the creature type).
- Analyze the chemical composition of a planet's atmosphere (the ship must be in the same system as the planet).
- Determine the number, type, and species of life forms on a planet's surface (the ship must be orbiting the planet, and "type" refers to the creature type).
- Analyze and chart the topography of a planet's surface (the ship must be orbiting the planet).
- Determine a planet's prevailing meteorological conditions and weather patterns (the ship must be in the same system as the planet).

Spaces: 48, 12 for small craft

Weight: 5,500 pounds, 2,750 pounds for small craft.

Price: 9 MCr

Availability: 46

CLASS IX SENSOR ARRAY (TL 9)

As the Class VIII sensor array, except that the ship also gains a +2 bonus on all initiative checks. This array is normally installed on ships built for combat.

Spaces: 52, 13 for small craft

Weight: 6,000 pounds, 3,000 for small craft

Price: 22 MCr

Availability: 56

DELPHI SENSOR ARRAY (S+ 9 or S- 7 or TL 9)

This sensor array allows a vessel to detect the power levels of a realm prior to trans-dimensional jump.

Spaces: 100

Weight: 8,000 pounds

Price: 50 MCr

Availability: 56

TARGETING SYSTEM, ADVANCED (TL 9)

A vessel equipped with an advanced targeting system gains an equipment bonus on attack rolls depending on the ship's size: Fine to Huge +4, Gargantuan +5, Colossal +6, Colossal II +7, and Colossal III +8. This system replaces the TL 7 targeting system. The purchase price of the advanced targeting system depends on the size of the ship.

Table 8-36: Advanced Targeting System Price

Vessel Size	Spaces	Weight	Price	Avail
Fine	1	500	16,000	45
Diminutive	2	550	66,000	46
Tiny	4	600	266,000	47
Small	8	650	1 Mcr	48
Medium	32	1,400	1.5 Mcr	49
Large	64	1,500	2 Mcr	50
Huge	128	1,600	2.7 Mcr	51
Gargantuan	256	1,700	3.3 Mcr	52
Colossal	512	1,800	4.0 Mcr	53
Colossal II	1,024	1,900	4.7 Mcr	54
Colossal III	2,048	2,000	5.5 Mcr	55
Base, Colossal	3,072	2,200	6.0 Mcr	56
Base, Colossal II	4,096	2,400	6.7 Mcr	57
Base, Colossal III	5,120	2,600	7.5 Mcr	58

WHISKER SYSTEM, ADVANCED (TL 9)

This system consists of a constellation of nanite satellites that travel around the vessel increasing the sensitivity and range of the sensors. This version of the Whisker system grants a +4 bonus on Sensor Operations checks.

Spaces: 1

Weight: 500 pounds.

Price: 500,000 cr

Availability: 35

CLASS X SENSOR ARRAY (TL 10)

As the Class VIII sensor array, except that the ship also gains a +2 bonus on all initiative checks and up to three actions may be taken at one time. This array is normally installed on ships built for scouting and exploration.

Spaces: 60, 15 for small craft

Weight: 6,500 pounds, 3,250 pounds for small craft

Price: 50 MCr

Availability: 61

SELECT COMMUNICATIONS SYSTEMS

The ability to communicate with other ships and bases is vital to vessels. The more advanced a ship's communications capabilities, the better informed its crew is, and the better they can coordinate with other ships in the same fleet.

To build a communication system from scratch, a character must succeed at a Repair check with a difficulty equal to the availability of the comm system, after investing 100 hours. A character without an electrical tool kit takes a -4 penalty on the skill check. The character must purchase parts equal to one-half the system's purchase price. A character cannot build a communications system that has a greater technology level than their own.

Installing a communication system requires 2 successful Repair checks (DC-30) after investing 30 hours. A character without a mechanical or electrical shop takes a -4 penalty on the appropriate skill check. The following section describes various ship-to-ship communication systems.

Spaces: This value represents the amount of space that a communication system will take up on a vessel.

Weight: This value represents the amount that a communication system weighs.

Price: The cost of the communication system in credits.

Availability: This score represents how easy or difficult it will be to obtain the item.

Internal Comm Systems

Internal communication systems, though vital as ship-to-ship communications, are not covered in depth here. Obviously, the larger a ship's crew complement, the greater its need for internal communications. The crew must stay in contact to do their jobs properly. Smaller ships can often get by with headsets jacked into the ship's network, short-range two-way radios, or even just shouting to each other from nearby crew stations. Larger ships require a more sophisticated system.

A standard internal communication system allows two-way audio communication from any comm station to any other comm station on the same ship and comes standard on all vessels.

If more advanced or exotic means of communication are desired such as video screens use the table below to determine the price.

Table 8-37: Advanced Internal Comm System

Vessel Size	Spaces	Weight	Price	Avail
Tiny	1	100	275	26
Small	2	200	650	26
Medium	4	400	1,500	26
Large	8	800	3,500	26
Huge	16	1,600	9,000	26
Gargantuan	32	3,200	15,000	26
Colossal	64	6,400	30,000	26
Colossal II	128	12,800	45,000	26
Colossal III	256	25,600	60,000	26
Colossal IV	2,048	40,000	105,000	26

RADIO TRANSCEIVER (TL 6)

The radio transceiver can transmit on multiple frequencies in either LOS (line of sight) or omni directional mode, sending messages at the speed of light. Each radio transceiver can handle up to ten simultaneous two-way conversations.

Spaces: 1

Weight: 500 pound.

Price: 2,750 credits

Availability: 20

LASER TRANSCEIVER (TL 7)

This system uses a beam of coherent light to transmit messages. The laser is unidirectional; the signal cannot be intercepted or jammed unless it is beamed directly at a hostile ship or station. However, if the comm officer does not know exactly where the receiving station is, the laser transceiver is a waste of effort. This has some hidden drawbacks; a character cannot use the laser transceiver for a general distress call to all stations in the area, for example. A ship cannot receive laser communications unless it is equipped with the transceiver.

Lasers are limited to the speed of light (8 AU/hour), meaning it can take hours or days to get a response within a system, or even weeks to get a response at interstellar distances.

Spaces: 2

Weight: 1,000 pounds

Price: 5,000 credits

Availability: 21

MASS TRANSCEIVER (TL 7)

This device can transmit instantaneously to any point in the same star system, with no "lag" due to FTL limitations. However, its range is limited to about 1,000 AU, so the signal cannot cross-interstellar space.

Spaces: 4

Weight: 5,000 pounds

Price: 30,000 credits

Availability: 35

DRIVESAT COMM ARRAY (TL 8)

This massive comm array provides rapid interstellar communications. The array consists of a constellation of dozens of small transmitters that transmit and receive messages through space at faster-than light speeds, enabling communications with a range of 50 light-years.

The signals travel at a rate of 5 light-years per hour. Because of the need for steady signal, the ship must remain stationary to

transmit and receive messages. If the ship moves while its drivesat array is transmitting or receiving, the ship's communication officer must make a Sensor Operations check (DC-30) to avoid losing the signal.

Spaces: 10

Weight: 20,000 pounds

Price: 900,000 credits

Availability: 45

DRIVE TRANSCIEVER (TL 8)

The drive transceiver is the first interstellar comm system that is truly practical for small ships or second-rate colonies. It operates like the much larger TL 8 drivesat comm arrays, sending a signal up to 50 light-years distant. The signal travels at a rate of five light-years per hour. The target station must also be equipped with a drive transceiver.

Spaces: 5

Weight: 3,000 pounds

Price: 70,000 credits

Availability: 54

ANSIBLE (TL 9)

The ansible is a device that induces precise changes in the energy states of atomic nuclei, without regard to distance or time. In effect, it permits instantaneous interstellar communications—voice, video, or data transfer—to any other ship or station equipped with an ansible. Much like a radio, the receiving station has to be attentive to a particular “frequency,” so two ansible-equipped stations must have some prearranged communications protocols; an ansible cannot pick up any transmissions not intended for that specific frequency.

Spaces: 6

Weight: 5,000 pounds

Price: 300,000 credits

Availability: 60

DRIVESAT, TRANSDIMENSIONAL ARRAY (TL 10, ML 6)

This device operates just like a standard drivesat comm array but is able to send messages to other realms. It takes 48 hours for a message to travel between the realms. The system is able to function as both a standard drivesat comm array and the trans-dimensional array.

Spaces: 30

Weight: 40,000 pounds

Price: 600,000 credits

Availability: 65

SELECT COMPUTER

Vessels are full of extremely complex systems; to control all of these systems a computer is required. Vessel computers are designed to accept input for many different sources.

To build a computer, a character must succeed at a Repair check with a difficulty class equal to the availability of the computer, after investing 120 hours in its assembly. A character without an electronic shop takes a –4 penalty on the skill check. The character must also purchase parts for the computer at a cost of one-half computer's purchase price. A character cannot build a computer that has a greater technology level than their own.

Installing a computer requires a successful Repair check (DC-30) after investing 60 hours in the process. A character without an electronic tool kit takes a –4 penalty on the skill check.

Vessel computers have the following basic functions:

- 1) Set off bells, cause dials and lights to flash when any key systems on the ship are damaged or inoperable.
- 2) Handle business transactions. Commerce covers such areas as banking, stocks, market trends, bookkeeping, import, and export.
- 3) Coordinating all vessel communications. This includes such things as news services, entertainment, internal and external communications

The various types of computers are listed below.

Spaces: This value represents the amount of space that a computer system will take up on a vessel.

Weight: This value represents the amount that a computer system weighs.

Price: The cost (in credits) of the computer system.

Availability (Avail): This score represents how easily or difficult it will be to obtain the item.

Table 8-38: Vessel Main Computers

Tech Level	Spaces	Weight	Price	Avail
5	12	110	8,000	26
6	10	100	10,000	27
7	8	90	12,000	28
8	6	80	13,000	29
9	4	70	14,000	30
10	2	60	15,000	31

Technology Level 5: These computers have basic digital interfaces assisting with navigation, tracking life support and monitoring essential systems.

Technology Level 6: This technology level is the start of the dynamically interactive computers. All displays are flat touchscreens that can easily be customized to any readout to which the computer has access.

Technology Level 7: At this technology level the computer interfaces are a combination of artificial personalities and digital readouts. A majority of the functions of the computer are obfuscated and handled by the artificial personality.

Technology Level 8: At technology level 8 all of the computer interfaces are holographic 3 dimensional images. The controls and interfaces can be set to operate on different light spectrums or even temperatures. It becomes harder to distinguish the artificial personality from a living creature.

Technology Level 9: The artificial personality runs approximately 90% of the systems allowing the crew to concentrate on the more important task. All interfaces fully interactive, acting on all five senses, and able to fully interface with cybernetic technology.

Technology Level 10: At technology level 10 the artificial personality becomes a true intelligence. For example, it has hopes, dreams, and can show imagination. This allows it (her/him) to run the majority of systems on a vessel. The computer interfaces are nearly invisible at this point. They are small studs that on request produce holographic interfaces.

SELECT WEAPONS

Weapons Systems

In addition to the base cost of a weapon system, the number of firing arcs that the weapon is able to fire in must be purchased. The table below lists the firing arcs and the cost.

Table 8-39: Cost per firing Arc

Arcs	Cost Modifier
Single Arc	Cost
2 Arcs	1.5 times Cost
3 Arcs	2.0 times Cost
4 Arcs	3.0 times Cost
5 Arcs	4.0 times Cost
6 Arcs	5.0 times Cost

Below are the cost and availability of weapon options.

Table 8-40: Weapon Accessories

Item	Spaces	Weight	Price (Cr)	Avail
Boresight (Small Craft Only)	0	50	350	26
Concealed (Blow Through)	+10% of weapon	+10% of weapon	2x Weapon	30
Concealed (Retracting)	+20% of weapon	+20% of weapon	3x Weapon	35
Linked Weapons	+05% of each weapon	+05% of each weapon	20% Weapon	20

Boresight: The sights in the cockpit of the small craft are specially built to assist in targeting. This system uses very little electronics relying primarily on the pilot's ability to fire the weapon. This provides a +2 bonus to attack rolls if the target is within 0 hexes.

Concealment (Blow Through): This form of concealment involves disposable covers for the weapons. When the weapon(s) are fired the covers are destroyed. They can be replaced at 100cr per weapon. While the covers are in place detecting the weapons requires a Sensor Operations DC-30.

Concealment (Retracting): This is the more advanced form of concealment. In this case the weapons are stored within the hull

of the craft and extended when ready for combat. Detecting the weapons while retracted requires a Sensor Operations DC-35.

Linked Weapons: This system allows two weapons to be linked together so they are fired at the same time. Each link is between two weapons. When fired, attack rolls each weapon is rolled separately. Firing a linked weapon counts as a single attack action.

Vessel Weapons Tables

Power Level (PL): This is the level and type of powers required to create this item. It is signified by a number followed by a letter. The number is the level and the letter tells you what of power is required.

Table 8-41: Power Levels

#f	Faith
#m	Magic
#p	Psionics
#s-	Syncratic Science Negative
#s+	Syncratic Science Positive
#t	Technology

Penetration (Pen): This is the amount of deflection that the weapon negates on impact.

Range Increment (RNG): Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. Most vessel weapons have a maximum range of ten range increments. Some weapons maximum ranges may differ, if so this will be listed in the weapons description. All ranges are listed in hexes.

Rate of Fire (ROF): This is the rate at which the weapon can be fired shown as a ratio of the number of shots in how many rounds. For example a Technology Level 6 Laser Cannon can be fired once every two rounds.

Weight (WT): This is the weight of the weapon in pounds.

Spaces (SpC): This is the number of spaces that are taken up in a vessels hull by the weapon.

Min Size: Minimum ship size on which the weapon will function.

Price: This is the cost to purchase the weapon new in millions of credits (MCr).



Table 8-42: Vessel Weapons

Type	PL	DMG	Pen	RNG Inc.	ROF	Spc	WT	Min Size	Price (Mcr)	Avail
Ion Torpedo	7t	100	14	13	1:2	560	10,000	L	0.35	36
Ion Torpedo	8t	125	16	15	1:2	480	10,000	L	0.5	41
Ion Torpedo	9t	150	18	17	1:2	400	10,000	L	0.67	46
Laser Array	6t	3d10+16	4	2	1:1	68	3,000	S	0.1	26
Laser Array	7t	4d10+18	5	2	1:1	56	3,000	S	0.12	31
Laser Array	8t	5d10+20	6	2	1:1	44	3,000	S	0.13	36
Laser Array	9t	6d10+22	7	2	1:1	32	3,000	S	0.15	41
Laser Array	10t	7d10+24	8	2	1:1	20	3,000	S	0.17	46
Laser Cannon	6t	3d10+30	6	5	1:2	48	5,000	M	0.20	31
Laser Cannon	7t	4d10+30	7	5	1:3	56	5,000	M	0.23	36
Laser Cannon	8t	5d10+30	8	5	1:3	64	5,000	M	0.27	41
Laser Cannon	9t	6d10+30	9	5	1:3	72	5,000	M	0.30	46
Laser Cannon	10t	7d10+30	10	5	1:2	80	5,000	M	0.35	51
Missile Launcher	5t	By Missile	+5	8	1:2	80	8,000	S	0.07	26
Missile Launcher	6t	By Missile	+6	10	1:2	180	8,000	S	0.13	29
Missile Launcher	7t	By Missile	+7	12	1:2	160	8,000	S	0.20	32
Missile Launcher	8t	By Missile	+8	13	1:2	140	8,000	S	0.27	35
Missile Launcher	9t	By Missile	+9	15	1:2	120	8,000	S	0.35	38
Missile Launcher	10t	By Missile	+10	17	1:2	100	8,000	S	0.4	41
Plasma Cannon	6t	2d10+70	18	3	1:3	200	15,000	M	0.25	32
Plasma Cannon	7t	3d10+75	20	3	1:3	144	15,000	M	0.35	36
Plasma Cannon	8t	3d10+80	22	4	1:3	136	15,000	M	0.47	41
Plasma Cannon	9t	4d10+85	24	4	1:2	140	15,000	M	0.6	46
Plasma Cannon	10t	5d10+90	26	5	1:2	120	15,000	M	0.67	51
Rail Gun	5t	1d100+15	12	7	1:2	140	10,000	S	0.1	26
Rail Gun	6t	1d100+25	14	7	1:2	120	10,000	S	0.13	28
Rail Gun	7t	1d100+30	16	7	1:2	100	10,000	S	0.17	30
Rail Gun	8t	1d100+35	18	7	1:2	80	10,000	S	0.2	32
Rail Gun	9t	1d100+40	20	7	1:2	60	10,000	S	0.23	34
Rail Gun	10t	1d100+50	22	7	1:2	40	10,000	L	0.27	36
Spinal, Laser Cannon	8t	4d10+180	17	13	1:6	4,000	100,000	S	3.35	46
Spinal, Laser Cannon	9t	5d10+180	19	13	1:5	4,400	100,000	S	3.67	51
Spinal, Laser Cannon	10t	6d10+180	20	13	1:4	4,800	100,000	S	4.0	56
Spinal, Rail Gun	9t	1d100+162	27	17	1:5	4,800	200,000	S	2.67	41
Spinal, Rail Gun	10t	1d100+184	30	17	1:4	5,000	200,000	S	3.0	46
Spinal, Ion Torpedo	8t	350	26	27	1:5	8,000	200,000	M	6.67	46
Spinal, Ion Torpedo	10t	450	30	27	1:4	10,000	200,000	M	8.35	51
Spinal, Plasma Cannon	9t	4d10+270	32	7	1:6	4,000	300,000	S	3.35	46
Spinal, Plasma Cannon	10t	5d10+280	35	20	1:5	2,200	300,000	S	4.0	51
Stun Beam	9t	3d10+20	7	2	1:2	40	5,000	S	0.3	36



Table 8-43: Vessel Heavy Weapons

Type	PL	DMG	Pen	RNG Inc.	ROF	Spc	WT	Min Size	Price (Mcr)	Avail
Heavy Ion Torpedo	7t	200	28	13	1:2	2,240	30,000	C	1.1	46
Heavy Ion Torpedo	8t	250	32	15	1:2	1,920	30,000	C	1.5	51
Heavy Ion Torpedo	9t	300	36	17	1:2	1,600	30,000	C	2.0	56
Heavy Laser Cannon	7t	4d8+80	14	10	1:3	224	15,000	C	0.7	46
Heavy Laser Cannon	8t	4d10+80	16	10	1:3	256	15,000	C	0.8	51
Heavy Laser Cannon	9t	5d10+80	18	10	1:3	288	15,000	C	0.9	56
Heavy Laser Cannon	10t	6d10+80	20	10	1:2	320	15,000	C	1.1	61
Heavy Plasma Cannon	7t	3d10+130	40	6	1:3	576	45,000	C	1.1	46
Heavy Plasma Cannon	8t	3d10+170	44	8	1:3	544	45,000	C	1.4	51
Heavy Plasma Cannon	9t	4d10+180	48	8	1:2	560	45,000	C	1.8	56
Heavy Plasma Cannon	10t	5d10+190	52	10	1:2	480	45,000	C	2.0	61
Heavy Rail Gun	7t	1d100+50	32	10	1:2	400	30,000	C	0.5	40
Heavy Rail Gun	8t	1d100+60	36	10	1:2	320	30,000	C	0.6	42
Heavy Rail Gun	9t	1d100+70	40	10	1:2	240	30,000	C	0.7	44
Heavy Rail Gun	10t	1d100+80	44	10	1:2	160	30,000	C	0.8	46
Heavy Spinal, Laser Cannon	8t	4d10+260	29	15	1:6	16,000	300,000	C	10.1	56
Heavy Spinal, Laser Cannon	9t	5d10+260	32	15	1:5	17,600	300,000	C	11.0	61
Heavy Spinal, Laser Cannon	10t	6d10+260	35	15	1:4	19,200	300,000	C	12.0	66
Heavy Spinal, Rail Gun	9t	1d100+210	44	17	1:5	19,200	600,000	C	8.0	51
Heavy Spinal, Rail Gun	10t	1d100+245	50	17	1:4	20,000	600,000	C	9.0	56
Heavy Spinal, Ion Torpedo	8t	600	42	27	1:5	32,000	600,000	C	20.0	56
Heavy Spinal, Ion Torpedo	10t	800	50	27	1:4	40,000	600,000	C	25.1	61
Heavy Spinal, Plasma Cannon	9t	4d10+430	54	10	1:6	16,000	900,000	C	10.1	56
Heavy Spinal, Plasma Cannon	10t	5d10+435	60	15	1:5	8,800	900,000	C	12.0	61

Table 8-44: Grappling Systems

Type	PL	DMG	Pen	RNG Inc.	ROF	Spc	WT	Min Size	Price (Mcr)	Avail
Grapple Line	7t	n/a	0	Special	1:4	20	2,000	S	0.17	21
Tractor Beam	9t	n/a	0	Special	1:3	40	5,000	S	1.67	36

Table 8-45: Light Vessel Weapons

Type	PL	DMG	Pen	RNG Inc.	ROF	Spc	WT	Min Size	Price (Mcr)	Avail
Gun Pod	6t	---	---	---	---	---	+25%	F	+50%	+4
Light Laser Array	7t	2d12+TL	4	1	1:1	1	1,000	F	0.07	26
Light Plasma Cannon	7t	2d12+10+TL	10	1	1:2	2	1,000	F	0.17	31
Light Pulse Array	8t	3d12 (Burst)+TL	4	1	5:1	3	2,000	F	0.5	36
Light Rail Gun	6t	3d10 + TL	7	1	1:1	2	1,000	F	0.07	26
Missile Rail, Anti-Fighter	5t	By Missile	n/a	n/a	1:1	½	500	F	0.009	26
Missile Rail, Anti-Ship	5t	By Missile	n/a	n/a	1:1	1	500	F	0.018	26

Table 8-46: Fighter and Vessel Missiles

Type	PL	DMG	Pen	SPD	Max RNG	WT	Price (Cr)	Avail
Anti-Fighter Class Missiles								
High Explosive	5t	60 + TL	15	TL	75	500	3,500	26
Armor Piercing	7t	45 + TL	20	TL	75	500	15,000	36
Concussion	7t	35 + TL	5	TL	75	500	15,000	31
Incendiary	7t	40 + TL	10	TL	75	500	15,000	36
Anti-Ship Class Missiles								
Armor Piercing	7t	65 + TL	25	TL	100	1,000	35,000	36
High Explosive	7t	75 + TL	20	TL	100	1,000	7,000	26
Planetary Bombardment	7t	150 + TL	30	TL	100	2,000	70,000	41
Stun	8t	45 + TL	10	TL	100	1,000	20,000	31

Vessel Weapons Descriptions

Gun Pod: A gun pod can be mounted on a small craft in place of an anti-ship missile. Any light vessel weapon can be mounted in the pod.

Ion Torpedoes: Ion Torpedoes are a form of missile that is made out of charged particles. When these particles hit a target they release an extremely large amount of energy.

Laser Array: Laser arrays are simple; a group of small laser cannons assembled to fire in rapid succession at a target. Laser arrays are primarily used as defensive weapons on both civilian and military vessels.

Laser Cannon: This is the simplest form of beam weapon most commonly used on military vessels. It consists of a focused beam of white-hot light.

Missile Launcher: There are three types of missile launcher in Neverwhen; anti-vehicle, anti-fighter, and anti-ship. Anti-vehicle missile launchers include man portable missile launchers. Anti-fighter missiles are slightly larger than anti-vehicle missiles and are designed to be carried by aerospace fighters and other space worthy small craft. Anti-ship missiles are extremely large missiles designed for damaging vessels and other large installations. Vessel missile launchers come with a 20 round magazine.

Anti-Fighter Missiles: There are four primary types of anti-fighter missiles; High Explosive (HE), Armor Piercing (AP), Concussion (CN), and Incendiary (IN).

Anti-fighter missiles have a number of hull points equal their technology level and a signature of 33. Anti-fighter missiles have a speed of 10 with a turn delay/rate of 0, and will stay on the board a maximum of 5 turns.

High explosive missiles are simply a large explosive charge with an engine and a computerized brain attached. These missiles have a blast radius of 50 feet.

Armor piercing missiles have a smaller explosive charge than high explosive but have their nose cone reinforced to allow it to penetrate hardened armors. These missiles have a blast radius of 20 feet.

Concussion missiles are only usable in atmospheres. They are designed to incapacity living creatures that are caught in the blast radius. The concussion missile has a blast radius of 60 feet.

Incendiary missiles are basically larger versions of the Alchemist fire missile with a much larger blast radius and doing more damage. The incendiary missile has a blast radius of 60 feet and burns for 5 turns.

Anti-Ship Missiles: These weapons are designed to fire at starships not small craft. Firing at small craft inflicts a -4 penalty to hit. There are four primary types of anti-ship class missiles, high explosive (HE), armor piercing (AP), stun (SN), and planetary bombardment (PB). Anti-fighter missiles can be exchanged for anti-ship missiles on a one for one basis. For Example, a fighter

with 2 anti-ship and 4 anti-fighter missiles could be armed with 6 anti-fighter missiles.

Anti-ship missiles have a speed of 10 with a turn delay/rate of 0, and will stay on the board a maximum of 10 turns. Anti-ship missiles have a number of hull points equal to 2 times its technology level and a signature of 28.

High Explosive vessel class missiles are a larger version of the fighter high explosive missile. These missiles have a blast radius of 75 feet.

Armor Piercing vessel class missiles are the larger version of the fighter class armor-piercing missile. These missiles have a blast radius of 20 feet.

Stun Missiles are missiles that are designed to disable a vessel without doing any major damage. It is basically a missile with several short-ranged stun beams built into it. When the missile gets close enough to the target, the beams are fired.

Planetary Bombardment missiles are extremely large high explosive missiles designed for attacking stationary targets. If fired at anything that has even maneuvering free thrusters the missiles suffer a penalty of -20 to hit. Planetary bombardment missiles are usually a combination of high explosive and incendiary warheads. The planetary bombardment missile has a blast radius of 200 feet.

Plasma Cannon: Using a powerful electrical charge to convert a mix of chemicals into white-hot plasma, this weapon then accelerates the plasma mass toward the target with a simple rail gun. The result is a bolt of incandescent plasma that can explosively vaporize objects in its path.

Rail Guns: Rail guns use a series of electromagnets to propel projectiles down a magnetic track. The projectiles are kinetic-energy weapons with no explosive charge, but at close ranges, they can still be quite devastating. Vessel railguns come with a 100 round magazine, small craft with 20. Spare magazines for vessels take up 5 spaces and cost 10,000 credits. Spare magazines for small craft are 1 space and cost 2,500 credits.

Spinal Weapons: Spinal weapons are the versions of conventional weapons that are so large that the vessel is actually built around the weapon. Spinal weapons can only be aimed by pointing the entire vessel at the target. Spinal Railguns come with a 100 round magazine; a spare magazine takes up 500 spaces and cost 500,000 credits.

Stun Beam: This weapon is designed to incapacity a vessel instead of damaging it. If the damage from the stun beam exceeds the targets deflection and the target does not have shields, the target can take no actions for 1d2 rounds. If used against small craft the crew must make Fortitude check with a DC of the damage caused by the stun beam minus the deflection of the small craft or is disabled for 1d6 minutes.

The effects of the stun beams are cumulative. Vessels affected by the stun beam continue moving at their current speed until they are either able to take actions or run into something.

Light Vessel Weapons: Light vessel weapons are smaller versions of the vessel class weapons. They are placed on small craft such as fighters. They are also used on some civilian ships and stations. Damage from light vessel weapons increases as the technology level goes up; to simulate this add the technology level of the weapon to the damage it inflicts. Light Rail Guns come standard with a 30 round magazine.

Grappling Systems: The following devices are commonly found on vessels but do not fit under the headings of armor, engines, sensors, defensive systems, or weapons. All grappling systems have 360 degree firing arcs.

Installing one of these systems requires a successful Repair check (DC-30) after investing 30 hours. A character without a mechanical tool kit takes a -4 penalty on the skill check.

Grapple Lines: Grapple lines consist of two or more projectile lines fitted with magnetic grips or pads capable of latching onto a single target, usually another ship. Grapple lines can also be used to grab small or larger objects adrift in space. Each grapple line installed can only be fired at a single target until it has been reeled back in.

Using grapple lines against another ship or an unattended object is an attack action. Against another ship, this action provokes an attack of opportunity if the ship being grabbed has a point-defense system. To successfully grab the target, the vessel must first enter the target's hex; then the vessel's pilot must succeed at a Pilot check. The Pilot check's DC depends on the Signature of the target being grabbed. If the target is adrift or disabled the firing pilot receives a +10 bonus on the check. If the check succeeds, the vessel successfully latches onto the target. The two ships continue to occupy the same space until the grapple lines release their hold. The grappling ship cannot move as long as it wishes to remain latched and moves in concert with the grappled ship. Neither ship can attack the other, with vessel class weapons, as long as the grapple lines maintain their hold.

As a standard action, a grabbed vessel can free itself from a grabbing ship by succeeding at an opposed Pilot check. Each ship adds a special grapple bonus on its check based on its size: Huge +8, Gargantuan +12, Colossal +16, Colossal II +20, and Colossal III +24. A ship may only attempt to free itself once per round.

A vessel using grapple lines to latch onto another ship can release the hold and retract the grapple lines as a free action.

Tractor Beam Emitter: A tractor beam emitter projects a short-range gravitational "tether" that latches onto or immobilizes a single target, usually a ship or unattended object. The target must be in the same hex or in an adjacent hex.

Using a tractor beam against a vessel or an unattended object is an attack action. Against another ship, this action provokes an attack of opportunity if the ship being grabbed has a point-defense system.

To grab a target with its tractor beam, a vessel must succeed at an attack roll. If the attack succeeds, the smaller ship is immediately pulled toward the larger ship's space (if it is not in occupying the same hex already); if both ships are the same size, the target is pulled into the tractorship's hex. In any case, being pulled into another ship's hex by a tractor beam does not count against a ship's movement. If the tractorship is one or more size categories larger than the target, the target is effectively immobilized, and tractorship drags the target with it when it

moves. If the tractorship is the same size category as the target or smaller, both the tractorship and the target are effectively

As an attack action, a tractorship can free itself from the tractorship by succeeding at an opposed Pilot check. Each ship adds a special grapple bonus on its check based on its size: Huge +8, Gargantuan +12, Colossal +16, Colossal II +20 and Colossal III +24. A ship may only attempt to free itself from a tractor beam (or any other grappling device) once per round. A ship held by multiple tractor beams may attempt a single grapple check to escape all of the beams, but must beat the grapple check results of all opponents.

A vessel using a tractor beam to grab another ship can terminate the beam (thereby releasing its hold on the other ship) as a free action.

Only Huge, Gargantuan, Colossal, Colossal II, Colossal III, and ships can be equipped with a tractor beam emitter.

SELECT DEFENSIVE SYSTEMS AND EXTRAS

Armor does an admirable job of preventing damage to the superstructure of a vessel, but it is really only the last line of defense. Since the late Industrial Age, aircraft have been outfitted with an ever-increasing number of defensive systems designed to avoid or avert damage to a craft's hull—or to repair it before catastrophe occurs.

To install a defense system, a character must succeed at two Repair check (DC-30) after investing 120 hours in its assembly. A character without an electrical or mechanical shop takes a -4 penalty on the appropriate skill check. The character must purchase parts equal to one-half the system's purchase price. A character cannot build a vessel defense system that has a technology level higher than their own.

Power Level: This is the power level required to produce the item in question.

Spaces: This is the amount of space that the defensive system will take up in the vessel.

Weight: This is how much the defensive system weighs in pounds.

Price: The purchase price of the system.

Availability: This score represents how easy or difficult it will be to obtain the item.

STAR CHAMBER (PL6)

A star chamber allows a single person to use powers at vessel combat ranges. Any power with a power source of Faith, Magic or Psionics can be used. Powers with the keyword summoning, wall, or zone cannot be used. In addition, if the power conjures an object it may not be used. Any power used through the Star Chamber are used as a Full Round action. Powers that have effects that change the environment may be used but the effects only last for one turn. Vessels and all those aboard them are considered one target for spells. Also for the purpose of targeting spells vessels are considered to be creatures. For example, a finger of death spell could not be cast against the captain of a ship; it would have to target the vessel. Any spell that increases a vessel's armor class instead increases the vessel's signature rating.

Vessels and small craft are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, polymorph, sleep, stun, and any effect that requires a Fortitude

save (unless the effect also works on objects, or is harmless). Vessels and small craft are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

There are three levels of star chambers: Alpha, Gamma, and Omega. The level of the Star Chamber determines the level of powers that can be channeled through it: Alpha 1st-3rd, Gamma 1st-6th, Omega 1st-10th level and above.

The Star Chamber also provides a boost to the powers being used through it. Each power receives an attack bonus and penetration bonus as listed on the Star Chamber table.

The DC for saving throws is determined by adding the Penetration Bonus + 5 + Level of the spell + bonus for relevant ability. The actual saving throw is made by making a Pilot check; the result of the Pilot check is compared to the saving throw DC. If greater the vessel has successfully made its saving throw. For example, if a fighter was attacked with a fireball spell from an alpha chamber and the wizard had a +2 modifier from intelligence the saving throw DC would be 20.

All vessels have a spell resistance equal to their CR. For example, a fighter with a CR of 12 would have a spell resistance of 12.

Table 8-47: Star Chamber

Power Level	Level	Spaces	Wt	Price (Mcr)	Avail	Attack Bonus	Penetration Bonus
6	Alpha	2 + 1% Maximum Hull Spaces	4,000 + 1% of Hull	1.0	35	+10	+10
7	Gamma	3 + 1% Maximum Hull Spaces	6,000 + 1% of Hull	2.0	45	+15	+15
8	Omega	4 + 1% Maximum Hull Spaces	8,000 + 1% of Hull	3.0	55	+20	+20

Table 8-48: Star Chamber Spell Ranges

Touch	0 hexes
Close	5 hexes +1 hex per 2 caster levels
Medium	10 hexes + 1 per caster level
Long	15 hexes + 2 per caster level

AUTOPILOT SYSTEM (TL 6)

An autopilot system “kicks in” whenever the pilot is unable to fly the vessel. An autopilot system is not as good at avoiding attacks as a living pilot, but it is better than nothing. Larger vessels have more adaptive autopilot systems than smaller ships (although this increased sophistication does not outweigh the penalties associated with the ships’ larger sizes).

An autopilot system provides an equipment bonus to the vessel’s Signature depending on the ship’s size: Huge or smaller +1, Gargantuan +2, Colossal +4, Colossal II +6, and Colossal III +8. This bonus applies only when the autopilot system is engaged.

Table 8-49: Autopilot System

Vessel Size	Spaces	Weight	Price (Cr)	Avail
Fine to Small	3	500	45,000	30
Medium to Gargantuan	10	1,000	400,000	26
Colossal	100	10,000	800,000	35
Colossal II	150	15,000	1.6 MCr.	40
Colossal III	200	20,000	3.2 MCr.	45
Colossal IV	250	25,000	6.4 MCr.	50

DAMAGE CONTROL SYSTEM (TL 6)

A vessel equipped with a damage control system can perform damage control as a move action. With a successful Repair check (DC-25), the ship regains a number of hull points depending on its

type, as shown on Table 8-50: Damage Control Systems. Damage control cannot be performed if the ship has been reduced to negative hit points.

Table 8-50: Damage Control System

Ship Size	Hull Points Restored	Spaces	Weight	Price (Cr)	Avail
Tiny	1d10	3	1,000	400	32
Small	2d10	5	1,100	1,200	33
Medium	3d10	20	1,200	5,000	34
Large	4d10	40	1,300	7,000	35
Huge	5d10	80	1,400	120,000	36
Gargantuan	6d10	120	1,500	400,000	37
Colossal	7d10	2,400	16,000	9 MCr	38
Colossal II	8d10	4,800	17,000	18 MCr	39
Colossal III	9d10	9,600	18,000	35 MCr	40
Colossal IV	10d10	19,200	20,000	70 MCr	40

SENSOR JAMMER (TL 6)

A sensor jammer interferes with radar and enemy sensor scans. It also confounds missile guidance systems.

Sensor checks made against a ship with an active sensor jammer take a –5 penalty. In addition, the ship gains 10% miss chance against missile attacks. Compare the rating of the attacking vessels sensor array to the rating of the sensor jammer. If the sensor jammer has equal to or a greater value, the system functions correctly. If the attacker has a higher sensor class than the defender, the sensor jammer does not work.

Table 8-51: Sensor Jammer

Sensor Class	Vessel Spaces	Small Craft Spaces	Wt	Price (Cr)	Avail
Class III	10	2	500	125,000	39
Class IV	15	3	1000	250,000	40
Class V	20	4	1500	375,000	41
Class VI	25	5	2000	500,000	42
Class VII	30	6	2500	750,000	43
Class VIII	35	7	3000	1 MCr.	44
Class VIV	40	8	3500	1.2 MCr.	45



CHAFF LAUNCHER (TL 6)

Chaff consists of a cloud of millions of tiny metal strips, transmitters or particles. This detritus interferes with sensors and missiles. Deploying chaff—usually via a small bundle from the rear or underside of a vessel—is a free action. The chaff fills one hex with these strips or particles. Sensor scans directed at anything within the hex take a –10 penalty, and scanning something on the direct opposite side of the chaff field incurs a –5 penalty. Any missile that passes through the chaff field to reach its intended target suffers a 30% miss chance. Small Craft can carry 5 chaff bundles costing zero spaces, along with the launcher.

Table 8-52: Chaff Launcher

Vessel Size	Spaces	Wt	Price (Cr)	Avail	Ammo Space
Fine to Small	5	1,000	35,000 / launcher 80 / chaff bundle	35	20 chaff bundles / 1 space.
Medium to Gargantuan	20	2,000	70,000 / launcher 150 / chaff bundle	45	20 chaff bundles / 1 space.
Colossal	200	20,000	2,000,000 / launcher 1,500 / chaff bundle	55	10 chaff bundles / 1 space.
Colossal II	300	30,000	1,000,000 / launcher 2,500 / chaff bundle	60	5 chaff bundles / 1 space.
Colossal III	400	40,000	1,500,000 / launcher 3,500 / chaff bundle	65	3 chaff bundles / 1 space.

AEGIS DEFENSIVE SYSTEM (TL 7)

This defensive system allows a point defense system to target any incoming mines or missiles within 5 hexes of the vessel equipped with it. This system requires a Point Defense System be installed.

Table 8-53: Aegis Defense System

Vessel Size	Spaces	Weight	Price (Cr)	Avail
Tiny to Small	2	150	1 MCr.	35
Medium to Gargantuan	6	300	2 MCr.	38
Colossal	60	3,000	10 MCr.	41
Colossal II	90	4,500	15 MCr.	44
Colossal III	120	12,000	30 MCr.	47
Colossal IV	150	15,000	60 MCr.	50

AUTOPILOT SYSTEM, IMPROVED (TL 7)

An improved autopilot system provides a bonus to the vessel's signature depending on the ship's size: Huge or smaller+3, Gargantuan +4, Colossal +5, Colossal II +7 and Colossal III +9. This bonus applies only when the autopilot system is engaged. An improved autopilot system replaces the TL 6 autopilot system.

Table 8-54: Autopilot System, Improved

Vessel Size	Spaces	Weight	Price (Cr)	Avail
Fine to Small	4	600	210,000	34
Medium to Gargantuan	12	1,200	500,000	30
Colossal	120	12,000	750,000	39
Colossal II	180	18,000	1 MCr.	44
Colossal III	240	24,000	1.5 MCr.	49
Colossal IV	300	30,000	2.0 MCr.	55

DAMAGE CONTROL, IMPROVED (TL 7)

A vessel equipped with improved damage control regains an additional +1d10 points of damage each time damage control is performed successfully (see Damage Control System, above).

Price: 1,000 + the purchase price of a standard damage control system.

Spaces: +20% of basic damage control

Weight: +20% of basic damage control

Availability: Basic Damage Controls Availability +5

DECOY DRONE LAUNCHER (TL 7)

A decoy drone is a small, self-guided missile that mimics the electromagnetic and infrared signatures of the ship that launched it.

Deploying a decoy drone is a free action, and the drone occupies the same hex as the ship it imitates.

The decoy drone negates the bonus on attack rolls granted by an enemy ship's targeting system. Launching multiple decoy drones grants no cumulative effect.

A deployed and intact decoy drone can be recovered or captured with a successful grapple. It can also be targeted and destroyed. A decoy drone has a Signature of 30 and 10 hit points, and it rolls 1d20+4 on opposed grapple checks. Each launcher comes with a single drone. Each drone can generate it's signal for 5 turns.

Table 8-55: Decoy Drone Launcher

Vessel Size	Spaces	Weight	Price (Cr)	Avail	Ammo Space
Medium to Gargantuan	100	4,000	70,000 / launcher 3,000 / drone	45	10 drones / 1 space.
Colossal	1,000	40,000	700,000 / launcher 30,000 / drone	55	5 drones / 1 space
Colossal II	1,500	60,000	1,000,000 / launcher 45,000 / drone	60	3 drones / 1 space
Colossal III	2,000	80,000	1,500,000 / launcher 60,000 / drone	65	1 drone / 1 space
Colossal IV	2,500	100,000	2,000,000 / launcher 75,000 / drone	65	1 drone / 1 space

MAGNETIC FIELD (TL 7)

It uses vast amounts of power to surround the ship with potent lines of magnetic force. Missiles and weapons that deal ballistic

damage fired at a vessel with a magnetic field take a –4 penalty on attack rolls. A mine can be equipped with a magnetic field.

Spaces: 20 + 1% of the base spaces for the vessel.

Weight: 100 pounds per space

Price: 500,000 cr. for vessels, 25,000 for mines

Availability: 50

POINT-DEFENSE SYSTEM (TL 7)

A point-defense system serves two functions: It targets all incoming missiles, and allows a vessel to make attacks of opportunity against enemy ships passing through its threatened area. The point-defense system consists of batteries of automated weapons programmed to fire when either of these two conditions is met.

A point-defense system does not fire upon mines, cannot be controlled manually by the crew, and cannot be used to make normal attacks.

Destroy Missiles: A point-defense system has a 20% chance of destroying any incoming missile. A destroyed missile deals no damage to the ship. Each additional point defense system installed increases this chance by 2% to a maximum of 40%.

Make Opportunity Attacks: A vessel equipped with a point-defense system threatens the space it occupies as well as all adjacent hexes. When making an opportunity attack, the point-defense system rolls 1d20 and adds the ship's attack bonus on the roll. If the result equals or exceeds the enemy ship's signature, the point-defense weapons deal ballistic damage based on the ship's type, as shown in Table 8-56: Point-Defense Systems. Point-defense systems cannot score critical hits. The attack from the point-defense system has a penetration of 20.

Table 8-56: Point-Defense Systems

Hull Size	Damag e	Space s	Weigh t	Price (Cr)		Avail	
Tiny	1d10×2	2	2,000	2,000		29	
Small	2d10×2	4	2,500	4,000		31	
Medium	3d10×2	16	3,000	7,000		33	
Large	4d10×2	32	3,500	10,000		35	
Huge	5d10×2	64	4,000	12,000		37	
Gargantuan	6d10x2	128	4,500	22,000		39	
Colossal	7d10x2	2,560	50,000	320,000		41	
Colossal II	8d10x2	5,120	55,000	420,000		43	
	Colossal III		9d10x2	10,240	60,000	530,000	4
				0	0	0	5
	Colossal IV		12d10x2	75,000	75,000	1.5	4
				0	0	Mcr	5

RADIATION SHIELDING (TL 7)

Radiation shielding protects a ship's crew and passengers against the harmful radiation of neutron stars, solar flares, and other external causes. All personnel aboard the ship gain a +5 circumstance bonus on saves to resist the effects of radiation poisoning.

Spaces: 20, 5 for small craft

Weight: 500 pounds.

Price: 25,000 credits

Availability: 29

SELF-DESTRUCT SYSTEM (TL 7)

A self-destruct system ensures that a vessel cannot be captured, dissected for information, or used against its builders. Installing a vessel self-destruct system requires a Demolitions check (DC-30) instead of a Craft check and takes an amount of time as determined by the ship's type:

Table 8-57: Self Destruct System Installation times

Vessel Size	Time
Tiny	1 hour
Small	10 hours
Medium	30 hours
Large	60 hours
Huge	120 hours
Gargantuan	240 hours
Colossal	480 hours
Colossal II	960 hours
Colossal III	1,920 hours
Colossal IV	6,000 hours

If the Demolitions check fails by 10 or more, the system detonates, destroying the ship and possibly harming others nearby.

A self-destruct system can be programmed to activate only under specified conditions—usually the voice authorization of the ship's commander, and usually only after the crew has had sufficient time to evacuate.

The self-destruct system obliterates the vessel (killing all aboard) regardless of how many hull points it has remaining. A vessel destroyed by its own self-destruct system has no salvageable parts.

The vessel's self-destruction, triggers an explosion of shrapnel that deals collateral damage to all other ships in its hex; Gargantuan, and Colossal (I+) ships also deal collateral damage to ships in adjacent hexes. A successful Pilot (DC-30) reduces the damage by half. The table below shows the amount of collateral damage (and the system's price) based on the vessel's size. The penetration of this damage is 25.



Table 8-58: Vessel Self-Destruct Systems

Hull Size	Collateral Damage	Spaces	Weight	Price (Cr)	Avail
Fine	1d6x5	10% of hulls spaces	10% of hulls weight	200	30
Tiny	1d6×10	10% of hulls spaces	10% of hulls weight	400	42
Small	2d6×10	10% of hulls spaces	10% of hulls weight	2,200	43
Medium	3d6×10	10% of hulls spaces	10% of hulls weight	12,000	44
Large	4d6×10	10% of hulls spaces	10% of hulls weight	70,000	45
Huge	5d6×10	10% of hulls spaces	10% of hulls weight	400,000	46
Gargantuan	6d6x10	10% of hulls spaces	10% of hulls weight	500,000	47
Colossal	7d6x10	10% of hulls spaces	10% of hulls weight	1 MCr	48
Colossal II	8d6x10	10% of hulls spaces	10% of hulls weight	2 MCr	49
Colossal III	9d6x10	10% of hulls spaces	10% of hulls weight	4 MCr	50
Colossal IV	10d6x10	10% of hulls spaces	10% of hulls weight	5 MCr	50

STEALTH SCREEN (TL 7)

An improved version of the sensor jammer, the stealth screen is a sophisticated electromagnetic transceiver. It is capable of detecting incoming electromagnetic energy from radars, ladars, and other sensor devices. When it detects such energy, it responds by generating an electromagnetic interference pattern. In addition, it monitors the ship's own EM emissions and cloaks them in a similar manner. Finally, the stealth shield masks the ship's mass signature. Sensor checks made against a ship with an active stealth screen take a -10 penalty. The Stealth Screen is the technology level 7 replacement for the sensor jammer.

Additionally, a deployed mine has a 50% chance of not detecting the screened ship as it enters or leaves its detonation area.

Finally, all attacks on a vessel with an active stealth screen have a 15% chance of missing. A mine can be equipped with a stealth screen.

Table 8-59: Stealth Screen

Vessel Size	Spaces	Weight	Price (Cr)	Avail
Fine to Small	5	500	210,000	41
Medium to Gargantuan	10	1,000	500,000	41
Colossal	100	10,000	4.0 MCr.	51
Colossal II	150	15,000	8.0 MCr.	56
Colossal III	200	20,000	16.0 MCr.	61

SYNTHETIC CREW MEMBER (PL 7)

Synthetic crews are made up of automated systems that perform some of the task normally filled by organic crew members. These automations could be golems, robots, undead or any other form of automation that can be programmed with skills.

At PL 7 these synthetic crewmembers can only fill in for a service crew member. At PL 8 they can fill in for a security person. At PL 9+ they can fill any position. The cost of each synthetic crew member is based on the Power Level, the skill level, and the number of skills programmed. For stats use those of a medium generic robot.

The price is multiplied by the number of skills programmed into each synthetic crewmember. Up to three crew positions can be filled by one synthetic crew member. For example, if a vessel required 9 service crew they could be replaced by 3 synthetic crew members.

Table 8-60: Base Synthetic Crew Member

Level	PL	Spaces	Skill	Price (Cr)	Avail
Normal	7	2	+10	100,000	25
Skilled	8	2	+13	150,000	35
Expert	9	2	+16	200,000	45
Ace	10	2	+19	500,000	55

AEGIS DEFENSIVE SYSTEM, IMPROVED (TL 8)

This defensive system allows a point defense system to target any incoming mines or missiles within 7 hexes of the craft equipped with it. This system requires a Point Defense System be installed.

Table 8-61: Aegis Defense System, Improved

Vessel Size	Spaces	Weight	Price	Avail
Tiny to Small	2	150	1.5 MCr	35
Medium to Gargantuan	6	300	3.0 MCr	38
Colossal	60	3,000	15.0 MCr	41
Colossal II	90	4,500	22.0 MCr	44
Colossal III	120	12,000	45.0 MCr	47
Colossal IV	150	15,000	90.0 MCr	50

DAMAGE CONTROL, ADVANCED (TL 8)

A vessel equipped with advanced damage control regains an additional +2d10 points of damage each time damage control is performed successfully (see Damage Control System, above). Advanced damage control replaces (and does not stack with) improved damage control.

Spaces: +50% to basic damage control system.

Weight: +50% to basic damage control system.

Price: 8,000 + the price of a standard damage control system.

Availability: Availability of Basic Damage Control +10

LIGHT FORTIFICATION (TL 8)

The vessel's structural integrity is reinforced so that the ship can shake off attacks that would cripple it otherwise. Light fortification has a 25% chance of converting a critical hit into regular hits.

Spaces: 10 + 1% of the base hull spaces, 5 + 1% of the base hull spaces for small craft.

Weight: 500 pounds per space.

Price: 25 MCr.

Availability: 51

MINING DRONES (TL 8)

Mining drones are large spider like robots that are used to extract minerals and other valuable materials from asteroids, moons, and planets. Mining drones can move 4 tons (1 ton for small craft) of earth or rock in an hour. They are programmed to work quickly and efficiently.

Spaces: 5, 3

Weight: 500 pounds per space

Price: 500,000

Availability: 20

PARTICLE FIELD (TL 8)

Generators project a field of alpha particles (helium nuclei that have been stripped of their electrons) around the ship. The field absorbs energy damage; weapons that wholly or partly deal concussion, electricity, fire, or nonspecific energy damage (such as beam weapons) fired at the vessel. Take a –4 penalty on attack rolls. A mine can be equipped with a particle field.

Table 8-62: Particle Field

Vessel Size	Spaces	Weight	Price (Cr)	Avail
Fine to Small	5	1,000	150,000	32
Medium to Gargantuan	10	2,000	300,000	32
Colossal	100	20,000	3.0 MCr.	42
Colossal II	150	30,000	4.5 MCr.	47
Colossal III	200	40,000	12.0 MCr.	52
Colossal IV	250	50,000	25 MCr.	55

REPAIR DRONES (TL 8)

Repair drones are small spider like robots that rapidly deploy to damaged sections of a ship's outer hull. They are programmed to repair damage quickly and efficiently.

A ship with repair drones can perform damage control as a free action. A ship without a damage control system cannot be fitted with repair drones.

Table 8-63: Repair Drones

Vessel Size	Spaces	Weight	Price (Cr)	Avail
Fine to Small	5	2,750	200,000	33
Medium to Gargantuan	18	5,500	400,000	33
Colossal	180	20,000	1.0 MCr.	43
Colossal II	270	30,000	5.0 MCr.	48
Colossal III	360	40,000	10.0 MCr.	53
Colossal IV	450	50,000	20 MCr.	55

ROBOTIC FLIGHT CREW (TL 8)

Small craft can include robotic systems that, for example, allow the craft to be piloted by someone that does not have the piloting skill. The cost of these systems depends on the number of skills installed and the level of the skills. Robotic flight crews may only be used on small craft.

Under the skill column, the first number is used for unskilled operators, the second is the bonus given to someone with ranks in the skill. The following skills can be programed into the system: Astrogation, Navigation, Piloting, Repair, Sensor Operations, and Starship Gunnery.

The price is paid for each skill in the system. For example, a skilled system with Astrogation, Piloting, and Starship Gunnery would cost 450,000 credits.

Table 8-64: Robotic Flight Crew

Level	Skill	Spaces	Wt.	Price (Cr)	Avail
Normal	+10/+4	1	50	200,000	25
Skilled	+13/+5	1	70	300,000	35
Expert	+16/+6	2	90	400,000	45
Ace	+19/+7	2	110	1,000,000	55

AEGIS DEFENSIVE SYSTEM, ADVANCED (TL 9)

This defensive system allows a point defense system to target any incoming mines or missiles within 10 hexes of the craft equipped with it. This system requires a point-defense system be installed.

Table 8-65: Aegis Defense System, Improved

Vessel Size	Spaces	Weight	Price	Avail
Tiny to Small	2	150	3.0 MCr.	35
Medium to Gargantuan	6	300	6.0 MCr.	38
Colossal	60	3,000	30.0 MCr.	41
Colossal II	90	4,500	45.0 MCr.	44
Colossal III	120	12,000	90.0 MCr.	47
Colossal IV	150	15,000	180.0 MCr.	50

CLOAKING SCREEN (TL 9)

An improvement of the technology level 8 stealth screens, the cloaking screen warps light and energy around the ship's hull, rendering the ship invisible to visual and electronic sensors. Weapons may not be used while the vessel is cloaked.

A cloaked ship is totally concealed essentially invisible. Every attack on the vessel has a 50% chance of missing.

Additionally, a deployed mine cannot detect a cloaked ship and does not detonate when the ship enters or leaves its detection area. The ship's pilot must make a Pilot check (DC-5, +5 per additional mine) to avoid a collision with the mine if the vessel enters the mine's hex; on a failed check, the mine detonates.

A cloaking screen cannot be used in conjunction with chaff, since the chaff cloud would give away the ship's position. It also cannot operate simultaneously with any sort of field (including magnetic fields and particle fields), as the field gives away the ship's position. A mine can be equipped with a cloaking screen. The cloaking screen replaces the stealth screen and the sensor jammer.

Table 8-66: Cloaking Screen

Vessel Size	Spaces	Weight	Price	Avail
Tiny to Small	10	5,000	750,000	34
Medium to Gargantuan	100	10,000	1.5 MCr.	34
Colossal	1,000	20,000	15 MCr.	42
Colossal II	1,500	30,000	25 MCr.	47
Colossal III	2,000	40,000	35 MCr.	52
Colossal IV	2,500	50,000	50 MCr.	55

DISPLACER (TL 9)

Using the same technology that will someday drive the TL 10 spatial compression engine, the displacer "shifts" the ship a few hundred yards several times a second in a random series of short-range teleportations.

All enemy attacks against the displacing ship have a 30% miss chance.

Table 8-67: Displacer				
Vessel Size	Spaces	Weight	Price	Avail
Fine to Small	20	2,500	1.5 MCr.	50
Medium to Gargantuan	200	5,000	3 MCr.	50
Colossal	1,000	20,000	30 MCr.	55
Colossal II	1,500	30,000	50 MCr.	60
Colossal III	2,000	40,000	35 MCr.	65
Colossal IV	2,500	60,000	100 MCr.	65

MEDIUM FORTIFICATION (TL 9)

As light fortification, except that the medium fortification system has a 50% chance of converting a critical hit into regular hits.

Spaces: 15 + 5% of the base hull spaces, 5 + 5% of the base hull spaces for small craft

Weight: 500 pounds per space.

Price: 35 MCr.

Availability: 50

NANITE REPAIR ARRAY (TL 9)

The final refinement of damage control systems, the nanite repair array consists of numerous nodules filled with nanites (microscopic robots) scattered throughout the ship. The nanite repair array can repair a ship with negative hit points; however, not even nanites can repair a destroyed ship.

Table 8-68: Nanite Repair Array				
Vessel Size	Spaces	Weight	Price	Avail
Fine to Small	10	5,000	1 MCr.	31
Medium to Gargantuan	50	10,000	2 MCr.	31
Colossal	500	100,000	5 MCr.	42
Colossal II	750	150,000	15 MCr.	47
Colossal III	1,000	200,000	30 MCr.	52
Colossal IV	1,250	250,000	50 MCr.	55

HEAVY FORTIFICATION (TL 10)

As light fortification, except that the heavy fortification system has a 75% chance of converting a critical hit into regular hits.

Spaces: 20 + 10% of the base hull spaces, 10 + 10% of the base hull spaces for small craft.

Weight: 500 pounds per space.

Price: 50 MCr.

Availability: 65

NANITE REPAIR ARRAY, ADVANCED (TL 10)

This is an improvement in the Nanite Repair Array. The Advanced Nanite Repair Array changes the point at which a vessel is considered destroyed in addition the vessel can be repaired by damage control as long as the vessel is not destroyed. A vessel with the Advanced Nanite Repair Array installed is not considered destroyed until it is either at a negative hull point value equal to 50% of the vessel's original hull points or if the vessel takes two critical hits after it has been taken to negative hull points. The Terradyn Navy uses this system when upgrading its vessels, at a rate of 5 minutes per space (Minimum of 48 hours). This method of upgrading can even install a worm drive.

Table 8-69: Nanite Repair Array, Advanced				
Vessel Size	Spaces	Weight	Price	Avail
Fine to Small	15	7,5000	2 MCr.	60
Medium to Gargantuan	75	15,000	4 MCr.	60
Colossal	750	150,000	10 MCr.	62
Colossal II	1,125	225,000	30 MCr.	64
Colossal III	1,500	300,000	60 MCr.	65
Colossal IV	2,000	400,000	100 MCr.	65



Table 8-70: Vessel General Compartments

Item	Spaces	Weight	Price (Cr)	Avail
Armory	1 per 10 troops	1,000 / space	500 / space	36
Brig	4	8,000	5,000	36
Cargo Space	1	500 / space	100 / space	20
Crew Quarters – Single Bunk	1	4,000	350	20
Crew Quarters – Double Bunk	2	6,000	700	20
Crew Quarters – Quad Bunk	3	8,000	1,000	20
Crew Quarters – Octal Bunk	4	10,000	1,500	20
Cryo Chamber	1	2,500	800	31
Docking Ring	10% of the spaces in largest vehicle to be docked + 2 spaces per docking point.	+1,000 / port	3,500 / space	26
Electronics Shop, Basic	2	2,000	1,500	26 + TL
Electronics Shop, Full	10	10,000	3,500	31 + TL
Escape Pod	2	6,000	350	26
External Cargo Pods	10% of external spaces	500 / space	100 / space	35
External Small Craft Bay, Full	½ max spaces of craft to use bay.	100 / space	800 / space	31
External Small Craft Bay, Partial	¼ max spaces of craft to use bay.	100 / space	500 / space	31
Laboratory, Basic	2	5,000	8,000	26 + TL
Laboratory, Full	15	10,000	15,000	31 + TL
Launch Rails	1/50 th of the max space of craft to be launched.	500 / space	500 / space	26
Machine Shop, Basic	3	15,000	3,500	26 + TL
Machine Shop, Full	30	40,000	7,000	31 + TL
Recreation Area	2 per crew supported	300 / space	200 / space	20
Repair Shop	150	100,000	100,000	31 + TL
Ship's Locker	1 per 10 crew members	500 / space	200 / space	26
Sick Bay, Basic	3	5,000	8,000	26 + TL
Sick Bay, Full	15	10,000	15,000	31 + TL
Small Craft Bay, Basic	Max Spaces of craft to be in bay + 20%	100 / space	350 / space	26
Small Craft Bay, Spacious	Max Spaces of craft to be in bay + 40%	100 / space	700 / space	26
Small Craft Cockpit, Copilot	2	1,000	1,000	20
Small Craft Cockpit, Passenger	2	1,000	1,200	20
Small Craft Cockpit, Pilot	2	1,000	1,000	20
Stateroom	2	2,000	1,500	26
Vehicle Bay, Basic	20	4,000 + Vehicle	20,000	26
Vehicle Bay, Spacious	40	10,000 + Vehicle	50,000	28

INSTALL GENERAL COMPARTMENTS

Armory: A vessel that carries troops requires an armory; other vessels may choose to have an armory. Armories are fortified rooms specially designed to hold explosives and weapons.

Brig: This is a cell set aside to hold prisoners; a single brig will hold 4 prisoners.

Cargo Space: This is dedicated space for hauling freight; it is normally listed in tons of capacity. Each space dedicated to cargo can hold 500 pounds.

Crew Quarters – Single Bunk, Double Bunk, Quad Bunk, and Octal Bunk: These are the standard bunk rooms for the crew of a vessel. Crew quarters come in four sizes: Single (1 occupant), Double (2 occupants), Quad (4 occupants), and Octal (8 occupants).

Cryo Chamber: Cryo chambers are used to freeze people for transport. It is one of the cheapest ways to travel, but it is also

dangerous. When “Thawed Out” there is a chance of death due to the shock the body takes. The ship’s doctor makes a Healing Check DC-20 + the number of weeks the person has been in cryo. If the check fails, the patient immediately drops to 0 wounds and starts making death saves. The ship’s doctor can make a Healing check to stabilize the patient.

Docking Ring: This is an external location for craft to dock to a vessel. Docking rings are rudimentary docking facilities and do not allow for repairs. The number of small craft that can be attached to a docking ring is based on the size of the vessel. The size of docking vessel cannot exceed the size of the parent vessel.

Table 8-71: Docking Ring

Size	Number of Craft
Medium	4
Large	6
Huge	8
Gargantuan	10
Colossal	12
Colossal II	14
Colossal III	16
Colossal IV	20
Starjammer, Medium	4
Starjammer, Large	6

Electronics Shop, Basic: This is a rudimentary electronics shop; it is required to make repairs on a vessel.

Electronics Shop, Full: This is a full service electronics repair shop that imparts a +2 bonus on repair checks.

Escape Pod: Each escape pod will hold 10 people. Escape pods are small craft that automatically go toward the nearest inhabitable planet when launched. There is no way for anyone aboard the pod to change the course. When launched, the pod is hurled a couple of hundred yards away from the ship. At this point the pod will ignite its engines and proceed on its course. The escape pod will accelerate by 6 thrust every turn until it reaches the half-way point to the planet. It will then rotate and begin deceleration. After launching and for the next 30 days the escape pod will broadcast a homing beacon to assist in rescue. An escape pod has 10 deflection, 100 hull points, and a signature of 20. By Terradyn Confederation law all vessels over the size of large are required to carry shuttles and escape pods to allow the crew and passengers to escape in the case of an emergency. Most reputable commercial vessels carry enough escape pods to allow the crew, passengers and an additional 5% margin to escape. Space is rather cramped within an escape pod all passengers are expected to stay in their seats during the flight.

External Cargo Pods: A vessel can carry up to 50% of its maximum spaces in external cargo pods. Vessels with external cargo pods attached cannot enter atmosphere without losing control and taking damage.

External Small Craft Bay, Full: The small craft is docked in an external bay that requires an EVA suit to enter. Due to the confined spaces and the hazards environment, it causes a -4 penalty on all attempts to repair small craft in the bay.

External Small Craft Bay, Partial: The small craft is docked in an external bay in which at least half of the small craft is exposed to vacuum. This makes it very difficult to do repairs on any craft docked in the bay, causing a -6 penalty on all repair checks for the small craft.

Laboratory, Basic: This is a rudimentary research facility. These facilities are normally dedicated to a specific field of study.

Laboratory, Full: This is a deluxe research facility. A full lab can impart a +2 on a single area of study or +1 on three areas of study determined when the laboratory is built. For example, botany, exobiology, exobotany, metallurgy etc...

Launch Rails: A vessel can launch one small craft per launch rail. Launching from a small craft bay without launch rails takes 30 seconds (5 rounds). Launch rails guide the small craft out of the bay at accelerated speeds. A small craft readied on a launch rail, can be launched as a move action by the small craft's pilot. Combat vessels that carry fighters will have multiple sets of launch rails installed.

Machine Shop, Basic: This is a rudimentary machine shop. It is required to make repairs on a vessel.

Machine Shop, Full: This is a more advanced version of the basic machine shop. It provides a +2 bonus to repair checks.

Recreation Area: It is suggested that a vessel that will be away from port for long periods should have a recreation area for the crew. Most designers include enough recreation space so that 20% of the vessel's crew can be enjoying the area at any one time.

Repair Shop: This compartment allows a vessel to make final repairs in flight. Electronic and Machine Shops are required.

Ship's Locker: Most vessels carry ship's lockers. These are a secure location where the crew can find emergency equipment such as EVA suits, hull patches, and such. In addition the ship's locker acts as a rudimentary armory (contains basic pistols and shotguns) on vessels that do not carry troops.

Ship's Locker

The ship's locker is designed to provide useful mundane gear and equipment to the crew of a vessel. For example, first aid kits or EVA suit patches. It is not an endless supply of equipment. If the party requests something unreasonable from the ship's locker the Gamemaster should sternly refuse.

Sick Bay, Basic: A basic sickbay allows the treatment of injured or sick crew members and passengers. The basic sickbay is little more than a dedicated space with an emergency treatment kit.

Sick Bay, Full: This is a large spacious dedicated medical facility. It has space for 8 patients and normally has a dedicated medical officer. If more patient space is required additional compartments should be purchased.

Small Craft Bay, Basic: A basic small craft bay is little more than an airlock that is large enough for a small craft to enter the vessel. A basic small craft bay allows the repair of small craft, but with a -2 penalty due to the confined space.

Small Craft Bay, Spacious: The spacious small craft bay is a large chamber used to house and maintain small craft.

Small Craft Cockpit, Copilot: This extra cockpit provides a comfortable station inside the small craft for a copilot. A copilot has the ability to fire the small craft's ranged weapons, perform active scans using the small craft's sensor systems, or aid the pilot's attacks and skill checks (using the aid another action). A copilot grants the small craft one additional attack in a round. The small craft operator or copilot can transfer weapon control as a free action.

As a move action, the small craft's operator can lock out one or more copilot cockpits, shutting off the cameras, locking the hatches, and so on.

It takes a successful Computer check (DC-25 if the operator is disabled, 35 if the operator is still active) to switch overall control of the small craft to a copilot cockpit.

Small Craft Cockpit, Passenger: This extra cockpit merely provides a comfortable place inside the small craft for a passenger to sit. The passenger can't do anything other than observe the surroundings (seeing exactly what the small craft's operator sees), communicate privately with the operator and

publicly over open frequencies, and leave the cockpit as a full-round action. As a move action, the operator can prevent any of the above by shutting off the cameras, locking the hatch, and so on.

Small Craft Cockpit, Pilot: This cockpit provides a comfortable station inside the small craft for a pilot.

Stateroom: Staterooms are luxuries (Compared to the crews' quarters). These quarters are normally reserved for important passengers and command rank officers.

Note: In order for a vessel to make repairs it must have one electronics shop and one machine shop per 100,000 total spaces. This is not required of small craft. If a vessel has a mix of basic and full shops only use the bonus from the majority of shops for the bonus. IE if more than 1/2 of the shops are full shops the vessel gains the +2 bonus to repairs.

FINAL CALCULATIONS

Table 8-72: Turn Cost/ Turn Delay

Hull Size	Base Turn Cost	Base Turn Delay
Fine	1/4 X Speed	0 X Speed
Diminutive	1/4 X Speed	0 X Speed
Tiny	1/2 X Speed	0 X Speed
Small	1/2 X Speed	1 X Speed
Medium	1 X Speed	1 X Speed
Large	1 X Speed	1 X Speed
Huge	1 1/2 X Speed	1 X Speed
Gargantuan	1 1/2 X Speed	1 1/2 X Speed
Colossal	1 1/2 X Speed	1 1/2 X Speed
Colossal II	2 X Speed	1 1/2 X Speed
Colossal III	2 X Speed	2 X Speed
Colossal IV	2 1/2 X Speed	2 1/2 X Speed
Starjammer, Small to Large	1/2 X Speed	1/2 X Speed
Starjammer, Huge to Colossal	1 X Speed	1 X Speed
Starjammer, Colossal II or III	1 1/2 X Speed	2 X Speed
Starjammer, Colossal IV	2 X Speed	2 1/2 X Speed

Table 8-73: Changes to the Base Turn Cost

Change	Space % of Total Spaces	Weight % of Total Weight	Price % of Hull Price	Avail
-1/4	1%	10%	5%	36
-1/2	3%	20%	10%	46
-3/4	5%	30%	15%	56
-1	10%	40%	50 %	65
Change	Space % of Total Spaces	Vessel Weight reduced by	Price % of Hull Price	Avail
+1/4	+1%	10%	1%	26
+1/2	+3%	20%	2%	31
+3/4	+5%	30%	3%	36
+1	+10%	40%	5%	41

Table 8-74: Changes to the Base Turn Delay

Change	Space % of Spaces	Weight % of Hull Weight	Price % of Hull Price	Avail
-1/4	1%	10%	5%	36
-1/2	3%	20%	10%	46
-3/4	5%	30%	15%	56
-1	10%	40%	25%	65
Change	Space % of Total Spaces	Vessel Weight reduced by	Price % of Hull Price	Avail
+1/4	+1%	10%	1%	26
+1/2	+3%	20%	2%	31
+3/4	+5%	30%	3%	36
+1	+10%	40%	5%	41

Base Deflection

Table 8-75: Base Deflection

Hull Class	Small Craft	Vessel	Star Jammer
Civilian	3	5	---
Paramilitary	5	10	10
Military	10	15	---

Base Hull Points

Table 8-76: Base Hull Points

Hull Size	Civilian	Paramilitary	Military
Fine	15	30	60
Diminutive	25	50	100
Tiny	50	100	200
Small	125	250	500
Medium	125	250	500
Large	250	500	1,000
Huge	400	800	1,600
Gargantuan	800	1,600	3,200
Colossal	1,600	3,200	6,400
Colossal II	3,200	6,400	12,800
Colossal III	64,000	128,000	256,000
Colossal IV	128,000	256,000	512,000

Determine Base Free Thrust Value: To determine the vessels Free Thrust rating, divide the engines maximum load by the vessels weight. Base Free Thrust = ((Engine Max Load / Vessels Weight) +5) + Engine Bonus.

Determine Atmospheric Speed: Small craft and vessels with aerodynamic or atmospheric frames have an atmospheric speed. Atmospheric speed is determined by multiplying the usable Free Thrust points of a vessel by 100 mph.

Determine Initiative Bonus: The base initiative modifier for a vessel is based on its size.

The availability of increasing a small craft or vessels initiative is the same as the availability of the base hull.

Table 8-77: Vessel Initiative Bonus

Hull Size	Init Mod	Spaces / +1	Wt. / +1	Price / +1	Max Init
Fine	+8	1	10% of base hull	3,000	+12
Diminutive	+4	2	10% of base hull	3,000	+6
Tiny	+2	2	10% of base hull	3,000	+4
Small	+1	3	10% of base hull	5,000	+3
Medium	+0	6	10% of base hull	5,000	+2
Large	-1	6	10% of base hull	7,000	+1
Huge	-2	12	10% of base hull	7,000	0
Gargantuan	-4	25	10% of base hull	10,000	-2
Colossal	-8	50	10% of base hull	12,000	-4
Colossal II	-12	100	10% of base hull	13,500	-6
Colossal III	-16	200	10% of base hull	15,000	-8
Colossal IV	-20	300	10% of base hull	16,500	-10

Determine Base Signature: The base signature of a vessel is equal to 20 + the size modifier for the vessel.

Table 8-78: Vessel Signature Bonus

Hull Size	Sig Mod	Spaces / +1	Wt. / +1	Price / +1
Fine	+8	3	150	3,000
Diminutive	+4	3	300	3,000
Tiny	+2	3	625	3,000
Small	+1	6	1,125	5,000
Medium	+0	15	2,500	5,000
Large	-1	18	5,000	7,000
Huge	-2	36	10,000	7,000
Gargantuan	-4	72	20,000	10,000
Colossal	-8	1,440	400,000	120,000
Colossal II	-12	2,880	800,000	135,000
Colossal III	-16	5,760	1,600,000	150,000
Colossal IV	-20	11,520	3,200,000	165,000

The maximum increase to signature a vessel can have is a +5. The availability on increasing a vessels signature is 10 + the new signature of the vessel.



Determine Acceleration / Deceleration cost: The acceleration/deceleration cost for a vessel is determined by the size of the vessel as shown on table below.

Table 8-79: Vessel Acceleration and Deceleration

Hull Size	Accel / Decel
Fine	1
Diminutive	1
Tiny	1
Small	2
Medium	3
Large	4
Huge	5
Gargantuan	6
Colossal	7
Colossal II	8
Colossal III	9
Colossal IV	10

Determine Base Small Craft Launch Rate: If a vessel has launch rails, they may launch one craft per set of launch rails.

If the vessel does not have launch rails or is not using the launch rails to launch the small craft the launch rate is 1 craft per five turns per bay. It takes five turns to reload a launch rail.

Required Crew

Table 8-80: Required Crew for Vessels

Command Staff ¹	1 per 5,000 spaces, minimum of 1.
Engineers ¹	1 per 5,000 spaces of all drives
Gunner	As required. 1 per cupola or weapons station + 1 per 100 spaces of weapons.
Medic	1 per 100 passengers and crew.
Navigator ¹	1 per ship with Hyperdrive + 1 per 5,000 spaces of vessel.
Pilot ¹	1 per Ship + 1 per 5,000 spaces of vessel.
Sensor Operator ¹	1 per Ship + 1 per 5,000 spaces of vessel.
Service Crew ¹	If vessel has troops 1 per 2,000 spaces. If vessel does not have troops 1 per 1,000 spaces.
Ships Troops	Recommended for military vessels 3 per 1,000 spaces
Small Craft Pilot	1 per small craft
Small Craft Technician	1 per small craft
Stewards	1 per 8 passengers + 1 per 100 crew.

1: These crew types affected by the power level crew multiplier.

Table 8-81: Vessel Power Level Crew Multiplier

Vessel PL	Multiplier
5	X1.50
6	X1.00
7	X0.75
8	X0.50
9	X0.25
10	X0.10

The minimum crew of a vessel is affect by the power level of the vessel, the higher the power levels the more automation. To simulate this apply the multiplier from the above table to each category of minimum crew.

Determine Construction Time: The amount of time required to build a vessel is dependent on the size of the vessel. For determining, the construction time divide the total weight of the vessel by 10,000. For small craft divide by 100. A minimum of 30 days.

The construction time can be sped up by spending money. Double the price for half the time, five times for quarter time.

CALCULATING CHALLENGE RATINGS FOR VESSELS

It is a fairly easy process for calculating the challenge rating of vessels in Neverwhen. The tables below will walk you through the process.

Crew Quality

This value determines how well trained the crew of the vessel are.

Table 8-82: CR Crew Quality

Quality	Add
Untrained	-1
Normal	+0
Skilled	+1
Expert	+2
Ace	+3
Elite	+4

Hull Points

The longer it can last, the more trouble it can cause

Table 8-83: Hull Points

Hull Points	Add
0-59	+0
60-100	+1
101-200	+2
201-400	+3
401-700	+4
701-1000	+5
1001-1500	+6
1501-2200	+7
2201-4000	+8
4001-7000	+9
7001-up	+10

Deflection

This represents how hard it is to damage the vessel.

Table 8-84: Deflection

Deflection Rating	Add
0-9	+0
10-14	+1
15-20	+2
21-40	+3
40-up	+4

Shield Rating

The higher the shield rating, the longer it takes to do real damage.

Table 8-85: Shield Rating

Shield	Add
0-50	+0
51-100	+1
101-150	+2
151-300	+3
301-450	+4
451-600	+5
601-750	+6
751+	+7

Signature

If you cannot hit it, the fight will last a lot longer.

Table 8-86: Signature

Signature	Add
1-14	+0
15-18	+1
19-22	+2
23-26	+3
27-32	+4
33 +	+5

Hull Type / Weapons Potential

This section requires some judgement calls by the Gamemaster.

Table 8-87: Hull Type / Weapons Potential

Hull Type/Weapons Potential	Add
Small Craft, Civilian	+0
Small Craft, Paramilitary	+1
Small Craft, Military	+2
Vessel, Civilian	+0
Vessel, Paramilitary	+1
Vessel, Military	+2
Modifiers	
Colossal Hull	+1
Colossal II Hull or greater	+2
Lightly Armed (Up to ½ Potential weaponry)	-1
Very Lightly Armed (Up to ¼ Potential weaponry)	-2
Extra Heavily Armed (100% of potential weaponry)	+2

Power Level

The higher the power level of the craft the more effective the defensive systems and weapons can be.

Table 8-88: CR Modifier for PL

PL	Add
5-7	+0
8-9	+1
10	+2

Total up the results and that gives a creature rating for a custom vessel.

CHAPTER NINE:

NEW GEAR



"Zome peoplez refer to it as gear others equipment, I just call it all toyz. These are the instruments that will keep you alive out there. Remember to keep your powder dry and your aim steady." The ork says as exhaling a large cloud of bluish smoke.

NEW WEAPONS

Electrostaff

Category: Energy Melee

An electrostaff is a double weapon: Each end has an electromagnetic pulse generator that discharges upon impact, allowing it to deal blunt-force wounds. If desired, either electromagnetic pulse can be set to stun its target instead. To resist the stun requires a Fortitude DC-20 or be stunned for 1d4 rounds. The staff is made of a resilient cerametal alloy that gives it DR-25. An electrostaff requires two small e-cells to operate, good for 40 strikes.

Electrostaff, Advanced

Category: Exotic (Special)

This is an improved version of the electrostaff. The advanced electrostaff generally looks like a harmless metal rod approximately one foot in length capable of firing plasma shots. The weapon can extend to almost seven feet and be used as melee weapon to disable or spar with opponents. The advanced electrostaff can be keyed to its handlers DNA meaning that if an individual who is not the assigned user of the weapon will be incapacitated by an electric shock should they attempt to fire it (Fortitude DC-25, Stun for 1d6 rounds). However, there are instances in which an advanced electrostaff can be operated by remote; someone with the right codes is capable of causing a advanced electrostaff to discharge by voice, pulsed laser or microwave transmission. The advanced electrostaff can fire plasma bolts or stun opponents in either mode, Fortitude DC-20 or be stunned for 1d6 rounds. The advanced electrostaff is considered a Master Craft +2 weapon in both melee and ranged combat.

Automated fire allows the weapon to provide the user with the feat required to use the advanced electrostaff.

Defensive Fire allows the weilder increase the amount of armor class they gain from fighting defensively by +2.

The two small eCells in this weapon allow it to use up to 20 ranged attacks or 40 energized melee attacks.

Table 9-1: Advanced Electrostaff Models

Mk	Capabilities	Price	Avail
1	Collapsing, Electrostaff, Blaster (3d8)	6,000	35
2	Mark 1 + DNA Lock (Disable Device DC-30, Bypass)	9,000	40
3	Mark 2 + Plasma Blast (Cone 3m, Reflex DC-15 for Half, 3d8)	12,000	45
4	Mark 3 + Smart System (Voice Control, Automated Fire, Defensive Fire)	15,000	50
5*	Mark 4 + Collapses to 10 cm.	18,000	55

Mode	Avail	Dmg	Crit	Range	Inc.	Wt	Type	ROF	Size
Baton	35	2d6	20	---	---	---	B,E	---	Small
Staff	---	2d6 / 2d6	20	---	---	2#	B,E	---	Large
Plasma Blaster	---	3d8	19+	20	---	---	E,P	SA,B3	---
Plasma Cone	---	3d8	20	10' Cone	---	---	E,P	---	---

Gauss Anti-Material Rifle

Category: Exotic

This heavy rifle fires an electro-magnetically propelled round at extremely high velocities. These large rounds are designed to do maximum damage to both hard and soft targets.

Laser Sniper Rifle

Category: Martial Weapons (Heavy)

This heavy laser rifle is designed to take out targets at great distances. It is the laser replacement for the venerable Barrett light 50. This weapon is basically a stripped down and more portable version of the heavy laser. This weapon gets 6 shots with a medium eCell.

Variable Pulse Lasers

Category: Martial Weapon (Small Arms)

The damage this weapon does is determined by how many charges are used per shot. The weapon can be set to use between 1 and 10 charges per shot. Each small e-cell holds 20 charges. When a target is hit by the weapon it will do a number dice worth of damage equal to the charges used in the indicated damage value. For example, 5 charges from a medium Variable Pulse Laser Pistol would do 5d8 damage. This weapon has a built-in laser sight and is considered masterwork for a total of a +2 bonus on attack rolls.

Table 9-2: New Weapons

Weapon	PL	Price	Avail	Damage	Crit	Range	Wt	Mag	ROF	Type	Size
Electrostaff	8t	3,000	15	2d6/2d6	20	---	4#	---	---	B,E	Large
Electrostaff, Advanced	9t	*	*	*	*	*	*	*	*	*	*
Gauss Anti-Material Rifle	8t	5,500	35	3d12	18+	120	38	10 eCell	SA	P	Large
Laser Sniper Rifle	10t	7,500	40	3d12+4	19+	110	35	6 eCell	SA	E	Large
Variable Laser Pistol, Light	8t	1,500	20	Xd4	19+	10	1	*	SA	E	Medium
Variable Laser Pistol, Medium	9t	1,800	25	Xd6	19+	10	2	*	SA	E	Medium
Variable Laser Pistol, Heavy	10t	2,100	30	Xd8	19+	12	2	*	SA	E	Medium
Variable Laser Rifle, Light	8t	5,000	20	Xd4	19+	100	2	*	SA	E	Medium
Variable Laser Rifle, Medium	9t	6,000	25	Xd6	19+	100	4	*	SA	E	Medium
Variable Laser Rifle, Heavy	10t	7,000	30	Xd8	19+	100	4	*	SA	E	Medium

*: See Description

NEW ARMOR

Civilian Skeinsuit

Arcane Spell Failure: 10%

Damage Reduction: The military skeinsuit imparts a damage reduction of 2/magic.

This armor is designed to be worn under normal clothing and maybe combined with other armors with normal penalties.

Military Skeinsuit

Arcane Spell Failure: 10%

Damage Reduction: The military skeinsuit imparts a damage reduction of 2/magic.

Table 9-3: Non-Powered Armor

Armor	PL	Type	Cost	Avail	Armor Bonus	DR	Max Dex	Armor Check	Arcane Failure	(30 ft.)	(20 ft.)	Wt.	Notes
Civilian Skeinsuit	8t	Light	10,000	40	+2	+1	+5	-1	10%	30	20	3	Ballistic
Paramilitary Skeinsuit	8t	Light	15,000	45	+2	+2	+5	-1	10%	30	20	4	
Military Skeinsuit	8t	Light	20,000	50	+4	+3	+5	-1	10%	30	20	5	Ballistic, Energy Resistance
Vacc Suit (Type 2)	2t	n/a	10,000	30	+0	+2	+0	-6	80%	10	5	410	
Vacc Suit (Type 3s-)	3S-	n/a	12,000	35	+0	+2	+0	-6	50%	10	5	410	
Vacc Suit (Type 3s+)	3S+	n/a	12,000	45	+0	+2	+0	-6	50%	10	5	410	
Vacc Suit (Type 5)	5t	n/a	25,000	20	+0	+4	+0	-4	70%	15	10	180	Radiation Resistance
Vacc Suit (Type 7)	7t	n/a	20,000	15	+0	+3	+2	-2	50%	20	15	310	Radiation Resistance
Vacc Suit (Type 10)	10t	n/a	50,000	25	+0	+5	+3	-1	25%	30	20	5	Radiation Resistance

Laser Resistance: The military skeinsuit is designed to resist laser attacks. It ignores the first 5 points of damage from any laser attack.

Emergency Vacc Suit: The suit is designed to help protect the wearer from sudden exposure to vacuum. To accomplish this there is a small bulge at the back of the wearer's neck that contains a clear hood that can be pulled over the wears head. The skeinsuit will provide the wearer with some resistance to the physical effects of vacuum (+4 Fortitude saves versus vacuum and loss of pressure) and on a successful Reflex (DC-15) it can be sealed in an emergency to provide 2 minutes of breathable air.

Military skeinsuits come in camouflage patterns.

Vacc Suit (Type 2)

Damage Reduction: A vacc suit (Type 2) imparts a damage reduction of 2/--.

This bulky and ponderous suit is right out of Jules Verne and other steampunk novels. It is alarmingly prone to leaks; air is supplied through a long tube. Another problem with this model of vacc suit is the limited insulation. In direct sunlight the suit heats up rapidly, in shadow the suit rapidly cools. This is due to the primary heating unit being the wearer's body. The suit provides a damage reduction of 2, and has an armor penalty of -6 in microgravity. This penalty triples outside of microgravity. Since air is supplied via the long tube the life support will last as long as there is air at the source.

Vacc Suit (Type 3s-)

Damage Reduction: A vacc suit (Type 3s-) imparts a damage reduction of 2/--.

This suit is similar to the vacc suit (Type 2) in appearances and function. The main difference is the replacement of the air hose with a bulky back pack. This vacc suit is a syncratic negative device that is powered by spending hit points, spending 10 hit points will provide 2 hours of life support.

Vacc Suit (Type 3s+)

Damage Reduction: A vacc suit (Type 3s+) imparts a damage reduction of 2/--.

This suit is similar to the vacc suit (Type 2) in appearances and

function. The main difference is the replacement of the air hose with a bulky back pack. This vacc suit is a syncratic positive device that supplies 6 hours of life support each day.

Vacc Suit (Type 5t)

Damage Reduction: A vacc suit (Type 5t) imparts a damage reduction of 4/--.

These are the first of the practical vacc suits varying from the bulky Apollo mission suits to the lighter 21st century models. These suits are created for extended missions outside a vessel, providing semi-regenerating life support and light radiation protection (radiation resistance/5). The life support systems provide 6 hours of atmosphere and heat. There is also a self-sealing layer that has a 75% chance of patching any holes/tears caused by damage. In addition, the suit includes a 2-channel radio.

Vacc Suit (Type 7t)

Damage Reduction: A vacc suit (Type 7t) imparts a damage reduction of 3/--.

These are mass produced vacc suits, usable by the general population. They even come in designer colors. These soft

suits only have a damage reduction of 3/--, but provide good protection from radiation (radiation resistance 10). Due to the nature of a soft suit it only has an armor check penalty of -2 while in microgravity. The suit includes regenerating life support and a self-sealing system which automatically seals any damage not caused by a critical hit, which must be patched manually. In addition, the suit includes a 10-channel radio and a small voice activated computer.

Table 9-4: Vacc Suit Options

Armor	PL	Cost	Avail	Wt.
Anti-Corrosive Layer	2t	2,000	15	10
External Sensors	*	*	*	*
Multi-Spectrum Faceplate	8t	2,500	24	1
Extended Life Support	7t	5,000	20	20
Satellite Navigation	6t	3,000	15	5
Grapple Boots	9t	5,000	15	5

Vacc Suit (Type 10t)

Damage Reduction: A vacc suit (Type 10t) imparts a damage reduction of 5/--.

At this technology level the suit is created via nanotech (supplied by the techno dwarves). When not activated it appears to be a thin metal collar, bracelets and anklets. When activated silver fluid radiates from these items covering the wearers entire body. From inside the fluid is transparent. The suit provides damage reduction 5/-- and radiation resistance 15. The self-sealing system can repair any holes/tears caused by non-critical hits, and can repair critical hits 50% of the time. The regenerating life support system provides air, heat and water for 48 hours. The suit includes a voice activated 10t computer, 20-channel audio/visual communication system and a heads up display in the helmet.

Options (Vacc Suits)

Any of these options may be taken for powered armors or vacc suits of the appropriate power level.

Anti-Corrosive Layer: This layer is designed to protect a suit against corrosive or hostile environments, where even the simplest blemish can cause a breach. At its most basic level it is an extra layer of inert material. At 6t it is multiple layers, with sensors built into them to tell the wearer when each layer is breached. This system is automatically built into the 10t vacc suits.

External Sensors: This option provides a full set of external sensors. Which sensors are available depends on the technology level of the suit.

Table 9-5: External Sensors

Sensor	PL	Cost	Avail.	Wt.
Atmospheric Pressure	3t	2,000	15	5
Radiation	3t	2,000	15	5
Atmospheric Gases	5t	2,000	15	5
Atmospheric Chemicals	6t	2,000	15	5
Gravitational Fields	9t	2,000	15	5
Magic Detection	2m	2,000	15	5
Psionic Detection	2p	2,000	15	5

The cost and weight is reduced by half for each power level above the minimum required. To a minimum of 100 credits and 0.1 pounds.

The range on the sensors is 50 feet, and requires a sensor operations check to use successfully.

Multi-Spectrum Faceplate: This accessory allows the faceplate of the vacc suit or powered armor to act as electronic binoculars (x10, with rangefinder), digital camera, and multi-spectrum goggles.

Extended Life Support: This unit is designed to increase the duration of life support in most vacc suits and powered armors. As long they are technology level 7 or higher. These units will double the life support duration.

Satellite Navigation: This system allows the wearer of the vacc suit to plot course and position based on constellations of satellites. In addition, all data from the suit's computer can be automatically stored on the satellites.

Grappling Boots: These boots allow a wearer to adhere to almost any surface. In addition, the limited gravitic system installed allows the wearer to allow be orientated toward a surface when activated. (+5 bonus to Zero-G checks)

SPECIALTY AMMUNITIONS

Table 9-6: Specialty Projectile Ammunition ¹

Type	PL	Cost	Avail	Wt.
Armor Piercing	5	x8	25	x1
Hollow Point	4	x4	20	x1
Hunter Killers	10	x50	50	x1
Shotgun, Buck	2	x1	10	x1
Shotgun, Penetrator	6	x10	35	x1
Shotgun, Taser	7	x3	15	x1
Smart Bullets	7	x10	35	x1
Stun	7	x1	15	x1
Sub-Sonic	5	x8	25	x1
Tracer	4	x5	28	x1
Trauma Round	6	x5	20	x1

¹-Specialty ammunitions can be used by any projectile firearm, this include gauss weapons.

Armor Piercing: Armor piercing rounds are designed to punch through hard surfaces such as body armor or metal plates. Armor piercing rounds ignore 10 points of a targets damage reduction/hardness, provides an +3 Attack bonus, but does -2 damage per die due reduced ability to damage soft tissue.

Hollow Point: Hollow point bullets are a lower technology level version of the trauma round. They are designed to mushroom in the target increasing the damage. These rounds impart a -2 penalty on Attack rolls, +1 damage per die.

Hunter Killers: These projectiles have small computers, rocket engines and ailerons, allowing them to go around corners and hunt down a target. It takes a full-round action to lock on to a target and fire but provides a +10 attack bonus, +2 damage per die.

Shotgun, Buck: This is the most common type of round for shotguns. Its range is very limited (Cone 30-feet), but it has a greater chance of hitting (+5 attack bonus).

Shotgun, Penetrator: This round was designed for door entry teams to blow out deadbolts and other locking mechanisms. It has a very limited range (Range Increment 5) Lowers targets damage resistance/hardness by -20, -2 Damage per die versus targets without hardness.

Shotgun, Taser: This stun round also called a shock-stick is a shotgun round with a small taser built into the round. When it strikes its target it sticks to them providing repeated shocks for a short duration. A target struck by a taser round must make Fortitude (DC-20) or be dazed for 1d2 rounds.

Smart Bullets: Smart bullets are made of a revolutionary material that can detect on impact if a target is a soft (no DR/Hardness) or a hard target (Has DR/Hardness) this allows

the round to change its structure to act as a trauma round or an armor piercing round. Reduces targets damage resistance / hardness by 5 points, +1 Attack bonus, +2 Damage per die.

Stun: This Non-Lethal Round is designed to incapacitate a target with minimal harm. It uses technology similar to the shotgun taser round. A target struck by a stun round must make Fortitude (DC-20) or be dazed for 1d2 rounds.

Sub-Sonic: These rounds are designed to remain below the speed of sound; this reduces the amount of noise they create. This adds +5 to Perception DC to hear gunshot, +10 if silencer is used. The downside to this slower round is that the range is reduced to ¼ its normal range increment. This round is very popular for low gravity situations, when firing a sub-sonic round ½ the weapon penalties for zero-g combat.

Tracer: These rounds are used to allow the shooter to more accurately tell where their rounds are falling. Tracer rounds provide a +4 attack bonus on next attack, but only if 10 rounds or more where fired.

Trauma Round: Trauma rounds are designed to release their full energy on impact with a target. If target has damage resistance / hardness it is increased by +5. The rounds has a-3 on attack rolls, the critical range is doubled, receives a +3 bonus on the confirmation roll, and each round does an additional +2 damage per die.

CYBERNETICS

Evolution of Cybernetics

As with all forms of technology, advancements in cybernetics can be tracked by technology level.

Technology Level 5: Cybernetics is still in its formative stage. Most prosthetic units are of the non-powered variety, but medical associations have approved certain electronic regulators for life-threatening conditions. The artificial heart is the most recognized example. Other common examples include pacemakers, artificial kidneys, and pancreas monitors (for high-risk diabetics). Nearly all TL 5 cybernetic attachments are simply designed to keep their recipients alive and reasonably healthy. Elective cybernetics begins at this stage.

Technology Level 6: This era sees the first use of independently powered cybernetics, including servo limbs and subcutaneous cellular telephones. These begin mostly in military applications but soon become available to the public. Household pets all over the world are implanted with subcutaneous identity chips—as are important government figures and their families—after the technology proves safe and effective on prison inmates.

As cybernetics is still new and can have negative side effects, its adoption is not universal. Most people still prefer mundane equipment, which is generally cheaper, safer, and less troublesome to repair, replace, or upgrade. Cybernetics becomes the preferred choice only when mundane equipment is impractical or unavailable—or when the recipient is fixated on self-improvement.

Medical plans eventually come to offer at least baseline prosthetics to compensate for disabling injuries, such as the loss

or partial loss of a limb, though such plans do not cover elective cybernetic surgery. Their concern is overall health—not “cosmetic” enhancement. For those who want more than just replacements, a new kind of clinic appears, offering cybernetic enhancements.

At this Technology level, the first cybernetic regulation laws are passed—largely instigated by a few harshly publicized accidents involving cyborgs. These laws give rise to numerous black-market cybernetic clinics that install cybernetics without performing the required background checks.

Technology Level 7: By this era, cybernetics has become a mostly safe science. Flaws in earlier designs have been corrected. Cybernetics becomes more of a status symbol, and luminous skin grafts become the fashion accessory of choice. In some societies, newborn children are implanted with identity chips as an anti-kidnapping measure. Military applications include replacement eyes with heads-up targeting and GPS displays.

Insurance regulations relax considerably toward cybernetic replacements at Technology level 7; enhancements are perfectly acceptable, though only as part of a prosthetic, rather than as elective cyber-surgery. Still, most cyborgs are members of military or law-enforcement organizations—or mercenaries.



Technology Level 8: Cyborgs are a common sight. In some societies, medical insurance frowns on non-cybernetic

replacements, as mechanical body parts are less expensive than flesh. Cybernetic technology has improved so much, in fact, that some cyborgs are virtually indistinguishable from living beings—except that they never appear to age.

Technology Level 9: At this technology level cybernetics start becoming less visible. Rapidly become indistinguishable for the living flesh.

Technology Level 10: At this level cybernetics are almost indistinguishable from living flesh. Only specialized sensors can detect the cybernetics.

Construction and Repair

Cybernetic attachments are complex instruments with both electrical and mechanical components. Consequently, a character must have the Craft Cybernetics feat to build a cybernetic attachment.

Repairing a damaged or nonfunctional cybernetic attachment requires 30 hours of work and a successful Repair check (DC-25). A character needs both an electrical tool kit and a mechanical tool kit to facilitate repairs. Without one or another, a character takes a –4 penalty on the check; without both kits, the penalty increases to –8. Techno Mages complete the work in half the time.

Installation and Removal

Installing or removing a cybernetic attachment, regardless of whether it's a replacement or enhancement, requires a successful Heal check. A character with the Cybernetic Surgery feat suffers no penalty on the check, without, take a +8 penalty to the target number.

Removing a cybernetic attachment without proper surgery causes lasting physical trauma to the patient's body, dealing 1d4 points of permanent Constitution drain.

BENEFITS AND DRAWBACKS

Cybernetic attachments provide countless benefits to their recipients. For example, cybernetic eyes can bestow darkvision, improve the accuracy of the recipient's ranged attacks, or emit pencil-thin laser beams. A cybernetic brain implant can improve the recipient's response time in a crisis, protect against mind-influencing attacks, or increase the flow of adrenaline throughout the body. The possibilities of cybernetic technology are endless. Although the benefits make cybernetics very alluring, the drawbacks are equally discouraging:

Electricity Vulnerability

A creature with one or more cybernetic attachments takes 50% more damage from any attack that deals electricity damage. This vulnerability to electricity can be offset by an anti-shock implant (see Cybernetic Enhancements).

Susceptibility to Attack

External cybernetic attachments are subject to attacks as if they were objects worn by their recipients.

REPLACEMENTS

Each cybernetic enhancement / replacement description includes the following information:

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the level and the letter indicates what types of power bases are required.

Table 9-7: Power Levels	
#f	Faith
#m	Magic
#p	Psionics
#s-	Syncratic Science Negative
#s+	Syncratic Science Positive
#t	Technology

Benefit: What the cybernetic enhancement allows its recipient to do.

Type: Enhancements can be external or internal. External enhancements are subject to sunder attacks; internal enhancements are not.

Hardness/Hit Points: The hardness and hit points of the enhancement. Internal enhancements don't have hardness.

Tolerance (Tol): This is the amount of cyber tolerance it cost to have the item installed.

Capacity (Cap): This is the amount of cyber capacity that is used when the item is installed.

Price: The amount of credits required to be spent to purchase the item.

Availability (Avail): How difficult it is to locate and purchase the item.

Table 9-8: Cybernetics Replacements

Type	Location	Power Level	Availability	Price	Capacity	Tolerance
Artificial Organ	Torso	5t	20	1,250	0.75	0.75
Prosthetic Arm	Limb	5t	20	1,000	1.0	1.5
Prosthetic Leg	Limb	5t	20	1,000	1.0	1.5
Artificial Organ, Upgrade	Torso	6t	15	1,000	0.75	0.75
Artificial Organ, Advanced	Torso	7t	15	2,000	0.75	0.75
Prosthetic Arm, Advanced	Limb	7t	15	2,000	1.0	1.5
Prosthetic Leg, Advanced	Limb	7t	15	2,000	1.0	1.5

Artificial Organ (TL 5)

An artificial organ fully replaces a defective or destroyed biological organ, such as a heart, lung, eye, or ear.

Benefit: The artificial organ duplicates the function of its biological counterpart. It provides no special game benefits.

Type: Internal.

Hardness/Hit Points: –/2.

Prosthetic Arm (TL 5)

A prosthetic arm fully replaces a lost or destroyed biological arm. The prosthetic arm may begin at the shoulder, elbow, or wrist.

Benefit: The prosthetic arm duplicates the function of its biological counterpart. It provides no special game benefits.
Type: External.
Hardness/Hit Points: 3/5.

Prosthetic Leg (TL 5)

A prosthetic leg fully replaces a lost or destroyed biological leg. The prosthetic leg may begin at the thigh, knee, or ankle.
Benefit: The prosthetic leg duplicates the function of its biological counterpart. It provides no special game benefits.
Type: External.
Hardness/Hit Points: 3/7.

Artificial Organ Upgrade (TL 6)

This upgraded version of the PL 5 artificial organ not only replaces a defective or destroyed biological organ but is also more resilient than its technological predecessor.
Benefit: The artificial organ upgrade duplicates the function of its biological counterpart.
Type: Internal.
Hardness/Hit Points: -/4.

Advanced Artificial Organ (TL 7)

This advanced version of the PL 5 artificial organ and PL 6 upgrade not only replaces a defective or destroyed biological organ but is also more resilient and less impairing than its technological predecessors.
Benefit: The advanced artificial organ duplicates the function of its biological counterpart.
Type: Internal.
Hardness/Hit Points: -/4.

Advanced Prosthetic Arm (TL 7)

This upgraded version of the PL 5 prosthetic arm and PL 6 upgrade not only replaces a lost or destroyed arm but is also more resilient and less impairing than its technological predecessors.
Benefit: The advanced prosthesis duplicates the function of its

biological counterpart.
Type: External.
Hardness/Hit Points: 5/10.

Advanced Prosthetic Leg (TL 7)

This upgraded version of the PL 5 prosthetic leg and PL 6 upgrade not only replaces a lost or destroyed leg but is also more resilient and less impairing than its technological predecessors.
Benefit: The advanced prosthesis duplicates the function of its biological counterpart.
Type: External.
Hardness/Hit Points: 5/15.

ENHANCEMENTS

Cybernetic enhancements are available starting at Technology Level 6. Unlike standard replacements, they bestow new abilities upon their recipients. Unless otherwise noted, enhancements don't add measurably to a recipient's weight.

Anti-Shock Implant, Advanced (TL 6)

This tiny implant, embedded near the recipient's brain stem, protects itself and other cybernetic hardware against electricity damage.
Benefit: The implant negates the recipient's special vulnerability to electricity (see Benefits and Drawbacks).
Type: Internal.
Hardness/Hit Points: -/1.

External Weapon Mount (TL 6)

The recipient's prosthetic arm ends in a weapon instead of a hand.
Benefit: The recipient has a melee or ranged weapon attached to a prosthetic arm. Attempts to disarm the recipient of the attached weapon automatically fail, though the weapon can still be attacked (like any other weapon) in an attempt to destroy it.
Type: External.
Hardness/Hit Points: 10/5 (mount only).



Injector Unit (TL 6)

This unit, attached the recipient's forearm or thigh, incorporates three medical hypo-syringes. Upon command, the unit can inject any or all of the medicinal substances into the recipient's bloodstream.

Benefit: The injector unit has three built-in hypos, and each hypo holds a single dose of a medicinal. For example, advanced anti-toxin, acceladose or a healing potion. As a free action during his turn, the recipient can contract his muscles to inject himself with any or all of these hypos, gaining the benefits immediately. A drained hypo can be removed and replaced as a full-round action. Medicine in hypos must be purchased separately.

Type: External.

Hardness/Hit Points: 2/5.

Table 9-9: Cybernetic Enhancements

Type	Location	PL	Avail	Price	Cap	Tol
Anti-Shock Implant, Advanced	Skull	6t	25	4,000	0.00	0.25
External Weapon Mounts	Torso	6t	40	4,000	0.50	1.00
Injector Unit	Leg Or Arm	6t	35	4,000	0.10	0.10
Stabilizer	Torso	6t	35	5,000	0.50	0.50
Voice Stress Analyzer	Skull	6t	20	4,000	0.10	0.50
Anti-Stun Implant	Torso	7t	35	6,000	0.50	0.25
Body Repair Weave	All	7t	35	5,000	1.00	1.00
Data Archive	Skull	7t	40	5,000	0.75	1.00
Fortified Skeleton	All	7t	40	6,000	1.50	1.50
Hardwired Skill	Skull	7t	30	4,000	0.25	0.50
Initiative Implant	Torso	7t	40	4,000	1.00	0.75
Internal Weapon Mount	Arm, Body, Leg	7t	40	4,000	1.00	0.50
Laser Optic	Eyes	7t	40	6,000 Single 7,000 Both	1.00 1.25	0.25 0.25
Luminous Skin	All	7t	15	600	0.25	0.50
Microcomputer	Skull	7t	25	8,000	1.00	1.00
Mindscreen Implant	Skull	7t	35	10,000	0.50	0.50
Prosthetic Enhancer	Prosthetic Limb	8t	35	35,000	1.00	1.00
Rage Implant	Torso	8t	40	35,000	0.75	1.00
Skill Plexus	Skull	9t	40	500,000	1.00	1.50
Feat Plexus	All	9t	40	500,000	1.00	1.50

Stabilizer (TL 6)

A stabilizer releases chemical coagulants into a dying recipient's bloodstream to prevent excess blood loss, effectively stabilizing him. A stabilizer is usually installed near the recipient's heart.

Benefit: If reduced to negative wound points, the recipient automatically stabilizes.

Type: Internal.

Hardness/Hit Points: -/3.

Voice Stress Analyzer (TL 6)

Sensors attached to the recipient's optic nerves and inner ear analyze minute physical indicators from living beings (including increased pulse galvanic skin response) and enable the recipient to better determine the emotional states of others.

Benefit: The recipient gains a +4 equipment bonus on all Sense Motive checks.

Type: Internal.

Hardness/Hit Points: -/4.

Anti-Stun Implant (TL 7)

This implant, embedded near the spine, shields the recipient's nervous system against stunning attacks.

Benefit: The recipient receive a +2 bonus versus stun attacks, in addition all stun times are cut in half.

Type: Internal.

Hardness/Hit Points: -/4.

Body Repair Weave (TL 7)

A delicate weave of subdermal biowires stimulates and repairs the body's damaged tissue.

Benefit: The recipient heals naturally at twice the normal rate.

Type: Internal.

Hardness/Hit Points: -/4.

Data Archive (TL 7)

A data archive is a microcomputer implanted in the recipient's skull. It contains skill-related information stored on a series of biological data chips, or biochips.

Benefit: The recipient treats all skills as class skills. Furthermore, the recipient gains access to an information database that grants a +4 equipment bonus on all Knowledge checks.

Type: Internal.

Hardness/Hit Points: -/2.

Fortified Skeleton (TL 7)

The recipient's skeleton is fortified with high-impact polymers, increasing his ability to shrug off physical damage.

Benefit: The recipient gains damage reduction 4/-.

Type: Internal.

Hardness/Hit Points: -/varies. The skeletal reinforcement has one-quarter the maximum hit points of the recipient.

Hardwired Skill (TL 7)

This small brain implant enables its recipient to perform a specific skill more adroitly.

Benefit: The recipient gains a +2 competence bonus on checks made with one class skill of his choice. Different skills require different implants, and a skill implant cannot be modified to grant a bonus to another skill.

A recipient may have multiple skill implants, but each is considered a separate cybernetic attachment.

Type: Internal.

Hardness/Hit Points: –/1.



Initiative Implant (TL 7)

The initiative implant consists of a series of wires threaded around the recipient's spinal cord and attached to the recipient's nervous system. The implant stimulates faster response times.

Benefit: The recipient gains a +2 equipment bonus on initiative checks.

Type: Internal.

Hardness/Hit Points: –/10.

Internal Weapon Mount (TL 7)

The recipient has a subcutaneous weapon embedded in her body, usually in a prosthetic forearm or hand. The weapon extends from the prosthesis and is visible when in use.

Benefit: The recipient has a melee or ranged weapon hidden under her skin. Attempts to disarm the recipient of the attached weapon automatically fail, and the weapon itself cannot be attacked unless it is extended. Extending or retracting the weapon is a free action.

Spotting a subcutaneous weapon requires a successful Perception check opposed by the recipient's Sleight of Hand

check. The weapon's size applies a modifier to the Sleight of Hand check. Weapons must be purchased separately.

Type: Internal.

Hardness/Hit Points: 10/5 (mount only).

Laser Optics (TL 7)

The recipient's eyes are replaced with ocular implants capable of firing thin laser beams.

Benefit: Using laser optics is an attack action that does not provoke attacks of opportunity. A "laser eye" deals 2d6 points of laser damage, threatens a critical hit on a natural 20, and has a range increment of 20 feet. Each additional eye adds +2 to the damage roll (thus, a pair of laser eyes would deal 2d6+2 points of fire damage).

A creature equipped with multiple laser eyes must fire them simultaneously at the same target.

Type: Internal.

Hardness/Hit Points: –/2 (per eye).

Luminous Skin (TL 7)

Special skin grafts create luminous displays on the recipient's flesh. Most recipients use it purely for decoration, but the same technology can provide a built-in chronometer.

Benefit: The recipient can control the brightness of the luminescence as a free action, negating it entirely if desired. As its most intense, luminous skin can illuminate squares occupied by or adjacent to the recipient. The chronometer serves the same function as a wristwatch, including date, time, and alarm functions.

Type: Internal.

Hardness/Hit Points: –/– (luminous skin ceases to function when the recipient is killed).

Microcomputer (TL 7)

The recipient has a miniature computer attached to his nervous system, usually at the base of the skull.

Benefit: The recipient may attempt Computer checks as a move action, rather than a full-round action. The microcomputer reduces by half the time required to operate remotes. A data port in the back of the unit allows for the insertion of a standard interface cable, allowing the recipient to transfer data without the benefit of a modem. For an additional 1,000 credits each the microcomputer can be linked to a wireless modem, cybernetic cell phone link, or cybernetic radio link.

Type: Internal.

Hardness/Hit Points: –/4.

Mindscreen Implant (TL 7)

A small implant in the recipient's brain protects him against mental attacks.

Benefit: The recipient gains a +2 equipment bonus on saving throws against mind-affecting attacks.

Type: Internal.

Hardness/Hit Points: –/2.

Prosthetic Enhancer (TL 8)

This implant attaches to a prosthetic arm or leg, making it stronger.

Benefit: If attached to a prosthetic leg, the prosthetic enhancer increases the recipient's base speed by +5 feet. In addition, any

unarmed attack made with an enhanced prosthetic leg deals an additional 1 point of damage.

If attached to a prosthetic arm, the prosthetic enhancer grants a +2 bonus on Strength- and Dexterity-based ability checks and skill checks. In addition, any unarmed attack made with an enhanced prosthetic arm deals an additional 1 point of damage.

Type: Internal.

Hardness/Hit Points: –/2.

Rage Implant (TL 7)

This brain implant dramatically increases the amount of adrenaline and testosterone the recipient's body produces, temporarily boosting his strength and durability.

Benefit: The recipient can activate the implant as a free action once per day. Upon doing so, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Defense.

The increase in Constitution increases the recipient's hit points by 2 per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. While raging, the recipient cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Drive, Escape Artist, Intimidate, Pilot, or Ride), the Concentration skill, any abilities that require patience and concentration (including spellcasting and manifesting psionic powers), or any items that must be activated to function.

The rage lasts for a number of rounds equal to 3 + the recipient's (newly acquired) Constitution modifier. The recipient may prematurely end his rage.

At the end of the rage, the recipient loses the rage modifiers and restrictions and becomes fatigued for the remaining duration of the current encounter.

Type: Internal.

Hardness/Hit Points: –/3.

Feat Plexus (TL 9)

This unit, implanted in the recipient's brain, allows multiple feat implants to function as a single cybernetic attachment.

Benefit: The recipient may have up to four hardwired feats attached to the feat plexus, and together they are treated as a single cybernetic attachment with a combined capacity of 1.00 and a tolerance of 1.50. However, if the feat plexus is destroyed, all of the attached feat implants are destroyed as well. Requires hardwired feat.

Type: Internal.

Hardness/Hit Points: –/4.

Skill Plexus (TL 9)

This unit, implanted in the recipient's brain, allows multiple skill implants to function as a single cybernetic attachment.

Benefit: The recipient may have up to four hardwired skills attached to the skill plexus, and together they are treated as a single cybernetic attachment with a combined capacity of 1.00 and a tolerance of 1.50. However, if the skill plexus is destroyed, all of the attached skill implants are destroyed as well. Requires hardwired skill.

Type: Internal.

Hardness/Hit Points: –/4.



CHAPTER TEN:

MAGIC



"Many of you think you can ignore magic because you are not a caster, which goes to show how ignorant you truly are. Knowledge is survival; it pays to know a little bit about everything especially magic. From magic items to spells it is all useful to know. All it takes is one of you to open an email hex and a fireball goes off in the middle of a ship during a critical operation. That would really mess thing up wouldn't it?" The ork says in a very serious tone.

ADDITIONAL SPELLS

Arcane Spells: These spells may be cast by any arcane spellcasters, such as techno mages, trans-dimensional magi, and wizards; unless the spell says otherwise.

Divine Spells: These may be cast by any divine spellcasters, such as clerics and paladins; unless the spell says otherwise.

Casting Spells Through Email: Any spell that can be scribed onto a scroll can likewise be saved in electronic format, such as email. In order to accomplish this, the caster must have the Scribe Scroll ability and a minimum of 8 ranks in Computer.

All the spellcaster needs is a computer with net access and the usual components necessary to cast the spell. First the caster writes the email, which takes one minute per level of the spell. At the end of that time, the spellcaster must cast the spell and succeed at a Computer check (DC 15 + spell level). If the check fails, the email is not correctly typed, the spell is ruined, and the spellcaster must begin anew. If the check succeeds, the email carries the spell through cyberspace and delivers it to the mailbox of the target.

A spellcaster casting a spell through email must expend resources as if scribing a scroll.

There are several rules and restrictions pertaining to spells sent through email:

Target: The target of the spell is always the person who first opens the email. Any target with 10 or more ranks in Computer, Knowledge (arcane lore or technology), or Spellcraft receives a +5 competence bonus to any saving throws required by the spell.

No Spam: The email may only be sent to a single account. If you put more than one address in the "Recipient" line, the spell is ruined and wasted.

Subject Line: The spell's name must be typed into the "Subject" line of the email. One can attempt to disguise the name by writing it in an obscure language, an illegible font, or burying it in the middle of a larger phrase.

Duration: All spells begin immediately upon the email being opened. It is not possible for a spellcaster to save the power from an email spell and discharge it later.

Undeliverable: If the email is not opened within 72 hours, it becomes undeliverable. The account that sent the original email will receive an email notification of this. If the target opens the email after 72 hours have elapsed, the body of the message will be blank.

Anti-magic filters: the spell can be blocked at the mail server if a high enough level anti-magic filter is installed. Treat the filter as having a magic resistance of 15+.

0-level Arcane Spells

Arcane Graffiti. Inscribes personal rune or short message on object or surface.

Haywire. Causes a single device to behave randomly and erratically.

Magic ID. Creates a false but visually accurate identification card.

1st-level Arcane Spells

Clean. Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless.

Degauss. Erase a single device that contains electronic data.

Mask Metal. Renders a metal object undetectable to metal detectors.

Trace Purge. Removes physical traces of the subject's presence or passage.

Undetectable Magical Aura. Masks a magic item's aura from detection.

2nd-level Arcane Spells

Burglar's Buddy. Suppresses mechanic or electronic intrusion alarms and alarm sensors within a 15-foot radius.

Dataread. You can access and read data stored in any machine-readable data source.

Machine Invisibility. One creature or object cannot be detected by machines.

Magic Message. Device delivers a message of 25 words or less when specific conditions are met.

Relay Text. You can transmit a message of up to 25 words via electronic device to someone you know.

3rd-level Arcane Spells

Electromagnetic Pulse. Ruins or scrambles electronic circuitry in a 20-foot-radius burst.

Gamma Burst. 1d6 radiation damage per level to target creature.

Improved Arcane Lock. Closes and locks all specifically targeted doors within range.

Instant Identify. Determines all magic properties of a single magic item.

Phantom Chopper. Conjures a quasi-real motorcycle that seats one creature.

Preemptive Strike. Provides a +2 bonus to initiative.

Secret Pocket. Creates extradimensional space within a pocket on a garment.

Shutdown. Electric devices in area cease to function for the duration of the spell.

Wall Walk. Subject can move on ceilings and walls at normal speed as well as hold and wield weapons.

4th-level Arcane Spells

Clown Car. Creates extradimensional space within enclosed vehicle that holds one passenger per caster level.

Magic Bullets. Enchants bullets with the power to knock out or panic targets.

Meathooks. Holds target with etheric chains and hooks causing 1d4 damage +1 per two caster levels.

Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 points of damage.

Via Negativa. Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks.

Wire Walk. Subjects teleport instantly to the location of a telephone you call.

5th-level Arcane Spells

EMT: (Trans-Dimensional Magi Only) Restores ability points, hit points and wound points

Instant Connectivity. Instantly transport one or more creatures through the Internet using instant-message software.

Phantom Limousine. Conjures a quasi-real limousine that seats eight Medium creatures.

Phantom Projectiles. Projectiles pass through obstacles and armor and ignore most damage reduction.

Secret Vault. Creates extradimensional space in which to hide a container, which you can retrieve at will.

Seeming. Changes the appearance of one creature per two levels.

Synchronicity. Subject isn't delayed by the inconveniences of modern life.

8th-level Arcane Spells

Shooting Star. Extreme reverse gravity.

DIVINE SPELLS

The following spells may be cast by divine spellcasters, such as clerics and paladins.

0-level Divine Spells

Haywire. Causes a single device to behave randomly and erratically.

1st-level Divine Spells

Clean. Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless.

Degauss. Erases a single device that contains electronic data.

Trace Purge. Removes physical traces of the subject's presence or passage.

2nd-level Divine Spells

Dataread. You can access and read data stored in any machine-readable data source.

3rd-level Divine Spells

Instant Identify. Determines all magic properties of a single magic item.

Recharge. Removes debilitating conditions and grants a +4 bonus on Fortitude saves against poison for 1 minute.

Secret Pocket. Creates extradimensional space within a pocket on a garment.

Shutdown. Electric devices in area cease to function for the duration of the spell.

4th-level Divine Spells

Crawling Carpet. Summons a 10-foot-radius carpet of monstrous centipedes, scarab beetles, or spiders.

Magic Bullets. Enchants bullets with the power to *cure light wounds* or *inflict light wounds*.

Via Negativa. Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks.

Wall Walk. Subject can move on ceilings and walls at normal speed as well as hold and wield weapons.

5th-level Divine Spells

EMT: Restores ability points, hit points and wound points

Rage of Bees. Summons 1d3 swarms of sentient killer bees to fight for you.

Synchronicity. Subject isn't delayed by the inconveniences of modern life.

SPELL DESCRIPTIONS

The spells herein are presented in alphabetical order.

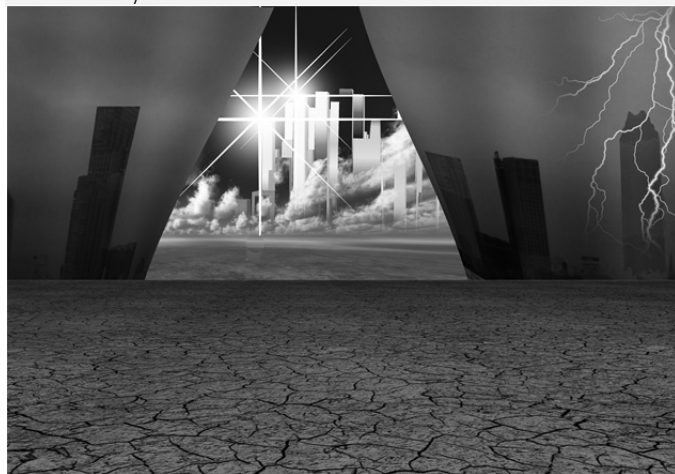
Arcane Graffiti		
School: Conjuration (Creation)	Level: Arcane 0	
Casting Time:	Attack action	
Components:	V, S	
Range:	0 ft.	
Target:	One Person	
Duration:	Instantaneous	
Saving Throw: None	Spell Resistance: No	
This spell allows you to inscribe your personal rune or a short message, which can be no larger than 2 feet tall and consist of no more than six words, on a nonliving creature or object. The writing can be visible or invisible. An <i>arcane graffiti</i> spell enables you to etch the words upon any substance (even stone or metal) without harming the material upon which the mark is placed. If invisible graffiti is made, the casting of any spell or use of any spell-like ability within 30 feet causes the words to become visible for 5 rounds.		
The mark cannot be dispelled, but it can be removed by the caster or with a <i>clean</i> spell.		

Burglar's Buddy

School:	Illusion	Level:	Arcane 2
Casting Time:	Attack action		
Components:	V, S, M		
Range:	long (400 ft. + 40 ft./level)		
Area:	15-ft.-radius emanation centered on a creature, object, or point in space		
Duration:	1 minute/level		
Saving Throw:	None and Will negates (object)	Spell Resistance:	Yes and no (object)

This spell suppresses all mechanical or electronic intrusion alarms and alarm sensors in the affected area. Burglar alarms or other intrusion alarms within the affected area simply fail to function; sensors for intrusion alarm systems (such as motion detectors, IR detectors, pressure sensors, electric eyes, and so forth) also fail to function, sending no signal to monitoring stations. Video surveillance devices continue to send whatever image they were photographing the moment when the spell was cast.

Material Component: A camera lens cover.



Clean

School:	Transmutation	Level:	Arcane 1, Divine 1
Casting Time:	Full-round action		
Components:	V, S, M		
Range:	Close (25 ft. + 5 ft./2 levels)		
Target:	One creature, object of up to 1,000 lb./level, or room of up to 100 square feet/level;		
Duration:	Instantaneous		
Saving Throw:	Fortitude negates (harmless)	Spell Resistance:	Yes (harmless)

The *clean* spell completely eliminates grime, dirt, and bacterial contaminants from the target. Smooth surfaces gain a faint shine, as if they had been polished.

If cast on a room or object, the *clean* spell destroys dirt, dust, and anything else that would ordinarily be wiped away with a thorough mundane cleaning. The room or object retains no fingerprints, and even the smallest hairs, skin cells, and garment fibers are cleaned away—rendering most evidence collection impossible, for example.

If cast on a creature, the *clean* spell disinfects wounds (doubling the natural healing rate for that day) and renders the creature scentless for 1 minute. This means that creatures with the scent extraordinary ability won't be able to detect the subject by scent alone.

Material Component: Bar of soap

Clown Car

School:	Conjuration (Summoning)	Level:	Arcane 4
Casting Time:	1 minute		
Components:	V, S, F		
Range:	0 ft.		
Effect:	Extradimensional space within an enclosed vehicle capable of holding one creature per caster level		
Duration:	1 hour/level		
Saving Throw:	None	Spell Resistance:	No

You create a temporary extradimensional space within an enclosed passenger compartment of a vehicle. The spell cannot be cast on vehicles without enclosed passenger compartments, such as motorcycles. The extradimensional space allows the vehicle to hold a number of additional passengers equal to the caster's level. A passenger may be up to Large size and can bring up to a medium load into the extradimensional space; creatures with more than a medium load cannot enter the extradimensional space.

Creatures that enter the extradimensional space cannot interact with anything outside of the vehicle, nor can creatures outside the vehicle perceive or interact with the occupants and contents of the extradimensional space (or even see the extradimensional space itself). Creatures within the extradimensional space effectively occupy the same 5-foot square and are incapable of making attacks while so contained.

Exiting the extradimensional space requires the passengers to physically exit the vehicle as well. If the vehicle is destroyed or the extradimensional space is successfully dispelled, the extradimensional space collapses. Any creatures or objects within the extradimensional space are ejected before the space implodes. Ejected creatures fall prone in squares adjacent to the vehicle.

Focus: A klaxon, which must be honked when the spell is cast.

Crawling Carpet

School:	Conjuration (Summoning)	Level:	Divine 4
Casting Time:	Full round action		
Components:	V, S, DF		
Range:	Long (400 ft. + 40 ft./level)		
Effect:	Carpet of monstrous spiders, scarab beetles, or centipedes filling a 10-ft.-radius spread		
Duration:	1 minute/level		
Saving Throw:	None	Spell Resistance:	No

You summon a number of monstrous insect swarms, each of which attacks any creature occupying its square. Each square of the spell's effect contains a swarm of monstrous spiders, monstrous scarab beetles, or monstrous centipedes, to a maximum of 12 swarms, assuming that the spell's effect isn't blocked by obstacles. The swarms are stationary after being summoned, and won't pursue creatures that flee. Use the monstrous spider swarm statistics for monstrous scarab beetle swarms and monstrous centipede swarms.

Dataread

School:	Divination	Level:	Arcane 2, Divine 2
Casting Time:	Attack action		
Components:	V, S, F/DF		
Range:	Touch		

Effect:	Read machine readable data			
Duration:	1 minute/level			
Saving Throw:	None	Spell Resistance:	No	

You run your finger over any machine-readable data source (a barcode, a computer disk, a CD, magnetic tape, or any similar record) to understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example, if reading a music CD, you hear the music in your head. If reading a word processor file, you visualize and read an image of the page. If reading a barcode, you see the serial number, pricing information, or other barcoded data.

The amount of time required to experience the data is the same as that required to read it by conventional means. You can normally read 2 pages of documents in 1 minute. This spell does not decode encrypted data. Without the encryption code, an encrypted document or file appears as a seemingly random string of characters. If you know the encryption code, however, you can read encrypted data normally with this spell.

Degauss

School:	Transmutation	Level:	Arcane 1, Divine 1	
Casting Time:	Attack action			
Components:	V, S			
Range:	Touch			
Effect:	Stored data is erased			
Duration:	Instantaneous			
Saving Throw:	None	Spell Resistance:	No	

By touching a single device that contains electronic files, such as a computer, external hard drive, CD-ROM, or magnetic disk, you erase all files on that device. The device is rendered empty of data.

Electromagnetic Pulse

School:	Evocation [Electricity]	Level:	Arcane 3
Casting Time:	Attack action		
Components:	V, S		
Range:	Short (25 ft. + 5 ft./2 levels)		
Area:	20-ft. burst		
Duration:	Instantaneous		
Saving Throw:	Will negates (object)	Spell Resistance:	Yes (object)

When you cast *electromagnetic pulse*, you send a powerful burst of energy that ruins electronic circuitry within the spell's area. Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives and other storage media are scrambled.

The *electromagnetic pulse* affects only devices with extensive circuitry, not everything that uses electricity. Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines will run more roughly without electronic guidance. Most cars manufactured after the 1980s won't start after an *electromagnetic pulse* because they have electronic ignition systems.

Devices affected by an *electromagnetic pulse* can be fixed according to the following table.

Repair Task (Example)	Relevant Skill	Price	Repair DC	Time
Simple processors (cars, elevator controls)	Repair	1,400	15	10 min.

Complex processors (computers, home theaters)	Repair	2,000	20	1 hr.
Data recovery (scrambled hard drive)	Computer	1,000	25	2 hr.

You can jury-rig repairs more quickly and cheaply, but the repairs may not last. See the description of the Repair skill for details.

Some military gear is immune to energy effects such as *electromagnetic pulse* thanks to a process called tempest hardening. Tempest hardening adds +4 to the availability and double the price.

EMT

School:	Conjuration(Healing)	Level:	Divine 5, TDM 5
Casting Time:	1 Standard Action		
Components:	V,S		
Range:	Touch		
Target:	Creature Touched		
Duration:	Instantaneous		

Saving Throw:	Will half (harmless); see text	Spell Resistance:	yes (harmless); see text
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When laying your hand upon a living creature, you channel positive energy that cures 3d8 points of damage + 1 point per caster level (maximum +15). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Willpower save to take half damage.

In addition EMT dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Gamma Burst

School:	Evocation	Level:	Arcane 3
Casting Time:	1 Standard Action		
Components:	V, S, M (See desc.)		
Range:	long (400 ft. + 40 ft./level)		
Target:	Single Creature		
Duration:	Instantaneous		
Saving Throw:	Reflex half	Spell Resistance:	Yes

A gamma burst spell generates a searing bolt of green radiation that strikes with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to the target creature. You point your finger and a glowing green, pea-sized bead streaks from the pointing digit and, strikes the target

Material Component: mild source of radiation such as a glow in the dark watch.

Haywire

School:	Transmutation	Level:	Arcane 0, Divine 0;
Casting Time:	Attack action		
Components:	V, S, M		
Range:	Close (25 ft. + 5 ft./2 levels)		
Target:	One object of up to 100 lb./level;		
Duration:	1 minute/level		

Saving Throw:	Will negates (object);	Spell Resistance:	Yes (object)	
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The *haywire* spell causes a single device to behave randomly and erratically, defying any attempts to bring it under control. Cash

registers display random prices and open their money drawers repeatedly. Escalators surge forward, and then reverse themselves. Automatic teller machines flash random patrons' account balances on the screen as they spew forth receipts (not money, though).

It's impossible to describe the exact effects of *haywire* on every modern device. In general, a machine subject to *haywire* functions as if someone were pressing random buttons or otherwise manipulating it randomly.

Turning off a device subject to a *haywire* spell doesn't work, because the spell disables the "off" switch. Cutting off the power supply (by unplugging it, for example) disables the device 1d4 rounds later, ending the spell.

Material Component: A small magnet.

Improved Arcane Lock

School:	Abjuration	Level:	Arcane 3
Casting Time:	Attack action		
Components:	V, S		
Range:	Long (400 ft. + 40 ft./level);		
Target:	One door, cabinet, chest, or portal/level, up to 30 sq. ft./ level each		
Duration:	1 hour/level		
Saving Throw:	None	Spell Resistance:	None

As *arcane lock*, except as described above. Additionally, *improved arcane lock* closes all targeted doors or containers if they're open when the spell is cast, then locks them. Unlike most spells, the caster need not have an unblocked line of effect to each door targeted by the spell, but the caster must know the location of each door. Mages and Techno Mages often use *improved arcane lock* to simultaneously close and lock every door in a building, either to trap something inside or lock something out.

Instant Connectivity

School:	Conjuration (Teleporting)	Level:	Arcane 5
Casting Time:	Attack action		
Components:	V, S, F;		
Range:	Touch (see text)		
Target:	Creature touched, or up to eight willing creatures joining hands;		
Duration:	Instantaneous		
Saving Throw:	Will negates	Spell Resistance:	Yes

Instant connectivity can only be cast through a computer network (see the Casting Spells through Email sidebar). With the aid of instant messaging software, you physically transport the subject or subjects from one place to another. If several willing persons link hands in a circle, up to eight creatures can be affected by the spell at the same time.

At least one of the creatures affected must be touching a computer with a world network connection and active instant messaging (IM) software. The targets must be sent to a specific IM address that is currently active online. *Instant connectivity* causes the targets to appear in the room from which that IM address is being accessed, automatically gaining surprise on anyone else in that room.

Focus: A computer hard drive (purchase 500 credits or higher).

Instant Identify

School:	Divination	Level:	Arcane 3, Divine 3
Casting Time:	Full-round action;		
Components:	V, S, M/DF		
Range:	Touch		
Target:	One touched object;		
Duration:	Instantaneous		
Saving Throw:	None	Spell Resistance:	No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate) and how many charges (if any) are left.

Arcane Material Component: A pearl (purchase price 5,000 credits).

Machine Invisibility

School:	Illusion	Level:	Arcane 2
Casting Time:	Attack action		
Components:	V, S, F;		
Range:	Personal or touch;		
Target:	One creature or object weighing no more than 100 lb.		
Duration:	1 minute/level (D)		
Saving Throw:	Will negates (harmless) or Will negates (harmless, object)	Spell Resistance:	Yes (harmless) or Yes (harmless, object)

The creature or object touched cannot be detected by video cameras, electronic sensors, or other high-tech detection machines. The creature is also invisible to mechanical constructs such as gear androids, golems, digital homunculi, mechanical homunculi, and robots. Characters under the effect of this spell will appear as dim figures to Techno Organic Constructs. If the recipient is a creature carrying gear, the gear is likewise undetectable. The subject is missing from still photos taken while the spell is in effect, closed-circuit television monitors don't display the subject, and other machines are likewise fooled. The creature or object touched can stand on a scale and doesn't appear to weigh anything. Infrared and heat sensors detect only the ambient heat levels. X-ray machines don't reveal the presence of an object with *machine invisibility*.

Microphones don't pick up sounds that the subject makes directly, although they will pick up sounds that subject makes by interacting with the environment. A hidden microphone wouldn't hear the subject's voice but would record the sound of that creature throwing a brick through a window. Items dropped or put down by an affected creature become visible to machine detectors; items picked up disappear if tucked into clothing or a bag carried by the creature. Light never becomes invisible, although a source of light can become so (thus, the effect in a photograph or video image is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The spell ends if the subject attacks any creature. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly, however, the subject and its gear immediately becomes visible to machines.

While *machine invisibility* is useful for many tasks requiring stealth, it sometimes makes the subject's life more difficult. A stoplight sensor under an intersection might not pick up a motorcycle with *machine invisibility*. Automatic sliding doors at the supermarket won't open for the subject of *machine invisibility*. Talking on the telephone or radio is impossible.

Focus: A glass lens, which the caster fogs by breathing on it.

Magic Bullets

School:	Transmutation	Level:	Arcane 4, Divine 4
Casting Time:	Attack action		
Components:	V, S, F		
Range:	Touch		
Target:	50 bullets, all of which must be in contact with each other at the time of casting		
Duration:	1 hour/level		
Saving Throw:	Will negates (harmless, object);	Spell Resistance:	Yes (harmless, object)

You enhance up to 50 individual bullets of the same caliber or a single magazine of up to 50 rounds with the power of a 1st level spell you already know. The bullets must be fired from a gun for the subsidiary magical effects to take hold. The related spells you must know to create *magic bullets* of a particular type are listed below.

Each time you cast the spell, all the bullets receive the same enchantment, but afterward it is possible to mix *magic bullets* with different effects in the same magazine. Be sure to note the order in which the bullets are loaded to correctly track the effect of each shot. Unless otherwise noted, *magic bullets* deal normal damage before they impart their magical effect. This spell can be used to create one type of bullet (as noted in the chart below), or others at the GM's discretion.

Magic Bullet Type	Other Spell Known	Effect
Curing bullet (divine)	<i>Cure light wounds</i>	Bullet deals no damage and instead cures 1d8+5 points of damage.
Inflicting bullet (divine)	<i>Inflict light wounds</i>	Creature damaged by pain bullet must succeed at a Will save (DC-14) or take an additional 1d8+5 points of damage.
Knock-out bullet (arcane)	<i>Sleep</i>	Creature damaged by knock-out bullet must succeed at a Will save (DC-14) or fall into a comatose slumber. Creatures with 5 or more Hit Dice are immune to this effect.
Panic bullet (arcane)	<i>Cause fear</i>	Creature damaged by terror bullet must succeed at a Will save (DC-14) or be panicked (–2 morale penalty on attack rolls, weapon damage rolls, and saves) for 1d4 rounds.

Magic ID

School:	Illusion	Level:	Arcane 0
Casting Time:	Attack action		
Components:	V, S, F		
Range:	Touch		
Effect:	Illusory identification card		
Duration:	See description		

Saving Throw:	Will disbelief (if interacted with)	Spell Resistance:	No
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With this glamor, you make a small card or slip of paper appear to be a valid identification card of your choosing. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey. The illusion lasts only as long as you touch the card, to a maximum of 5 rounds.

Focus: A small card or slip of paper.

Magic Message

School:	Illusion	Level:	Arcane 2
Casting Time:	Full round action		
Components:	V, S, M		
Range:	Close (25 ft. + 5 ft./2 levels)		
Target:	One object (see text)		
Duration:	Permanent until discharged		
Saving Throw:	Will negates (object)	Spell Resistance:	Yes (object)

This spell imbues a modern device such as a television, radio, computer monitor, or news ticker with a message you set that's delivered when a specified event occurs. The message, which must be 25 words or less, is delivered in a manner appropriate to the device targeted by the spell. A newscaster on a targeted television will appear to speak the message. A stereo plays the message as a repetitive song lyric. An electronic traffic sign displays the message for all motorists to see.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or specific as desired, although only visual and audible triggers can be used such as the following: "Deliver the message when a man in a dark suit walks past with a gun drawn." Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger (it's common for a television to flicker to life in a dark apartment, delivering a *magic message*). Magical darkness and *invisibility* will defeat a visual trigger, however, and silent movement and magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises (footsteps, elevator music) or to a specific noise or a spoken word. Actions can serve as triggers if they are visible or audible. For example, "Deliver the message when any creature picks up the talking doll" is an acceptable command if the creature is visible. A *magic message* cannot distinguish class, level, hit dice, or allegiance.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a *magic message* to respond to triggers up to 90 feet away. Regardless of range, the *magic message* can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: A carved jade figurine (purchase price 1,000 credits).

Mask Metal

School:	Illusion	Level:	Arcane 1
Casting Time:	Attack action		
Components:	V, S, M		
Range:	Touch		
Target:	A single metal object weighing no more than 10		

	lb./level;		
Duration:	10 minutes/ level (D)		
Saving Throw:	None or Will negates (harmless, object)	Spell Resistance:	No or yes (harmless, object)

This glamor makes a metal object undetectable to metal detectors. When any creature or character makes a Perception check to detect the object, he or she does not gain equipment bonuses from any device that detects metal.

Material Component: A magnet.

Meathooks

School:	Enchantment (compulsion) [mind-affecting]; Evocation	Level:	Arcane 4
Casting Time:	1 Standard Action		
Components:	V, S, F		
Range:	Medium (100 ft. + 10 ft./level)		
Target:	One Living Creature		
Duration:	1 round/level (D); see text		
Saving Throw:	Will negates; see text;	Spell Resistance:	Yes

The subject becomes paralyzed and freezes in place by large hooks on the end of chains. These chains appear out of the ether grabbing the target from all directions. These hooks inflict 1d4+1 damage per two caster levels. The target is aware and breathes normally but cannot take any actions, even speech. Each round on their turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Focus: a small, fishing hook

Phantom Chopper

School:	Conjuration (Creation)	Level:	Arcane 3
Casting Time:	10 minutes		
Components:	V, S		
Range:	0 ft.		
Effect:	One quasi-real motorcycle		
Duration:	1 hour/level (D)		
Saving Throw:	None	Spell Resistance:	No

You conjure a quasi-real motorcycle. The motorcycle can be ridden only by you or the one person for whom you specifically create the cycle. A phantom chopper looks like a heavily customized motorcycle of indeterminate make and model. It has realistic-looking license plates, and you decide what the license plate says when you cast the spell.

The *phantom chopper* has an Armor Class of 10, hardness of 5, and 20 hit points +1 hit point per caster level. If it loses all its hit points, the *phantom chopper* disappears. A *phantom chopper* has a top speed of 40 feet per caster level, an initiative modifier of +0, and a maneuver modifier of +1.

The *phantom choppers* gains certain powers according to caster level. A motorcycle's abilities include those of motorcycles of lower caster levels.

7th Level: The motorcycle can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

8th Level: The motorcycle can ride over water as if it were firm, dry ground.

9th Level: The motorcycle can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. The *phantom chopper* cannot take off and fly. It can only ride horizontally across the air. After 1 round in the air, the motorcycle falls.

Phantom Limousine

School:	Conjuration (Creation)	Level:	Arcane 5
Casting Time:	1 minute		
Components:	V, S, F		
Range:	0 ft.		
Target:	One quasi-real limousine		
Duration:	1 hour/level (D)		
Saving Throw:	None	Spell Resistance:	No

You conjure forth a quasi-real limousine that seats eight Medium characters (two in the front and six in a comfortable passenger area), four Large creatures (one in the front and three in the back), or sixteen Small creatures (four in the front and twelve in the back). The limousine has the exterior color and design details you choose when you prepare the spell, and the interior is one of opulent luxury. You decide what its license plates look like when you cast the spell.

The *phantom limousine* has an Armor Class of 6, hardness of 15, and 50 hit points +1 point per caster level. If it loses all its hit points, the *phantom limousine* disappears. A *phantom limousine* is much faster than it looks, with a top speed of 60 feet per caster level, an initiative modifier of -2, and a maneuver modifier of -2.

A *phantom limousine* has enough luxurious food and drink inside to provide a hearty meal for all passengers. It has all the powers of a *phantom chopper* (ability to drive over bad terrain, water, or air). Additionally, it is airtight and can even travel underwater at a speed of 10 feet per caster level.

Focus: A pair of car keys on a silver keychain.



Phantom Projectiles

School:	Transmutation	Level:	Arcane 5
Casting Time:	Attack action		
Components:	V, S, M		
Range:	Touch		
Target:	50 projectiles, all of which must be in contact with each other at the time of casting		
Duration:	1 hour/level		
Saving Throw:	Will negates (harmless, object)	Spell Resistance:	Yes (harmless, object)

You turn ammunition (such as arrows, bolts, bullets, and shuriken) into incorporeal projectiles that damage only their intended

targets.

Phantom projectiles pass through intervening obstacles (including armor) and thus ignore cover bonuses and equipment bonuses to Armor Class. Barriers of magical force, such as a *wall of force*, stops them. *Phantom bullets* count as having a +3 enhancement bonus for the purpose of overcoming damage reduction, although they don't actually receive the enhancement bonus on attacks or damage.

Additionally, the *phantom bullets* disappear 1d4 rounds after being fired, making it impossible to gather ballistic evidence.

Material Component: In addition to the bullets, the caster needs a small chunk of lithium.

Pre-emptive Strike			
School:	Transmutation	Level:	Arcane 3
Casting Time:	1 Standard Action		
Components:	V, S, M		
Range:	Touch		
Target:	Creature Touched		
Duration:	1 min./level		
Saving Throw:	Will negates (harmless);	Spell Resistance:	Yes

The affected creature gains greater agility and speed. The spell grants a +2 enhancement bonus to Initiative.

Material Component: a few hairs, or a pinch of dung, from a mongoose

Rage of Bees

School:	Conjuration (Summoning)	Level:	Divine 5
Casting Time:	Full-round action		
Components:	V, S, DF		
Range:	Long (400 ft. + 40 ft./level)		
Effect:	1d3 swarms of sentient killer bees, no two of which can be more than 30 ft. apart		
Duration:	1 minute/level		
Saving Throw:	None	Spell Resistance:	No

You summon 1d3 swarms of sentient killer bees, each one filling a 5-foot square within the spell's effect. The swarms independently attack targets designated by you.

Recharge

School:	Conjuration (Healing)	Level:	Divine 3, Techno 3
Casting Time:	Attack action		
Components:	V, S, F/DF		
Range:	Touch		
Target:	Creature touched		
Duration:	Instantaneous and special (see text)		
Saving Throw:	Will negates (harmless)	Spell Resistance:	Yes (harmless)

By converting electrical energy into eldritch power, you can recover quickly from debilitating physical effects. However, you must draw current from a wall socket to power this healing magic.

The *recharge* spell instantly eliminates the following conditions: cowering, dazed, exhausted, fatigued, nauseated, shaken, and stunned. The caster can heal herself of some of these conditions, but others (such as stunned) don't allow spellcasting or other actions.

In addition, the *recharge* spell instantly cures blindness or deafness caused by a spell, or spell-like ability, and it grants a +4 bonus on

Fortitude saves against poison for 1 minute.

Focus: An active electrical outlet.

Relay Text

School:	Transmutation	Level:	Arcane 2
Casting Time:	V, S		
Components:	Attack action		
Range:	Unlimited		
Target:	A text message reaches an electronic device of someone you know		
Duration:	Instantaneous		
Saving Throw:	None	Spell Resistance:	No

You cause a text message of up to 25 words to appear on the screen of an electronic device capable of receiving such messages, such as a cell phone, pager, PDA, or computer. If the device is turned on, the message appears instantly; if not, the message appears as soon as someone turns it on. The message remains onscreen until read, then disappears, leaving no electronic record of its appearance. You must have seen the device to send a message to it.

Secret Pocket

School:	Conjuration (Summoning)	Level:	Arcane 3, Divine 3
Casting Time:	Attack action		
Components:	V, S, M/DF		
Range:	Object touched		
Target:	One pocket on a garment		
Duration:	1 hour/level		
Saving Throw:	None	Spell Resistance:	No

The *secret pocket* spell creates an extradimensional space that only you can reach through a pocket in the target garment. The *secret pocket* can hold 1 pound per caster level, and you can put anything in it that will physical fit through the pocket opening. The item can be of any length and isn't otherwise restricted by the pocket's actual dimensions—it just has to be able to fit through the opening. The contents of the extradimensional space never cause the pocket to bulge, and items inside the *secret pocket* have no weight once they're placed inside (although the weight still counts against the capacity of the extradimensional space). Whenever you reach into the pocket, you access the extradimensional space rather than the actual pocket. Anyone else who examines the pocket finds it completely ordinary. If someone else puts something in the pocket, you can't reach it because your hand goes into the extradimensional space instead.

You can give the garment to someone else to wear if you like, but only you can access the extradimensional space through the pocket.

Arcane Material Component: A black handkerchief

Secret Vault

School:	Conjuration (Summoning)	Level:	Arcane 5
Casting Time:	10 minutes		
Components:	V, S, F		
Range:	See text		
Target:	One chest and up to 1 cu. ft. of goods/caster level		
Duration:	60 days or until discharged		
Saving Throw:	None	Spell Resistance:	No

Resistance:

You hide a briefcase, backpack, duffle bag, or similar item in an extradimensional space for up to 60 days and can retrieve it at will. The item used as a *secret vault* can contain up to 1 cubic foot of material per caster level (regardless of the item’s actual size). If you put anything living inside the *secret vault*, the spell fails. Once you cast the spell, the item and its contents disappear. You can retrieve it anytime thereafter by concentrating (an attack or move action), and it appears next to you.

To create the *secret vault*, you cast the spell while touching both the full-size container and a miniscule replica of it. The container and anything within it or touching it (subject to the volume limitation above) vanishes into an extradimensional space. You need the miniature replica to recall the container. After 60 days, the container reappears in your hand whether you wish it to or not.

Focus: A briefcase, duffle bag, or similar container prepared with expensive and rare reagents, as well as a miniscule replica of it. The actual storage container and the miniature replica have a combined purchase price of 10,000 credits.

Shooting Star

School:	Transmutations	Level:	Arcane 8
Casting Time:	1 Standard Action		
Components:	V, S, M		
Range:	Medium (100 ft. + 10 ft./level)		
Target:	Single Target		
Duration:	1 round/level (D)		
Saving Throw:	Ref Negates (harmless)	Spell Resistance:	Yes

This spell violently reverses gravity on a target, causing it to fall upward at a rate of 50 feet a round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

If a target is outside while target of this spell they will fall upward until the duration expires and then fall most likely to their deaths. Remember falling damage causes wound damage.

Material Component: lodestone and iron filings

Shutdown

School:	Transmutation	Level:	Arcane 3, Divine 3
Casting Time:	Attack action		
Components:	V, M/DF		
Range:	Close (25 ft. + 5 ft./2 levels)		
Area:	15-ft.-radius emanation centered on a point in space		
Duration:	1 minute/level		
Saving Throw:	None	Spell Resistance:	No

All electrical devices within the spell’s area—lights, computers, cell phones, digital watches, and so forth—do not function for the

duration of the spell. The spell does not prevent devices outside of the area of effect from operating normally, even if they are on the same electrical circuit as those affected. (Even if the spell is cast on a generator supplying power to devices outside the area of effect, those outside devices continue to remain powered.) At the end of the spell’s duration, the devices operate again as if their operation had not been interrupted. (Computers do not need to be restarted, and clocks display the correct time.) Many sophisticated mechanical devices, including automobiles and aircraft, rely on electrical components, and so are usually affected by this spell.

Arcane Material Components: The CONTROL, ALT, and DELETE keys from a computer keyboard.

Synchronicity

School:	Abjuration	Level:	Arcane 5, Divine 5
Casting Time:	Attack action		
Components:	V, S, F/DF		
Range:	Touch		
Target:	Creature touched		
Duration:	10 minutes/level		
Saving Throw:	Will negates (harmless)	Spell Resistance:	Yes (harmless)

The *synchronicity* spell subtly rearranges reality so that the subject isn’t inconvenienced by the minor delays in modern life. For the subject of *synchronicity*, the traffic light is always green and there’s always a waiting elevator. On a city street, *synchronicity* ensures that a taxicab pulls up within 1 round of the subject standing on the curb. The subway trains always run on time for the subject of *synchronicity*, and waiters and clerks promptly arrive whenever they’re needed.

Though designed for convenience, the *synchronicity* spell offers advantages for a caster in harm’s way. The subject of *synchronicity* can run at full speed, even through a dense crowd, because people subconsciously move aside. The *synchronicity* spell also provides a +4 bonus to Armor Class when the subject’s movement provokes an attack of opportunity, because even enemies have a tendency to stay out of the subject’s way.

Synchronicity is also useful during car chases. Because other cars naturally get out of the way and traffic lights always turn green, a driver with *synchronicity* gains a +8 inherent bonus on Drive checks in urban areas and can make an unlimited number of avoid hazard and hard turn stunts (drivers are ordinarily limited to one or two stunts). When engaged in vehicular hide-and-seek, the *synchronicity* spell provides a +8 inherent bonus on Bluff and Stealth checks (if you’re being chased) or Sense Motive and Perception checks (if you’re pursuing another vehicle) because other cars and pedestrians naturally aid your efforts.

Arcane Focus: A gold-level credit card or garage door remote control.

Trace Purge

School:	Transmutation	Level:	Arcane 1, Divine 1
Casting Time:	Attack action		
Components:	V, S, M/DF		
Range:	Close (25 ft. + 5 ft./2 levels)		
Area:	15-ft.-radius emanation centered on a point in space		
Duration:	Instantaneous		
Saving Throw:	None	Spell Resistance:	No

When you cast this spell, you touch one creature (yourself or someone else). The spell eliminates all physical evidence left by that person's body (fingerprints, fluids, hairs, and so forth) within the affected area along with any evidentiary materials accidentally deposited by that person's body, clothes, or gear (such as fibers, mud, dust, and so forth). The spell only affects materials no larger than a few strands of hair or a few ounces of dirt. It does not change any disturbances that person created (including footprints, tool marks, or broken items) or remove any object the target person deliberately left.

Arcane Material Component: A pair of tweezers.

Undetectable Magical Aura

School:	Illusion	Level:	Arcane 1
Casting Time:	Attack action		
Components:	V, S, F		
Range:	Touch		
Target:	Object touched weighing up to 5 lb./level		
Duration:	1 day/level (D)		
Saving Throw:	None (see text)	Spell Resistance:	No

This glamor allows you to mask a magic item's aura from detection. It fools *detect magical aura* spells such that the item appears non-magical. If the object bearing *undetectable magical aura* has *instant identify* cast on it, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save.

Focus: A small square of silk that must be passed over the object.

Via Negativa

School:	Necromancy	Level:	Arcane 4, Divine 4
Casting Time:	Attack action		
Components:	S, F/DF		
Range:	Touch		
Target:	Creature touched		
Duration:	1 round/level		
Saving Throw:	Fortitude half	Spell Resistance:	Yes

When you cast the *via negativa* spell, your right hand is covered with crackling black energy that causes intense pain to any living creature that comes into prolonged contact with it. Meanwhile, it imbues you with necromantic power.

The *via negativa* spell affects any living creature that you grapple, dealing 4d6 points of damage on round the grapple is initiated and each round the grapple is maintained. If your foe escapes the grapple, you can attempt to attain another hold. Furthermore, the *via negativa* spell grants a +5 enhancement bonus to Strength as long as you're grappling.

The somatic component for the *via negativa* spell begins with a handshake motion. If you use an innocuous handshake with someone to start a *via negativa* spell, your melee touch attack automatically succeeds and you don't provoke an attack of opportunity to start the grapple.

Arcane Focus: A ring with a black pearl (purchase price 8,000 credits).

Wall Walk

School:	Transmutation	Level:	Arcane 3, Divine 4
Casting Time:	Attack action		
Components:	V, S, M		

Range:	Touch		
Target:	Creature touched		
Duration:	10 minutes/ level		
Saving Throw:	Will negates (harmless)	Spell Resistance:	Yes (harmless)

An improved version of the *spider climb* spell, *wall walk* allows for faster, easier movement. The subject can travel on vertical surfaces or ceilings as well as they can walk on the ground. No matter how smooth the wall, the subject of a *wall walk* spell can run up it or even fight from a sideways position, never needing to make Climb checks to do so. The subject can switch from floor to walls to ceilings as many times as his speed allows.

Unlike the *spider climb* spell, *wall walk* doesn't require the subject to use his hands to climb, so the subject can hold items and wield weapons normally.

Material Component: A black strip of Velcro.



Wire Walk

School:	Conjuration (Teleporting)	Level:	Arcane 4
Casting Time:	Attack action		
Components:	V		
Range:	Personal and touch		
Target:	You and touched objects or other touched willing creatures weighing up to 25 lb./level		
Duration:	Instantaneous		
Saving Throw:	None and Will negates (object)	Spell Resistance:	No and yes (object)

You and any other objects or creatures targeted by the spell teleport instantly to the location of a telephone you call. The telephone must be answered; the spell only works over an open line. You arrive adjacent to the device (within 5 feet of it), and any other creatures transported by the spell appear next to you.

For example, you might use a cell phone to call home. As soon as anyone answers the phone (including an answering machine),

you could use the spell to teleport home. Willing subjects of the spell (and the objects they carry) need not make a saving throw, nor does spell resistance apply in this instance.

VESSEL MAGIC ITEMS

Enchantments on Starships: Starships are limited to the following enchantments:

Table 10-1: Systems by Vessel Size

	Tiny to Small	Medium to Huge	Gigantic to Colossal	Colossal II+
Command Unit	1	1	2	3
Communications	1	1	2	3
Compartments	1	3	6	9
Computer	1	1	2	3
Conventional Engine	1	1	2	3
Defensive Systems	1	3	6	9
Dimensional Drive	1	1	2	3
Flight Deck System	0	1	2	3
Hull Component	1	1	2	3
Hyperspace Drive	1	1	2	3
Sensor System	1	1	2	3
Weapons System	1	3	6	9



COMMAND UNIT

Flight Board Figurine – Humorous – 3m				
Aura	Faint Abjuration	CL	5 th	
Slot	Command	Weight	None	
Price	400,000 cr.	Availability	12	
DESCRIPTION				
A flight board figurine appears to be a statue of a humorous animal or person 4 to 6 inches tall. When placed upon the flight board of a vessel, it sticks in place and can only be removed by the				

owner with a command word. Once in place, the figurine grants a special ability to the vessel and the pilot. This figurine depicts some amusing-looking figure, such as a hula dancer or a cartoon character. The pilot of the vessel gains a +2 bonus on all saving throws while operating the vessel.

CONSTRUCTION

Requirements	Craft Sensor and Comms, Resistance	Cost	200,000 cr.
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Flight Board Figurine – Monstrous – 3m				
Aura	Faint Transmutation	CL	5 th	
Slot	Command	Weight	None	
Price	400,000 cr.	Availability	12	
DESCRIPTION				
A flight board figurine appears to be a statue of a monstrous animal or person 4 to 6 inches tall. When placed upon the flight board of a vessel, it sticks in place and can only be removed by the owner with a command word. Once in place, the figurine grants a special ability to the vessel and the pilot. This figurine depicts some sort of fierce-looking monster, such as a radioactive dinosaur or a beholder. Attacks made by the crew, pilot and passengers of the vessel gain a +2 attack bonus.				
CONSTRUCTION				
Requirements	Craft Sensors and Comms, Craft Magic Arms and Armor	Cost	200,000 cr.	

Flight Board Figurine – Religious – 3m				
Aura	Faint Abjuration	CL	5 th	
Slot	Command	Weight	None	
Price	400,000 cr	Availability	12	
DESCRIPTION				
A flight board figurine appears to be a statue of a religious animal or person 4 to 6 inches tall. When placed upon the flight board of a vessel, it sticks in place and can only be removed by the owner with a command word. Once in place, the figurine grants a special ability to the vessel and the pilot. This is an icon of a saint, the Virgin Mary, or some other being of religious or spiritual significance. This type of flight board figurine provides a +2 bonus to the vessels signature.				
CONSTRUCTION				
Requirements	Craft Sensors and Comms, Craft Magic Arms and Armor	Cost	200,000 cr	

Fuzzy Dice of Luck - 4m				
Aura	Moderate Transmutation	CL	8 th	
Slot	Command	Weight	None	
Price	1,300,000 cr	Availability	24	
DESCRIPTION				
These gaudy, hot-pink fuzzy dice must be hung on the bridge near the pilot's station to be activated. A vessel equipped with a set of Fuzzy Dice of Luck grants the pilot a +3 item bonus to pilot checks. In addition, once per day as a swift action the pilot can activate the dice. When activated the pilots rolls twice for a pilot check and takes the best result.				
CONSTRUCTION				
Requirements	Craft Sensor and Comms, Cat's Grace	Cost	650,000 cr	

Signet of Command - 6m			
Aura	Moderate Transmutation	CL	8 th
Slot	Command	Weight	None
Price	500,000 cr	Availability	35
DESCRIPTION			
This regal signet is attached to the station used by a vessel commander. It grants Enhance Crew +2 and Enhance Task Force +2 (See Naval Officer), these bonuses are cumulative with those of the Naval Officer			
CONSTRUCTION			
Requirements	Craft Sensor and Comms, Cat's Grace, Eagle's Splendor, Fox's Cunning, Owl's Wisdom	Cost	250,000 cr

COMMUNICATIONS SYSTEM

Radio of Comprehend Languages – 3m			
Aura	Moderate Divination	CL	5 th
Slot	Communications System	Weight	None
Price	750,000 cr.	Availability	24
DESCRIPTION			
This rune covered radio set has a permeant comprehend languages spell on it. (See comprehend language spell, For details see The Pathfinder Roleplaying System Core Rulebook.)			
CONSTRUCTION			
Requirements	Craft Sensor and Comms, Comprehend Languages	Cost	375,000 cr.

Telepathic Relay – 5m			
Aura	Moderate Divination	CL	9 th
Slot	Communications System	Weight	None
Price	1,000,000 cr.	Availability	35
DESCRIPTION			
This rune covered device has a permeant telepathic bond spell on it. (See telepathic bond spell. For details: see Neverwhen Rulebook). The device can effect up to 20 targets of 3 Intelligence or greater. To use the device a target must be within 50' of it for 1 minute.			
CONSTRUCTION			
Requirements	Craft Sensor and Comms, Telepathic Bond	Cost	500,000 cr.

Trans-Dimensional Telegraph – 8m			
Aura	Strong Divination	CL	15 th
Slot	Communications System	Weight	None
Price	5,000,000 cr.	Availability	50
DESCRIPTION			
This device allows the user to send messages across the dimensional/realm barriers. This can be done 3/day each message cannot exceed 100 words.			
CONSTRUCTION			
Requirements	Craft Sensor and Comms, Contact Other Plane, Plane Shift	Cost	2,500,00 cr.

Universal Translator – 6m			
Aura	Moderate Divination	CL	11 th
Slot	Communications System	Weight	None
Price	500,000 cr.	Availability	35
DESCRIPTION			
This rune covered communications console (Audio and Visual) allows the understanding of almost any spoken or written language received or sent through the console. Multiple languages can be translated at the same time. Magical languages cannot be translated. Printed material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though it does reveal that it is magical. This item can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.			
CONSTRUCTION			
Requirements	Craft Sensor and Comms, Comprehend Languages, Permanency, Tongues	Cost	250,000 cr.

COMPARTMENTS

Cargo Compartment of Masking – 5m			
Aura	Moderate Illusion	CL	9 th
Slot	Compartment Area	Weight	None
Price	45,000,000 cr.	Availability	36
DESCRIPTION			
The vessel has a number of smuggler compartments that have been enchanted to conceal anything with in them. Whenever these compartments are opened, it creates a powerful illusion to conceal its true contents. The owner decides what the compartment appears to contain, and its contents seem real in every respect. Illusory items can be removed, handled, and manipulated. However, illusory tools provide no benefits to their users, and illusory items disappear if taken more than 30 feet from the compartment. Gleaning the true contents of the compartment requires a <i>true seeing</i> spell or similar magic. If creatures suspect the presence of an illusion make Willpower (DC-25) to disbelieve the illusion. The smuggler compartments can make up 10% of the vessels cargo space.			
CONSTRUCTION			
Requirements	Craft Hull and Armor, Persistent Image	Cost	22,500,000 cr.

Platform of Life – 5d			
Aura	Strong Transmutation	CL	11 th
Slot	Compartment	Weight	None
Price	32,500,000 cr.	Availability	55
DESCRIPTION			
This white chamber may 3 times a day cast raise dead. (For details see The Pathfinder Roleplaying System Core Rulebook.)			
CONSTRUCTION			
Requirements	Craft Armor and Hull, Raise Dead	Cost	16,250,000 cr.

Regeneration Chamber – 7d			
Aura	Strong	CL	15th
Slot	Compartments	Weight	None
Price	32,500,000 cr.	Availability	50
DESCRIPTION			
This white gold chamber with inset green sapphire allows a living creature to heal 4 points of damage per round (Each wound point counts as two points of healing) and an equal amount of nonlethal damage. If a character with a missing limb, an organ, or any other body part uses the chamber will restore this damage as per the regenerate spell.			
CONSTRUCTION			
Requirements	Craft Armor and Hull, Regenerate	Cost	16,250,000 cr.

Seats of Safety – 10m			
Aura	Strong	CL	19th
Slot	Compartments	Weight	None
Price	32,500,000 cr.	Availability	47
DESCRIPTION			
These reinforced seats are covered with ancient runes. The occupants of a vessel equipped with these seats take no damage from collisions. They also gain a +6 bonus to Armor Class if the seat is used as cover in shipboard combats.			
CONSTRUCTION			
Requirements	Craft Armor and Hull, Forcecage, Shield	Cost	16,250,000 cr

Seat of Hold Monster – 8m			
Aura	Strong Enchantment	CL	16th
Slot	Compartments	Weight	None
Price	65,000 cr	Availability	38
DESCRIPTION			
With the pronouncement of the command word the seat envelopes the target. The creature attacked by the seat must make a Willpower (DC-20) or be paralyzed for 10 rounds. Up to six seats may have this enchantment placed on them.			
CONSTRUCTION			
Requirements	Craft Armor and Hull, Hold Monster	Cost	32,500 cr

COMPUTER

Astral Storage - TL 5, ML 5			
Aura	Moderate Enchantment	CL	15 th
Slot	Computer	Weight	None
Price	1,500,000 cr.	Availability	46
DESCRIPTION			
Astral Storage is a very special form of offline storage. The offline storage unit is not actually stored on the ship. It is stored in a magical chest that is actually on the astral plane. When an astral storage unit is installed on a ship, a permanent conduit is opened into the astral plane that allows data to be transferred between the offline storage unit and the ships main computer. There are two advantages; one, the astral storage cannot be affected by critical hits, and two, when the storage system is setup a miniature version of the computer is created, which can be connected to any computer to access the astral storage. Due to the distance that must be traveled, it takes longer for the data to be			

transferred than it would for normal storage. Transferring a program from astral storage to active memory takes a full round action for every three function points in the program.

CONSTRUCTION			
Requirements	Craft Computer, Astral Form	Cost	750,000 cr.
Engineering Computer of Repair – 3m			
Aura	Moderate Enchantment	CL	5 th
Slot	Computer	Weight	None
Price	8,000,000 cr.	Availability	30
DESCRIPTION			
This computer uses its enchanted abilities to help the engineering crew repair critical hits. It allows the engineer as a free action to repair a critically hit system this may be done 3/day.			
CONSTRUCTION			
Requirements	Craft Computer, Repair Serious Damage	Cost	4,000,000 cr.

Paralytic Alarm – 7m			
Aura	Moderate Enchantment	CL	13 th
Slot	Computer	Weight	None
Price	2,500,000 cr.	Availability	30
DESCRIPTION			
This vessels alarm triggers whenever an attempt is made to break into or take over the vessel (for example, by bypassing a door lock), unless the intruder succeeds at a Disable Device check (DC-30). When activated, the paralytic alarm emits a hypnotic pulse that requires everyone within 25 ft. or on the vessel to make a Fortitude (DC-25) or be paralyzed for 5 minutes. Crew members maybe be given a magical icon that protects them from the effect.			
CONSTRUCTION			
Requirements	Craft Computer, Symbol of Stunning	Cost	1,250,000 cr.

Targeting Computer of True Strike – 7m			
Aura	Moderate Enchantment	CL	13 th
Slot	Computer	Weight	None
Price	5,000,000 cr.	Availability	50
DESCRIPTION			
This targeting computer grants a +20 to the attack rolls of all of the weapons on the vessel for one turn. This ability maybe used once per day.			
CONSTRUCTION			
Requirements	Craft Computer, True Strike, Permanency	Cost	2,500,000 cr.

Warded Computer – 8m			
Aura	Moderate Enchantment	CL	15 th
Slot	Computer	Weight	None
Price	1,000,000 cr.	Availability	35
DESCRIPTION			
A warded computer uses arcane defenses to protect against incursions into the system. To hack the system by conventional means requires a Computers DC-40. Access the computer via magical means requires a caster level check (1d20 + caster level) against a DC of 30.			
CONSTRUCTION			
Requirements	Craft Computer, Protection from Spells	Cost	500,000 cr.

CONVENTIONAL ENGINE

Comet Drive – 4m				
Aura	Strong Enchantment	CL	6 th	
Slot	Conventional Drive	Weight	500 lb.	
Price	1,000,000 cr.	Availability	30	
DESCRIPTION				
This drive creates the illusion that the vessel is a falling star while entering atmosphere. The illusion includes visual, sound, and thermal effects. To see through the illusion requires a Willpower DC-35. This drive may be used up to 3/day.				
CONSTRUCTION				
Requirements	Craft Engines, Major Image	Cost	500,000 cr.	

Dimensional Slide Drive – 4m				
Aura	Strong Enchantment	CL	8 th	
Slot	Conventional Drive	Weight	1,000 lb.	
Price	15,000,000 cr.	Availability	45	
DESCRIPTION				
The vessel instantly transfers itself from its current location to any other spot within a range of 10 hexes. The vessel arrives at exactly the spot desired, pointing in the same direction and at the same speed. After using this ability, the vessel can't take any other actions until the next turn. If the vessel somehow attempts to transfer itself to a location occupied by a solid body, the drive simply fails to function. This drive may be used up to 3/day.				
CONSTRUCTION				
Requirements	Craft Engines, Dimensional Slide	Cost	7,500,000 cr.	

Phoenix Drive – 9m				
Aura	Strong Enchantment	CL	17 th	
Slot	Conventional Drive	Weight	1,000 lb.	
Price	10,000,000 cr.	Availability	45	
DESCRIPTION				
This drive unit transforms the vessel into a giant flaming bird. While in this state none of the ranged weapons of the vessel maybe fired. That said the vessel is not helpless the vessels deflection is doubled (Minimum of 30) and it does quadruple damage when ramming. This effect last for 10 rounds and can be used 3/day.				
CONSTRUCTION				
Requirements	Craft Engines, Form of the Dragon III, Shapechange	Cost	5,000,000 cr.	

Zephyr Drive – 8m				
Aura	Strong Enchantment	CL	15 th	
Slot	Conventional Drive	Weight	None	
Price	10,000,000 cr.	Availability	55	
DESCRIPTION				
This drive unit doubles the current speed of a vessel or small craft. It may only be used 2/day.				
CONSTRUCTION				
Requirements	Craft Engines, Expeditious Retreat	Cost	5,000,000 cr.	

DEFENSIVE SYSTEMS

Table 10-2: Vessel Magical Defensive Systems				
Medium	Major	Item	Price	Avail
01-15	—	+1 Deflection	100,000 cr	30
16-29	—	+1 Signature	100,000 cr	30
30-41	—	+2 Deflection	400,000 cr	33
42-53	—	+2 Signature	400,000 cr	33
54-65	01-25	+3 Deflection	900,000 cr	36
66-77	26-40	+3 Signature	900,000 cr	36
78-89	41-55	+4 Deflection	1,600,000 cr	42
90-100	56-70	+4 Signature	1,600,000 cr	42
—	71-85	+5 Deflection	2,500,000 cr	45
—	86-100	+5 Signature	2,500,000 cr	45
A vessel may have one bonus to deflection and one bonus to signature. The vessel must still adhere to the maximums based on vessel size.				

Anti-Missile Shields – 10m				
Aura	Strong Transmutation	CL	20 th	
Slot	Defensive Systems	Weight	2,000 lb.	
Price	100,000,000 cr.	Availability	60	
DESCRIPTION				
This defensive system causes, when activated, a black field to appear around the vessel. This field causes all missiles within 5 hexes of the vessel (Friend or Foe) to be instantly sucked into a void and utterly destroyed. This system can be used 2/day.				
CONSTRUCTION				
Requirements	Craft Defenses and Extras, Disintegration, Imprisonment	Cost	50,000,000 cr.	

Ethereal Evasion – 10f				
Aura	Strong Transmutation	CL	20 th	
Slot	Defensive Systems	Weight	2,000 lb.	
Price	100,000,000 cr.	Availability	60	
DESCRIPTION				



This defensive system allows the pilot of the vessel a chance at transforming the vessel to ethereal form, in an effort to avoid attacks. This is a quick action and requires the pilot to make a pilot (DC-30). If successful for the remainder of the turn the vessel is ethereal. This defensive system may be used 3/day.

CONSTRUCTION

Requirements	Craft Defenses and Extras, Etherealness	Cost 50,000,000 cr
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Displacement Shields (Lesser / Greater) – 6m / 9m

Aura	Strong Enchantment	CL	12th /18th
Slot	Defensive Systems	Weight	800 lb. / 1,200lb
Price	500,000 / 1,000,000 cr.	Availability	50 / 60

DESCRIPTION

These devices impart the same abilities to a vessel as those outlined for the lesser and greater cloaks of displacement (For details see The Pathfinder Roleplaying System Core Rulebook). The main differences are; the displacement shield must be activated, and while activated, the vessels takes double damage from any successful hits. The shields can remain active for up to 12 hours of constant use and contains 20 charges.

CONSTRUCTION

Requirements	Craft Defenses and Extras, Displacement	Cost 250,000cr /500,000cr
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Energy Reflection System – 8m

Aura	Strong Abjuration	CL	14th
Slot	Defensive System	Weight	800 lb.
Price	1,000,000 cr.	Availability	50

DESCRIPTION

This shimmering field can once per day reflect all energy attacks made during the turn back at attacker. For each in coming attack make a standard attack roll versus the firing vessel.

CONSTRUCTION

Requirements	Craft Defenses and Extras, Energy Resistance, Spell Turning	Cost 500,000cr
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Mirror Image Projector - 6m

Aura	Strong Illusion	CL	12th
Slot	Defensive System	Weight	800 lb.
Price	480,000 cr	Availability	60

DESCRIPTION

This shield when activated creates 1d4+2 images of the vessel. These images even appear on the enemies' radar and other sensory equipment. This acts as the spell mirror image (For details see The Pathfinder Roleplaying System Core Rulebook).

CONSTRUCTION

Requirements	Craft Defenses and Extras, Mirror Image	Cost 240,000 cr
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Repulsion System – 8m

Aura	Strong Abjuration	CL	16th
Slot	Defensive System	Weight	800 lb.
Price	5,000,000 cr.	Availability	40

DESCRIPTION

This system creates an invisible, mobile field surrounding the vessel and prevents creatures from approaching it, for up to 10

rounds. You decide how big the field is at the time of activation (up to 100 feet from the hull). Any creature within or entering the field must attempt a Willpower (DC-30). If it fails, it becomes unable to move toward you for the duration. Repelled creatures' actions are not otherwise restricted; they can fight other creatures, cast spells, and attack with ranged weapons. If the vessel moves closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against the ship if it comes within reach. If a repelled creature moves away from the ship and then tries to turn back toward you, it cannot move any closer if it is still within the area of effect.

CONSTRUCTION

Requirements	Craft Defenses and Extras, Repulsion	Cost 2,500,000cr
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Stoneskin Shields – 8m

Aura	Strong Enchantment	CL	16th
Slot	Defensive System	Weight	800 lb
Price	6,400,000 cr	Availability	60

DESCRIPTION

This shield maybe activated up to 3/day each time that it is activated. It grants the vessel a 10 deflection rating on all of its shields. This effect lasts for 10 combat rounds. May not be activated while ability is still in effect.

CONSTRUCTION

Requirements	Craft Defenses and Extras, Stone Skin	Cost 3,200,000 cr
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Spell Reflection System – 8m

Aura	Strong Abjuration	CL	14th
Slot	Defensive System	Weight	800 lb.
Price	1,000,000 cr.	Availability	50

DESCRIPTION

This shimmering field can, once per day, reflect a spell back at its caster exactly like the *spell turning* spell. (For details: see The Pathfinder Roleplaying System Core Rulebook.)

CONSTRUCTION

Requirements	Craft Defenses and Extras, Spell Turning	Cost 500,000 cr
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Wall of Force Shields – 8m

Aura	Strong Enchantment	CL	15th
Slot	Defensive System	Weight	800#
Price	120,000,000 cr	Availability	60

DESCRIPTION

This device creates a shield around a vessel with the same abilities as the spell wall of force to a single shield facing.

A wall of force creates an invisible wall of pure force. The wall hinders movement of the vessel; free thrust is reduced by half for the duration of the wall. A wall of force is immune to dispel magic, although a mage's disjunction can still dispel it. A wall of force can be damaged by spells as normal, except for disintegrate, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but a wall of force provides deflection 30 and 300 additional points to the shield facing. Contact with a sphere of annihilation or rod of cancellation instantly destroys a wall of force.

Breath weapons and spells cannot pass through a wall of force in either direction, although dimension door, teleport, and similar

effects can bypass the barrier. It blocks ethereal creatures as well as material ones. Gaze attacks can operate through a wall of force. If all six shield facings are covered the vessel is considered to be fully covered.

The shield stays active for up to 6 hours and contains 20 charges. Can be activated on each of the six shield facing but it cost one charge per shield facing.

CONSTRUCTION

Requirements	Craft Defenses and Extras, Wall of Force	Cost	60,000,000 cr
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FLIGHT DECK COMPONENT

Launch Rails of Shrinking – 4m

Aura	Moderate Transmutation	CL	7 th
Slot	Flight Deck Component	Weight	None
Price	750,000 cr.	Availability	20

DESCRIPTION

This rune etched launch rails allows any size of small craft to be launched from them. Once placed on the launch rail the craft is shrunk to a size that will be able to leave via the launch doors.

CONSTRUCTION

Requirements	Craft Defenses and Extras, Shrink Item	Cost	375,000 cr.
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Launch Rails of Speed – 4m

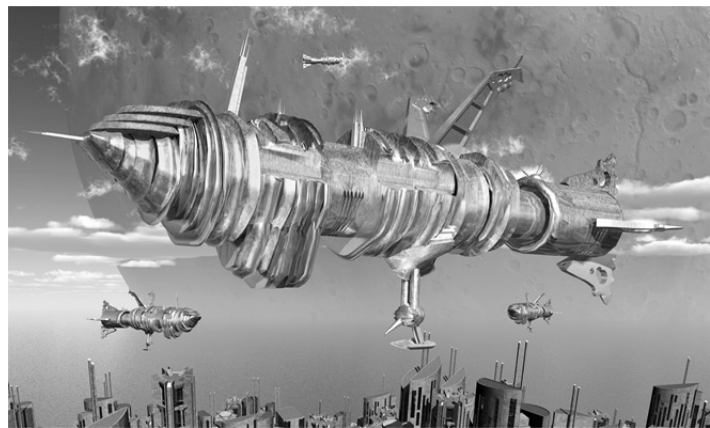
Aura	Moderate Transmutation	CL	7 th
Slot	Flight Deck Component	Weight	None
Price	750,000 cr.	Availability	20

DESCRIPTION

This rune etched launch rails allows a vessel to launch two small craft at a time. Launch rails must be purchased for a specific size of small craft or smaller.

CONSTRUCTION

Requirements	Craft Defenses and Extras, Haste	Cost	375,000 cr.
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Landing Nets of Holding – 6m

Aura	Moderate Enchantment	CL	10 th
Slot	Flight Deck Component	Weight	None
Price	750,000 cr.	Availability	20

DESCRIPTION

These rune imprinted crash nets are enchanted to stop a small craft dead in its tracks. When a small craft comes in for an

emergency landing the nets are extended freezing the craft in place until all if its inertia has been channeled away (30 seconds per point of speed) during this time the crew and passengers are paralyzed. (See Hold Person spell in The Pathfinder Roleplaying System Core Rulebook.)

CONSTRUCTION

Requirements	Craft Defenses and Extras, Hold Monster	Cost	375,000 cr.
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Teleportation Launch Rails – 6m

Aura	Moderate Conjuraton	CL	10 th
Slot	Flight Deck Component	Weight	None
Price	750,000 cr.	Availability	20

DESCRIPTION

These rune engraved launch rails allow small craft to be launched without opening the bay doors. The small craft appear 2 hexes off the bow (Front) of the vessel. This component affects all of the launch rails on the vessel.

CONSTRUCTION

Requirements	Craft Defenses and Extras, Teleport	Cost	375,000 cr.
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HULL COMPONENT

Ablative Paint Job – 5m

Aura	Moderate Enchantment	CL	10 th
Slot	Hull Component	Weight	None
Price	500,000 cr	Availability	20

DESCRIPTION

The vessel is coated in this nigh unscratchable silvery-gray paint. A vessel coated in this nigh unscratchable silvery-gray paint gains 3 points of Deflection. It has no effect on any vessel with a Deflection of 20 or higher.

CONSTRUCTION

Requirements	Craft Armor and Hull, Stoneskin	Cost	250,000 cr.
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Hull Plates of Energy Resistance – 7m

Aura	Moderate Abjuration	CL	11 th
Slot	Hull Component	Weight	None
Price	5,400,000 cr.	Availability	35

DESCRIPTION

These hull plates protect against one type of energy (acid, electricity, fire, laser or plasma) and are designed with patterns depicting the element they protects against. The hull plating absorbs the first 30 points of energy damage per attack that the wearer would normally take (similar to the *resist energy* spell).

CONSTRUCTION

Requirements	Craft Armor and Hull, Resist Energy	Cost	2,700,000 cr.
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Hull Plates of Regeneration – 7d

Aura	Strong Conjuraton	CL	15 th
Slot	Hull Component	Weight	None
Price	32,500,000 cr.	Availability	

DESCRIPTION

This item only works on Starjammers. The hull is encrusted with white gold and giant green sapphire. This enchantment doubles the regeneration rate of a Starjammer. In addition, three times

per day it may cast cure serious wounds on the Starjammer.			
CONSTRUCTION			
Requirements	Craft Armor and Hull, Cure Serious Wounds, Regenerate	Cost	16,250,000 cr.

Non-Descript Paint Job - 8m			
Aura	Strong Enchantment	CL	15 th
Slot	Hull Component	Weight	None
Price	12,500,000 cr	Availability	25

DESCRIPTION

This paint job makes the vehicle less noticeable. Gain a +5 bonus on Bluff and Stealth checks when tailing another vessel or losing a tail, or for people to remember the vessel. Twice per day the driver can activate the paint job. Each time the paint job is activated they can roll twice for Bluff or Stealth checks and take the better result.

CONSTRUCTION

Requirements	Craft Armor and Hull, Nondetection	Cost	6,250,000 cr
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Nondetection Hull Plates - 3m			
Aura	Strong Abjuration	CL	6 th
Slot	Hull Component	Weight	None
Price	6,500,000 cr	Availability	25

DESCRIPTION

The warded vessel becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detect* spells. Nondetection hull plates also prevent location by such magic items as *crystal balls*. If a divination is attempted against the warded vessel, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 20. This ward protects everyone and everything aboard the vessel.

CONSTRUCTION

Requirements	Craft Armor and Hull, Nondetection	Cost	3,250,000 cr
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Paint Job of Blurring – 9m			
Aura	Strong Illusion	CL	17 th
Slot	Hull Component	Weight	None
Price	22,500,000 cr.	Availability	45

DESCRIPTION

With a gesture from the driver the outline of the vehicle blurs and becomes difficult to see. This paint job grants a +2 bonus on the signature of the vessel. In addition, on command the paint job distorts and warps the light waves striking the vehicle. This effect acts as the *blur* spell, granting a 20% miss chance on attacks against the vessel and occupants.

CONSTRUCTION

Requirements	Craft Armor and Hull, Blur	Cost	11,250,000 cr.
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Paint Job of Hull Adjustment – 4m			
Aura	Strong Enchantment	CL	8 th
Slot	Hull Component	Weight	None
Price	400,000 cr	Availability	26

DESCRIPTION

This hull component has one of three effects, which the bearer chooses at the time of activation:

- Instantly repair 3d12 hull points of damage.

- Instantly repair 3d20 shield points
 - Instantly repair one critical hit
- The paint job can be used once per day.

CONSTRUCTION

Requirements	Craft Armor and Hull, Repair Moderate Damage	Cost	200,000 cr
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Paint Job of Deflection – 4m			
Aura	Strong Enchantment	CL	7 th
Slot	Hull Component	Weight	None
Price	240,000 cr	Availability	30

DESCRIPTION

When activated, it covers the vessel in hard ridges that provide a +4 deflection bonus. The effect lasts 7 minutes.

CONSTRUCTION

Requirements	Craft Armor and Hull, Shield	Cost	120,000 cr
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Shrinking Paint Job – 6m			
Aura	Strong Transmutation	CL	12 th
Slot	Hull Component	Weight	None
Price	21,000,000 cr.	Availability	28

DESCRIPTION

With the utterance of the command word the vessel shrinks. This paint job allows the vessel to “shrink” to a matchbox sized version small enough to fit in the palm of one’s hand. Shrinking or enlarging the vessel requires a command word, and the vessel takes a full-round action to shrink or return to full size. The vessel will not shrink if it contains any living beings. The vessel will not unfold if it is in an area that will not allow it to expand to its full size. A vessel in its toy size and has 50 hit points. The vessel is destroyed and cannot be repaired if reduced to 0 hit points in its toy form. This only works on Large or smaller small craft and vessels.

CONSTRUCTION

Requirements	Craft Armor and Hull, Craft Wondrous Items, Shrink Item	Cost	10,500,000 cr.
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HYPERSPACE DRIVE

Pilot Assist Hyperdrive – 6m			
Aura	Moderate Enchantment	CL	12 th
Slot	Hyperspace Drive	Weight	200 lbs.
Price	2,000,000	Availability	35

DESCRIPTION

This drive allows the pilot to re-roll a failed attempt at a hyperspace jump. The second roll stands. Only one re-roll is allowed.

CONSTRUCTION

Requirements	Craft Engines, Cat’s Grace, Permanency	Cost	1,000,000 cr
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Quickened Hyperdrive – 4m			
Aura	Moderate Transmutation	CL	8 th
Slot	Hyperspace Drive	Weight	200 lbs.
Price	5,000,000	Availability	40

DESCRIPTION

This hyperdrive reduces the time required to calculate

(Astrogation) a hyperspace jump by half. When making the jump roll 1d20, on a roll of 1-2 a minor mishap has occurred.

CONSTRUCTION

Requirements	Craft Engines, Haste, Permanency	Cost	2,500,000 cr
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Stealth Hyperdrive – 6m

Aura	Moderate Transmutation	CL	12th
Slot	Hyperspace Drive	Weight	200 lbs.
Price	10,000,000	Availability	50

DESCRIPTION

Normally when exiting from hyperspace there is a large burst of energy that can easily be detected. This drive masks this energy burst, making it much harder to detect the arriving vessel. For the entry of the vessel to be detected it requires a Sensor Operations DC-35. This effect last for 3 turns.

CONSTRUCTION

Requirements	Craft Engines, Greater Invisibility, Permanency	Cost	5,000,000 cr
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Zen Hyperdrive – 10m

Aura	Strong Conjunction	CL	20th
Slot	Hyperspace Drive	Weight	500 lbs.
Price	50,000,000	Availability	50

DESCRIPTION

This drive allows a vessel to travel seamlessly travel through hyperspace, without having to make any piloting checks. The drive handles all astrogation and piloting checks. The maximum distance this drive can travel in one day is 25 parsecs. Each time a jump is made roll 1d20, on a roll of one a major mishap has occurred.

CONSTRUCTION

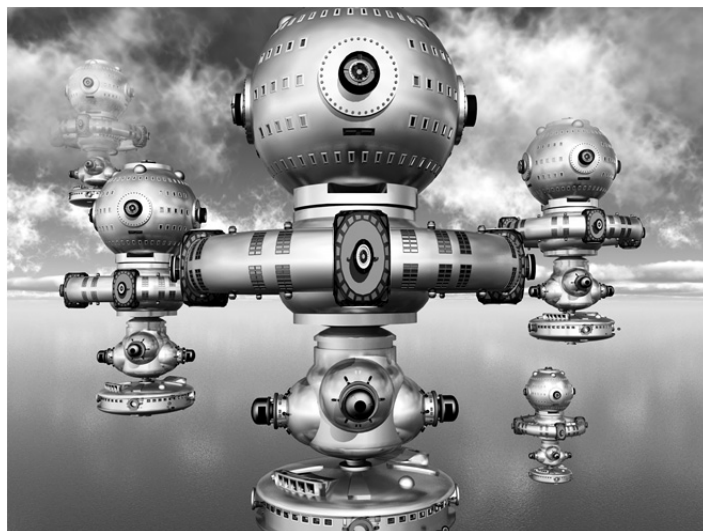
Requirements	Craft Engines, Gate	Cost	25,000,000 cr
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SENSOR SYSTEM

Sensors of Locate Creature – 4m

Aura	Strong Enchantment	CL	8th
Slot	Sensor System	Weight	None
Price	400,000 cr	Availability	26

DESCRIPTION



This sensor system provides the direction of a target creature to be located, provided it is within range (5,000 miles, 10 hexes). You also know in which direction the creature is moving and its distance.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once. This sensor system may be used 3/day.

CONSTRUCTION

Requirements	Craft Armor and Hull, Locate Creature	Cost	200,000 cr
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Sensors of Penetration – 10m

Aura	Strong Abjuration	CL	20th
Slot	Sensor System	Weight	250 lb.
Price	50,000,000 cr.	Availability	56

DESCRIPTION

This sensor system reduces the miss chances granted by ship board equipment and extras by half. It has no effect on terrain based miss chances such as cover. This ability is granted to all weapons aboard the vessel, but not to any of its small craft.

CONSTRUCTION

Requirements	Craft Armor and Hull, Mage's Disjunction	Cost	25,000,000 cr
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Sensors of Scrying – 7m

Aura	Strong Divination	CL	14th
Slot	Sensor System	Weight	None
Price	5,000,000 cr	Availability	35

DESCRIPTION

This sensor system acts as a Greater Scrying spell, and may be used 3/day. (For details: see The Pathfinder Roleplaying System Core Rulebook.)

CONSTRUCTION

Requirements	Craft Armor and Hull, Greater Scrying	Cost	2,500,000 cr
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Sensors of Tracking – 7m

Aura	Strong Divination	CL	14th
Slot	Sensor System	Weight	800 lb.
Price	25,000,000 cr	Availability	35

DESCRIPTION

This sensor suite allows a vessel to track the origin and destination of any vessel entering/leaving hyperspace, entering/leaving a realm, or teleporting. The target vessel must be within 20 hexes. A target's spell resistance is still in effect verses this enchantment.

CONSTRUCTION

Requirements	Craft Sensors and Comms, Trace Teleport	Cost	12,500,000 cr
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TRANS-DIMENSIONAL DRIVE

Blessed Navigator Drive – 10s+

Aura	Strong Conjunction	CL	20th
Slot	Dimensional Drive	Weight	500 lbs.
Price	150,000,000	Availability	50

DESCRIPTION

This drive allows a vessel to travel seamlessly between realms

without having to make any piloting checks. Within the drive is the soul of a navigator who has volunteered, on death, to be bound to the drive. The navigator's spirit is what is opening the gate.

CONSTRUCTION

Requirements	Craft Engines, Speak with Dead, Imprisonment	Cost	75,000,000 cr
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Fausten Drive – 9s-

Aura	Strong Necromatic	CL	18th
Slot	Dimensional Drive	Weight	500 lbs.
Price	50,000,000	Availability	50

DESCRIPTION

This drive allows a vessel to travel seamlessly between realms without having to make any piloting checks. The catch is that each time the drive is used a person's soul must be sacrificed to activate it. It is illegal to use a Fausten Drive within the Terradin Confederation

CONSTRUCTION

Requirements	Craft Engines, Gate, Imprisonment	Cost	25,000,000 cr
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Pilot Assist Drive – 6m

Aura	Moderate Enchantment	CL	12th
Slot	Dimensional Drive	Weight	200 lbs.
Price	2,000,000	Availability	35

DESCRIPTION

This drive allows the pilot to re-roll a failed attempt at a trans-dimensional jump. The second roll stands. Only one re-roll is allowed.

CONSTRUCTION

Requirements	Craft Engines, Cat's Grace, Permanency	Cost	1,000,000 cr
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Probability Drive – 9m

Aura	Moderate Conjuration	CL	18 th
Slot	Dimensional Drive	Weight	500 lbs.
Price	20,000,000	Availability	40

DESCRIPTION

This drive allows the vessel to physically enter the Astral Plane for the realm they are currently occupying, and from there to other planes. The vessel can bring other ships along, provided they are within 3 hexes when the drive is activated. These additional vessels are dependent upon the vessel with the drive and must accompany them at all times. If something happens to the drive during the journey, the companions are stranded wherever they are.

The vessel physically travels to the Astral Plane, leaving nothing behind. Since the Astral Plane touches upon every other plane, the vessel can travel astrally to other planes. The vessel then leaves the Astral Plane, entering into the plane of existence they have chosen.

Because the vessels are physically on the Astral Plane, they possess no silver cords and thus are not vulnerable to those who might sever them.

The effect lasts until the commander or pilot of the vessel desires to end it, or until it is terminated by some outside means, such as a dispel magic casted upon the vessel.

CONSTRUCTION

Requirements	Craft Engines, Probability Travel	Cost	10,000,000 cr
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WEAPONS SYSTEM

Table 10-3: Vessel Magical Weapon Systems

Medium	Major	Item	Price	Avail
01-15	—	+1 Attack	200,000 cr	30
16-29	—	+1 Penetration	200,000 cr	30
30-41	—	+2 Attack	800,000 cr	33
42-53	—	+2 Penetration	800,000 cr	33
54-65	01-25	+3 Attack	1,800,000 cr	36
66-77	26-40	+3 Penetration	1,800,000 cr	36
78-89	41-55	+4 Attack	3,200,000 cr	42
90-100	56-70	+4 Penetration	3,200,000 cr	42
—	71-85	+5 Attack	5,000,000 cr	45
—	86-100	+5 Penetration	5,000,000 cr	45

Each weapon system may have one bonus to attack and one bonus to penetration. This cannot exceed the limits based on the size of the vessel.

Cannon of Fireballs – 5m

Aura	Strong Evocation	CL	10th
Slot	Weapons System	Weight	2,600 lb
Price	1,000,000 cr.	Availability	60

DESCRIPTION

This magical cannon fires giant plasma balls. Cannon of fireballs maybe fired every other round doing 10d6 plasma damage at a peneration of 35. This device contains 50 charges each fireball drains one charge. The cannon of fireballs has a rate of fire of 1 every 2 turns.

Once drained it can be recharged by casting a 10th level fireball via a star chamber into the device. Each casting restores two charges.

CONSTRUCTION

Requirements	Craft Vessel Weaponry, Fireball, Craft Wands	Cost	500,000 cr.
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Cannon of Magic Projectiles – 10m

Aura	Strong Evocation	CL	20 th
Slot	Weapons System	Weight	2,000 lb.
Price	2,000,000 cr.	Availability	60

DESCRIPTION

This magical cannon launches 10 large magical projectiles that always hit their target. Each of these missiles does 1d10+10 points of damage with a penetration of 20. The rate of fire of the

cannon of magic projectiles is 1 every 2 turns.

CONSTRUCTION

Requirements	Craft Vessel	Cost	1,000,000 cr
	Weaponry, Craft Wands, Porcupine		

Chamber of Wands – 10m

Aura	Strong Evocation	CL	20 th
Slot	Weapons System	Weight	2,000 lb.
Price	12,000,000 cr.	Availability	60

DESCRIPTION

This enchanted weapons system allows rods, staves and wands to be used in vessel combat. This chamber functions as a star chamber (omega), but only allows the use of rods, staves and wands.

CONSTRUCTION

Requirements	Craft Vessel Weaponry, Craft Wands	Cost	6,000,000 cr
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Flaming Projectiles – 3m

Aura	Moderate Transmutation	CL	6 th
Slot	Weapons System	Weight	1,000 lbs.
Price	5,000,000	Availability	35

DESCRIPTION

This enchantment causes all projectile weapons (railguns, etc...) to be enveloped by magical fire. This fire increases the penetration of the weapon by +5 and increases the damage by +30. This enchantment does not affect missiles.

CONSTRUCTION

Requirements	Craft Vessel Weaponry, Flaming Projectiles	Cost	2,500,000 cr
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Magazine of Holding – 5m / 6m / 8m

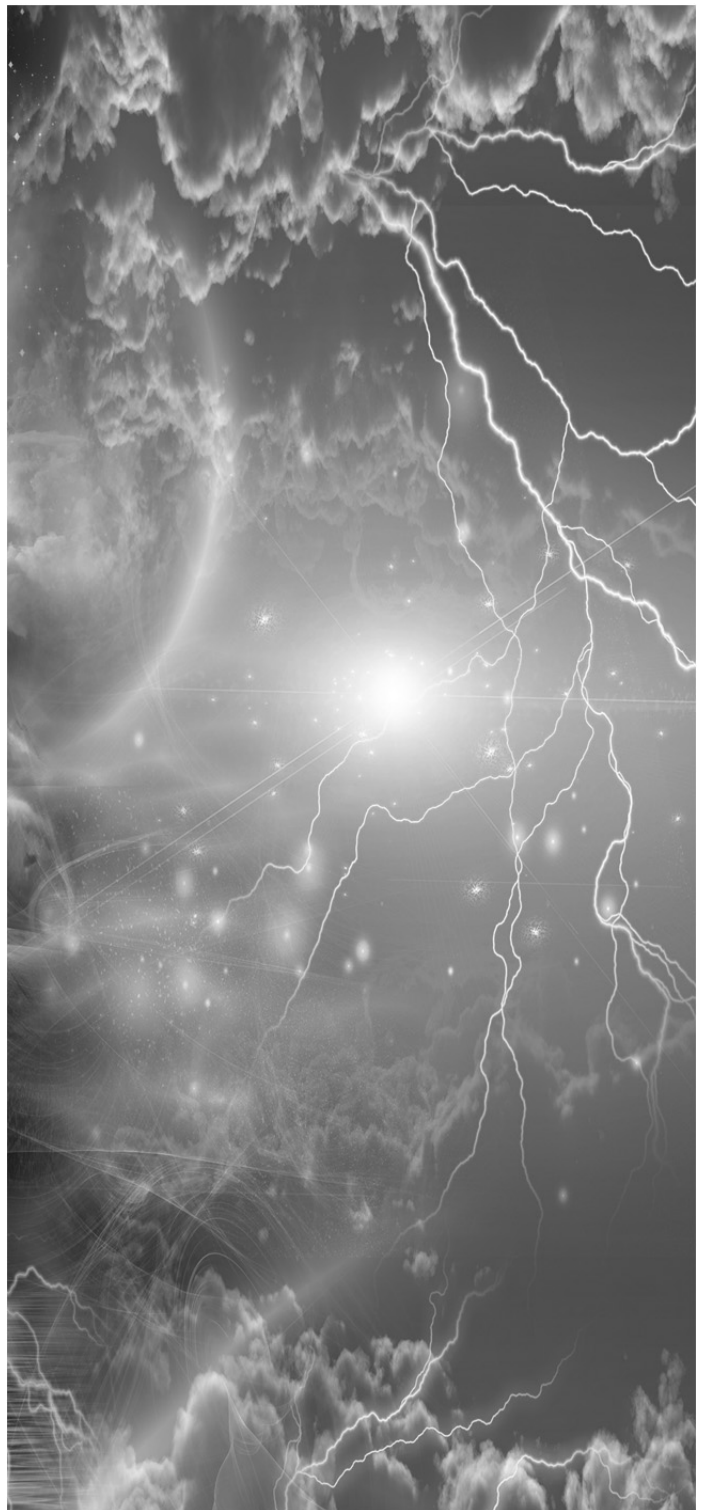
Aura	Moderate Conjunction	CL	9 th /12 th /15 th
Slot	Weapons System	Weight	1 lbs.
Price	1,000,000 cr (x2),	Availability	29 (x2), 30(x4), 31(x6)
	1,200,600 cr (x4), 1,500,000 cr(x6)		

DESCRIPTION

This magic item comes in 3 sizes: x2, x4, x6. It looks like a normal magazine for a weapon except for the arcane runes on it exterior. Within the magazine is an extra dimensional space that allows it to hold additional ammunition. The amount held is based on the size x2 holds double the normal amount of the weapon, x4 is four times the normal amount, and x6 is six times the normal amount.

CONSTRUCTION

Requirements	Craft Vessel	Cost	500,000 cr. (x2), 630,000 cr. (x4), 750,000 cr. (x6)
	Weaponry, Craft Wondrous Items, Secret Chest		



CHAPTER ELEVEN:

SETTING

"Well kiddz, the universe is a rich and exciting place full of beauty and danger. This makes your lives even more interesting since you will be operating in multiple universes."

"For the moment we will focus on the prime realm which we are currently occupying and call home. One of the wonders of this realm are the Terradyn Confederation Shipyards, it is amazing to watch the nanite grown ships slowly take form. There is also the Trakian nebula it will shock you beyond words. Then there is ..." The ork continues on and on.

There are five major interstellar nations in close proximity to the Terradyn Confederation. Each of them has their own goals some of them acrossed multiple realms. They are as follows: Couatl Fellowship, Gorillian Empire, Hydradjin Confederation, Ork Frontier, Sons of Balil, and Terradyn Confederation.

All of the nations have established "neutral zone" at least 3 parsecs wide around their borders. Within these neutral zones and in the "unexplored" space privateering has become common.

Trade routes have been established between most of the nations. Large military space actions are extremely rare, but do occur. Most engagements are limited to small task forces, usually including 1-2 battleship class vessels with their escorts. The most common engagements are raids on pirates. There are several large trading firms but the majority of trade is still done by free traders.

Similar to what was done during the age of sails; the nations have started giving out letters of marque and covertly sponsoring privateers to perform commerce raiding.

Letters of Marque and Reprisal: Is a government license authorizing a person (known as a privateer) to attack and capture enemy vessels and bring them before admiralty courts for condemnation and sale. Cruising for prizes with a letter of marque was considered an honorable calling combining patriotism and profit, in contrast to unlicensed piracy, which is discouraged in most nations. Letters of marque are normally issued vessels a specific opponent of a nation, but some nations such as the Ork Frontier do issue general letters of Marque.

Letters of marque normally pay around 20% of a vessels worth for the return of a prize. The cargo of the vessel is given as a "gift" to the privateer and their crew after the prize has been sold.

TERRADYN CONFEDERATION

Terradyn System

The Terradyn system is the seat of power for the Terradyn Confederation; it orbits a white-blue gas giant. The system includes 3 gas giants, 2 planetoid belts, and it is one of the rare systems to include 2 naturally inhabitable main worlds (Terradyn and Altay).

Terradyn: The city of Manzala is located on the planet Terradyn, which has a diameter of 25,000 miles and a breathable nitrogen oxygen atmosphere. Approximately 60% of the surface is covered with water and the planets gravity is 1.09g.

Terradyn itself has four orbits filled with light debris fields, and one satellite, Belhovia, which is in a flat elliptical orbit. There are several small colonies on Belhovia.

In distant orbit of Terradyn is Liberty Station one of the largest military and trade stations ever created, it services both conventional and gate travelers. Calling it a station is a misnomer it is actually 8 Colossal IV space stations that have merged together over time.

Also within the Terradyn system is the pride of the Terradyn Navy; a state of the art nano space dock. This space dock is able to build, modify or repair any vessel that it analyzes or has on record. This facility allows the Terradyn Navy to build and repair vessels in 1/3 the normal time.

For more details on the Terradyn system see the Neverwhen rulebook Chapter 11.

Ships and Tactics: The Terradyn Navy is at the beginning of an evolutionary step in its vessels. The introduction of modular craft such as the Osprey Class Assault Scout and the Z-38 Aether Devil Multi-Role Fighter is sending ripples throughout the military. These vessels allow a single hull to perform multiple missions simply by swapping out mission modules, instead of having to have a mission specific vessel built.

Terradyn Navy uses the most advanced vessels depending on their maneuver ability and shields to protect them from damage. The Terradyn Confederation is a strong supporter of Adventuring Companies and Letters of Marque, the navy has been known to lease vessels to either (Use 1% of vessels price for calculating mortgage). One requirement of these leases is that the organization and vessel can be called on to perform missions for the Terradyn government.

Goals: The primary goal of the Terradyn Confederation is to defend its borders and explore the frontier zones. Since a large amount to the exploring they do is in other realms this should not cause much conflict, but sentients being sentients.

Letters of Marque: The Terradyn Confederation normally issues letters of marque against members of the Ork Frontier, pirates, and the Sons of Balil. That said it is not unheard of for general letters of marque to be issued. The Terradyn Confederation pays higher prize money to certified adventuring companies.

Realm Travel: The Terradyn Confederation spend a large amount of its considerable resources on exploring and trading with other realms via the gate nexus in Manzala. Most of the other nations in the prime realm either rely on navigation chambers/ worm drives or lease time with Manzala's gates.

GORILLIAN EMPIRE

This extremely militaristic nation is recovering from a failed invasion of the Couatl Fellowship. The invasion and war lasted over a 3 year period and greatly damaged both fleets navies, more so the Gorillians. The Gorillian Empire is still rather aggressive and bilgerent but this has been tempered by the defeat.

Na'To'Thul the seat of power for the Gorillian Empire is a heavy forested world with towering trees. Most of the buildings, on the planet, are built in the trees. Advanced technology is used to allow sunlight to filter around and through the buildings allowing plants below to still flourish.

Ships and Tactics: The Gorillian navy's tactics tend fit their racial personality; best described as very aggressive. Their military doctrine is based around using larger vessels (cruisers and such) to punch holes through the opponent's defenses. This translates even into ship-to-ship combat where they will rely heavily on overpowering a target with superior fire power.

The Couatl invasion has drastically changed the configuration of the Gorillian navy. Since such a large number of their capital ships were lost they have begun purchasing them in addition to building them. Unknown to most of the other nations, these new vessels appear to be of a new design. They have the same capabilities as those of the Sons of Balil (minus the Syncratic Power Plants). These purchases have even included battleship and dreadnaught class vessels.

Goals: The primary goal of the Gorillian Empire is to expand the empire. This is rapidly being over shadowed by the desire of the Gorillian people to avenge themselves on the Couatl Fellowship.

Letters of Marque: The Gorillian Empire will issue letters of marque to anyone one with a combat ready vessel against Couatl Fellowship, the Ork Frontier.

Realm Travel: The Gorillian Empire does not have any of its own gates depending on the Terradyn Confederation for gate travel. It is believed that some of the new vessels received include worm drives.

COUATL FELLOWSHIP

The Couatl Fellowship is isolationist nation that only allows outsiders to travel along very limited corridors within their territory. These travel corridors avoid most of the Couatl worlds and are heavily patrolled. Their cities are made up of crystalline structures and colorful mosaics.

Ships and Tactics: The isolationistic nature of the Couatl does restrict the technology and availability of their starships. The Couatl rely heavily on their extremely powerful psionics to give them an edge in starship combat. For example: making half of the battle group invisible can lead to a nasty surprise for the opponent.

The Couatl on the whole prefer to injure over killing. In most engagement the opponent will be disabled and then towed to a near by friendly non-Couatl starport where they are turned over to authorities. If this is not possible or if they have attacked a Couatl world they will be destroyed.

Goals: The primary goal of the Couatl Fellowship is to remain isolated from outside influences and to advance their civilization. Both of these goals tend to conflict with the interest of other nations in particular the Gargoyle Rookery.

Letter of Marque: The Couatl Fellowship seldom issues letters of marque. On those rare occasions they are issued against the Gargoyle Rookery or the Gorillian Empire.

Realm Travel: The Couatl Fellowship very seldom uses the gate system in Manzala or equips their ships with worm drives. They seem to depend entirely on the use of psionics for realm travel.

GARGOYLE ROOKERY

The Gargoyle Rookery has only discovered interstellar travel in the last 50 years and since then have been acquiring worlds at an alarming rate. This is primarily due to the fact that gargoyles do not need breathable atmosphere and are immune to radiation, so anything short of a gas giant is inhabitable for them.

The Gargoyle Rookery is very territorial and will defend their borders fiercely. Currently they are involved in open hostilities with the Hydradjin, and small skirmishes with the Couatl.

Ships and Tactics: The Gargoyle Rookery at this time does not have a shipyard capable of producing ships of a hull size greater than huge. Use the Ork Katana Class Battleraider as the typical gargoyle vessel.

One of the unique things about gargoyle vessels is the lack of life support or radiation shielding. This allows them to add 10% more equipment and weapons to any hull.

The Gargoyles also do not use fighters, instead they use enlarged suits of power armor equipped with light starship weapons. Use normal fighter statistics but the signature is increased by +4 and in place of the missiles, the armor carries a plasma spike (3d8 damage, 30 penetration) that is designed to punch through vessel hulls. Due to the smaller size of the power armors, a Gargoyle modified vessel will carry twice as many fighters.

The Gargoyles primary tactic is to overwhelm the target with suits of power armor and then attack with the main vessel. Gargoyle ships normally travel in groups of three.

Goals: The goals of the Gargoyle Rookery are a bit confused at the moment. Some of the hierarchy wants to occupy more worlds, while another portion believes they are over extending themselves. This political infighting has slowed their advances into unclaimed territories.

Letters of Marque: The Gargoyle Rookery will only issue letters of marque to gargoyles or the exceptionally rare adventurer that has gained their trust.

Realm Travel: The Gargoyle Rookery does not have any of its own gates and is negotiating with the Terradyn Confederation for access to the gates in Manzala.

ORK FRONTIER

The Ork Frontier can only be loosely referred to as a nation, as it is made up of independent worlds and warlords that only work together when they need to. None of these warlords controls more than a handful of worlds. That said in times of war the warlords have been known to form temporary alliances to stop an invader or to gain more territory.

Orks tend to bring along their own flora and fauna when they acquire a world. These species are very aggressive and they rapidly dominate all of the native species. Orks feel that if the planet is not always trying to kill you it is boring. An Ork world can be very dangerous.

Ships and Tactics: Ork vessels are built in secret shipyards hidden throughout the Ork Frontier. These shipyards appear to only be able to produce large or smaller hulls. Ork fighters have the same statistics as the F-11 Xeon Raider.

Orks on whole like to get up close and personal. In some respects they are just overgrown pirates in that they prefer to capture a vessel then destroy it.

Goals: The goals in the Ork Frontier vary from warlord to warlord, world to world. On the whole they want money and power.

Letter of Marque: Since each warlord is essentially a separate government it is possible to letters of marque against almost anyone. Be warned: most nations take Orkish letters of marque with a grain of salt.

Realm Travel: Some of the warlords have made arrangements with the Terradyn Confederation. Others rely on navigators and worm drives to travel between realms.

HYDRADJIN CONFEDERATION

Located on the far side of the sector, the Hydradjin Confederation is formed of a multi-tenacled long lived, extremely patient race. This nation has slowly managed to grow to one of the larger nations in the sector.

Hydroxis the capital is a wonder of engineering, the surface is one large city towering thousands of feet into the air. That is not where the Hydroxis ends the underground construction extends as far below ground.

Ships and Tactics: Hydradjin vessels tend to have segmented hulls bristling with weapons. At least half of these weapons will be stun beams and tractor beams. The primary tactic used by the Hydradjin is to disable a vessel and then take it apart at their leisure.

In large engagements the Hydradjin will bide their time waiting for just the right time to attack. This tactic causes most opponents to initiate the combat, which is very useful versus advisories such as Orks and Gorillians.

Goals: No one is quite sure about the Hydradjin goals. At this point they have not shown a specific direction for their politics or territorial ambitions. It's not like they are hiding them, it just isn't the correct time to reveal them.

Letter of Marque: The Hydradjin consider the letters of marque to be a necessary evil. They normally issue them against specific pirate groups or the Gargoyle Rookery.

Realm Travel: The Hydradjin make extensive use of worm drives to travel between realms. They also have good relations with the Terradyn Confederation and routinely use their gates.

SONS OF BALIL

The Sons of Balil are more of a shadow nation than the others. They are known to have main bases and such throughout the sector but no one knows where their home territory is located.

The Sons of Balil are involved in a kind of war with the Terradyn Confederation. For reasons unknown neither side is

willing to engage in large fleet engagements in the primary realm. Most engagements involve small task forces of cruisers with rare skirmishes including battleships.

Most nations have no idea how the Sons of Balil take over worlds. Sometimes it is by force of arms but just as often the world seems to magically join them.

The Sons of Balil themselves are a nearly immortal race with an extremely low birthrate. They make extensive use of robots and proxy races.

Ships and Tactics: The philosophy behind the design of the Sons of Balil vessel is to be able to absorb more damage than the opponents and overwhelm them with their vast firepower. This tactic has proved very successful for more than a thousand years.

The Sons of Balil tend to rely on proxy races for most of their fighting. The most common of which are Hobgoblins. The Sons of Balil lease some of their vessels to these proxy races allowing them access to heavy vessels and inter-realm travel. This is how the Goblins have started expanding their influence.

Goals: As a nation the Sons of Balil's main goal is to defeat or eliminate the Terradyn Confederations in every realm. This goal is secondary to the goals of each of the Sons. Since each of the Sons of Balil can act individually it can appear that their goals conflict at times.

Letter of Marque: The Sons of Balil do not technically issue letters of marque, what they do is issue orders of piracy. These act like letters of marque but are not recognized by any of the other nations.

Realm Travel: The Sons of Balil freely travel between the realms it is believed they have access to gates, navigators and worm drives.

UNCLAIMED FRONTIERS

There are vast areas of unclaimed systems that many of the nations are interested in exploring. It is not unusual for hostilities to breakout during the exploration of these worlds either with the worlds themselves or with rival nations.

CAMPAIGN TYPE

Neverwhen uses an open approach to campaigns. This approach allows Gamemasters to explore any campaign styles they choose. This open approach may seem daunting at first to both Gamemasters and players. Especially if they are use to games with a more structured approach, to help with the transition below are some campaign types that can be used separately or combined for your enjoyment.

Killing Characters

In deep space it is very easy to kill every character in a party without them being able to control the outcome. This can be very frustrating for players. We suggest that, unless a player has decided to go down with the ship so to speak, give them a chance to make it to the escape pods or shuttles. They may only barely survive but let them survive. It could lead to some fun adventures with the party ship wrecked on a strange world.

Starfarers: This is the simplest of the campaign styles to run for Neverwhen. The party uses a travel hub such as Manzala as a base of operations and launching pad for adventures. It is a good way to introduce players to the Neverwhen universe and allows the Gamemaster to introduce rules at their own pace.

The scenarios in a Starfarer campaign do not have to be linked by anything other than the hub locations. For example, you could have several scenarios that the only thing they have in common is that they start in the Manzala starport.

Scenarios for Starfarer campaigns can include any elements or plot lines, from a simple fetch-and-carry to being hired by a highly placed member of a government to handle a delicate matter. These scenarios do not have to be limited to just one realm that is one of the fun parts of Neverwhen. The mission may start in the prime realm (where Manzala and the Terradyn Confederation reside) but end up with them going to a sword and sorcery realm.

After several sessions of a Starfarers campaign Gamemasters and players should be prepared for playing any other type of campaign ranging from pure science fiction to realm spanning epics.

Terradyn Confederation Officers: The characters are part of the Terradyn Confederation military that have been assigned to a particular starship or colony. They have a measure of authority but also responsibilities. These positions may not be in full command but it is possible for it to be earned, by showing leadership throughout several gaming sessions.

Depending on the role the Gamemaster has chosen for the party they may have large or small amounts of leeway to travel and select assignments. This kind of campaign is very good for introducing players to a campaign that will have heavy starship combat. It can also be useful for players that are new to role playing games.

This type of campaign can easily morph into exploration or privateer campaigns. For example, the party maybe re-assigned to be crew on a deep exploration ship.

If the Gamemaster prefers a less mobile campaign they can base it on a colony where adventure comes looking for the party. This twist to the Terradyn Confederation Officer campaign can lead to interesting adventures of interge between different nations and ambassadors, especially if the world in question has both a gate and is on the frontier.

Corporate Troubleshooters: This is similar to the Terradyn Confederation Officer but in this case the characters work for a large intersteller / interrealm corporation. As troubleshooters they will be sent all over known space to deal with issues ranging from simple lost cargos (possible piracy?) to black operations recruiting missions.

This type type of campaign like the Terradyn Confederation Officer campaign can be run as a static location or as a mobile campaign. The Gamemaster could even combine the two in their campaign having several linked scenerios revolving around a single world.

Inter-realm travel works well with this type of campaign. It also makes it very interesting when you are sent to deal with a problem on a world that is totally alien to you.

Explorers: The characters are explorers in search of new worlds and adventure. This type of campaign is normally based around a starship or inter-realm vessel. This type of campaign can be made more interesting by letting the players own their ship; they then have to make ends meet in addition to exploring.

This type of campaign can be taken a step farther and combined with the Terradyn Confederation Officer allowing the players to be crew on either a scout cruiser or assault scout travelling through space and other realms.

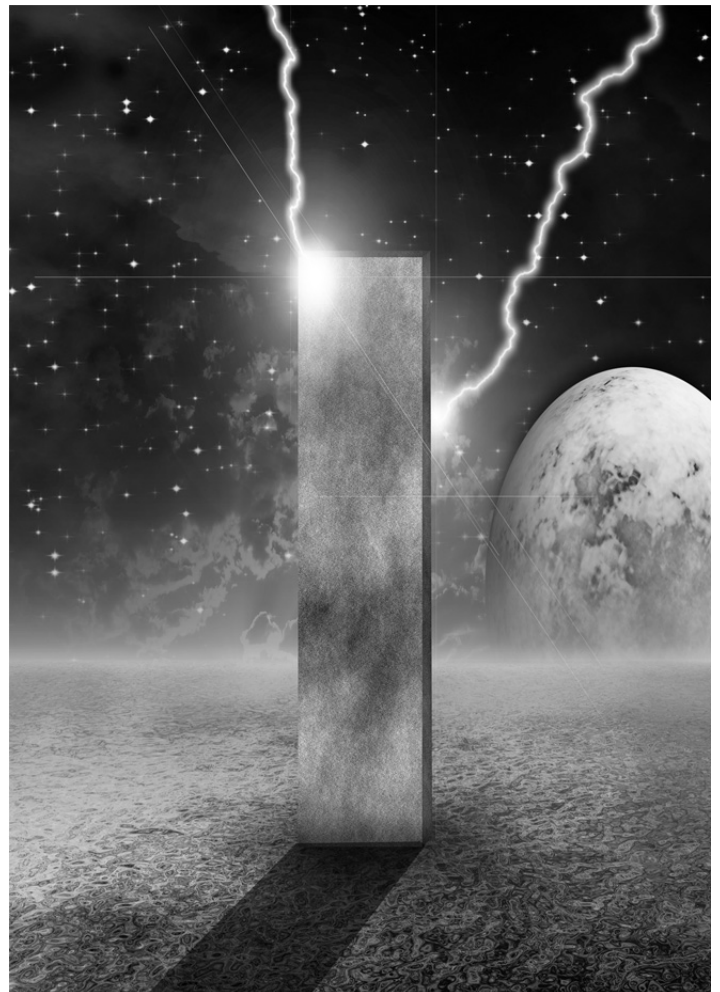
Either way this can be a rather enjoyable campaign allowing the Gamemaster to introduce fantastic worlds of beauty and terror.

Privateers: The characters are privateers (or pirates) they own a portion of their ship but a crime syndicate owns the rest. They hunt down adventure and prey in an effort to stay ahead of the loan sharks. This type of campaign can be real easy on the Gamemaster the players will do most of the work of finding prey and getting themselves in trouble. The trick for the Gamemaster will be deciding when the party has been hunting the same area to much and the police/military start taking interest.

Maybe the players only want to dabble on the darker side of things and are freelancers, searching for a legendary treasure occasionally having to turn to privateering to survive.

Another twist on this type of campaign is the party is in the service of a government and has been assigned to eliminate a rather embarrassing pirate. This can lead to all kinds of wild adventures.

Other Officers: This is similar to the Terradyn Confederation Officer except the players are part of one of the other nations. In addition to the previously described campaigns maybe the characters are part of an ambassadorial staff traveling known space on diplomatic missions or agents/troubleshooters looking out for their nation's interests.



CHAPTER TWELVE:

CREATURES

These creatures are commonly encountered in the Neverwhen Universe

Balil Combat Drone, Lesser						CR 1					
XP		400									
Lawful Evil				Medium Construct							
Init	+0	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +3								
DEFENSE											
AC	14	Touch	14	Flat-Footed	12	(+2 Dex, +2 Natural)					
HP	11	(2d10)		WP	20						
Fort	+0	Ref	+4	Will	+1						
Defensive Abilities		DR 3/magic; Immune construct traits									
OFFENSE											
Speed	30 ft.										
Melee	2x Energized Dagger +3 or +1/+1 (2d6+1/19+)										
Ranged	Laser Pistol +4 (3d6+1/19+)										
STATISTICS											
Str	10 <th>Dex</th> <td>14<th>Con</th><td>---</td><th>Int</th><td>10<th>Wis</th><td>10<th>Cha</th><td>10</td></td></td></td>	Dex	14 <th>Con</th> <td>---</td> <th>Int</th> <td>10<th>Wis</th><td>10<th>Cha</th><td>10</td></td></td>	Con	---	Int	10 <th>Wis</th> <td>10<th>Cha</th><td>10</td></td>	Wis	10 <th>Cha</th> <td>10</td>	Cha	10
Base Attack		+2 <th colspan="2">CMB</th> <td colspan="2">+1<th colspan="2">CMD</th><td colspan="2">13</td></td>		CMB		+1 <th colspan="2">CMD</th> <td colspan="2">13</td>		CMD		13	
Feats	Two-Weapon Fighting										
Skills	Acrobatics +5 ,Perception +4, Stealth +5										
Languages	Balil										
Special Qualities	Redundant Systems (Paramilitary), Secure Radio (5 Miles), Soul Cell										
FL	n/a <th>ML</th> <td>n/a<th>PL</th><td>n/a<th>S-</th><td>n/a<th>S+</th><td>n/a<th>TL</th><td>n/a</td></td></td></td></td>	ML	n/a <th>PL</th> <td>n/a<th>S-</th><td>n/a<th>S+</th><td>n/a<th>TL</th><td>n/a</td></td></td></td>	PL	n/a <th>S-</th> <td>n/a<th>S+</th><td>n/a<th>TL</th><td>n/a</td></td></td>	S-	n/a <th>S+</th> <td>n/a<th>TL</th><td>n/a</td></td>	S+	n/a <th>TL</th> <td>n/a</td>	TL	n/a
ECOLOGY											
Environment		Any									
Organization		Any									
Treasure Value		None									
SPECIAL ABILITIES											

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

Lesser Balil Combat drones make up a large portion of the expendable combat troops field by their masters. They will normally make up approximately 35% of a battle force. With the remainder being filled up with standard combat drones, sergeants and commanders.

Balil Combat Drone, Private						CR 2
XP		600				
Lawful Evil			Medium Construct			
Init	+0	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +3			
DEFENSE						
AC	18	Touch	12	Flat-Footed	16 (+2 Dex, +6 Natural)	
HP	15	(1d10+10)		WP	20	
Fort	+0	Ref	+4	Will	+1	
Defensive		Hardness 2; Immune construct traits				

Abilities												
OFFENSE												
Speed	30 ft.											
Melee	2x Energized Dagger +3 or +1/+1 (2d6+1/19+)											
Ranged	Laser Pistol +4 (3d6+1/19+)											
STATISTICS												
Str	10	Dex	14	Con	---	Int	10	Wis	10	Cha	10	
Base Attack	+2			CMB			+1			CMD		13
Feats	Two-Weapon Fighting											
Skills	Acrobatics +5 ,Perception +4, Stealth +5											
Languages	Balil											
Special	Redundant Systems (Paramilitary), Secure Radio											
Qualities	(5 Miles), Soul Cell											
FL	n/a	ML	n/a	PL	n/a	S-	n/a	S+	n/a	TL	n/a	
ECOLOGY												
Environment	Any											
Organization	Any											
Treasure Value	None											
SPECIAL ABILITIES												

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

Balil Combat Drones, Private are slightly less expendable than the lesser drones but only slightly. They will normally make up approximately 35% of a battle force. With the remainder being filled up with standard combat drones, sergeants and commanders.

Balil Combat , Sergeant						CR 6					
XP		2,400									
Lawful Evil				Medium Construct							
Init	+3	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +4								
DEFENSE											
AC	19	Touch	13	Flat-Footed	16	(+3 Dex, +6 Natural)					
HP	72	(8d10+28)		WP	50						
Fort	+3	Ref	+5	Will	+2						
Defensive Abilities		Hardness 6; SR 10; Immune construct traits									
OFFENSE											
Speed	30 ft.										
Melee	2 Vibro Blades +11/+11 (2d10+4/17+)										
Ranged	Laser SMG +13 (3d6+1/19+)										
STATISTICS											
Str	18	Dex	17	Con	---	Int	10	Wis	10	Cha	10
Base Attack		+8		CMB		+12		CMD		25	
Feats	Burst, Rapid Reload, Toughness, Two-Weapon Fighting										
Skills	Acrobatics +5 ,Perception +4, Stealth +5										
Languages		Balil									
Special Qualities		Redundant Systems (Paramilitary), Secure Radio (5 Miles), Soul Cell									

FL	n/a	ML	n/a	PL	n/a	S-	n/a	S+	n/a	TL	n/a
ECOLOGY											
Environment	Any										
Organization	Any										
Treasure Value	None										

SPECIAL ABILITIES

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

Balil Sergeant Combat Drones usually command the lesser and private drones. The most common configuration is one sergeant per 12 lower level drones.

Balil Combat , Heavy				CR 8				
XP		2,400						
Lawful Evil				Medium Construct				
Init	+3	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +4					

DEFENSE

AC	19	Touch	13	Flat-Footed	16	(+3 Dex, +6 Natural)	
HP	72	(8d10+28)			WP	50	
Fort	+3	Ref	+5	Will	+2		

Defensive Abilities Hardness 6; SR 10; Immune construct traits

OFFENSE

Speed	30 ft.										
Melee	2 Vibro Blades +11/+11 (2d10+4/17+)										
Ranged	Heavy Laser +14 (5d8/19+)										

STATISTICS

Str	18	Dex	17	Con	---	Int	10	Wis	10	Cha	10
Base Attack	+8		CMB	+12		CMD	25				

Feats Rapid Reload, Toughness, Two-Weapon Fighting, Weapon Focus (Heavy Laser)

Skills Acrobatics +5 ,Perception +4, Stealth +5

Languages Balil

Special Qualities Redundant Systems (Paramilitary), Secure Radio (5 Miles), Soul Cell

FL	n/a	ML	n/a	PL	n/a	S-	n/a	S+	n/a	TL	n/a
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ECOLOGY

Environment	Any
Organization	Any
Treasure Value	None

SPECIAL ABILITIES

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

These are the heavy weapons experts for the Balil forces. They are normally deployed one for every 24 troops.

Balil Combat , Commander					CR 10				
XP		9,600							
Lawful Evil				Medium Construct					
Init	+3	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +4						

DEFENSE

AC	21	Touch	13	Flat-Footed	18	(+3 Dex, +8 Natural)	
HP	157	(15d8+90)			WP	50	
Fort	+14	Ref	+7	Will	+7		

Defensive Abilities Hardness 8; SR 15; Immune construct traits

OFFENSE

Speed	30 ft.										
Melee	Great Vibro Blade +21/+16/+11 (6d6+15/17+)										
Ranged	Laser Assault Rifle +14/+9/+4 (2d12/19+)										

STATISTICS

Str	31	Dex	17	Con	---	Int	15	Wis	14	Cha	10
Base Attack	++11		CMB	+22		CMD	31				

Feats Burst, Iron Will, Power Attack, Rapid Reload, Skill Focus (Tactics), Toughness, Two-Weapon Fighting, Weapon Focus (Laser Assault Rifle)

Skills Acrobatics +5 ,Perception +4, Stealth +5, Profession(Military)+14, Knowledge (Tactics)+14

Languages Balil

Special Qualities Redundant Systems (Paramilitary), Secure Radio (5 Miles), Soul Cell

FL	n/a	ML	n/a	PL	n/a	S-	n/a	S+	n/a	TL	n/a
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ECOLOGY

Environment	Any
Organization	Any
Treasure Value	None

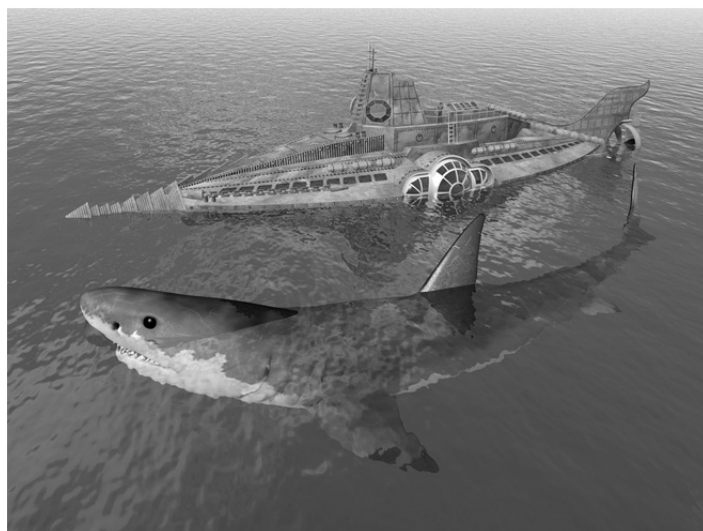
SPECIAL ABILITIES

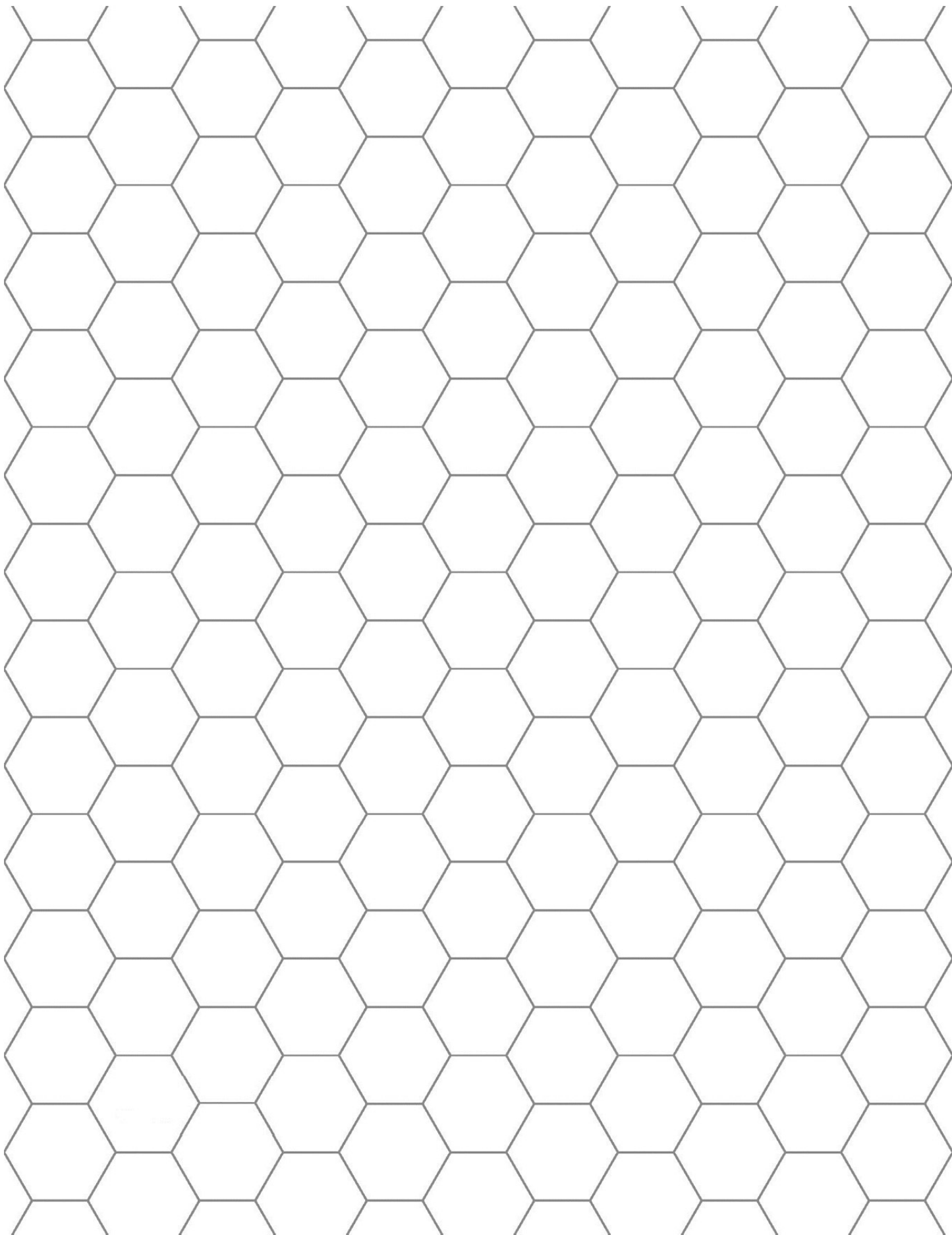
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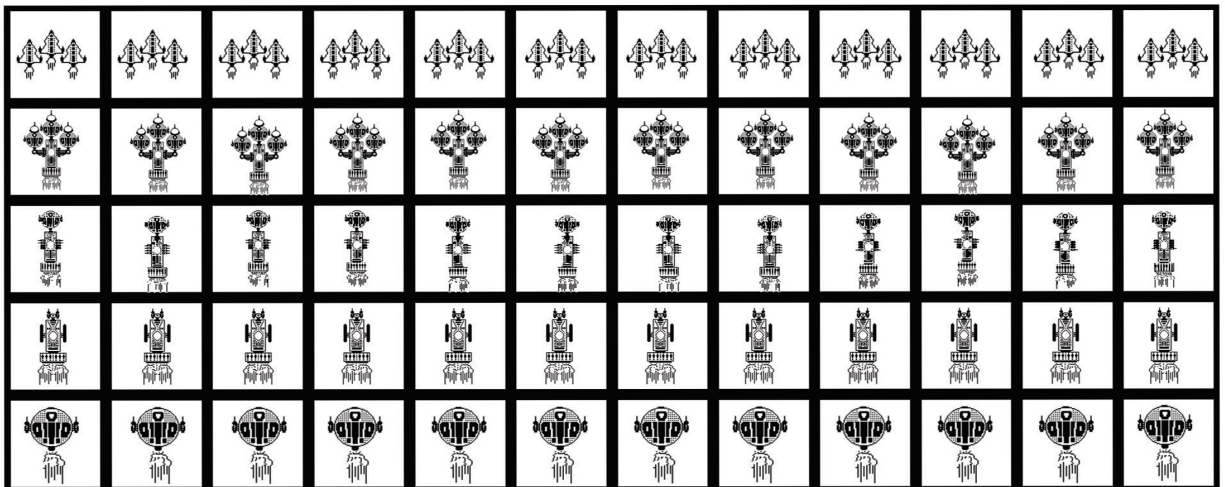
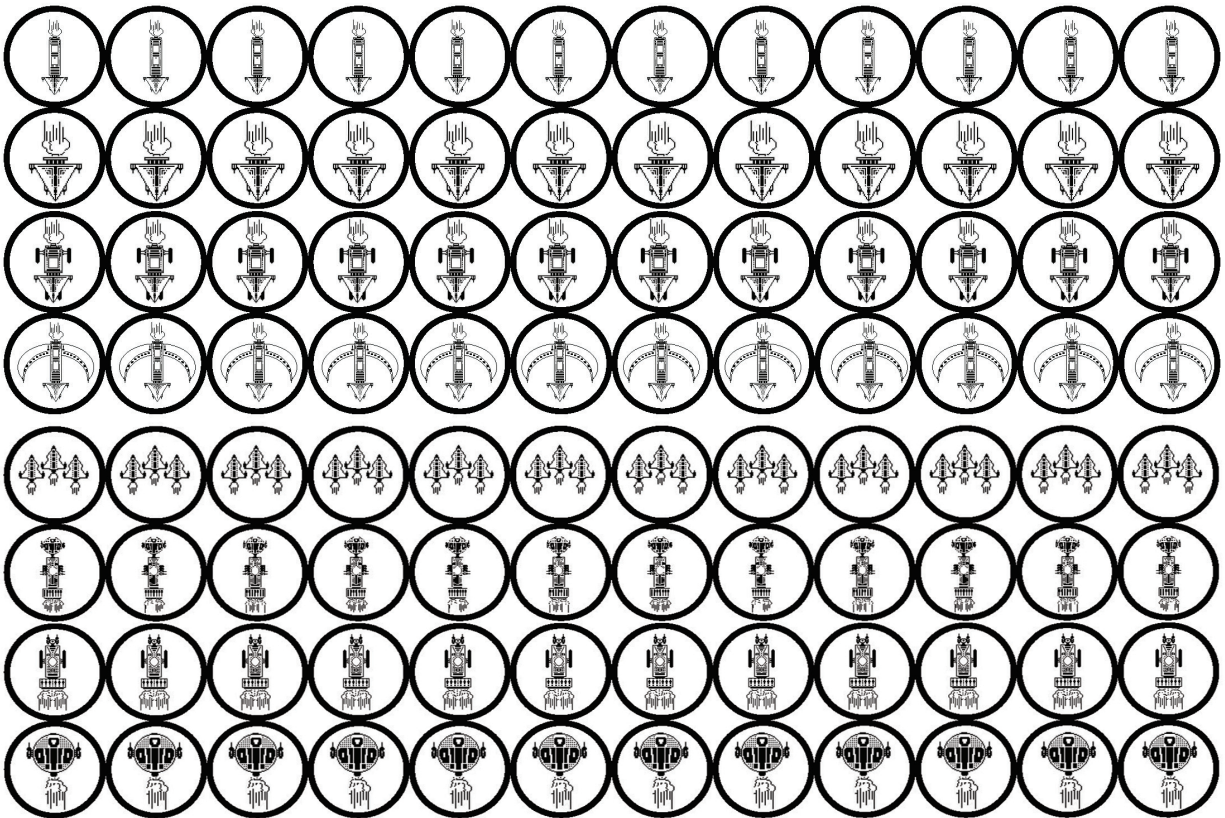
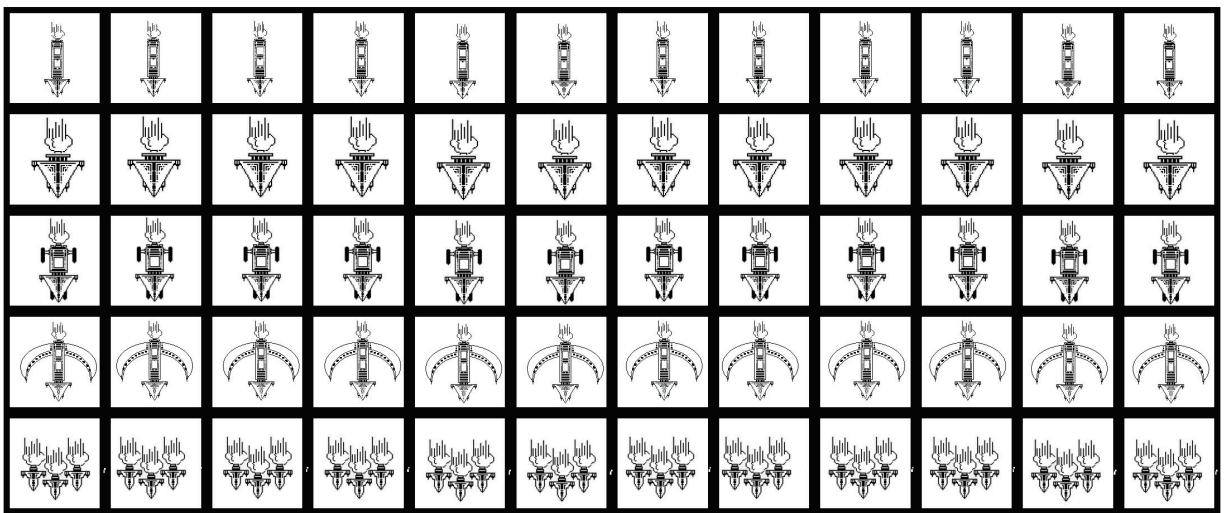
Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

These are the command officers of the Balil drone forces. They are normally deployed 1 per 120 combat drones.







VESSEL RECORDS SHEET

Vessels Name:					CR		
Ship Class		Hull Type		Cost / Avail	/		
Power Level		Size	<input type="radio"/> Mk 0 <input type="radio"/> Mk 1 <input type="radio"/> Mk 2 <input type="radio"/> Mk 3 <input type="radio"/> Mk 4 <input type="radio"/> Mk 5				
Initiative Bonus		Atmospheric Speed					
Free Thrust		Hyperspace Drive		Pilot Bonus	+		
Turn Cost		Backup Drive		Pilot Bonus	+	Multiplier	
Turn Delay		Conventional Drive					
Accel / Decel		Trans-Dim. Drive					
Deflection Rating		Computer					
Hull Points		Armor Type					
Signature		Astrogation Skill	+	Name			
Shield Points		Engineering/Repair	+	Name			
Shield Regeneration		Gunnery Skill	+	Name			
Cargo Capacity		Piloting Skill	+	Name			
Communications							
Sensors							

SMALL CRAFT COMPLIMENT

	Quantity	Launch Rate		Quantity	Launch Rate
Fighters			Assault / Breaching Shuttles		
Shuttles			Other		

WEAPONS SYSTEMS

	Qty	Type	PL	Arc	Attack Bonus 1	ROF	Damage	Pen	Range Inc	Notes
1.						○○○○○○				
2.						○○○○○○				
3.						○○○○○○				
4.						○○○○○○				
5.						○○○○○○				
6.						○○○○○○				
7.						○○○○○○				
8.						○○○○○○				
9.						○○○○○○				

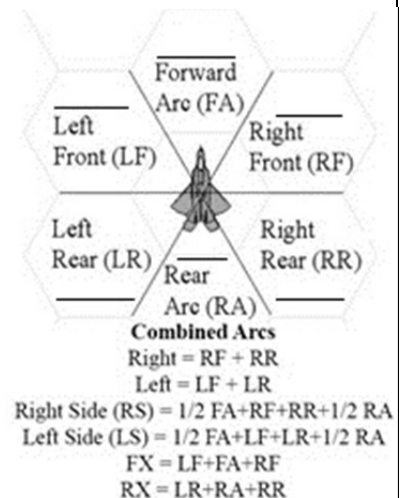
1- Attack Bonus = Sensor Bonus + Starship Gunnery Skill + Miscellaneous Modifiers.

CREW

Required/Suggested/Current

EXTRAS

Command Staff				Item	Notes
Engineers					
Gunner					
Medic					
Navigator					
Pilot					
Sensor Operator					
Service Crew					
Ships Troops					
Small Craft Pilot					
Small Craft Tech					
Stewards					
PASSENGERS					
High Passage					
Mid Passage					
Cryo Passage					
Steorage Passage					
Crew Berths					



EDGES

HINDRANCES

OPERATING COST

				Debt	
				Life Support / Supplies	
				Maintenance	
				Mortgage	
				Crew Salary	
				Total	
				Engine Overhaul	

Vessel Name/Type				Creature Rating	
Hull Class/Type		Free Thrust		Aero / Atmo Speed	
Power Level		Max Weapon Spaces		Construction Time	
Deflection		Shield Points		Crew Level	
Turn Cost		Shield Regeneration		Crew Multiplier	
Turn Delay		Initiative		Fighter Launch Rate	
Final Signature		Final Availability		Shuttle Launch Rate	
Hull Points		Final Cost		Other Launch Rate	
Accel/Decel		Engine Max Load		Other Launch Rate	

Area	Item	Spaces Used	Weight Used	Cost	Avail	Power Level	Notes
Hull							Type:
Armor							
Shield							
Drives	Conventional						
	Hyperspace						
	Backup Hyperspace						
	Trans-Dimensional						
Sensors							
Computer							
Comms							
Weapons							
Defenses and Extras							
General							
Additional Components							
Totals							

[illegible]

	Required Crew	Actual Crew
Command Staff		
Pilot		
Sensor Operations		
Navigation		
Engineers		
Stewards		
Medic		
Gunnery		
Small Craft Pilots		
Small Craft Techs		
Ship's Troops		
Service Crew		
Total		

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Her eyes narrowed as she spotted the spaceship. The battle worn hull of the starjammer was looking majestic against the sun. The sail was fully extended to take advantage of the solar winds. Her tail twitched slightly as she examined the control panel, the lights were all normal. Normal except the check engine light. But the shuttlecraft had always said that. She caught her reflection in the windshield, she was always proud of the stripes that ringed her cheeks, her neck, and down to her tail. She fiddled her ears about, moving them back and forth, trying to figure out the most serious look,

The ship came back into view, in all its beautiful glory. As her ship got closer she could read the name on the hull. "Mag'linz Reven'ge". The radio crackled to life "Captain Vo'llt'ur, Welcome home!"

Neverwhen: Starships is a must-have companion volume to the Neverwhen rulebook. Neverwhen: Starships is an all-in-one reference for starship combat, design and operation. Included as well are new classes, gear and races. This volume allows gamemasters and players to take thier campaigns to another level.

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