



LOUIS PORTER JR.
DESIGN

LPJ9305

INFINITE
WARREN
BARRIE
DESIGN



HAZARDS: STELLAR & XENOBIOLOGICAL

Stellar and xenobiological hazards were designed as a vehicle for subjecting characters and creatures to the dangers of various dangers that exist when travelling in space.

STELLAR HAZARDS

CORROSIVE CLOUD

This naturally occurring cloud drifts silently through space, eating away at objects that it comes into contact with. The particles of a corrosive cloud, millions of microscopic grains comprised of thousands of different radioactive and acidic molecules, are highly destructive, capable of eating away through the thickest armor found on starships.

A corrosive cloud, typically colossal in size, moves at a speed (in hexes) of 5 in a constant direction, dealing 4d20 points of damage each round to anything that it comes into contact with. If a corrosive cloud comes into contact with the atmosphere of a planetary body there is a 95% chance that the cloud will be completely consumed in the planet's atmosphere. If a cloud is not destroyed in this manner may meld with organic matter on the planet's surface, forming a corrosive membrane.

CORROSIVE MEMBRANE

These long, flesh-like strings stretch across objects, slowly growing to fill entire areas if they're left unchecked. A patch of corrosive membrane springs



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from the shell of a character or creature that was completely devoured by a patch of corrosive membrane.

This foul hazard has a symbiotic relationship with slimy doom: a corrosive membrane patch shrivels up and dies within 2d6 minutes of being separated from a patch of corrosive membrane. A single 5-foot corrosive membrane patch deals 1d2 points of Constitution damage per round (+1 point of Constitution drain for each adjacent corrosive membrane patch) while it devours flesh.

Against wood or metal, a corrosive membrane patch deals 1d3 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone. 5 or more points of cold or fire damage destroys a 5-foot corrosive membrane patch.

CYBERNETIC SLIME

This black-colored slime is a mixture of artificial and organic fluids, brought into existence when a cybernetic component is damaged and left unrepaired.

One week after suffering damage, there is a 20% chance that an unrepaired cybernetic component will fill with cybernetic slime, inflicting 1 point of Constitution damage to the character for each day the problem is left untreated. A character that is completely consumed by the cybernetic slimes (and character reduced to a Constitution score of 0 or lower) is forever lost, leaving behind a 5-foot patch of cybernetic slime. Curing a character of cybernetic slime – before it kills him – requires that the damaged cybernetic component be repaired and then five successful Treat Disease checks (DC 15), each check requiring a full day during which time the victim may do nothing but rest.

When touched, a 5-foot patch of cybernetic slime deals 2d4 points of acid damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Against wood or metal, cybernetic slime deals 1d6 points of acid damage per round, ignoring the metal or wood's hardness.

A character with cybernetics that comes into contact with a patch of cybernetic slime must make a successful Fortitude saving throw (DC 15) or the character is stunned for 2d4 rounds, during which time the slime devours the character's flesh.

A patch of cybernetic slime is destroyed if it suffers 10 points of fire or electricity damage in a single attack.

DARK MATTER CLOUD

Undetectable and rare, a cloud of dark matter, a type of matter that can only be seen with advanced equipment, though it's effects on gravity can be detected as can have devastating effects on any starship unfortunate enough to cross paths with this hazard. Dark matter clouds float seemingly aimlessly through space, rarely a concern for starships or their crews.

When a starship comes into contact with a dark matter cloud – most clouds are medium size though a few reports of larger clouds have been recorded in the past – the ship immediately suffers 4d20 points of damage as the dark matter particles come into contact with the ship's hull.

After suffering damage, the pilot must make a successful Pilot check (DC 20) when leaving the affected tactical hex – on a failed check the ship suffers another 4d20 points of damage as it pulls away from the cloud.

A starship equipped with basic medium-range sensors or greater making an active sensor scan over an area of space affected by a dark matter cloud can correctly locate the cloud's position on a successful check (DC 30). Once detected by sensors the starship can track the clouds position for 3d4 rounds after which point the cloud must be reacquired.

DEEP SPACE WAVE

Similar to cosmic rays, a deep space wave is a stream of molecule-sized particles moving rapidly through space – the source of deep space waves has yet to be discovered. When a deep space wave impacts a starship the particles rip through the ship's hull, creating millions of molecular holes that breach the starship's hull.

A starship equipped with sensors that makes an active sensor scan over an area of space affected by a deep space wave can correctly locate the wave's position on a successful check (DC 20). Unprotected characters and creatures that are exposed to radiation from a deep space wave shower are treated as “moderately irradiated” for the purposes of determining the radiation's effects (see Radiation Sickness).

DRIFT STORM

A drift storm is an unusual galactic disturbance in which the bending of light and space plays havoc on starship's drift technology systems and personnel traveling through drift space. When a drift technology is activated there is a 2% chance that a jump storm will erupt, affecting all starships that

travel through this particular route – if established drift lanes are used in the campaign – for the next 2d4 hours.

During a drift storm the affected starship is helpless for the duration of the trip and emerges into real space where it remains helpless for 3d6 rounds. As long as the starship is helpless all crew members are stunned.

ENDOTHERMIC MOLD

Endothermic mold feeds on warmth, siphoning heat from anything around it. A patch of endothermic mold is red-brown in color and 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of the mold causes it to instantly double in size. A 5-foot patch of endothermic mold is destroyed if it takes 5 or more points of cold damage.

GENE MOLD

This dull gray-green mold is sometimes created when a tank holding a genetic experiment – usually in a thick, liquid-like substance – is cracked and the genetic material leaks, pooling on the ground beneath the tank. If left alone for 1d6+1 days the substance begins to grow, forming a 5-foot square patch of genetic mold. If disturbed by any means (touch, wind, etc.), a patch of genetic mold releases a cloud of spores that are toxic to any character or creature that the spores come into contact with. All characters and creatures within 10 ft. of the mold must make a Reflex save (DC 20) or be subjected to Gene Fever. Fire destroys a patch of gene mold.

GRAVITATIONAL FOG

This harmless looking cloud of fog, a dull gray in color, hangs suspended a few feet above the ground. Encountered only on small planets and large moons with a toxic atmosphere, a gravitational fog is a bizarre gravitational anomaly – the fog adjusts the world’s gravity (if it is normal) by one step in a random direction (determine once for each fog encountered) in the squares it covers and those adjacent to it. On a low- or high-gravity world the fog shifts the affected area’s gravity to normal.

A gravitational fog cannot be dissipated – high winds, artificial or natural, have no effect on the fog. The only thing that can be done is to wait for the fog to cease to exist on its own; a gravitational fog patch – most are a 20-foot cube – has a natural lifespan of only 4d6 hours.

MAGNETIC SLIME

This dark black slime disrupts electrical and computerized devices within its sphere of influence and eats away at anything that it comes into contact with. Wet and sticky, the slime clings to walls, ceilings, and floors in patches. The slime drops from the walls and ceilings when it detects nearby electrical or computer activity. When possible the slime draws energy from electrical and computerized devices, using the energy to expand in size – for every individual electrical or computerized device destroyed by a patch of magnetic slime the patch grows by 1-foot.

A single 5-foot square of magnetic slime disrupts all electrical and computerized devices in its own square and adjacent squares. If the slime comes into contact with an electrical or computerized device there is a 20% chance that the device will be completely destroyed (+10% each additional round that the slime remains in contact with the device). Additionally, magnetic slime is slightly corrosive, dealing 1d4 points of damage to any character, creature, or object for each round of contact. On the first round of contact, the slime can be scraped off (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the object or victim as well). Any cold or fire damage destroys a 5-foot patch of magnetic slime.

ORBITAL SWARM

Around once-technologically advanced planets that have experienced an apocalyptic event, leaving them reduced to the Stone Age, there is frequently a debris field littered with long-forgotten, malfunctioning satellites, spacecraft, and orbital stations. As the centuries pass, much of this debris falls to the planet’s surface and is destroyed. Sometimes, though, gravitational and galactic forces act in unexpected ways to create a dense swarm of debris that continuously orbits the planet, hampering any attempts to enter or escape the planet’s atmosphere.

A world surrounded by an orbital swarm requires six Pilot checks (DC 25) anytime a starship enters or exits the planet’s atmosphere. On each successful check the starship suffers 2d8 points of damage from debris; on each failed check the starship suffers 2d20 points of damage.

RADIO ECHO

Space, especially regions close to inhabited worlds, is overrun with radio echoes from the past. In some instances starships stumble across areas of space in which intense radio echoes have near-catastrophic effect on the starship’s sensors

and communications gear. A typical radio echo is a line of disruption 10,000 ft. wide that stretches completely through a star system – any starship that passes through this line of disruption suffers the adverse effects of the radio echoes.

A starship's sensors are reduced by 5 hexes when inside a radio echo stream. If this reduces the sensor's category below 1 hex, the ship effectively has no sensors until it leaves the affected area of space.

Starship communications systems are completely worthless when the ship enters a radio echo stream. This includes the starship's internal communications systems.

Radio echoes can be detected with a standard active sensor. When encountered the starship's communications system is filled with thousands of communications from the past, all of which are overlapping each other making it impossible to understand anything received by the ship's communications systems.

SOLAR FLARES

Solar flares release tremendous amounts of electromagnetic energy (including harmful ultraviolet rays and X-rays), as well as highly charged protons and electrons. The effects are comparable to a radioactive blast from one hundred million billion tons of TNT. Fortunately, while solar flares aren't rare, they are predictable. An unprotected creature exposed to radiation from a solar flare is treated as "severely irradiated" for the purposes of determining the radiation's effects (see Table: Radiation Exposure).

SOLAR STORM

A solar storm is an usually powerful form of solar flare that functions exactly like a solar flare except the Fortitude save DC to resist the radioactive effects of the storm is increased to 30. Starships caught in a solar storm have a 20% chance of suffering computer and electrical systems failure. If this happens the ship is rendered helpless until the systems can be repaired (requiring a successful Engineering check (DC 15 + 1 for every minute the ship remains in the solar storm, making these repairs requires three hours). The chance of suffering computer and electrical systems failure increases by 5% for each round the ship remains within the storm.

TEMPORAL FOG

This thick, black cloud rolls slowly across the landscape of alien worlds that have been subjected to a barrage of devastating temporal anomalies. On some worlds that have seen thousands of temporal gateways – either natural or man-made – temporal fog can grow to cover miles of area at once. Fortunately for most, though, a typical patch of temporal fog appears as a 20-ft.cube. Any character or creature entering a temporal fog is negatively affected, the fog instantly advancing their age by 2d4 years (a successful Will save [DC 15] reduces this time to 1d4 years). This adverse effect on the character or creature's age happens each time that the fog is entered.

A patch of temporal fog moves at a rate of 20 ft. – in a random direction – and cannot be dissipated. The only thing that can be done is to wait for the fog to cease to exist on its own; a temporal fog patch has a natural lifespan of 1-2 hours per 5-foot square that it covers. There have been reports of temporal fogs that act as gateways in time, opening a portal to either a time in the distant past or the distant future. Such fogs still negatively affect the age of anyone that enters them.

WARP RUST

Starships traveling at high rates of speeds sometimes pass through clouds of xenobiological particles that adhere to the ship's surface. Frequently known as warp rust, these particles feed on metallic substances and are capable of drifting silently through space – without nourishment, heat, or any external assistance – for thousands of years.

When warp rust detects the presence of a warm, metallic objects (such as a starship in flight) it releases built-up gaseous energy to propel itself into the path of the object. Once attached to an object warp rust begins slowly eating at any metal surfaces, dealing 1d10 points of damage per minute. Warp rust can only be destroyed through intense heat, such as laser blasts or the heat generated when entering a planet's atmosphere. A typical patch of warp rust is one-quarter the size of a standard starship tactical space (the size of an ultralight ship) and has 20 hit points. Any laser attacks against a ship covered by warp rust deals as much damage to the ship as it does the hazard. If a character is attacked by warp rust the particles will feed on flesh – warp rust deals 2d6 points of damage to an unarmored character each round of contact. Decontamination systems will wash warp rust from an affected character.

NEW DISEASES

GENE FEVER

This terrible disease strikes the victim's genetic structure, tearing away at the victim's very genetic identity. Gene fever is dangerous and in several systems most that are subjected to it, if the authorities learn of the sickness, are quarantined and never released from isolation.

Type disease (contact or inhaled); **Save Fortitude** DC 20

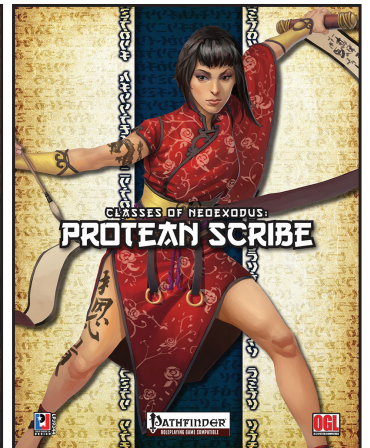
Track physical (special); **Frequency** 1/day

Cure 2 consecutive saves

NEOEXODUS

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