

HAILING FREQUENCIES

A d20PFSRD.COM PUBLICATION

EPISODE 01

EPSILON COMPANY: HIGH TECH SCAVENGERS

Starjammer: Hailing Frequencies is a weekly publication that brings new ideas, equipment, vessels, races, and more to your Starjammer game. Each issue will cover a different topic, from gamemastering to gear, which will hopefully enhance your Starjammer experience.



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Welcome to Epsilon Company...



INTRODUCTION

Employ the company of mercenaries known for turning salvage into effective gear! The Epsilon Company may be criminals wanted by their own race, but that doesn't mean they're the bad guys. Framed for the theft of a device of great importance to pasimachi kind, they went on the run to prove their innocence. Learning to make the best of the gear they possessed, the company has not only survived, but thrived on the challenge that their new life on the run gives them. Epsilon Company has a saying: "Salvage, adapt, succeed!"

EPSILON COMPANY

ORIGIN HIGH TECH SCAVENGERS

Epsilon Company is a slowly growing band of pasimachi military engineers that have a reputation for extreme self-sufficiency. Some people view them as underdog mercenaries, looked down upon for their technological tinkering and small numbers. Others view them as pests and nuisances for their desire to scavenge and repurpose almost anything they come across on their missions. Still, those who have seen their service record know something quite impressive: a 100% mission success rate, and several custom-made solutions for problems that even a well-funded mercenary group would not have.

Epsilon Company is not a popular group, even among the pasimachi. Their reliance on salvaging everything they can get their hands on (and keeping anything they make) seems too close to theft for many of their species. They also prefer clever solutions to brute force; This avoidance of attention-drawing displays of skill and battle prowess has served well to reduce the notice they draw, but is also viewed negatively by most common pasimachi. Unwanted in any system for long and constantly on the move, Epsilon Company takes jobs where they can. So, if you

need their help, have no one else to call upon, and you can find them... Perhaps you too can hire Epsilon Company.

MEMBERSHIP

Epsilon Company only numbers around a dozen members, a tight-knit group of ex-military pasimachi engineers. While not exclusive to pasimachi members, they have had very few members of other species who had the aptitude, or even attitude, to join them, and have no current non-pasimachi associates. They recruit anyone that has fallen into similar circumstances, and take care to scout those with particularly strong survival instincts and technical aptitude.

The leader of Epsilon Company is a skilled and charismatic rhino pasimachi named Zereed, who goes by the call sign 'Bullhorn'. His second in command, Sa'ak, goes by the call sign 'Smiley'. Acting as the point of contact for most missions, Smiley is known for the carving of a simple smiling face on her shell. She's considered the most social of Epsilon Company, and can talk her way into (and out of) most situations.

Their two most senior members of the group are known only by their call signs. 'Big Bulk' is the largest, toughest, and meanest fighter in the crew. A Pasimachus of few words, he works alongside his smaller, neurotic partner 'Fidget', who is as brilliant an engineer as he is frenetic.

Each of these four have their own specialties and are combat-capable. Every member of Epsilon Company is an expert technician and salvager.

ADVANCED ARCTIC SURVIVAL HARDSUIT

There are worlds out in the void that are so cold that no form of life could survive. Even a standard space suit, adapted for space itself, proves to be insufficient. Systems freeze, pipes crack, and tubes block up. Fight back against the cold with the advanced arctic survival hardsuit! Manufactured for use by Epsilon Company

Armor	Price (GP)	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Weight	Capacity	Charge Usage
Stirling Suit	12,000	+4	+3	-2	20%	8 lbs	20	1/hr.
Hardsuit	80,100	+12	+1	-6	45%	50 lbs	—	1/hr.

mercenaries, humanoid versions of their design has recently surfaced in numerous systems and the efficiency and durability of their tech has made the Advanced Arctic Survival Hardsuit a valuable addition to any explorer's collection.

Epsilon Company's most recognized development, the advanced arctic survival hardsuit, has gained wide popularity outside the Company. The hardsuit is sold alongside an internal layer; no other protective outfits are able to be worn underneath. The arctic hardsuit was designed to be worn over the sterling suit, but it is not technically required to operate it. While the original model of the suit was designed for pasimachi anatomy, the design was recently converted for the common humanoid figure by an independent contractor.

INTERNAL LAYER

Price 12,000; Slot armor; Weight 8 lbs;
Capacity 20; Usage 1/hr.

The inner layer is a bulky bodysuit composed entirely of hundreds of tightly interlocked half-inch hexagons, giving it a puffy, full-body padded armor appearance, which includes a coif. This coif is ringed with several interlinking plates that close over the face of the wearer when activated and create an airtight environment for the wearer. Oxygen scrubbers allow the wearer to breathe normally with the suit sealed but unpowered for 15 minutes. The inner lining is sealed against the vacuum of space, but does not have any other features desired of a true space suit.

Within each hexagonal 'pad' of the inner suit is a sturdily constructed Stirling Generator. These generators are simple

mechanical engines that generate energy whenever the temperature difference between the inside of the suit and the outside of the suit are different. All warm-bodied species can run the suit off of their body heat, so long as the external temperature is at least 40 degrees below their own.

The inside of the bodysuit is perpetually cool to the touch, even after wearing for extended periods of time, granting the wearer a +2 circumstance bonus to saving throws to resist fatigue. Additionally, the bodysuit alone provides protection like an armored coat (+4 AC, +3 Max Dex, -2 Armor Check Penalty, 20% Spell Failure Chance). While worn, the suit grants the user resistance 10 vs. cold, and immunity to extremely cold temperatures (up to -100° F). When the suit is operational, the hexagonal pads pulse as the Stirling Generator runs, giving the suit a squirming, faintly wheezing appearance when visible and in operation, imparting a -2 penalty to Stealth checks (on top of the armor check penalty). Worn alone, this suit is considered medium armor.

When this armor is worn with an external hardsuit, use the external layer's armor bonus to determine your AC.

The Stirling suit requires 1 charge per hour to operate, no matter the conditions.

CONSTRUCTION REQUIREMENTS

Feats Craft Technological Arms & Armor;
Equipment military lab; Skill Check Craft
DC 30; Cost 6,000 gp

EXTERNAL LAYER

Price 80,100; Slot armor; Weight 50 lbs;
Capacity –; Usage 1 charge/hour

The hardsuit looks like it is made out of black chitin easily an inch thick. It has a obviously insect-like appearance, even in the humanoid models. The helmet has no eyeholes. Instead, six sensory antennae extend from the helmet to gather information where visibility might be obscured by ice or flurries of snow. A single camera is built into the center face of the helmet, which gathers visual information and relays it to the wearer inside.

The suit is designed with plates that can slide up and over each other, allowing a wearer to don or exit the shell as a full-round action instead of the normal 5 minutes it takes to put on. While active, the suit grants the wearer a movement speed of 30 ft. However, it cannot be made to move faster, and creatures with a speed greater than 30 ft. will find themselves reduced to this limit.

The hardsuit grants several essential benefits for surviving in extreme cold conditions. It increases the stirring suit's protection from cold environments to withstand any cold temperature. It also increases their resistance vs. cold to 30. The suit can move at full speed through any difficult terrain caused by ice or snow without penalty, including magically created difficult terrain. As long as the suit has power, the suit refreshes the wearer's air supply. While worn and active, the suit negates all sight-based penalties from snow, heavy snow, or blizzards (visibility reduction and penalties to Perception checks). The wearer also gains a +4 enhancement bonus to Strength, and a +4 circumstance bonus on saving throws vs. spells with the cold descriptor.

CONSTRUCTION REQUIREMENTS

Feats Craft Technological Arms & Armor;
Equipment military lab; **Skill Check Craft**
DC 30; Cost 40,050 gp

LASER MUSKET

Price 12,000 gp; Type two-handed ranged;
Proficiency exotic (firearms); Dmg (M) 2d8
fire; Dmg (S) 2d6 fire; Critical x2; Range
100 ft.; Capacity 10; Usage 1 charge;
Special slow-firing, touch; Weight 6 lbs.

Epsilon Company discovered quickly that keeping their tech repaired and in working order was their greatest priority. The decision was to 'roll back' their tech to rely on tried and true methods of operation, things with rugged, simple parts that could be easily tooled and assembled took priority over delicate designs. One of the first things that they looked at when they decided to go with this approach was their ranged weapons and how they could be modified or designed to suit their needs.

A laser weapon is extremely effective and even preferred for standard combat these days, but as with many technological devices, the weapon has a reliance on power sources that could be scarce when resources are low. By installing a dynamo crank and a rugged frame, and easily replaced parts, Epsilon Company made a weapon that is useful in many situations.

Cranking the mechanisms into place and firing the weapon is a full-round action. The user can also crank the mechanisms as a standard action to generate additional charges, up to the weapon's maximum capacity of 10 charges. A laser musket can hold its charges for up to 10 minutes before the dynamo crank relaxes and the mechanisms need to be reset.

The Craft DC to repair this item is reduced by 4 due to the ease at which parts for it may be scrounged.

CONSTRUCTION REQUIREMENTS

Feats Craft Technological Arms and Armor,
Equipment military lab; **Skill Check**
Craft DC 24; Cost 6,000 gp

SALVAGE JACK

Price 6,000 gp; Slot shoulders; Weight 10 lbs; Capacity –; Usage 1 charge/hour

Though they are already ingenious technicians and salvagers, Epsilon Company agrees that there can never be enough help when it comes to a contract. The salvage jack was designed specifically to give them an edge during extended campaigns. A salvage jack operates off of a battery.

This strange metal casing straps to the back like a backpack. It can be attached to the exterior of a Hardsuit, if the back of the suit is clear of obstructions. The salvage jack is built with small attitude-control jets that allow for maneuverability in Zero-G environments (movement speed 20). Zero-G maneuvering costs 1 charge per hour of use. A simple mechanical interface operates the system, though it takes some practice to get used to the controls.

The hard metallic shell opens up into four robotic armatures with a number of articulated tools and manipulators. This device is a boon to any salvagers trying to get a lot of work done in a short amount of time, as this array gives them four extra limbs that work alongside them. The Salvage Jack can be activated to grant a +10 competence bonus to a single Craft, Knowledge, or Survival skill check to salvage materials from technological devices or starcraft. Activating the salvage jack for this bonus draws 1 charge from the battery.

The Craft DC to repair this item is reduced by 4 due to the ease at which parts for it may be scrounged.

CONSTRUCTION REQUIREMENTS

Feats Craft Technological Item, Equipment production lab; **Skill Check** Craft DC 23; **Cost** 3,000 gp

IN CLOSING

The Epsilon Company's developments might seem low quality, but don't let appearances deceive you. Their designs were focused on self-reliability and survival in the harsh chill of the void. Who released their designs to the public is unknown, but it's rumored that Commander Zereed 'Bullhorn' himself gave them to the public as a sign of good faith. No one's been able to find him to get his answer, however. Even with its public availability, the best way to get ahold of any of this tech is simply to join Epsilon Company. All races would be accepted, and some members joke about needing a few members of other species who could work as their 'faces' in non-pasimachi worlds.

They can always use a few good sentients in their ranks. Do you have what it takes? Do you have the desire and skill to turn a handful of pocket lint, a stick of gum, and some scrap into a solution for your problems? If you do, then you likely have already been noticed by Epsilon Company. You may find them where you least expect it, but if you do, then you will find yourself the opportunity to fly with the infamous Epsilon Company.

AUTHOR BIO

Coming out of central Arizona, Kristopher Cruz started writing game materials in 2016 to create quality Pathfinder Roleplaying Game compatible products. He desired to fill niches with creative, easily grasped content that excites the imagination. As an author, Kristopher Cruz has experience in detailed, immersive world building and creative fantasy designs.

Kristopher is the owner and lead designer for Golden Glyph Publishing, and the creator of The [Crystal Planet](#), a Starjammer-compatible game setting. He is also an author of fantasy, having written several novels including his popular [Spellscribed](#) series, available on [Amazon](#).

STARJAMMER HAILING FREQUENCIES

EDITORS NOTES

Hail True Believers!

The venerable and always awesome Stan Lee would start his letters to the editors comments with "True Believers" and for some reason that always rang so very true to me. I remember pouring over my comics as a kid and realizing that, Yes! I was a true believer. I wanted to see Spidey swinging through my hometown and Thor knocking Abomination through the wall of my favorite pizza place. I could visualize these things in my mind... and I believed.

Hailing Frequencies is a lot like that. Taking talented writers and letting them have at it in the Starjammer Universe is what this particular publication is all about. Letting them stretch their wings, find something cool to write about, and making us BELIEVE in it. We hope you enjoy our freshman offering by Kristopher Cruz, Epsilon Company.

You know... there is a reason why I chose Epsilon Company as the very first Hailing Frequency. This article is about a bunch of ragtag aliens getting together and doing things that no other group could do. Not only was it a huge hurrah to the always amazing A-Team of my youth it showed me that, like the A-Team if I could assemble a rag tag team of authors, I could do some pretty cool stuff.

So here's the rub, bub. Do you want to be on our Epsilon Company? Hailing Frequencies is a weekly pub so we need submissions. Do you have what it takes to be a part of our group of writers? This is your chance to break into the biz. If we like what we see with your Hailing Frequencies we have literally dozens of projects that are just waiting for that talented author to show up.

So pitch it. Tell me what you want to write about as long as it is in the Starjammer Universe. Grab your solar sails and set them to whatever direction you want. Throw 250 or so words my way and say, "This is my Hailing Frequencies!". Each submission that is approved and published will receive \$25.00 via Paypal and most HF's are between 2,000 to 3,000 words. If we like it, we publish it, and perhaps there will be more glory waiting for you after that!

Join d20pfsrd.com Publishing's Epsilon Company!
Hmm. I think I need to make a recruitment poster with a pasimachi in a star spangled top hat...

Take care, and good gaming!

Troy Daniels

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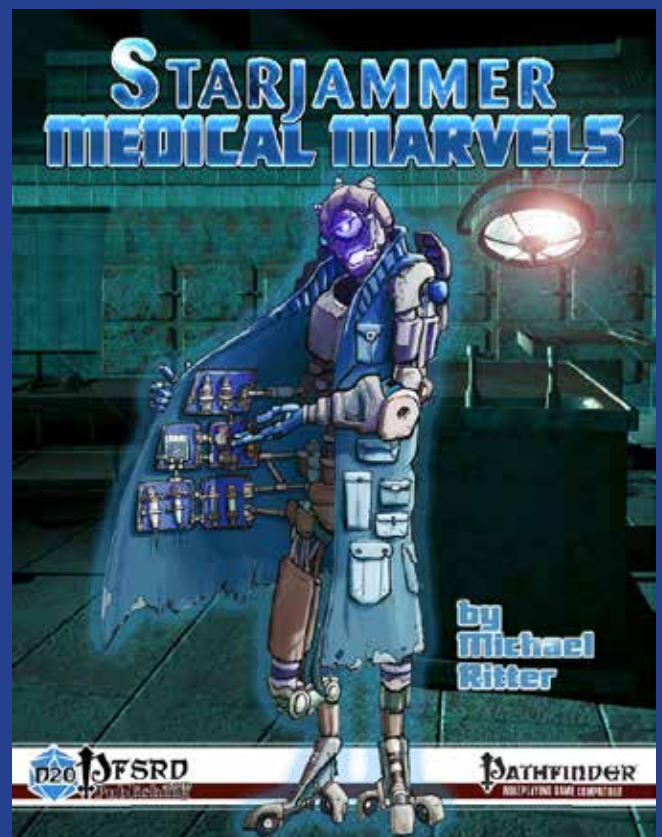


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