

SHARDS OF TOMORROW



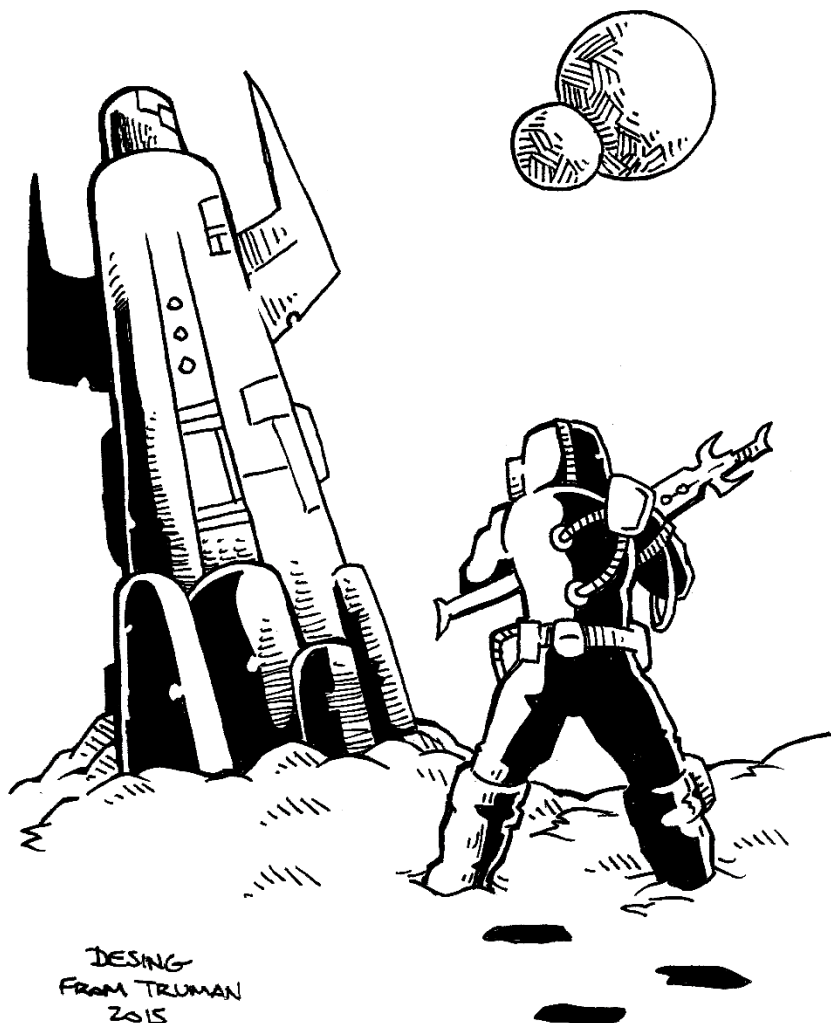
DESIGN
FROM TRUMAN
2015

SHARDS OF TOMORROW

BOOK 1: CORE RULES

BY MICHAEL T. DESING

Based on work by Gygax, Arneson, Holmes, Moldvay, Mentzer, et al.



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INTRODUCTION

I am the luckiest guy in the world. Really.

Last year, I got to work on a fantasy RPG, *Saga of the Splintered Realm*, which was rooted in the greatest RPG of all time, and a whole bunch of Kickstarter backers pitched in to make it possible. Then, the community of gamers supported me when I modified those rules to build a superhero game that I'm incredibly proud of: a game which I would put up against any superhero RPG in the world, *Sentinels of Echo City*. Finally, that same community nudged me, repeatedly, in the direction of space opera. I delayed for a while for several reasons, not the least of which was that I couldn't see a way to honor some of my favorite elements of the source material without, well, just taking it outright.

Then I had something of an awakening. I could come full-circle with this game, projecting out several thousand years into the future of the game I've already created, *Saga of the Splintered Realm*. If that game is about the mythic past of a fantasy realm, this game is about the mythic future of that same game setting.

I hope you enjoy playing in these worlds as much as I have.

ELEVATOR PITCH

It was war. That's all I can say. That's the only way to make sense of it.

The Confederacy had turned the tide, driving the Orak back and rooting out several of their strongholds on Confederate worlds. The war was crawling towards its final stages, and final victory was a matter of when, not if.

As I said, it was war. You can justify a lot in war.

In desperation, the Orak enacted their final strike. They caused their own sun to super-nova, opening a nexus into the void.

That's how the Undead crossed over. That's how the Fiends returned. That's how the Messari came.

Their arrival was sudden and devastating. They had long brooded on the other side, spending the centuries since the Purge planning their revenge, crafting their own technologies, preparing to invade.

In a desperate gambit, the Orak had unleashed death itself.

Valhalla help us all.

OVERVIEW

Shards of Tomorrow, like the games, movies, and fiction that came before and inspired it, is a mythical science fiction roleplaying game set in a fictional milieu of heroes and science, monsters and myth. You assume a heroic persona in a galaxy in chaos – a point of light in a vast sea of darkness. You join with other like-minded characters (but probably with different abilities), working together in a fellowship to stem the tide of chaos, explore new lands, find lost relics, and defeat strange creatures. This book contains the core rules needed for ongoing play, including:

- ◆ **Part 1: Key Concepts** (page 8) explains general terms and game mechanics.
- ◆ **Part 2: Character Information** (page 10) explains how to create and develop a character.
- ◆ **Part 3: Vehicles** (page 36) explores the various types of vehicles characters may interact with.
- ◆ **Part 4: Castings** (page 53) provides a listing of castings that characters may wield, organized by relative power.
- ◆ **Part 5: Encounters** (page 60) deals with game play, including combat.
- ◆ **Part 6: Creatures** (page 63) contains descriptions of a variety of creatures the heroes are likely to encounter in their travels.
- ◆ **Part 7: The Game Master** (page 95) provides an overview of the process of running the game, with suggestions for ongoing play.
- ◆ **Part 8: Experience and Wealth** (page 104) explores the different types of wealth the heroes may gain and rewards they may earn during their adventures.
- ◆ **Appendices** (starting on page 106) provide an overview of the default campaign setting, including the planets, starships, and characters of that setting, along with an introductory adventure.

This book contains everything you need for extended play, suggesting a default setting that provides opportunities for any number of approaches.

PATREON SUPPORT

Thank to you my patrons on Patreon who contribute every month so that I can keep creating things. In the spirit of the previous games I've published using this engine, I'm releasing things for you to use and develop in this way:

- ◆ **New content** created by me or paid for to develop this game (including all art and the locale of the Five Systems) are released under an **Attribution Share-Alike Creative Commons License**. You are free to take, re-mix, and re-use all original content herein, as long as you give credit back to the source.
- ◆ **The core game engine** and its mechanics are released under the *Open Game License* (see pages 134-135).

In short, *Shards of Tomorrow* is now your playground. Have fun in it!

CURRENT PATRONS

These kind people support me every month through their ongoing patronage, and I am incredibly grateful:

Volker Jacobsen, Erik Tenkar, J. Quincy Sperber, Mark Margelli, Lloyd Rasmussen, Ron Edwards, Kathleen Kreinheder, Eric Nelson, Keith Kaminski, Jim Craddock, Chris and Brigid Hirst, and Elaine.

You can sign up to support my work at:
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THANK YOU

Special thanks to the Splintered Realm community of players who encouraged me to work on these rules, and who provided support and enthusiasm along the way. I wouldn't have fired up the engines on this one without your prompting.

WHO IS PLAYING?

These rules assume that most of the players take on the roles of heroic characters who work together in a **fellowship** for mutual benefit. One player takes on the role of **Game Master** (GM). The GM decides on a scenario, plays the foes or other characters, and adjudicates action. However, you can play with only one player and one GM (in fact, much of the play testing for this game happened that way!), or even solitaire (using a scenario that has been written for you to experience as a player). Turn to the next page to see how a session might go.

AN EXAMPLE OF ACTUAL PLAY

Mike is the GM, and the two players are Mary (playing Tashya, a nuaru seeker 1) and Logan (playing Golrik Venn, a terran adventurer 1). They are exploring a region of uninhabited wasteland in a rover.

- Mike: The nav computer flashes at you. This is where the temple should be.
- Mary: Hm. Do we see anything that looks like a temple?
- Mike: Roll a sense FEAT.
- Logan: I'm looking around, too.
- Mike: Fine. You both roll.
- Logan: I got 15+5=20.
- Mary: I got a natural 20!
- Logan: Nice roll!
- Mike: Fine. Golrik can make out a few features of the outer wall. He can tell that it's been destroyed. It looks like you're actually near the middle of where the temple once stood, but now it's all covered in ash.
- Logan: At least the computer was right...
- Mary: What about me?
- Logan: A natural 20 should give more information than that...
- Mike: For sure. Tashya looks around, and realizes that the architecture to the north would suggest a stairway to a basement... it looks like the archway is still there, and a cleft in the sand ahead may actually lead into a lower level. Even though the upper temple is gone, its lower levels may still be intact below you.
- Mary: Sounds like we're leaving the rover... I don't suppose that it will fit down the stairs.
- Logan: That would be nice.
- Mike: Nope. You'll have to go on foot.
- Mary: Okay. Will enviro suits protect us here?
- Mike: Yes. A quick scan shows that there are several moderate toxins and low oxygen levels, but an enviro suit is going to afford plenty of protection in this place.
- Logan: Good. That's all we have on board!
- Mike: Heading out then?
- Mary: Sure. Once we have the suits on, we set out on foot for the stairs.
- Logan: I'll go first.

Mike: Okay. You get about halfway from the rover to the hole ahead, and you've traveled maybe 50'. Both of you roll a sense FEAT.

Mary: Oh, shoot! I was going to scan for living things first.

Logan: That would have been a good idea. Too late, now.

Mike: That it is. How do you roll?

Logan: I roll $9+5=14$.

Mike: That's not going to cut it, sorry.

Logan: Didn't think so.

Mike: Tashya?

Mary: She gets $17+6=23$. That's good, right?

Mike: (checking the abilities of the creature and rolling to check). Actually, not enough in this case. The ground beneath you shakes, and a huge worm bursts from the ash ahead of you, about 30' away. It's at least 50' long, and it looks hungry.

Mary: Ah! I don't think we have weapons that can take that on.

Mike: You can try...

Mary: Back to the rover. We'll use the blast cannon on top. That's probably our best shot.

Mike: Initiative. We'll see how it goes.

Mary: Okay. I roll $14+6=20$.

Logan: I roll $19+5=24$.

Mary: Those are pretty good results.

Mike: Yeah (rolling) but the worm did pretty well, too. He ends up with a 22.

Mary: Well, we're booking for the Rover.

Mike: The worm has a 50/50 chance of who he picks to go after. If it's Tashya, he'll get one attack on her, but against Golrik he won't get an attack, because Gol won initiative. However, you'll both need to make a standard DEX check to quickly get back on the rover and slam the door behind you.

Mary: Okay...

Logan: I guess.

Mary: Who does it attack?

Mike: (rolls the dice). Sorry, Mary, but it's Tashya. He rolls $9+7=16$ on the die. What's her armor class?

Mary: 17!

Mike: No way.

Logan: That's awesome.

Mike: I'll say. He does a LOT of damage on a hit. He face plants into the dust, throwing up a huge cloud just behind you as you leap into the rover. Both make the DEX check...

Mary: I roll $9+8=17$.

Mike: Ehhh. Not quite enough. He's going to get one more attack on you next round as you climb into the rover.

Mary: Is there anything I can do?

Mike: Not really. You're hanging to the side of the rover, but the spray of ash knocked you sideways, and it's taking a few seconds to recover.

Mary: Okay.

Mike: I need Golrik's DEX check.

Logan: $19+11=30$.

Mike: Dang. That's really good.

Logan: Yeah it is. Golrik does a backflip into the rover.

Mike: Okay, Logan, make another initiative roll against the worm. If you win, you will actually be able to climb into the gun position before the worm bites at Tashya again.

Mary: Please win!

Logan: I roll $11+5=16$. That's decent.

Mary: Do I get to roll?

Mike: I don't think so. The worm's getting a shot at you... we're just checking to see if Golrik can swing the cannon into position before it does.

Logan: What's the worm's result?

Mike: (rolls dice) Snap! I rolled a natural 1. The worm comes up, but seems a bit confused. Must have hit its head on some debris in the ash.

Mary: Fire!

Logan: Can I get a bonus since it rolled a natural 1?

Mike: Fine. Take +2 to your attack roll.

Logan: Sweet! This cannon deals $3d6+2$ damage if it hits, so I really hope this works...

PART 1: KEY CONCEPTS

THE PLAYER CHARACTER

As a player, you take on the role of a character in the game world, a player character (**PC**). The game assumes that your heroic persona is special, gifted, selected by fate, or otherwise destined for something beyond the common ilk.

'ROLE PLAYING' AND 'ROLL PLAYING'

Play develops through two primary means: role playing and rolling dice.

Many situations will be resolved primarily through decisions you make while assuming the role of your character. In these instances, you *role play* the encounter. If you describe how carefully you search the room for a weapon, or if you act out your discussion with the bounty hunter, the GM may decide what happens without using the dice. If you are especially careful in your search or are specific in your discussions with the bounty hunter, then the result is clear, and play continues.

However, the GM will often require you to roll dice to determine the outcome of something you try to do (for example, whether or not you hit the creature with your pulse rifle), or to determine how successful something was (for example, how much damage your pulse rifle did). In these situations, you will roll one or more dice. These dice are polyhedrons, dice of various sizes. Throughout these rules, dice are abbreviated as **d** followed by the number of sides on the die (d4, d6, d8, d10, d12, d20). A number before the d indicates to roll and total several dice. For example, 3d6 means to roll 3 six-sided dice and add them together. Roll d100 (also called 'percentile dice') by rolling two d10s, using the first for the tens and the second for the ones. A result of [5, 7] is a result of 57 on d100. A result of [0, 0] is a result of 100.

In almost every circumstance, you want to roll high.

ATTRIBUTE SCORES

Range	Descriptor	Modifier
0-1	Impaired	-3
2-3	Poor	-2
4-5	Below Average	-1
6-7	Average	+0
8-9	Above Average	+1
10-11	High	+2
12-13	Exceptional	+3
14-15	Remarkable	+4
16-17	Incredible	+5
18-19	Amazing	+6
20	Titanic	+7

Your character's definition emerges first from six primary **attributes** (three physical, three intellectual/ social) that govern many aspects of play. Most characters have ratings between 2 and 12 in each attribute.

ATTRIBUTES EXPLORED

Attribute	This Attribute Measures	The Modifier Confers a Penalty or Bonus to...
Strength (STR)	Your physical might	- Attack rolls with melee or thrown weapons - Damage rolls with melee weapons
Intelligence (INT)	Your innate intellect and reason	- Total languages known
Wisdom (WIS)	Your intuition and insight	- Bonus castings for nuaru
Dexterity (DEX)	Your physical coordination	- Armor class - Attack rolls with ranged weapons
Constitution (CON)	Your physical toughness and fortitude	- Hit points rolled each level
Charisma (CHA)	Your appearance, leadership, and likeability	- Some abilities of terran templars

PART 2: CHARACTER INFORMATION

Whether you want to play a mighty alien warrior who carries a heavy blast rifle, or a clever tinker who manipulates machinery, a noble wanderer who protects the defenseless, or a resourceful adventurer who constantly pushes his luck, this section provides a framework for your character.

STEPS IN CHARACTER CREATION

1. Roll for **Attribute Scores**. Roll 3d6 and keep the best two results for each of your six attributes. (Alternately, roll 2d6 for each attribute, but re-roll 1s).

Example: For my first attribute, I roll [1, 2, 4], I drop the 1, and end up with a result of 6. I do this six times and record the results on scrap paper.

I roll 7, 9, 6, 5, 7, 8.

2. Select an **Archetype** (pages 20-26). Record this on your **Character Sheet** (page 13).

Example: I want to play a trog warrior.

3. **Assign** the six scores to attributes as desired (based on the needs of your archetype).

Example: A trog warrior needs high CON, so I assign my scores as follows: STR 8; INT 5; WIS 7; DEX 7; CON 9; CHA 6.

Sidebar: Archetypes

Each character archetype is a unique combination of race and class. Therefore, a terran adventurer and a trog warrior are similar in some respects – however, there are important differences that set these two archetypes apart. The archetypes included herein are not the only possible archetypes, simply the most common.

The nuaru seeker as presented in these rules is the most common sort of nuaru that goes on adventures; however, there are other nuaru who also take part in adventures. Future books will define other archetypes, although you are free to use these rules as a guide in developing your own unique race/class combinations.

4. **Balance your scores**, as needed. For every 2 points you give up, you get 1 point back. You cannot decrease an attribute score below 6 or above 12 in this way. Also, adjust scores based on archetype, as applicable (which may then exceed a rating of 12). Record these scores, and the applicable **modifier** (page 9), on your character sheet.

Example: I improve CON to 10, reducing WIS and DEX. I also adjust CON by an additional +1 to 11 for being a trog. I end up with: STR 8 (+1); INT 5 (-1); WIS 6 (-); DEX 6 (-); CON 11 (+2); CHA 6 (-).

5. Roll 1d6 for **hit points**. Remember to modify this by your CON modifier. Re-roll any result of 3 or less. Record this on your character sheet next to **hits** (alternately, roll 1d4+2 for hit points every level, modified by your CON modifier).

Example: I roll 1d6 and get a 1 (eek!) but fortunately I'm allowed to re-roll this. I roll again and get 5. I have +2 from CON, so I begin with 7 hit points.

6. Determine your **FEAT modifier (FEAT)**. Take your base FEAT (for your level) and adjust this by your prime requisite modifier. Record this on your character sheet.

Example: I have a FEAT of 5 + level modifier + CON modifier. I am level 1, and my CON 11 gives me +2, bringing my total FEAT to +8.

7. Select **weapons and gear**. Begin with 3d6 x10 **standard credits** (sc).

Example: I roll 3d6 and get 9, multiplying this by 10 to get 90 sc to start with. Using the equipment list starting on page 30, I purchase:

- ◆ Light shell armor (10 sc)
- ◆ A blast rifle (50 sc)
- ◆ A dagger (3 sc)
- ◆ A **starter pack** of basic provisions (20 sc)

This costs a total of 83 sc. I record the remaining 7 sc on my character sheet under **wealth**.

8. Determine your **Armor Class (AC)**, based on any worn armor and modifiers for DEX. Add all modifiers to a base armor class of 10.

Example: with light shell armor (+1) and DEX 6 (no modifier) I have an AC of 11 (10 base +1).

9. Determine your weapon ratings, based on your archetype, level, attributes and purchased weapon.

Example: I have two weapons: a blast rifle and a dagger.

For the blast rifle, I get to add my +1 Level Modifier and +0 from my DEX modifier to hit rolls. For damage, I roll 2d6 for damage, with a range of 60'. Next to the blast rifle in the weapons section, I write (+1 to hit; 2d6 damage; range 60').

For the dagger, I get to add my +1 Level Modifier to the hit roll, and my +1 modifier from STR 8. I also get to add the +1 from STR to the base damage of 1d4. Next to the dagger in the weapons section, I write (+2 to hit; 1d4+1 damage).

Your **Level Modifier** (LM) is one half your level, rounded up. Your LM sets your base bonus to all attack rolls and your base modifier to FEATS.

10. Note any **special abilities**, based on archetype. Record these on your character sheet.

Example: I have several abilities: my character has darkvision (60'), 2-handed fighting; he can *sneak*; he regenerates 1 hit point per round; he adds his LM to CON. I write these on my character sheet.

11. Decide on your **alignment**, and record this on your character sheet. See page 17 for alignments.

Example: I see my trog warrior as a mercenary wanderer who puts profit ahead of principle. I decide that neutral is the best fit.

12. Select a **purpose** and record this on your character sheet. See page 29.

Example: For my purpose, I decide that I want my character to defeat an old enemy, a powerful creature who has slain his clan. I record this on my character sheet, and mention this to my GM, who can start to work on an identity for this creature, developing its back story for later inclusion in the game.

SHARDS OF TOMORROW CHARACTER SHEET

NAME

PURPOSE

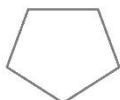
ARCHETYPE

ALIGNMENT

GENDER

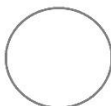
HOMEWORLD

LEVEL



A.C.

HITS



FEAT

RATING MODIFIER



STR



INT



WIS



DEX



CON



CHA

ABILITIES

WEAPONS

ATTACK DAMAGE RANGE

GEAR

MYSTICISM

WEALTH

XP

TYPES OF ROLLS: CHECKS

A **check** is always a d20 roll (a high roll is better), **with a default target (goal) of 20**. Sometimes, you roll a check using your relevant attribute or ability. If your roll (on 1d20) + your applicable rating (+/- any bonuses or penalties) = 20 or more, you succeed. If I need to make an INT check (using my INT 12) to make sense of an ancient language I find, I roll 1d20+12. If I roll an 8 or better on the die (for a total result of 20 or more), I succeed. Regardless of circumstance, a natural 20 always succeeds on a check, and a natural 1 always fails on a check.

You use your **ability rating**, not the **modifier**, when making a check. Your modifier only applies in certain situations (see page 9).

PENALTIES AND BONUSES TO CHECKS

Apply bonuses and penalties as modifiers to the roll. If I am trying to use my STR 10 to force open a sealed blast door, but the door is very heavy (a -4 to the check), I roll 1d20 + 6 (10-4) to see if I succeed. I still need to get a final result of 20 to succeed (meaning I need to roll a 14 or better on the die).

SITUATIONAL MODIFIERS

Modifier	Situation
+4	Easy. You should be able to do this!
+2	Advantage. You have some advantage in this situation.
-2	Disadvantage. You will probably struggle to do this.
-4	Difficult. You will struggle to do this.

EPIC CHECKS

If you have an attribute rated at 14 or better, you can attempt an **epic check**. An epic check has a starting target of 30. This is reserved for attempting things that normal mortals normally cannot do, but you possess abilities exceeding those of most mortals.

Information for GMs on epic checks is on page 97.

ATTRIBUTE CHECKS

Roll 1d20 + the Attribute Rating to...	
STR	<ul style="list-style-type: none"> ◆ Lift or move a heavy object. A standard 'heavy' object is target 20, while a very heavy or challenging object/situation imposes -4 to the roll. ◆ Climb a wall, modified by the surface (an easy-to-climb surface is at +4, while a difficult surface is at -4).
INT	<ul style="list-style-type: none"> ◆ Remember history about a person, place, or event. ◆ Operate most devices and computers. ◆ Perform basic trouble shooting on technological devices. ◆ Derive meaning from fragments of an unknown language.
WIS	<ul style="list-style-type: none"> ◆ Discern how a wild creature might behave. ◆ Intuit direction in the wild. ◆ Interact with the natural world.
DEX	<ul style="list-style-type: none"> ◆ Perform a challenge requiring balance or coordination. ◆ Perform a challenge requiring manual dexterity.
CON	<ul style="list-style-type: none"> ◆ Survive toxins, diseases and environmental hazards. ◆ Hold your breath. You can hold your breath for a number of rounds equal to your CON rating. After this, you must make a CON check every round to keep from suffocating.
CHA	<ul style="list-style-type: none"> ◆ Bluff, lie, cheat, convince, manipulate, negotiate or coerce. ◆ Use your spirit abilities as a terran templar.

RESULT ROLLS: ATTACKS AND DAMAGE

For **result rolls**, use the appropriate die based on the weapon or attack type.

An **attack (roll 'to hit')** is always a 1d20 roll. You roll to meet or exceed the **armor class (AC)** rating of your foe. Roll 1d20 + your level modifier (or **hit dice** for creatures), adjusted by attributes and/or mysticism. For example, as a terran adventurer 7 with DEX 10 and a blast rifle modified to give +1 targeting, you add +7 to hit rolls with your rifle (+4 from level modifier; +2 from DEX; +1 from your modifications). Against a foe with AC 17, you will need a roll of 10 or better to hit (since $10+7=17$).

Damage is based on the weapon or casting used. A **critical hit** on an attack roll (a natural 20) allows you to double the die result from your following damage roll (before adding any bonuses, including those from modifications, abilities, or mysticism). With the character above, if you roll 5 on the die for damage, you deal 10 points on a natural 20.

Regardless of circumstance or modifier, a natural 20 always hits, and a natural 1 always misses. If you must roll a natural 20 to hit on an attack, you cannot score a critical hit on that attack.

FUMBLES

On a natural attack roll of 1, you may **fumble**. Roll a FEAT; if you succeed, you continue normally. If you fail this FEAT, you lose your next action as you recover.

CONTESTED ROLLS

Instead of rolling against a static (fixed) target, you may make a **contested roll** against another creature's ability. For example, your success with a *sneak* FEAT is based on how well the foe rolls a *sense* FEAT. For a contested roll, each party involved rolls, and the higher result wins. On a tie, roll again.

FEATS

A **FEAT** is a resistant or defensive roll to withstand a casting, fight off a toxin, or endure a difficult circumstance; alternately, a FEAT may be an active roll to find, notice, or use a skill not governed by an attribute. A FEAT is always resolved as a check (1d20 roll) adding your FEAT rating (based on archetype, level and prime requisite modifiers). If your total result is equal to or more than 20, you succeed. For instance, a trog warrior's prime requisite is CON; he uses constitution to fight off enemy abilities, push through a poison coursing through his veins, or withstand an environmental hazard. Conversely, a terran adventurer (whose prime requisite is DEX), attempts to avert his gaze at the last minute, draw back his hand before the poison can fully set in, or evade the beast's elemental breath. The kobo rat skinner also ties several of his skills (i.e. *sneak*, *pilfer*) to his FEAT modifier.

FEATS may involve situational modifiers up to +4/-4. These modifiers will be noted in the description of the item, casting, or creature. For example, an insect with a weak poison may allow those affected by it to roll the FEAT at +4, while a powerful mystical item may impose a penalty of -2 to the FEAT vs. mind control.

OTHER FEATS: SENSE AND MORALE

◆ Roll a **sense** FEAT to notice a passive environmental feature (a secret door, a hidden trap) or another creature using *sneak* against you. Roll 1d20 + your FEAT modifier, comparing this to the static environmental target (usually 20) or the result of the foe's *sneak* FEAT roll.

◆ Other creatures (including enemies and allies controlled by the GM), may need to make a **morale** FEAT, a check that determines whether or not a creature or ally of the player characters will remain in combat. If the check fails, the creature turns and flees. Creatures check morale if they suffer the death of an ally or incapacitation of better than half of their forces. Player characters never need to check morale; players decide whether or not their characters continue to fight. A follower takes a bonus based on the CHA modifier of his leader. Bots never roll morale. See page 17.

ALIGNMENT

Your alignment indicates your general ethos. Alignments include:

◆ **Lawful.** You value fairness and honesty. You feel that life should be protected, and would consider sacrificing your life to defend others. You generally respect others, and expect them to respect you as well. Most people would perceive your ethos as 'good'.

◆ **Neutral.** You try to deal in fairness and honesty, but you know that you cannot always trust others. You extend respect to those so worthy.

◆ **Chaotic.** You feel that lying and cheating are acceptable in order to get what you want. You value your own life more than the lives of others. Most people would perceive your ethos as 'evil'.

LANGUAGES

All characters are assumed to speak and understand the **trade tongue**, the common language of all civilized people. Gnorom, kobo, the nuaru, and trogs also know the native language of their respective species.

◆ With INT 1-3, you can speak, but not read or write, the trade tongue.

◆ With INT 4-7, you can read, write and speak the trade (and species) tongue.

◆ With exceptional INT (8+), you can read, write and speak a number of extra languages equal to your INT modifier. With INT 11, you know the trade tongue, any species language, and 2 additional languages.

CHARACTER PROGRESSION

Level	XP Required	Hit Dice	Level Modifier	Castings Available by Sphere					
				1	2	3	4	5	6
1	0	1d6	+1	1	-	-	-	-	-
2	100	2d6	+1	2	-	-	-	-	-
3	250	3d6	+2	2	1	-	-	-	-
4	500	4d6	+2	2	2	-	-	-	-
5	1,000	5d6	+3	3	2	1	-	-	-
6	2,000	6d6	+3	3	2	2	-	-	-
7	3,500	7d6	+4	3	3	2	1	-	-
8	7,500	8d6	+4	4	3	2	2	-	-
9	15,000	9d6	+5	4	3	3	2	1	-
10	30,000	10d6	+5	4	4	3	2	2	-
11	50,000	11d6	+6	5	4	3	3	2	1
12	100,000	12d6	+6	5	4	4	3	2	2

New characters begin the game at level 1 with 0 experience points (XP). You earn XP from defeating foes, completing missions and earning wealth. When you earn 100 XP, you advance to level 2, earning the abilities of a level 2 character and increasing your hit points by +1d6.

ARCHETYPES

These rules provide several archetypes to select from. Each archetype defines your character’s basic abilities and scope, using the following qualities:

- ◆ **FEAT** gives the method for determining your FEAT modifier.
- ◆ **Armor** lists which armors (by type) that you have access to. If you wear heavier armor than you have access to, you take -4 to all action/FEAT rolls while wearing this armor, and cannot use castings.
- ◆ **Weapons** lists which weapons (by type) you have access to. For some species, the availability of weapons is based on their relative size compared to various weapon types.

WEAPON AND ARMOR RATINGS BY TYPE

Type	Armor (with AC modifier)	Weapons
Light	Shell (+1) or Flex (+2)	1d4 damage
Medium	Shell (+3) or Flex (+4)	1d6 damage
Heavy	Shell (+5) or Flex (+6)	1d8 damage
Great	n/a	1d10 damage

Talents lists the levels at which you earn a Talent, a specialized area of training or a special ability. Terrans earn Talents at levels 3, 6, 9 and 12, while other species earn Talents at levels 4, 8 and 12.

Abilities include specialized areas of training or expertise, or innate abilities possessed by members of that archetype. Roll most ability attempts as a FEAT, typically against a target of 20. Abilities include:

- ◆ *Security* allows you to bypass, override, disarm, foul, or otherwise overcome a variety of security features including locks, detection systems, traps, and similar devices. Security may be poorly designed, granting of up to +4, or well made, imposing a penalty of up to -4. A *sense* FEAT may be required to find a security feature before you can attempt to bypass it, at the GM's discretion.
- ◆ *Pilfer* allows you to roll a FEAT to pick the pocket of another creature, or to swipe small items unnoticed. Roll a *pilfer* FEAT as a **contested roll** against the foe's *sense* FEAT.
- ◆ *Sneak* allows you to roll a FEAT to move past or against another creature without being noticed. A kobo rat skinner (only) who successfully uses *sneak* to move within melee range of a foe gets to make a **sneak attack** at +4 to hit. Depending on his level, the kobo also gets to take a bonus to damage. All other characters who successfully surprise a foe take +2 to their subsequent attack. Roll a *sneak* FEAT as a **contested roll** against the foe's *sense* FEAT.
- ◆ *Darkvision* is a racial ability possessed by some other species. A creature can see in the dark up to 30' (for gnorom, nuaru, or trogs) or 60' (for kobo). Darkvision is not as precise as normal sight; it allows the creature to see grainy images in black and white. A light source (for example, a flashlight) will neutralize darkvision.
- ◆ *2-handed fighting* allows you to wield any one-hand melee weapon with two hands. When you do this, shift up to the next die when rolling for damage with that weapon. For example, a sun blade deals 1d8 damage; if you use a sun blade two-handed, you deal 1d10 damage with it. Even a simple weapon like a dagger (1d4 damage) can be used two-handed, dealing 1d6 damage. While using a weapon two-handed, you cannot also wield a second weapon.
- ◆ *Mysticism* grants access to supernatural castings. See page 53.

Many characters take +LM to an attribute. In this case, a character who rolls 11 for an attribute rating during character creation has a rating of 12 at levels 1-2, 13 at levels 3-4, 14 at levels 5-6, etc.

GNOROM TINKER

FEAT	6 + Level Modifier + INT modifier
Armor	Medium
Weapons	Medium
Talents	Levels 4, 8, 12
Abilities	Darkvision (30') Tinkering +LM to INT rating

As a **gnorom tinker**, you are a 3' tall demi-terran who revels in working with machinery. Your innate intellectual curiosity and creativity allows you to add your level modifier to your INT rating.

TINKERING

This unique ability possessed by the gnorom allows a tinker to modify weapons systems and starships to improve their capabilities. Any time you attempt to tinker a weapon or vehicle, you must first invest **time** and **money** in the effort. Roll the current damage rating for the weapon, or the maintenance for the vehicle. This shows how many turns you must spend tinkering, and the cost in supplies (in sc) required to attempt the tinker. Once you have spent the time and money, make an INT check based on how many times this weapon or vehicle attribute has been tinkered (by you or another character):

First Tinker	Second Tinker	Third Tinker
Standard Check (20)	Standard Check at -4	Epic Check (30)

If successful, you tinker the weapon or vehicle. If you fail, you lose the time and money you've invested, but the weapon or vehicle is unaffected. If you roll a critical failure (a natural 1 on the INT check), the weapon or that particular attribute of the vehicle can never again be tinkered. For example, if you roll a botch while tinkering the shields of a starship, you realize that the shields have been fixed to their limits; further tinkering with them will not succeed. A weapon takes a permanent +1 to its damage rating, a +1 shift to its range rating (adding its base range to its current range, to a maximum of +3 miles), or a +1 shift to its targeting (modifier to hit). A vehicle takes a permanent +1 in one of the attributes you can normally modify through upgrade (see page 38). You can only attempt to tinker a particular weapon or vehicle attribute once per level. You must wait until you advance in level to attempt another tinker of the same weapon or vehicle attribute.

TINKERING IN PLAY

As a gnorom tinker 4, you decide to tinker the medium blast cannon on your group's starship; you roll its damage rating (4d6) and get 17. You have to spend 17 sc on supplies, and you spend 17 turns tinkering with it, attempting to improve its damage rating. Since this weapon has never been tinkered, a standard INT check is required. You roll 12+11=23 on the dice; you succeed. The cannon now deals 4d6+1 damage. You cannot attempt to tinker this weapon again until level 5.

KOBO RAT SKINNER

FEAT	6 + Level Modifier + DEX modifier
Armor	Medium
Weapons	Light
Talents	Levels 4, 8, 12
Abilities	Darkvision (60') +4 to <i>sense</i> Feats <i>Security; Pilfer; Sneak;</i> <i>Sneak Attack</i> (see below) +LM to DEX rating.

As a kobo rat skinner, you are a small, sneaky humanoid that bears some resemblance to a dog. You are quite perceptive and sneaky. Your great natural coordination allows you to add your level modifier to your DEX rating.

Your *sneak attack*

ability allows you to take +4 to hit when making a melee attack against a foe who is not prepared for your attack, or who does not know you are nearby. The GM may require you to make a *sneak* roll to get in range to make this attack. You will increase the damage you deal, based on your level:

Kobo Level	1-4	5-8	9-12
Damage Bonus	+1d6	+2d6	+3d6

NUARU SEEKER

FEAT	5 + Level Modifier + WIS modifier
Armor	Light
Weapons	Medium
Talents	Levels 4, 8, 12
Abilities	+2 to <i>sense</i> FEATS <i>Compel the Void</i> <i>Faith Castings</i>

As an **nuaru seeker**, you are a member of a highly-intuitive people, descended from ancient races of great power and goodness. You have inherent mystical abilities, specifically the power to *compel the void*. All nuaru are lawful.

COMPEL THE VOID

As a nuaru seeker, you may attempt, once per turn, to *compel the void*. This unique ability allows you to employ your faith to affect undead creatures such as skeletons, zombies, ghouls and vampires, as well as some fiends. When you use one action to present your holy symbol and issue verbal commands, you may force one or more void-attuned creatures within 60' to obey your commands. As a chaotic nuaru seeker, you use your *compel the void* ability to control such creatures, forcing them to obey your commands for 1d6 turns.

You may affect a total number of HD of void creatures equal to your level x3. As a nuaru seeker 5, you may compel up to 15 HD of void creatures at one time. Roll a contested FEAT against the target(s). If you succeed, you compel the creature(s). As a lawful nuaru seeker, you have two options when you *compel the void*:

1. You *force the void creature(s) to turn and flee*. Affected creatures will flee from you for 1d6 turns, but may return after that.
2. You *hold the void creature(s) at bay* as long as you focus, and as long as you do nothing else. In any round after you have compelled the void creature(s), you may make a combat move (see page 60), forcing the target(s) to move in any direction you command, also as a combat move. You will continue to compel until you decide to stop or until you or an ally takes some action against the creature (attacking, using mysticism upon it, etc.). You must make a new roll to compel each turn, if you attempt to hold the creature(s) at bay for more than 1 turn.

FAITH CASTINGS

As a nuaru seeker, you are a descendant of a powerful celestial race. You retain a small fragment of the native powers of that elder race, able to use power based on your faith. See page 53 for faith castings.

SYNTHOID INQUISITOR

FEAT	5 + Level Modifier + INT modifier
Armor	Medium
Weapons	Medium
Talents	Levels 4, 8, 12
Abilities	+LM to INT Omni Knowledge (see below) Immune to mind control or powers affecting the mind Immune to undead drain or comparable abilities immune poisons, toxins, disease or other maladies Regenerate LM hit points per turn

As a **synthoid inquisitor**, you are not a living creature, but instead are a synthetic construct in the appearance of a terran body.

Synthoid are highly logical and incredibly intelligent, able to perform scientific and medical marvels that most living creatures are incapable of, their synthetic brains operating at the highest levels of efficiency. They lack creativity, however, and often find it difficult to think in unorthodox ways.

Synthoids were part of the Synthoid Project (now defunct) that sought to create a race of creatures that would be helpful to mankind, able to process information as a computer but interact as a human being. While only a few hundred synthoids made it into circulation among the Confederate Fleet, thousands more remain in stasis.

As a synthoid, you add your LM to your INT rating. You regenerate your LM at the end of every turn, as your synthetic body repairs itself. As a synthoid, you cannot be healed by supernatural means, nor do dosers work on you.

SYNTHOID DIRECTIVES

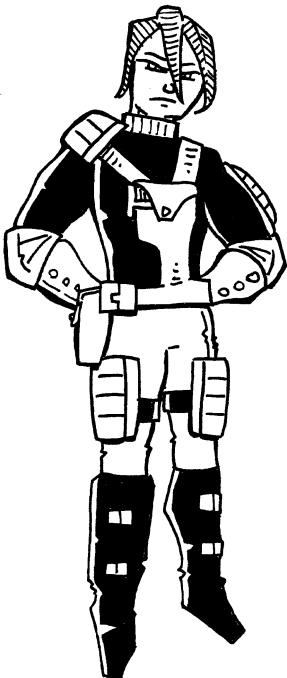
- ◆ Life is inherently valuable, and destruction of life must be avoided.
- ◆ The mind is the greatest of all faculties.
- ◆ Adherence to lawful behavior is the best means for a just society.

OMNI KNOWLEDGE

As a synthoid, your brain is a highly-developed computer, giving you advanced training in science, medicine, technology, and history. You are effectively a doctorate in many fields at once. You may make an INT check to access knowledge that only a master in the field would attain, able to attempt epic checks once your INT rating is 14 or better.

TERRAN ADVENTURER

FEAT	4 + Level Modifier + STR modifier
Armor	Medium
Weapons	Heavy
Talents	Levels 1, 3, 6, 9, 12
Abilities	Junker (see below) Luck (see below)



As a **terran adventurer**, you are a versatile traveler with a number of abilities. You seek excitement, wealth, and fame. Although you don't have access to mysticism, your raw physical prowess and wide selection of abilities make you a formidable foe. You take a bonus talent at level 1 that others do not possess.

You also have a unique ability, *luck*. You are allowed to re-roll a number of rolls each turn equal to your level modifier. You may re-roll any roll you make, even a critical failure. You must accept the results of the second roll.

You also begin play with a **junker**, a spacecraft that has seen considerable modification. Roll up your junker starting on page 49.

TERRAN TEMPLAR

FEAT	4 + Level Modifier + CHA modifier
Armor	Light
Weapons	Medium (+ sun blade)
Talents	Levels 3, 6, 9, 12
Abilities	Combat Focus; Spirit + LM to CHA

As a **terran templar**, you are a defender of the faith, a stalwart keeper of the holy word of Yahalla. Your strong faith empowers you to battle the forces of chaos. You add your level modifier to starting CHA, and when your level modifier increases, so does your CHA.

Sun Blades are unique weapons, available only to terran templars. A templar receives a sun blade as part of his or her training. Sun blades may not be purchased. A sun blade deals 1d8 base damage (1d10 with the *two-handed* talent). A sun blade will only work in the hands of the templar for whom it was crafted. Sun blades cannot be tinkered.

COMBAT FOCUS

As a terran templar, you have a unique ability, *combat focus*. This allows you to add your CHA modifier to attack rolls with sun blades, damage rolls with sun blades, and to your armor class, in addition to all other bonuses you normally receive. With CHA 12 (+3), you take an additional +3 to attack rolls and damage rolls with sun blades, and you take +3 to your armor class, in addition to worn armor.

SPIRIT

This supernatural ability allows a terran templar to perform a variety of powerful stunts. As a terran templar, you may attempt a number of spirit stunts equal to your level modifier + your CHA modifier each turn, until you fail a stunt. Once a stunt fails, you cannot attempt another stunt that turn. Unless otherwise noted, spirit stunts have a target of 20, and require a successful CHA check to perform.

For instance, as a terran templar 3 (LM 2) with CHA 12 (+3), you can attempt up to 5 spirit stunts per turn. On a failed stunt, you have no more attempts that turn, and must wait until next turn to try again. You roll 1d20+12 any time you attempt a stunt.

SAMPLE SPIRIT STUNTS (use 1 action to):

- ◆ **Levitate**, or cause a creature you touch to levitate, for the rest of the turn.
- ◆ **Call** an object to your hand from up to 60' away, weighing up to a number of pounds equal to your CHA score.
- ◆ Use **telekinesis** to lift or move (at move 10') an object within 60' weighing a number of pounds equal to your CHA score.
- ◆ **Read** the surface thoughts of a living creature within 30'. The creature may roll a FEAT to resist, taking a penalty to the roll equal to your CHA modifier.
- ◆ Plant a **suggestion** in the mind of a living creature within 30'. The creature may roll a FEAT to resist, taking a penalty to the roll equal to your CHA modifier.
- ◆ **Quicken** yourself, taking one extra action each round for 1 turn.
- ◆ **Leap** a number of feet equal to your CHA x10'.
- ◆ **Mimic** the abilities of another archetype for one action, or gain temporary access to a talent for 1 round. For example, you could use your spirit to intuit a problem with a complex machine (as if you had *tinkering*).

EPIC STUNTS

Once your CHA is 14 or better, you may attempt epic stunts. These are more elaborate and impressive than standard stunts, but have a target of 30. See page 97 for more on epic checks.

SAMPLE EPIC STUNTS (use 1 action to):

- ◆ Use **telekinesis** to lift an object within 60’ weighing a number of tons equal to your CHA score. It has move 10’ under your control.
- ◆ **Dominate** a living creature within 30’, taking total control of the creature for 1 turn. The creature may roll a FEAT to resist, taking a penalty to the roll equal to your CHA modifier.
- ◆ **Read** the thoughts of a living creature on the same planet.
- ◆ **Quicken** your allies, allowing all allies within 60’ to take one extra action each round for 1 turn.
- ◆ **Leap** a number of feet equal to your CHA x100’.
- ◆ **Mimic** a casting of a nuaru seeker of up to sphere 3.

Note: This is not a definitive list of every possible stunt. Discuss any stunts you want to attempt with your GM.

TROG WARRIOR

FEAT	5 + Level Modifier + CON modifier
Armor	Heavy
Weapons	Heavy
Talents	Levels 4, 8, 12
Abilities	Darkvision (60’) 2-handed fighting <i>Sneak</i> <i>Regenerate</i> 1 hp per round +LM to CON rating

As a **trog warrior**, you are a proud member of a savage people. Your amphibious nature makes you equally at home on land or underwater, and your natural regenerative powers allow you to heal quickly, recovering 1 hp at the end of every round. You cannot regenerate damage from fire, and must recover such damage normally. Your natural fortitude and adaptability allow you to add your LM to your CON rating.

TALENTS

As you achieve the thresholds for Talents (levels 3, 6, 9, 12 for terrans; levels 4, 8, 12 for demi-terrans), you earn a new **talent**. Select any of the talents from the options below:

1. **Armor Mastery.** Improve your armor availability by one rating (for example, a templar to medium armor). Trog's will not take this.
2. **Backstab.** Take +1d6 damage on surprise attacks in melee combat; this stacks with existing kobo rat skinner bonuses.
3. **Enemy.** Take +1 to all rolls against one enemy type.
4. **Expertise.** Take +1 to one attribute (you may not increase the same attribute more than once with this talent).
5. **Focused.** Take +10% to all experience points you earn.
6. **Fortitude.** Take +5 hit points.
7. **Frenzy.** Once per day per Level Modifier, enter a rage for 1 turn as a free action; take + level to hit points, +1 to hit, +1 damage with melee weapons.
8. **Initiative.** Take +4 to initiative FEAT rolls.
9. **Improved Critical.** Increase your critical range to 19-20, following all other rules for critical hits (see page 16).
10. **Knowledge.** You are exceptionally well-educated in a particular field, rolling INT checks to access highly-specialized knowledge. Common examples include medicine, science, and history. A synthoid takes an additional +4 to checks in the particular field.
11. **Leadership.** Take +2 to CHA for reaction rolls and morale of followers. Each of your allies who can hear you and take orders from you is allowed to add your CHA modifier to one action roll or FEAT each turn.
12. **Night Sight.** Take darkvision 30', or increase existing darkvision range +30'.
13. **Parry.** Take +1 to AC when you have a melee weapon drawn; take +2 to AC when you wield two melee weapons.
14. **Perception.** Take +2 to *sense* FEATS.
15. **Quick Attack.** Take one extra attack every round with your primary weapon.

16. **Quick Casting.** Once per turn, use two castings on your action in one round. Only nuaru seekers may take this talent.
17. **Running.** Increase your movement rate by +20.
18. **Second Wind.** Once per turn, recover 1d6 + your level modifier hit points as a free action. You may do this a number of times per day equal to your level modifier.
19. **Sharpshooting.** Take a +1 die shift to damage rolls with ranged weapon attacks; ex: a blast rifle (2d6 damage) deals 2d8 damage in your hands.
20. **Shield Use.** You carry a shield in combat. A shield costs 10 sc, and grants +2 to armor class. You cannot use a second weapon or attack with two hands while carrying a shield.
21. **Sundering.** Make a simultaneous melee attack against all targets within 5' with any attack using your primary melee weapon.
22. **Thievery.** As a kobo rat skinner, take +2 to any one ability -or- take one ability as if you were a kobo rat skinner of that level.
23. **Tinkering.** You are able to tinker as a gnorom tinker does. As a gnorom tinker taking this talent, you take an additional +4 to checks when attempting to tinker.
24. **Two-Handed Fighting.** As an archetype that does not have *two-handed* fighting, take this ability. As an archetype that has this ability, take an additional +2 to damage when two-handed.
25. **Two Weapons.** Attack with two weapons each round; your primary weapon attacks normally, while your second weapon strikes only once per round. Both weapons must be rated one rank below your available weapons; a trog warrior could wield two medium weapons, but not a heavy weapon and another weapon. The rate of fire of the second weapon is always no better than 1.
26. **Vehicles.** While all characters are assumed to have basic skill in operating all manner of planetary vehicles and starcraft, you possess exceptional skill, able to perform combat maneuvers with vehicles. See page 36 for rules on control for vehicles.
27. **Weapon Mastery.** Improve your weapon availability by one rating (ex: a terran templar may use heavy weapons). Trog Warriors cannot take this.

PURPOSE

Your character's **purpose** is his or her greater calling, mission, goal, objective, or passion. The purpose is the thing that drives your character to undertake adventures and explore the worlds.

In any encounter where you take a step towards accomplishing your purpose, take 1 bonus experience point.

A Good Purpose:

- ◆ Provides a motivation for your character to keep adventuring and/or to join a fellowship.
- ◆ Is active; it makes you work to accomplish it. (starts with the word 'to')
- ◆ Is difficult to accomplish. You should spend your entire career trying to fulfill your purpose.
- ◆ Motivates role-playing opportunities. Your character's purpose largely shapes his actions and reactions in a variety of situations.

SAMPLE PURPOSES

1. To amass the greatest wealth anyone has ever seen.
2. To bring law over every corner of settled space.
3. To earn a reputation as the greatest ____ of all time.
4. To eradicate/wipe out/destroy ____ (messari, orak, insects, etc.).
5. To explore the far reaches of the Fringe.
6. To reclaim/recover/restore a kingdom, title, item, or object.
7. To slay or destroy a creature of great power and influence.
8. To wreak havoc and leave a swath of bodies in my wake.
9. To unlock the secrets of the mystical world.
10. To own the fastest ship in the Five Systems.

MONETARY SYSTEM

Most financial transactions are conducted in credits. Credits are plastic chips containing one gram of a precious metal, giving them their value. While most credits currently in circulation were minted by the Confederacy of Stars, other credits have been minted by local governments. It is fairly easy to check the authenticity of a credit, and counterfeiting has proven very difficult, since close matches for gold, silver, and copper have been difficult to produce, and would probably cost more than the actual resources themselves. Credits are exceptionally light, and are easy to transport.

In more remote areas, credits are rare, and trade may be conducted by barter or using a local currency. The abbreviation **sc** represents *silver credit*, *systems credit*, and *standard credit*, since the silver credit is the base unit of trade. When a cost is given in ‘credits’, this implies sc.

10 copper credits (cc) = 1 silver credits (sc) = 1/10 gold credit (gc)

ARMOR

Type	Armor	AC	Cost
Light	Light Shell	+1 (AC 11)	10 sc
	Light Flex	+2 (AC 12)	20 sc
Medium	Medium Shell	+3 (AC 13)	40 sc
	Medium Flex	+4 (AC 14)	75 sc
Heavy	Heavy Shell	+5 (AC 15)	150 sc
	Heavy Flex	+6 (AC 16)	300 sc

◆ **Shell Armor** is more rudimentary, with pieces of reinforced plastic fitted over cloth garments. Heavier varieties of shell armor are composed of thicker plastics and with more protection at joints. Most primitive combatants use some form of shell armor.

◆ **Flex Armor** is more advanced, with fitted pieces of overlapping plastic/alloy protection, often molded to the specific wearer. Flex armor is often available only from higher-end dealers.

WEAPONS, MELEE (PRIMITIVE)

Type (dmg)	Sample Weapons	Cost
Light (1d4)	Club, dagger, javelin*	3 sc
Medium (1d6)	Hand axe, mace, short sword, spear*	6 sc
Heavy (1d8)	Battle axe, longsword, war hammer	10 sc
Great (1d10)	Greatsword, maul	20 sc

*These weapons have a range of 30' if thrown.

WEAPONS, RANGED (PRIMITIVE)

Type (dmg)	Sample Weapons	Cost	Notes
Light (1d4)	Sling	2 sc	30' range; 1 handed
Medium (1d6)	Bow, Crossbow	25 sc	30' range; 2 hands
Heavy (1d8)	Heavy Crossbow	50 sc	60' range; 2 hands

Ammunition: Ammunition costs 1 sc per 10 pieces.

* See page 62 for an explanation of **range** and its impact on missile weapons.

WEAPONS, RANGED (ADVANCED)

Weapon (damage)	Cost	Range	Rate of Fire
Blast Pistol (1d6)	25 sc	30'	2
Pulse Pistol (1d8)	40 sc	60'	2
Phase Pistol (1d10)	75 sc	90'	2
Blast Rifle (2D6)	50 sc	60'	1
Pulse Rifle (2D8)	80 sc	120'	1
Phase Rifle (2D10)	150 sc	180'	1
Heavy Blast Rifle (3D6)*	100 sc	120'	1
Heavy Pulse Rifle (3D8)*	160 sc	240'	1
Heavy Phase Rifle (3D10)*	300 sc	360'	1

* you must have STR 14+ to wield heavy rifles in combat.

◆ **Blast weapons** are the most common. These use fundamental energy production technologies to focus a burst of accelerated particles at relatively short range. They were the first energy weapons created, and have found renewed popularity since the messari returned. Many gnorom tinkers have made a name developing blast weapons, hand-crafting these in their personal workshops. Some blast weapons are **elemental**, emitting a specific energy (typically fire, cold, or lightning).

◆ **Pulse weapons** emit focused lasers, giving better range and effectiveness compared to blast weapons, but at greater cost. Pulse weapons were the heart of the Confederate Army before the messari, but many have been destroyed, and their production facilities decimated. Such large facilities are needed to craft pulse weapons.

◆ **Phase weapons** are somewhat controversial, since they rely on subatomic fusion, and may in fact channel some form of anti-matter in their processing. These are exceptionally rare, powerful, and expensive weapons. It's not likely that you'll be able to purchase a heavy phase cannon to strap to the top of your modified transport. These also require precise engineering, and are difficult to manufacture without exceptional resources.

GRENADES

A grenade is a thrown weapon (range 20') that explodes, dealing 2d6 damage in a 10' radius. Grenades can deal blast, flame, energy, cold, or concussive damage, as desired. Instead of dealing damage, **stun grenades** force all living targets within 10' to roll a FEAT or lose all actions for the next round. Grenades cost 10 sc each, regardless of type.

ADVENTURING GEAR

- ◆ **Aqua Breather** (10 sc) Allows you to breathe underwater normally.
- ◆ **Backpack** (3 sc) Holds and organizes your gear.
- ◆ **Bola Launcher** (10 sc) You can project a bola up to 30', forcing a target to roll a FEAT or be tripped and bound in place for 1 round. The launcher holds 6 bolas, and is usable once per round.
- ◆ **Boost Pack** (250 sc) Allows you to use 1 action to jump up to 60' with 1 action. You may fire your boost pack once per turn.
- ◆ **Canteen** (1 sc) Holds 1 gallon of fluid.
- ◆ **Clothing, Standard** (10 sc) 1 suit of normal clothes (all characters begin with one suit).
- ◆ **Clothing, Fine** (30 sc) 1 suit of fine, tailored clothing.
- ◆ **Comm Pad** (50 sc) This technological touchpad is a wide-range communication device (range 1000 miles, but within the same system if locating a comm signal) as well as universal reference resource and a universal translator that allows you to instantly translate from any language.
- ◆ **Darkvision Goggles** (15 sc) Grants darkvision +60'.
- ◆ **Doser, Antidote** (25 sc) Neutralizes all poisons affecting the recipient.
- ◆ **Doser, Healing** (25 sc) Restores 1d6+2 hit points in an injection.
- ◆ **EMP Device** (30 sc) Use 1 action to attach this to an electronic device. Roll at +15 to disable the device hit for 1 turn. Can be placed with a successful melee attack, or hurled as a thrown weapon. Usable once per hour.
- ◆ **Enviro Suit** (35 sc) Includes an air filtration system with backup tank; soaks the first 5 points of all elemental damage
- ◆ **Flash Flare** (1 sc each) When activated, this device generates light in a 60' radius and burns for 1 hour. It cannot be re-used.
- ◆ **Flashlight** (1 sc) Casts light up to 60'.
- ◆ **Flash Pellet** (1 sc each) Use 1 action to set off a flash pellet, forcing all other creatures within 10' to roll a FEAT or be stunned for 1 round, unable to act, and taking -2 to AC and FEAT resist rolls. These can be thrown up to 30'.
- ◆ **Full-Spectrum Scanner** (60 sc) Analyzes a 1-mile radius, identifying flora and fauna, elemental compositions, air quality, and toxins.
- ◆ **Glide Harness** (30 sc) This light framework attaches to your normal clothing, allowing you to glide at a movement rate of 30', and prevents you from ever taking falling damage.

- ◆ **Holograph Projector** (175 sc) Generates an illusion of another character or creature of comparable size. Targets with reason to suspect deception must roll a *sense* FEAT at -4 or believe the creature is authentic.
- ◆ **Jet Pack** (500 sc) Allows you to fly at move 60'. You can fly for up to 1 turn; pack needs 1 hour to re-set before you can use it again.
- ◆ **Rations, Basic** (3 sc) Food for 1 week; lasts for up to 1 year.
- ◆ **Re-breather** (20 sc) Small mask filters air to remove toxins/poisons.
- ◆ **Smoke Pellet** (1 sc each) Use 1 action to set off a smoke pellet, allowing you to make one immediate *sneak* FEAT (if you don't have *sneak*) or take +4 to a *sneak* FEAT (if you have *sneak*).
- ◆ **Survival Kit** (10 sc) Includes water purification tablets, compass, thermal blankets, 2-person tent, lighter.
- ◆ **Tase Rod** (30 sc) Use 1 action to force a living target within 30' to roll a FEAT or be stunned for 1d4 rounds. This is usable once per turn.
- ◆ **Tracking Devices** (30 sc for the device and 10 bugs). With 1 action, and on a successful contested FEAT, you are able to attach a tracking device to a foe without the foe noticing (the target adds any *sense* bonuses).
- ◆ **Tool Kit** (25 sc) Required to make *tinkering* checks and/or *security* rolls.
- ◆ **Utility Line, 250'** (2 sc) A thin, high-strength utility cable with a simple grappling hook. Will support up to 1000 lbs.
- ◆ **Vac Suit, Heavy** (250 sc) Allows entry to the vacuum of space with air tank for 3 hours; roll a FEAT at +4 every time damage is sustained or the suit is breached, giving 1d4 + CON modifier rounds until the character dies.
- ◆ **Vac Suit, Light** (100 sc) Allows entry to the vacuum of space with air tank for 1 hour. Roll a FEAT every time damage is sustained or the suit is breached, giving 1d4 + CON modifier rounds until the character dies.

Starter Pack. Instead of purchasing individual gear, you can purchase a *starter pack* for 20 sc. This includes a backpack, a canteen, a flashlight, basic rations, a survival kit, and 250' of utility line.

CYBERNETICS

Technological devices that you hard-wire to your system, cybernetics grant bonuses to your attributes, abilities, and talents. Cybernetic implants come in three grades: basic, standard, and advanced.

ABOUT CYBERNETIC IMPLANTS

- ◆ 3 basic implants = 2 standard implants = 1 advanced implant
- ◆ You cannot have more total implants than your CON score. With CON 9, you could have 2 advanced implants, 1 standard implant, and 1 basic implants, since these take up a total of 9 implant 'slots'. (6+2+1).
- ◆ An implant grants a bonus to one attribute, ability, or modifier.
- ◆ A **basic implant** (cost: 1,000 sc) grants a +1 modifier.
- ◆ A **standard implant** (cost: 2,500 sc) grants a +2 modifier.
- ◆ An **advanced implant** (cost: 5,000 sc) grants a +3 modifier.
- ◆ You cannot improve WIS or CHA through cybernetic implants.

COMMON IMPLANTS INCLUDE:

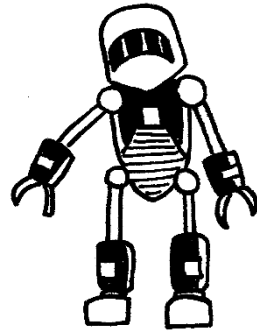
- ◆ Body plating that improves armor class.
- ◆ Arms that improve STR.
- ◆ Mental implants that improve INT.
- ◆ Neuro implants that improve DEX.
- ◆ Skeletal implants that improve CON.
- ◆ Targeting eye implants that improve attack modifiers.
- ◆ Eye implants that grant darkvision to +30' (basic), +60' (standard), +90' (advanced).
- ◆ Ear implants that grant a bonus to *sense* FEATS.

CYBERNETICS IN PLAY

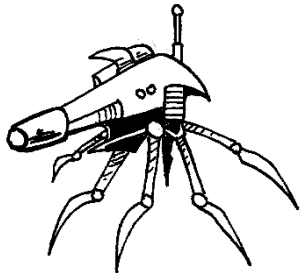
My gnomom tinker has CON 7, and decides to purchase some cybernetics. He likes machines so much that he wants to become one, too! First of all, he helps to design and ultimately grafts an exoskeleton to his own frame that grants +2 to both CON and AC. This is 2 standard upgrades, a total of 5,000 sc. This takes up 4 slots of CON, but since his CON is now 9, he still has 5 slots available. He also purchases an advanced data chip that increases his mental processing, giving him INT +3, for 5,000 sc. With his two remaining slots, he purchases a standard targeting eye for 2,500 sc that grants +2 to attack rolls. He has invested 12,500 sc in cybernetics, but he is a lean, mean, gnomom machine. Literally. He's basically half bot now.

BOTS

Bots are mechanical assistants, followers, and allies. They are purchased, but over time they acclimate to their owners, growing in power and capability. A bot has a level equal to the LM of the character to whom it is attached. For example, a terran templar 7 has a bot 4, since 4 is the level modifier for level 7. A character may never have more bots than his or her INT modifier. Statistics below are for a level 1 bot. Like weapons and vehicles, bots can be **tinkered**. **Bots cost 250 sc.**



	B-Series	E-Series	S-Series
	Battle Bot	Explorer Bot	Service Bot
AC:	14	13	12
Hit Dice:	1d6	1d4	1d4
FEAT:	+5	+6	+6
Move:	40'	Fly 60'	30'
Combat:	Pulse Projector (+2/2d8/60')	Blast Projector (+2/1d6/30')	Laser cutter (+1/1d4/30')



Battle Bots (B-Series) are designed primarily for combat. They appear in many forms, but universally have some form of armor and a tactical weapons system. They are not able to perform other duties, but will guard, enter combat, and obey simple orders. They have an effective INT 5, and no talents.

Explorer Bots (E-Series) are designed for exploration, investigation, and information gathering. They are compact units, with built-in hover capabilities. They take +2 to *sense* FEATS, can *sneak* as a FEAT, and have built-in full-spectrum scanners. They have an effective INT 7.

Service Bots (S-Series) are designed to be of service in any number of non-combat capacities. Service bots have access to one talent (either knowledge or tinkering), and have an effective INT 10. Service bots often are attached to a starship, performing many of the maintenance duties on the craft. They also have a built-in Comm Pad.

PART 3: VEHICLES

Vehicles, both planetary craft and starships, have many of the same attributes and abilities as player characters and other creatures. Vehicles are rated as *light*, *medium*, or *heavy*, depending on their comparative size.

VEHICLE ATTRIBUTES

- ◆ **Armor Class** reflects how difficult it is for attacks to hit the vehicle. This rating is the base armor class for the vehicle, although use of *control* may influence this rating during play. Armor class will be listed with its base AC alongside its maximum AC, considering possible control bonuses. You can increase the AC of your vehicle by trading armor class for dependability on a 1:1 basis. You can never increase AC more than 3 points from its starting rating.
- ◆ **Control** reflects how nimble and agile the vehicle is. If you have the *vehicles* talent, take a bonus equal to your DEX modifier to the vehicle's armor class, up to a maximum set by the vehicle's control rating. For example, with DEX 10 (+2), you can use to up +2 points of control, adding this to AC. You also take the control rating (if a bonus) as a modifier to DEX checks you make to perform a maneuver with the vehicle (see page 42). You take the modifier (if a penalty) to DEX checks to operate the vehicle, but this penalty does not apply to armor class. You can increase the control rating of your vehicle by trading control for dependability on a 1:1 basis. You can never increase a vehicle's control more than +3 beyond its starting modifier. A vehicle with starting control of +2 can never improve to better than +5. Note: A character without the *vehicles* talent always takes -4 to all control checks.
- ◆ **Hit Dice** gives the dice used to determine the vehicle's total hit points. Trade 1 point of dependability to increase the hit points by +2; you cannot increase a vehicle's hit points beyond its maximum possible hit points; a vehicle built on 3d10 HD can never have more than 30 hit points. A brand new vehicle always has exactly half of its possible total hit points.
- ◆ **Hull** is how much damage the exterior of the vehicle absorbs (soaks) before damage affects the vehicle's current hit points. You can increase the hull rating by trading hull for dependability at the rate of 2 points of hull for 1 point of dependability. You can never increase hull more than 5 points from its starting rating.

◆ **Shields** set how much damage the energy-based shields generated by your vehicle may absorb. Total shield points may be divided (at the operator’s choice) over multiple areas. A smaller vehicle may have one zone of shields that covers the whole vehicle, while mid-sized vehicles have both front and rear shields, and a larger capital ship may have as many as 4 shield zones. For example, as the pilot of a ship with shields 10 and 2 shield zones, you could elect to leave 5 shield points in each zone, or you could shift power if entering a dogfight, leaving 0 in your rear shields with all 10 points allocated to your front shields. You can increase the total shield points for your ship by trading 1 point of dependability for 2 points of shields.

◆ **Speed** is how fast the vehicle can travel. Since vehicles move much quicker than creatures, vehicle speeds are measured on a different scale, starting at 1 (which is still quite a bit faster than most creatures), and which may exceed 20 (surpassing the speed of sound). This rating reflects the top speed for the vehicle. Average speed is half of this, and any effort to push over half speed will force a control check any time the vehicle performs a maneuver (see page 42). The speed rating tells the miles per turn; the speed rating x60 tells the miles per hour; the speed rating /10 tells miles per round (or approx. 600’)

SAMPLE VEHICLE SPEED RATINGS

Rating	Miles per round	Miles per turn	Miles per hour
1	1/10 (600’)	1	60
2	1/5 (1,200’)	2	120
5	1/2 (3,000’)	5	300
10	1	10	600
15	1.5	15	900
20	2	20	1,200

◆ **Jump Drive** indicates whether or not the vehicle is able to engage in faster-than-light travel. A jump drive allows you to travel 1 light year in 1 hour. The distances between various systems range from 5 to 25 light years, or from 5 to 25 hours with a jump drive. However, jump drives increase in speed from x1 (a standard drive) to x5. Divide the distance by the drive multiplier. For example, a distance of 10 light years takes 10 hours with a x1 drive, 5 hours with a x2 drive, and only 2 hours with a x5 drive. The x5 drive is the best jump currently available. You can increase your jump drive by x1 by giving up 2 points of dependability. It is impossible to engage in combat with a craft in the middle of a jump.

◆ **Upgrade** is the cost (in standard credits) to improve one of the attributes of the vehicle. See **dependability** (below). This is listed as a variable value. Every time you attempt to upgrade an attribute of your vehicle, roll for the total cost to perform the upgrade. This also indicates how many turns are required for one character to complete the work.

◆ **Dependability** typically starts at 12 for a new vehicle, but is random for a **junker** (see page 46). In effect, whenever you **upgrade** some aspect of your vehicle, you make a sacrifice in its dependability to do so. Later on (or at the same time, if you so desire), you spend money to improve the dependability of your vehicle. For example, re-routing the central power grid to drive more energy into shields may make your shield system more stout, but this increases the risk to the rest of the ship's power systems, since they are more likely to be taxed. You can solve this problem by purchasing and installing new ion battery packs, accounting for this extra energy use (reflected in the upgrade cost). You cannot improve your dependability to better than 18, and at 0 your vehicle will not operate.

DEPENDABILITY CHECKS

You can generally chug along just fine with standard maintenance. Your fuel cells are set to slowly re-charge themselves over time; your air filtration system and water generator are able to process clean consumables from almost any environment, and you're able to skip around through the systems with no real worries.

However, when you find yourself in the middle of a dogfight or struggling to outrun a pair of Orak Cruisers, you may push your ship to its limits, and things can (and often do) start to break down. When you suffer considerable damage, or press your ship towards its upper limits of performance, you have to see how it responds. Remember, you often keep this thing together with drock tape and chivven wiring.

When you make a dependability check, roll 1d20 + your current dependability rating. If successful (a total result of 20 or better), your ship does just fine, able to continue for the rest of the turn without any major system failure. If you fail, bad things may start to happen...

Make a Dependability Check:

- ◆ Whenever the ship goes into a combat situation
- ◆ Whenever the ship's performance is done under pressure
- ◆ When the ship suffers more than half of its hit points in total damage

DEPENDABILITY CHECK RESULTS

- ◆ **Fumble** (natural 1). Over-taxed. The entire ship (except for basics like life support) shuts down for 1d6 rounds as the system resets. Your hull continues to soak damage, but shield generators are totally shut down, and the engines stop working. Within an atmosphere, you automatically crash (see page 42). In space, you keep moving, but maybe not in the way or direction you wanted... you cannot use any weapons systems, and you must roll for an additional failure result below.
- ◆ **Failure** (total result of less than 20). Roll a FEAT to keep the ship together. If you fail, roll 1d6 below to see what happens.
- ◆ **Success** (total result of 20 or more). You continue on without a problem. Take that!
- ◆ **Critical Success** (natural 20 on the die). Take +4 to your vehicle's dependability for the rest of the turn.

DEPENDABILITY FAILURE RESULTS

Roll	Dependability Failure
1	Internal leak. The vehicle suffers 1 hit point of damage per round until someone spends 1 round and makes a successful INT check to patch the leak.
2	Shields must re-boot, and will be down for the rest of the turn.
3	Engines stall, and must be re-started next round. Jump drive is offline for 1d4 rounds. If within an atmosphere, make a control check at -4 or you crash. See page 42.
4	Oxygen leak. You have 1d6 turns to either fix the exterior leak or get the craft within an oxygenated atmosphere. Or, you could just let everyone on board die. Your choice.
5	Take -2 to control for the rest of the turn.
6	Separation in hull plating. Take -1 to the vehicle's hull rating until simple external repairs can be made to weld the plates back together.

Note: If a character who can *tinker* assumes the role of engineer for the full turn (meaning that this character cannot operate the vehicle, fire weapons, or perform other duties beyond monitoring internal systems), add the tinker's INT modifier to dependability rolls.

♦ **Maintenance** is the required daily maintenance cost for the vehicle, listed in standard credits. This includes all costs, such as fuel and system maintenance. This is a random value rolled every day, because some days you only need a few fuel crystals, while other days you may need to replace stardust filters, clean out the water filtration system, and re-charge oxygen circulation. For every day you fail to perform maintenance, you take a cumulative -1 to your vehicle’s dependability. At dependability 0, the ship will no longer operate until all previous maintenance has been completed.

♦ **Armaments** lists all of the weapons systems included in the vehicle. You can install new armaments at the listed costs (given in standard credits). Armament is listed in equivalencies. Convert as follows:

1 heavy cannon = 2 medium cannons = 4 light cannons = 8 heavy rifles

ARMAMENTS

Armament (Damage)	Range	Cost*	Notes
Light Blast Cannon (4d6)	1 mile	500	Elemental
Light Pulse Cannon (4d8)	2 miles	800	
Light Phase Cannon (4d10)	3 miles	1,200	
Medium Blast Cannon (5d6)	2 miles	1,000	Elemental
Medium Pulse Cannon (5d8)	4 miles	1,500	
Medium Phase Cannon (5d10)	6 miles	2,500	
Heavy Blast Cannon (6d6)	3 miles	2,000	Elemental
Heavy Pulse Cannon (6d8)	8 miles	3,000	
Heavy Phase Cannon (6d10)	12 miles	5,000	
Medium Plasma Bomb (8d12)	Drop	150	100’ radius
Heavy Plasma Bomb (10d12)	Drop	350	250’ radius
Medium Plasma Torpedo** (6d12)	15 miles	150	
Heavy Plasma Torpedo** (8d12)	20 miles	350	

* All costs are listed in standard credits.

** cost is per torpedo; installing a tube for torpedoes is 10x this cost.

Note: a bomber may drop 1 bomb per round, while a single torpedo tube is able to launch one torpedo per turn. A ship with multiple torpedo tubes can fire each tube once per turn.

◆ **Complement** lists all other vehicles attached to the vehicle or stationed with it. Larger starships often act as carriers for smaller vessels such as landing craft or interceptors. Convert as follows:

*1 medium starship = 4 heavy planetary vehicles =
8 medium planetary vehicles = 16 light starships =
32 light planetary vehicles*

◆ **Crew** lists the standard crew to operate the vehicle and perform all of its operations, including pilot/driving, navigation, weapons systems, communications monitoring, engineering, etc. The larger the vehicle, the more crew it will require.

◆ **Passengers** lists the standard number of passengers the vehicle is designed for. Often, larger vehicles can exceed this rating for short periods of time or under duress. While a capital ship may list 400 as its passenger rating, it wouldn't be out of the question for 1,000 passengers to board during an emergency evacuation of an outpost. In general, no more than 3x the listed passengers could possibly fit.

◆ **Cargo** lists the allotted cargo capacity, in tons. Even the smallest of vehicles has some storage capacity; **cargo** indicates areas specifically designated to carry supplies and products not needed by the vehicle in its basic operations.

◆ **Escape Pods** lists the number of pods available. An escape pod can comfortably seat 6, but can squeeze up to 24 terran-sized creatures in an emergency. Pods have AC 14; HD 2d8; Hull 2; Speed 5.

◆ **Value** gives the average cost to purchase the vehicle, in standard credits. A vehicle of exceptional quality will be much more expensive, while one of lower quality (ex: fewer hit points, lower dependability) will be less expensive.

PAYING IT FORWARD

Wise vehicle owners 'stock up' on maintenance costs. For example, at a star port, you invest 100 credits in maintenance. This means that your daily maintenance costs for the vehicle may be covered for some time. You have an extra bin of fuel crystals, two extra plastex hoses, and a spare box of filters on hand for common things that come up. You still have to set aside time every day for maintenance, but the supplies are already on hand to do it.

TAKING DAMAGE

A vehicle takes damage in this order: shields, hull, hit points. The shields represent a pool of points available each turn. Once those points are done (or the points in a section are used up), additional points are soaked by the hull. The hull does not take damage, but instead soaks damage from each attack that gets past shields. Once damage exceeds the hull rating, points are deducted from current hit points. These hit points are not restored automatically; they must be increased by spending upgrade; each expenditure of the upgrade cost restores 1d6 lost hit points. It is sometimes as expensive to repair permanent damage to the ship (reflected in hit points) as it is to improve the infrastructure of the vehicle (also reflected in hit points).

MANEUVERS

During vehicle combat, the pilots may attempt various maneuvers that change the tactical advantage or the position of the ships within the combat. Each maneuver requires one action, and a DEX check. There are dozens of specific maneuvers that pilots can attempt, but the most common types of maneuvers, and how to resolve them, include:

BASIC MANEUVERS

Maneuver	How to Resolve It
Move into better attack position	Make a DEX check (modified by control), target 20. If successful, the vehicle takes +2 to all attacks for 1d4 rounds.
Move into better defensive position	Make a DEX check (modified by control), target 20. If successful, the vehicle takes +2 to AC for 1d4 rounds.
Reverse chase	Go from being chased to being the pursuer. Make a DEX check (modified by control) at -4. If successful, the enemy ship(s) pass you by, and you are now trailing.

CRASHES

When your vehicle reaches 0 hit points, or the engines stall and you cannot recover in time, your vehicle crashes. You must make a control check at -4 to crash land without additional damage. If you fail this check, the vehicle and everyone inside suffers damage, rolling the hit dice for the vehicle. There is almost no chance of surviving when a heavy star cruiser does a face plant.

IN PLAY:

I've tried to bluff the Inspector at the barrier checkpoint via comm channels, but he's suspicious, and is sending a boarding party to inspect the Void Splicer. I don't think so, bucko!

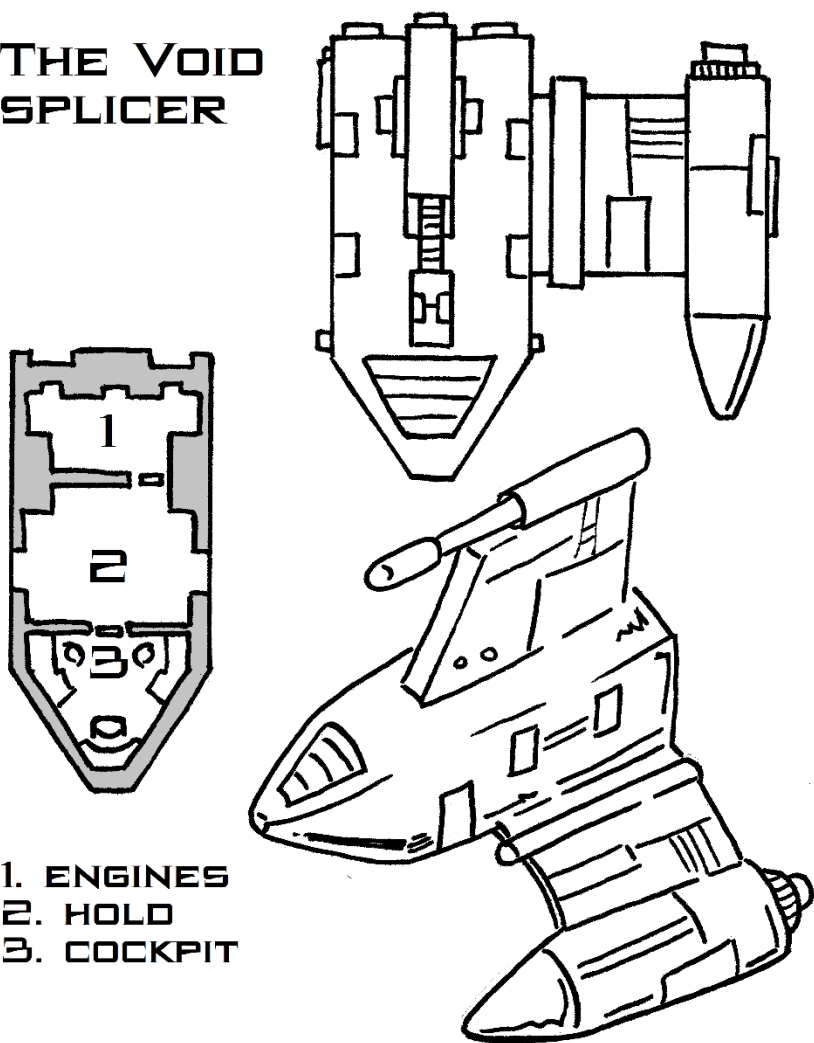
I decide to race for the checkpoint, throwing all of my shields to the rear deflectors and putting the stick to the brick. Immediately, I have to make a dependability check, and I roll a natural 1! The entire ship shuts down; the inspector comes back on the comm, asking what happened... I explain that the air lock has been malfunctioning, and it might be dangerous for inspectors to enter until it's reset, requiring a total system re-boot. I ask for a minute. I roll a CHA check, and get $14+7=21$. He says fine, telling me to hurry it up. I ask the GM if I can use that time to have my bot jury rig the control panel, disconnecting my pulse cannon and routing that power to shields and engines as the ship tics back to life. The GM allows me to have my bot make an INT check (using its tinkering), and I get 16 on the die, for a total result of 26!

The GM tells me that I'll get +2 to the initiative roll, and that I won't have to make another dependability check to gun the engine. I'll take that. When the systems come back online, I tell the inspector to start sending his boarding party. As soon as I see the hatch open and troops prepare a stabilizer line, I punch it.

I roll for initiative, and my +2 allows me to just beat the enemy ship. The Void Splicer roars to the checkpoint. I can't fire back even if I want to, but I want out of here! The GM rules that it will take 2 rounds to get to the checkpoint (it would have been 3 if I lost initiative), and all 6 cannons on their ship are trained on my tail. I take the lower of my DEX modifier (+2 from DEX 11) or ship's control (+1) for defense, so I get +1 to AC. The gunners attack at +3 (they have +1 to attack, and the cannons have +2 targeting). Two of them hit in the first round, dealing 7 and 5 points of damage respectively. The entire 12 is soaked by my shields, but that leaves only 2 points in shields for next round.

In round 2, I take an evasive maneuver, trying to avoid their fire. I roll $13+11$ on the check, for a total of 24. Nice. I get to take +2 to AC for 1d4 rounds (I roll 2). All six cannons fire again, but this time 3 hit, despite my AC bonus. The first deals 7 points (uh oh), knocking out my shields (2 points); the hull soaks all 5 remaining points. The second attack deals 7 points; my hull is able to soak 6 of that, but the Splicer suffers 1 hp (it'll be okay, baby!). The final cannon hits with a critical, $8 \times 2 = 16$ damage. The hull soaks 6, but the internal systems suffer 10 points of damage.

THE VOID SPLICER



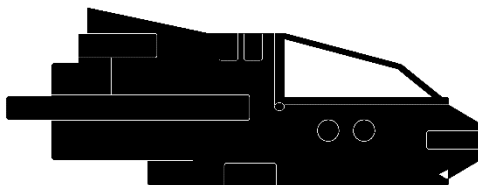
1. ENGINES
2. HOLD
3. COCKPIT

The Splicer is down to 12 hit points. WHEW! 1 more hp of damage, and I would have to immediately make a dependability check to sustain that much damage and keep chugging along. That could be very bad.

As it is, my poor girl is going to require repairs, and the cargo I'm carrying is only worth 1,000 credits, so I'm out for part of my take for this job... and I've just run a guild blockade, putting me on their radar. Man, I need to find a safer line of work... or... if I put all of that money into my ship, maybe I can upgrade her dependability... no... actually, if I reinforce my hull, I won't have to worry about that... those credits aren't going to go very far. I'd better start thinking about my next job...

PLANETARY VEHICLES

Planetary vehicles are those designed for use within a planet's atmosphere. These are incapable of travel into or through space.



♦ **Light** is a designation for any single-operator vehicle, possibly allowing for a handful of passengers. Bikes and cars are the most common light planetary vehicles. Light vehicles have a simple communications system (allowing communication anywhere on the same planet), a basic navigation system, and functional storage. Some vehicles, such as bikes, afford no protection at all for the rider/ operator. If equipped with a weapon, a light vehicle usually only has a heavy rifle.

♦ **Medium** includes such vehicles as tanks, basic transports, common walkers and the like. Medium vehicles have a built-in comm system (see page 102), simple navigation of the same world, and more storage. They also have scanning, allowing electronic monitoring up to a number of miles equal to the hit points of the vehicle. These vehicles may also be equipped with tactical weapons such as cannons.

♦ **Heavy** includes most larger vehicles, including larger transports, heavy tanks, and vehicles designed for long-range travel or long-term independence. A sky yacht or mobile command post would be heavy vehicles. These have sophisticated navigation, electronic monitoring to a number of miles equal to their hit point total x10, considerable storage capabilities, standard communications, and (often) tactical weapons systems.

PROPULSION

Depending on the method of propulsion, adjust the starting attributes for a planetary vehicle in this way:

♦ **Walkers** have a speed of ½, but take +2 to hull. Walkers take half damage in a crash.

♦ **Wheeled, treaded or tracked vehicles** have a speed of 1, and take +1 to hull. Wheeled vehicles take half damage in a crash.

♦ **Hover vehicles** have a speed of 1d4, always hover 3' over the surface, and can hover over water or other liquids. Hover vehicles take half damage in a crash.

♦ **Flying vehicles** have a speed 1d4+4. Flying vehicles take full damage in a crash.

PLANETARY VEHICLES

	Light	Medium	Heavy
AC	10 + 1d4	12 + 1d4	14 + 1d4
Control	+1d4	+0	-1d4
Hit Dice	2d8 to 4d8	3d10 to 6d10	5d12 to 10d12
Hull	1d4	1d6	2d6
Shields (zones)	None	1d6 (1)	2d6 (2)
Speed	By type	By type	By type
Jump Drive	None	None	None
Upgrade	10 + 1d20 sc	50 + 1d100 sc	400 + 1d100 sc
Maintenance	1d6 sc	2d6 sc	3d6 sc
Armaments	1 heavy rifle	1 light cannon	1 med. Cannon
Complement	None	1 light planetary vehicle	1 light starship
Crew	1	1d2	1d4
Passengers	1d4-1	1d20	1d100
Cargo	None	1d4-1 tons	1d12 tons
Escape Pods	None	None	None
Base Cost	1,000 sc	5,000 sc	20,000 sc

SAMPLE PLANETARY VEHICLES

AIR BIKE *Light Planetary Vehicle; 12'*

AC 11 (13); Control +2; HD 2d8 (hp 8); Hull 2; Speed 5 (flight); Crew 1; Passengers 1

PLANETARY PATROL CAR *Light planetary vehicle; 16.5'*

AC 13 (15); Control +2; HD 3d8 (hp 12); Hull 4; Speed 6 (flight); Crew 1; Passengers 1; Twin Blast Guns (3d6; 120')

ROVER *Medium planetary vehicle; 20' long*

AC 16; Control +0; HD 3d8 (hp 12); Hull 6; Shields 5 (1 zone); Speed 1 (wheels); Light Blast Cannon (+1; 4d6; 1 mile); Crew 2; Passengers 6

HOVER YACHT *Heavy planetary vehicle; 90'*

AC 17; Control -2; HD 6d12 (hp 36); Hull 8; Shields 8 (2 zones); Speed 3 (hover); Medium Blast Cannon (5d6; 150'); Crew 2; Passengers 80; Cargo 2 tons

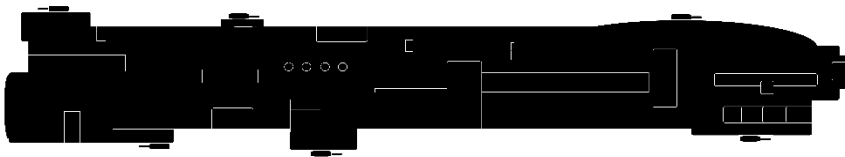
STARSHIPS

Starships are those designed for use in space, from short ranges between planets to longer ranges across many systems.

♦ **Light** is a designation for smaller ships, including interceptors, basic shuttlecraft, and smaller drop ships. Light vehicles have a standard communications system, a broad range navigation system (including the entire mapped cluster), and some storage. They also have scanning, allowing electronic monitoring up to the hit points of the vehicle x100 miles. These vehicles are often equipped with tactical weapons such as cannons. Light vehicles are usually no longer than 50' long.

♦ **Medium** includes such starships as gunships, freighters, barges, and the like. These vehicles have a standard communications system, a broad range navigation system (including the entire mapped cluster), and some storage. They also have scanning, allowing electronic monitoring up to the hit points of the vehicle x1,000 miles. These vehicles are often equipped with several tactical weapons such as cannons. Medium vehicles usually range between 50' and 200' long.

♦ **Heavy** includes such starships as carriers, cruisers, and frigates. These vehicles have enhanced communications systems allowing encryption and jamming (see page 102), a broad range navigation system (including the entire mapped cluster), and large amounts of storage. They also have scanning, allowing electronic monitoring, typically up to a number of light hours away equal to the vehicle's hit points. These vehicles are often equipped with a wide range of tactical weapons such as cannons, torpedoes and bombs. Heavy starships are typically over 200' long, some measuring as long as 500'.



The Heavy Battle Carrier Valhalla's Blade

STARSHIPS

	Light	Medium	Heavy
AC	10 + 1d6	12 + 1d6	14 + 1d6
Control	+1d4	+1d2	+0
Hit Dice	3d10 to 6d10	5d12 to 10d12	10d20 to 20d20
Hull	1d6	2d6	3d6
Shields (zones)	2d10 (1-2)	4d10 (2)	8d10 (4)
Speed	1d10+10	1d10+10	1d10+10
Jump Drive	None	x1	x1
Upgrade	50 + 1d100 sc	400 + 1d100 sc	2,000 + (1d10x100) sc
Maintenance	2d6 sc	5d6 sc	10d6 sc
Armaments	1 light cannon	1 heavy cannon	4 heavy cannons
Complement	2 light planetary vehicles	1 heavy planetary vehicle	1 medium starship
Crew	1d4	2d6	4d6
Passengers	1d20	1d100	1d10x100
Cargo	1d4-1 tons	2d10 tons	1d10 x100 tons
Escape Pods	1d4-1	2d6 Large	4d6
Base Cost	10,000 sc	100,000 sc	1 million sc

JUNKERS

As a terran adventurer, you begin play with a **junker**, a medium starship that has been to war and back (probably quite literally). It once served another function, but now it's yours, ready to be modified to your heart's content. Sure, it needs a little T.L.C., but it's going to be a great ship someday. Really. You'll see!

Follow the steps below to create your junker:

DETERMINE ITS ORIGIN

What was your ship before it became the coolest vessel in the Five Systems?

JUNKER ORIGINS (ROLL 1d6)

Roll	Before you got it, this starship was
1	Military dropship. It carried vehicles and troops between heavier starships and the surface.
2	Guild envoy. One of the local guilds owned it, using it to engage in trade.
3	Garbage barge. You almost have the smell out. Almost.
4	Shuttlecraft. It was a passenger craft.
5	Stock light freighter. It was one of thousands of ships used to haul freight.
6	Heavy interceptor or system patrol craft.

DETERMINE HOW YOU GOT IT

You had to get this junker from somewhere...

GETTING A JUNKER (ROLL 1d6)

Roll	How You Got Your Starship
1	A gift or inheritance (proof that others DO like you).
2	Won in a game of chance (you had a great bluff).
3	Stole it (the previous owner didn't deserve it).
4	Found it/recovered it/salvaged it (that junk yard didn't know what it had sitting there).
5	Earned it (accepted it in lieu of payment for a job).
6	Bought it (it cost everything you had, but it was SO worth it).

ROLL FOR ATTRIBUTES

Let's take a look at this beauty and see how she handles...

- ◆ Roll for length, 50' + (1d10x5)'.
- ◆ Roll for Armor Class: 1d6+12.
- ◆ Roll for Control: 1d4-2.
- ◆ Roll for Hit Dice: Roll 1d3+4. This is how many hit dice (in D12) your junker has.
- ◆ Roll for Hit Points, using D12 (re-roll 1, 2, or 3 on the D12).
- ◆ Roll for Hull: 2d4.
- ◆ Roll for Shields: 4d10 over 2 zones.
- ◆ Your Jump Drive starts at x1.
- ◆ Your Upgrade cost is always 400 +1d100 sc.
- ◆ Your daily Maintenance is always 5d6 sc.
- ◆ Junkers always start with 1 light blast cannon (no targeting; 3d6 damage; 1 mile range)
- ◆ Your junker has already been modified so that only 1 crew member (you) is required to operate the vehicle. You can operate 1 cannon from the pilot's seat, if needed (when you do this, you always take -2 to hit, however).
- ◆ Roll 1d100 for passenger allotment.
- ◆ Roll 2d10 for cargo space (in total available tons).
- ◆ Roll 2d6 for the number of escape pods you have.

ROLL FOR PROBLEMS

Your junker starts with a few problems. Roll 1d4 for the number of problems your junker has, and then roll below to determine each problem. Re-roll duplicate results. Each of these problems can eventually be corrected, but you will have to spend 1d6 x100 sc to repair each problem.



JUNKER PROBLEMS (ROLL 1d12 FOR EACH PROBLEM)

Roll	Problem
1	Jump drive flutters. Every time you activate your jump drive, roll 1d6. On a roll of 1, the drive shuts down for 1 turn.
2	Leaks fuel crystals. You have a small breach in the fuel line. Add +1d6 to your daily maintenance cost.
3	Missing blast shielding. A piece of outer hull is missing, giving you a temporary reduction of 1d4 to your hull rating.
4	Sensor array is burned out. You have no ability to scan around your ship.
5	1d4 of your escape pods are completely jammed, and cannot operate without repairs.
6	Your atmospheric stabilizer is on the fritz, forcing you to take -1 to control whenever within the atmosphere of a planet or planet-like object.
7	Communication system is down. Your built-in communication system has burned out relays, and the whole thing needs to be replaced.
8	One of your shield zone generators doesn't work. You can allocate all shields to the other zone, but none to this one. Roll 1d6 for which shields fail: 1-3 = front shields, 4-6 = back shields.
9	Infamous profile. The ship is registered with many systems as a wanted vehicle. You need to wipe its data signature and change out markings if you want to keep from getting impounded in civilized systems.
10	Weapon misalignment. Your starship's primary weapon has targeting issues, forcing -2 to attack rolls.
11	It needs a severe tune-up. Increase your daily maintenance costs by +10 sc when you roll.
12	Prone to system failure. Whenever you fail a dependability check, you automatically roll for a failure result; you do not get to roll a FEAT to avoid this.

SHARDS OF TOMORROW: JUNKER PROFILE

NAME	ORIGIN
<input type="text"/> LENGTH	<div>WEAPONS</div> <div>PROBLEMS</div>
<input type="text"/> ARMOR CLASS	
<input type="text"/> CONTROL	
<input type="text"/> HIT DICE	
<input type="text"/> HIT POINTS	
<input type="text"/> HULL	
<input type="text"/> SHIELDS	
<input type="text"/> JUMP DRIVE	
<input type="text"/> UPGRADE	
<input type="text"/> MAINTENANCE	
<input type="text"/> CREW	
<input type="text"/> PASSENGERS	
<input type="text"/> CARGO	SIDE VIEW
<input type="text"/> ESCAPE PODS	

PART 4: CASTINGS

Mystical energy infuses all of creation, binding the stars together in myriad ways. Those who can tap into this power may ultimately shape it to their own purposes, mastering the primal forces of creation. While at one time other magic existed, much has been long forgotten; only faith magic is still practiced by the elder race of the nuaru.

PREPARED CASTINGS AND CASTING SLOTS

You take one bonus spell per sphere, up to your WIS modifier. As a nuaru seeker 3, you can cast 2 castings of sphere 1 and 1 casting of sphere 2 per day. If you have WIS 9, you also have 1 extra casting of sphere 1 (from the +1 modifier), bringing you to 3 castings of sphere 1 and 1 casting of sphere 2 per day.

When you go to wield a casting, you can choose any casting of that sphere, in any other combination or as often as desired, until you have used up your three sphere 1 casting slots for that day.

WIELDING CASTINGS

In order to wield a casting, you must be able to move your hands and speak. This means that if you are bound, silenced, held, unconscious, or underwater, you cannot wield castings. You cannot move while wielding castings, or perform other actions such as using a doser or retrieving an item from your pack.

REVERSED CASTINGS

Some castings have a reversed version that operates in the opposite fashion. In general, reverse castings are only wielded by the practitioners of the void.

MORE POWERFUL MYSTICISM

Creatures of great power have at times been able to access and control even more powerful mysticism that can move mountains, induce years of slumber, revive those dead for centuries, or alter reality itself. Such mysticism is exceedingly rare, far beyond the ken of a fellowship of mortal heroes.

CASTING LISTS

Castings are listed alphabetically by sphere. A casting listing includes:

The Casting Name (maximum range in feet). A description of how the casting works, how long it lasts, and any special restrictions or effects. A casting without a specific duration happens in the round it is cast and ends immediately. If a FEAT is allowed, modifiers to the FEAT, and how the FEAT changes the casting’s effectiveness, will be listed.

Note that range operates differently for castings; a casting will be ineffective against a target beyond its listed range. Casting descriptions are left intentionally open-ended; players and GMs are encouraged to be creative in how and where castings are used. Throughout, CL stands for **Challenge Level**, the comparative level of a creature or monster. A character always has a CL equal to his level. Castings rarely require a roll to hit; most castings automatically succeed, striking the target or going off in the area desired.

FAITH CASTINGS BY SPHERE

Roll	Sphere 1	Sphere 2	Sphere 3
1	Cure (Cause) Light Wounds	Augury	Aura of Warding
2	Detect Evil (Good)	Aura of Silence	Dispel Mysticism
3	Light (Darkness)	Bless (Blight)	Locate Object
4	Purify (Putrefy) Food & Water	Cure (Cause) Malady	Remove Curse (Curse)
5	Remove (Cause) Fear	Hold Person (Free Action)	Speak with the Dead
6	Warding	Know Alignment	Striking

Roll	Sphere 4	Sphere 5	Sphere 6
1	Animate Dead	Commune	Blade Barrier
2	Create Food & Water	Find the Path	Dispel Evil
3	Cure (Cause) Serious Wounds	Flame Strike	Mass Cure (Cause) Wounds
4	Neutralize (Create) Poison	Speak With Creatures	Raise the Dead

FAITH CASTINGS SPHERE 1

Cure Light Wounds (touch). Restore 1d6 + level hit points to a living creature. The reverse of this casting, *cause light wounds*, deals 1d6 + level damage; no attack roll is required, and no FEAT is allowed to resist.

Detect Evil (60'). Cause evil creatures, objects and devices to glow faintly for 1 turn. Chaotic creatures are not necessarily evil, and dangers such as security systems do not radiate evil. This effect does not move with you.

Light (120'). Fill a 30' radius area with bright light for 12 turns. If you cast this at a creature's eyes, the target must roll a FEAT or be blinded for 12 turns, taking -4 to all actions. The reverse of this, *darkness*, fills the area with mystical darkness. *Light* and *darkness* cancel each other.

Purify Food and Water (10'). Make spoiled or poisoned food and water safe and usable. You can affect food and drink for up to 2 people per caster level. The reverse of this casting, *putrefy food and water*, spoils the same quantity of food and water.

Remove Fear (30'). End a normal or mystical fear that a creature suffers. If the fear was created by a creature of higher level than you, the target must roll a new FEAT before the fear will end; the target adds your level to the FEAT roll.

The reverse of this, *cause fear*, forces a living creature within range to roll a FEAT or turn and flee for 1 turn.

Warding (caster). Take +1 to AC and all FEATS for 1 turn. Any 'enchanted' creature (a summoned or charmed creature) cannot attack you in melee, unless you attack first. This stacks with worn armor and other protection.

FAITH CASTINGS SPHERE 2

Augury (caster). Ask one question of a supernatural force, determining whether a specific course of action will be for good or ill (or possibly neither; or possibly both). You will get no other information.

Aura of Silence (120'). Create a field of absolute silence with a radius of 15'. If cast at a creature, a FEAT is allowed to resist. A successful FEAT means the area is affected, but not the creature; otherwise, the effect moves with the creature. No castings may be wielded by creatures within this field. An object thrown or fired out of the field will make noise, but nothing within the field will.

Bless (60'). Grant all allies in a 20'x20' area +1 to hit rolls, damage rolls, and morale for 1 turn. Once affected, creatures may move out of this area.

The reverse of this casting, *blight*, affects all foes in a 20'x20' area, imposing a penalty of -1 to attack rolls, damage rolls, and morale for 1 turn. A successful FEAT allows a creature to ignore this effect.

Cure Malady (30'). Cure one malady affecting a living target. This includes blindness, deafness, disease or another prolonged sickness.

The reverse of this casting, *cause malady*, forces the target to roll a FEAT or take -1 to STR and CON. The victim of *cause malady* heals half as quickly, and mystical healing is only half as effective for this creature. This lasts for 2d6 days, or until cured.

Hold Person (120'). Paralyze a terran or terran-like creature of up to large size for 1 turn. This will not affect non-living creatures such as the undead. Each target must roll a FEAT or be paralyzed. It will affect up to 4 creatures (caster's choice). If more than one creature is targeted, creatures take a bonus to the FEAT equal to number of creatures targeted. If cast at 2 creatures, both get +2 to the FEAT; if cast at 3 creatures, both get +3, etc.

The reverse of this casting, *free action*, cancels or prevents the target from being bound or held by such effects as *hold person*, *web* or even ghoulish paralysis for the casting duration.

Know Alignment (30'). Discern the alignment of one creature within range. No FEAT is allowed.

FAITH CASTINGS SPHERE 3

Aura of Warding (caster). As *warding*, but affecting all allies within 10' of the caster. Those moving out of the radius lose this effect.

Dispel Mysticism (120'). Cancel one casting or other mystical effect within range. You succeed against castings cast by others of your level or lower; castings cast by casters of a higher level roll a FEAT to resist (based on the FEAT for the original caster). Temporary casting effects (like a *charm*) are instantly canceled, while permanent effects are neutralized for 1 turn. Permanent mystical items and creatures are unaffected.

Locate Object (240'). Discern the general direction and distance to a specific item within casting range.

Remove Curse (touch). End one curse on a creature or object. More powerful curses (as determined by the GM) may not be removed by this casting. For example, the casting may neutralize a cursed ring long enough for the wearer to take it off, but will not permanently destroy the cursed nature of the item. This casting will temporarily end a mystical disease, but will not permanently remove the malady.

The opposite of this casting, *curse*, imposes a penalty of -2 to all rolls of the living target who fails a FEAT. This is permanent until removed via a *remove curse*, *dispel mysticism*, or *dispel evil* casting.

Speak with the Dead (10'). Call forth the spirit of a dead person, asking up to three questions. The creature will only know what it knew in life. A CHA check may be required. Failure means that the target speaks in riddles or is intentionally cryptic. This will not affect undead creatures. You must be within 10' of the remains of the creature to cast the casting.

Striking (30'). Imbue a weapon with holy or unholy energy, allowing it to deal +1d6 damage for 1 turn.

FAITH CASTINGS SPHERE 4

Animate Dead (60'). Create undead creatures (either skeletons or zombies) of total CL equal to your level. These will obey your commands until destroyed or another caster uses *dispel mysticism* to sever your connection to these undead. You may not have more than 2x your level in CL undead under your control at any one time. Note: The nuaru will use this ability only in cases of extreme need.

Create Food and Water (caster). Create sufficient food and water for 1 creature for 1 day per caster level. As a terran templar 10, you can use this casting to create food and water to sustain 10 people for 1 day.

Cure Serious Wounds (touch). Restore 3d6 + level hit points to a living creature. The reverse of this casting, *cause serious wounds*, deals 3d6 + level damage; no attack roll is required, and no FEAT is allowed to resist.

Neutralize Poison (touch). Immediately neutralize a poison (such as in a container) or end the effect of poison on a living creature. A creature who has died of poisoning within the last 6 turns will return to life.

The reverse of this casting, *create poison*, poisons a living creature touched, or turns a food or liquid into a poisonous substance. No attack roll is required. The target must roll a FEAT or die in 1d10 rounds from the powerful poison.

FAITH CASTINGS SPHERE 5

Commune (caster only). Ask up to three yes/no type questions of natives of the upper (or lower) planes. You may only use this casting once per day.

Find the Path (caster only). Instantly know the best path to take to a desired location in the same realm. All knowledge needed to get to the location (passwords, locations of secret doors) will also be gleaned.

Flame Strike (60'). Call down a pillar of holy (or unholy) energy dealing 1d6 damage per caster level to all creatures in a 10' radius. Living targets may roll a FEAT for half damage, although undead and fiends always suffer full damage. Since this is holy or unholy flame, it will affect fire-using creatures normally.

Speak with Creatures (caster). For 1 turn, you may speak with any creature within 60' (living or non-living) of at least rudimentary intellect. Creatures within 60' will not immediately attack you, and must make a reaction roll before taking any action. Make reaction rolls for interactions with creatures of the type using your CHA +4 for the casting duration. If you or an ally attacks the creature(s), the casting ends.

FAITH CASTINGS SPHERE 6

Blade Barrier (120') fill a number of 10' squares equal to your level (shaped as you desire) with swirling blades of holy or unholy energy. Creatures in the affected area suffer 1d6 damage per caster level each round. Targets roll a FEAT for half damage. As a terran templar 12, your blade barrier could fill an area 20' wide and 60' long, dealing 12d6 damage per round (half damage on a successful FEAT) to all creatures in the area of effect. Creatures can usually move out of the area of effect with one action.

Dispel Evil (30'). Force all undead, summoned, and enchanted creatures within 30' of you to roll a FEAT or be destroyed. Effects like *charm*, *confusion* and curses affecting your allies end. Permanent curses (like from an item) are neutralized for 1 turn.

Mass Cure Wounds (60'). A number of friendly living creatures within 60' of you instantly recover 3d6 + your level hit points. You may affect a number of creatures equal to your level. The reverse of this casting, *mass cause wounds*, causes 3d6 + your level damage to a number of living creatures within 60' equal to your level. No FEAT is allowed to resist.

Raise the Dead (touch). Restore one dead creature to life at 1 hit point. The creature must have died within 1 hour per caster level. Most of the body must be present; a creature that was disintegrated or mutilated beyond recognition cannot be *raised*.

PART 5: ENCOUNTERS

An **encounter** includes any meeting with an obstacle (such as a river to cross or a puzzle to solve) or a creature (whether friend or foe, predator or prey). Measure time during encounters in **turns** of 10 minutes and **rounds** of 10 seconds. A sequence of combat may last one round or many rounds, but is always assumed to take at least 1 turn (including the time recovering from the battle, cleaning weapons, tending to wounds, etc.).

MOVEMENT

Your movement rate indicates how many feet you can travel in one round (10 seconds) while doing nothing else. It also indicates how many 10' square areas you can explore in 1 turn. You can travel **half** of your move rating (in feet) as a *combat move*. When you make a combat move, you take -2 to the simultaneous attack roll. You cannot make a combat move and cast castings at the same time, but you can *compel undead*, drink a potion, or make a check while taking a combat move.

- ◆ Most characters have a move of 40.
- ◆ The gnomes and kobolds have a move of 30.

TIME: TURNS AND ROUNDS

In **1 turn** (10 minutes) you can:

- ◆ Explore an area equal to your movement rate (making a map of the area, rolling *sense* FEATS for traps and secret doors, and making notes of unique features of the area). Note: if using a grid where one square equals 10', you can explore a number of squares each turn equal to your movement rate.
- ◆ Make a check to foil a security device, pick a lock or search a small area (about 20' x 20') for secret compartments and hidden objects.

In **1 round** (10 seconds) you can:

- ◆ Use an item or device
- ◆ Make one attack action
- ◆ Run your movement rate x2 (you can do this for a number of rounds equal to your CON, then you must rest for 1 turn). While running, you take -2 to all defensive rolls and abilities: armor class, FEATS, and resistant checks.
- ◆ Move up to your full movement rate (without exerting yourself).
- ◆ Move up to half of your movement rate and attack at -2.

Note: Exhausted characters take -2 to all rolls.

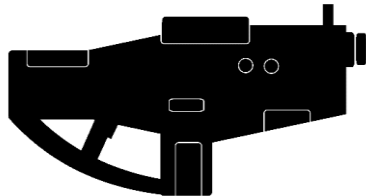
BEGINNING AN ENCOUNTER

1. Determine if either side is **surprised**. The side gaining surprise takes +2 to their attack in the first round (a kobo rat skinner takes +4 instead). A character who successfully uses *sneak* or who otherwise catches his opponent unawares typically gains surprise. For example, if the fellowship suspects that there may be creatures on the other side of a door, and they burst through the door suddenly, they should be allowed to gain surprise with no roll. If you have surprise, you automatically win **initiative**.
2. If no surprise takes place, all participants roll a FEAT to determine combat order (**initiative**). Alternately, make one representative FEAT roll for each side in the combat, using the leader or a representative creature (for example, most of the time you will make one roll for a group of five ghouls instead of rolling for each ghoul individually).
3. Follow this rotation throughout combat. The side that wins initiative goes first each round; the side that loses goes last each round. Any surprise modifier to attack rolls only counts in the first round.

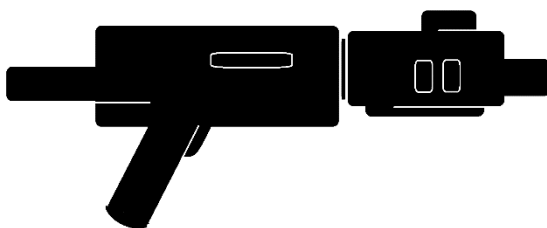
COMBAT

♦ **Melee combat** with hand to hand weapons like axes and swords occurs between opponents within 5' of each other. Any melee attack allows the attacker to add his STR modifier to both attack and damage rolls.

♦ **Ranged combat** with ranged and thrown weapons like pistols, rifles, and bows occurs against opponents greater than 5' away. You cannot use a ranged weapon against a foe who is already using a melee weapon against you! Any ranged or thrown weapon attack allows the attacker to add his DEX modifier to the attack roll (but not the damage roll).



Damage, Death and Healing. At 0 hp you are unconscious; at the negative value of your CON, you die. You recover 1d4 + CON modifier hit points per hour of rest. Most creatures are assumed to be dead at 0 hp. Since half of your total hit points represent short-term conditions such as current willpower and remaining stamina, you automatically recover up to half of your hit points at the beginning of the next turn. However, any other hit point damage (representing actual wounds) must be healed normally.



WEAPON TYPES

- ◆ Some weapons, like small blades and javelins, may be wielded in melee combat or thrown as ranged weapons.
- ◆ **Ranged Weapons** are listed with a range increment. You can attack an opponent within this range normally. Each increment of this range imposes -2 to your attack roll. For example, a blast rifle with a range of 60' can hit a target within 60' with no penalty, but hits at -2 from 61'-120', at -4 from 121-180', etc. A ranged weapon can reach up to 10x its base range; the maximum reach for the 60' range blast rifle is 600', but this would force a penalty of -18 to the attack! The same is true even for extended ranges for starship weapons; a weapon with a range of 5 miles can target a foe 25 to 30 miles away, but takes -10 to the attack.
- ◆ **Thrown Weapons** operate as ranged weapons above, but the maximum reach is limited to 5 range increments. A spear with a range of 20' will not be effective against a target more than 100' away.

OTHER COMBAT FACTORS

- ◆ **Cover** forces a penalty to missile attack rolls of either -2 (moderate cover) or -4 (excellent cover). A character with complete cover (behind a wall) cannot be hit, but also cannot fire back!
- ◆ **Holy water** (kept in glass vials) deals 1d8 damage to void creatures. Holy water is splashed as a thrown weapon (range 10'). Holy water is quite rare, but may be found in ancient temples on remote worlds.

REACTIONS

Reactions require a CHA check, typically against target 20. When you come across a creature and attempt to parlay with it, roll a CHA check. If you succeed, the target generally views you favorably; if you fail, the target generally views you unfavorably. A roll more than +4 /-4 from the target means that the reaction is stronger (above 24 = very favorable; below 16 = hostile).

PART 6: CREATURES

Any sentient being that is not a player character is considered a **creature**. Creatures may be friendly or aggressive, wild or tame, mundane or fantastic. The GM chooses from these creatures the friends and foes of the Player Characters.

Over dozens of worlds, there are thousands of varieties of monstrous creature. The most common types, insects, mammals, and reptiles/amphibians, are listed with general guidelines, while specific creatures are lifted after.

Creatures take a bonus to attacks equal to their base HD. A creature with 4d4 HD or 4d12 HD takes +4 to attack rolls. Each listing includes:

- ◆ **Alignment**, **Size** (small, medium, large or huge), the **type of creature**, and the **challenge level (CL)**. **Alignment** tells whether the creature is *lawful*, *neutral* or *chaotic*. Most creatures that act on instinct are *neutral*; these creatures will obey their stomachs and instincts rather than any larger philosophies of good or evil. **Challenge level** indicates the creature's relative level; a creature with only HD 6 may have abilities and powers that make it equivalent to a character of level 7, or even level 8.

- ◆ **Armor Class (AC)** considers all factors, including worn protection, inherent dexterity, and thick hide or natural armor.

- ◆ **Hit Dice**. Indicates the level (HD) and die type for rolling hit points.

- ◆ **FEAT** modifier (with any special ability/talent ratings in parenthesis).

- ◆ **Move** lists all movement types for the creature.

- ◆ **Combat** includes all possible attacks that the creature may use.

Some creatures take multiple attacks each round; others must choose between attack forms each round. The description will elaborate, as needed. Each attack type lists (in parenthesis) the bonus the creature takes to hit; and the way damage is rolled on a successful hit.

ABOUT CREATURE ABILITIES

- ◆ **Poison** has an onset time. This onset time is the number of rounds before the poison takes effect. A poison that causes death with an onset time of 1d10 rounds, will kill the target 1d10 rounds after the poison has been injected. This is how long the character has to take an antidote before the poison takes full effect. Unless otherwise listed, poisons have an onset time of 1d10 rounds.

- ◆ **Casting-like abilities** are cast at the caster level of the creature's CL.

- ◆ Unless otherwise noted, assume a creature has *darkvision* to 60'.



MORE CREATURES

The campaign setting is a huge expanse, including dozens of worlds with millions of individual species. This section includes common types (insects, mammals, reptiles); a few of the common minor races of other thinking creatures (gobs, giants); elementals; and creatures native to the void (fiends, the messari, and the undead). However, the *Saga of the Splintered Realm* core rules include over 100 monsters that can easily be adapted or re-skinned to place on worlds as new creatures. The simple stat blocks and the examples throughout this section should make it relatively easy for you to create statistics for a wide range of fearsome and terrible creatures to hound the player characters.

ORGANIZATION

Creatures are organized by type. Those native to the void are listed at the end of this section.

INSECTS

Common predators on all planets that sustain life, **insects** range in size from miniscule to massive. While most tiny biting and stinging insects are little more than a nuisance in small numbers, they may travel in swarms that can cause great damage. Their larger cousins, some of incredible size, can ravage entire regions and lay waste to all in their path.

COMMON INSECT ABILITIES

1. **Burrowing.** The insect is able to burrow through medium ground at half of its normal speed.
2. **Defenses.** Add +1d4 to armor class based on thick shell or exceptional quickness.
3. **Flight** (at +1d6 x10' to normal move).
4. **Immune** to one type of elemental damage.
5. **Morale.** Takes +4 to morale FEATS.
6. **Poison.** Attack forces a FEAT or the target dies. +4 to FEAT for CL 1-4 insects; -4 to FEAT for CL 9+ insects.
7. **Sneak** (as a FEAT).
8. **Speed.** Add 1d4 x10 to the mammal's movement rate.
9. **Tougher.** Add 1D to 4D to the creature's hit dice. Remember to adjust attack bonus, CL, and FEAT modifier accordingly.
10. **Web Builder.** Create webs as the casting. See page 75.

INSECT, SMALL

Neutral Small Insect; CL ½

AC: 12
Hit Dice: 1d4
FEAT: +4
Move: 30'
Combat: 1 bite or sting (+1 to hit; 1d4 damage)

INSECT, MEDIUM

Neutral Medium Insect; CL 2

AC: 13
Hit Dice: 2d6
FEAT: +6
Move: 40'
Combat: 1 bite or sting (+2 to hit; 1d8 damage)

INSECT, LARGE

Neutral Medium Insect; CL 3

AC: 14
Hit Dice: 4d6
FEAT: +7
Move: 40'
Combat: 1 bite or sting
(+4; 1d10 dmg.)



INSECT, HUGE

Neutral Large Insect; CL 4

AC: 15
Hit Dice: 6d8
FEAT: +8
Move: 40'
Combat: 1 bite or sting (+6 to hit; 1d12 damage)

INSECT SWARM

Neutral Insects; CL 1 to 4

AC: 12
Hit Dice: 1d6 to 4d6
FEAT: +5
Move: 30' (fly 60')
Combat: 1 point of damage per round, per hit die

An **insect swarm** is a community of biting, stinging tiny pests that work together. They often fill an area up to 10'x30', dealing damage automatically to all creatures within the swarm. They are unaffected by melee weapons, but a blast, pulse, or phase weapon deals 1 point of damage per die of the weapon (a pistol deals 1 point; a rifle deals 2 points); area of effect attacks (i.e. grenades) affect the entire swarm and deal full damage. Smoke will force the swarm to roll a FEAT or flee. A character can try to run out of a swarm or dive underwater (suffering damage for 1 more round thereafter).

A swarm deals its HD in damage each round: a swarm of HD 4d6 deals 4 points of damage per round to all living creatures within it.

MAMMALS

Mammals are often aggressive and predatory, and most larger mammals attack with a bite and multiple claws.

COMMON MAMMAL ABILITIES:

1. **Burrowing.** The mammal is able to burrow through medium ground at half of its normal speed.
2. **Claws.** In addition to the bite, the mammal has two claw attacks. These have the same bonus to hit, but typically deal damage at one die lower (for example, if the bite deals 2d6 damage, the claws likely deal 2d4 damage).
3. **Defenses.** Add +1d4 to armor class based on thick hide or exceptional quickness.
4. **Hug.** On a natural 20, the creature is able to hug medium or smaller enemies, dealing automatic damage each round thereafter, and automatically hitting.
5. **Flight** (at +1d6 x10' to normal move).
6. **Immune** to one type of elemental damage.
7. **Senses.** Take +4 to *sense* FEAT rolls.
8. **Sneak** (as a FEAT).
9. **Speed.** Add 1d4 x10 to the mammal's movement rate.
10. **Tougher.** Add 1D to 4D to the creature's hit dice. Remember to adjust attack bonus, CL, and FEAT modifier accordingly.

SMALL MAMMAL

Neutral Small Animal; CL 1

AC: 10
Hit Dice: 1d4
FEAT: +1
Move: 30'
Combat: bite (+1; 1d6 dmg)

LARGE MAMMAL

Neutral Large Animal; CL 4

AC: 12
Hit Dice: 4d8
FEAT: +8
Move: 60'
Combat: bite (+4; 2d6 dmg)

MEDIUM MAMMAL

Neutral Medium Animal; CL 2

AC: 11
Hit Dice: 2d6
FEAT: +2
Move: 40'
Combat: bite (+2; 1d8 dmg)

HUGE MAMMAL

Neutral Huge Animal; CL 6

AC: 13
Hit Dice: 6d10
FEAT: +9
Move: 60'
Combat: (+6; 2d8 dmg)

REPTILES

Reptiles are common predators, adapting themselves to a wide range of climates.

COMMON REPTILE ABILITIES

1. **Amphibious.** The creature is equally adapted to living on land or in water, and has a movement rate in water equal to its land rate.
2. **Burrowing.** The reptile is able to burrow through medium ground at half of its normal speed.
3. **Claws.** In addition to the bite, the reptile has two claw attacks. These have the same bonus to hit, but typically deal damage at one die lower (for example, if the bite deals 2d6 damage, the claws likely deal 2d4 damage)
4. **Constrictor.** The creature will wrap itself around a victim, dealing automatic squeeze damage every round thereafter. A victim must make a STR check (target 20) to break free. Targets bound by a constrictor take damage every round (based on the size of the reptile: small +4; medium +2; large no modifier; huge -2) until they break free or the reptile dies. Attempting to break free requires the constricted character to use an action. Those bound take -4 to hit rolls while so bound.
5. **Defenses.** Add +1d4 to armor class based on thick hide, plates, or exceptional quickness.
6. **Flight** (at +1d6 x10' to normal move).
7. **Immune** to one type of elemental damage.
8. **Poison.** Attack forces a FEAT or the target dies. +4 to FEAT for CL 1-4 reptiles; -4 to FEAT for CL 9+ reptiles.
9. **Quick Strike.** Take one bonus attack each round with primary attack.
10. **Sneak** (as a FEAT).
11. **Speed.** Add 1d4 x10 to the reptile's movement rate.
12. **Tougher.** Add 1D to 4D to the creature's hit dice. Remember to adjust attack bonus, CL, and FEAT modifier accordingly.

REPTILE, SMALL

Neutral Small Animal; CL ½

AC:	11
Hit Dice:	1d4
FEAT:	+4
Move:	20'
Combat:	bite (+0; 1d4 dmg)

REPTILE, MEDIUM

Neutral Medium Animal; CL 1

AC: 12
Hit Dice: 1d6
FEAT: +6
Move: 30'
Combat: bite (+1 to hit; 1d6 damage)

REPTILE, LARGE

Neutral Large Animal; CL 3

AC: 13
Hit Dice: 3d8
FEAT: +7
Move: 30'
Combat: bite (+3 to hit; 2d6 damage)

REPTILE, MASSIVE

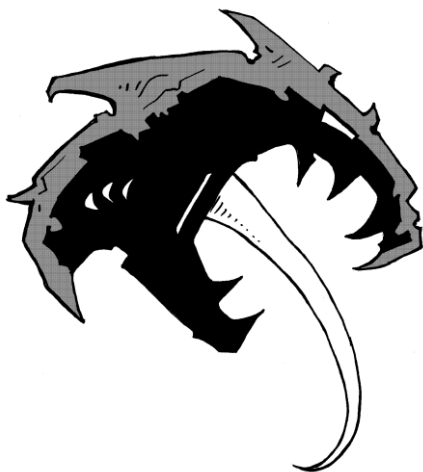
Neutral Huge Animal; CL 5

AC: 14
Hit Dice: 5d10
FEAT: +8
Move: 40'
Combat: bite (+5 to hit; 3d6 damage)

REPTILE, GARGANTUAN

Neutral Huge Animal; CL 8

AC: 15
Hit Dice: 7d12
FEAT: +9
Move: 40'
Combat: bite (+7; 4d6 dmg.)



ELEMENTALS

Elementals, creatures of pure elemental energy, are native to planets composed mostly or completely of that element. Elementals are generally wild and untamed, attacking living creatures without thought.

ELEMENTAL TYPES

Type	Move	Notes
Air	120'	Targets struck must roll a FEAT or be thrown 1d4x10 feet, suffering 1d4 extra damage per 10' thrown.
Earth	20'	Deals +2 melee damage due to great strength.
Fire	30'	Deals 1d6 fire damage to any creature striking it in melee combat.
Ice	20'	Deals +2 melee damage due to great strength.
Water	30'	Ingests medium or smaller target on a critical hit; target suffers -4 to hit while within the elemental, and may drown (see page 99).

ELEMENTAL, MEDIUM

Neutral Medium Elemental; CL 8

AC: 17
Hit Dice: 8d6
FEAT: +10
Combat: 1 strike (+8 to hit; 2d6 damage)

ELEMENTAL, LARGE

Neutral Large Elemental; CL 12

AC: 19
Hit Dice: 12d8
FEAT: +12
Combat: 1 strike (+12 to hit; 3d6 damage)

ELEMENTAL, HUGE

Neutral Huge Elemental; CL 16

AC: 21
Hit Dice: 16d10
FEAT: +14
Combat: 1 strike (+16 to hit; 4d6 damage)

GIANTS

Giants are huge, savage, bipeds in the form of monstrous terrans. All giants can hurl large rocks as thrown weapons, dealing 3d6 damage.

STONE GIANT

Neutral Huge Terranoid; CL 9

AC: 16
Hit Dice: 9d10
FEAT: +10
Move: 50'
Combat: 1 weapon (+9 to hit; 3d6 damage)

Stone giants (14' tall) live in mountainous regions. They have naturally hard skin, and wield stone clubs in combat. They often take large wild mammals as pets. Their range is 60' with rocks.

ELEMENTAL GIANT

Chaotic Huge Terranoid; CL 11

AC: 17
Hit Dice: 11d10
FEAT: +11
Move: 50'
Combat: 1 weapon (+11 to hit; 5d6 damage)

Elemental giants (18' tall) live in climates equal to their type, and are immune to elemental attacks of the type. Their range with rocks is 120'.

CLOUD GIANT

Neutral Huge Terranoid; CL 13

AC: 17
Hit Dice: 13d10
FEAT: +12 (*sense* +14)
Move: 60'
Combat: 1 weapon (+13 to hit; 6d6 damage)

Cloud giants (20' tall) live at the peaks of mountains or within cloud fortresses on gas giants. They have exceptional senses. Their range with rocks is 150'. They often cultivate the resources of the gas giant planets to which they are native.

GOBS

A degenerate terranoid species, the various gob species are a common blight upon the lands of law and order. Brutish and cruel, gobs dwell in wild areas on many planets. All gobs have *darkvision* to 90'. All wear crude armor and carry simple weapons; If available, gobs will carry blast weapons, especially if in the service of a more powerful leader. All gobs are able to *sneak* as a FEAT.

COMMON GOB

Chaotic Medium Terranoid; CL ½

AC: 13
Hit Dice: 1d6
FEAT: +4
Move: 20'
Combat: 1 weapon (+1 to hit; 1d6 damage)

Common gobs are earthy, degenerate creatures averaging 3' tall.

HOB

Chaotic Medium Terranoid; CL 2

AC: 13
Hit Dice: 2d6
FEAT: +6
Move: 30'
Combat: 1 weapon (+2 to hit; 1d8 damage)

Hobs are larger, meaner relatives of gobs, averaging 6' tall.

GREATER GOB

Chaotic Large Terranoid; CL 3

AC: 14
Hit Dice: 3d8
FEAT: +7
Move: 40'
Combat: 1 weapon (+3 to hit; 1d10 damage)

Greater gobs are 7' tall hairy gobs, and are especially cruel and savage.

Oozes, Slimes and Jellies

A variety of these creatures inhabit the desolate reaches of a variety of worlds.

BLACK PUDDING

Neutral Large Monstrosity; CL 11

AC: 13

Hit Dice: 10d8

FEAT: +12

Move: 20'

Combat: 1 touch (+10 to hit; 3d8 damage)

A monstrous blob of deepest black measuring up to 10' across and 30' long, the **black pudding** slithers deep underground. Only fire and normal blast weapons can harm the black pudding, and a flaming weapon deals full damage against it. All other attacks (including pulse and phase weapons) cause part of it to break off, becoming a pudding of HD 2d8 and 1d8 damage. It can move through small openings and under doors.

GRAY OOZE

Neutral Large Monstrosity; CL 3

AC: 11

Hit Dice: 3d8

FEAT: +8

Move: 10'

Combat: 1 tendril (+3 to hit; 2d8 damage)

The **gray ooze** is a seeping horror that appears as wet stone, able to move stealthily (*sneak* +12) when in dungeons and other underground locales. It secretes an acid that deals 2d8 damage if it touches bare skin. This acid will dissolve normal weapons and armor in 1 round. After the first hit, the ooze sticks to its victim, beginning to eat through armor, and dealing 2d8 damage per round automatically. Gray ooze cannot be harmed by cold or fire, but can be harmed by weapons (including all energy weapons) and lightning. Any treasure it has will consist entirely of gemstones or items made of stone; all other items will have been destroyed by the ooze.

GREEN SLIME

Neutral Large Monstrosity; CL 2

AC: 10

Hit Dice: 2d8

FEAT: +7

Move: 3'

Combat: 1 drip or touch (+2 to hit; 1d8 damage)

Green slime cannot be harmed by any attack except for fire or cold. It dissolves cloth or leather instantly, wood and metal in 6 rounds, but cannot dissolve stone. Green slime often clings to walls and ceilings attempting to surprise foes (rolling to *sneak* as a FEAT). Once it successfully attacks, green slime sticks to its target, dealing damage every round. It cannot be scraped off, but must be burned off; a *cure malady* casting destroys it immediately, and it suffers full damage from technological weapons. A creature killed by green slime will (in 1d6 turns) be reborn as a green slime. Damaging the slime while it is on a victim deals the same damage to both the slime and the victim.

OCHRE JELLY

Neutral Large Monstrosity; CL 5

AC: 11

Hit Dice: 5d8

FEAT: +9

Move: 10'

Combat: 1 tendril (+5 to hit; 2d6 damage)

The **ochre jelly**, a giant amoeba, can only be harmed by fire or cold. It can seep through small cracks, destroying wood, leather, and cloth in 1 round. It cannot affect metal or stone. All other weapons and castings (dealing damage types other than flame or cold) used against it only split the ochre jelly into 2 smaller creatures, each of 2d6 HD that deals 1d6 damage.

SPIDER KIN

Two intelligent races dwell on the planet Sycorax (page 110), the home world of a variety of spiders, some who wield a sphere 2 casting: *web*.

Web (30'). Fill a 10' cube with sticky, web-like strands. A creature will be trapped for 13 turns, less its STR. A creature with STR 7 breaks out in 6 turns; one with STR 12 breaks out in 1 turn. A creature with STR 13+ needs 1 round to break free. Flame destroys a web in 1d4 rounds, dealing 1d6 damage per round to creatures stuck in the web.

ARACHLING

Chaotic Large Monstrosity; CL 6

AC: 16

Hit Dice: 6d8

FEAT: +11

Move: 60'

Combat: by weapon (+6 to hit; 1d8 damage) or casting

The horrid **arachling** has an upper body resembling a member of the nuaru with pale skin, but the lower body of a spider. It will attack with a melee weapon or with a casting. The arachling coats melee weapons with its poisonous spittle; this forces targets suffering damage from such weapons to roll a FEAT at +2 or be paralyzed for 1 turn.

The arachling has the casting abilities of an nuaru seeker 6, and typically knows *charm*, *darkness*, *hold person* and *web*. An arachling is able to communicate with all spiders, taking +4 to spider reaction rolls.

ETTERCAP

Chaotic Medium Monstrosity; CL 5

AC: 13

Hit Dice: 5d6

FEAT: +7

Move: 30'

Combat: bite (+5; 1d6 dmg) + 2 claws (+5; 1d4 dmg)

The horrid **ettercap** was once terran or demi-terran, but dark forces have transformed it into a monstrous creature. It gets along with spiders. Its bite forces living targets to roll a FEAT at +2 or suffer +1d8 damage. The ettercap can move freely through webs and *web* castings.

SPIRITS

Not native to the void (and therefore unaffected by powers affecting void creatures), spirits are disembodied remains of the dead, continuing to haunt their former abodes. Normal and blast weapons do not affect these creatures, although they are harmed by pulse and phase weapons, as well as by energy of the void.

BANSHEE

Chaotic Medium Spirit; CL 7

AC: 14
Hit Dice: 6d6
FEAT: +8
Move: 30'
Combat: 2 claws (+6 to hit; 1d8 damage)

The **banshee** is a wailing spirit of a fallen mortal, often a female nuaru.

Once per turn, a banshee may wail, causing all within 60' to roll a FEAT or die. Those who prepare for this wail (such as by covering their ears or putting wax in ahead of time) take +4 to the FEAT. The banshee is tied to a particular location, unable to travel more than 120' from where it died.

GHOST

Lawful, Neutral or Chaotic Medium Spirit; CL 10

AC: 19
Hit Dice: 10d6
FEAT: +11
Move: 30'
Combat: 1 touch (+10 to hit; 2d4 damage) + possession

A **ghost** is the spirit of a mortal that has been left behind, consigned to the realm of the living due to some curse. A ghost can travel through solid objects at will.

In addition to dealing damage, its touch forces the target to roll a FEAT or age 1d4 x10 years. Once per turn, a ghost may attempt to possess a living creature within 60'. If the target fails its FEAT, the ghost takes possession of the living creature, controlling its body and assuming all of its abilities, including castings.

The ghost will be cast out of the host's body when it reaches 0 hit points. *Raise the dead* forces the ghost to roll a FEAT or be cast out. Ghosts are immune to *charm*, *hold* and *sleep* castings affecting the living.

SHADOW, LESSER

Chaotic Medium Spirit; CL 3

AC: 13

Hit Dice: 2d6

FEAT: +7

Move: 30'

Combat: 1 claw (+2 to hit; 1d4 damage + special)

Shadows, non-corporal spirits, exhibit great cunning. They can only be harmed by mystical or energy weapons. Their dark, shadowy form grants +9 to *sneak* rolls. On a successful strike, a shadow drains 1 point of strength unless the target makes a FEAT; lost strength returns at a rate of 1 point per turn. Any living creature reduced to STR 0 becomes a shadow in 1d4 days. They are unaffected by *sleep* and *charm* castings.



SHADOW, GREATER

Chaotic Medium Spirit; CL 7

AC: 16

Hit Dice: 6d6

FEAT: +9

Move: 30'

Combat: 1 claw (+6 to hit; 3d4 damage + special)

Greater shadows are even more powerful versions of their lesser kin, affected only by mystical or energy weapons. Their dark, shadowy form grants +11 to *sneak* rolls. On a successful strike, a shadow drains 1 point of strength unless the target makes a FEAT; lost strength returns at a rate of 1 point per turn. Any living creature reduced to STR 0 becomes a shadow in 1d4 days. They are unaffected by *sleep* and *charm* castings.

OTHER CREATURES

Some of the other creatures encountered by forces of the Confederacy in their various travels include the following:

ABOLETH

Chaotic Large Monstrosity; CL 8

AC: 15

Hit Dice: 8d8

FEAT: +10

Move: 20' (swim 60')

Combat: 4 tentacles (+6 to hit; 1d6 damage) + see below

A monstrous dweller of underground waters, the **aboleth** bears some resemblance to an octopus. A creature struck by an aboleth's tentacle must roll a FEAT or become an amphibious creature, able to breathe underwater, but suffering 1 point of damage per round out of water. Only *remove curse* or *dispel evil* will reverse this. An aboleth may cast each of the following once per turn: *charm*, *darkness*, and *phantasmal force* (see page 82).

BLACK SPHERE

Unaligned Negative Force; No CL

AC: can always be hit

Hit Dice: None (see below)

FEAT: +10 (see below)

Move: Fly 10'

Combat: Disintegrate (see below)

The **black sphere** is a being of pure anti-matter. This 3' globe of total darkness exists only to annihilate matter. Although lacking intelligence or purpose, it seems drawn to living creatures and tends to seek powerful lawful creatures before others. Anything that comes into contact with the sphere is instantly destroyed. No FEAT is allowed. It is completely immune to known weapons and castings, and can seemingly survive forever in the vacuum of space.

It is theorized that millions of black spheres wander through the vast reaches of space, and that the messari may be able to control, summon, or direct these objects in some way.

BOG HORROR

Neutral Large Monstrosity; CL 9

AC: 19

Hit Dice: 8d8

FEAT: +9

Move: 20'

Combat: 2 clubbing fists (+8 to hit; 2d6 damage each)

An omnivorous form of terranoid vegetation, the **bog horror** feeds upon the living. It suffers only half damage from all castings. If both of its fists hit one foe in the same round, that foe must roll a STR check (target 20) or be bound to the horror, suffering 1d4 damage per round until either the target or the horror is killed.

DECAPUS

Chaotic Mythical Creature; CL 5

AC: 14

Hit Dice: 4d8

FEAT: +7

Move: 10' (30' in trees or other heavy vegetation)

Combat: 8 tentacles (+4 to hit; 1d4 damage)

The horrid **decapus** is a monstrous creature that moves on 10 tentacles. While it always must use two tentacles to prop itself up, it will enter melee combat with 8 others, striking up to 8 different foes each round. The decapus favors deep woodlands where it can move between trees and branches, but will adapt to other environments as necessary.

DOPPELGANGER

Chaotic Medium Creature; CL 4

AC: 14

Hit Dice: 4d6

FEAT: +8 (+10 vs. those attempting to see through its façade)

Move: 40'

Combat: 2 claws (+4 to hit; 1d6 damage)

The **doppelganger**, an intelligent shape shifter, assumes the exact form of any creature it sees (up to 7' tall). It prefers to kill its target, assuming the victim's place. A doppelganger is immune to *charm* and *sleep*. It does not take on any abilities/powers of the creature it assumes.

RAT, BARGE

Neutral Small Animal; CL ½

AC: 12

Hit Dice: 1d4

FEAT: +4 (*sense* +6)

Move: 20' (swim 20')

Combat: 1 bite (+0 to hit; 1d3 damage + disease)

2' **barge rats** are a common nuisance in all lands inhabited by terrans and their ilk. Those bit by a barge rat must roll a FEAT or fall sick for 1d6 days, taking -1 to CON.

REMORHAZ

Chaotic Huge Beast; CL 8

AC: 18

Hit Dice: 7d10

FEAT: +9 (*sense* +13)

Move: 60' (burrow 30')

Combat: 1 bite (+7 to hit; 2d8 damage) + see below

The mighty **remorhaz**, an aggressive polar predator, burrows through snow and ice. While hiding in snow, the remorhaz may roll a FEAT to *sneak*. In combat, the remorhaz will emit exceptional heat, dealing 1d6 damage to all targets engaged in melee combat, and forcing all foes to roll a FEAT or have melee weapons destroyed against the hide of the creature. On a successful attack roll of 19 or 20, the remorhaz swallows a medium or smaller creature whole, dealing 2d4 damage each round thereafter to the swallowed victim. Swallowed targets attack the remorhaz at -2.

STIRGE

Neutral Small Beast; CL ½

AC: 12

Hit Dice: 1d4

FEAT: +5

Move: 10' (fly 60')

Combat: 1 bite (+0 to hit; 1d3 damage + see below)

The **stirge**, a birdlike creature with a long beak, feeds on the blood of its victims. A stirge that successfully hits deals 1 hp per round thereafter as it sucks blood until either it or its victim is dead. A flying stirge takes +2 to its first attack from a speedy dive.

WASTE WORM, COMMON

Neutral Huge Worm; CL 6

AC: 13
Hit Dice: 6d10
FEAT: +8
Move: 20' (burrow 20')
Combat: 1 bite (+6 to hit; 2d6 damage)

Waste worms are a common blight on many planets, living in sand, ash, and various elemental wastelands, often measuring up to 30'. It attacks with a huge mouth and sharp teeth. A natural roll of 19 or 20 means that it has swallowed its prey whole, dealing 1d8 damage per round to a swallowed medium or smaller target. Swallowed targets attack at -4.

WASTE WORM, ELDER

Neutral Massive Worm; CL 10

AC: 16
Hit Dice: 10d12
FEAT: +12
Move: 40' (burrow 40')
Combat: 1 bite (+10 to hit; 3d8 damage)

These larger and more menacing varieties of waste worm are thankfully rarer. They often measure more than 100' long. The elder waste worm attacks with a huge mouth and sharp teeth. A natural roll of 19 or 20 means that it has swallowed its prey whole, dealing 3d8 damage per round to a swallowed medium or smaller target. Swallowed targets attack at -4.

Waste Worms and Fuel Crystals

Waste worms are vital to terrans and their ilk, as the excrement of a waste worm is the most common raw material used to produce fuel crystals for most vehicles. The droppings of a single waste worm are worth 1d6 sc (4d6 for an elder) as the raw material to refine into fuel crystals.

FORCES OF THE VOID

The creatures that follow are native to the void, a universe of anti-matter and death. Although no living creature has been able to cross over into the void, void creatures can exist in the mortal realm, although it often pains them to spend long periods of time here. They exist only to destroy life. Some creatures of the void possess one or more of the following casting abilities:

Charm (120'). Cause one thinking creature to roll a FEAT or view you as a close friend, obeying reasonable commands. Based on their intelligence, creatures are allowed a new FEAT every hour (INT 13+), day (INT 10-12), week (INT 8-9), month (INT 6-7), or year (INT 5 or less). *Charm* drops if you attack the charmed creature. A creature who makes the FEAT is unaffected.

Detect Invisible (30'). See all invisible creatures or objects within range for 1 turn. This effect moves with you.

Disintegrate (60'). Completely obliterate one creature or non-magical object within range. Living creatures are allowed to roll a FEAT to resist.

ESP (60'). 'Hear' the thoughts of all living, intelligent creatures within range for 1 turn. Unwilling targets may roll a FEAT to prevent you from reading thoughts.

The reverse of this effect, *mindmask*, makes the target creature immune to ESP and other forms of mind reading for 1 turn.

Invisibility (120'). Make any one creature or object invisible. Invisibility affects a creature and all worn or carried items. An invisible object becomes visible when touched. An invisible creature remains invisible until he or she attacks or wields a casting. An invisible creature takes +12 to *sneak*; those attacking an invisible creature take -4 to hit rolls.

Phantasmal Force (240'). Creates an illusory image of up to 20' long, tall, and/or wide. Targets may use 1 action to roll a FEAT to disbelieve the illusion. The illusion cannot deal actual damage. An illusion of a creature is AC 10 and will disappear if struck. An illusion of a casting will seem to deal damage, but will not actually have any effect. The effect lasts as long as the caster concentrates.

Sleep (120') Force 2d6 + level modifier CL of creatures in a 20' radius to fall into a deep sleep for 6 turns (no FEAT roll allowed). Targets of CL 5 or better are unaffected. For example, at level 1 this could affect 6-26 common gobs (CL ½ creatures) or 2-7 hobs (CL 2 creatures). Sleeping creatures can be killed with 1 action (no roll required). A slap or kick will awaken a sleeping creature.

Slow (120'). Force all creatures in a 10' radius within range to roll a FEAT or move at half speed. Creatures affected by a *slow* spell attack at half speed (most creatures will attack once every two rounds while *slowed*).

Wall of Flame (120'). Erect a wall of elemental energy (composed of fire) that lasts for 1 turn. The elemental wall is a thin barrier with a surface area of up to 1200 square feet, shaped as the caster desires (including a line, corner, or even a ring around a target or area). You cannot see through a *wall a flame*. Creatures touching a *wall of flame* suffer 2d6 damage (double for cold-using creatures), while those crossing through it suffer 4d6 damage (double for cold-using creatures).

VOID WEAPONS

Many undead have been equipped by the messari with void weapons, powerful antimatter devices that only creatures native to the void can wield, since these weapons channel their innate energy. Void weapons deal damage based on the HD of the creature wielding them.

VOID WEAPON DAMAGE

Weapon	1-2 HD	3-4 HD	5-6 HD	7+ HD
Pistol (range 60')	1d4	1d6	1d8	1d10
Rifle (range 120')	1d6	1d8	1d10	1d12

A void weapon that scores a natural 20 on an attack roll may *disintegrate* the target. Those suffering a critical hit must roll a FEAT. If failed, the target has a weapon or armor disintegrated; on a roll of 5 or less, the target has a body part disintegrated (likely losing a limb), while on a natural 1 on the FEAT, the target is *disintegrated*, completed destroyed.

Void pistols have a rate of fire of 2 per round, while rifles have a rate of fire of 1 per round.

THE UNDEAD

Undead are the remains of the deceased infused with void energies. All undead are immune to *sleep*, *charm* and *hold* castings that target the living. They cannot be poisoned and do not breathe. The lesser undead retain none of the powers or abilities they had in life, and may only have dim memories of their time as mortals. Undead never check morale.

Some of the more powerful undead inflict an *energy drain* which causes a creature struck by the undead to lose experience points equal to 10 x the HD of the undead. A successful FEAT negates this effect.

SKELETON

Chaotic Medium Undead; CL 1

AC: 12
Hit Dice: 1d6
FEAT: +6
Move: 20'
Combat: 1 claw (+1; 1d4 dmg.) -or- weapon (+1; 1d6 dmg.)

Animated **Skeletons** often lurk near grave sites, battlefields and other deserted places. They are often serve other undead.

ZOMBIE

Chaotic Medium Undead; CL 2

AC: 11
Hit Dice: 2d6
FEAT: +6
Move: 20'
Combat: 1 claw (+2 to hit; 1d6 damage)

Zombies, as mindless animated corpses of terrans, demi-terrans and terranoids, are often placed to guard treasures or used to perform mundane tasks. They can follow simple directions. Zombies always lose initiative.

GHoul

Chaotic Medium Undead; CL 3

AC: 13

Hit Dice: 3d6

FEAT: +8

Move: 40'

Combat: 2 claws (+3 to hit; 1d6 damage)

Ghouls, dwelling in crypts and tombs, hunger for the brains of the living. A living creature struck by a ghoul must roll a FEAT or be paralyzed for 2d4 rounds; the nuaru are immune to this effect. They are highly cunning, and often serve as the primary crew aboard void vehicles.

WIGHT

Chaotic Medium Undead; CL 5

AC: 14

Hit Dice: 4d6

FEAT: +8

Move: 40'

Combat: 2 claws (+4 to hit; 1d6 damage)

Wights, undead spirits indwelling terran, demi-terran or terranoid corpses, can only be hit by pulse and phase weapons. Wights retain fragments of memories from their mortal lives, albeit warped and twisted by darkness. A wight may continue to possess abilities it possessed in life as well (mysticism, skills, etc.). Wights will have the hit dice they had in life, if better than 4d6.

WRAITH

Chaotic Medium Undead; CL 6

AC: 16

Hit Dice: 5d6

FEAT: +9

Move: 40'

Combat: 2 claws (+5 to hit; 1d8 damage)

Wraiths are semi-corporeal spirits that can move through solid objects. They can only be struck by pulse or phase weapons. A wraith causes an *energy drain* on a successful hit, draining 50 XP unless the target makes a FEAT roll.

MUMMY

Chaotic Medium Undead; CL 7

AC: 16

Hit Dice: 6d6

FEAT: +10

Move: 40'

Combat: 1 touch (+6 to hit; 2d4 damage + disease)

Mummies are the preserved remains of powerful creatures. Their touch forces the target to roll a FEAT or suffer a terrible disease called *mummy rot* that prevents any form of healing. *Remove curse* neutralizes this.

VAMPIRE

Chaotic Medium Undead; CL 8

AC: 17

Hit Dice: 7d6

FEAT: +11 (*sense* +13)

Move: 40' (fly 60')

Combat: 2 claws (+7 to hit; 2d6 damage + energy drain)

Vampires are powerful undead under a terrible curse. They can only be struck by pulse or phase weapons. A vampire regenerates 3 hp per round. It causes an *energy drain* on a successful hit, draining 70 XP unless the target rolls a FEAT.

At will, a vampire can change form to a small or medium mammal, or a gaseous cloud. In this last form, it moves at 60' and cannot be harmed. It often uses its gaseous form to return to its crypt and recover. A vampire can summon 10d6 hit points of barge rats once per turn.

Vampires often retain the memories and abilities from their mortal lives (including mysticism use and other abilities), although these have been twisted by darkness. Creatures of better than 7d6 HD will have the HD they had in life. A vampire can only be destroyed if its coffin is.

SKULL WARDEN

Chaotic Medium Undead; CL 10

AC: 20

Hit Dice: 9d6

FEAT: +10

Move: 30'

Combat: 1 sword (+9 to hit; 1d10+2 damage)

The remains of a fallen terran templar, the **skull warden** is a vengeful spirit, a skeleton clad in ruined armor wielding a cruel blade that resembles a sun blade, but which is powered by void energy. Wounds dealt by the infernal blade of a skull warden cannot be healed through mysticism or normal means; a *dispel evil* casting is first required to remove the powerful curse that prevents healing.

A skull warden can cast *fear* once per turn. Skull wardens regenerate 2 hit points per round. Skull wardens continue to wield the mystical abilities they had in life as templars.

LICH

Chaotic Medium Undead; CL 14

AC: 19

Hit Dice: 13d6

FEAT: +13

Move: 30'

Combat: 1 touch (+13 to hit; 1d10 damage + special) or casting

The **lich** is the undead remains of a powerful mysticism user from before the Great Reckoning. These casters possessed, and continue to possess, mystical abilities beyond those available to mortals.

The very sight of a lich forces all creatures below level 6 to flee in fear, and all creatures of level 6 or better must roll a FEAT (at +2) to even move within 60' of a lich.

In addition to dealing damage, the touch of a lich forces living creatures to roll a FEAT or be paralyzed for 1d10 days.

Liches have the casting abilities of a nuaru seeker 12, using all reversed spells where applicable; in addition to the listed castings, a lich will know a special casting, a *word of power*, usable once per day. A *word of power* may affect a target up to 60' away, and takes effect immediately. No FEAT is allowed to resist a *word of power*. The lich will know one of the following three *words of power*:

- ◆ *Blind*. This forces a living target to be blinded for 1d6 hours.
- ◆ *Sleep*. This forces a living target to fall into a deep mystical sleep for 1d6 hours. Nothing will wake the sleeping character.
- ◆ *Stun*. This forces a living target to be stunned, completely unable to act for 1d6 turns.

FIENDS

The most powerful of forces native to the void, Fiends were once seen as demons or devils, but now are seen as living embodiments of terror. They exist only to torment the living.

FIEND, MINOR

Minor fiends act as servitors of more powerful fiends. A minor fiend can be destroyed in any realm.

All minor fiends:

- ◆ Are immune to most archaic weapons; blast, pulse, and phase weapons, silver, and iron affect them normally.
- ◆ Take damage from holy water as undead.
- ◆ Can be *compelled* as undead, but are considered 2 levels higher.
- ◆ Regenerate 1 hit point per round.
- ◆ Are immune to *charm*, *hold* and *sleep* castings that affect the living.

IMP

Chaotic Small Minor Fiend; CL 3

AC: 13
Hit Dice: 3d4
FEAT: +6
Move: 20' (fly 60')
Combat: 2 claws (+3 to hit; 1d4 damage) or casting

Imps are small (3' tall) winged fiends of malignant disposition. Each is associated with one element (cold, flame or lightning), and is able to cast an *elemental spark* once per round, dealing 1d4+2 damage up to 30', requiring a successful attack roll.

GARGOYLE

Chaotic Medium Minor Fiend; CL 5

AC: 14
Hit Dice: 4d6
FEAT: +8
Move: 30' (fly 50')
Combat: 2 claws (+4; 1d3 dmg) + 1 bite (+4; 1d6 dmg)
+ 1 horn (+4; 1d4 dmg)

The skin of the horned, clawed, fanged, winged, hideous **gargoyle** often resembles stone, and these creatures can easily be mistaken for statues. Although of low intelligence, they exhibit great cunning.

HELLHOUND

Chaotic Large Minor Fiend; CL 6

AC: 15

Hit Dice: 5d8

FEAT: +9 (*sense* +15)

Move: 60'

Combat: 1 bite (+5 to hit; 2d4 damage) or fire breath (see below)

The fiendish **hellhound** is a massive dog summoned from the lower planes. It is immune to damage from flame. Its incredible attunement gives it a +6 modifier to its FEAT when attempting to *sense*.

A hellhound may breathe a jet of flame 30' long and 5' wide that has a pool of 10d6 per turn, and deals up 5d6 damage per breath, usable at will.

FIEND, TRUE

True fiends are independent entities, powerful enough to choose their allegiances and to work for their own purposes. They are dangerous foes, cunning and careful. True fiends can only be destroyed in their home realm; slaying them anywhere else merely banishes them to their home for a period of time. All true fiends share the following characteristics.

All true fiends:

- ◆ Are immune to normal weapons, although both silver and iron affect them normally.
- ◆ Take damage from holy water as undead.
- ◆ Can be *compelled* as undead, but are considered 4 levels higher.
- ◆ Regenerate 2 hit points per round.
- ◆ Are immune to *charm*, *hold* and *sleep* castings that affect the living.
- ◆ May attempt to gate (summon) another fiend once per day, requiring a successful FEAT.

BONE FIEND

Chaotic Large True Fiend; CL 8

AC: 20

Hit Dice: 7d8

FEAT: +9

Move: 40'

Combat: Bone hook (+7 to hit; 2d6 damage + see below)

These 8' tall fiends appear as monstrous skeletons. They attack with a great bone hook that, in addition to dealing damage, forces all living creatures struck by it to roll a FEAT or lose 1 point of STR for 1 turn. A target may suffer this effect multiple times. A target reduced to STR 0 dies.

Bone fiends can use either of the following casting abilities at will: *cause fear*; *invisibility*. Once per day, a bone fiend may roll a FEAT to attempt to gate a minor fiend (+4 to the attempt), another true fiend (no modifier), or an elder fiend (at -4 to the attempt).

A bone fiend regenerates 2 hit points per round.

HORNED FIEND

Chaotic Large True Fiend; CL 9

AC: 21

Hit Dice: 8d8

FEAT: +10

Move: 30' (fly 60')

Combat: 2 claws (+6; 1d4 dmg) + 1 bite (+6; 1d6 dmg)
+ tail swipe (+6; 1d4 dmg + see below)
-or- flail (+6; 2d6 dmg + see below)

These 9' tall fiends have monstrous features, reptilian wings, and huge horns. They attack either with a flurry of physical attacks or with a mighty flail that forces living targets to roll a FEAT or be paralyzed for 1d4 rounds. Their tail swipe causes living targets to roll a FEAT or suffer 1 point of damage per turn until mystically healed.

Horned fiends can use either of the following casting abilities at will: *ESP*; *cause fear*. Once per day, a horned demon may roll a FEAT to attempt to gate a minor fiend (+4 to the attempt), another true fiend (no modifier), or an elder fiend (at -4 to the attempt).

A horned fiend regenerates 2 hit points per round.

SUCCUBUS

Chaotic Medium True Fiend; CL 7

AC: 19

Hit Dice: 6d6

FEAT: +9

Move: 40' (fly 90')

Combat: 2 claws (+6 to hit; 1d4 damage)

The **succubus** appears as an attractive female with bat-like wings. She attacks with formidable claws, although prefers to *charm* foes and use them as pawns. Her charm is only effective against males. She can attempt to charm a mortal male within 60' once per turn (requiring a successful FEAT to resist), although by kissing a male she can attempt to charm at will, forcing the target to take -4 to the FEAT to resist.

Once per day, a succubus may roll a FEAT to attempt to gate a minor fiend (+4 to the attempt), another true fiend (no modifier), or an elder fiend (at -4 to the attempt).

A succubus regenerates 2 hit points per round.

FIEND, ELDER

Elder fiends are creatures of terrible power, entities that may pre-date mankind. They can only be destroyed in their own realm, and that often proves quite difficult, as they surround themselves with exceptional protection, hiding in the darkest pits.

All elder fiends:

- ◆ May only be struck by mystical weapons; silver and iron have no effect upon them.
- ◆ Take damage from holy water as undead.
- ◆ Cannot be *compelled* as undead.
- ◆ Regenerate 3 hit points per round.
- ◆ Are immune to *charm*, *hold* and *sleep* castings that affect the living.
- ◆ May attempt to gate (summon) another fiend three times per day, requiring a successful FEAT each time.

EYE TYRANT

Chaotic Large Elder Fiend; CL 13

AC: 19

Hit Dice: 11d8

FEAT: +12

Move: Fly 30'

Combat: 1 bite (+11 to hit; 2d8 damage) + special

The fearsome **eye tyrant** appears as a monstrous globe 6' in diameter, with a massive central eye and gaping maw. Atop its head protrude four eyes attached to tentacles.

The central eye projects a beam of *anti-mysticism* in a line 60' in front of it. This renders all mystical items and devices inert while viewed by the eye, and makes casting or templar spirit stunts impossible in front of the tyrant. This also cancels effects from the other eyes (see below) that would affect targets in front of the tyrant. Each eye has a different function:

1. Casts a *charm* that will affect any living creature, once per round.
2. Casts *cause moderate wounds*, usable once per round.
3. Casts *slow*, usable once per round.
4. Casts *disintegrate*, usable once per turn.

Any critical hit scored upon the eye tyrant with a melee weapon will sever one of the smaller eyes. Roll randomly to see which eye is affected. As all elder fiends do, an eye tyrant regenerates 3 hit points per round.

Three times per day, an eye tyrant may attempt to gate another fiend, either a true fiend (at +4 to the FEAT) or another elder fiend (requiring a normal FEAT).

LAMIA

Chaotic Large Elder Fiend; CL 12

AC: 20

Hit Dice: 10d8

FEAT: +11

Move: 30'

Combat: 4 swords (+10 to hit; 2d4 damage)
+ 1 tail (+10 to hit; 1d10 damage)

These monstrous female fiends have the upper bodies of mortal women but the lower bodies of snakes. **Lamia** have four arms, and wield huge scimitars in each hand, attacking with all four each round. Their tails constrict foes on a successful hit. A victim must make a STR check (target 20) to break free of the tail. Targets bound by the tail take damage every round until they break free or the lamia dies. Attempting to break free requires the constricted character to use an action. Those bound by a lamia's tail take -4 to hit rolls while so bound.

A lamia may cast any of the follow castings, once per turn: *charm*; *darkness*; *detect invisible*.

Three times per day, a lamia may attempt to gate another fiend, either a true fiend (at +4 to the FEAT) or another elder fiend (requiring a normal FEAT).

PIT FIEND

Chaotic Huge Elder Fiend; CL 15

AC: 22

Hit Dice: 13d10

FEAT: +13

Move: 60' (fly 120')

Combat: 2 swords (+13 to hit; 2d6 damage)
+ 1 tail (+13 to hit; 2d4 damage)

A 12' tall horror with huge bat-like wings and scaly red skin, the **pit fiend** is the embodiment of nightmares. These terrible fiends wield two swords and also lash out with a whip-like tail. Their tail swipe causes living targets to roll a FEAT or suffer 1 point of damage per round until mystically healed.

Pit fiends regenerate 3 hit points per round.

The pit fiend may cast any of the following castings, once per turn: *detect invisible*; *hold person*; *wall of flame*.

Three times per day, a pit fiend may attempt to gate another fiend, either a true fiend (at +4 to the FEAT) or another elder fiend (requiring a normal FEAT).

MESSARI INTERLOPER

Chaotic Medium True Fiend; CL 9

AC: 14

Hit Dice: 9d6

FEAT: +10

Move: 40'

Combat: Void blade (+9; 1d8+5) or mind attack

An ancient race with the heads of monstrous squid and bipedal, alien bodies, the messari are attuned to the void. While only messari interlopers have been encountered by mortals, other (even more powerful) varieties are believed to exist.

The messari have access to the same stunts available to terran templars, albeit their energy derives from the void. A 9 HD messari has 9 opportunities per turn to perform stunts, and their comparable CHA 16 allows them to attempt both standard and epic stunts, as a templar of level 9.

The messari also have the ability to use a **mind strike**, a psychic attack ability. A messari may use its mind strike at will, but has a limited number of dice to invest in it. A messari receives 2x its HD in damage (using d6) with its mind strike per turn, but may not use more than its HD with any one strike; a 9 HD messari has 18d6 in mind strike damage each turn, but may only use 9d6 on any one strike; it could strike two times that turn for 9d6 damage, three times that turn for 6d6 damage, or once for 9d6 and three times for 3d6. All creatures caught in the area of effect of a mind strike, a cone in front of the messari, 30' long and 30' wide at its end, must roll a FEAT or suffer damage; those who roll a FEAT take half damage.

Messari also wield void blades, comparable weapons to the sun blades wielded by terran templars.

Messari cannot be *compelled*.

THE DEVOURER

The messari are ruled by a creature known as the Devourer. This incredible force of godlike power dwells at the heart of the void, and may in fact be its originator. All Messari are attuned to the Devourer, and this creature is able to see through the eyes of any messari anywhere, at all times.

PART 7: THE GAME MASTER

As the **Game Master (GM)**, you have the most challenging (and most rewarding) role in the game. As the GM, your responsibilities include:

- ◆ Describing the scene
- ◆ Playing the roles of the ‘other creatures’ of the game world
- ◆ Adjudicating the action

However, no matter what, your primary job is to facilitate fun! As long as everyone had a good time (even if characters died), it was a successful game.

DESCRIBING THE SCENE

As the GM, it falls to you to establish the environment, and to explain to the PCs what they experience, depending on their actions. In general, less is more. Aim for a few descriptive words and key details, and allow the players to ask questions to better define the situation. It is tempting to provide a great deal of detail, but by keeping your descriptions simple and direct, you can keep the game moving and keep the players engaged.

Sometimes, you will find it helpful to use a variety of props (such as miniatures or maps) to activate the imaginations of players and help everyone visualize the action.

PLAYING THE OTHER CHARACTERS

As the GM, you are the merchant who barter for the old junker, the gobs who guard the tunnel, and the stone giant lairing at the end. For each of the roles you take on, you should always consider the motivation for the various personalities you assume. What does this character or creature want? What’s important to it? What is it willing to give up? What will it defend? An excellent GM will have different creatures react in different ways, and will vary the motivations and tactics (and maybe even the voices!) of the various creatures the fellowship encounters.

REACTIONS

Many encounters begin with the speaker making a CHA check. A result of 15 or less implies a very hostile reaction, 20 is a success, and 25 or better is a very positive reaction. This means that the shop keep either refuses to make an offer on the junker the PC tries to sell (roll of 15 or less), he low-balls the offer (a roll of 16 to 19), he offers what the player hoped (roll of 20 to 24), or he offers more than what was expected (a roll of 25 or better). Most intelligent creatures will talk before fighting, and will allow a PC to at least try to talk before drawing arms.

ADJUDICATING THE ACTION

As the GM, you are the arbitrator as to whether or not a character succeeded at an action. While no two GMs will rule in the same way every time, a good GM will always be consistent and fair. If you are a 'soft' GM who tends to let players take big risks and who always provides a way out, you are going to be seen as capricious or mean-spirited if suddenly the fellowship encounters a death trap with no escape. In general, a middle ground is best. If the players feel that they can't possibly win – or if they feel that victory is inevitable, and they can't possibly lose – the game loses much of its dramatic heart. Every adventure should have a real possibility of success, and the genuine threat of meaningful loss.

RECORD KEEPING

During play, you should keep track of a wide range of information. You can keep a formal journal, work on a laptop, or simply scribble on scrap paper. With practice, you will find a method that best works for you. In play, keep track of:

- ◆ Hit points of various creatures involved
- ◆ Time for ongoing effects
- ◆ Experience points and treasure awarded
- ◆ Enemies defeated
- ◆ Locations, characters, creatures, and items that may be important later on. If you improvise the name of the captain of the guard, award the players a treasure map, or reveal a snippet of lore about a historical event, you should write this down for future reference.

ABOUT PREPARATION

A successful GM is prepared, meaning that you have familiarized yourself with the scenario and the rules. You know ahead of time how you are going to resolve the most common situations. However, not every situation can be prepared for, and the players will try things you didn't expect. These rules remain intentionally open-ended so that you have flexibility to allow for a wide range of possible outcomes. When you don't know, assign a modifier and roll:

+4 (Target 16). This should be pretty easy for the characters to do.

No modifier (Target 20). This poses a genuine challenge.

-4 (Target 20). This should be quite difficult for the characters to do.

If you can't decide between two options (for example, the wall the PCs try to climb is not easy, but it's not quite a target 20 task), then assign a modifier of +2 or -2 instead. Whenever possible, err on the side of 'winging it' rather than stopping play to look up a rule or consider your options. As you gain experience as a GM, it will become easier for you to make these decisions, and you'll learn to trust your instincts.

EPIC CHECKS AND STUNTS

Whenever a character has an attribute rating of 14 or better, he or she may attempt an epic check or epic stunt. Epic checks/stunts have a base target of 30, and are actions beyond the scope of mortal ability. While solving a difficult equation may require a standard INT check, quickly examining a DNA strand and finding the exact mutation in the string requires an epic INT check.

STANDARD OR EPIC?

When you aren't sure whether a check should be standard or epic, consider two factors: whether it's challenging and/or awesome.

- ◆ If it's neither challenging nor awesome, it may not require a roll, or it requires a standard check at +4 to the roll.
- ◆ If it's either challenging or awesome, but not both, it requires a standard check.
- ◆ If it's both challenging and awesome, it requires an epic check. If it's especially challenging and/or awesome, it probably imposes -4 to the check.

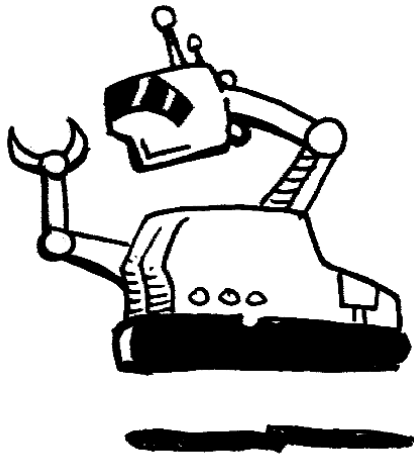
BALANCING THE GAME

Only minimal effort has been made to 'balance' this game. Sometimes, what should be a minor threat turns out to exhaust the resources of the fellowship, and sometimes a seemingly impossible task ends up being quite easy because of the cleverness of a player or a few lucky dice rolls. That is the nature of the game. However, you can use the experience table (page 105) to get a general feeling for how difficult an encounter might be. Add up the XP value of the members of the fellowship (counting their level as their CL), and compare this to the total CL of the encounter you are preparing.

For instance, a fellowship of four heroes each of level 3 (xp value 10 each) has a total XP value of 40; this puts them around CL 5 as a group. It is reasonable to expect them to be able to challenge a CL 5 creature, and they might want to try their hand against a CL 6 creature, but a CL 7 creature is probably going to test them severely. A CL 5 encounter might be against one creature of CL 5, or against 7-10 creatures of CL 2.

There is no reason that you should feel compelled to balance every encounter to match the fellowship! Some encounters will be easy for them, and some may force them to run away, re-group, and come back later – or simply to avoid them altogether! An easier encounter can give the characters a chance to show off, while a more difficult one can really test them. Variety will keep the game more interesting.

Remember too (and remind the players) that you can get by a creature with your wits or with stealth as often as you can with your blaster!



COMMON SITUATIONS

Some other common situations, and how to resolve them, include:

Chasing. Generally, a faster creature will be able to outrun a slower creature. However, you can resolve chases using $1d20 + \text{the move of the creature}$. A creature with move 30' attempting to run down a creature with move 40' rolls $1d20+30$, and the other creature rolls $1d20+40$. It's difficult for a slow creature to chase down a quick one, but it's possible. A movement difference of 20 or more makes this unlikely, unless one of the creatures rolls a natural 1, in which case a FEAT is required or the creature stumbles. **For vehicle chases, roll 1d6 instead of 1d20.**

Climbing. Climbing requires a STR check. Generally, a new check is required every 30'. If a character is trying to climb a 90' cliff face, he may be required to make 3 consecutive STR checks.

Darkness/Vision. A character who cannot see takes -4 to all action rolls; your roll to hit is at -4 while in total darkness, but you roll damage normally if you should strike.

Falling. Take 1d6 damage per 10' fallen, up to a maximum of 10d6.

Leaping and Jumping. A creature can automatically leap its height horizontally, or half of its height vertically. On a successful DEX check (target 20), the creature can leap up to twice its height horizontally, or its full height vertically.

Swimming. All characters are assumed to at least know the fundamentals of swimming. Swimming in normal water is done at -10 to move, while rapids or dangerous waters may force a STR check to keep from being overcome by the water. A character in medium or heavy armor cannot swim, and will automatically sink. Light armor should impose a -4 penalty to STR checks to swim while wearing it.

Travel. You can travel your movement rate in miles in one day (about ten hours) of overland travel on good roads. Travel over rough terrain may cut this in half, while traveling through thick overgrowth will cut this to only 25%. A character with move 30' can travel 30 miles per day on a good road, 15 miles per day through wild lands, and about 8 miles per day through thick overgrowth or very difficult terrain.

HOUSE RULES

The game that inspired this one has a long history of house rules – personalized adaptations of the rules that apply during games you run. You are encouraged to develop house rules that modify these rules in order to tailor the game to the tastes of your group. Some of the house rules that I use in my own game include:

- ◆ Faith mysticism use requires a WIS 6 + the casting sphere you want to use. To use sphere 6 faith castings, you need WIS 12+.
- ◆ If more than 2 players are at the table, I drop individual initiative and always roll group initiative. I don't apply modifiers – it's a straight up contested 1d20 roll between me as GM and the leader of the fellowship. If one side has some reason for an advantage going in, I give +4 to one side. Either all the monsters or all members of the fellowship go first. We go around the table clockwise from me (if I win) or from the person to my left (if the fellowship wins).
- ◆ Auto-level. Sometimes, I feel like the players have been at a certain level for too long, that progress is going a little slowly, or I'd like to up the level of the challenge. Sometimes, we reach the end of a huge quest or massive adventure, and it feels like everyone should have a sense of accomplishment. In these cases, I round everyone up to the next level (or even drop them into the middle of the next level) and we pick up XP from there. This is uncommon, but I have done it from time to time.

Even when you make some changes to the rules, you are still playing the game right! The only warning is this: make sure you have played the game and have a sense of how it works before you start tinkering too much. While it might seem like a good idea to allow characters to take +1 to attack rolls every level (instead of every other level, as the rules now set up), this will be fun at levels 2-3, but when the fellowship hits level 10, you might find out that they automatically hit everything they fight!

CAPPING EXPERIENCE

Some situations may lead to a huge windfall; the PCs manage to steal and sell a huge freighter, collecting 30,000 credits. This would be enough to grant each several levels instantly. In cases like this, you should never award more experience for one event or encounter than what would take a character to the middle of next level.

IN SPACE!

One of the key elements of this game is that it takes place against a cosmic backdrop spread over hundreds of light years. While the game makes no effort to replicate hard science, it is important that you always remember to keep the elements of science fiction at the fore as you run the game.

THE VACUUM

A character stepping into space without protection dies in 1d4 rounds + their CON modifier. A character wearing a vac suit is safe.



GRAVITY

For game purposes, measure gravity in four categories:

- ◆ **Zero.** There is no gravity (in space; on small asteroids). All characters effectively levitate at all times, and no STR checks are ever required to lift or move objects.
- ◆ **Low.** Measure leaping and throwing distance in 10' increments instead of 1' increments. Any STR check to lift or move an object is made at +4.
- ◆ **Moderate.** Gravity is within range of what characters are accustomed to. Make all rolls normally.
- ◆ **Heavy.** Gravity is quite oppressive. Cut leaping and throwing distances in half, and make any STR check to lift or move an object at -4.

STARS

Stars of the Five Systems are of three classes:

- ◆ **Blue Supergiants** are very large, exceedingly massive stars. They emit a blue light, and are the youngest of stars.
- ◆ **Yellow Supergiants** are large, massive, hot stars. They emit yellow light, and are midway through their life cycle.
- ◆ **Red Dwarf Stars** are smaller and less massive, but still quite hot. They emit a reddish light, and are later in their life cycle.
- ◆ **White Dwarf Stars** are the smallest, near the end of their life cycle. They have cooled significantly, and emit a blue-white light.

WORLDS

This category includes all traditional planets as well as large bodies such as moons, asteroids of great size, and other celestial bodies. There are dozens of chartered and settled planets, but many other planet-like objects that have just been discovered, and some which have yet to be discovered.

◆ **Class I Worlds** are barren. These are composed of rock, have little or no atmosphere to speak of, and have none of the resources needed for survival. If Class I worlds are colonized, it is only because every requirement for sustaining life has been brought with. Nothing can grow on a Class I world. Most moons are Class I worlds.

◆ **Class II Worlds** are purely elemental. These are entirely, or mostly, composed of a single elemental force. Gas giants, planets of elemental magma, and planets of pure ice all fall into this category. Generally, Class II worlds are inhospitable, and settlers on such worlds are rare, requiring exceptional protection. Mining colonies are the most common settlements on Class II worlds, since the planets often contain large amounts of one or two valuable elements that may be found in few other places.

◆ **Class III Worlds** are mostly or completely wastelands, covered in sand or ash. These are difficult to live on, have very little water, and sustain only marginal life. With proper protection and care, things can grow on Class III worlds.

◆ **Class IV Worlds** have key elements of survivability (plant life, abundant water, a variety of climates and ecosystems), but also have key challenges to sustaining life (examples include unstable land masses, exceptionally difficult and frequent storms, or the presence of atmospheric conditions such as toxins or instability) that make it impossible for terrans to settle without some accommodations.

◆ **Class V Worlds** are hospitable to terrans and their ilk. They have breathable atmospheres, abundant natural resources, clean water, and general stability. These planets have largely been colonized or settled, and are often home to a wide diversity of life, both vegetable and animal.

WORLD SIZES

- ◆ **Minor worlds** have a diameter of less than 1,000 miles
- ◆ **Small worlds** have diameters between 1,000 and 5,000 miles
- ◆ **Medium worlds** have a diameter of 5,000 to 25,000 miles
- ◆ **Large worlds** have a diameter in excess of 25,000 miles

COMMUNICATIONS

Communications are generally available instantaneously among most comm setups between creatures in the same system. However, communication between systems is often done via comm drones, robots that take the communication and travel via jump drive to the destination system. This means that most communications between systems take several hours, or even up to a day.

Most communication has **standard encryption**, requiring a standard INT check at -4 to decode or hack. Communication with **advanced encryption** requires an epic INT check to decode or hack.

Advanced comm systems allow **jamming**. The operator makes a contested INT roll (at +4) against the INT of the communications operator they are attempting to jam. If successful, communications are jammed for 1 turn.

OTHER TECHNOLOGIES

A number of other technologies exist, and players may (and should) run into these. None of these are common technologies, but you may decide to include them in your game...

- ◆ A **force field** is a barrier that has AC 10 + its level, and which has its level d6 hit points. A *force field 5* has AC 15 and soaks 5d6 damage before falling. The *force field* blocks physical attacks from both without and within, although mental attacks continue to work normally. Roll for the hit points of a *force field* every time you generate one.

- ◆ A **teleportation** device teleports whatever is in the affected field to another location. Typically, teleportation devices have a range limit (possibly no more than 100 miles per level of the teleportation device), and may require a successful INT check to operate. No teleportation devices have been developed by the allied species, but some believe that the forces of the void possess such technology.

- ◆ **Time travel** should be included in your game with great care. Time travel, by its nature, changes reality, giving an automatic 'do over' for events. Some Game Masters may restrict time travel from their games altogether. However, if time travel is allowed, it should automatically come with at least one, and possibly several, restrictions on its use, and should always carry great risk.

- ◆ **Computers** are generally easy for most characters to operate and maintain. However, if a roll is needed to operate or gather information from a computer, resolve this as an INT check.

PART 8: EXPERIENCE AND WEALTH

As the GM, it falls to you to award **Experience Points (XP)**, typically at the end of the game session. In general, half of a character's XP will come from defeating creatures, while half will come from the wealth he earns or finds. This is NOT a hard and fast rule; a fellowship of soldiers who defend a frontier outpost from various dangers will likely derive the majority of their experience from the enemies they defeat, while a group of rogues that makes its living scavenging derelict starships will earn the majority of their XP from the wealth they recover. A group that explores a ruin to defeat its denizens and plunder their wealth will probably come close to a 50/50 split over the course of their careers.

When determining treasure, roll 1d20 + the creature's CL against the targets listed below for any creature defeated in its lair. Remember also that some creatures have specific notes about treasure that they may have (or not have) in their lair, or which they carry.

DIVIDING TREASURE AND XP

While XP is generally distributed at the end of the game session, wealth is probably divided up as it is found. The players should determine how wealth is distributed: a character who takes a suit of armor may willingly give up some of the credits found, for instance. However, XP is always divided evenly. If the encounter was worth 50 XP and there were four PCs in the fellowship, each PC earns 13 XP (50/4, rounded up). Remember too that if a PC did something during that encounter that ties to his **purpose** (page 29), that PC earns +1 XP.

MONETARY WEALTH

To determine if a foe has wealth, roll 1d20 + CL, target 15. If successful, the creature has wealth (a result of 1 always fails a check for wealth). For the value of the wealth, roll 1d10 and multiply the result by the multiplier (see next page). Convert this to a value in gold credits.

**For every 1 gc of wealth recovered or earned,
award 1 XP (rounding up) to the fellowship.**

SAMPLE WEALTH

The fellowship defeats a large predatory mammal that resembles a huge wolverine (CL 4) in its lair, and the GM checks for wealth. He rolls 1d20+4, target 15. On a roll of 11 or better, the creature has wealth valued at 1d10 x5 gc. If the GM rolls 7 on 1d10, the creature has wealth valued at 35 gc. The GM decides that the skin of the animal is in excellent shape and is quite rare, fetching a high price at local markets. Since the total value of this wealth is 35 gc, the GM awards 35 XP to the fellowship for this wealth; this XP will be divided evenly among all members, even if only one of them takes the skin to sell later on.

EXPERIENCE AND TREASURE BY CHALLENGE LEVEL

CL	XP Value	Monetary Value	CL	XP Value	Monetary Value
0	1	1d10 sc	11	250	1d10 x 50 gc
1	2	1d10 gc	12	300	1d10 x 60 gc
2	5	1d10 x2 gc	13	350	1d10 x 70 gc
3	10	1d10 x3 gc	14	400	1d10 x 80 gc
4	20	1d10 x5 gc	15	450	1d10 x 90 gc
5	35	1d10 x7 gc	16	500	1d10 x 100 gc
6	50	1d10 x10 gc	17	550	1d10 x 110 gc
7	75	1d10 x15 gc	18	600	1d10 x 120 gc
8	100	1d10 x20 gc	19	650	1d10 x 130 gc
9	150	1d10 x30 gc	20	700	1d10 x 140 gc
10	200	1d10 x40 gc	21+	(+50 per)	(+10 gc per)

HOW WEALTH APPEARS (ROLL 1d6)

Roll	Form Wealth Appears In
1-2	Credits
3	Valuable items such as jewelry, gems, or pieces of art
4	Weapons, armor, or equipment from the section on gear
5	Salvage materials (fuel, vehicle components, spare parts)
6	Hides, skins, trophies, or, collectibles

RELICS

Although quite rare, there remain magical relics of the ancient past, mystical items imbued with power. These are never found randomly, but should be carefully placed by GMs as appropriate. A number of such items are listed in *Saga of the Splintered Realm*.

APPENDIX A: THE FIVE SYSTEMS

Shards of Tomorrow is set in a mythic future. Instead of a detailed timeline of the history of the Shard Cluster, here's a 'broad strokes' overview of the setting. I trust that you can fill in the missing pieces as you go:

The Five Systems, or Shard Cluster, is a grouping of five star systems (at one time consisting of six total stars, but now five and a black hole) that revolve around each other in relatively close proximity. These stars are all within 25 light years of each other.

KEY HISTORICAL EVENTS

The Purge. The Purge was a period of several hundred years, when the armies of terran people, allied by their affiliation with the Church of Light, wiped out dozens of monstrous races and creatures that had plagued them for centuries, driving creatures such as dragons and other species to extinction, and cleansing the world of the blight of undead. The era of the purge ended with the discovery of life on other planets, and the development of a jump drive that would allow travel between systems. The initial jump drives were only 1% as powerful as the weakest of current drives, requiring weeks to move between systems.

Rise of the Guilds. Starting about 100 years ago, the discovery of a bevy of natural resources in other systems, and on other worlds, lead to a rapid exploration and colonization across the Five Systems. Law was skirted in favor of progress, and slavery of races such as gobs and orak was legalized, forcing these creatures into labor on distant worlds to turn guild profits. The power of the Church of Light began to fade, as fewer adherents were drawn into the fold, and commerce slowly took the place of faith.

The War of the Guilds. Starting about 60 years ago, as the primary planets had been claimed and colonies established, rival guilds began to war against each other, throwing the Five Systems into chaos. Ten years of terrible strife ended with the establishment of the Confederacy of Stars, a governing body that would supersede the guilds and provide order and stability across the Five Systems.

Height of the Confederacy. Starting 50 years ago, and lasting for almost two decades, the Confederacy established a powerful army, developed a wide array of new technologies, and brought unprecedented peace and security across the Five Systems. The Confederacy ended the practices of slavery with the Freedom Mandate, unshackling the gob and orak. However, they also understood the danger these races presented, especially the orak, and the Confederacy established two planets for the orak to colonize.

The Orak War. Thirty years ago, a powerful guild, hard-pressed by the actions of the Confederacy, secretly provided the orak with infrastructure and technology to strike back against the Confederacy. Launching thousands of raids from their two home worlds, the orak dealt painful blows against the Confederacy, weakening it considerably. The orak were eventually driven back to their homes. Those on the planet Iago took a desperate course of action; they caused their own sun, Othello, to supernova. This created a black hole into the void, an other-dimensional realm of darkness and death, allowing fiends, undead and a new race, the messari, to cross over.

The War of the Shadow's Rift. Starting twenty years ago, the forces of the void launched a series of attacks against the Confederacy and its allies, shattering the capital world of Ariel and decimating a number of key holdings of the Confederacy, effectively crushing the Church of Light. For some reason, the forces of the void turned back before claiming final victory, and most believe it is only a matter of time before the void armies launch one final strike that destroys all of creation.

Now. It has been ten years since the last great campaign against the Confederacy wiped out most of its infrastructure. The Confederacy continues to exist in name, although its influence and power are negligible, completely disregarded on most planets. Adherents of the light are few, their temples relegated to lost worlds and distant lands. The guilds have come back into power, as money and competition have supplanted order and peace. The guilds, having learned their lessons from the past, have avoided all-out war with one another, forming a Council of Guild Masters to oversee and settle their various disputes. Large sections of the Five Systems sit in ruin, derelict starships float in space or gather in massive junkyards, and petty warlords grasp at power, while the threat of the void looms over all.

A CLUSTER OF STARS

The cluster of stars that makes up the Five Systems (or Shard Cluster) include Prospero, the Crossed Stars of Romeo and Juliet, Hamlet, Macbeth, and Othello (once a star, but now a massive black hole leading into the void). Each of these systems is within 25 light years of each other, putting each within a day's travel with the use of a jump drive, which in the last few decades has come into common use.

DISTANCES BETWEEN SYSTEMS (IN LIGHT YEARS)

	Prospero	R+J	Hamlet	Macbeth	Othello
Prospero	--	10 LY	12 LY	18 LY	25 LY
R+J	10 LY	--	20 LY	11 LY	23 LY
Hamlet	12 LY	20 LY	--	24 LY	21 LY
Macbeth	18 LY	11 LY	24 LY	--	16 LY
Othello	25 LY	23 LY	21 LY	16 LY	--

BEYOND THE FIVE SYSTEMS

The Five Systems are not attached to a galaxy, but are instead a wandering cluster that moves between two larger galaxies. Each of these other galaxies is at least 10 million light years away, making travel to these other galaxies virtually impossible until much more powerful jump drives, or alternate methods of travel, are developed.

THE FRINGE

The Fringe is a huge field of minor bodies and cosmic dust that seems to surround and flow around the Five Systems, at a distance of somewhere near 10,000 light years away. A handful of long-term missions were sent by the Confederacy to explore the Fringe, but little is still known about this mysterious and vast region of darkness.

KEY WORLDS

Each system is listed over the next few pages, with an overview of the most important worlds following. There are a number of other minor worlds not covered here, but which are left for GMs to populate on their own, and many of the moons have their own ecosystems, political forces, and inhabitants that could be further developed.

THE PROSPERO SYSTEM

Prospero is the original system of the Confederacy, and was once the most settled and prosperous, but now is (largely) in ruin. The vast Celestial Sea connects the thousands of small fragments of what was once the planet Ariel.

World	Size	Class	Gravity	Moons
Antonio	Medium	III	Normal	2
Celestial Sea	Huge	V	Normal	1
Caliban	Huge	V	Normal	1
Sycorax	Small	V	Normal	3
Alonso	Medium	V	Normal	2
Ceres	Small	II	Normal	1

ANTONIO

Once a Class V world, extensive bombing has reduced Antonio to a Class III world, and only marginally so. Most estimates are that it will be at least 10 centuries before this ashy, radiated land can again sustain life.

THE CELESTIAL SEA (RUINS OF THE PLANET ARIEL)

When the messari destroyed the planet Ariel, home world of the Confederacy, the Celestial Sea was born in its wake. The Celestial Sea is a vast band of planetoids and asteroids that are caught within a large gravity field, rotating within a massive, 50-mile-wide ring with a diameter of nearly 100,000 miles. A common atmosphere runs throughout the Celestial Sea, connecting tens of thousands of asteroids, some as small as a building, and a handful as large as a continent, across a vast expanse. Travel within the Celestial Sea is possible with atmospheric flight, but only starships may move in or out of the sea.

While many of the rocks are barren, a significant number sustain life, have small deposits of water, and have independent ecosystems. Dozens are large enough that they have been settled, and hold small colonies of settlers or, in some cases, entire cities. The largest such city, Miranda, houses the last Church of Light from Ariel, and many believe it is the power of this church that has allowed the Celestial Sea to remain despite the destruction of Ariel.

Ariel’s broken moon Ferdinand continues to orbit around the Sea, following it through the heavens.

CALIBAN

Caliban is a savage planet boasting a wide range of flora and fauna, hosting many of the most monstrous and unusual of creatures in the Five Systems. A hollow world, Caliban has as much diversity under its surface as above, and vast worlds of ancient creatures roam incredible underworld vistas heated by natural hot springs and lit by radiant minerals. Caliban is the home world of the kobo, who live in small clans both on and below its surface.

SYCORAX

A planet of thick swamplands, Sycorax is the homeland of the various spider kin, as well as large numbers of intelligent arachnids. Sycorax is also home to a tribe of ancient hags, spirit women of great power and evil. A number of monstrous insects and huge amphibious beasts lair here as well, and rumors persist that the last of the dragons may also dwell on Sycorax.

ALONSO

A small, thickly-forested planet, Alonso was settled by terrans a century ago, with settlers working diligently to form city states that made minimal impact on the surrounding ecosystems. The planet is largely unsettled and pristine, but fears abound that Terra Minor will be the next target of the Messari, since its beauty and peacefulness are inherently painful to void creatures.

CERES

A gaseous world, Ceres contains many large pockets of crystal deep beneath its poisonous surface. Thousands of mining operations from fixed platforms operate on this planet, and its atmosphere is filled with thick pollution from the overwhelming presence of industrialization.

THE CROSSED STARS SYSTEM

Romeo and *Juliet* are binary stars, both white dwarfs. Although neither star would emit enough energy to support life on planets, their combined heat sustains the planets orbiting them.

World	Size	Class	Gravity	Moons
Tybalt	Small	III	Normal	3
Montague	Large	V	Normal	1
Capulet	Medium	IV	Normal	2
Friar	Small	V	Normal	1
Benvolio	Minor	II	High	2

TYBALT

A barren, dry, hot planet, Tybalt has warring bands of gobs and monstrous insects living in small pockets across its landscape. A large and ferocious breed of insects, called by locals ‘the darkling’, emerge only at nightfall. Waste worms are also common here.

MONTAGUE

Lush and wild, Montague has plentiful natural resources including a variety of minerals and spices. Montague has mostly saltwater, so freshwater filters are typically in large demand.

CAPULET

Although a generally hospitable and lush planet, Capulet suffers from a toxic atmosphere with constant acidic rainstorms that rage across its surface. The trades guilds have constructed a dozen bio-cities here, domed environments to support mining operations to recover a number of the metals used in starships. The largest of these bio-cities, Verona, embodies the worst of them, with a large population, low law enforcement, and an active criminal underworld.

FRIAR

The furthest planet from the sun, Friar is a planet covered in a vast freshwater sea with thousands of islands dotting its expanse. These islands are generally mountainous and wild, covered in a wide range of plant life. The Nuaru have claimed Friar as their new home world, with hundreds of clans settling islands across the world. Although there are few large land animals, the seas teem with massive sea creatures.

THE HAMLET SYSTEM

Hamlet is a system in conflict, with a number of planets rotating some distance from its incredibly hot blue supergiant of a star.

World	Size	Class	Gravity	Moons
Ophelia	Small	IV	Normal	3
Laertes	Medium	V	Normal	1
Claudius	Large	IV	Normal	5
Horatio	Medium	V	Normal	1
Polonius	Large	II	High	13
Rosencrantz	Small	II	High	0
Guildenstern	Small	II	High	0

OPHELIA

Covered in 99% salt water, Ophelia has two small, swampy land masses at her north and south poles. These waters are the home to the trog and abundant sea life; the trog dwell in great underwater cities, in the shallow waters that cover the planet. Sea caves litter the bottom of the waters, and these descend many miles into darkness, where many dark things dwell.

LAERTES

Laertes is a mountainous and savage world, populated by gobs and other assorted riff-raff. Dozens of minor races dwell here, settled in a number of city states. Might is law here, as warring factions constantly skirmish with each other and the huge beasts that roam this world.

CLAUDIUS

The planet of volcanoes, Claudius is now the home world of the orak, who dwell in mighty fortresses that they have erected among the volcanoes, seas of magma, and pools of lava that dot the landscape. They have learned to grow hardy potato-like roots in the harsh landscape and to cultivate moisture from the atmosphere, providing sustenance but little more. The orak mine valuable jewels and gems from their world, using these to barter with less scrupulous guilders on other worlds.

HORATIO

A world out of time, Horatio is strangely anachronistic, with its technology, cities, and ways of life several thousands of years behind the current age. It is populated with mostly terrans and gnorom who fled here hundreds of years ago to form a new colony. Steam is the primary method of mechanical propulsion. Some theorize that Horatio sits on a temporal displacement of some kind, as time flows at a different rate on the planet's surface. For every year spent on Horatio, ten years pass in the rest of the Cluster. The people are generally aware of the existence of the rest of the Cluster, but have little interest in the affairs of other-worlders. During the height of the Confederacy, a mandate made interference with Horatio illegal, and the planet has enjoyed several decades of relative seclusion from the rest of the Cluster, although it seems like only a few years to its citizens.

POLONIUS

A gas giant, Polonius boasts tremendous natural resources beneath its tempestuous surface. Hundreds of sky fortresses controlled by cloud giants float across its upper atmosphere, shaping the storms and mining deep into the planet's core to draw out her incredible resources. Dozens of different air elementals, each attuned to a different specific gas, war with each other across the planet's aerie surface.

ROSENCRANTZ AND GUILDENSTERN

These twin planets are purely elemental, rotating around each other. Rosencrantz is a ball of flame, while Guildenstern is a frozen wasteland. Both are inhabited by a number of formidable elemental beasts and a wide range of elementals.

THE MACBETH SYSTEM

Macbeth is a dark and backwards system of savage peoples. The small planets orbiting this relatively cold red star are generally inhospitable and barren, but with rich natural resources and pockets of civilization.

World	Size	Class	Gravity	Moons
Banquo	Medium	V	Normal	3
Malcolm	Small	IV	Normal	5
Donalbain	Medium	IV	Normal	1
Macduff	Medium	III	Normal	2
Duncan	Small	I	High	7

BANQUO

The most hospitable of the worlds in this system, Banquo is relatively cold and rocky, but produces some vegetation and has a wide range of hardy creatures living across its landscape. There are no seas or oceans, but a series of deep lakes, the Lochs of Banquo, hold significant freshwater as well as myriad great beasts. Several powerful fortresses are ruled by a collective of lords called the Thanes of Banquo.

MALCOLM

Once a desolate and bare world, Malcolm was colonized for the rich minerals buried deep in its soil. Mining operations were governed largely by machines that eventually developed sentience and began replicating themselves. Now, Malcolm is entirely controlled and populated by a massive machine that seeks only to draw forth resources to expand itself. All other life on Malcolm has been wiped out.

DONALBAIN

This thickly-forested planet is covered in constant twilight and shadow. Lush forests have adapted that thrive in minimal sunlight. Frequent and massive earthquakes routinely shake the planet’s surface.

DUNCAN

A world of liquid quicksilver, the surface of Duncan is semi-solid, with a thick, murky fluid making up the entire planet. Thousands of stations dot the landscape, large refineries that draw fuels and minerals from the planet’s core. A powerful guild, the Miners of Duncan, has become the most powerful guild in the Five Systems, with its own standing army that exceeds the current membership of the entire Confederate Army.

THE OTHELLO SYSTEM

Othello was once the primary system of the guilds, with a number of worlds boasting incredible natural resources. This became the system of the orak, since millions of orak slaves were brought here to mine the worlds during the era of the guilds.

This system now serves as the location of the Shadow's Rift, the black hole leading into the void. Two planets orbit the black hole, Desdemona and Iago. Both are barren worlds teeming with dark forces. However, both also have the remains of valuable artifacts and relics of the times before buried deep underground.

Several other former worlds continue to float aimlessly through the system, planets of once-fertile life now reduced to desolate wastelands.

World	Size	Class	Gravity	Moons
Desdemona	Large	I	High	3
Iago	Large	I	High	5
Cassio	Medium	I	Medium	2
Roderigo	Medium	I	Medium	1
Emilia	Small	I	Low	1

DESDEMONA

The shadow planet, Desdemona is a haunted world, populated by spirits. The suffering on the planet’s surface is palpable, and the dark energy of the place is nearly overwhelming. A massive temple to the dead goddess Yahalla still remains, and a stalwart guard watches over her ancient artifacts, standing as a last line of defense against a tide of evil.

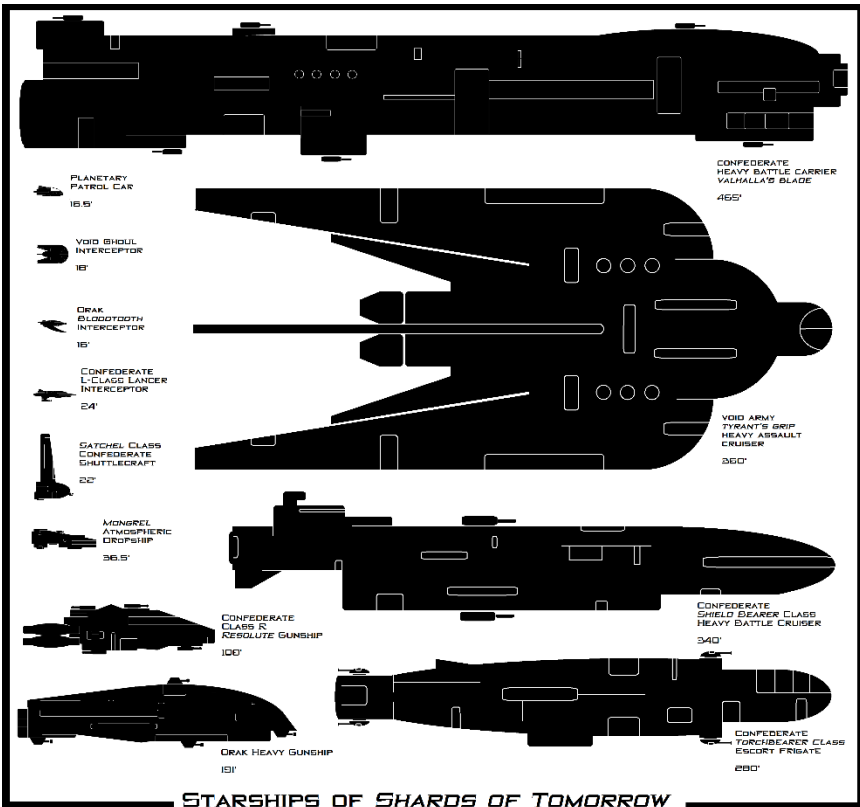
IAGO

The planet of death, Iago appears as a terran world in eternal darkness. Undead roam the surface, and creatures such as vampires lord over mighty holdings, ruling over shadow forests from dark fortresses.

APPENDIX B: STARSHIPS

A large number of craft, from the smallest of interceptors to the largest of heavy battle carriers, move through space within and between the Five Systems. This appendix provides an overview of the most common or most notable ships.

Note that the ships presented represent the craft in their most common or factory condition. War and time have wrought drastic changes on many craft, and the ships that the players encounter are likely to be quite a bit different than those presented here.

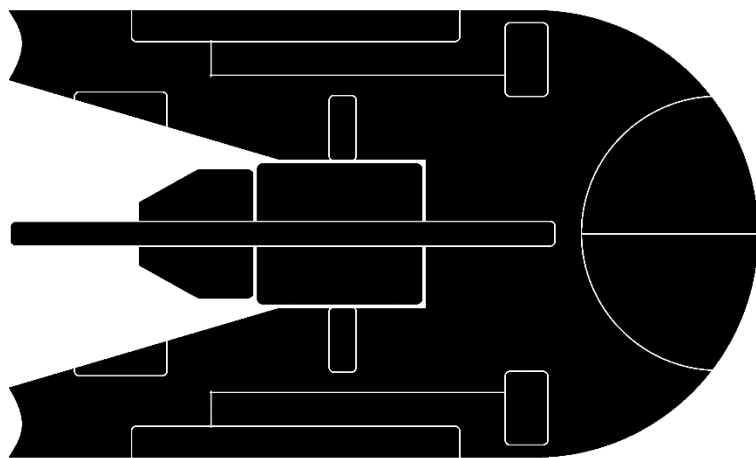


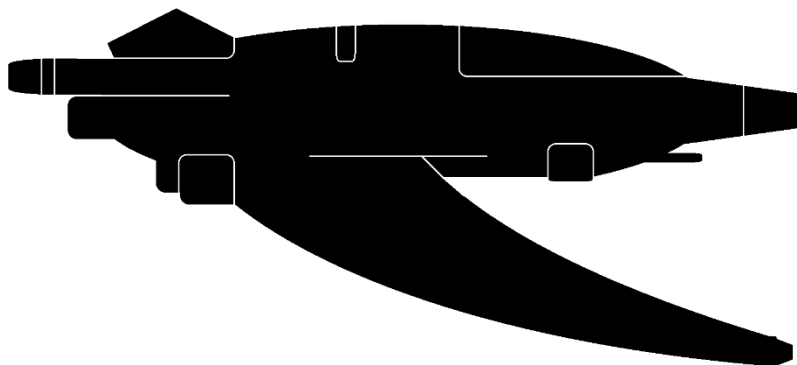
VOID GHOUL INTERCEPTOR

Light Starship; 18'

Armor Class	14 (up to 16)
Control	+2
Hit Dice	3d10 (15 hp)
Hull	3
Shields	6 (1 zone)
Speed	14
Jump Drive	None
Dependability	10
Upgrade	50 +1d100 sc
Maintenance	2d6 sc
Armaments	1 ultralight phase cannon (+1; 3d10; 1 mile)
Complement	None
Crew	1
Passengers	None
Cargo	None
Escape Pods	None
Value	12,500 sc

The common interceptor of the void, these are typically piloted by ghouls. These often swarm in large numbers. Due to their lack of a jump drive, these interceptors are almost always found in close proximity to a Void Heavy Assault Cruiser.





ORAK BLOODTOOTH INTERCEPTOR

Light Starship; 16'

Armor Class	16
Control	+0
Hit Dice	5d10 (25 hp)
Hull	6
Shields	10 (1 zone)
Speed	10
Jump Drive	x1
Upgrade	50 + 1d100 sc
Dependability	14
Maintenance	2d6 sc
Armaments	1 light blast cannon (4d6; 1 mile)
Complement	None
Crew	2
Passengers	None
Cargo	1 ton
Escape Pods	None
Value	14,000 sc

The workhorse of the Orak Empire, the Bloodtooth is a durable and dependable interceptor, capable of long-range missions. The pilot and gunner occupy separate positions within the relatively roomy cockpit.

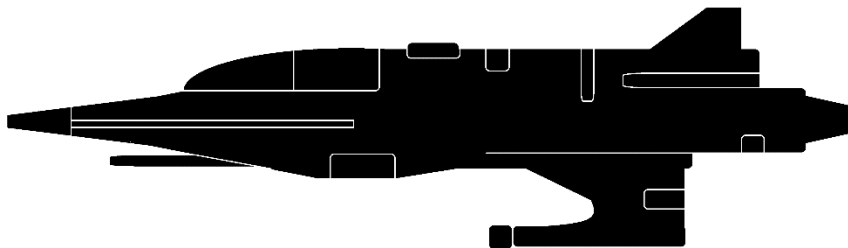
CONFEDERATE L-CLASS LANCER INTERCEPTOR

Light Starship; 24'

Armor Class	14 (up to 17)
Control	+3
Hit Dice	4d10 (20 hp)
Hull	4
Shields	12 (2 zones)
Speed	16
Jump Drive	x1
Upgrade	50+ 1d100 sc
Dependability	12
Maintenance	2d6 sc
Armaments	1 light pulse cannon (+1; 4d8; 3 miles)
Complement	None
Crew	1 or 2
Passengers	0 or 1
Cargo	1 ton
Escape Pods	None
Value	15,000 sc

The Lancer was the heart of the Confederacy, the symbol of its power and law. While the heavy carriers represented the might of the Confederacy, the Lancer represented its ubiquity. Every outpost of the Confederacy on every planet was defined by one characteristic: the presence of Lancers.

Large numbers of Lancers came into the black market after the fall of the Confederacy. However, since a civilian version was never produced, all Lancers are still 'officially' the property of the Confederacy (such as it is), and remaining Confederate officers often view possession of a Lancer by someone not belonging to the Confederacy as an act of treason.



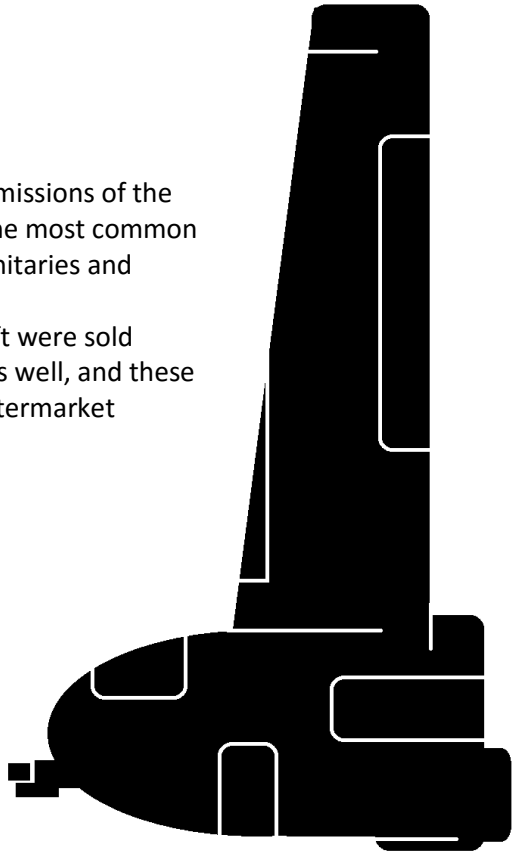
SACHEL-CLASS CONFEDERATE SHUTTLE

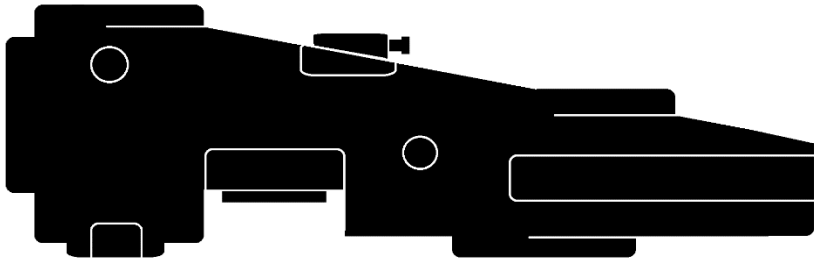
Light Starship; 22'

Armor Class	12 (up to 13)
Control	+1
Hit Dice	4d10 (20 hp)
Hull	2
Shields	6 (1 zone)
Speed	10
Jump Drive	x1
Upgrade	50 +1d100 sc
Dependability	12
Maintenance	5d6 sc
Armaments	1 heavy blast rifle (3d6; 120')
Complement	None standard
Crew	2
Passengers	12
Cargo	2 tons
Escape Pods	1
Value	20,000 sc

Primarily used for non-combat missions of the Confederacy, the Satchel was the most common form of transport for minor dignitaries and those in non-combat zones.

A large number of these craft were sold among the civilian population as well, and these are commonly sought on the aftermarket for tinkering and upgrading.





MONGREL ATMOSPHERIC DROPSHIP

Light Starship; 36.5'

Armor Class	16 (up to 17)
Control	+1
Hit Dice	4d10 (20 hp)
Hull	5
Shields	10 (1 zone)
Speed	12
Jump Drive	None
Upgrade	50 +1d100 sc
Dependability	14
Maintenance	2d6 sc
Armaments	1 light blast cannon (4d6; 1 mile)
Complement	typically 1 Manticore hover tank
Crew	2
Passengers	typically up to 20 troops
Cargo	2 tons (beyond dropship capabilities)
Escape Pods	none
Value	25,000 sc

So named because of its ungainly appearance, the Mongrel is a stout dropship, able to travel in space for short periods of time (up to 6 hours). It is used primarily to carry troops, supplies, and small vehicles to the surface of planets.

The large numbers of Mongrels remaining after the fall of the Confederacy, and their adaptability, have made these popular junkers.

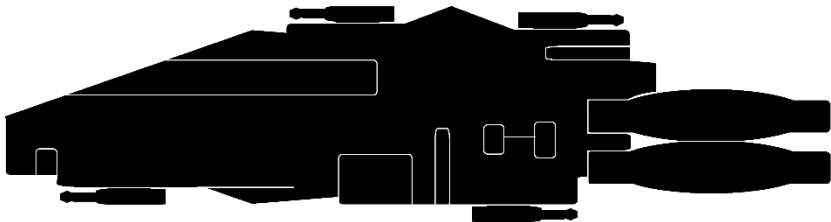
The internal cargo capacity of 2 tons is in addition to the external hook system which is able to carry a medium planetary vehicle to or from a planet's surface. While carrying a vehicle, the dropship takes -2 to both armor class and control.

CONFEDERATE CLASS R RESOLUTE GUNSHIP

Medium Starship; 108'

Armor Class	17 (up to 18)
Control	+1
Hit Dice	6d12 (36 hp)
Hull	8
Shields	20 (2 zones)
Speed	14
Jump Drive	x2
Upgrade	400 + 1d100 sc
Dependability	12
Maintenance	5d6 sc
Armaments	4 Medium Pulse Cannons (+1; 5d8; 4 miles)
Complement	None
Crew	6
Passengers	40
Cargo	5 tons
Escape Pods	4
Value	175,000 sc

This craft has been pressed into service throughout the Confederacy, routinely called upon to serve in combat operations. These craft often served as planetary patrol vehicles, scout ships, and escort vehicles for medical, cargo, and supply ships.



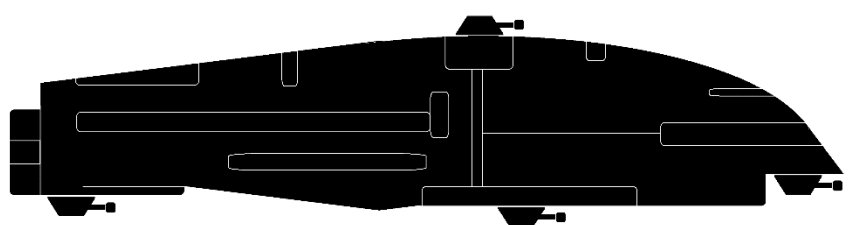
ORAK HEAVY BATTLE GUNSHIP

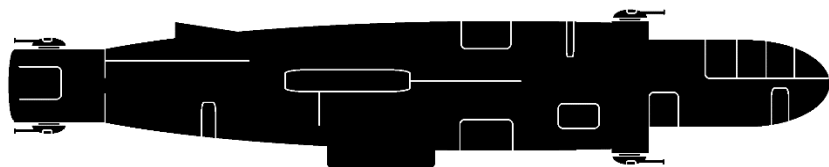
Medium Starship; 191'

Armor Class	18
Control	-1
HD	8d12 (48 hp)
Hull	8
Shields	30 (2 zones)
Speed	10
Jump Drive	x1
Upgrade	400 + 1d100 sc
Dependability	15
Maintenance	2d10 sc
Armaments	3 Heavy Blast Cannons (+1; 6d6; 3 miles)
Complement	5 Bloodtooth Interceptors
Crew	7
Passengers	60
Cargo	15 tons
Escape Pods	None
Value	225,000 sc

The largest ship developed by the orak so far, the Bloodtooth has enabled the orak to bring their war to the far corners of the Five Systems, even though their ability to colonize and settle is limited. Most often, these are used to propel raiding parties upon smaller, relatively defenseless outposts in remote places, pillaging and raiding.

Full schematics of an Orak Heavy Gunship are provided in Appendix D, page 132.





CONFEDERATE TORCHBEARER-CLASS ESCORT FRIGATE

Heavy Starship; 280'

Armor Class	16
Control	-4
Hit Dice	12d20 (120 hp)
Hull	10
Shields	40 (4 zones)
Speed	12
Jump Drive	x2
Upgrade	2,000 + (1d10x100) sc
Dependability	12
Maintenance	10d6 sc
Armaments	4 light pulse cannons (+1; 4d8; 2 miles)
Complement	4 Satchel-Class Confederate Shuttles
Crew	12
Passengers	300
Cargo	250 tons
Escape Pods	12
Value	1.5 million sc

The versatile Torchbearer-class escort frigate was used by the Confederacy in a number of capacities, each ship heavily modified for its unique mission: medical ship, ambassador ship, supply ship, cargo carrier, or even house flagship. Its size offsets some of its combat limitations, and it often depended on smaller escort craft to provide protection in the event of conflict. Hundreds of these were produced, and many remain in service in the hands of all manner of captains, ranging from the most honest to the most ruthless.

CONFEDERATE SHIELD-BEARER CLASS

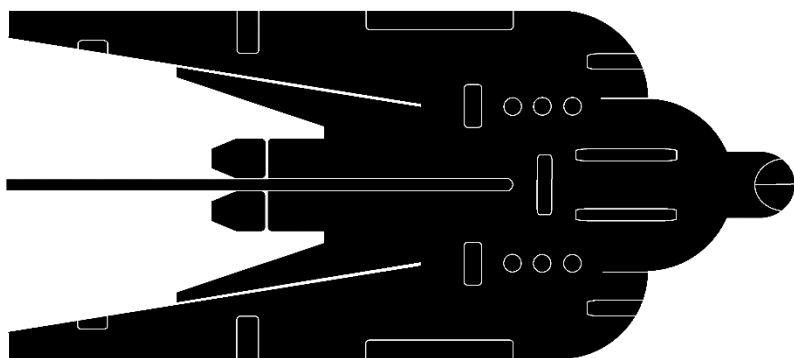
HEAVY BATTLE CRUISER

Heavy Starship;

Armor Class	18
Control	-4
Hit Dice	14d20 (140 hp)
Hull	12
Shields	60 (4 zones)
Speed	14
Jump Drive	x3
Upgrade	2,000 + (1d10x100) sc
Dependability	12
Maintenance	10d6 sc
Armaments	2 heavy pulse cannons (+2; 6d8; 8 miles) 6 light pulse cannons (+2; 4d6; 2 miles) 2 medium plasma torpedo tubes (+1; 6d12; 15 miles) 12 medium plasma bombs (8d12; 100' blast radius)
Complement	4 Lancer Interceptors 1 Mongrel Atmospheric Dropship
Crew	14
Passengers	400
Cargo	400 tons
Escape Pods	20
Value	2 million sc

Most planet-level skirmishes of the Confederacy were decided by Shield Bearers. These warships appeared in large numbers, released in three series over the course of 25 years. They became the backbone of the Confederate armies, the first responder to military threats throughout the Confederate Systems. Even after the fall of the Confederacy, many of these remain in service, although not all are still under the command of Confederate leadership.





VOID ARMY HEAVY ASSAULT CRUISER

Heavy Starship; 360'

Armor Class	19
Control	-6
Hit Dice	16d20 (160 hp)
Hull	12
Shields	60 (4 zones)
Speed	16
Jump Drive	x5
Upgrade	2,000 + (1d10x100) sc
Dependability	15
Maintenance	10d6 sc
Armaments	12 Medium Phase Cannons (+1; 5d10; 6 miles) 24 Phase Bombs (10d10; 150' blast radius)
Complement	24 Void Ghoul Interceptors
Crew	18
Passengers	500
Cargo	500 tons
Escape Pods	None
Value	3 million sc

The symbol of the presence of the void armies within the Five Systems, Void Army Heavy Assault Carriers are able to quickly traverse great distances, bringing savage destruction. In the past, the void armies have dispatched as many as six of these at once to besiege a planet or defeat an enemy fleet.

VALHALLA'S BLADE, HEAVY BATTLE CARRIER

Heavy Starship; 465'

Armor Class	20
Control	-8
Hit Dice	18d20 (300 hp)
Hull	15
Shields	80 (4 zones)
Speed	16
Jump Drive	x4
Upgrade	2,000 + (1d10x100) sc
Dependability	14
Maintenance	12d6 sc
Armaments	6 heavy pulse cannons (+2; 6d8; 8 miles) 12 light pulse cannons (+2; 4d8; 2 miles) 4 heavy plasma torpedo tubes (+2; 8d12; 20 miles) 24 heavy plasma bombs (+1; 10d12; 250' blast radius)
Complement	12 Lancer Interceptors 2 Mongrel Atmospheric Dropships 4 Planetary Patrol Cars
Crew	24
Passengers	800
Cargo	1,500 tons
Escape Pods	24
Value	5 million sc

At its height, the Confederacy of Stars maintained twelve battle carriers. These were the might of the Confederate Fleet, the symbol of her power and the manifestation of her law.

The Battle Carrier Valhalla's Blade was assigned to a mission to explore the Fringe, a two-year mission to gather intelligence and record activity amid the small planetoids, asteroids, and cosmic dust in sector thirteen. Under the command of Captain Rills, Valhalla's Blade was at the far edge of explored space when the distress call came in. The Shadow's Rift had been opened.

Captain Rills returned immediately, but it was already too late. The entire fleet had been devastated, wiped out by the awesome power of the armies of the void. Now, Valhalla's Blade represents the last vestiges of the Confederate Army, carrying her last hope across the Five Systems.

APPENDIX C: THE ORAK

The orak are presented not as a creature race, but as another complete archetype. This archetype is not available to player characters, but is provided for GMs to use in developing their own orak, members of a mighty and dangerous species.

ORAK SHOCK TROOPER

FEAT 5 + Level Modifier
+ STR modifier

Armor Heavy

Weapons Heavy

Talents Levels 4, 8, 12

Abilities Darkvision (60')
2-handed fighting
+1 to Armor Class
+LM to STR rating

As an orak shock trooper, you are a member of a cruel and violent race. You once served as a slave to others, but those days are gone, and now you are the strongest people of the Five Systems. Utter subjugation of all others is the only path. All Orak Shock Troopers are chaotic. Your natural physical gifts give you +1 to your Armor Class, and allow you to add your LM to your STR rating.

Orak Shock Trooper Soldier (level 2)

AC 15; HD 2d6 (hp 10); FEAT +8; Move 40'; blast rifle (+2; 2d6/60')
Medium Shell Armor (+3); 1 blast grenade

Orak Shock Trooper Captain (level 4)

AC 17; HD 4d6 (hp 20); FEAT +10; Move 40'; modified blast rifle (+4; 2d6+1; 60')
Heavy Shell Armor (+5); 2 blast grenades

Orak Shock Trooper Commander (level 6)

AC 17; HD 6d6 (hp 30); FEAT +12; Move 40'; modified blast rifle (+4; 2d6+2; 60')
Heavy Shell Armor (+5); 2 blast grenades

APPENDIX D: INTRODUCTORY ADVENTURE

Introduction: The Orak Heavy Gunship is a sign of the might of the Orak Empire, of their renewed efforts to assault the free peoples of the Five Systems. The gunship is presented here with a map, a key, and several hooks for ways a GM can use this as a way to launch a new game. See page 123 for the gunship's attributes. There are three ways for the player characters to become involved in a mission around the gunship:

HOOKS

1. The PCs were recently captured (or purchased as slaves) by the orak, and are being held prisoner aboard the gunship. Their only hope is to break free and steal an Orak Bloodtooth Interceptor. They begin in the prison (area O) and must find a way out. In their chains, they find a hidden compartment where someone has stored some tools (for a security check), and a blast pistol. All of their normal possessions are stored in area J. Only guards carry weapons; most of the Orak are going about the ship with no armor (-3 to AC) and no weapons (although most will improvise weapons from the environment that deal 1d4 melee or thrown damage).
2. The PCs come across the derelict remains of the ship after it has lost a fight with the armies of the void (who turned it into a haunted ship) and decide to explore it. In this case, use the notes for *haunted ship* in the key that follows. It may also be that the PCs have run out of fuel, and need to scavenge fuel crystals to keep going.
3. The PCs are hired to steal the five interceptors from the derelict remains of the ship as detailed in 3 above. Their payment will be that they are allowed to keep one of the 5 interceptors, turning the other 4 over to a powerful guild master. If they fail (or betray their employer), they will be marked, and bounty hunters will be after them before long.

ABOUT THE HAUNTED SHIP

The orak were defeated in a battle with forces from the void, who then turned the remaining crew into undead minions, and set the ship adrift. The vessel needs 75,000 sc in repairs to operate. An outside crew seeking to enter the ship would have to do so through the drop hatch, which is in the center of the ship (at the bottom) and which leads up into the main deck, area K.

KEY

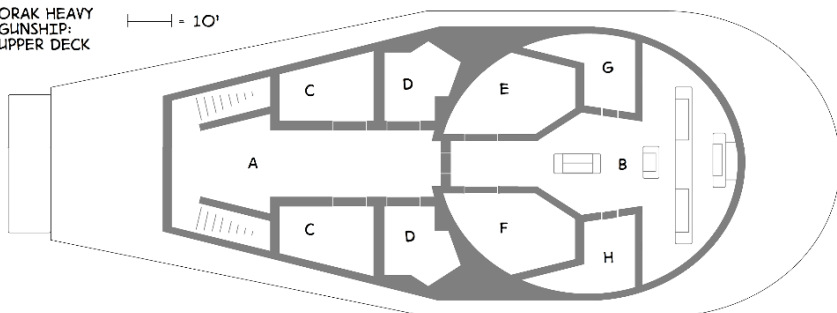
- A. **Common Hall.** The orak feast and revel here at three large tables. 2d6 soldiers will be here at any time. On the haunted ship, **1d4 zombies** will be here instead.
- B. **Bridge.** Either the commander or first mate (a captain) is here at all times, along with a crew of 3 soldiers who operate the ship. On the haunted ship, **4 zombies** go through the motions of operating the controls. Any effort to open the bay doors in any other area of the ship requires 1d4 rounds and a successful INT check at the controls here.
- C. **Kitchens.** **1d4 soldiers** will be here preparing meals, scrubbing floors, or doing general maintenance. On the haunted ship, these will be **1d4 zombies** instead.
- D. **Washrooms.** **1d6 soldiers** will be here showering, dressing, or sharpening their tusks. On the haunted ship, **1d4 zombies** will be here instead, trying to figure out the water purification system.
- E. **War Room.** Meetings for various assaults take place here. The room has many star charts, intelligence on a variety of outposts and trading stations, and assorted rumors and legends. Here, the GM can place a map of a nearby ruin for exploration, with rumors about its contents.
- F. **General Storage.** A variety of basic supplies are kept here. Their total value is about 500 sc, and this includes a number of basic provisions from the equipment lists starting on page 32. Nothing here is worth more than 20 sc.
- G. **Command Crew Quarters.** The six members of the command crew live here. Each will have a locked foot locker with 4d6 sc in valuables. On the haunted ship, **1d4 zombies** will be here.
- H. **Captain's Quarters.** The captain lives here. He has a locked foot locker (-4 security to pick the lock) containing 6d6 sc in valuables, including a modified pulse pistol that grants +1 to targeting, deals 1d8+1 damage, and has a range of 90'. On the haunted ship, the captain has been replaced by **1 ghoul**.

- I. **Engineering. 1d4 soldiers** typically work here, performing routine maintenance for the ship. On the haunted ship, **1d4 zombies** will be here instead. If searched for maintenance materials, 10d10 sc worth of material for routine maintenance can be scavenged.
- J. **Workshop.** Repairs of all systems are facilitated from this large workshop. If searched for maintenance materials, 10d10 sc worth of material for routine maintenance can be scavenged.
- K. **Mission Launch.** Here troops assemble for assaults. The center of the room is a hatch (operated manually from here) that allows troops to either paratroop or rappel out into combat situations. The hatch has two seal points at the top and bottom, but the entire chamber can become vacuum sealed from the rest of the ship as well, for missions into deep space.
- L. **Armory.** 20 pulse pistols, 20 pulse rifles, 10 suits of light shell armor, 10 suits of heavy shell armor, and 6 heavy vac suits are stored here.
- M. **Barracks.** Metal bunk beds can accommodate up to 60 troops and their gear in cramped quarters. Typically, **3d6 soldiers** will be here (many sleeping), but on the haunted ship, **2d4 zombies** are here instead.
- N. **Cargo Hold.** These large chambers are empty, their most recent booty already sold at market.
- O. **Prison and Slave Pens.** Whatever slaves and prisoners are being transported will be housed here. On the haunted ship, there are **2 shadows** lingering in this chamber.
- P. **Guard Post.** **2 soldiers** stand guard here at all times. On the haunted ship, these are **2 zombies**.
- Q. **Launch Bay.** Five Orak Bloodtooth Interceptors (page 118) are housed here, with a bay door located at the fore. The bay door must be operated from the bridge (area B). Typically, **1d6 soldiers** mill about this area. On the haunted ship, these are **1d4 zombies**. The keys for the interceptors hang in the chamber, along with 10 light vac suits.

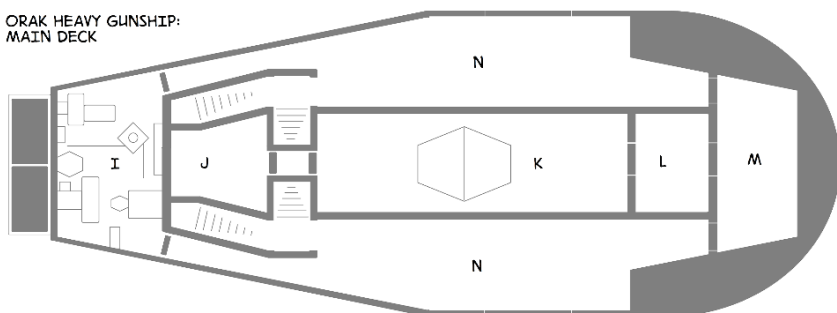
ORAK HEAVY GUNSHIP

ORAK HEAVY
GUNSHIP:
UPPER DECK

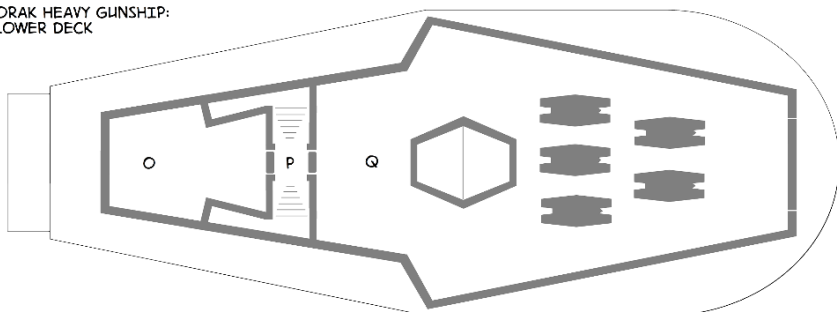
— = 10'



ORAK HEAVY GUNSHIP:
MAIN DECK



ORAK HEAVY GUNSHIP:
LOWER DECK



APPENDIX E: NON-PLAYER CHARACTERS

These three non-player characters could serve as springboards for adventure, or could show up to interact with the fellowship in a variety of ways.

Master Kodek, Lawful Terran Templar 6

AC 18; HD 6d6 (hp 24); FEAT +11; Move 40'; sun blade (+8/1d8+4)
STR 8 (+1); INT 8 (+1); WIS 10 (+2)
DEX 10 (+2); CON 6 (-); CHA 15 (+4)

Light flex armor; sun blade

Combat focus; parry; quick attack; spirit

A wandering monk, Master Kodek looks for opportunities to perform humble tasks to help the poor and downtrodden. He has taken a vow of poverty, living an ascetic life. He will assist those who seek to do good.

Argo Ness, Neutral Terran Adventurer 6

AC 17; HD 6d6 (hp 28); FEAT +10; Move 40';
modified pulse rifle (+7; 2d10+2; 120')
STR 7 (-); INT 8 (+1); WIS 7 (-)
DEX 12 (+3); CON 9 (+1); CHA 8 (+1)

Medium flex armor (+4); 4 stun grenades; boost pack; bola launcher
Luck; sneak; sharpshooting

*A feared bounty hunter, Argo Ness commands premiere prices for his services. He pilots a heavily-modified Mongrel dropship, **the Bandit Prince**, famed for its x5 jump drive and nimble maneuvering (control +3).*

Skyrim Longwhiskers, Neutral Kobo Rat Skinner 6

AC 14; HD 6d6 (hp 33); FEAT +12; Move 30';
modified phase pistol (+8; 1d8+1; 120')
STR 6 (-); INT 10 (+2); WIS 8 (+1)
DEX 14 (+4); CON 10 (+2); CHA 12 (+3)

Any gear is available to him, as needed

Darkvision (60'); +4 to sense FEATS; security; pilfer; sneak; sneak attacks; tinkering

*Aboard the re-engineered Torchbearer-class frigate **Second Chance**, Skyrim runs a traveling inn, tavern, and pawn shop. If you need it, or need to get rid of it, he can probably work something out. He is served by a tribe of hobs indentured to him, and is willing to barter with anyone.*

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