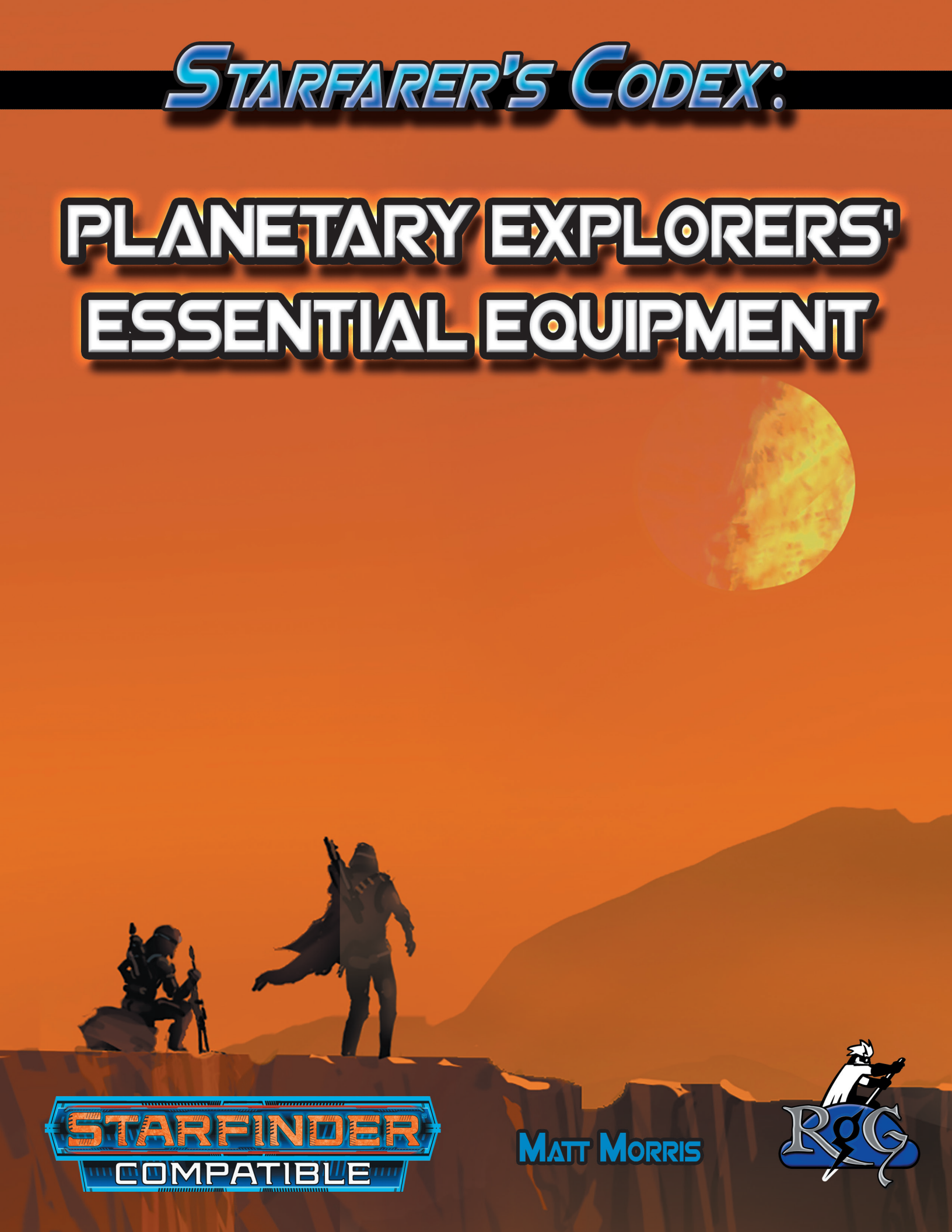
Starfarer's Codex:

Planetary Explorers' Essential Equipment



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Starfarer's Codex: Planetary Explorer's Essential Equipment

The rush of starship combat is thrilling, the ozone tang of a shootout spikes the adrenaline, and haggling in cosmopolitan bazaars whets the competitive spirit, but nothing sets a starfarer's heart (or whatever passes for a heart) racing like touching down on an uncharted planet. With a trusted team at your side, a new world—with all of its treasures, secrets, and resources—is yours to discover. Provided, of course, that you are prepared to face hazardous terrain, deadly flora and fauna, unpredictable weather patterns, and potentially hostile inhabitants. Whether you are exploring the ruins of an uncontacted civilization or surveying a continent for an unscrupulous mining interest, the technological, magical, and hybrid items described below would be welcome additions to your load-out, while the vehicles might help you navigate this new world.

Technological Items

AERIAL SURVEY

This fist-size sphere flies straight up to a height of 50 feet when activated. After reaching this elevation, the aerial survey scans a panoramic survey of its surroundings and then drops gently back to its starting point. Once returned, the device can be activated to display a holograph of its scan. The internal memory of the device can store up to 50 scans before they need to be deleted or offloaded into a connected computer. A portable span requires a 20-charge battery to function, and uses 1 charge for every time it scans an area and 1 charge for every minute or fraction of a minute it displays a hologram.

DISTRESS BEACON

This specialized comm unit is programmed to continuously broadcast its current location and a 20-word message to planetary range once activated. The distress beacon can be set to contact an individual ship or set to a wide-spectrum signal detectable by anyone within range. A distress beacon requires a 20-charge battery to function and uses 1 charge per hour while active.

ELEVATED BLIND

This 10-square-foot platform is mounted on a hydraulic base that lifts it up to 20 feet in the air on demand. Often used for extra campsite security in areas where predatory creatures roam at ground level, the platform can support up to 100 Bulk. Activating the lifts requires a standard action, and the platform can be raised or lowered 10 feet per round. While sturdy, the platform is also portable, collapsing to fill 1 cubic foot for easy transport. Setting up or breaking down an elevated blind takes 1 minute.

HAND EXCAVATOR

More portable than large drilling rigs or earthmovers, this handheld tool is often employed on archeological digs and mineral surveys. Adjustable pressure from a sonic rig loosens soil without harming any delicate artifacts, gems or minerals that may be contained within. Once loosened, the soil can be easily brushed or shoveled away. The use of a hand excavator typically halves the time it would take you to excavate an area and allows for undamaged removal of delicate objects without the need to make a skill check. The unit requires a 20-charge battery to function, and uses 1 charge every hour.

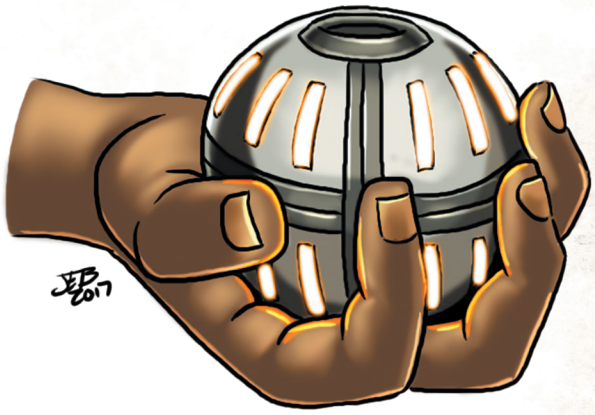


TABLE: TECHNOLOGICAL ITEMS

Name/Model	Level	Price	Hands	Bulk	Capacity	Usage
Distress beacon	1	65	—	L	20	1/hour
Hand excavator	1	65	1	L	20	1/hour
Nutrition station	1	300	2	2	20	1/hour
Personal bivouac	1	75	—	L	20	1/8 hours
Rebreather mask	1	70	—	—	20	1/hour
Toxicity sensor	1	65	1	—	20	1
Water purifier	1	65	—	—	20	1/gallon
Aerial survey	2	740	—	L	20	1, 1/minute
Elevated blind	2	1,000	—	20	—	—
Perimeter fence	2	950	2	2	20	1/8 hours
Mobile lab	3	1,500	2	2	20	1/hour
Specimen container unit (Tiny)	3	1,500	2	L	20	1/24 hours
Leveling charges	4	1,800	1	1	1	1
Portable span	4	2,200	2	10	20	1
Specimen container unit (Small)	4	2,200	2	1	20	1/24 hours
Specimen container unit (Medium)	5	3,200	2	2	20	1/24 hours
Specimen container unit (Large)	6	4,500	2	3	20	1/24 hours
Sonic typographer	6	4,500	—	1	20	1/hour
Specimen container unit (Huge)	7	7,000	2	4	20	1/24 hours
Hyperspace delivery drone	13	52,000	—	50	—	—

HYPERSPACE DELIVERY DRONE

This 10-ft-long craft is just big enough to house a miniaturized power core (80 PCU), a Hyperdrive engine (Signal Basic), a basic computer (tier 1), thrusters (T6), and a cargo hold with a 2 ft^3 capacity. Once you input coordinates for a destination into the drone's computer, the ship's automated systems guide it through a takeoff sequence, out of orbit, and through Hyperspace travel. The vessel has no life-support systems and is not capable of carrying passengers or living creatures. While potentially useful for the delivery of small cargo, hyperspace drone delivery is risky, as the automated drones are extremely vulnerable to attack or piracy. If engaged in starship combat, treat the drone as if it had a +0 Piloting modifier for the purpose of determining who acts first in combat, and the following statistics: Speed 8, HP 10, CT 2, AC 12, TL 12. On its turn, the drone may only move forward at its speed in a straight line.

LEVELING CHARGES

Once driven into the ground and armed, mirco-detonations within this 3-inch-diameter spike produce seismic vibrations that level the surrounding terrain over the course of 1 minute. Often used to prepare camp sites or staging areas, the charges level an 30-foot-diameter area centered on the spike. The charges function on unworked soil and earth, but have no effect on solid rock or on boulders of size Small or larger within the area. The charges generally fail to effect large vegetation or sturdy structures within the target area, but the vigorous motion of the earth that occurs during the leveling period may damage delicate structures or cause landslides (at the GM's discretion). Objects within the area unaffected by the charges maintain their positions while the earth is leveled around them. Leveling charges are consumed in the course of use.

MOBILE LAB

This briefcase-sized apparatus stands on four collapsible legs. When opened, it reveals compact scientific apparatuses and analytical equipment. A mobile lab requires a 20-charge battery to function and uses 1 charge per hour. When active, it provides a +1 circumstance bonus to Life Science and Physical Science checks. Additionally you can take 20 on these skills with a mobile lab, taking 20 minutes, by running numerous tests and comparing the results to included databases of standard results.

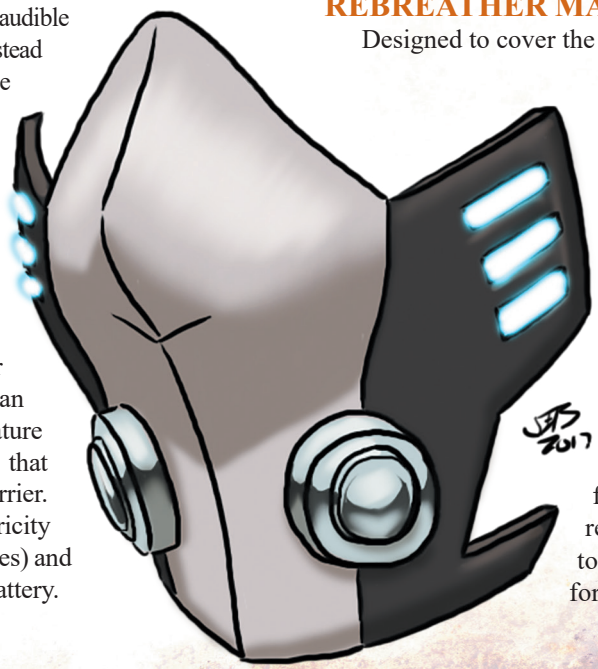
NUTRITION STATION

This portable workstation provides surfaces and equipment for safely providing hot meals in the field. In addition to heating and baking surfaces, a weak electrostatic field creates positive pressure around the nutrition station when it is activated, ensuring that meals are not contaminated by alien particulate matter or insects. Nutrition stations have integrated toxicity sensors and water purifiers for those attempting to forage in unknown environments. These stations requires a 20-charge battery to function, and use 1 charge every hour. The water purifier and toxicity sensor modules of the nutrition station are separately powered, as described below.

PERIMETER FENCE

This collection of 8 flexible steel poles, 10 feet tall, have sharp spikes on their lower ends that can be easily driven in to most soil or earth. When arranged to create a closed figure, with no more than 10 feet between poles, the assembly can be activated to form a secure perimeter. When any creature or object larger than Tiny size crosses the perimeter, it sounds a loud audible alarm. The assembly can instead be set to send an alert to a single computer within 100 feet. A perimeter fence requires a 20-charge battery to provide this function, and uses 1 charge every 8 hours. Additional sets of perimeter fencing may be combined to cover larger areas.

Alternatively, a perimeter fence can be set to deliver an electric shock to any creature larger than Tiny in size that attempts to cross the barrier. This deals 4d6 electricity damage (Reflex DC 12 halves) and drains 2 charges from the battery.



PERSONAL BIVOUAC

This ultra-lightweight shelter provides comfortable, if not luxurious, accommodations for one creature. Typically used on expeditions into mountains or other terrain where a standard tent would be difficult to accommodate, or where traveling light is vital, a personal bivouacs consists of an environmentally-sealed ground layer connected to a low-slung, transparent cover layer that hangs just about the occupant's body. Sophisticated materials engineering and biosupport systems allow the personal bivouac to provide its occupant with the same environmental protections as armor while active. The unit requires a 20-charge battery to provide this protection, and uses 1 charge every 8 hours. If this protection is removed or shut down, the personal bivouac still provides protection as a mass produced tent. (See Chapter 7 of the *Starfinder Core Rulebook*.) The standard personal bivouac accommodates a Small or Medium creature. A personal bivouac for a Large creature costs double the listed price.

PORTABLE SPAN

After the controls and base of this unit are secured in earth or stone with its anchoring spikes, a 5-foot-wide platform extends horizontally up to 30 feet in a direction of your choice. The platform can support up to 30 Bulk; exceeding this limit gives the portable span the broken condition and any objects or creatures on the span at the time the limit is exceeded fall from the span. A portable span requires a 20-charge battery to function, and uses 1 charge for every time it extends or retracts its platform.

REBREATHER MASK

Designed to cover the face, including the nose and mouth, a rebreather mask provides a reliable source of oxygen in underwater situations where wearing a heavy suit of armor or other diving gear would be impractical or uncomfortable. Rebreather masks function in water with all levels of salinity, and custom rebreather masks can be made to function in other, similar fluids. A rebreather mask requires a 20-charge battery to function and uses 1 charge for every hour it is in use.

SONIC TOPOGRAPHER

When placed on a solid surface and activated, this waist-high table sends a pulse of sonic energy through the ground in a one-mile radius centered on the device. After 1 minute, the smooth surface of the table reforms itself into an accurate topographical scale model of the affected area. The topographer models geographical and terrain features; such a model only includes buildings and structures if they are built of stone or a material at least as dense. Alternatively, the sonic topographer can be set to analyze the structure or layout of an underground area, such as a system of tunnels or caves, and model a 1-mile radius section of such a complex in three dimensions. A sonic topographer requires a 20-charge battery to function and uses 1 charge for every time it models an area and 1 charge for every hour it maintains the model.

SPECIMEN CONTAINMENT UNIT (T, S, M, L)

Designed to hold creatures in stasis until they can be returned to a lab for further study, specimen containment units are also employed by unscrupulous poachers and trophy seekers to transport rare wildlife. Each cylindrical container is fitted with an internal mechanism that maintains a comfortable living environment and ensures that the specimen is kept in stasis for the duration of its captivity. Loading a helpless or willing subject into the specimen containment unit takes one full action. Electromagnetic seals and internal environmental controls are controlled by onboard electronics (treat this as a tier 1 computer). Specimen containment units are priced based on the size of creature they can contain. Each container can safely hold only one creature, even if more than one creature would fit within based on its capacity. Specimen containment units have hardness 10 and 15 hit points and can be forced open when active with a DC 25 Strength check. Regardless of its size, a specimen containment unit requires a 20-charge battery to function and uses 1 charge for every 24 hours that it is active and sealed.

TOXICITY SENSOR

When activated, this handheld device instantly performs a chemical analysis to help determine if a tested substance is poisonous. The toxicity sensor automatically keys itself to the physiology of its user when determining whether a substance would be toxic. A toxicity sensor grants its user a +2 circumstance bonus on Life Science or Medicine checks that involve identifying or treating a poison. A toxicity sensor requires a 20-charge battery to function, and uses 1 charge for every time it performs an analysis.

WATER PURIFIER

This 1-inch-tall adjustable ring is made to fit around the mouths of containers between 1 and 12 inches in diameter. After activation, any water poured through the ring is instantly cleansed of all impurities, toxins, and microbes, as though it had been distilled. A water purifier requires a 20-charge battery to function, and uses 1 charge for every gallon of water it purifies.

Magic Items

TABLE: MAGIC ITEMS

Item	Level	Price	Bulk
Beastblind amulet	4	2,200	—
Sympathy stone	5	2,920	L
Automated deforester	7	1,050	L
Vermin repellant field	7	7,000	—
Greensight goggles	9	12,000	—
Boots of winding ways	12	31,200	—

AUTOMATED DEFORESTER

When this aerosol device is triggered, a spray of independently directed nano-particles coat all plant life in a 60-foot cone. Over the course of 3 rounds, the particles remove all liquids from the affected flora, causing it to crumble to dust. An automated deforester has no effect on non-plant objects or creatures. If a plant creature is caught in the affected area, it takes 9d6 damage (Fortitude DC 14 negates). An automated deforester is consumed once used.

BEASTBLIND AMULET

This amulet consists of a single animal's tooth mounted on a thin disc of adamantine alloy. While you are wearing the amulet, animals with an Intelligence less than 3 take no notice of you, as if you didn't exist. Should you touch or attack an animal, you forfeit this protect against that creature for 24 hours.

BOOTS OF WINDING WAYS

These unadorned carbon fiber boots are a boon for those traveling by foot in unfamiliar territory, as they make it difficult for you to lose your way back to you base camp. The *boots of winding ways* record every step taken in them in the previous 24 hours. Once per day on command, you can activate the boots to view they have walked that day. The steps previously taken appear to you as a series of softly-glowing footprints. The boots only record steps taken, so if you flew, swam, moved via vehicle, or were otherwise transported without walking, the trail breaks off, then resumes when you once again began walking. Once activated, the trail of footprints is visible for 8 hours or until you dismiss it with a command. While following the trail, the boots cease recording your steps, but they resume normal operation when the trail fades or is dismissed.

GREENSIGHT GOGGLES

The clear, circular lenses of these goggles turn a vivid shade of green when activated by the appropriate command. While the goggles are active, you gain sense through (vision [vegetable matter only]) with a range of 60 ft. The vegetable matter does not need to be living for your gaze to penetrate it—you can see through a wooden wall as easily as a dense thicket. Greensight goggles function for a total of 10 minutes per day. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

IMMERSIVE PANORAMA

The interior of this 2-inch-diameter crystal sphere swirls with barely-discernable images. The first time you activate the item, the crystal records, for 1 round, all visual, auditory, olfactory, and thermal impressions in a 10-foot radius centered on you. These sensory impressions are permanently imprinted within the crystal. When you, or another user, subsequently activates the *immersive panorama*, these impressions appear around you, as *holographic image* (cast as a 4th-level spell), save that it is visible only to the item's user. The *holographic image* lasts for as long as you concentrate on it.

SYMPATHY STONE

This palm-sized triangular stone features a small hemispherical indentation in its flat surface. When

you place a small sample of a mineral within the indentation and activate the *sympathy stone*, the device hovers above your outstretched hand and points unerringly to the nearest deposit or concentration of the sample material within 400 feet. Should two or more deposits be equally distant, the sympathy stone points to the largest deposit. The detective powers of the sympathy stone are blocked by 10 feet of wood or plastic, 5 feet of stone, 1 foot of common metal, or 6 inches of lead or any starmetal (such as adamantine). A *sympathy stone* remains active as long as you concentrate on it every round as a standard action.

VERMIN REPELLANT FIELD

The surface of this opalescent 2-inch cube is inlaid with complex ward matrices. Once activated, the device produces a 60-ft.-radius magical field antithetical to insects and other vermin. Such creatures will never willingly cross into the field, and should the field be activated while such creatures are inside of it, they must succeed on a Will save (DC 15) or immediately flee. This field has no effect on intelligent creatures or on vermin that are being actively directed by intelligent creatures through magical or other means.

Hybrid Items

TABLE: HYBRID ITEMS

Item	Level	Price	Bulk
Cryostorage	3	1,500	1
Nav beacon	4	2,200	1
Campsite veil	10	19,000	2
Perimeter wall	14	78,000	2
Invisibility veil	18	324,000	2
Orbital gateway	20	720,000	10 (pair)

CAMPSITE VEIL

Similar in function and construction to a perimeter fence, a *campsite veil* allows discretion when setting up camp in areas where explorers would prefer to avoid attracting notice. When the poles of a *campsite veil* are arranged and activated, a field that functions as a *holographic image* (CL 8, cast as a 1st-level spell) springs up between the poles. The projected image is set when the *campsite veil* is activated, and creatures that interact with the veil are allowed a Will save (DC 18) to disbelieve the image. A *campsite veil* can only be activated once per day.

CRYOSTORAGE

The evocation matrix within this heavily-insulated cabinet cools up to 5 ft.^{3} of contents to a constant temperature while consuming minimal energy.

Integrated controls (treat as a tier 1 computer) allow the temperature to be adjusted at will, from room temperature to -50° F.

INVISIBILITY VEIL

This item functions as a *campsite veil*, save that all creatures and objects within the perimeter of the fence are affects by *mass invisibility* (CL 16) while within the confines of the fence. Should any creature within the fence make an attack, the magical field maintaining the effect is disrupted, the invisibility field deactivates, and all affected creatures and objects immediately become visible. An *invisibility veil* has 10 charges and uses 1 charge for every 10 minutes (or fraction thereof) which it is active. These charges refresh daily.

NAV BEACON

This 2-foot-high cylindrical array of translucent purple crystals constantly emits a faintly audible hum. Nestled within the array are 5 removable crystalline receivers. When activated, the array broadcasts its location on a planetary range to the receivers, allowing any user with a receiver who concentrates on the signal to receive a mental impression of the direction to and distance from the *nav beacon*. The signal from the *nav beacon* is undetectable to anyone without a receiver crystal.

ORBITAL GATEWAY

Set up to connect planetary teams with ships in orbit, these 10-foot-diameter portals come in sets of two. One side of the gateway is permanently installed within a starship, while a remote gateway is set up on the surface of a planet by a landing team. Designed to overcome the difficulties of coordinating teleportation magic with moving vessels, the *orbital gateway* contains sophisticated equipment able to calculate the relative position of its paired device down to the nanosecond. When one of the portals is activated, a two-way gateway is opened between the portals for 1 minute, or until deactivated. While the portals are active, creatures and objects can pass freely through the devices. *Orbital gateways* only function when the gates are within planetary range of each other. An *orbital gateway* has 2 charges and consumes 1 charge each time it is used. These charges refresh daily.

PERIMETER WALL

Similar in function and construction to a perimeter fence, *perimeter walls* provide an additional degree of protection for expeditions making camp in dangerous areas. When the poles of a *perimeter wall* are arranged and activated, a field that functions as a *wall of force* (CL 13) springs up between them. The component poles of the *perimeter wall* are considered to be within the *wall of force* for the purpose of affects or attacks that attempt to target them. A *perimeter wall* has 10 charges and uses 1 charge for every 1 hour (or fraction thereof) that it is active. These charges refresh daily.

Vehicles

Hardy Planetary Rover — Level 3

Price 3,450
Large land vehicle (5 ft. wide, 10 ft. long, 4 ft. high)
Speed 15 ft., full 300 ft., 35 mph
EAC 16; **KAC** 19; **Cover** partial cover
HP 40 (20); **Hardness** 8
Attack (Collision) 5d4 (DC 12)
Modifiers +0 Piloting, -2 attack (-3 at full speed)
Systems planetary comm unit; **Passengers** 4

SPECIAL ABILITIES

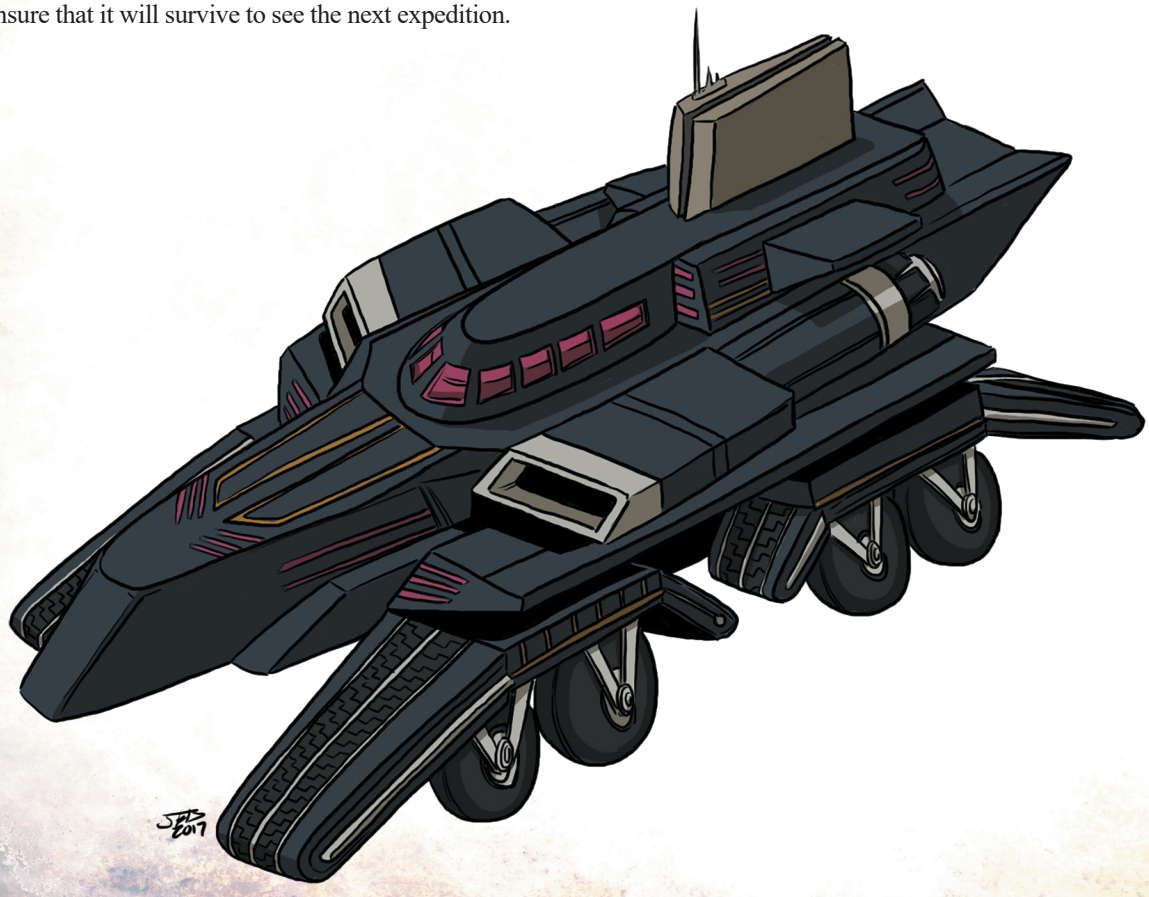
Adaptive Tire Assembly (Ex): Custom suspension and specialized tire materials allow the hardy planetary rover to move more freely in challenging conditions. In difficult terrain, the vehicle can move two-thirds its full speed, rather than half.

This sturdy vehicle is a mainstay for planetary explorers tackling challenging conditions. While the vehicle's adaptive tire assembly makes it more maneuverable than normal, the heavy armor plating and durable construction ensure that it will survive to see the next expedition.

Mobile Command Station — Level 10

Price 23, 760
Gargantuan land and water vehicle (20 ft. wide, 30 ft. long, 10 ft. high)
Speed 10 ft., full 200 ft., 22 mph (hover)
EAC 13; **KAC** 17; **Cover** total cover
HP 120 (60); **Hardness** 12
Attack (Collision) 11d10 (DC 13)
Modifiers -5 Piloting, -2 attack (-4 at full speed)
Systems planetary comm unit; **Passengers** 15

More of a traveling building than a typical vehicle, the mobile command station is especially useful in aquatic or marshy terrain where setting up traditional base camps would be uncomfortable or impossible. While far from nimble, the vehicle's portability lets a team cover a large amount of territory on an expedition without constantly having to establish new camps.



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