

*This is Free Trader Beowulf,
calling anyone...
Mayday, Mayday... we are under attack...
main drive is gone...
turret number one not responding...
Mayday... losing cabin pressure fast...
calling anyone... please help...
This is Free Trader Beowulf...
Mayday...*

Unofficial Guide for Fans by Fans

TravellerHERO

*Science Fiction Adventure in
the Far Future using the HERO
System 5th Edition*

v 0.9

*Traveller*HERO

TravellerHERO – Unofficial Guide for running Traveller® in the HERO System™®

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Appreciation

Dedication: To Marc Miller, who started it all with the original Traveller®.

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Table Of Contents

Introduction 10

Traveller Eras	10
Other Incarnations.....	10
What is TravellerHERO?	10
Unsuitable Technology.....	10
Traveller Resources on the Web	10
Star HERO Web Resources	10

Major Races 11

Aslan	11
Aslan Template	11
Droyne	11
Droyne Template	11
Chirpers.....	12
Drone Caste	12
Leader Caste	12
Sport Caste	12
Technician Caste.....	13
Warrior Caste	13
Worker Caste	13
Hivers	14
Hiver Template	14
K'kree	14
K'kree Template.....	14
Vargr	15
Vargr Template.....	15
Humaniti	15
Solomani	15
Vilani.....	15
Zhodani.....	15
Zhodani Template	15

Minor Races 16

Ael Yael	16
Ael Yael Template	16
Career Preferences	16
Darrians	16
Darrian Template	16
Career Preferences	16
Dynchia	17
Dynchia Template.....	17
Career Preferences	17
Girug'kagh	17
Girug'kagh Template.....	17
Career Preferences	17
Githiaskio	18
Githiaskio Template	18

Career Preferences	18
Hlanssai	18
Hlanssai Template	18
Career Preferences	18
Irkklan	19
Irkklan Template	19
Jgd-li-jagd	19
Jgd-li-jagd Template	19
Newts	20
Newt Template	20
Newt Career Preferences	20
The Sword Worlders	20
Sword Worlders Template	20
Sword Worlders Career Preferences	20
Sword Worlds Patrol Service	20
Virushi	21
Virushi Template	21
Virushi Career Preferences	21

The New Era Races 22

Reformation Coalition Humans	22
Aubani	22
Aubani Biology.....	22
Balduri	22
Balduri Biology	22
Fijans	22
Fijan Biology.....	22
Luhtalans	22
Luhtalan Biology	22
Nimbans	23
Oriflamme	23
Spiri.....	23
Reformation Coalition Nonhumans	23
Schalli	23

Profession Templates 24

Imperial And Government Templates	24
Imperial Court and Bureaucracies	24
Bureaucrat	24
Courtier	24
Diplomat	24
Noble.....	24
Senator.....	24
Law Enforcement and Intelligence	24
Imperial Law Enforcement	24
Planetary Law Enforcement	24
Imperial Intelligence Field Agent.....	24
Imperial Intelligence Analyst.....	24
Imperial Intelligence Operative	24
Military Services	24
Imperial Navy	24
Imperial Navy Command	25

Imperial Navy Flight School	25	Colonist.....	30
Imperial Navy Engineering	25	Civil Engineer	30
Imperial Navy Science and Sensors.....	25	Computer Programmer	30
Imperial Navy Security	25	Construction Worker.....	30
Imperial Navy Gunnery Officer	25	Doctor	30
Imperial Marines.....	25	ex-Con.....	31
Imperial Marine Enlisted	25	Farmer	31
Imperial Marine Officer	25	Hunter/Guide.....	31
Imperial Army.....	25	Journalist.....	31
COACC - Imperial Army Air Corp	25	Martial Artist	31
Imperial Army Cavalry - Armor.....	25	Mechanic.....	31
Imperial Army Artillery	26	Mercenary	32
Imperial Army Infantry	26	Merchant Marine	32
Imperial Army Medical	26	Professor	32
Imperial Army Officer	26	Psionics Institute Member	32
Imperial Army Wet Navy.....	26	Psionic Researcher	32
Imperial Army Special Forces.....	26	Scientist (Field Scientist).....	32
Imperial Army and Marine School and Other assignments	26	Technician.....	32
Commando School.....	26	Wealthy Traveller.....	32
Protected Forces Training.....	27	Hiver Professions	32
Military Intelligence School.....	27	Hiver Technical Representative	32
Command College.....	27	Hiver Instructors	32
Staff College	27	Hiver Merchant	33
Recruiting Duty.....	27	Vargr Professions.....	33
Military Attache/Aide.....	27	Vargr Merchant	33
Marine Embassy Duty	27	Vargr Raider	33
Ships Troops.....	27	Aslan Professions	33
Training Cadre	28	Aslan Mercenary.....	33
Scout Service	28	Aslan Assassin	33
Survey Scout	28	Zhodani Professions.....	33
Contact Specialist	28	Zhodani Noble	33
Communications	28	Zhodani Intendant.....	33
Detached Duty.....	28	Zhodani Guard.....	33
Administration and Base.....	28	Droyne Professions	34
Scout Service Schools.....	28	Droyne Sport	34
Survey School	28		
Contact School	28		
X-Boat School	28		
Civilian Templates	29	Game Elements	35
Criminals.....	29	Characteristics.....	35
Assassin.....	29	Strength	35
Data/Identity Thief.....	29	Dexterity	35
Pirate.....	29	Intelligence.....	35
Rebel	29	Skills	35
Rogue	29	Breakfall	35
Smuggler.....	29	Computer Programming	35
Space Careers.....	29	Electronics.....	35
Belter.....	29	High Society.....	35
Explorer	29	Inventor	35
Pilot.....	29	Languages.....	35
Prospector/Salvager	29	Martial Arts.....	35
Trader	29	Mechanics	36
Other Careers.....	30	Navigation	36
Athlete	30	Paramedics	36
Attorney.....	30	Professional Skill: ZERO G Operations	36
Artist/Entertainer.....	30	Survival.....	36
Bounty Hunter.....	30	Systems Operations	36
		Transport Familiarity	36

Weapon Familiarity	36
Weaponsmith	37
Perks	37
Access	37
Advanced Tech	37
High Tech	37
Low Tech	37
Computer Link	37
Contact	37
Fringe Benefits	37
Imperial Data Access Card	37
Starship Master License	37
Licensed Psionic	37
Traveller's Aid Society (TAS) Membership	37
Police Power	37
Military Rank	37
Head of State	37
Status	37
Money	38
Reputation	38
Decorations	38
Vehicles and Bases	38
Scout Ship	38
Merchant Vessel	38
Talents	38
Absolute Time Sense	38
Danger Sense	38
Eidetic Memory	38
Environmental Movement	38
Hotshot Pilot	38
Latent Psionic	38
Simulate Death	38
Universal Translator	39
Disadvantages	39
Age	39
Dependence	39
Dependent NPC	39
Distinctive Features	39
Enraged/Berserk	39
Physical Limitation	39
Psychological Limitation	39
Reputation	39
Social Limitation	39
Susceptibility/Vulnerability	39
Psionics	39
Conversion Notes	39
Converting Characteristics	39
Converting Skills	39

Psionics and The Psionic

Institute45

Psionics Institute45

Psionics45

Traveller Conversion Method	45
General Method	45
Telepathy Group	46
Traveller Conversion Method	46
General Method	46
Clairvoyance Group	46
Traveller Conversion Method	47
General Method	47
Telephysics Group	47
Traveller Conversion Method	47
Teleportation Group	48
Traveller Conversion Method	49
General Method	49
Self Group	49
Traveller Conversion Method	49
General Method	49
Other Group	49
Psionic Technology	50
Psionic Skills: An Alternative	51

Weapons.....53

Small Arms53

Handguns 53

Body Pistol.....53

Auto Pistol, 9mm53

Auto Pistol, 9mm Magnum.....53

Revolver, 9mm.....53

Revolver, 9mm Magnum.....53

Snub Revolver54

Snub Pistol54

Rifles..... 54

Carbine54

Rifle54

Hunting Rifle55

Automatic Rifle55

Accelerator Rifle55

Shotguns..... 55

Automatic Shotgun55

Pump Shotgun55

Submachinegun..... 56

Submachinegun56

Assault Rifles / LMG 56

Light Machinegun.....56

Assault Rifles56

Advanced Combat Rifle.....57

Light Assault Gun57

Thrown Grenades 57

Fragmentation Grenade57

Concussion Grenade57

Smoke Grenade58

Gas Grenade58

Flash Grenade.....58

Flechette Grenade58

Gauss Guns 58

Gauss Pistol58

Gauss Rifle58

Uncommon Firearms	58
Grenade Launchers	58
4 cm RAM Grenade Launcher	58
Heavy Machineguns	59
7mm MMG	59
13mm HMG	59
5mm Rotary-7	59
7mm Rotary-7	59
5mm Rotary-8.....	59
7mm Rotary-8.....	59
VRF Gauss Gun	59
Shoulder-Fired Weapons.....	59
Assault Rocket Launcher	59
Plasma Bazooka.....	59
Automatic RAM GL	59
Beam Weapons.....	60
Laser Pistols	60
Laser Pistol-9	60
Laser Pistol-12	60
Laser Pistol-15	60
Laser Pistol-16	61
Laser Carbines	61
Laser Carbine-8	61
Laser Carbine-11.....	61
Laser Rifles	61
Laser Rifle-9	61
Laser Rifle-12	61
Laser Rifle-13	62
Laser Rifle-15	62
Laser Assault Weapons.....	62
Laser MG-14.....	62
Heavy Laser Rifle.....	62
Energy Weapons.....	63
Fusion Guns.....	63
FGMP-14	63
FGMP-15	63
FGMP-16	63
Plasma Guns.....	63
PGMP-12	63
PGMP-13	63
PGMP-14	64
Small Arms Weapons Table.....	65
Beam Weapons.....	66
Beam Weapons.....	66

Defenses.....67

Body Armor	67
Battle Dress	67
Combat Armor-10.....	67
ABD-10.....	68
ABD-11.....	68
Battle Dress-12.....	69
RCES Body Sleeve-12	70

Sensors and Communications... 71

Sensors	71
Personal Devices	71
Geiger Counter	71
Inertial Locator.....	71
Magnetic Compass	71
Metal Detector.....	71
Vision Devices	71
Binoculars	71
Cold Light Lantern	71
Electric Torch.....	71
Gas or Oil Lamp	71
IR Goggles (Built-in)	71
IR Goggles.....	71
Light Intensifier Goggles (Built-in)	71
Light Intensifier Goggles	71
Torch.....	71
Image Converter Binoculars-9.....	71
Handheld Densitometer-14	72
Passive Radiation Imaging System Binoculars-12.....	72
Portable Bio-Sniffer-13	72
Portable Neural Activity Sensor-13	72
Atmosphere Tester	72
Bugs	72
Bug Detectors	72
Detector, Stress.....	72
Radar, Field Surveillance	72
Other Devices	72
Blip Enhancer.....	72
Chaff Dispenser.....	72
Chaff Rockets	72
Counterbattery Radar.....	72
EM Masking and Stealth Construction.....	72
Flare Pods.....	72
Laser Sensors.....	72
Pixie/Nixie Decoy	73
Radar Warning Receiver	73
Radio Direction Finder	73
Sensor Decoys	73
Short Range Radar Jammer	73
Wild Weasel Drone.....	73
Communications	73
Personal Devices	73
Long Range Communicator	73
Medium Range Communicator	73
Short Range Communicator	73
Portable Lasercomm Relay-10.....	73
Communicator, Video	73
Other Devices	73
Computers.....	74
Hand Calculator	74
Computer Language Translator	74
Battle Computer	74
Computer, Hand	74

Medical Equipment75

AutoMed	75
Surgical Instruments	75
First Aid Kit.....	75
Medical Scanner, Pocket	75
Medical Scanner, Computer	75
Medicines.....	75
Vaccines.....	75
Antibiotics	75
Metabolics	75
Healing	75
Medical Slow Drug	75
Smart Bandage	75
Enhancement Drugs.....	76
Combat Drug	76
Fast Drug	76
Slow Drug	76
Anagathics.....	76

Survival Gear77

Artificial Gill.....	77
Cold Weather Clothing	77
Filter Mask.....	77
Filter/Respirator Combination.....	77
Oxygen Tanks	77
Protective Suit.....	77
Respirator	77
Swimming Equipment.....	77
Underwater Air Tanks	77
Vacc Suit (TL 7).....	77
Diving Gel Suit-9.....	77
PLSS[A]-9	77
PLSS[B]-9	77
PLSS[C]-9	78
General Purpose Vacc Suit-8	78
Tailored Vacc Suit-14	78
Light Duty Vacc Suit-10	78
Hostile Environment Vacc Suit-12	78

Robots79**Civilian Robots79**

Star Servants Mechanic Robot	79
Tukera SM-232 Mechanic Robot	80
Icam AN-427 Security Robot.....	81

Non-Civilian Robots82

PR-317 Police Robot	82
H9 Heavy Combat Robot.....	83

Vehicles84**Commercial Vehicles.....84**

Personal Grav Bike	84
Traveller Wheeled ATV	84
Enclosed Air Raft.....	86
Open Air Raft.....	86

Commercial Grav APC.....	87
Military89	
Astrin APC	89
Attack Speeder	90
Recon Grav Bike-12	91
Pyrhus Support Sled	92
Terrapin Meson Sled	93
MRL Artillery Vehicle	94
Intrepid Grav Tank.....	95
Zhodani Z-80 Grav Tank	96

Traveller Starship Tech98**Buying Starships98****Size and Displacement.....98****Power Systems.....99****Propulsion Systems99**

Maneuver Drives	99
Traveller Maneuver Drives	99
Jump Drives.....	100
Traveller Jump Drives	100

Weapon Systems100**Starship Lasers100**

TL9 Turret Lasers.....	100
Beam Laser, 250 MW Single-Turret.....	100
Beam Laser, 250 MW Triple Turret	100
TL12 Turreted Lasers.....	100
Beam Laser, 250 MW TL12 Single-Turret	100
Beam Laser, 250 MW TL12 Single-Turret	101
TL15 Turreted Lasers.....	101
Beam Laser, 250 MW TL15 Single-Turret	101
Beam Laser, 250 MW TL15 Triple-Turret.....	101
TL 15 Pop-Up Single-Turret	101
TL 15 Pop-Up Triple-Turret	101
Laser Barbette.....	101
Laser Barbette, 1200 MW TL15 Single-Turret	101
Bay Lasers.....	102
Bay Laser, TL15	102
Spinal-Mount Lasers	102
Spinal Mount Laser.....	102
Point Defense Laser Array	102
Point Defense Laser Array	102
Meson Guns102	
Meson Bay Weapons	102
50-Ton Meson Gun Bay	102
100-Ton Meson Gun Bay	102
Spinal Meson Guns.....	103
Light Spinal Meson Gun.....	103
Medium Spinal Meson Gun	103
Heavy Spinal Meson Gun	103
Type T Spinal Meson Gun	103
Particle Accelerators.....103	
50-Ton Particle Accelerator Bay	103

Fusion Guns	104
Plasma Guns	104
Missiles	104
Light Missile Rack	105
Defense Systems	105
Sandcaster Launcher	105
Meson Screen	105
Operations Systems	105
Computers.....	105
Sensors	105
Sensor Packages.....	105
Communications	106
Electronic Warfare.....	106
Flight Control	106
Personnel Systems.....	106
Life Support.....	106
Environmental Systems	106

Starships107

Commercial Starships	107
Type A Free Trader Version 2	107
Type A2 Far Trader	108
Type A3 Fat Trader Version 2	111
Cutter Module	113
Lab Ship.....	114
Safari Ship.....	116
Stellar Class Subsidized Liner	118
Type Y10 Yacht.....	120
Type Y12 Yacht.....	122
Scout Starships	124
Donosev Class Survey Scout	124
Type S Scout Courier version 2	127
Military Starships	130
Azhanti High Lightning Fleet Intruder	130
Broadsword Mercenary Cruiser	134
Dragon class System Defense Boat	136
Rampart Light Fighter	139

Sample Worlds140

Oureboros	140
WORLD DETAILS	140
STELLAR DETAILS	140
SATELLITE DETAILS.....	140
STAR SYSTEM ORBITAL ZONES.....	140
SIZE RELATED DETAILS	140
ATMOSPHERIC RELATED DETAILS	140
HYDROSPHERE RELATED DETAILS	140
TECHNOLOGY RELATED DETAILS.....	140
TEMPERATURE WORKSHEET.....	141
ENCOUNTER TABLES.....	141
Hyperion	143

Scenarios144

Plague of Perruques	144
NOTES.....	144
THE CHARACTERS	144
THE SITUATION	144
THE HUNTING EXPEDITION	144
REFEREE SYNOPSIS.....	144
THE HUNT	144
Random Events	144
THE PLAGUE.....	144
ADVENTURE INFORMATION.....	145
Time.....	145
Information Gathering	145
Linradis Island: The IGS Engineering Laboratory	145
Polar Subsurface City	145
The Shallows	145
Ag Factory	146
Staging Point	146
Hunting Grounds	146
City Industrial Park	146
Residences	146
Uakaye Down Starport	146
Startown	147
Police Headquarters	147
Commercial Center	147
Abandoned Army Base	147
Hotel Complex.....	147
Medical Center	147
Final Notes	148
Starport Situations.....	148
The Tourist	148
Basic Encounter	148
Variation One	148
Variation Two	148
Variation Three	148
Variation Four	149
The Loaders.....	149
Basic Encounter	149
Variation One	149
Variation Two	149
Variation Three	149
Variation Four	149
The Police.....	149
Basic Encounter	149
Variation One	149
Variation Two	149
Variation Three	149
Variation Four	149
Military On Leave.....	149
Basic Encounter	149
Variation One	149
Variation Two	149
Variation Three	150
Variation Four	150
Mugging	150
Basic Encounter	150
Variation One	150
Variation Two	150

Variation Three 150
Variation Four 150

Sample Characters151
Classic Traveller Merchants.....151
Ship’s Captain..... 151
Ship’s Pilot..... 151
Ship’s Engineer 151
Ship’s Medic..... 152
Ship’s Gunner..... 152
Ship’s Steward 152
Ship’s Deckhand..... 152

Introduction

Welcome to *TravellerHERO* - the Unofficial Guide for playing Traveller® using the HERO System 5th edition™®. This work is written by fans for fans, and we have no affiliation with Traveller (Far Future Enterprises) or with HERO Games, other than being fans of both.

We have received permission from Traveller's Marc Miller to use Traveller information in this guide, and hope that we have made no infringements. If you feel that a piece of work or art derived from Traveller and used in this guide infringes on your copyright, please inform us so we can remove or modify it, as appropriate.

Traveller Eras

There are four incarnations of Traveller® that we have drawn upon for this guide.

Classic Traveller (the first incarnation) takes place in the Golden Age of the Third Imperium, circa 1105 (approximately 5621 AD).

MegaTraveller (the second incarnation) takes place at the end of the Third Imperium. Emperor Strephon of the Third Imperium has been assassinated, there is a struggle for rulership of the Imperium, and the Rebellion has begun, circa 1116 (5634 AD).

Traveller: The New Era (the third incarnation) follows the time of Rebellion and the aftermath of Virus, circa 1201 (5717 AD).

T4 Traveller (the fourth incarnation) takes place before Classic Traveller, at the beginning of the Third Imperium, circa 0 (4518 AD).

OTHER INCARNATIONS

GURPS Traveller, available from GURPS/Steve Jackson Games, is set in the Golden Age in an alternate branch universe in which Emperor Strephon was not assassinated.

Traveller²⁰, available from QuikLinks and commonly referred to as **T20**, is an officially licensed rules adaptation of Traveller for the d20 system, set at the turn of the millenium in the Gateway sector.

What is TravellerHERO?

Traveller® is science-fiction adventure in the far future, in the Third Imperium. The Traveller® universe does not have the lofty ideals of works like Star Trek; it parallels the European discovery and conquest of the Americas. Many of the parallels are intentional.

As with the 17th century age of sail, Traveller® maintains a "frontier" feel. In that time, the fastest way to get a message to a land across the sea was by ship. In Traveller®, there is no subspace or FTL communication. The fastest way to get information across the sea of space is with a Jump-capable starship. Since each jump takes at least a week, and the largest jump is 18 light years, it can take a year for information to travel from the outer reaches to the core and back.

With the speed of communication limited to the speed of travel, far-off lands tended to rule themselves. In Traveller®,

"the Imperium rules space, the planets rule themselves" is an oft-quoted statement.

Trade is the lifeblood of the Imperium - moving goods from planet to planet, finding new planets as sources of raw materials, find new buyers of goods - and those who interfere with the Imperium's lifeblood learn to regret it sooner or later. Trade wars can be just as deadly as the geopolitical kind.

Traveller® isn't Star Trek, and there's no Prime Directive. You can sell laser pistols to primitives, and advanced computers to railway-age nations at war; just make sure you can make a profit on the deal, and that you don't get caught in the crossfire.

Unsuitable Technology

There are two notable science fiction technologies that are not suitable for Traveller®: *Nanotechnology* and *Cybertech* (including body modifications).

Nanotechnology, which has come to mean self-replicating molecular robots, are not part of the Traveller® universe. Its inclusion would vastly change the way the Traveller® universe works.

Cybertech, the augmentation of body and brain with biotech machines, is also not a part of the Traveller® universe. Machines and technology are tools, nothing more. Such modifications would be as distrusted by the people of Traveller as psionics.

Traveller Resources on the Web

Far Future Enterprises, Marc Miller's site for buying Traveller books (and much more), is at <http://www.farfutur.net/>

Quicklinks Interactive (QLI/RPG), which has T20 and a information about Marc Miller's Traveller 5, is at <http://www.travellerrpg.com/>

Freelance Traveller, a very good general source of information on Traveller in all its forms, is at <http://www.freelancetraveller.com>

The Traveller Downport, another good source of general information, is at <http://www.downport.com>

The Traveller Integrated Timeline is at <http://www.prairienet.org/~dmckinne/timeline.html>

The Interactive Atlas of the Imperium is at <http://www.utzig.com/traveller/iai.shtml>

The Traveller Starship Technical Manual is at <http://members.cox.net/magash/STM/Intro.htm>

Traveller *planet generation software* can be found in the computer connection part of Freelance Traveller. Shadowcat also recommends *Heaven and Earth* or *Galactic 2.4*, both of which are free.

Star HERO Web Resources

HERO Games Star Hero Links is at <http://www.herogames.com/StarHero/index.htm>

Star HERO Fandom is at <http://www.starherofandom.com/index.php>, and Shadowcat's TravellerHERO is at http://www.starherofandom.com/h_traveller/index.php

Major Races

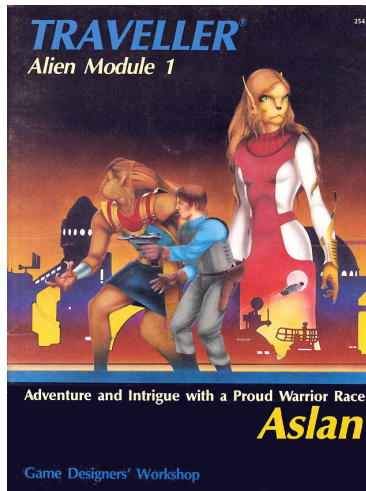
Humans aren't the only species in the Milky Way galaxy, or for that matter in the Imperium. Traveller has many minor alien races but only a few major races. Major races are those who discovered Jump Drive technology on their own; minor races were discovered by a major race before achieving Jump Drive technology.

Aslan

For more detailed information on this race, see *Traveller® Alien Module 1: Aslan* from Far Future Enterprises (<http://www.farfutur.net/>)

Aslan Template

The Aslan are a humanoid race whose appearance is vaguely lion-like. Aslan are slightly larger than human, averaging 2 meters tall and 90 kg mass. The first humans that encountered them described them as lion-like; however they have no biological relations to cats.



Aslan Template

Cost	Powers
3	+3 STR
6	+3 CON
-6	-2 DEX
4	<i>Aslan Hearing</i> : +2 PER with Hearing Group
5	<i>Aslan Eyes</i> : Nightvision
3	<i>Aslan Legs</i> : Running +3" (9" total) (6 Active Points); Increased Endurance Cost (x3 END; -1)
8	<i>Dewclaw</i> : Killing Attack - Hand-To-Hand 1/2d6 (1d6+1 w/STR) (10 Active Points); Reduced Penetration (-1/4)
Disadvantages	
0	None
Options	
-15	<i>Psychological Limitation</i> : Aslan Code of Honor (Common, Strong)
-15	<i>Psychological Limitation</i> : Aslan Male (Warrior and Leader; Common, Strong) or <i>Psychological Limitation</i> : Aslan Female (Manager and Thinker; Common, Strong)

Males and females are distinguished by the male's larger size and prominent mane. Aslans have a specialized folding dewclaw which folds back into a covering along the thumb.

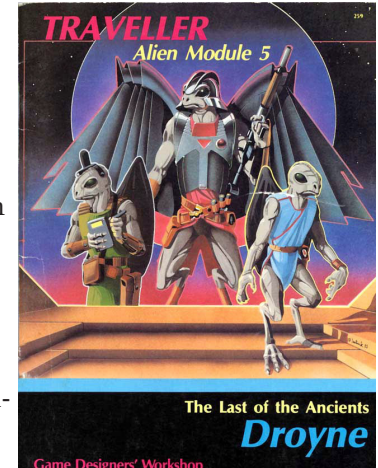
Droyne

For more extensive information on the Droyne, see *Traveller® Alien Module 5: Droyne* from Far Future Enterprises (<http://www.farfutur.net/>)

Droyne Template

The Droyne are a small race derived from winged herbivorous gatherers. They vary in size depending on which of the six castes they belong to; most are 3 feet tall, but members of the workers and warrior castes are 6 feet tall. The castes are as much physical as they are societal.

Note: Only the **Sport** caste is suitable for use as a player character, unless the GM is running a campaign based solely on a droyne clan.



Droyne Basic Template

Cost	Powers
5	<i>Droyne Eyes</i> : Nightvision
5	<i>Droyne Eyes</i> : Increased Arc Of Perception (240 Degrees) with Sight Group
4	<i>Droyne Claws</i> : Killing Attack - Hand-To-Hand 1 point (½d6 w/STR) (5 Active Points); Reduced Penetration (-¼)
11	<i>Droyne Wings</i> : Flight 10" (20 Active Points); Restrained (-½), Limited Power Affected by atmospheric density and gravity (-¼)
20	<i>Droyne Invisibility</i> : Invisibility to Sight Group, No Fringe (30 Active Points); Limited Power Only vs. organic minds, no effect versus machines (-½), No effect versus mind with Mental Defense (-¼), Uses END Reserve Only (-0)
3	<i>Droyne Mind Link</i> : Mind Link, Specific Group of Minds (Anyone in the Dreskay) (10 Active Points); Increased Endurance Cost (x5 END; -2), Costs Endurance (Only Costs END to Activate; -¼), Uses END Reserve Only (-0)
9	<i>Droyne Psionic Endurance Reserve</i> : 50 END, 10 REC per 20 Minutes
Disadvantages	
-10	<i>Psychological Limitation</i> : Duty towards family and society (Common, Moderate)

CHIRPERS

The young droyne who have not yet been selected for a particular caste are known as Chirpers.

Chirper Add-On Template

Cost	Powers
10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-1/2)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth
Disadvantages	
-7	-7 STR
-6	-2 DEX
-10	-5 CON
-10	-5 BODY
-3	-3 INT
-5	-5 PRE
-4	<i>Small:</i> -2" Running
-15	<i>Age:</i> 10 or younger

DRONE CASTE

The Drone caste performs family and administrative functions in Droyne society.

Drone Caste

Cost	Powers
10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-1/2)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth
Disadvantages	
-5	-5 STR
-10	-5 BODY
-4	<i>Small:</i> -2" Running
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)

LEADER CASTE

Droyne society is managed and lead by the members of this caste. They are solely responsible for the droyne society and what it does (or doesn't) do.

Leader Caste

Cost	Powers
6	+6 INT
3	+3 PRE
10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-1/2)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth
45	5 150-point Followers
Disadvantages	
-5	-5 STR
-9	-3 DEX
-8	-4 BODY
-4	<i>Small:</i> -2" Running
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)

SPORT CASTE

Unique among the droyne, the members of the sport caste are purposely exempt from the caste structure. As such, *they are the only caste suitable to be used as player characters.*

Sport Caste

Cost	Powers
10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-1/2)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth
Disadvantages	
-5	-5 STR
-10	-5 BODY
-4	<i>Small:</i> -2" Running

TECHNICIAN CASTE

Members of the technician caste are the science-oriented caste. They are concerned with research and application of technology.

Technician Caste

Cost	Powers
2	+2 INT
6	+2 DEX
10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-1/2)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth
Disadvantages	
-6	-6 STR
-12	-6 BODY
-4	<i>Small:</i> -2" Running
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)
-15	<i>Psychological Limitation:</i> Creative and Competent, But Requires Direction From Leader (Uncommon, Total)

WARRIOR CASTE

Soldier and marine, police and security, and various high-risk occupations such as firefighter and disaster relief, the warrior caste are well-trained combatants with good strength and agility. They are more common in frontier areas where their services are needed and less common in civilized areas.

The Droyne warrior should take the caste package and the appropriate skill package (soldier, marine, police, etc.).

Warrior Caste (Small)

Cost	Powers
9	+3 DEX
10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-1/2)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth
Disadvantages	
-2	-2 STR
-6	-3 BODY
-4	<i>Small:</i> -2" Running
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)

Some members of the warrior caste become human-sized. For human-sized warriors, use the following template:

Warrior Caste (Medium)

Cost	Powers
9	+3 DEX
3	+3 STR
4	+2 BODY
Disadvantages	
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)

WORKER CASTE

Members of the worker caste perform the manual labor and mundane activities. This caste does general-purpose work; they are generally rather dim, and are not generally effective at decision-making even within all but the simplest of tasks

Worker Caste (Small)

Cost	Powers
10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-1/2)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth
3	<i>Choose one of the following:</i> Animal Handling, a Profession skill (e.g. Laborer, Farmer, Industry worker, etc.), or Mechanics (for simple repair work)
Disadvantages	
-10	-5 BODY
-4	<i>Small:</i> -2" Running
-15	<i>Psychological Limitation:</i> Difficulty making decisions, needs direction (Very Common, Moderate)
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)

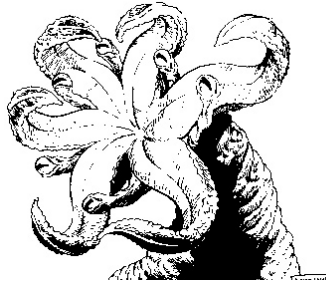
As with the warrior caste, some members of the worker caste become human-sized. For them, use the following template:

Worker Caste (Medium)

Cost	Powers
5	+5 STR
3	<i>Worker Skills:</i> Choose from the following list. Animal Handling, a Profession skill (e.g. Laborer, Farmer, Industry worker, etc.), or Mechanics (for simple repair work)
Disadvantages	
-15	<i>Psychological Limitation:</i> Difficulty making decisions, needs direction (Very Common, Moderate)
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)

Hivers

Hivers are a major race, with a large federation from rim/trailing of the Imperium. Hivers are noted for their fascination with psychological manipulations. Hivers never possess psionic abilities, and are quite resistant to telepathy.



Hiver Template

Hiver Template	
Cost	Powers
-3	-3 STR
5	Extra Limbs
10	<i>Unique Mind</i> : Mental Defense 10 points
5	Infrared Vision
10	Clinging
1	<i>Chitin</i> : Damage Resistance (1PD/1ED)
Disadvantages	
5	<i>Physical Limitation</i> : Mute, usually fixed using technology (Infrequently, Slightly Impairing)
5	<i>Physical Limitation</i> : Unusual Form; makes some tasks difficult (Infrequently, Slightly Impairing)
15	<i>Psychological Limitation</i> : Pacifist regarding personal combat (Common, Strong)
15	<i>Psychological Limitation</i> : Fascination with Psychological Manipulation of Others (Common, Strong)

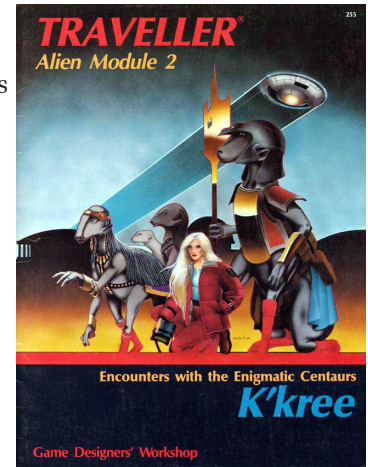
K'kree

The K'kree are a centaur-like major race, and one of the few major races descended from herbivores.

For more extensive information, see *Traveller® Alien Module 2: K'kree* from Far Future Enterprises (<http://www.farfuture.net/>)

K'kree Template

Adult K'kree stand 5' tall at the shoulder, and 7' tall when standing erect. They weigh about 1000 pounds. They are covered with a short gray or black fur, with a black mane that covers the head and shoulders of both sexes.

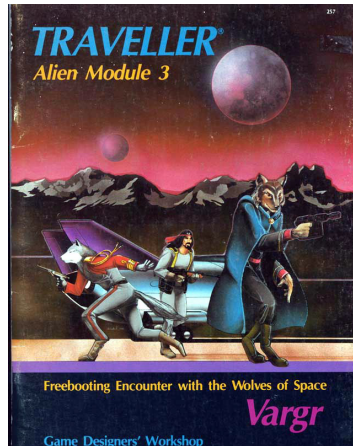


K'kree Template	
Cost	Powers
10	+10 STR
12	+4 DEX
10	+5 CON
10	+5 BODY
3	+3 PRE
7	<i>Kick</i> : Hand-To-Hand Attack +2d6 (10 Active Points); Hand-To-Hand Attack (-½)
6	<i>Long Legs</i> : Running +3" (9" total)
Disadvantages	
5	<i>Physical Limitation</i> : Large, 4m, -2 DCV, +2 to PER Rolls to be seen (Infrequently, Slightly Impairing)
5	<i>Physical Limitation</i> : Unusual Form; makes some tasks difficult (Infrequently, Slightly Impairing)
15	<i>Psychological Limitation</i> : Gregarious, must stay in groups (Common, Strong)
15	<i>Psychological Limitation</i> : Claustrophobic (Common, Strong)

Vargr

The Vargr are an intelligent major race coreward of the Imperium; they are descended from Terran wolf stock, the result of genetic manipulation by the Ancients.

For more extensive information, see *Traveller® Alien Module 3: Vargr* from Far Future Enterprises (<http://www.farfuture.net/>)



Vargr Template

Vargr Template

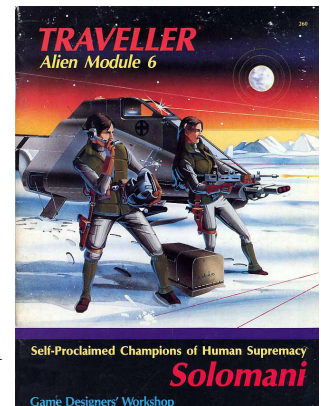
Cost	Powers
-2	<i>Vargr Strength</i> : -2 STR
6	+2 DEX
3	<i>Vargr Senses</i> : +1 PER with all Sense Groups
6	<i>Vargr Nose</i> : +3 PER with Smell/Taste Group
10	<i>Vargr Nose</i> : Tracking with Smell/Taste Group
4	<i>Vargr Claws</i> : Killing Attack - Hand-To-Hand 1 point (1/2d6 w/STR) (5 Active Points); Reduced Penetration (-1/4)
6	<i>Vargr Ears</i> : +3 PER with Hearing Group
3	<i>Vargr Ears</i> : Ultrasonic Perception (Hearing Group)
6	<i>Vargr Legs</i> : Running +3" (9" total)
Disadvantages	
-5	<i>Physical Limitation</i> : Night Blindness (x2 Effect from Night Modifiers) (Infrequently, Slightly Impairing)
-10	<i>Vulnerability</i> : 1 1/2 x Effect from Interaction Skills and PRE Attacks -- Easily Swayed (Common)
-10	<i>Psychological Limitation</i> : Pack Mentality (Common, Moderate)

Humaniti

There are three races derived from Terran humans which exist in the Traveller universe. Those races are the Solomani, Vilani, and Zhodani.

Solomani

The Solomani ("men of Sol") are humans derived from Terran stock. There are no characteristic or skill modification, but see *Traveller Alien Module 6: Solomani* for more detailed information on the Terrans of the Third Imperium.



Vilani

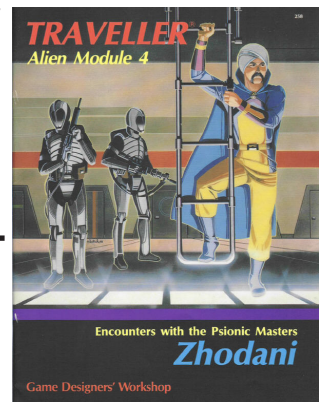
The Vilani are a human major race that developed on Vland from human stock placed there by the Ancients. The Vilani had already built a large star empire (Ziru Sirka) when the Terrans first encountered them. There are no characteristic or skill modifications except for *Longevity* (200-year lifespan), but see the Traveller Database for more detailed information on the Vilani of the Third Imperium.

Zhodani

Zhodani are a human-variant; their society is heavily based on psionics. For more extensive information on this human race, see *Alien Module 4: Zhodani*.

ZHODANI TEMPLATE

Zhodani are a human variant, descendants of transplanted humans. The main difference is the acceptance and use of Psionics by all Zhodani.



Zhodani Template

Cost	Powers
6	+3 EGO
3	+1 DEX
60	R5 Psionics (choose)
Disadvantages	
-15	<i>Psychological Limitation</i> : Honest and Truthful (Common, Irrational)*
-5	<i>Social Limitation</i> : Racial Enemy of Imperium (Occasional, Major, Not Limiting In Zhodani)

Minor Races

In addition to the major races introduced in Classic Traveller, there are minor races that were introduced in various *Journal of the Travellers Aid Society* articles. Minor races are those which do not have an empire, serve a major race, or do not have colony worlds beyond their homeworld.

Ael Yael

The Ael Yael are an intelligent flying species from Jaeyelya (B-484655-4).
For more detailed information on this race, see *Journal of the Travellers Aid Society #15* from Far Future Enterprises (<http://www.farfuture.net/>).

Ael Yael Template

The Ael Yael are flying, tree-dwelling hexapods.

Ael Yael Template	
Cost	Powers
-2	-2 STR
-4	-2 BODY
11	<i>Ael Yael Wings</i> : Flight 10" (20 Active Points); Restrained (-1/2), Limited Power Affected by atmospheric density and gravity (-1/4)
2	<i>Ael Yael Wings</i> : +1 OCV with wings
2	<i>Ael Yael Eyes</i> : +1 Enhanced Perception (Sight Group)
5	<i>Ael Yael Eyes</i> : Nightvision
2	<i>Ael Yael Eyes</i> : Flash Defense (Sight Group; 2 points)
6	Forelimbs and Tail: Extra Limbs, Inherent (+1/4) (6 Active Points)
4	<i>Ael Yael Claws</i> : Killing Attack - Hand-To-Hand 1 point (1/2d6 w/STR) (5 Active Points); Reduced Penetration (-1/4)
Disadvantages	
-5	<i>Physical Limitation</i> : Small, down to half human size (1m, or 1/2 "; +3" KB) Infrequently, Slightly Impairing
-5	<i>Physical Limitation</i> : Difficulty utilizing cover Infrequently, Slightly Impairing
Options	
-15	<i>Psychological Limitation</i> : Turns over most earnings to government (Common, Strong)
-15	<i>Psychological Limitation</i> : Distrusts merchants and corporations (Common, Strong)

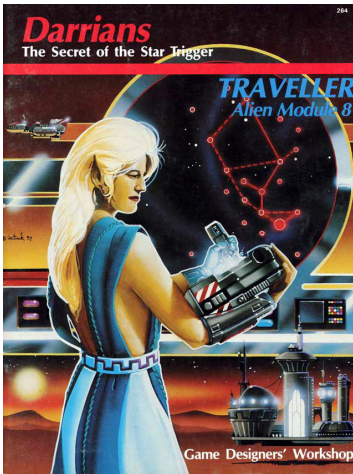
Career Preferences

Jaeyelya has a small militia army, but no planetary navy or marine service. It is extremely rare to find Ael Yael in Imperial or subsector military units; however, the Scout Service is very popular. Because of their atti-

tudes toward commercial concerns, an Ael Yael character as a merchant is unheard of. Some few may follow Hunter or Belter careers, and all other career types are handled normally.
Mustering out benefits for military service are special, as only 10% of cash benefits go to the individual; the remainder go to the Planetary Development Fund. Material benefits such as passages and equipment are not affected, only cash.

Darrians

The Darrian Confederation is a group of worlds in the Darrian subsector of the Spinward Marches. The Confederation is 20% Solomani, 12% Vilani, 8% Aslan, and 60% Darrian (a minor human race from Darrian).
For more detailed information on this race, see *Journal of the Travellers Aid Society #14*.



Darrian Template

Ethnic Darrian Template	
Cost	Powers
-3	-3 STR
-4	-2 CON
-4	-2 BODY
3	+3 INT
Disadvantages	
0	None
Options	
-10	<i>Psychological Limitation</i> : Tolerance of Others (Common, Moderate)

Career Preferences

Confederation citizens cannot enter Imperial military services, but the Darrians maintain their own Navy, Army, and Marines. However, the Darrians have no Scout Service, so that is not an option. Cutlass skill is not required in the Darrian marines.
Darrian Confederation citizens of any race who travel through the Spinward Marches are most likely to be merchants, common adventurers, retired military personnel, or diplomats.

Dynchia

The Dynchia are a warrior race geneered by the Ancients.

For more detailed information on this race, see *Journal of the Travellers Aid Society* #24.

Dynchia Template

Dynchia Template	
Cost	Powers
6	<i>Graceful</i> : +2 DEX
-2	<i>Weaker</i> : -2 STR
-2	<i>Low-gravity build</i> : -1 BODY
Disadvantages	
0	None
Options	
-20	<i>Psychological Limitation</i> : Dynchia Code of Honor (Common, Total)
-15	<i>Psychological Limitation</i> : Stoic (Common, Strong)
4	<i>Warrior Ethic</i> : Choose one weapon familiarity and 1 3-point CSL with that weapon

Career Preferences

Comitia citizens, whether Dynchia or Solomani, can enter the Comitia Navy, Marines or Scouts. Army service is rare on the Dynchia worlds.

All Dynchia and Solomani citizens of the Comitia should have at least one CSL with their chosen weapon because of the society's warrior ethic.

Dynchia should be played as warriors, very touchy of their honor, willing to stoically bear impossible burdens for the sake of their personal/ clan/tribal/racial honor.

Dynchia is free of sexist prejudice - the thought simply does not occur to them. Dynchia engineers know a lot about good design, and can usually improve a device, if it can be improved at all.

Girug'kagh

Formerly known as the Savezitaisoh, a humanoid race and one of the subject races of the K'kree.

For more detailed information on this race, see *Journal of the Travellers Aid Society* #21.

Girug'kagh Template

Girug'kagh Template	
Cost	Powers
-3	<i>Weaker</i> : -3 STR
15	<i>Graceful</i> : +5 DEX
Disadvantages	
-20	<i>Psychological Limitation</i> : Completely Subservient To The K'kree (Common, Total)
-15	<i>Psychological Limitation</i> : Arrogant/Superior To Non-K'reee (Common, Strong)

Career Preferences

Only translators and diplomatic types are found off-planet.

Githiaskio

The Githiaskio are a race of intelligent aquatic squids.

For more detailed information on this race, see *Journal of the Travellers Aid Society* #16.

Githiaskio Template

Githiaskio Template	
Cost	Powers
6	<i>Tentacles</i> : Extra Limbs (2), Inherent (+¼) (6 Active Points)
5	<i>Tentacles</i> : Stretching 1", Inherent (+¼), Reduced Endurance (0 END; +½), Persistent (+½) (11 Active Points); Always On (-½), No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (tentacles) (-¼)
1	<i>Adapted to Water</i> : Life Support (Safe in High Pressure; Safe in Intense Cold) (3 Active Points); Limited Power Only Down to 700 meters (-1)
7	<i>Suction Cups</i> : Clinging (normal STR) (10 Active Points); Cannot Move Up Vertical Surfaces (-½)
10	<i>Water Siphon</i> : Swimming +10" (12" total)
3	<i>Githiaskio Hearing</i> : +2 PER with Hearing Group (4 Active Points); Limited Power Only When Underwater (-½)
2	<i>Githiaskio Hearing</i> : Ultrasonic Perception (Hearing Group) (3 Active Points); Limited Power Only When Underwater (-½)
10	<i>Githiaskio Hearing</i> : Increased Arc Of Perception (360 Degrees) with Hearing Group
3	<i>Hand-to-Hand-to-Hand-to...Combat Skill</i> : +1 with HTH Combat (5 Active Points); Limited Power Only "Bare-handed" Attacks (-½)
2	<i>Adapt Easily To Zero-G</i> : Environmental Movement (no penalties on Zero-G)
Disadvantages	
-12	<i>Only Swims</i> : Running -6"
-25	<i>Dependence</i> : Water Takes 1d6 Damage (Very Common, 1 Turn)
-10	<i>Susceptibility</i> : to Gravity if Unsupported, 1d6 damage per Turn (Uncommon)
-15	<i>Physical Limitation</i> : Poor Eyesight, suffers -2 to all Sight PER Rolls Frequently, Greatly Impairing

Career Preferences

Githiaskio may take civilian or military backgrounds as they wish; the army and marines tend to form "submarine specialist" units, which are attached at corps or army level as needed.

Scouts and Merchants are usually stationed on water worlds.

Hlanssai

The Hlanssai are a humanoid minor race, originating in the Vargr Extents admired for the grace and distrust-ed for their emotional instability.

For more detailed information on this race, see *Journal of the Travellers Aid Society* #22.

Hlanssai Template

Hlanssai Template	
Cost	Powers
-3	<i>Weaker</i> : -3 STR
-4	<i>Light-weight</i> : -2 BODY
9	<i>Graceful</i> : +3 DEX
5	<i>Hlanssai Eyes</i> : Ultraviolet Perception (Sight Group)
5	<i>Hlanssai Eyes</i> : Infrared Perception (Sight Group)
4	<i>Hlanssai Ears</i> : +2 PER with Hearing Group
5	<i>Gripping Feet</i> : Extra Limbs (2), Inherent (+¼) (6 Active Points); Limited Manipulation (-¼)
Disadvantages	
-15	<i>Psychological Limitation</i> : Does Not Plan Ahead / Lives For The Moment (Common, Strong)
-15	<i>Psychological Limitation</i> : Wanderlust (Common, Strong)
-25	<i>Psychological Limitation</i> : Cannot Accept Discipline (Very Common, Total)
-5	<i>Reputation</i> : Unstable, Overly Dramatic, Artistic, 8-
0	<i>Social Limitation</i> : Considered Unstable and Untrustworthy by Humans (Occasionally, Minor, Not Limiting In Some Cultures)

Career Preferences

Hlanssai characters may become roving artists, entertainers, animal-handlers or adventurers – any profession that does not require discipline or structure. Hlanssai cannot accept discipline, and so rarely find work in large, formal organizations, and never in military service.

Irkklan

The Irkklan are a human religious sect that settled on Menorb, whose rigorous physical and mental conditioning make the masters of hand-to-hand combat, and reputedly psionics.

For more detailed information on this group, see *Journal of the Travellers Aid Society* #23.

Irkklan Template

Irkklan Template	
Cost	Powers
3	+3 STR
9	+3 DEX
6	+3 CON
8	+1 with All Combat
10	Martial Arts (10 points' worth)
3	SS: Pharmacology/Toxicology 11-
5	Stealth 13-
5	WF: Common Melee Weapons, Common Missile Weapons, Blowguns
9	9 points of skills from the following list: Acting, Bureaucratics, Climbing, Combat Skill Levels, Concealment, Conversation, Cramming, Cryptography, Deduction, Disguise, Forgery, Lightning Reflexes, Lockpicking, Martial Arts, Mimicry, Penalty Skill Levels, Persuasion, Security Systems, Seduction, Shadowing, Skill Levels, Sleight Of Hand, Stealth, Streetwise, Tracking, Weapon Familiarity, any Background Skill, Contacts, Deep Cover, Deadly Blow
	Disadvantages
-10	<i>Reputation:</i> Irkklan: sorcerer/mystic/psionic, 8- (Extreme)
-20	<i>Psychological Limitation:</i> Irkklan Dietary/Alcohol Regulation (Common, Total)
-25	<i>Psychological Limitation:</i> Survival Above All (Very Common, Total)
-20	<i>Psychological Limitation:</i> Stoic, Disdain for Hedonism and Technology (Common, Total)
	Options
	<i>Survival Techniques:</i> Choose 9 points from the following list: Combat Luck, Danger Sense, Lightsleep, Resistance, Simulate Death, Expanded Breathing (Thin Atmospheres), Rapid Healing, Last Man Standing (DC), Take Cover (DC), Can Find Food Anywhere (DC)

Jgd-II-jagd

The Jgd-II-Jagd are a highly advanced, gas-giant dwelling intelligent species originating on a world on the coreward edge of the Imperium.

For more detailed information on this group, see *Journal of the Travellers Aid Society* #17.

Jgd-li-jagd Template

Jgd-II-Jagd Template	
Cost	Powers
10	+5 BODY
3	+3 INT
20	Hydrogen Jet: Flight 10"
-12	Only Flies: Running -6"
25	Sensory Organs All Around The Body: Increased Arc Of Perception (360 Degrees) with all Sense Groups
5	Numerous Limbs/Tentacles: Extra Limb (1)
8	Jgd Senses: Radio Perception
3	Jgd Senses: Ultrasonic Perception (Hearing Group)
5	Jgd Senses: Ultraviolet Perception (Sight Group)
5	Jgd Senses: Infrared Perception (Sight Group)
14	Jgd Senses: +4 versus Range Modifier for Sight Group, Hearing Group and Radio Perception
3	Long-Lived: Life Support (Longevity: 800 Years)
5	Adapted To Live On A Gas Giant: Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold)
12	Tough Hide: Armor (4 PD/4 ED)
13	Highly Competent: +2 Overall (20 Active Points); Limited Power Only with Jgd Technology (-½)
	Disadvantages
-5	Physical Limitation: Large, up to twice human size (4m, or 2"; -2 DCV, +2 to PER Rolls to perceive) Infrequently, Slightly Impairing
-15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls Frequently, Greatly Impairing
-10	Physical Limitation: Poor Hearing, suffers -2 to all Hearing PER Rolls Frequently, Slightly Impairing
-25	Psychological Limitation: Obsessed With Balanced Exchange / Incapable of Unilateral Action (Very Common, Total)

Newts

Also known as Bwaps or Wabs, (from their name for themselves, Bawapakerwaa-a-awapawab), the newts originated on Marhaban, in the Lentuli subsector.

For more detailed information on this group, see *Journal of the Travellers Aid Society #11*.

Newt Template

Newt Template	
Cost	Powers
3	<i>Easily Hidden</i> : +2 to Concealment (4 Active Points); Self Only (-½)
10	<i>Hard To Hit</i> : +2 with DCV
4	<i>Hard To Perceive</i> : +2 to Stealth
-5	<i>Less Impressive</i> : -5 PRE (-5 Active Points)
-2	<i>Shorter Legs</i> : Running -1" (-2 Active Points)
-5	<i>Weaker</i> : -5 STR (-5 Active Points)
Disadvantages	
-5	<i>Physical Limitation</i> : Small, down to half human size (1m, or 1/2"; +3" KB) Infrequently, Slightly Impairing
-20	<i>Physical Limitation</i> : Must Keep Skin Moist (All the Time, Greatly Impairing)
-15	<i>Distinctive Features</i> : Newt (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
Options	
15	<i>Psychological Limitation</i> : Obsessed With Minutiae, Patterns, And The Order Of Things (Common, Strong)

Newt Career Preferences

Newts are less likely to be accepted in the marines or the army, and more likely to be accepted in the Scout Service, Merchants, and other professions. Those Newts in military service are restricted to defense of Newt worlds.

Newt psychology about order and minutia keep them from learning gambling, forgery, or streetwise skills. The Newts make excellent bureaucrats, officials, mathematicians, bookkeepers, scientists, and historians. Newts are unlikely to make good spies, as they will not lie, they will not break the law unless doing so will restore balance to the universe, and they will not obey orders which are disruptive to the universe.

The Sword Worlders

The inhabitants of the various planets of the Sword Worlds Confederation (collectively called Sword Worlders) are a major presence in the Spinward Marches. Although they are not a separate race, they are sociologically and culturally different enough to warrant treatment in Contact.

For more detailed information on this group, see *Journal of the Travellers Aid Society #18*.

Sword Worlders Template

Use standard human template.

Sword Worlders Career Preferences

The main thing to remember is their extreme pride and demand for personal respect. Their low opinion of non-Sword Worlders (especially the Zhodani, because of their use of psionics) will cause much friction between them and outsiders (until the outsiders have proven themselves worthy of friendship). Bear in mind, however, that they are not fools, and will not enter into fights they cannot win.

SWORD WORLDS PATROL SERVICE

Use the Scout Service template. Only open to members of the Sword Worlds.

Virushi

Known as “intelligent bulldozers,” the Virushi are among the largest intelligent races known to the Imperium.

For more detailed information on the Virushi, see Journal of the Travellers Aid Society #12.

Virushi Template

Virushi Template	
Cost	Powers
15	<i>Greater Strength</i> : +15 STR
6	<i>Greater Mass</i> : +3 BODY
6	<i>Heavy</i> : Knockback Resistance -3”
5	<i>More Impressive</i> : +5 PRE
12	<i>Long Legs</i> : Running +6” (12” total)
3	<i>Tougher</i> : +3 ED
4	Reach: Stretching 1”, Reduced Endurance (0 END; +½) (7 Active Points); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)
6	Extra Arms, Legs, and a Tail: Extra Limbs (5), Inherent (+1/4) (6 Active Points)
9	Highly Dexterous: +3 DEX
21	Armored Hide: Armor (7 PD/7 ED)
7	Hooves: HA +2d6 (10 Active Points); Hand-To-Hand Attack (-½)
4	Good with Natural Weapons: Rapid Attack (HTH) (5 Active Points); Limited Power Only with Body Weaponry (-¼)
Disadvantages	
-10	<i>Physical Limitation</i> : Enormous, up to four times human size (8m, or 2.1-4”; -4 DCV, +4 to PER Rolls to perceive) Frequently, Slightly Impairing
-15	<i>Physical Limitation</i> : Poor Eyesight, suffers -2 to all Sight PER Rolls except in high-grav environments Frequently, Greatly Impairing
-10	<i>Physical Limitation</i> : Poor Hearing, suffers -2 to all Hearing PER Rolls except in high-grav environments Frequently, Slightly Impairing
-10	<i>Physical Limitation</i> : High Metabolism / Must eat a lot (Frequently, Slightly Impairing)
Options	
-15	<i>Psychological Limitation</i> : Gentle / Non-aggressive (Common, Strong)
-20	<i>Psychological Limitation</i> : Does Not Take Orders / Expects Cooperation (Common, Total)
-15	<i>Psychological Limitation</i> : Individualistic / Not Ambitious (Common, Strong)

Virushi Career Preferences

Virushi found off their homeworld are most likely to be engaged in a career which stresses service to others;

others are often found in work which caters to their highly individualistic way of life. Their great dexterity makes them excellent doctors - a Virushi surgeon was recently elevated to the emperor’s personal medical staff. An extreme dedication and a fervor to help others characterizes such Virushi encountered in jobs of this kind.

Because they will not take orders, Virushi do not join the military, though their great size would make them fearsome fighters. Many an Imperial drill sergeant has been heard bemoaning the fact that such perfect fighting machines are also pacifists who don’t even understand the concept of war. In their chosen fields, however, the Virushi have distinguished themselves on many occasions.

Virushi sense of independence makes joining the military services (Army, Navy, Marines, Merchant Marines) extremely unlikely, as the Virushi refuse to take orders.

The Scout Service appeals to their independent nature, is an agreeable career choice. In fact, any career that stresses independence and individualism is a good choice – doctor, scientist, belter, free traders, etc.

Note: Since the Virushii are peaceful and non-aggressive by nature, they naturally gravitate toward positions in the medical or scientific fields.

Most Virushii should have the Scholar or Scientist Skill Enhancers (or even both of them).

Most Virushii should have Knowledge and/or Science Skills in either the medical profession or a scientific field of study.

The New Era Races

The majority of Coalition member races in The New Era are humans, although there is one non-human member — the Schalli. The Hivers are not members of the Coalition, but are assisting the humans in rebuilding themselves into an interstellar community.

For more information on these races, see *Path of Tears: Traveller The New Era*.

Reformation Coalition Humans

Aubani

The Aubani are one of the founding members of the Coalition.

AUBANI BIOLOGY

The Aubani are humans, living on a world with many islands. The Aubani are highly intelligent and value education.

Aubani Template

Cost	Powers
3	+3 INT
	Disadvantages
0	None
	Options
-10	<i>Psychological Limitation:</i> Coalition Federalist (Common, Moderate)

Balduri

The Balduri are a human race used to the struggle to survive.

BALDURI BIOLOGY

Balduri Template

Cost	Powers
2	+2 STR
2	+2 INT
1	<i>Used to High Gravity:</i> Armor (2PD/0ED); Only To Protect Against G Forces (-1)
4	<i>Environmental Movement:</i> High-G
	Disadvantages
0	None
	Options
-10	<i>Psychological Limitation:</i> Stubborn (Common, Moderate)
-9	<i>Low Tech:</i> TL9 native

Fijans

The Fijans are practical and orderly.

FIJAN BIOLOGY

The Fijans are eminently practical, logical, and restrained in their emotions.

Fijan Template

Cost	Powers
-2	<i>Low Gravity Native:</i> -2 STR
-2	<i>Tainted Atmosphere:</i> -1 CON
2	<i>Practical and Logical:</i> +2 INT
2	<i>Environmental Movement:</i> Low-G
3	<i>Disciplined Mind:</i> Scholar, Scientist, or +1 with any 3 related skills (choose)
	Disadvantages
0	None
	Options
-10	<i>Psychological Limitation:</i> Practical and Restrained (Common, Moderate)
-6	<i>Low Tech:</i> TL10 native

Luhtalans

A world of Free-thinkers.

LUHTALAN BIOLOGY

The Luhtalans tend toward independent thought, prizing individuality over appearance. Their world has a tainted atmosphere.

Luthalan Template

Cost	Powers
1	+1 INT
	Disadvantages
0	None
	Options
-10	<i>Psychological Limitation:</i> Free-thinker or Anarchist (Common, Moderate)
-12	<i>Low Tech:</i> TL8 Native

Nimbans

The Nimbans are firm believers in cooperation as the way to rebuild society. Their world has a tainted atmosphere.

Nimban Template

Cost	Powers
-2	-1 CON
	Disadvantages
0	None
	Options
-10	<i>Psychological Limitation:</i> Cooperative (Common, Moderate)
-9	<i>Low Tech:</i> TL9 Society

Oriflamme

The Oriflamme have the “life sucks...deal with it” attitude. They come from a world with a tainted atmosphere, and value education.

Oriflamme Template

Cost	Powers
-2	-1 CON
2	+2 INT
	Disadvantages
0	None
	Options
-10	<i>Psychological Limitation:</i> Resentful (Common, Moderate)
-9	<i>Low Tech:</i> TL9 Society

Spiri

The Spiri distrust tools and machines, and look at things from a spiritual point of view. They live on a world with a tainted atmosphere, and live in a pre-Industrial society.

Spiri Template

Cost	Powers
0	None
	Disadvantages
0	None
	Options
-10	<i>Psychological Limitation:</i> Coalition Federalist (Common, Moderate)
-15	<i>Low Tech:</i> TL2 Society (circa 1600 AD)

Reformation Coalition

Nonhumans

Schalli

The Schalli are an intelligent aquatic species resembling a dolphin, but with extended eyestalks, four manipulative limbs, and whiskers like those of a Terran catfish. They can breathe both air and water.

Schalli Template

Cost	Powers
5	+5 STR
15	+5 DEX
10	+5 CON
3	+3 PD
2	+2 ED
5	<i>Breathe Water Or Air:</i> Life Support
10	<i>Swimmer:</i> Swimming +10” (12” Total)
-12	<i>Swims Only:</i> -6” Running
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)
15	<i>Underwater Senses:</i> Active Sonar
5	<i>Extra Limbs:</i> 4 manipulative flippers
	Disadvantages
-5	<i>Physical Limitation:</i> -15 STR when not in water
-5	<i>Physical Limitation:</i> Skin is extremely sensitive to drying
	Options
6	<i>Natural Navigators:</i> Bump of Direction and Navigation (Sky)
6	<i>Naturally Ordered Thinking:</i> Lightning Calculator and Detect Computer Malfunctions/Viruses (INT)
10	<i>Natural Underwater Engineers:</i> SS Underwater Engineering (INT) and Find Weakness 11-; Underwater objects only (-1/4)

Profession Templates

This section contains Profession Templates (a.k.a. Package Deals) for a Traveller campaign. As with Terran Empire, it is broken into Imperial & Government Templates, and Civilian Templates.

In addition to these packages, see *Star Hero*, *Terran Empire*, and *Alien Wars* for other packages that may be appropriate.

The HERO System calls these Package Deals, but there are no “deals” or discounts for taking these packages. They are actually templates, representing the minimum skills a character must have to be a member of that profession. The purpose of these templates is ease and consistency.

Imperial And Government Templates

These templates represent government officials and members of the Imperial Military services. If the GM is running a military campaign, characters should take the entire template. If the characters are ex-military, they should take all of the skills in the template, but not the disadvantages, since they are no longer under military control.

Imperial Court and Bureaucracies

BUREAUCRAT

For the Imperial level bureaucrat, use the Bureaucrat package in *Terran Empire*, pg. 106.

COURTIER

For court attendees and messengers, use the Courtier package in *Terran Empire*, pg. 106.

DIPLOMAT

For standard diplomats, use the Diplomat package in *Terran Empire*, pg. 107, but with the following modifications:

Add *Contacts* (Diplomat, Foreign official, etc.), 3 points.

NOBLE

For planetary nobles (like the ruler of Leedor in *The Traveller Adventure*), use the Noble package in *Terran Empire*, pg. 107, and:

Add *Contacts* (court contacts), 3 pts.

SENATOR

For Senators and Representatives, use the Senator package in *Terran Empire*, pg. 108, but change the major contact from Empress Marissa to Emperor Strephon.

Law Enforcement and Intelligence

IMPERIAL LAW ENFORCEMENT

For Imperial Law Enforcement, use the ISP Officer package in *Terran Empire*, pg. 108, but:

Change the rivalry from TSS to Planetary Law Enforcement

Add *Contacts* (other law enforcement personnel, snitches, etc.), 3 points.

PLANETARY LAW ENFORCEMENT

For planetary Law Enforcement, use the Planetary Law Enforcement package in *Terran Empire*, pg. 109, but:

Add *Contacts* (other law enforcement personnel, snitches, etc.), 3 points.

IMPERIAL INTELLIGENCE FIELD AGENT

For Imperial Intelligence field agents, use the TIC Field Agent from *Terran Empire*, pg. 109, but:

Add *Contacts* (other intelligence operatives, friendly foreign agents, informers, etc.), 3 pts.

IMPERIAL INTELLIGENCE ANALYST

For Imperial Intelligence analysts, use the Analyst Package Deal from *Dark Champions*, pg. 39, but:

Add *Contacts* (other intelligence operatives or analysts, friends with “interesting” but useful hobbies, etc.), 3 pts.

IMPERIAL INTELLIGENCE OPERATIVE

For Imperial Intelligence operatives (covert or undercover), use the TIC Undercover package from *Terran Empire*, pg. 110, but:

Change *WF: Human Advanced Small Arms* to *WF: Beam Weapons*

Add *Contacts* (people in useful jobs, informers, etc.), 3 pts.

Military Services

The Imperium has six services: Imperial Navy (Space Navy), Imperial Marines, Imperial Army, Imperial Scouts, Imperial Merchant Marine, and Imperial Intelligence (“Other” in *Traveller Book 1*).

Imperial Navy

The Imperial Navy (based on *Traveller Book 5: High Guard*) is the primary star-faring armed force of the Imperium. Its duties include keeping peace and order across the spacelanes of the Imperium.

The Imperial Navy is divided into three general categories: *Imperial Forces*, who are directed by and responsible to the central ruling Imperium authority; *Subsector Forces*, who patrol their specific subsectors; and *Planetary Forces*, who are assigned to or raised from an individual world in the Imperium.

Each *Term of Service*, or *Enlistment Period*, is a four-

year hitch.

The Imperial Navy has six branches of service: Flight, Engineering, Medical, Gunnery, Technical, and The Line (Command).

IMPERIAL NAVY COMMAND

For Imperial Navy command personnel, use the Imperial Navy Command package deal in Terran Empire, pg. 114, with the following modifications:

Change *AK: The Milky Way Galaxy* to *AK: The Imperium*

Add *KS: Leadership 11-*

Add *KS: Fleet Tactics 11-*

Add *Contacts* (Navy shipmates, Starport barkeepers, etc.), 3 pts.

This increases the cost of the package by +7 points.

Option: Choose one of the following perks: Decoration - MCUF (1 pt), Decoration - SEH (2 pts)

IMPERIAL NAVY FLIGHT SCHOOL

For Imperial Navy Flight School personnel, use the Imperial Navy Flight package deal in Terran Empire, pg. 115, with the following modifications:

Change the Navigation subcategories to *Air*, *Space*, *Hyperspace*

Change *AK: The Milky Way Galaxy* to *AK: The Imperium*

Add *Contacts* (Navy shipmates, Starport barkeepers, etc.), 3 pts.

Navy pilots are officers, so the Fringe Benefit will vary by rank.

IMPERIAL NAVY ENGINEERING

Traveller/High Guard doesn't differentiate between Lifesystems and Propulsion — it's all part of the engineering branch. Use the Imperial Navy Propulsion package deal from Terran Empire, pg. 115, but with the following modifications:

Add *KS: Emergency Damage Control 11-*

Add *KS: Gravitics 11-*

Add *Contacts* (Navy shipmates, Starport barkeepers, etc.), 3 pts.

This increases the cost of the package by +7 points. Starship engineers may optionally add *SS: Naval Architecture 11-*

Those serving as Lifesystems/Environmental engineers should pick the proper System Operations subcategory(s) and Science Skills.

IMPERIAL NAVY SCIENCE AND SENSORS

Science and Sensors is considered part of the Command Branch. Use the Imperial Navy Science and Sensors package deal in Terran Empire, pg. 116.

Add *Contacts* (Navy shipmates, Starport barkeepers, etc.), 3 pts.

IMPERIAL NAVY SECURITY

Most Security Duties are handled by the ship's Marine contingent. See Imperial Marine (Enlisted) below.

IMPERIAL NAVY GUNNERY OFFICER

For Imperial Navy Gunnery Officer, use the Imperial Navy Tactical package deal in Terran Empire, pg. 115, with the following modifications:

Change the WF to *WF: Small Arms*, *WF: Beam Weapons*, and pick two of the following Vehicle Weapons (Lasers, Missiles, High Energy, Meson, or Particle Weapons)

Add *WF: Ships Screens (1 point)*

Change *KS: Thorgon Military 11-* to any one of the following: *Zhodani*, *Solomani*, *Vargr*, *Aslan* or *K'Kree*

Add *Contacts* (Navy shipmates, Starport barkeepers, etc.), 3 pts.

The changes increase the cost of the package by +4 points.

Imperial Marines

Though the Marines are an offshoot of the navy, Traveller treats them as an Army offshoot (Book 4, Mercenary).

For Imperial Marines, use the Imperial Marine Enlisted (and Officer, if applicable) package deals in Terran Empire, pg. 114, with the following modifications:

IMPERIAL MARINE ENLISTED

Use the Imperial Marine (Enlisted) package deal from Terran Empire, pg. 114, but with the following modifications:

Remove *Radio Implant*

Add *PS: Battledress* (DEX; 3 points)

Add *KS: Emergency Damage Control 11-*

Add *Environmental Movement: Zero G* (4 points)

Add *WF: Cutlass*

Add *Contacts* (Marine buddy, Starport barkeepers, etc.), 3 pts.

The overall cost of the package increases by +2 points.

IMPERIAL MARINE OFFICER

Use the Imperial Marine (Officer) package deal from Terran Empire, pg. 114, but add *High Society*.

Imperial Army

COACC - IMPERIAL ARMY AIR CORP

Use the Imperial Army (Air Force) package deal in Terran Empire, pg. 111.

Add *Contacts* (Army buddy, Starport barkeepers, etc.), 3 pts.

IMPERIAL ARMY CAVALRY - ARMOR

Use the Imperial Army (Armor) package deal from Terran Empire, pg. 111, but with the following modifications:

Systems Operations choice should be *Communications (Commo)* or *Sensors*

One of the TFs should be *TF: Grav Vehicles*

Change the WF to *WF: Small Arms* and *WF: Vehicle*

Weapons (1 point)

Add *Contacts* (Army buddy, Starport barkeeps, etc.), 3 pts.

This increases the package cost by +4.

IMPERIAL ARMY ARTILLERY

Use the Imperial Army (Artillery) package deal from Terran Empire, pg. 111, but with the following modifications:

Systems Operations choice should be *Communications (Commo)* or *Sensors*

One of the TFs should be *TF: Grav Vehicles*

Add KS: *Forward Observer 11-*

Change the WF to *WF: Small Arms* and either *WF: Vehicle Weapons (1 point)* or *WF: Artillery Weapons (1 point)*

Add *Contacts* (Army buddy, Starport barkeeps, etc.), 3 pts.

The total package cost is increased by +6 points.

IMPERIAL ARMY INFANTRY

Use the Imperial Army (Infantry) package deal from Terran Empire, pg. 112, but with the following modifications:

Change *WF: Human Advanced Small Arms* to *WF: Beam (Laser) Weapons*

Remove *Demolitions*

Add *WF: GP MG, GL, and Shoulder Fired*

Add *Contacts* (Army buddy, Starport barkeeps, etc.), 3 pts.

IMPERIAL ARMY MEDICAL

Use the Imperial Army (Medical) package deal from Terran Empire, pg. 112, but with the following modifications:

TF: Grav is the most common choice for the TF.

Add *Contacts* (Army buddy, Starport barkeeps, etc.), 3 pts.

IMPERIAL ARMY OFFICER

Imperial Army Officer is an add-on to any of the other Imperial Army packages, and can be used without modification. See Terran Empire, pg. 112.

IMPERIAL ARMY WET NAVY

Use the Imperial Army (Sea Forces) package deal in Terran Empire, pg. 113.

Add *Contacts* (Army buddy, Starport barkeeps, Ocean port barkeeps, special someone in port, etc.), 3 pts.

IMPERIAL ARMY SPECIAL FORCES

Use the Imperial Army (Special Forces) package deal from Terran Empire, pg. 113, but with the following modifications:

Remove *Armorskin* and *Radio Implant*

Add PS: *Battledress* (DEX; 3 points)

Add +1 *PER* (3 points)

Add +1 *Tracking* (2 points)

Add +1 *Concealment* (2 points)

Add +1 *Stealth* (2 points)

Add *Environmental Movement: Zero G* (4 points)

Add *Contacts* (Army buddy, Starport barkeeps, etc.), 3 pts.

The overall cost of the package increases by +5 points.

IMPERIAL ARMY AND MARINE SCHOOL AND OTHER ASSIGNMENTS

Both the Imperial Army and Imperial Marines have special schools and assignments that can augment the character's skills.

COMMANDO SCHOOL

Commando School teaches commando basic training. Those successfully completing Commando School may transfer to the Command branch of service.

Commando School

Cost	Skill
3	Brawling: +1D6 HA
5	+1 CSL: Ranged Combat
3	+1 CSL: Blades
3	Demolitions
2	Survival (choose)
11	Recon (Tracking, Stealth, Concealment, KS: Recon Techniques 11-)
2	KS: Vacc Suit
2	KS: Instruction
31	Total Cost

PROTECTED FORCES TRAINING

Protected Forces Training teaches how to operate in a naturally hostile environment, such as vacuum.

Protected Forces Training	
Cost	Skill
2	KS: Vacc Suit
4	Environmental Movement: Zero G
3	+1 with Zero G Combat
3	Breakfall
12	Total Cost

MILITARY INTELLIGENCE SCHOOL

Military Intelligence School teaches the basics of Military Intelligence.

Military Intelligence School	
Cost	Skill
3	Forgery
3	Bribery
3	Streetwise
3	Interrogation
2	KS: Intelligence Analysis
2	Language: 2 pt of choice
16	Total Cost

COMMAND COLLEGE

Command College teaches the basics of command in the field.

Command College	
Cost	Skill
3	Tactics
3	Oratory
3	PS: Leadership (PRE-Based)
11	<i>Recon</i> : Concealment, Stealth, Tracking, and KS: Recon Techniques 11-
20	Total Cost

STAFF COLLEGE

Staff College teaches administration and logistics.

Staff College	
Cost	Skill
3	Bureaucratics
3	Computer Programming
2	KS: Combat Engineering
2	KS: Logistics
10	Total Cost

RECRUITING DUTY

Recruiting Duty represents an officer who has been posted to a recruiting station for a year, and has been taught the basics of recruiting.

Recruiting Duty	
Cost	Skill
3	Bureaucratics
3	Persuasion
2	KS: Recruiting
8	Total Cost

MILITARY ATTACHE/AIDE

Military Attache/Aide represents an officer who has been assigned as a military aide to a general officer.

Military Attache/Aide	
Cost	Skill
3	Bureaucratics
3	Computer Programming
3	High Society
1	TF: Grav or Wheeled
10	Total Cost

MARINE EMBASSY DUTY

This package (for Marines only) represents the additional skills of Marines who have been assigned to Embassy duty during one or more of their terms.

Marine Embassy Duty	
Cost	Skill
3	High Society
2	KS: Culture of World/Race Stationed on
2	KS: Riot Control Tactics
3	Streetwise
3	Security Systems
13	Total Cost

SHIPS TROOPS

This package (for Marines only) represents the additional skills of Marines stationed on a Navy vessel as ship's troops during one or more of their terms.

Ship's Troops	
Cost	Skill
2	KS: Vacc Suit
2	KS: Emergency Damage Control
1	WF: Ships Weapons
2	KS: Imperial Navy Procedures and Protocols
2	KS: Boarding Actions
9	Total Cost

TRAINING CADRE

[More Common to Army and Special Forces]

Training Cadre	
Cost	Skill
2	KS: Instruction
2	Language: 2 pt varying on where stationed
2	KS: Culture of world/race
3	Leadership
3	Tactics
12	Total Cost

Scout Service

SURVEY SCOUT

Use the TES Crewmember package deal from Terran Empire, pg. 117, but with the following modifications:

Change AK: *Milky Way Galaxy* to AK: *The Imperium*

Change KS: *TES* to KS: *Imperial Interstellar Scout*

Service

Add *Combat Pilot*

Add *Contacts* (Scout Service buddy, Starport bar-keeps, First Contact friend, etc.), 3 pts.

The total package cost is increased by +6 points.

CONTACT SPECIALIST

Use the TES Mission Specialist package deal from Terran Empire, pg. 117, but with the following modifications:

Change AK: *Milky Way Galaxy* to AK: *The Imperium*

Change KS: *TES* to KS: *Imperial Interstellar Scout*

Service

Add *Persuasion* + 1

Add *Trading*

Add *Bureaucratics*

Add *Contacts* (Scout Service buddy, Starport bar-keeps, First Contact friend, etc.), 3 pts.

The total package cost is increased by +8 points.

COMMUNICATIONS

Use the TES Crewmember package deal from Terran Empire, pg. 117, but with the following modifications:

Change AK: *Milky Way Galaxy* to AK: *The Imperium*

Change KS: *TES* to KS: *Imperial Interstellar Scout*

Service

Add 2 skills that can be learned during study while in hyperspace

Remove the Science Skills

The total package cost is increased by +2

DETACHED DUTY

The skills for Detached Duty vary by assignment. Use the TES Crewmember package deal from Terran Empire, pg. 117, and add appropriate skills based on duties.

ADMINISTRATION AND BASE

Use the Bureaucrat package from Terran Empire, page 106.

SCOUT SERVICE SCHOOLS

The Scout Service has specialty schools just as the Military Branches do.

SURVEY SCHOOL

Characters attending the Survey School are trained for survey duty.

Survey School	
Cost	Skill
3	PS: Survey (INT)
3	SS: Astronomy (INT)
3	SS: Cartography (INT)
11	Recon: Concealment, Stealth, Tracking, KS: Recon Techniques 11-
2	Systems Ops[RPV]
1	TF: Grav Vehicle
23	Total Cost

CONTACT SCHOOL

Characters attending Contact School are trained in first contact techniques.

Contact School	
Cost	Skill
3	Trading
3	Streetwise
3	High Society
3	Bureaucratics
2	Survival (choose)
1	WF: Small Arms OR WF: Beams
1	TF: Choose
16	Total Cost

X-BOAT SCHOOL

Characters attending X-Boat School are trained in the use of X-Boats, acting as the “pony express” of the Imperium.

X-Boat School	
Cost	Skill
2	TF: Small Starships
3	Navigation[Jump Space, Normal Space]
2	Systems Operation: Communications
3	Electronics
10	Total Cost

Civilian Templates

Classic Traveller (CT) had four military/government services, and only two other options: merchant and other. However, with the other three versions of Traveller, there were many more civilian options.

Criminals

Crime expanded across the galaxy along with other aspects of human nature.

ASSASSIN

Use the Assassin package deal from *Terran Empire*, pg. 117.

DATA/IDENTITY THIEF

Use the Jacker package deal from *Terran Empire*, pg. 118.

PIRATE

Use the Pirate package deal from *Terran Empire*, pg. 118, with the following modifications:

Change AK: *Milky Way* to AK: *Imperium*

Change WF: *Advanced Small Arms* to WF: *Beam Weapons*.

REBEL

Use the Rebel package deal from *Terran Empire*, pg. 119.

ROGUE

Use the Rogue package deal from *Terran Empire*, pg. 119.

SMUGGLER

Use the Smuggler package deal from *Terran Empire*, pg. 119, but with the following modifications:

Change WF: *Advanced Small Arms* to WF: *Beam Weapons*

Space Careers

BELTER

This package represents an asteroid belter, mining asteroids for profitable materials.

Belter Template

Cost	Skill
4	Environmental Movement: Zero G
3	PS: Zero G Operation
3	SS: Geology (INT)
3	Choose one of the following: Electronics, Mechanics, System Operation (choose)
2	PS: Mining
3	Trading
3	PS: Ship's Engineer (INT)
1	TF: Space Vessel
3	Contacts (other beltters, purchasing agents, suppliers)
3	3 points from the following list: WF: Small Arms, WF: Common Melee, Brawling, Persuasion, Streetwise
23	Total Cost

EXPLORER

Use the Explorer package deal from *Terran Empire*, pg. 120.

PILOT

Use the Pilot package deal from *Terran Empire*, pg. 120.

PROSPECTOR/SALVAGER

Use the Prospector/Salvager package deal from *Terran Empire*, pg. 120.

TRADER

Use the Trader package deal from *Terran Empire*, pg. 121.

Other Careers

ATHLETE

This package represents a professional athlete involved in competitive and/or entertainment sports.

Athlete Template

Cost	Skill
3	PS: Athlete (choose) 12-
12	Choose 12 points in appropriate skills from the following list: Acrobatics, Animal Handler, Breakfall, Climbing, Combat Driving, Combat Piloting, Defense Maneuver, Martial Art (choose), Navigation, Teamwork, +1" Running, +1" Swimming, +1" Leaping
3	Paramedic
3	+1 CSL
1	Transport Familiarity (choose)
3	Pick one: Trading, Persuasion, Streetwise, +1 PER
3	Contacts (business, journalist, medical, or fellow athlete)
28	Total Cost

ATTORNEY

This package represents someone who has graduated law school, passed the bar, and is a practicing attorney.

Attorney Template

Cost	Skill
3	PS: Attorney 12-
3	KS: Law (choose type) 12-
1	Fringe Benefit: License To Practice Law
3	Persuasion
3	Conversation
3	Trading
3	Deduction
3	Contacts (government, criminal, or fellow attorney)
22	Total Cost

ARTIST/ENTERTAINER

Use the Artist/Entertainer package from Terran Empire, pg. 121.

BOUNTY HUNTER

Use the Bounty Hunter from Terran Empire, pg. 122.

COLONIST

Use the Colonist package deal from Alien Wars, pg. 84 or from Star Hero, pg. 33

CIVIL ENGINEER

In the time of TNE, the whole of civilization is being rebuilt, and that means towns and structures on hundreds of worlds - some civilized and some not.

Civil Engineer Template

Cost	Skill
3	PS: Civil Engineer 12-
3	SS: Civil Engineering (INT) +1
1	Fringe Benefit: Licensed Engineer
3	Choose one of the following: Climbing, Navigation, Survival
3	Choose one of the following INT-Based Science Skills: Biology, Chemistry, Geology, Meteorology, Physics, Robotics
3	Choose one of the following: Electronics, Mechanics, Systems Operation
2	Transport Familiarity (choose)
3	Contacts (government, influential civilian, or fellow engineer)
21	Total Cost

COMPUTER PROGRAMMER

Computer Programmer.

Computer Programmer Template

Cost	Skill
7	Computer Programming +2
3	Bureaucratics
9	Choose from the following: Electronics, Mechanics, System Operations (choose, include Computer), SS: Computer Science, KS: Computer Security
3	Expertise: +1 with 3 related computer skills
3	Contacts (programmers, technicians)
25	Total Cost

CONSTRUCTION WORKER

Standard construction worker. With strength and skill, working to rebuild the TNE worlds.

Construction Worker Template

Cost	Skill
3	+3 STR
3	Climbing
3	PS: Construction 12-
2	Transport Familiarity (choose)
12	Choose 12 points from the following: PS: Zero G, Breakfall, Mechanics, Electronics, Systems Operation, Bribery, Gambling, WF (choose), CSLs
3	Contacts (construction workers, technicians)
26	Total Cost

DOCTOR

Use the Doctor package deal from Star Hero, pg. 34.

EX-CON

This package represents the ex-con who is now a free man (or woman), and is starting a new life. (Think James Rockford from the Rockford Files.)

Ex-Con Template

Cost	Skill
3	Streetwise, Conversation or Persuasion
3	Type of crime: Forgery, Sleight of Hand, Lockpicking, etc.
3	Streetwise
3	Trading
3	Bribery, Disguise, or Gambling
6	Combat skills: Weapon Familiarity, Brawling, Combat Skill Levels
3	Contacts (criminal)
24	Total Cost

FARMER

Standard farmer.

Farmer Template

Cost	Skill
3	Animal Handling (choose)
2	PS: Farmer (choose) 11-
2	SS: Biology 11-
9	Any appropriate background skills
2	Transport Familiarity (choose)
3	Contacts (farmers, technicians)
21	Total Cost

HUNTER/GUIDE

This package represents the experienced hunter and guide, trained in survival and travel in dangerous areas.

Hunter/Guide Template

Cost	Skill
5	Survival (choose terrains) +1
3	Tracking
3	Climbing
2	Navigation (ground)
4	WF: Small Arms, Beam Weapons, Blades OR Bows
3	Combat Driving OR Riding
6	Choose from: Animal Handling, Running, +1 PER, CSLs, Breakfall, Area Knowledge
3	Contacts (mechanics, customers)
29	Total Cost

JOURNALIST

This package represents the roving journalist, always looking for a good story to report.

Journalist Template

Cost	Skill
3	Persuasion
3	Conversation
3	Systems Operation (choose)
3	PS: Journalist 12-
1	Perk: Press Pass
6	Choose from the following: Acting, Deduction, High Society, Streetwise, Shadowing, +1 PER
3	Contacts (mechanics, customers)
27	Total Cost

MARTIAL ARTIST

This package represents martial arts specialists, such as instructors and assassins.

Martial Artist Template

Cost	Skill
10	Martial Arts Maneuvers (choose)
6	+2 CSLs with Martial Art
9	Choose 9 points from the following: Acrobatics, Breakfall, Climbing, Concealment, Contortionist, Gambling, High Society, Sleight of Hand, Stealth, Streetwise
3	KS: Martial Art 12- (choose)
6	Choose 6 points from the following: any relevant PS, Survival, WF (choose)
3	Contacts (business, criminal, other martial arts specialists)
37	Total Cost

MECHANIC

This package represents the trained mechanic, good at fixing all sorts of machines and vehicles.

Mechanic Template

Cost	Skill
7	Mechanics +2
2	Transport Familiarity (choose)
9	Choose from the following: Trading, Conversation, Persuasion, Bureaucratics, Systems Operation, Electronics
3	KS: Specialty (choose)
3	Choose one of the following: PS: Zero G, Climbing, Navigation, Tracking, Bribery, Gambling, PS: Ship Engineering
3	Contacts (mechanics, customers)
27	Total Cost

MERCENARY

Use the Mercenary package from *Terran Empire*, pg. 122.

MERCHANT MARINE

This package represents the planetary merchant marines, moving cargo by sea.

PROFESSOR

This package represents the Indiana Jones type of adventuring professor, splitting his time between university teaching and the search for new knowledge.

Professor Template

Cost	Skill
6	Specialty - pick a SS at +3
6	pick two related Background skills
2	Language (choose)
6	Choose 6 points from the following: Trading, Conversation, Persuasion, Acting, Seduction, Streetwise
9	Choose 9 points from the following: Climbing, Navigation, Survival, Environmental Movement, Tracking, Deduction, Forensic Medicine, Weapon Familiarity, Transport Familiarity, any Background skill
3	Contacts (academic or government)
1	Fringe Benefit: Licensed Practitioner/Instructor
33	Total Cost

PSIONICS INSTITUTE MEMBER

Use the Adept package deal from *Terran Empire*, pg. 121, but remove the Fringe Benefit if the campaign occurs after the closure of the Psionic Institutes.

PSIONIC RESEARCHER

This package represents the psionic researcher that became legal after the fall of the Third Imperium. With the need to understand the Zhodani neighbors, controlled research of psionics is allowed in the time of TNE.

Psionic Researcher Template

Cost	Skill
4	SS: Medicine +1
4	SS: Biology +1
3	KS: Psionics +1
3	Choose one of the following: Deduction, PS: Research (INT), SS: Psychology (INT), +1 PER
3	Conversation or Persuasion
3	Contacts (medical, administrative, or a psionic)
1	Fringe Benefit: Licensed Psionic Researcher
21	Total Cost
	Option
10	Psionics

SCIENTIST (FIELD SCIENTIST)

For the independent Field Scientist, use the Scientist package from *Terran Empire*, pg. 122.

TECHNICIAN

Use the Technician package from *Terran Empire*, pg. 123.

WEALTHY TRAVELLER

This package represents the rich character with wanderlust and adventure in his/her heart.

Wealthy Traveller Template

Cost	Skill
3	Streetwise, Conversation or Persuasion
3	+1 PER, Deduction, or Shadowing
3	Trading or Bureaucratics
3	Language(s)
3	Riding or Animal Handling
9	Choose from the following: Transport Familiarity, Combat Driving, Combat Piloting, Navigation, PS: Zero G, Weapon Familiarity (choose)
10	Perk: Money
3	Contacts (business or government)
37	Total Cost

Hiver Professions

These professions are taken from *Traveller: The New Era*.

HIVER TECHNICAL REPRESENTATIVE

These are the Hivers assigned as technicians and support staff to the Humans.

Hiver Tech Rep

Cost	Skills
2	WF: Small Arms OR WF: Beam Weapons
7	Computer Programming +2
5	Language: Anglic (completely fluent, literate)
14	Specialty Skills - Choose 2 skills from the following: Systems Operations (Communications, Sensors, or Computers) +2, Mechanics +2, Electronics +2, Analyze (Technology) +2
12	Supporting Skills - choose 4 INT-Based sciences or professional skills, such as the following list: SS: Biology, SS: Chemistry, SS: Agriculture, SS: Genetics, SS: Geology, SS: Meteorology, SS: Physics, SS: Robotics, SS: Xenobiology, SS: Gravitics, SS: Starship Engineering,
40	Total Cost

HIVER INSTRUCTORS

These are the Hivers who teach at the Universities, although some take extended leave to explore with the

humans.

Hiver Instructor

Cost	Skills
11	Computer Programming +4
5	Language: Anglic (completely fluent, literate)
7	Specialty Skill - Choose 1 skill from the following: Systems Operations (Communications, Sensors, or Computers) +2, Mechanics +2, Electronics +2, Analyze (Technology) +2
12	Supporting Skills - choose 3 INT-Based sciences or professional skills at +1, such as from the following list: SS: Biology +1, SS: Chemistry +1, SS: Agriculture +1, SS: Genetics +1, SS: Geology +1, SS: Meteorology +1, SS: Physics +1, SS: Robotics +1, SS: Xenobiology +1, SS: Gravitics +1, SS: Starship Engineering +1
35	Total Cost

HIVER MERCHANT

Use the Trader package deal from *Terran Empire* pg 121, but change High Society/Streetwise to Systems Operation: Computer, and add Language: Anglic (fluent, literate)

Vargr Professions

VARGR MERCHANT

Use the Trader package deal from *Terran Empire* pg. 121, but add the following:

Cost	Skills
2	WF: Small Arms OR WF: Beam Weapons
3	Brawling (+1d6 HA)
3	PS: Zero G (DEX)
4	Environmental Movement: Zero G
Option	
9	Group Leader: Persuasion +1 and PS: Leader (PRE) +1

This increases the package cost by +12 (+21 for the group leader).

VARGR RAIDER

Use the Pirate package deal from *Terran Empire*, pg. 118, but change AK: Milky Way to AK: Vargr/Imperium Border, change WF: Advanced Small Arms to WF: Beam Weapons, add Brawling, PS: Zero G, Tactics (Ground), and Tactics (Starship).

And for the group leader, add:

Persuasion +1

PS: Leader (PRE) +1

Aslan Professions

ASLAN MERCENARY

Aslan mercenaries are typically male, although members of a mercenary team may be male or female since the females handle the logical and tactical aspects. For mercenaries who are NOT ex-military, use the Mercenary package deal from *Terran Empire*, pg. 122, but with the following modifications:

Change...

For mercenaries who are ex-military, use the appropriate Army, Navy, or Marines package, but add Fringe Benefit: Mercenary License (1 point) and TF: Grav Belt (1 point). For males, add Leadership and Ground Tactics. For females, add choice of Logistics, Tactics, Gravitics, Paramedic, or Science Skills.

ASLAN ASSASSIN

Not really an assassin, more of a professional duelist, the Aslan assassin finds those who have dishonored themselves and the Aslan race, and challenges them to one-on-one mortal combat. All Aslan assassins are male.

Use the Assassin package deal from *Terran Empire* pg. 117, but change the Disadvantage to Psychological Limitation: Aslan Code Of Honor (Common, Strong).

Zhodani Professions

ZHODANI NOBLE

Zhodani nobles are the leaders of their society.

WF: Small Arms OR WF: Beam Weapons

Any 3 skills from the following list: Bureaucratics, Conversation, Persuasion, Trading

Any 3 psionics from the following list: Telepathy Group, Telekinetics/Telephysics Group, Teleportation Group, Teleperception (Clavoyance) Group, Self Group, or Arcana(Other) Group.

ZHODANI INTENDANT

Zhodani intendants are middle-management aides to Nobles.

WF: Small Arms OR WF: Beam Weapons

Any 3 skills from the following list: Bureaucratics, Conversation, Persuasion, Trading

Any 3 psionics from the following list: Telepathy Group, Telekinetics/Telephysics Group, Teleportation Group, Teleperception (Clavoyance) Group, Self Group, or Arcana(Other) Group.

ZHODANI GUARD

The Zhodani Guard as psionic combat troops, and usually are organized in battle groups from the size of a squad up to the size of a battalion. There are three types: scramblers, directors, and teleporters. Scramblers use Telephysics to disrupt enemy forces; directors use Telepathy or Teleperception to locate enemy

forces; teleporters use their abilities to move swiftly to the battlefield and take advantage of the elements of surprise and position.

Use the Imperial Army package from Terran Empire pg. 1xx, but add TF: Grav Belt and either Telepathy, Teleperception, Telephysics, or Teleportation psionics of Rank 5 or greater.

Droyne Professions

DROYNE SPORT

Droyne sports may take any package which serves the need of their clan: Explorer, Pilot, Diplomat, Belter, etc.

Game Elements

Characters created for a TravellerHERO campaign use most of the game elements – Skills, Perks, Talents, Powers, and Disadvantages – as they are given in the HERO System rulebook, with some of the modifications given in Star HERO. Some special notes are necessary for the TravellerHERO setting.

Characteristics

Characteristics are important for all HERO settings, but here are some notes on their use in a TravellerHERO game.

TravellerHERO characters tend to be more “realistic” characters rather than movie-style characters, and are assumed to be based on either 75 Base Points +50 Disadvantage Points, or 100 Base Points+50 Disadvantage Points. Characters with more than 50 points in disadvantages tend to have more of a movie or superhero feel.

Characters in a TravellerHERO setting have primary characteristics mainly in the 8-13 range, with some rare 15's. But most characters have aged through the military service route, and have had most of their characteristics lowered through aging (Age 40+ and Age 60+). To maintain this feel, most characters should have no more than one or two characteristics in the 15 range, and most in the 8-13 range.

STRENGTH

Except for HTH Combat and STR Min for weapons, STR is less important in a TravellerHERO game. With cargo-loading robots and heavy-work machinery, most humans in the Imperium will have STR in the 8-13 range.

However, geneering (genetic engineering) was practiced by the Ancients (see the Vargr) and even by other human races in the past. The GM may design genetically engineered humans (such as the Heavyworlders, Martians, and Selkies) on far off worlds with enhanced characteristics.

DEXTERITY

As with STR, DEX in the Imperium is not usually important except in combat and certain skills.

If the GM wishes to keep the DEX in the 8-13 range, he can allow characters to buy 5-point levels with DEX-Based Skills, 3-point levels with a cluster of skills (e.g. *Light On His Feet: +1 with Acrobatics, Breakfall, and PS: Dance*), Lightning Reflexes, or additional DEX with the limitation *Only For DEX Rolls* (-1). This keeps character's CV within the norm, but allows the DEX-Based skills to become heroic.

INTELLIGENCE

In a high-tech universe like Traveller, INT is very important, since so many tech skills are INT-Based. If

the GM wishes to allow higher rolls but not have everyone running around with an 18+ INT, he can allow the character to buy 5-point levels with INT-Based Skills, or 3-point skill levels with clusters of skills (e.g. *Specialist: +1 with Electronics, Mechanics, and Computer Programming*).

Skills

Star HERO discusses some special rules for Skills in a Science Fiction campaign (see Star Hero 39-48). Some of these rules apply to TravellerHERO.

For information on skill roll penalties in dealing with alien or obsolete/advanced technologies, see Star Hero pages 143-144.

BREAKFALL

See *Star HERO* page 40 for using Breakfall in Zero G.

COMPUTER PROGRAMMING

Use *Computer Programming* to create, program, and modify computer systems; use *Systems Operation: Computers* to operate computers and computer-based applications. Note that TravellerHERO uses the single *Computer Programming* skill, without subcategories.

ELECTRONICS

TravellerHERO uses *Electronics* to fix electric and electronic devices, and does not use subcategories.

HIGH SOCIETY

High Society applies as a default to Imperial Society, except for those societies with no connection to the Imperium. Appropriate Culture Knowledges can be used as complementary skills for other cultures.

INVENTOR

See *Star HERO* page 42 for using *Inventor* to create appropriate devices.

LANGUAGES

There are translation computers for some of the well-known languages, but no Universal Translators like Star Trek, so languages are important.

In Traveller, the Imperial language is Galanglic, a descendant of the English language. But various sectors and worlds have their own languages, and so building a language tree would be a daunting task. Assume that any alien language from a different world (alien to the speaker) costs +1 point if the communication mode is the same (e.g. speaking), but costs more if there are differences in the methods. See *Star Hero* pages 43-44 for appropriate cost modifiers.

MARTIAL ARTS

Within the Imperium, there are innumerable martial arts styles. With so many styles, it is recommended to abolish the Martial Arts Style disadvantage, as it

wouldn't be truly limiting.

Brawling is simulated in TravellerHERO with one or two dice of *Hand-To-Hand Attack*, and one or two levels with *HTH Combat*.

It's recommended that for Imperial forces (Army, Navy, Marines, Intelligence, etc.) with **advanced** Martial Arts training, the GM select a particular style of Martial Arts learned by that Imperial Force. It could be, for example, that all Imperial Marines learn *Zero Gravity Combat* from *The Ultimate Martial Artist* page 87. while all Imperial Intelligence personnel learn *Krav Maga* from *The Ultimate Martial Artist* page 37.

MECHANICS

Use *Mechanics* to repair engines, power plants, vehicles, and such other devices. Most of these devices require advanced tools to work on them

NAVIGATION

Navigation (Space) and *Navigation (Hyperspace)* are required for travel with Maneuver drives and Jump drives, respectively.

PARAMEDICS

Paramedic in Traveller applies regardless of species, but the GM should apply modifiers based on the alienness of the target species. See *Terran Empire* page 124 for appropriate modifiers.

PROFESSIONAL SKILL: ZERO G OPERATIONS

Professional Skill: Zero G Operations is a DEX-Based professional skill. For more details, see *Star HERO* pages 45-46.

SURVIVAL

See the Planetary Similarity table in *Star HERO* page 47 in regards to terrains on divergent worlds.

SYSTEMS OPERATIONS

In TravellerHERO, *Systems Operation* is broken out as follows:

Communications

- Radio Wave
- Light Wave
- Communication Jammers

Environmental

- Life Support
- Personnel Support
- Recreational Support

Medical

- Medical Sensors
- Medical Systems and Autodoc

Sensors

- Medical Sensors
- Passive Detector Sensors
- Radar
- Lidar
- Sonar
- Sensor Jammers

Weapon Systems

- RCM (Remote Controlled Missiles)

RCV (Remote Controlled Vehicles)

TRANSPORT FAMILIARITY

Transport Familiarities for TravellerHERO are broken out as follows:

Common Motorized Ground Vehicles

- Hovercraft
- Antigrav
- Tracked
- Wheeled

AGrav Harness

Air/Raft

Personal Use Spacecraft

- Small (under 200 Displacement Tons)
- Large (over 200 Displacement Tons)

Commercial Spacecraft

- Small
- Large

Industrial Spacecraft

- Small
- Large

Military Spacecraft

- Small
- Large

Mobile Space Stations

- Small
- Large

WEAPON FAMILIARITY

Weapon Familiarities in TravellerHERO are broken out as follows:

Small Arms (aka Slugthrowers)

(May be purchased as a group)

- Assault Rifles/LMGs
- Pistols/Handguns
- Rifles
- Shotguns
- SMGs
- Thrown Grenades
- Gauss Weapons
- Mini Rocket/Missile Guns
- Tranquilizer Guns

Uncommon Military Arms

(Must be purchased separately)

- Flamethrowers
- Grenade Launchers
- Heavy Machine Guns
- Shoulder-fired Weapons

Emplaced Weapons

(May be purchased as a group)

- Anti-Aircraft Guns
- Anti-Tank Guns
- Artillery
- Howitzer
- Mortar
- Recoilless Guns

Vehicle Weapons

(Must buy per vehicle)

- Hovertank weapons (for example)

Beam Weapons

(May be purchased as a group)

- Laser Pistols/Handguns
- Laser Rifles
- Laser Assault Rifles

Energy Weapons

(May be purchased as a group)

- Plasma Guns
- Fusion Guns

WEAPONSMITH

Weaponsmith is broken out into the same subcategories as the Weapon Familiarities.

Perks

Most perks apply normally in a TravellerHERO campaign.

ACCESS

Access can also represent a safe haven for a ship, such as a hidden base for a pirate ship or merchant ship. At this level, the cost is 5 points. Each -1 to find the safe haven is +1 point to the cost.

ADVANCED TECH

Advanced Tech represents a character whose homeworld or technological know-how gives him access to equipment at a higher tech level than the norm. The Standard Tech Level in TravellerHERO is TL12, although certain areas have TL15.

Note that a character could also take Low Tech to represent a character from a lower technology world or culture.

For more information, see *Star HERO* page 48.

HIGH TECH**+3 points per TL above 12**

The standard starting Tech Level in Traveller, is TL12. A character with high-tech training may buy Advanced (High) Tech at 3 points per higher TL, up to a maximum of TL15. The character must be able to justify this purchase to the GM. Note that the usual modifiers apply as far as obsolete/advanced tech usage for others trying to use such equipment.

LOW TECH**-3 points per TL below 12; max -15 points.**

A character from a low-tech world may buy this disadvantage to represent coming from a backward world or culture. Low Tech as a disadvantage is worth 3 points per TL below 12, with a maximum value of 15 points (5 levels). A low tech character is penalized when using or opposing high tech equipment, with -1 per TL difference to the following skills: Bugging, Computer Programming, Criminology, Cryptography,

Electronics, Forgery, Lockpicking, Mechanics, Security Systems, Systems Operation, Weaponsmith. In addition, certain skills may simply be unavailable.

COMPUTER LINK

Computer Link can represent access to Imperial Army or Navy databases, Imperial Intelligence database, Imperial Law Enforcement databases, etc.

CONTACT

Contacts can be very important. Characters usually gain 1 contact for every term in service, and these contact are related in some way to the career (buddies from the unit for armed forces, agents or government officials for spies, and so forth).

FRINGE BENEFITS**IMPERIAL DATA ACCESS CARD****Cost: 1 point**

This permit allows the ship to download the latest non-sensitive information from a world's Imperial dataset, and costs 1 point.

Note that such information is only as current as the updates from the latest Xboat run.

STARSHIP MASTER LICENSE**Cost: 2 points**

This is appropriate for most Traveller campaigns, where the characters are travelling around in their own starship.

LICENSED PSIONIC**Cost: 1 point**

This may apply during certain periods of Traveller.

TRAVELLER'S AID SOCIETY (TAS) MEMBERSHIP**Cost: 5 points**

You are a member of the Traveller's Aid Society. This gives you one middle passage per month, and any reasonable access and aid from the Traveller's Aid Society. This perk costs 5 points.

POLICE POWER

See *Star Hero* page 49 for costs of Planetary Police Powers versus Imperium Police Powers.

MILITARY RANK

See *Terran Empire* page 126.

HEAD OF STATE**Cost: 10-25 points**

For characters who are the head of state of a nation up through an interstellar society, use the values in *Star Hero* page 49.

STATUS

(5/level)

You are politically important. For one level, you govern 1-10 thousand people, and have a personal staff

of one. Each additional level increases the number of people by a factor of ten, and doubles staff. You should also take as many levels of wealth as you have levels of governor. Note that while status indirectly gives you control over a lot of money and people, it also seriously restricts what you can do with those resources, which is why it is so cheap. In order to govern a world, you need (pop digit - 3) levels of this advantage; a subsector duke usually has 7 levels, sector dukes usually have 8, grand dukes 9, the emperor has 10. PCs should rarely have significant levels of status.

MONEY

Money and commerce are big deals in TravellerHERO, especially since equipment is purchased with money. Characters can buy Money to represent investments, a trust fund, or other source of income. The table below is broken out for the Raw CR per year, what that translates to for Monthly income, and the MAT (Monthly After Taxes) income. The GM should consider the MAT to be the character's "disposable" income - that is, what he has available to spend each month after normal expenses - taxes, food and equipment upkeep, etc.

Points	Raw CR/year	Monthly After Taxes & Expenses
0	75,000	1,875
1	100,000	2,500
2	200,000	5,000
3	300,000	7,500
4	400,000	10,000
5	500,000	12,500
6	1,000,000	25,000
7	2,000,000	50,000
8	3,000,000	75,000
9	4,000,000	100,000
10	5,000,000	125,000

Because so much of Traveller has to do with commerce and making money, the GM should be careful about letting character buy the money perk. Those characters who have mustered out of the military after many years and rank could have up to 2 points of Money, but rarely more.

REPUTATION

Decorations receive for valor under fire are treated as Reputation (8-, Small Group). It is treated as Small Group as far as the entire Imperium is concerned.

DECORATIONS

Decorations are treated as a positive Reputation.
 Meritorious Conduct Under Fire (MCUF)
 Medal for Conspicuous Gallantry.
 Starburst For Extreme Heroism.

VEHICLES AND BASES

Normally in heroic campaigns vessels and bases are purchased with cash. However in TravellerHERO,

characters pay points to start out with a vessel.

SCOUT SHIP

Cost: 15 points

You are an ex-scout, and have a scout ship. This is yours to use within limits; you may not sell it, half of any profits must be turned over to the Imperium, and you are subject to having your service re-activated if the Imperium needs you (assume normally 8- to occur). Note that this is vastly lower than the point cost of a scout.

MERCHANT VESSEL

Cost: 10-30 points

You have the down payment on a merchant ship, plus personal wealth of 500,000 credits. This can also apply to a Yacht or Safari ship.

Points	Years of Payments Left
10	40 years
15	30 years
20	20 years
25	10 years
30	Clear Title

Talents

ABSOLUTE TIME SENSE

May represent a psionic ability or simply a facet of a highly structured intellect. May also be used with android or robotic characters, if such are allowed by the GM.

DANGER SENSE

May represent a psionic ability of some type.

EIDETIC MEMORY

May represent psionics or simply a person with a well-regimented mind. May also be used with android or robotic characters, if such are allowed by the GM.

ENVIRONMENTAL MOVEMENT

See *Star HERO* page 51 for information on the three space-faring types: Zero G, High G, and Low G.

HOTSHOT PILOT

May apply, but use with caution.

LATENT PSIONIC

Latent Psionic is available for 5 points, for characters who want to later learn psionics. Characters who do not start with either this talent or with psionics should not normally be allowed to buy psionics later.

SIMULATE DEATH

Applies to monkish types, and may also represent a psionic ability. It can also be used to represent "power-down mode" in some android or robotic characters.

UNIVERSAL TRANSLATOR

May represent an unusual psionic ability. With proper limitations, may also represent an android or robotic character's array of learned languages and linguist skill.

Disadvantages

Most disadvantages apply normally, although TravellerHERO characters tend to have fewer disadvantages not directly related to a race or profession (typically 50 points in Disadvantages is the maximum).

AGE

The Traveller character generation system takes great pains to modify characteristics at various physical ages. Age 40+ and Age 60+ disadvantages apply in those cases.

DEPENDENCE

Not typical to a Traveller campaign.

DEPENDENT NPC

Not typical, although could apply to an Aslan male with a female at his side not purchased as a follower.

DISTINCTIVE FEATURES

Distinctive Features can be used normally, although Distinctive Features used to represent only racial difference should be worth 5 points less.

Walking into a room with 20 Aslan and 20 humans, passing an Aslan is only notable. Passing an Aslan with a fiery red mane and a deep voice is distinctive.

ENRAGED/BERSERK

Not typical, but may apply based on concept.

PHYSICAL LIMITATION

Usually applies to size or to gravity differentials. See *Star HERO pages 63-64* for size and gravity related costs.

PSYCHOLOGICAL LIMITATION

By far the most common character limitation.

Some sample psychological limitations include: Code of Honor, Cowardly, Generous, Greedy, Compassionate, Selfish, Brave, Cowardly, Friendly, Distrustful, Ambitious, Ruthless, Confident, Arrogant, Protective Of Others, Violent/Killer, Loyal To Friends, Out For Self Only, and so forth.

REPUTATION

Somewhat rare, but may apply based on background.

SOCIAL LIMITATION

Various social limitations may apply, such as *Subject To Orders* or *Second-Class Citizen*, as appropriate.

SUSCEPTIBILITY/VULNERABILITY

Not typical, although may apply to non-human races such as an aquatic race that dries out when not in water and may eventually die if not returned to the water.

Psionics

Characters can only purchase psionics with the GM's permission. See the chapter on *Psionics and the Psionics Institute* for powers and costs.

Conversion Notes

CONVERTING CHARACTERISTICS

When converting Traveller characters to HERO, use the following:

HERO Cha	Traveller Cha
STR	= STR * 1.5
DEX	= DEX * 1.5
CON	= END * 1.5
BODY	=
INT	= INT * 1.5
EGO	= choose
PRE	= choose
COM	= choose
PD	= Figured
ED	= Figured
SPD	= Figured, rounded up
REC	= Figured
END	= Figured
STUN	= Figured

Two characteristics in Traveller don't convert to HERO: EDU and SS. EDU (Education) is how well educated, or high-tech, the character's training is. One method of "translation" is to add 3 to the EDU, and that's the TL the character was trained in; that means a character with an EDU of 7 was trained in a TL10 army or society. Another way to "translate" it is to allow the EDU to be the number of bonus Background skills the character may take after translation of the other skills. Of course, the GM may simply ignore the characteristic completely.

For SS (Social Standing), anything above 10 should be treated as the *Perk Fringe Benefit: Nobility*, with appropriate costs.

CONVERTING SKILLS

When converting Traveller leveled skills, such as Carbine-2 or Administration-3, the first level is the skill itself, and additional skill levels are pluses. So Carbine-2 becomes WF: Carbines and +1 with Carbines; Administration-3 becomes Bureaucratics +2.

Traveller	Traveller Source	HERO	Notes
Acrobatics	TNE	Acrobatics	
Act/Bluff	TNE	Acting	
Admin/Legal	TNE	Bureaucracics OR PS: Law	
Administration	CT	Bureaucracics	
Advanced Combat Rifle	MT	WF: Assault Rifles	
Air/Raft	CT	TF: Air/Raft OR Combat Piloting (Air/Raft)	
Animal Handling	MT	Animal Handling	
Archaic Artillery	TNE	WF: Siege Engines (e.g. Catapults)	
Archaic Weapons	MT	WF: Early Firearms	
Archery	TNE	WF: Bows, Crossbows, OR Blowguns	
Armed Martial Arts		WF: Common Martial Arts Melee Weapons	
Armed Martial Arts, Club	TNE		
Armed Martial Arts, ???	TNE		
	TNE		
Armory	T4	???	
Art	T4	PS: Art (choose)	
Artillery	T4	WF: ???	
Artisan	MT	PS of choice	
Assault Rifle	MT	WF: Assault Rifles	
Astrogation		Navigation (Space, Hyperspace)	
Athletics	T4	Running	
ATV	CT	TF: Ground Vehicles (Wheeled and Tracked)	Combat Driving at Level 2+
ATV, Tracked	MT	Combat Driving (ATV, Tracked)	
ATV, Wheeled	MT	Combat Driving (ATV, Wheeled)	
Autocannon	MT	WF: ???	
Autogun	TNE	WF with Heavy Machineguns, Autocannon, and VRF Gauss Guns	
Automatic Pistol	CT	WF: Small Arms (Pistols)	
Automatic Rifle	CT	WF: Small Arms (Rifles)	
Autorifle	MT	WF: Small Arms (Assault Rifles)	
Axe	MT	WF: Axes, Maces, and Picks	
Axe, Battle	MT	WF: Axes, Maces, and Picks	
Bargain	TNE	Trading	
Battle Dress	MT, T4	New Skill	Dex Based, also gives Vacc Suit at one level less
Biology	MT, TNE, T4	SS: Biology	
Blade Combat	CT, MT	WF: Blades (includes Knives through 2H Swords)	as per gun combat but convert to 1 HTH CSL
Blade, Long	T4	WF: Blades (includes Knives through 2H Swords)	
Blade, Large	MT	WF: Blades (includes Knives through 2H Swords)	
Blade, Short	T4	WF: Blades (includes Knives through 2H Swords)	
Blade, Small	MT	WF: Blades (includes Knives through 2H Swords)	
Blowgun	MT	WF: Blowgun	

Traveller	Traveller Source	HERO	Notes
Body Pistol	CT, MT	WF: Small Arms (Pistols)	
Brawling		+1d6 HA and +1 HTH CSL	up to +2d6 HA and +2 HTH
Bribery		Bribery	
Broker		KS: Marketing or PS: Broker	
Carousing		KS: Carousing (PRE)	
Carousing		Conversation	
Carpenter		PS: Carpenter	
Chemistry		SS: Chemistry	
Climbing		Climbing	
Clusters		HERO Choose From list	
Combat Engineer		SS: Combat Engineering	
Communications		Systems Ops: Communications + Electronics	
Computer		Computer Programming	
Construction		PS: Architect + PS: Construction Worker	
Dance		PS: Dance	
Demolitions		Demolitions	
Disguise		Disguise	
Early Firearms		WF: Early Firearms	
Electronics		Electronics	
Energy Artillery		WF: Energy Artillery (Meson guns, fusion guns, plasma guns)	
Energy Weapon		WF: Beam (Laser) or WF: Energy (Fusion, Plasma)	
Engineering		PS: Starship Engineer	also KS: Jump Drive, KS: Maneuver Drive, KS: Powerplants
Environment Suit		PS: Environment Suit (DEX)	
Equestrian		TF: Appropriate Animal and Riding	
Excavation		PS: Excavation	
Farming		PS: Farmer + Animal Handler (choose)	
Field Artillery Gunner		WF: Field Artillery	
Fleet Tactics		Tactics (Fleet)	
Forensics		Deduction and Forensics	
Forgery		Forgery	
Forward Observer		PS: Forward Observer (INT)	
Gambling		Gambling	
Genetics		SS: Genetics	
Geology		SS: Geology	
Grav Belt		TF: Grav Belt	
Gravitics		SS: Gravitics	
Grenade Launcher		WF: Grenade Launcher	
Ground Tactics		Tactics (Ground)	
Ground Vehicle		Combat Driving (choose Wheeled or Tracked)	
Guard/Hunting Beasts		Animal Handling (choose)	
Gun Combat		WF: Appropriate and 1 CSL per weapon SL	can convert 2 specific weapon levels to 1 range combat SL

Traveller	Traveller Source	HERO	Notes
Gun Combat		WF: Small Arms (choose Pistol, Carbine, Rifle, Shotgun, SMG) or WF: Beam Weapons (Laser Pistol, Laser Rifle, etc.) or	
Gunnery		WF: Starship Weapons	+1 CSL per Level over 1
Gunnery (Naval)		WF: Ship's Lasers, WF: Ship's Energy Weapons (Plasma, Fusion), WF: Ship's Particle Accelerators, WF: Ship's Missiles, WF: Meson Weapons	
Gunnery, Energy			
Gunnery, Grav		WF: Tractor/Repulsor Beams	
Gunnery, Missiles		Sys Op: Missiles (choose)	
Heavy Artillery		WF: Howitzers, Mortars, etc.	
Heavy Guns		WF: Mass Drivers, etc.	
Heavy Weapons		WF: Heavy Weapons??	
Herding		Animal Handling	
High G Environment		Environmental Movement: High G	
History		SS: History (choose)	
Hovercraft		Combat Driving: Hovercraft	
Hunting		Tracking and Stealth and Concealment	
Instruction		PS: Instructor (INT)	
Interrogation		Interrogation	
Intrusion		Lockpicking + Security Systems	
Investigation		Criminology + Forensics	
Jack Of All Trades		Overall skill levels	
Jeweler		PS: Jeweler	
Language		Language (choose)	
Large Watercraft		Sailing OR TF: Large Watercraft	
Leader		Persuasion and Oratory and PS: Leadership (PRE)	adds +1 to PRE per Traveller Level Also
Legal		Bureaucrats and KS: Law	
Liaison		PS: Liaison (PRE)	
Machinist		PS: Machinist	
Map		PS: Cartographer + Bump Of Direction	
Marketing		PS: Marketer + Trading	
Mason		PS: Mason	
Mechanic		Mechanics	
Medical		Paramedic	
Medical, Diagnosis		SS: Medicine	
Medical, Surgery		SS: Surgery	
Medical, Trauma Aid		Paramedics	
Metallurgy		SS: Metallurgy	
Muscle Transport		TF: Skate, Skis, Bicycles, etc. (choose)	
Music		PS: Musician (choose)	
Naval Architect		KS: Naval Architecture	
Navigation		Navigation (choose)	
Observation		Concealment and +1-3 PER Roll	
Painting		PS: Painting	
Parachute		TF: Parachute	
Persuasion		Persuasion	
Physics		SS: Physics	

Traveller	Traveller Source	HERO	Notes
Physics		SS: Physics	
Pickpocket		Sleight of Hand	
Pilot		Combat Piloting (choose)	
Psychology		SS: Psychology	
RCV (Remotely Controlled Vehicle)		Systems Operation: RCV	
Recon		Tracking and Concealment and Stealth	
Recruiting		KS: Recruiting and Persuasion	
Research		PS: Research (INT)	
Riding		Riding (choose)	
Robot Ops		TF: Remotely Piloted Vehicles	
Robotics		SS: Robotics + Electronics + Mechanics + Computer Programming	
Screens		Systems Operations: Screens (Nuclear Dampers, Meson Screens, Sandcaster, Black Globe)	
Scrounging		KS: Scrounging and Persuasion	
Sculpture		PS: Sculpture	
Sensor Ops		System Ops: Sensors	
Sensors		Systems Operation: Sensors + Electronics	
Service		PS: Service/Steward	
Ship Tactics		Tactics (Starship)	
Ship's Boat		TF: Ship's Boat or Combat Piloting (Ship's Boat)	
Ship's Engineering		SS: Starship Drives and Powerplants	
Ships Boat		TF: Small Craft	also Combat Piloting with Small Craft Only
Slug Weapon		WF: Small Arms	
Small Watercraft		TF: Small Watercraft	
Song		PS: Singer	
Starship Architecture		PS: Starship Architect	
Stealth		Stealth	
Steward		PS: Steward and High Society	
Streetwise		Streetwise	
Survey		SS: Planetary Surveying	
Survival		Survival (choose)	
Swimming		+1-3" Swimming	
TAC Missile		Systems Operations: TAC Missile	
Tactics		Tactics	
Thrown Weapons		WF: Thrown Weapons	
Tracking		Tracking	
Trader		Trading	
Unarmed Martial Arts		pick an Unarmed Martial Art (10 points minimum)	
Vacc. Suit		PS: Vacc Suit (DEX-Based)	
Vehicle		Combat Driving (choose)	
WF: High Energy Weapons (Plasma)			
WF: ZeroG Weapons or			
Willpower		Resistance Talent	1 pt per Skill Level

Traveller	Traveller Source	HERO	Notes
Willpower		Resistance	
Xenobiology		SS: Xenobiology	
Zero G Combat		Environmental Movement: Zero G and PS: Zero-G Combat (DEX)	

Psionics and The Psionic Institute

Psionics — the powers of the mind. Psionics in Traveller® is not completely understood, at least in the Imperium. The Imperium fears what it does not understand, and does not tolerate psionic usage. On the other hand, the Zhodani openly practice psionics and look down on those who don't.

The psionics in Traveller have evolved since the original *Classic Traveller*, and the information presented here is an amalgamation of the four main sources: *Classic Traveller*, *MegaTraveller*, *Traveller: The New Era*, and *T4*.

Psionics Institute

The term “Psionics Institute” refers to any underground organization devoted to the illegal training of individuals in the use of psionic talents – illegal with the Imperium, at least. Each institute is independently organized and maintained by the members of a particular world. Psionics institutes existed in one form or another prior to space travel, but became popular during the Long Night, when reproducible scientific discoveries made psionics a teachable, learnable science.

At first, psionics institutes were rare, forming only on a few scattered worlds that either had an unusually high rate of psionic talents appearing or that encouraged psionics for social, political, or commercial reasons. In the years after the Civil War, psionic institutes were sprung up on many high-population worlds within the Imperium.

After some scandals in the Psionic Institutes, public opinion changed from favor to prejudice against them. A period known as the PsionicsSuppressions ensued. During the PsionicsSuppressions, the institutes' charters were revoked, and talented individuals were persecuted. In some cases, the individuals fled to assume new identities on other worlds; in others, whole families emigrated to the Zhodani Consulate or elsewhere beyond the frontiers of the Imperium.

The Imperium has tried to eradicate the institutes for the last 200 years.

Psionics

The Psionic Institute rates psionics on a 0 to 11 scale; R-0 is no psionic talent, R-11 is highly talented. Ratings higher than 12 cannot be attained naturally, but can be achieved with Psi-drugs. The maximum possible rating is 15.

Psionics are powered by an Endurance Reserve, which has a maximum END of Rating * 5, and a maximum REC of Rating per 20 minutes. Examples are shown below for an R-2, R-4, and R-10 psionic.

Rating	END Reserve	Cost
2	10 END, 2 REC per 20 minutes	2
4	20 END, 4 REC per 20 minutes	4
10	50 END, 10 REC per 20 minutes	9

We present here two methods the GM may use for psionics in TravellerHERO: the Traveller Conversion Method (straight conversion) and the General Method (loose conversion). Which method to use is up to the GM.

TRAVELLER CONVERSION METHOD

Using the Traveller Conversion Method, each group of psionic talents has specific powers and power levels to be learned, and they must be learned in order. There are also standard limitations that apply to replicate the assumptions in Traveller.

Traveller psionic powers are *Invisible Power Effect (Source only; +1/2 OR Fully; +1)*, *Line Of Sight (+1/2)*, and *Indirect (any origin, any direction; +3/4)*. However, they have *Range-based Endurance Cost (+x END Cost per 5*10^x meters; -1/4)***, and cost more power to activate than they do to maintain - *Increased Activation Cost (2x END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0)*.

Powers in the Telepathy, Telephysics, Teleportation, and perhaps Other groups should be purchased in a Multipower or Elemental Control framework. Powers in the self group are primarily talents, and do not require a framework. Because Traveller Conversion requires that specific powers must be learned in a specific order, a Variable Power Pool is not recommended.

GENERAL METHOD

Using the General Method, the character should buy an Elemental Control or Multipower, with a list of allowed powers. Each power effect may typically have up to Rating*5 active points.

The general method assumes more variability is allowed in the customization of powers, allowing psionics to have greater talent in some areas than in others. The GM should still require outward powers (Telekinesis, Change Environment, etc.) to be *Invisible Power Effect (Source only; +1/2 OR Fully; +1)*, *Line Of Sight (+1/2)*, and *Indirect (any origin, any direction; +3/4)*. However the GM may, if he wishes, disregard the *Range-based Endurance Cost* and *Increased Activation Cost* limitations.

** For the math-challenged, count the number of zeroes after the 5, and that's the additional END cost.

0 - 5	+0
6 - 50	+1
51 - 500	+2
501 - 5000	+3

TELEPATHY GROUP

Telepathy is the talent of sending and receiving thoughts, detecting other minds, and influencing or damaging them.

In addition to the basic powers, all telepaths also learn Mental Shield, which is 2 points of Mental Defense per R level (thus a R-10 spends 20 points on Mental Defense).

TRAVELLER CONVERSION METHOD

The powers and their order are: *Detect Minds* as an R-1; *Telempathy* and *Telempathic Projection* as an R-2; *Send and Receive Thoughts* as an R-4; *Probe* as an R-8; and *Mental Assault* as an R-10. The powers of an R-10

Telepath R-10		
Cost	Powers	END
7	<i>R-10 Telepathic Psionics: Elemental Control, 14-point powers</i>	
4	1) Detect Minds (R-1): Mind Scan 3d6 (Organic class of minds), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (15 Active Points); Costs END To Maintain (Full END Cost; -1/2), Stops Working If Mentalist Is Knocked Out (-1/4), Limited Power Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4)	3
6	2) Telempathy (R-2): Telepathy 4d6 (Organic class of minds), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (20 Active Points); Empathy All Emotions (-1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4), Stops Working If Mentalist Is Knocked Out (-1/4)	4
6	3) Telempathic Projection (R-2): Mind Control 4d6, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (20 Active Points); Empathy (-1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4), Stops Working If Mentalist Is Knocked Out (-1/4)	4
12	4) Send and Receive Thoughts (R-4/R-5): Telepathy 5d6 (Organic class of minds), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (25 Active Points); Stops Working If Mentalist Is Knocked Out (-1/4), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4)	5
21	5) Probe (R-8): Telepathy 10d6, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (50 Active Points); Read Only (-1/2), Stops Working If Mentalist Is Knocked Out (-1/4), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4)	10
30	6) Mind Assault: Ego Attack 3d6, Does BODY (+1) (60 Active Points); Increased Endurance Cost (x2 END; -1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4)	24
9	<i>Psionic Endurance Reserve: Endurance Reserve (50 END, 10 REC) Reserve: (15 Active Points); REC: (10 Active Points); Slow Recovery 20 Minutes (-1 1/2)</i>	
20	<i>Mind Shield: Mental Defense (22 points total)</i>	
Total Cost: 115 points		

Telepath are shown below.

GENERAL METHOD.

Using the General Method, the character should buy an Elemental Control with the following effects. Each effect may have up to rating*5 active points.

- Mind Scan, 1d6/rating.
- Telepathy, 1d6/rating.
- Mind Control, 1d6/rating.
- Ego Attack, 1d6/2 ratings.

The GM may if so desired require the *Range-based Endurance Cost* and *Increased Activation Cost* limitations to keep the Traveller feel. The GM should NOT allow the powers to have the *Reduced END (0 END)* advantage.

If the GM wishes to open up the list, he may optionally allow *Mind Link* outside the Elemental Control, and *Mental Illusion* and Ego-Based *Mental Transforms* in the Elemental Control as well.

Here's an example of an R-2 Telepath using the General Method.

R-2 Telepath		
Cost	Powers	END
5	<i>Telepathic Psionics R-2: Elemental Control, 10-point powers</i>	
5	1) Telepathy 2d6 (10 Active Points)	2
5	2) Mind Control 2d6 (10 Active Points)	2
5	3) Mind Scan 2d6 (10 Active Points)	2
5	4) Ego Attack 1d6 (10 Active Points)	2
2	<i>Psionic End Reserve: Endurance Reserve (10 END, 2 REC/20 Minutes) Reserve: (3 Active Points); REC: (2 Active Points); Slow Recovery 20 Minutes (-1 1/2)</i>	0
4	<i>Mind Shield: Mental Defense (6 points total)</i>	0
31	R-2 Total	

Here's an example of an R-10 Telepath using the General Method.

R-10 Telepath		
Cost	Powers	END
25	<i>Telepathic Psionics R-10: Elemental Control, 50-point powers</i>	
25	1) Telepathy 10d6 (50 Active Points)	10
25	2) Mind Control 10d6 (50 Active Points)	10
25	3) Mind Scan 10d6 (50 Active Points)	10
25	4) Ego Attack 5d6 (50 Active Points)	10
9	<i>Psionic Endurance Reserve: Endurance Reserve (50 END, 10 REC/20 Minutes) Reserve: (15 Active Points); REC: (10 Active Points); Slow Recovery 20 Minutes (-1 1/2)</i>	0
20	<i>Mind Shield: Mental Defense (22 points total)</i>	0
153	R-10 Total	

CLAIRVOYANCE GROUP

Clairvoyance is the talent of extending the senses to other locations. Though not allowed in Traveller, the full definition of Clairvoyance includes sensing

the past (retrocognition), future (precognition), or even other dimensions (spirits in the astral realm, alternate futures, etc.).

TRAVELLER CONVERSION METHOD

The Clairvoyance powers and their learned order are: *Sense* as an R-2; *Clairvoyance* and *Clairaudience* each as an R-5; and *Combined Clairvoyance and Clairaudience* as an R-9. The powers of an R-10 Clairvoyant are shown below.

R-10 Clairvoyant		
Cost	Powers	END
10	<i>R-10 Clairvoyant</i> : Elemental Control, 20-point powers	
8	1) <i>Sense (R-2)</i> : Clairsentience (Sight Group), x2 Range (200"), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (25 Active Points); Vague and Unclear (-1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4)	5
12	2) <i>Clairvoyance (R-5)</i> : Clairsentience (Sight Group), x2 Range (200"), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (25 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4)	5
12	3) <i>Clairaudience (R-5)</i> : Clairsentience (Hearing Group), x2 Range (200"), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (25 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4)	5
20	4) <i>Combined Clairvoyance and Clairaudience (R-6)</i> : Clairsentience (Sight And Hearing Groups), x2 Range (300"), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (35 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4)	7
9	<i>Psionic End Reserve</i> : Endurance Reserve (50 END, 10 REC) Reserve: (15 Active Points); REC: (10 Active Points); Slow Recovery 1 Hour (-2)	
71	R-10 Total	

GENERAL METHOD

Using the General Method, the character should just buy:

Clairvoyance: Clairsentience (Sight Group), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0). Total Cost: 20 points.

This version of the power is considered an R-4. The GM may allow the character to add the *Vague and Unclear* (-1/2) limitation to if the player wishes to make it an R-2.

The GM may optionally require the *Range-Based Endurance Cost* limitation.

The GM can allow the character to add Hearing Sense, Smell/Taste Sense, or x2 range (multiple times), but every +5 points in the power is a +1 to the R-rating, and the maximum power is an R-11. GMs should disallow reducing the END cost to zero.

If the GM wishes to open up the list, he may *option-*

ally allow Precognition and Retrocognition, but this is not recommended unless the *Vague and Unclear* limitation is also applied to prevent problems with mysteries.

The GM could also allow Mental-group *Detects* to represent Psychometry and Aura Vision, which are also related to Clairvoyance.

TELEPHYSICS GROUP

Telephysics is the power to move matter, which can include not only normal objects (chairs, pencils, etc.) but also molecules and atoms - generating heat by increasing the velocity of atoms and molecules, generating cold by reducing their velocity.

TRAVELLER CONVERSION METHOD

The closest translation for Telekinesis is 1 point of Telekinetic STR per R rating; an R-3 has 3 STR TK, an R-10 has 10 STR TK, etc.

The source of the telekinesis cannot be sensed, and the power can reach anywhere in range the telekinetic can see. Characters who are strictly Telekinetic (as per *Classic Traveller*) should buy the Telekinetic power as below.

R-3 Telekinetic		
Cost	Powers	END
12	<i>R-3 Telekinetics</i> : Telekinesis (3 STR), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+1/2), Indirect (Any origin, any direction; +3/4), Invisible Power Effects (Fully Invisible; +1) (15 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4)	3
2	<i>Psionic Endurance Reserve</i> : Endurance Reserve (15 END, 3 REC) Reserve: (4 Active Points); REC: (3 Active Points); Slow Recovery 20 Minutes (-1 1/2)	
14	R-3 Total Cost	

R-5 Telekinetic		
Cost	Powers	END
19	<i>R-5 Telekinetics</i> : Telekinesis (5 STR), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+1/2), Indirect (Any origin, any direction; +3/4), Invisible Power Effects (Fully Invisible; +1) (24 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4)	5
4	<i>Psionic Endurance Reserve</i> : Endurance Reserve (25 END, 5 REC) Reserve: (7 Active Points); REC: (5 Active Points); Slow Recovery 20 Minutes (-1 1/2)	
23	R-5 Total Cost	

R-10 Telekinetic

Cost	Powers	END
39	<i>R-10 Telekinetics</i> : Telekinesis (10 STR), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+1/2), Indirect (Any origin, any direction; +3/4), Invisible Power Effects (Fully Invisible; +1) (49 Active Points); Range-Based Endurance Cost (+x END Cost per $5 \cdot 10^x$ meters; -1/4)	10
9	Psionic Endurance Reserve: Endurance Reserve (50 END, 10 REC) Reserve: (15 Active Points); REC: (10 Active Points); Slow Recovery 20 Minutes (-1 1/2)	0
48	R-10 Total Cost	

Characters who have both telekinesis and pyrokinesis/cryokinesis should buy a Multipower as below. Note that this is very powerful, and priced accordingly!

R-3 Telephysic

Cost	Powers	END
30	<i>R-3 Telephysics</i> : Multipower, 30-point reserve	
1u	1) <i>R-3 Telekinetics</i> : Telekinesis (3 STR), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+1/2), Indirect (Any origin, any direction; +3/4), Invisible Power Effects (Fully Invisible; +1) (15 Active Points); Range-Based Endurance Cost (+x END Cost per $5 \cdot 10^x$ meters; -1/4)	3
2u	2) <i>Heat</i> : Change Environment 2" radius, +1 Temperature Level Adjustment, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+1/2), Invisible Power Effects, Source Only (Fully Invisible; +1/2), Indirect (Any origin, any direction; +3/4) (27 Active Points); Range-Based Endurance Cost (+x END Cost per $5 \cdot 10^x$ meters; -1/4)	5
2u	3) <i>Cold</i> : Change Environment 2" radius, -1 Temperature Level Adjustment, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+1/2), Invisible Power Effects, Source Only (Fully Invisible; +1/2), Indirect (Any origin, any direction; +3/4) (27 Active Points); Range-Based Endurance Cost (+x END Cost per $5 \cdot 10^x$ meters; -1/4)	5
2u	4) <i>Heat/Cold</i> : Energy Blast 1d6, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Variable Special Effects (Limited Group of SFX; Heat and Cold; +1/4), Line Of Sight (+1/2), Invisible Power Effects, Source Only (Fully Invisible; +1/2), Indirect (Any origin, any direction; +3/4), No Normal Defense (Life Support to Heat/Cold; +1), Continuous (+1) (25 Active Points); Range-Based Endurance Cost (+x END Cost per $5 \cdot 10^x$ meters; -1/4)	5

R-10 Telephysic

Cost	Powers	END
100	<i>R-10 Telephysics</i> : Multipower, 100-point reserve	
4u	1) <i>R-10 Telekinetics</i> : Telekinesis (10 STR), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+1/2), Indirect (Any origin, any direction; +3/4), Invisible Power Effects (Fully Invisible; +1) (49 Active Points); Range-Based Endurance Cost (+x END Cost per $5 \cdot 10^x$ meters; -1/4)	10
8u	2) <i>Heat</i> : Change Environment 8" radius, +6 Temperature Level Adjustment, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+1/2), Invisible Power Effects, Source Only (Fully Invisible; +1/2), Indirect (Any origin, any direction; +3/4) (96 Active Points); Range-Based Endurance Cost (+x END Cost per $5 \cdot 10^x$ meters; -1/4)	19
8u	3) <i>Cold</i> : Change Environment 8" radius, -6 Temperature Level Adjustment, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+1/2), Invisible Power Effects, Source Only (Fully Invisible; +1/2), Indirect (Any origin, any direction; +3/4) (96 Active Points); Range-Based Endurance Cost (+x END Cost per $5 \cdot 10^x$ meters; -1/4)	19
8u	4) <i>Heat/Cold</i> : Energy Blast 4d6, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Variable Special Effects (Limited Group of SFX; Heat and Cold; +1/4), Line Of Sight (+1/2), Invisible Power Effects, Source Only (Fully Invisible; +1/2), Indirect (Any origin, any direction; +3/4), No Normal Defense (Life Support to Heat/Cold; +1), Continuous (+1) (100 Active Points); Range-Based Endurance Cost (+x END Cost per $5 \cdot 10^x$ meters; -1/4)	20

The GM should use this method for Traveller Conversion and for General Methods. An R-10 Telekinetic may use telekinesis to levitate, at the same rate they can lift an object of the same weight.

One other alternative is to allow a Variable Power Pool for the special effect "telephysics". This would allow Drains (running) for icy area, RKA Area Effects for fiery furnace areas, etc. All powers would have to take the IPE and Indirect advantages, and Continuous powers would have to take the Delayed Endurance Cost advantage.

TELEPORTATION GROUP

Teleportation allows instantaneous movement from one point to another, regardless of intervening objects or barriers. Teleportation is subject to relative velocity, conservation of momentum, and potential energy changes.

TRAVELLER CONVERSION METHOD

R-2 Teleporter		
Cost	Powers	END
22	<i>R-2 Teleportation</i> : Multipower, 22-point reserve	
2u	1) <i>R-2 Teleport</i> : Teleportation 5", x4 Noncombat, Invisible Power Effects, Source Only (Fully Invisible; +1/2) (22 Active Points); Limited Power Can carry nothing, arrive at destination naked (-1/4)	4
1u	2) <i>R-2 Teleport Long-Range</i> : Teleportation 5", Invisible Power Effects, Source Only (Fully Invisible; +1/2), MegaScale (1" = 10 km; +1/2), Can Be Scaled Down 1" = 1km (+1/4) (22 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act; Character takes 1d6 EB per 500 meters vertical movement in gravity well; -1/2), Limited Power Can carry nothing, arrive at destination naked (-1/4), Range-Based Endurance Cost (+x END Cost per $5 \cdot 10^x$ meters; -1/4)	4

R-6 Teleporter		
Cost	Powers	END
67	<i>R-6 Teleportation</i> : Multipower, 67-point reserve	
4u	1) <i>R-6 Teleport</i> : Teleportation 10", x64 Noncombat, Invisible Power Effects, Source Only (Fully Invisible; +1/2) (67 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act; Character takes 1d6 EB per 500 meters vertical movement in gravity well; -1/2), Range-Based Endurance Cost (+x END Cost per $5 \cdot 10^x$ meters; -1/4)	13
4u	2) <i>R-6 Teleport Long-Range</i> : Teleportation 10", Invisible Power Effects, Source Only (Fully Invisible; +1/2), MegaScale (1" = 100,000 km; +1 1/2), Can Be Scaled Down 1" = 1km (+1/4) (65 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act; Character takes 1d6 EB per 500 meters vertical movement in gravity well; -1/2), Range-Based Endurance Cost (+x END Cost per $5 \cdot 10^x$ meters; -1/4)	13

Characters should also buy one or more Floating Fixed Locations.

GENERAL METHOD

Psionics with the Teleportation talent should buy Rating * 5 Active Points in teleportation skill, with the following mandatory limitation: Side Effects (1d6 EB for every multiple of 500 meters up or down after the first 500 meters; -1/2)

SELF GROUP

Psionics with the Self talent should buy the following talents and superskills, depending on current ranking.

TRAVELLER CONVERSION METHOD

Using the Traveller Conversion method, the powers and the order are: Feign Death (Simulate Death) at R-2; Orientation (Bump of Direction) at R-3; Enhanced

Strength at R-4; Enhanced Constitution at R-5; and Regeneration at R-9.

Feign Death (R-2) is the HERO Talent Simulate Death. At R-2, the character has the base 3-point skill. Each +1 in Rank allows a +1 to be purchased, so that at R-6 the character could have Simulate Death +4.

Orientation (R-3) is the HERO Talent Bump of Direction. There are no bonuses for a ranking above R-3.

Enhanced Strength (R-4) is a 1d6 Aid to STR per R-ranking above 3; an R-4 is 1d6 Aid, an R-8 is 5d6 Aid. It is Self-Only, and lasts 1 hour before fading, and requires END from the psionic End Reserve to initiate.

(1d6 Aid per rating, lasts 1 hour, self only)

Enhanced Constitution (R-5) is a 1d6 Aid to Constitution per R-ranking above 4; an R-5 is 1d6 Aid, an R-8 is 4d6 Aid. It is Self-Only, and lasts 1 hour before fading, and requires END from the psionic End Reserve to initiate.

(1d6 Aid per rating, lasts 1 hour, self only).

Regeneration (R-9) allows self-healing of BODY damage at the rate of 1 BODY per minute. It is not on all the time, but requires END from the psionic END Reserve to initiate it.

R-9 Selfist		
Cost	Powers	END
3	1) <i>Feign Death (R-2)</i> : Simulate Death	
3	2) <i>Orientation (R-3)</i> : Bump Of Direction	
10	3) <i>Enhanced STR (R-4)</i> : Aid STR 1d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1) (20 Active Points); Self Only (-1/2), Costs Endurance (-1/2)	4
10	4) <i>Enhanced Constitution (R-5)</i> : Aid CON 1d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1) (20 Active Points); Self Only (-1/2), Costs Endurance (-1/2)	4
6	5) <i>Regeneration</i> : Healing 1 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (20 Active Points); Extra Time (Regeneration-Only) 1 Minute (-1 1/2), Self Only (-1/2), Requires Psionic Endurance (Uses 1 Psionic END per 1 BODY healed; -1/4)	0

GENERAL METHOD

With the General Method, the GM should allow the character to buy other Self-aware talents such as Absolute Time Sense, Combat Sense, Lightning Calculator, and Eidetic Memory.

OTHER GROUP

Psionics with talents in the Other category are GMs prerogative, but rare. Some of these examples are converted from T4, and include:

Danger Sense

Rapid Recharge: +REC for psionic Endurance Reserve (max is double normal value).

Cyberonics

Cost	Powers	END
17	1) <i>Machine Telepathy (R-5)</i> : Telepathy 5d6 (Machine class of minds), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (25 Active Points); Stops Working If Mentalist Is Knocked Out (-1/4), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4) Note : 1d6 per Ranking	5
7	2) <i>Machine Control (R-2)</i> : Mind Control 2d6 (Machine class of minds), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (10 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4), Stops Working If Mentalist Is Knocked Out (-1/4) Note : 1d6 per Ranking	2

Mind Illusions

Cost	Powers	END
15	3) <i>Invisibility (R-3)</i> : Invisibility to Sight Group, No Fringe, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (30 Active Points); Limited Power Only vs. Organics (-1)	6
50	10) <i>Mind Mimic (R-5)</i> : Shape Shift (Mental Group, limited group of shapes), Imitation, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Invisible Power Effects (Fully Invisible; +1) (50 Active Points)	10

Healing Psionics

Cost	Powers	END
6	8) <i>Empathic Healing</i> : Healing BODY 1d6, Decreased Re-use Duration (1 Hour; +1/2) (15 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Caster suffers 1 BODY Drain for every 1 BODY Healed [caster takes wounds to self], Delayed Recovery Rate on Drain is 1 BODY per Minute; -1/2), Others Only (-1/2), Increased Endurance Cost (x2 END; -1/2) Note : 1d6 per Ranking	6
10	9) <i>General Healing</i> : Healing BODY 1d6, Decreased Re-use Duration (1 Hour; +1/2), Invisible Power Effects, Source Only (Fully Invisible; +1/2) (20 Active Points); Increased Endurance Cost (x2 END; -1/2), Others Only (-1/2) Note : 1d6 per Ranking	8

Teleprojection

Cost	Powers	END
10	11) <i>Teleprojection</i> : Teleportation 2", Ranged (+1/2), Line Of Sight (+1/2), Invisible Power Effects, Source Only (Fully Invisible; +1/2), Indirect (Any origin, any direction; +3/4), Usable As Attack (+1) (17 Active Points); Increased Endurance Cost (x2 END; -1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4) Note : 2" per Ranking	6

Psionic Augmentation

Cost	Powers	END
26	4) <i>Drain Psionic Reserve</i> : Drain END 1d6, Ranged (+1/2), Line Of Sight (+1/2), Indirect (Any origin, any direction; +3/4), Delayed Return Rate (points return at the rate of 5 per 20 Minutes; +3/4), Invisible Power Effects (Fully Invisible; +1) (45 Active Points); Increased Endurance Cost (x2 END; -1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4) Note : 1d6 per Ranking	18
37	5) <i>Drain Psionic Strength</i> : Drain BODY 1d6, Ranged (+1/2), Line Of Sight (+1/2), Indirect (Any origin, any direction; +3/4), Delayed Return Rate (points return at the rate of 5 per 20 Minutes; +3/4), Invisible Power Effects (Fully Invisible; +1), all Psionic powers simultaneously (+2) (65 Active Points); Increased Endurance Cost (x2 END; -1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4) Note : 1d6 per Ranking	26
25	6) <i>Anti-Psionic Field</i> : Suppress Psionics 1d6, all Psionic powers simultaneously (+2), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+1/2), Indirect (Any origin, any direction; +3/4), Area Of Effect (3" Radius; +1), Invisible Power Effects (Fully Invisible; +1) (31 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4) Note : 1d6 per Ranking	6
16	7) <i>Psionic Power Battery</i> : (Total: 37 Active Cost, 16 Real Cost) Aid END Reserve END 1d6, Ranged (+1/2), Line Of Sight (+1/2), Indirect (Any origin, any direction; +3/4), Invisible Power Effects (Fully Invisible; +1) (37 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x2 END; -1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4) (Real Cost: 16) Note : 1d6 per Ranking	14

Psionic Technology

Psi Shields: Mental defenses can be added to armor; see the armor rules.

Psi Drugs: several are known. Effects are fairly similar, and are not cumulative.

Psi Booster (TL 12; Cr 1,250, 12.5 grams, per dose)

Increases all psionic abilities. 5d6 aid, all psionic abilities (including END; +2 END/point), fade 5/5 hours; takes 1 hour to take effect.

Psi Double is two doses of Psi Booster.

Psi Special (TL 14; Cr 2,500, 25 grams, per dose)

As psi booster, but twice as strong; psi strength increases at only 5 active points per hour. Has dangerous side effects; make an EGO roll or permanently lose 10 END off your END reserve. The standard dose is two doses.

Psionic Skills: An Alternative

An alternative method of handling psionics is to make Psionics into a skill-based system. Under this system, psionic abilities cost 1 point for an 8- familiarity, or 3 points for an EGO-Based Skill Roll, +1/2 points. To use this system, the character must purchase the following:

A Talent for each ranking in a particular psionic branch, costing 3 points per R-Level. For example *Telepath-R4* is 12 points, *Clairvoyant-R3* is 9 points, *Telekinetic-R10* is 30 points. Characters must pay points to increase the rank to get more powerful versions of their psionic powers. The ranking represents the raw power available.

A Power Skill for each branch of psionics the character possesses. For example Telepath Power Skill, Clairvoyant Power Skill, or Telekinetic Power Skill. The skill costs 3 points for an EGO-Based roll, and represents the general understanding the character has with that class of psionics. It can also be used for parlor tricks of that type of psionics. Each +1 to the power skill costs 2 points.

A Psionic Endurance Reserve. All Traveller/ TravellerHERO psionics (except for some of the Other class of psionics) are powered by an Endurance Reserve, with 5x the R-value of a character's psionics. If a character is an R-2 Telekinetic and an R-4 Telepath, he should buy a psionic endurance reserve for an R-4.

The Psionic Powers, as defined and permitted by the GM. The GM may use the existing converted Traveller psionics, as well as create his own. When creating additional psionic abilities, keep in mind whether the power increases by Ranking (e.g. Telepathy R-2 versus Telepathy R-5) or not (Orientation in Other).

For example, Josiah is an R-4 Telepath, and buys Detect Minds, Telepathy, and Telepathic Project at full skill (3 skills, total 9 points) and Send/Receive Thoughts as a Familiarity (8-, 1 point) for a total of 10 points.)

If Josiah has an EGO of 13, his Psionics cost and skill rolls would be as follows:

Skill-Based Telepath R-4		
Cost	Powers	END
12	<i>Talent: R-4 Telepath</i>	
7	<i>Telepath Psionic Skill +2 (14-)</i>	
4	<i>Psionic Endurance Reserve (20 END, 4 REC/20 min)</i>	
3	Detect Minds, 12-	3
3	Telepathy, 12-	4
3	Telepathic Projection, 12-	4
1	Send and Receive Thoughts, 8-	5
8	<i>Mind Shield: Mental Defense (10 points total)</i>	
Total Cost: 41 points		

The downside with this version is that all powers require a successful [psionic branch] Power Skill Roll to work, and there's more onus on the Referee in creat-

ing and developing Psionic powers. The upside is that skills are 3 points each, so characters can learn more psionics as the Referee permits.



Equipment

Technological Treasures

Body Pistols and PGMPs, Jack and Mesh, Densitometers and more.

Weapons

This chapter is devoted to the variety of personal and military weapons available in the Imperium.

Small Arms

Small Arms (a.k.a. Slugthrowers) are the most common firearm in TravellerHERO. At the standard Traveller TL12 campaign, nothing else beats slugthrowers for damage **and** portability.

Most of the weapon listings and descriptions for slugthrowers assume firing a standard bullet. To add other bullets, such as AP, AET, DumDum, and many others, see the excellent information in *Dark Champions* pages 200-256.

Handguns

BODY PISTOL

Effect: RKA 1d6

Shots: 6

Combat Modifiers: +1 OCV, -1 RMod

STR Minimum: 7

Range: 100"

Mass: 300 g

CR: 500

Ammo Cost: 20CR/magazine

Description: The body pistol is a non-metallic, semi-automatic pistol. It is designed to avoid detection by metal detectors, and is notable as a weapon of assassins and hijackers. The body pistol fires a 5-gram slug at 500-600 mps, and has a 6-cartridge magazine.

Body Pistol: (Total: 20 Active Cost, 7 Real Cost) Killing Attack - Ranged 1d6 (15 Active Points); STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), IAF (-1/2), 6 Charges (-1/2), Side Effects (-1 vs. Range Modifier), Side Effect occurs automatically whenever Power is used (-1/2), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 4) **plus** +1 OCV with Ranged Combat (5 Active Points); IAF (-1/2) (Real Cost: 3)

AUTO PISTOL, 9MM

Effect: RKA 1d6+1

Shots: 15

Combat Modifiers: +1 OCV, -1 RMod

STR Minimum: 7

Range: 100"

Mass: 1 kg

CR: 200

Ammo Cost: 10CR/magazine

Description: The Auto pistol fires a standard 9mm slug.

9mm Auto Pistol: Killing Attack - Ranged 1d6+1, 15 Charges (+0) (20 Active Points); STR Minimum 7 (STR Min. Cannot

Add/Subtract Damage; -1), OAF (-1), Real Weapon (-1/4), Beam (-1/4)

AUTO PISTOL, 9MM MAGNUM

Effect: RKA 1 1/2d6

Shots: 15

Combat Modifiers: +1 OCV

STR Minimum: 7

Range: 125"

Mass: 1 kg

CR: 400

Ammo Cost: 10CR/magazine

Description: The standard metallic semi-automatic pistol. It fires a 9mm 10gram Magnum slug at 400-500 mps, and has a 15-cartridge magazine.

Auto Pistol: Killing Attack - Ranged 1 1/2d6, 15 Charges (+0) (25 Active Points); STR Minimum 7 (STR Min. Cannot Add/Subtract Damage; -1), OAF (-1), Real Weapon (-1/4), Beam (-1/4) **plus** +1 with Ranged Combat (5 Active Points); OAF (Pistol; -1). Total Cost: 9 points

REVOLVER, 9MM

Effect: RKA 1d6+1

Shots: 6

Combat Modifiers: None

STR Minimum: 7

Range: 100"

Mass: 1 kg

CR: 150

Ammo Cost: 10Cr/6 shots

Description: The old-fashioned revolver, it fires a 9mm standard revolver slug and holds 6 bullets.

9mm Revolver: Killing Attack - Ranged 1d6+1 (20 Active Points); STR Minimum 7 (STR Min. Cannot Add/Subtract Damage; -1), OAF (-1), 6 Charges (-3/4), Real Weapon (-1/4), Beam (-1/4)

REVOLVER, 9MM MAGNUM

Effect: RKA 1 1/2d6

Shots: 6

Combat Modifiers: None

STR Minimum: 10

Range: 125"

Mass: 1 kg

CR: 300

Ammo Cost: 20Cr/6 shots

Description: The old-fashioned revolver equivalent to a .357 Magnum, it fires a 9mm Magnum slug and holds 6 bullets. Revolver ammunition is not interchangeable with other slugthrowers.

9mm Magnum Revolver: Killing Attack - Ranged 1 1/2d6 (25 Active Points); STR Minimum 10 (STR Min. Cannot Add/Subtract Damage; -1), OAF (-1), 6 Charges (-3/4), Real Weapon (-1/4), Beam (-1/4)



SNUB REVOLVER

Effect: RKA 1d6

Shots: 6

Combat Modifiers: None

STR Minimum: 6

Range: 150"

Mass: .5 kg

CR: 150Cr

Ammo Cost: 10Cr/6 shots

Description: The Snub Revolver is a low-velocity revolver designed for shipboard and zero-G environments, firing a 10mm 7g bullet at only 100-150 mps. It is a standard ship's security weapon, and is most commonly carried with 5 tranquilizer rounds and 1 gas round.

Cost Powers

- | | |
|----|--|
| 8 | Snub Revolver: Multipower, 30-point reserve, (30 Active Points); all slots OAF (-1), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), 6 Charges (-3/4), Real Weapon (-1/4), Beam (-1/4) |
| 1u | 1) <i>Standard Rounds:</i> Killing Attack - Ranged 1d6 (15 Active Points) |
| 2u | 2) <i>Armor-Piercing Rounds:</i> Killing Attack - Ranged 1d6, Armor Piercing x1 (+1/2) (22 Active Points) |
| 2u | 3) <i>HE Rounds:</i> Energy Blast 3d6, Explosion (+1/2) (22 Active Points) |
| 2u | 4) <i>Gas Rounds:</i> Energy Blast 2d6, Area Of Effect (One Hex; +1/2), No Normal Defense ((Self-Contained Breathing); +1) (25 Active Points) |
| 3u | 5) <i>Tranquilizer Rounds:</i> Energy Blast 3d6, No Normal Defense ((Resistant DEF >2); +1) (30 Active Points) |
| 18 | Total Cost |

SNUB PISTOL

Effect: RKA 1d6

Shots: 20

Combat Modifiers: None

STR Minimum: 6

Range: 150"

Mass: .6 kg

CR: 600Cr

Ammo Cost: 40Cr/magazine

Description: The Snub Pistol is a combat-oriented version of the Snub Revolver, a low-velocity handgun designed for shipboard and zero-G environments. The snub pistol fires 10mm 7g bullets at only 100-150 mps (the same bullets as used in the snub revolver). It is a standard ship's security weapon, and is commonly carried with 15 tranquilizer rounds and 5 gas rounds or with 15 standard rounds and 5 armor-piercing rounds.

Cost Powers

- | | |
|----|---|
| 12 | Snub Pistol: Multipower, 30-point reserve, (30 Active Points); all slots OAF (-1), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), 20 Charges (-0), Real Weapon (-1/4), Beam (-1/4) |
| 1u | 1) <i>Standard Rounds:</i> Killing Attack - Ranged 1d6 (15 Active Points) |
| 2u | 2) <i>Armor-Piercing Rounds:</i> Killing Attack - Ranged 1d6, Armor Piercing x1 (+1/2) (22 Active Points) |
| 2u | 3) <i>HE Rounds:</i> Energy Blast 3d6, Explosion (+1/2) (22 Active Points) |
| 2u | 4) <i>Gas Rounds:</i> Energy Blast 2d6, Area Of Effect (One Hex; +1/2), No Normal Defense ((Self-Contained Breathing); +1) (25 Active Points) |
| 3u | 5) <i>Tranquilizer Rounds:</i> Energy Blast 3d6, No Normal Defense ((Resistant DEF >2); +1) (30 Active Points) |
| 22 | Total Cost |

Rifles

CARBINE

Effect: RKA 2d6

Shots: 10

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 11

Range: 150"

Mass: 3 kg

CR: 200

Ammo Cost: 10Cr/clip

Description: A short rifle that fires 7mm, 5-gram bullets at 900 mps. Carbine ammunition is not interchangeable with other slugthrowers. The clip holds 10 bullets.

Carbine: (Total: 30 Active Cost, 8 Real Cost) Killing Attack - Ranged 2d6 (30 Active Points); OAF (-1), STR Minimum 11 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), 10 Charges (-1/4), Beam (-1/4) (Real Cost: 6) **plus** +1 OCV with Ranged Combat (5 Active Points); OAF (-1) (Real Cost: 2) **plus** +1 vs. Range (3 Active Points); OAF (-1) (Real Cost: 2)

RIFLE

Effect: RKA 2d6, +1 STUN Mult

Shots: 20

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 13

Range: 240"

Mass: 4 kg

CR: 200

Ammo Cost: 20Cr/clip

Description: A military-style rifle that fires a 7mm 10-gram slug at 900 mps. The magazine holds 20 bullets. Rifle and Automatic Rifle ammunition are interchangeable.

Rifle: (Total: 48 Active Cost, 13 Real Cost) Killing Attack - Ranged 2d6, +1 STUN Multiplier (+1/4) (37 Active Points); OAF (-1), STR Minimum 13 (STR Min. Cannot Add/Subtract Damage; -1), 20 Charges (-0), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) (Real Cost: **plus** +1 OCV with Ranged Combat (5 Active Points); OAF (-1) (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

HUNTING RIFLE

Effect: RKA 3d6, +1 STUN Mult

Shots: 2

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 13

Range: 240"

Mass: 6 kg

CR: 2000

Ammo Cost: 20Cr/clip

Description: The hunting rifle is the type used by big game hunters and zoologists in bringing down or tranquilizing large animals. The rifle holds two 12mm slugs or two 12mm tranquilizer darts.

Hunting Rifle: (Total: 67 Active Cost, 15 Real Cost) Killing Attack - Ranged 3d6, +1 STUN Multiplier (+1/4) (56 Active Points); 2 Charges (-1 1/2), OAF (-1), STR Minimum 13 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 10) **plus** +1 OCV with Ranged Combat (5 Active Points); OAF (-1) (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

AUTOMATIC RIFLE

Effect: RKA 2d6, +1 STUN Multiplier

Shots: 20

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 13

Range: 315"

Mass: 5 kg

CR: 1000

Ammo Cost: 20/clip

Description: A military-style rifle that fires 7mm rifle rounds, either in semi-automatic mode or in 4-round bursts. The standard magazine is 20 rounds, but may also use 100-round belts when available.

Automatic Rifle: (Total: 63 Active Cost, 16 Real Cost) Killing Attack - Ranged 2d6, +1 STUN Multiplier (+1/4), Autofire (4 shots; +1/2) (52 Active Points); OAF (-1), STR Minimum 13 (STR Min. Cannot Add/Subtract Damage; -1), 20 Charges (-0), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 11) **plus** +1 OCV with Ranged Combat (5 Active Points); OAF (-1) (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

ACCELERATOR RIFLE

Effect: RKA 2d6, Autofire (5 shots)

Shots: 15

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 12

Range: 265"

Mass: 3 kg

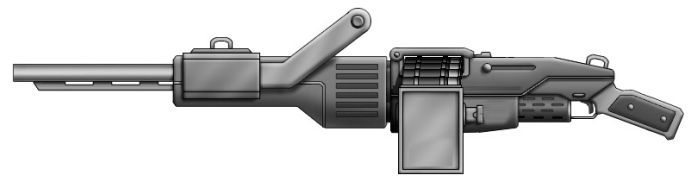
CR: 900

Ammo Cost: 25Cr/clip

Description: TBD.

Accelerator Rifle: (Total: 53 Active Cost, 19 Real Cost) Killing Attack - Ranged 2d6, 15 Charges (+0), Autofire (5 shots; +1/2) (45 Active Points); STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), OAF (-1), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4) (Real Cost: 11) **plus** +1 OCV with Ranged Combat (Real Cost: 5) **plus** +1 vs. Range (Real Cost: 3)

Shotguns



AUTOMATIC SHOTGUN

Effect: RKA 2 1/2d6, +1 STUN Mult

Shots: 10

Combat Modifiers: None

STR Minimum: 12

Range: 20"/50"

Mass: 4.5 kg

CR: 500

Ammo Cost: 1Cr/round (2Cr/round for tranq)

Description: An automatic shotgun equivalent to the Remington M1100 12gauge, and is capable of firing either buckshot (pellets) or slug ammo (or a special tranq load). The 10 rounds are loaded in a box magazine.

Cost Powers

- 17 **Automatic Shotgun:** Multipower, 70-point reserve, (70 Active Points); all slots OAF (-1), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands (Two-Handed; -1/2), Real Weapon (-1/4), 10 Charges (-1/4)
- 4u **00 Buckshot:** Killing Attack - Ranged 2 1/2d6, +1 Increased STUN Multiplier (+1/4), Area Of Effect (One Hex; +1/2) (70 Active Points); Limited Range (20"; -1/4), Reduced By Range (-1/4), Reduced Penetration (-1/4)
- 3u **Shotgun Slugs:** Killing Attack - Ranged 2 1/2d6, +1 Increased STUN Multiplier (+1/4) (50 Active Points); Limited Range (50"; -1/4), Beam (-1/4)
- 24 **Total Cost**

PUMP SHOTGUN

Effect: RKA 2 1/2d6, +1 STUN Mult

Shots: 10

Combat Modifiers: None

STR Minimum: 12

Range: 20"/50"

Mass: 4.5 kg

CR: 150

Ammo Cost: 1Cr/round (2Cr/round for tranq)

Description: A pump-action shotgun equivalent to the Remington M1100 12gauge, and is capable of firing either buckshot (pellets) or slug ammo (or a special tranq load). The 10 rounds are loaded in a tubular magazine, and pumping the gun is a 1/2 phase action.

Cost Powers

- | | |
|----|--|
| 15 | Pump Shotgun: Multipower, 70-point reserve, (70 Active Points); all slots OAF (-1), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands (Two-Handed; -1/2), Extra Time (Full Phase, Half Phase to pump, Half Phase to fire; -1/2), Real Weapon (-1/4), 10 Charges (-1/4) |
| 4u | 00 Buckshot: Killing Attack - Ranged 2 1/2d6, +1 Increased STUN Multiplier (+1/4), Area Of Effect (One Hex; +1/2) (70 Active Points); Limited Range (20"; -1/4), Reduced By Range (-1/4), Reduced Penetration (-1/4) |
| 3u | Shotgun Slugs: Killing Attack - Ranged 2 1/2d6, +1 Increased STUN Multiplier (+1/4) (50 Active Points); Limited Range (50"; -1/4), Beam (-1/4) |
| 22 | Total Cost |

Submachinegun

SUBMACHINEGUN

Effect: RKA 1d6+1, Autofire (5 shots)

Shots: 40

Combat Modifiers: +2 OCV

STR Minimum: 12

Range: 250"

Mass: 2.5 kg

CR: 500

Ammo Cost: Cr

Description: The submachinegun fires 5-round bursts of 7mm standard ammunition, and carries 40 rounds in each clip.

Submachinegun: (Total: 50 Active Cost, 16 Real Cost) Killing Attack - Ranged 1d6+1, 40 Charges (+1/2), Autofire (5 shots; +1/2) (40 Active Points); OAF (-1), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 11) **plus** +2 OCV with Ranged Combat (10 Active Points); OAF (-1) (Real Cost: 5)

Assault Rifles / LMG

LIGHT MACHINEGUN

Effect: RKA 2d6, +1 STUN, Autofire (10 shots)

Shots: 200

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 15

Range: 525"

Mass: 8.5 kg

CR: 1200

Ammo Cost: 120Cr/200-round box.

Description: TBD.

Light Machinegun: (Total: 105 Active Cost, 23 Real Cost) Killing Attack - Ranged 2d6, +1 STUN Multiplier (+1/4), 200 Charges (+1), Autofire (10 shots; +1) (97 Active Points); OAF Bulky (-1 1/2), STR Minimum 15 (STR Min. Cannot Add/Subtract Damage; -1 1/4), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 20) **plus** +1 OCV with Ranged Combat (5 Active Points); OAF Bulky (-1 1/2) (Real Cost: 2) **plus** +1 vs. Range (3 Active Points); OAF Bulky (-1 1/2) (Real Cost: 1)

ASSAULT RIFLES

Effect: RKA 2d6, +1 STUN Mult, Autofire (5 shots)

Shots: 30

Combat Modifiers: +2 OCV, +1 RMod

STR Minimum: 14

Range: 365"

Mass: 3.33 kg

CR: 400

Ammo Cost: 20Cr/clip

Description: TBD.

Assault Rifle: (Total: 73 Active Cost, 21 Real Cost) Killing Attack - Ranged 2d6, 30 Charges (+1/4), +1 STUN Multiplier (+1/4), Autofire (5 shots; +1/2) (60 Active Points); OAF (-1), STR Minimum 14 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 15) **plus** +2 OCV with Ranged Combat (10 Active Points); OAF (-1) (Real Cost: 5) **plus** +1 vs. Range (3 Active Points); OAF (-1) (Real Cost: 1)

ADVANCED COMBAT RIFLE**Effect:** RKA 2d6, +1 STUN Mult, Autofire (5 shots)**Shots:** 20**Combat Modifiers:** +2 OCV, +1 RMod**STR Minimum:** 14**Range:** 395"**Mass:** 4 kg**CR:** 800**Ammo Cost:** 15Cr/clip**Description:** TBD.

Cost	Powers
36	Advanced Combat Rifle (ACR): Multipower, 79-point reserve, all slots 20 Charges (+1/4) (99 Active Points); all slots OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4)
2u	1) <i>Discarding Sabot Rounds:</i> Killing Attack - Ranged 2d6, +1 STUN Multiplier (+1/4), Autofire (5 shots; +1/2), Armor Piercing x1 (+1/2) (67 Active Points); OAF (-1), STR Minimum 13 (-1/2), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4)
3u	2) <i>Flechette Rounds:</i> Killing Attack - Ranged 3d6, +1 STUN Multiplier (+1/4), Autofire (5 shots; +1/2) (79 Active Points); OAF (-1), STR Minimum 13 (-1/2), Required Hands Two-Handed (-1/2), Reduced Penetration (-1/4), Beam (-1/4), Real Weapon (-1/4)
3u	3) <i>Smoke Rounds:</i> Darkness to Sight Group 5" radius, 20 Continuing Charges lasting 1 Minute each (+0) (50 Active Points); OAF (-1), STR Minimum 13 (-1/2), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4)
5	<i>Advanced Combat Rifle (ACR) Sights:</i> (Total: 11 Active Cost, 5 Real Cost) +1 OCV with Ranged Combat (5 Active Points); OAF (-1), Real Weapon (-1/4) (Real Cost: 2) plus +2 vs. Range (6 Active Points); OAF (-1), Real Weapon (-1/4) (Real Cost: 3)
49	Total Cost

LIGHT ASSAULT GUN**Effect:** RKA 2d6, Autofire (5 shots)**Shots:** 15**Combat Modifiers:** +1 OCV, +1 RMod**STR Minimum:** 12**Range:** 260"**Mass:** 4.5 kg**CR:** 600**Ammo Cost:** 20Cr/clip**Description:** TBD.

	2cm Light Assault Gun (LAG): Multipower, 52-point reserve, (52 Active Points); all slots OAF Bulky (-1 1/2), STR Minimum 14 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), 4 clips of 6 Charges (-1/4), Beam (-1/4) (,) Note: Standard load is 2 HE, 1 HEAP, 1 Flechette, but can mix as needed, Squad Support Weapon, normally bipod equipped, about comparable to a BAR in size and weight.
u	1) <i>Flechette Round:</i> Killing Attack - Ranged 2d6, Area Of Effect Nonselective (7" Cone; +3/4) (52 Active Points); OAF Bulky (-1 1/2), STR Minimum 14 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Reduced Penetration (-1/4), Real Weapon (-1/4), Beam (-1/4) (,)
u	2) <i>HE Round:</i> Killing Attack - Ranged 2d6, Explosion (+1/2) (45 Active Points); OAF Bulky (-1 1/2), STR Minimum 14 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) (,)
u	3) <i>HEAP Round:</i> Killing Attack - Ranged 2d6, +1 STUN Multiplier (+1/4), Armor Piercing x1 (+1/2) (52 Active Points); OAF Bulky (-1 1/2), STR Minimum 14 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) (,)

Thrown Grenades

The grenades produced for the Imperial Armed forces are limited to those shown below. A case of 20 grenades weighs 1 kg, and costs 200Cr.

FRAGMENTATION GRENADE

Fragmentation grenades fragment on exploding, sending out razor-sharp shrapnel in the explosion, usually with lethal results.

Fragmentation Grenade: Killing Attack - Ranged 2d6+1, Explosion (+1/2) (52 Active Points); 1 Charge (-2), OAF (-1), Real Weapon (-1/4), Beam (-1/4), Range Based On Strength (-1/4)

CONCUSSION GRENADE

Concussion grenades produce a large explosive force capable of knocking people over or throwing them a short distance (<1") as well as stunning or damaging them.

Concussion Grenade: Energy Blast 7d6, Explosion (+1/2) (52 Active Points); 1 Charge (-2), OAF (-1), Beam (-1/4), Real Weapon (-1/4), Range Based On Strength (-1/4)

SMOKE GRENADE

Smoke grenades send out a cloud of grayish-white smoke, and are often used to mask entry/exit during sieges.

Smoke Grenade: Darkness to Sight Group 5" radius (50 Active Points); OAF (-1), 1 Continuing Charge lasting 5 Minutes (-3/4), Real Weapon (-1/4), Beam (-1/4), Range Based On Strength (-1/4).

GAS GRENADE

Gas grenades spew out a knock-out gas.

Gas Grenade: Energy Blast 4d6, Explosion (+1/2), No Normal Defense ((Self-Contained Breathing); +1) (50 Active Points); 1 Charge (-2), OAF (-1), Real Weapon (-1/4), Beam (-1/4), Range Based On Strength (-1/4) [1]

FLASH GRENADE

Flash grenades explode with a bright light and deafening roar.

Flash Grenade: Sight and Hearing Groups Flash 4d6, Area Of Effect (4" Radius; +1 1/4) (45 Active Points); 1 Charge (-2), OAF (-1), Real Weapon (-1/4), Beam (-1/4), Range Based On Strength (-1/4) [1]

FLECHETTE GRENADE

Flechette Grenade: Killing Attack - Ranged 3d6, Explosion (+1/2) (67 Active Points); 1 Charge (-2), OAF (-1), Real Weapon (-1/4), Beam (-1/4), Range Based On Strength (-1/4), Reduced Penetration (-1/4)

Gauss Guns

Gauss guns use electromagnetic energy to fire needle-sharp projectiles.

GAUSS PISTOL

Effect: RKA 2 1/2d6, Armor-Piercing, +1 STUN

Shots: 15

Combat Modifiers: +2 OCV, +1 RMod

STR Minimum: 10

Range: 415"

Mass: .82kg

CR: 600

Ammo Cost: 1.3Cr

Description: Gauss Pistol TBD.

4mm Gauss Pistol: (Total: 83 Active Cost, 26 Real Cost) Killing Attack - Ranged 2 1/2d6, 15 Charges (+0), +1 STUN Multiplier (+1/4), Armor Piercing x1 (+1/2) (70 Active Points); OAF (-1), STR Minimum 10 (STR Min. Cannot Add/Subtract Damage; -1), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 20) **plus** +2 OCV with Ranged Combat (10 Active Points); OAF (-1) (Real Cost: 5) **plus** +1 vs. Range (3 Active Points); OAF (-1) (Real Cost: 1)

GAUSS RIFLE

Effect: RKA 3 1/2d6, Armor-Piercing, +1 STUN Mult

Shots: 50

Combat Modifiers: +2 OCV, +1 RMod

STR Minimum: 13

Range: ??

Mass: 4.3 kg

CR: 1500

Ammo Cost: 1Cr

Description: TBD.

4mm Gauss Rifle: (Total: 164 Active Cost, 44 Real Cost) Killing Attack - Ranged 3 1/2d6, +1 STUN Multiplier (+1/4), 50 Charges (+1/2), Armor Piercing x1 (+1/2), Autofire (5 shots; +1/2) (151 Active Points); OAF (-1), STR Minimum 13 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 38) **plus** +2 OCV with Ranged Combat (10 Active Points); OAF (-1) (Real Cost: 5) **plus** +1 vs. Range (3 Active Points); OAF (-1) (Real Cost: 1)

Uncommon Firearms

Grenade Launchers

4 CM RAM GRENADE LAUNCHER

Description: TBD

Cost	Powers
xx	4 cm RAM Grenade Launcher: Multipower, 52-point reserve, all slots 20 Charges (+1/4) (65 Active Points); all slots OAF (-1), STR Minimum 13 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4)
xu	1) Fragmentation: Killing Attack - Ranged 2d6+1, Explosion (+1/4) (44 Active Points) 0
xu	2) Concussion: Energy Blast 7d6, Explosion (+1/4) (44 Active Points) 0
xu	3) Smoke: Darkness to Sight Group 5" radius, 20 Continuing Charges lasting 1 Minute each (+0) (50 Active Points) [20 cc]
xu	4) Gas: Energy Blast 4d6, Explosion (+1/4), No Normal Defense ((Self-Contained Breathing); +1) (45 Active Points) 0
xu	5) Flechette: Killing Attack - Ranged 2d6+1, Explosion (+1/2) (52 Active Points); Reduced Penetration (-1/4) 0
xx	4 cm RAM Grenade Launcher Sights: (Total: 11 Active Cost, 5 Real Cost) +1 OCV with Ranged Combat (5 Active Points); OAF (-1), Real Weapon (-1/4) (Real Cost: 2) plus +2 vs. Range (6 Active Points); OAF (-1), Real Weapon (-1/4) (Real Cost: 3) 0

Heavy Machineguns

7MM MMG

TBD

13MM HMG

TBD

5MM ROTARY-7

TBD

7MM ROTARY-7

TBD

5MM ROTARY-8

TBD

7MM ROTARY-8

TBD

VRF GAUSS GUN

TBD

Shoulder-Fired Weapons

ASSAULT ROCKET LAUNCHER

The assault rocket launcher fires a 10mm solid fuel rocket slug. The rocket flare produces a highly-visible signature.

PLASMA BAZOOKA

The plasma bazooka fires a replaceable single-shot cartridge. 17d6EB.

Effect: EB 17d6, One Hex (Nonselective)

Shots: 1

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 12

Range: ??

Mass: 48kg

CR: 120,000

Cartridge Cost: 3600 Cr

Description: The Plasma Bazooka is a TL10 variation of Plasma gun technology fired as a one-shot bazooka. It has considerable backblast, and cannot be fired from an enclosed area (such as a building).

Plasma Bazooka: (114 Active Points, 19 Real Points) Energy Blast 17d6, Area Of Effect Nonselective (One Hex; +1/4) (106 Active Points); 1 Charge (-2), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Requires Eye and Arm Protection (-1/2), Extra Time (Full Phase, -1/2), Side Effects, Side Effect occurs automatically whenever Power is used (pronounced heat bloom and flash signature; -1/2), Real Weapon (-1/4), Limited Range (70"; -1/4) (Real Cost: 16) **plus** +1 with Ranged Combat (5 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 2) **plus** Penalty Skill Levels: +1 vs. Range Modifier with All Attacks (3 Active

Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 1)

AUTOMATIC RAM GL

Description: TBD.

- 60 Multipower, 180-point reserve, all slots 125 Charges (Recovers Under Limited Circumstances; requires a base or resupply vehicle; +1/4) (225 Active Points); all slots STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OIF Bulky (-1), Required Hands Two-Handed (-1/2) [Notes: Automatic RAM GL, modified for Battledress use only, 125 round backpack ammo cassette, between weapon and ammo, 115kg of weight]
- 1u 1) 4cm Flechette Round: RKA 1d6, Area Of Effect Nonselective (4" Cone; +3/4) (26 Active Points); STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OIF Bulky (-1), No Range (-1/2), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Reduced Penetration (-1/4)
- 4u 2) 4cm HE Round: RKA 3d6, Increased Maximum Range (3,100"; +1/4), Explosion (+3/4), Nonselective Target (-1/4), Autofire (2 shots; +1 1/4) (135 Active Points); STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OIF Bulky (-1), Required Hands Two-Handed (-1/2)
- 4u 3) 4cm HEAP round: RKA 5d6+1, Autofire (2 shots; +1/4), Indirect (Same origin, always fired away from attacker; +1/4), Increased Maximum Range (4,000"; +1/4), Armor Piercing (+1/2) (180 Active Points); STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OIF Bulky (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4)
- 5u 4) 4cm Incendiary Round: RKA 2 1/2d6, Increased Maximum Range (4,250"; +1/4), Explosion (+1/2), Uncontrolled (+1/2), Continuous (lasts 4 phases total; +1), Autofire (2 shots; +1 1/4) (180 Active Points); STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OIF Bulky (-1), Required Hands Two-Handed (-1/2)

- 2u 5) Riot Control Agent: (Total: 95 Active Cost, 23 Real Cost) EB 3d6, Increased Maximum Range (1,675"; +1/4), Explosion (-1 DC/2"; +3/4), Nonselective Target (-1/4), Lingering up to 1 Minute (+3/4), NND ([Standard]; Sealed Suit, Hold Breath; +1), Autofire (2 shots; +1 1/4) (71 Active Points); STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OIF Bulky (-1), Custom Modifier (Rain or high winds disperse in 1 phase; -1/2), Required Hands Two-Handed (-1/2) (Real Cost: 17) **plus** Sight Group Flash 1d6, Increased Maximum Range (550"; +1/4), Explosion (-1 DC/2"; +3/4), Nonselective Target (-1/4), Lingering up to 1 Minute (+3/4), NND ([Standard]; Sealed Suit, Hold Breath, Eye coverings; +1), Autofire (2 shots; +1 1/4) (24 Active Points); STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OIF Bulky (-1), Custom Modifier (Rain or high winds disperse in 1 phase; -1/2), Required Hands Two-Handed (-1/2) (Real Cost: 6)

76 **Total Cost**

Beam Weapons

Lasers are the only beam weapon in TravellerHERO. Lasers are beams of coherent light, and are blocked by dense refractives such rain or smoke, and have significantly reduced effect in dense atmospheres.

Laser Pistols

LASER PISTOL-9

Effect: RKA 2d6, Armor-Piercing

Shots: 12

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 6

Range: 240"

Mass: 2 kg pistol/ 20kg powerpack

CR: 1700

Description: The Laser Pistol-9 is the TL9 version of the laser pistol, which consists of the laser pistol connected by cable to a 20kg backpack power supply.

Laser Pistol-9: (Total: 48 Active Cost, 13 Real Cost) RKA 2d6, Armor Piercing (+1/2) (45 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Beam (-1/4), Custom Modifier (blocked by rain or smoke; -1/4), Real Weapon (-1/4), 12 Charges (-1/4), Limited Range (-1/4) (Real Cost: 10) **plus** +1 with any single attack with one specific weapon (Real Cost: 1) **plus** +1 vs. Range (3 Active Points); OAF (-1) (Real Cost: 1)

LASER PISTOL-12

Effect: RKA 2d6, AP, AF (2 shots), Inv. to Sight

Shots: 12

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 6

Range: 515"

Mass: 2 kg pistol / 20 kg backpack powre supply

CR: ??

Description: The Laser Pistol-12 is the TL12 version of the laser pistol.

Laser Pistol-12: (Total: 63 Active Cost, 17 Real Cost) RKA 2d6, Invisible to Sight Group, Source Only (+1/4), Autofire (2 shots; +1/4), Armor Piercing (+1/2) (60 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Beam (-1/4), Real Weapon (-1/4), 12 Charges (-1/4), Limited Range (-1/4) (Real Cost: 14) **plus** +1 with any single attack with one specific weapon (Real Cost: 1) **plus** +1 vs. Range (3 Active Points); OAF (-1) (Real Cost: 1). Total Cost: 17

LASER PISTOL-15

Effect: RKA 2d6, AP, AF (2 shots), Inv. to Sight

Shots: 12

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 6

Range: 320"

Mass: 3 kg

CR: 3000

Description: The Laser Pistol-15 is the TL15 version of the laser pistol. Rather than a backpack power supply, it has a magazine that holds 15 CLC (Chemical Laser Cartridges) that provide the power for the laser pulse.

Laser Pistol-15: (Total: 64 Active Cost, 18 Real Cost) RKA 2d6, Invisible to Sight Group, Source Only (+1/4), Autofire (2 shots; +1/4), Armor Piercing (+1/2) (60 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Beam (-1/4), Real Weapon (-1/4), 12 Charges (-1/4), Limited Range (-1/4) (Real Cost: 14) **plus** +1 with any single attack with one specific weapon (Real Cost: 1) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3). Total Cost: 18 points.

LASER PISTOL-16

Effect: RKA 2 1/2d6, AP, AF (3 shots), Inv. to Sight

Shots: 32

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 6

Range: ??

Mass: ??

CR: ??

Description: The Laser Pistol-16 is the TL16 version of the laser pistol.

[Notes: Experimental Advanced Laser Pistol]

Laser Pistol-16: (Total: 95 Active Cost, 27 Real Cost) RKA 2 1/2d6, 32 Charges (+1/4), Invisible to Sight Group, Source Only (+1/4), Autofire (3 shots; +1/4), Armor Piercing (+1/2) (90 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Beam (-1/4), Real Weapon (-1/4), Limited Range (-1/4) (Real Cost: 22) **plus** +2 with any single attack with one specific weapon (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3). Total Cost: 27 points.

Laser Carbines

LASER CARBINE-8

Effect: RKA 2 1/2d6, AP

Shots: 32

Combat Modifiers: +2 OCV, +2 RMod

STR Minimum: 6

Range: ??

Mass: 5kg carbine / 20 kg backpack power supply

CR: 2500

Description: The Laser Carbine-8 is the TL8 version of the laser carbine. It consists of a 5kg carbine connected by cable to a 20kg backpack power supply.

Laser Carbine-8: (Total: 75 Active Cost, 24 Real Cost) RKA 2 1/2d6, 32 Charges (+1/4), Armor Piercing (+1/2) (70 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (-1/2), Beam (-1/4), Custom Modifier (blocked by rain or smoke; -1/4), Real Weapon (-1/4), Required Hands One-And-A-Half-Handed (-1/4) (Real Cost: 19) **plus** +2

with any single attack with one specific weapon (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

LASER CARBINE-11

Effect: RKA 3d6, AP

Shots: 32

Combat Modifiers: +2 OCV, +2 RMod

STR Minimum: 6

Range: ??

Mass: ??

CR: ??

Description: The Laser Carbine-11 is the TL11 version of the laser carbine.

Laser Carbine-11: (Total: 84 Active Cost, 29 Real Cost) RKA 3d6, 32 Charges (+1/4), Armor Piercing (+1/2) (79 Active Points); OAF Fragile (-1 1/4), Beam (-1/4), Custom Modifier (blocked by rain or smoke; -1/4), Real Weapon (-1/4), Required Hands One-And-A-Half-Handed (-1/4) (Real Cost: 24) **plus** +2 with any single attack with one specific weapon (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

Laser Rifles

LASER RIFLE-9

Effect: RKA 3d6, AP, AF (2 shots), Inv. to Sight

Shots: 32

Combat Modifiers: +1 OCV, -1RMod

STR Minimum: 6

Range: 2250"

Mass: 5 kg rifle/ 20 kg backpack

CR: 2500

Description: The Laser Rifle-9 is the TL9 version of the laser rifle. It consists of a 5kg laser rifle connected by cable to a 20kg backpack power supply.

Laser Rifle-9: (Total: 105 Active Cost, 28 Real Cost) RKA 3d6, 32 Charges (+1/4), Autofire (2 shots; +1/4), Increased Maximum Range (2,250"; +1/4), Armor Piercing (+1/2) (101 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4) (Real Cost: 24) **plus** +1 with any single attack with one specific weapon (Real Cost: 1) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

LASER RIFLE-12

Effect: RKA 3 1/2d6, AP, AF (2 shots), Inv. to Sight

Shots: 32

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 6

Range: 3100"

Mass: ??

CR: ??

Description: The Laser Rifle-12 is the TL12 version of the laser rifle.

Laser Rifle-12: (Total: 141 Active Cost, 36 Real Cost) RKA 3 1/2d6, 32 Charges (+1/4), Invisible to Sight Group, Source Only (+1/4), Autofire (3 shots; +1/4), Increased Maximum Range (3,100"; +1/4), Armor Piercing (+1/2) (137 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4) (Real Cost: 32) **plus** +1 with any single attack with one specific weapon (Real Cost: 1) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

LASER RIFLE-13

Effect: RKA 3 1/2d6, AP, AF (5 shots), +1 STUN, Inv. to Sight

Shots: 32

Combat Modifiers: +1 OCV, -1RMod

STR Minimum: 6

Range: ??

Mass: 11 kg

CR: 8000

Description: The Laser Rifle-13 is the TL13 version of the laser rifle. It consists of a laser rifle with a magazine capable of holding 32 CLCs (Chemical Laser Cartridges).

Laser Rifle-13: (Total: 170 Active Cost, 44 Real Cost) RKA 3 1/2d6, 32 Charges (+1/4), Invisible to Sight Group, Source Only (+1/4), +1 Increased STUN Multiplier (+1/4), Increased Maximum Range (3,775"; +1/4), Armor Piercing (+1/2), Autofire (5 shots; +1/2) (165 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4) (Real Cost: 39) **plus** +2 with any single attack with one specific weapon (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

LASER RIFLE-15

Effect: RKA 3 1/2d6, AP, AF (5 shots), +1 STUN, Inv. to Sight

Shots: 64

Combat Modifiers: +3 OCV, -1RMod

STR Minimum: 6

Range: 4125"

Mass: ??

CR: ??

Description: The Laser Rifle-15 is the TL15 version of the laser rifle.

Laser Rifle-15: (Total: 187 Active Cost, 50 Real Cost) RKA 3 1/2d6, Invisible to Sight Group, Source Only (+1/4), +1 Increased STUN Multiplier (+1/4), Increased Maximum Range (4,125"; +1/4), Armor Piercing (+1/2), 64 Charges (+1/2), Autofire (5 shots; +1/2) (179 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4) (Real Cost: 42) **plus** +3 with any single attack with one specific weapon (Real Cost: 3) **plus** +3 vs. Range (9 Active Points); OAF (-1) (Real Cost: 4)

Laser Assault Weapons

LASER MG-14

Effect: RKA 4d6, AP, AF (5 shots), +1 STUN, Inv. to Sight

Shots: 64

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 6

Range: 4500"

Mass: ??

CR: ??

Description: The Laser MG-14 is a TL14 fully-automatic laser rifle.

Note: Taken From Emperors Arsenal: Squad Support Weapon for Battledress Troops

Laser MG-14: (Total: 199 Active Cost, 39 Real Cost) RKA 4d6, Invisible to Sight Group, Source Only (+1/4), +1 Increased STUN Multiplier (+1/4), Increased Maximum Range (4,500"; +1/4), Armor Piercing (+1/2), 64 Charges (+1/2), Autofire (5 shots; +1/2) (195 Active Points); OAF Fragile (-1 1/4), STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), Required Hands Two-Handed (-1/2), Custom Modifier (Requires Battle Dress; -1/2), Custom Modifier (Cannot move and fire at same time; -1/2), Beam (-1/4), Real Weapon (-1/4) (Real Cost: 35) **plus** +1 with any single attack with one specific weapon (Real Cost: 1) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

HEAVY LASER RIFLE

Effect: RKA 4d6, AP, +1 STUN, Inv. to Sight

Shots: 8

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 6

Range: 3000"

Mass: ??

CR: ??

Description: The Heavy Laser Rifle-13 is a TL13 heavy combat laser rifle.

Note: Taken From Emperors Arsenal: Heavy Sniper Weapon, also used against light vehicles

Heavy Laser Rifle-13: (Total: 141 Active Cost, 34 Real Cost) RKA 4d6, Invisible to Sight Group, Source Only (+1/4), +1 Increased STUN Multiplier (+1/4), Increased Maximum Range (3,000"; +1/4), Armor Piercing (+1/2) (135 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), 8 Charges (-1/2), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4) (Real Cost: 28) **plus** +3 with any single attack with one specific weapon (Real Cost: 3) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

Energy Weapons

Fusion Guns

FGMP-14

Effect: EB 16d6, Penetrating, One Hex Nonselective

Shots: 28 END from Power Pack

Combat Modifiers: +2 OCV, +3 RMod

STR Minimum: 18

Range: ??

Mass: 13kg

CR: 86400

Description: The FGMP-14 (Fusion Gun Man Portable, TL 14) is xxx.

FGMP-14: (Total: 159 Active Cost, 32 Real Cost) EB 16d6, Area Of Effect Nonselective (One Hex; +1/4), Penetrating (+1/2) (140 Active Points); STR Minimum 18 (STR Min. Cannot Add/Subtract Damage; -1 1/2), OAF (-1), Required Hands Two-Handed (-1/2), Requires Battle Dress (-1/2), Extra Time (Full Phase, -1/2), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 25) **plus** +2 with Ranged Combat (10 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 4) **plus** Penalty Skill Levels: +3 vs. Range Modifier with All Attacks (9 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 3)

FGMP-15

Effect: EB 16d6, One Hex (Nonselective), Penetrating

Shots: ??

Combat Modifiers: +2 OCV, +3 RMod

STR Minimum: 12

Range: ??

Mass: 13

CR: 54000

Description: The FGMP-15 is the TL15 version of the Fusion gun.

FGMP-15: (Total: 159 Active Cost, 38 Real Cost) EB 16d6, Area Of Effect Nonselective (One Hex; +1/4), Penetrating (+1/2) (140 Active Points); OAF (-1), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Extra Time (Full Phase, -1/2), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 31) **plus** +2 with Ranged Combat (10 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 4) **plus** Penalty Skill Levels: +3 vs. Range Modifier with All Attacks (9 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 3)

FGMP-16

Effect: EB 18d6, One Hex (Nonselective), Penetrating

Shots: ??

Combat Modifiers: +3 OCV, +4 RMod

STR Minimum: 10

Range: ??

Mass: ??

CR: ??

Description: The FGMP-16 is the TL16 version of the Fusion gun.

FGMP-16: (Total: 184 Active Cost, 44 Real Cost) EB 18d6, Area Of Effect Nonselective (One Hex; +1/4), Penetrating (+1/2) (157 Active Points); OAF (-1), STR Minimum 10 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Extra Time (Full Phase, -1/2), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 35) **plus** +3 with Ranged Combat (15 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 5) **plus** Penalty Skill Levels: +4 vs. Range Modifier with All Attacks (12 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 4)

Plasma Guns

PGMP-12

Effect: EB 10d6, One Hex (Nonselective)

Shots: 40

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 17

Range: ??

Mass: 10kg

CR: 18000

Description: The PGMP-12 is the TL12 version of the Plasma gun.

PGMP-12: (Total: 95 Active Cost, 16 Real Cost) EB 10d6, Area Of Effect Nonselective (One Hex; +1/4), 40 Charges (+1/2) (87 Active Points); STR Minimum 17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OAF (-1), Activation Roll 15-, Jammed (-3/4), Required Hands Two-Handed (-1/2), Custom Modifier (Requires Arm and Eye Protection; -1/2), Extra Time (Full Phase, -1/2), Side Effects, Side Effect occurs automatically whenever Power is used (pronounced heat bloom and flash signature; -1/2), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 13) **plus** +1 with Ranged Combat (5 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 2) **plus** Penalty Skill Levels: +1 vs. Range Modifier with All Attacks (3 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 1) (,)
Note: Early Plasma Gun Design, not known for its reliability

PGMP-13

Effect: EB 12d6, One Hex (Nonselective)

Shots: 40

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 17

Range: ??

Mass: 23kg

CR: 20000

Description: The PGMP-12 is the TL12 version of the Plasma gun.

PGMP-13: (Total: 83 Active Cost, 19 Real Cost) EB 12d6, Area Of Effect Nonselective (One Hex; +1/4) (75 Active Points); STR Minimum 17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OAF (-1), Required Hands Two-Handed (-1/2), Requires Battle Dress (-1/2), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 16) **plus** +1 with Ranged Combat (5 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 2) **plus** Penalty Skill Levels: +1 vs. Range Modifier with All Attacks (3 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 1)

PGMP-14

Effect: EB 10d6, One Hex (Nonselective), Penetrating

Shots: 40

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 12

Range: ??

Mass: 11kg

CR: 48000

Description: The PGMP-14 is the TL14 version of the Plasma gun.

PGMP-14: (Total: 83 Active Cost, 22 Real Cost) EB 12d6, Area Of Effect Nonselective (One Hex; +1/4) (75 Active Points); OAF (-1), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 19) **plus** +1 with Ranged Combat (5 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 2) **plus** Penalty Skill Levels: +1 vs. Range Modifier with All Attacks (3 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 1)

Small Arms Weapons Table

Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	PER Mod	A/R Cost	Mass (kg)	CR	Notes
Handguns												
Body Pistol	5mm	+1	-1	1d6	+0	6	6	+0	20/7	0.3	500	Non-metallic
Automatic Pistol 9mm	9mm	+1	+0	1d6+1	+0	15	7	-1	25/8	1	200	
Automatic Pistol, Magnum	9mm	+1	+0	1½d6	+0	15	7	-1	30/9	1	250	
Revolver, 9mm	9mm	+0	+0	1d6+1	+0	6	7	-1	20/8	1	150	
Revolver, 9mm Magnum	9mm	+0	+0	1½d6	+0	6	7	-1	30/9	1	150	
Snub Revolver	10mm	+0	+0			6	6	-1	40/18	0.5	150	Low-velocity
- Standard Round				1d6	+0							
- AP Round				1d6AP	+0							
- HE Round				(3d6X)								EB, not RKA
- Gas Round				(2d6)								NND, 1 hex
- Tranq Round				(3d6)								NND (res DEF)
Snub Pistol	10mm	+0	+0		+0	20	6	-1	40/22	0.5	600	rounds as Snub Revolver
Rifles												
Carbine	7mm	+1	+1	2d6	+0	10	11		38/10	3	200	
Rifle	7mm	+1	+2	2d6	+1	20	13		48/13	4	200	
Automatic Rifle	7mm	+1	+2	2d6	+1	20	13		63/16	5	150	single or 4-shot auto
Shotguns												
Shotgun	12g	+0	+0	2½d6	+1	10	12		112/37	3.75	150	
Submachineguns												
SMG	7mm	+2	+0	1d6+1	+0	40	12		50/16	2.5	500	single or 5-shot burst
Assault Rifles												
Light Machine Gun	7mm	+1	+1	2d6	+1	200	15		105/23	8	1200	10-shot autofire
Accelerator Rifle	7mm	+1	+1	2d6	+1	15	12		53/19	3	900	5-shot autofire
Assault Rifle	7mm	+2	+1	2d6	+1	30	14		73/21	3.3	300	5-shot autofire
ACR	7mm	+2	+1	2d6	+1	30	13		112/49	4	1000	5-shot autofire
- DS round				2d6	+1							
- Flechette round				3d6	+1							
- Smoke round				5" Dark								Darkness 1 minute
Light Assault Gun	7mm	+1	+1	2d6	+0	15	12			4.5	600	5-shot autofire
Gauss Guns												
Gauss Pistol	4mm	+2	+1	2½d6AP	+1	15	10		83/26	0.82	600	
Gauss Rifle	4mm	+2	+1	3d6AP	+1	50	10		164/44	4.3	1500	

Beam Weapons

Name	TL	OCV	RMod	Dam	STUNx	Shots	STR Min	PER Mod	A/R Cost	Mass (kg)	CR	Notes
Pistols												
Laser Pistol - 9	9	+1	+1	2d6AP	+0	12	6	-1	48/13	25		
Laser Pistol - 12	12	+1	+1	2d6AP	+0	12	6	-1	63/17	25		AF2, Inv. to Sight
Laser Pistol - 15	15	+1	+2	2d6AP	+0	12	6	-1	64/18	5		AF2, Inv. to Sight
Laser Pistol - 16	16	+1	+2	2d6AP	+0	32	6	-1	95/27	5		AF3, Inv. to Sight
Carbines												
Laser Carbine - 8	8	+2	+2	2½d6AP	+0	32	6	-2	75/24			
Laser Carbine - 11	11	+2	+2	3d6AP	+0	32	6	-2	84/29			
Rifles												
Laser Rifle - 9	9	+1	+2	3d6AP	+0	32	6	-2	105/28			AF2, Inv. to Sight
Laser Rifle - 12	12	+1	+2	3½d6AP	+0	32	6	-2	141/36			AF3, Inv. to Sight
Laser Rifle - 13	13	+1	+2	3½d6AP	+1	32	6	-2	170/44			AF3, Inv. to Sight
Laser Rifle - 15	15	+1	+2	3½d6AP	+1	64	6	-2	187/50			AF5, Inv. to Sight
Assault Weapons												
Laser MG - 14	14	+1	+2	4d6AP	+1	64	6	-2	199/39			AF5, Inv. to Sight
Heavy Laser Rifle	13	+1	+2	4d6AP	+1	8	6	-2	141/35			Inv. to Sight

Beam Weapons

Name	TL	OCV	RMod	Dam	STUNx	Shots	STR Min	PER Mod	A/R Cost	Mass (kg)	CR	Notes
Fusion Guns												
FGMP-14	14	+2	+3	(16d6)P	+0	28e	18	-4	159/32	13	86400	Battle Suit Only
FGMP-15	15	+2	+3	(16d6)P	+0	28e	18	-4				

Defenses

Imperium technology offers two kinds of personal protection: body armor and battle dress.

Body Armor

Body armor consists of a jumpsuit, often worn underneath normal clothing. The jumpsuit can be made of any of a variety of possible materials, and is commercially available for civilian and military use.

Traveller Body Armor						
Name	Book	TL	Cr	PD/ED	A/R	Notes
Personal Armor						
Leather Vest	TNE	0	30	1/1		
Flak Jacket	TNE	5	200	5/5		5
Flak Jacket	TNE	7	200	5/5		5,6
Jack	CT	9	50	2/2	6/2	1
Jack		12	50	4/2	9/3	1
Mesh	CT	9	150	4/2	9/3	1
Mesh		12	150	6/2	12/6	1
Cloth, ballistic	CT	7	250	6/2	12/6	1
Cloth, ballistic	TNE	7	1000	6/2	12/6	8
Weave, ballistic	TNE	8	400	6/2 (h)		5, 7
Weave, ballistic	TNE	8	2000	6/2 (h)		8, 7
Add-Ons						
Reflec	CT	9	1500	+0/+12	18/4	2, 4
Ablat	CT	9	75	+0/+12	18/2	3
Chameleon	TNE	12	1000	Inv. to IR		
Psionic Shielding	TNE	12	4000	+10 Mental Defense		
1. Activation 14-, or Locations 7-15. 2. Must be tailored into a body suit, such as Jack, Mesh, or Cloth 3. Worn with a body suit, it is Ablative versus Laser fire 4. No Mass 5. Vest 6. Half Mass 7. Hardened 8. Full body: Loc 6-18.						
All personal armor has the Real Armor (-1/4) limitation, and Half Mass or No Mass, as indicated.						

Personal Armor has good resistance to physical attacks (knives, guns, etc.) but little resistance to energy attacks (lasers). Those who can afford it often have Reflec added to their personal armor for just this reason.

Battle Dress

Battledress is a fully enclosed suit, and is strictly military use only. A suit may very rarely be found on the black market, but such items are extremely expensive - on the order of 200,000Cr +.

COMBAT ARMOR-10

Combat Armor-10 is an armored Vacc Suit composed of various polymers and alloys. Mass: 36#/16kg. Cost: 1500Cr.

Cost	Powers	END
10	Armor (7 PD/7 ED), Hardened (+1/4) (26 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Armor (-1/4)	0
15	LS (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in Intense Cold; Safe in Intense Heat; Self-Contained Breathing), 2 Continuing Charges lasting 1 Hour each (+0) (35 Active Points); OIF Bulky (-1), OIHID (-1/4)	[2 cc]
2	Hearing Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Armor (-1/4)	0
2	Sight Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Armor (-1/4)	0
5	Radio Perception/Transmission (Radio Group), 2 Continuing Charges lasting 1 Hour each (+0), MegaScale (1" = 1 km; +1/4) (12 Active Points); OIF Bulky (-1), OIHID (-1/4)	[2 cc]
6	IR Perception (Sight Group), +3 to PER Roll, Tracking, 2 Continuing Charges lasting 1 Hour each (+0) (13 Active Points); OIF Bulky (-1), OIHID (-1/4)	[2 cc]

ABD-10

Advanced BattleDress is a powered battlesuit. It is air-tight, self-sealing, and enhances the wearer's STR.

Cost	Powers	END
12	Armor (8 PD/8 ED), Hardened (+1/4) (30 Active Points); OIF Bulky (-1), Real Armor (-1/4), OIHID (-1/4)	0
7	Running +10" (16" total), 2 Continuing Charges lasting 1 Hour each (+0) (20 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), OIHID (-1/4)	
2	Hearing Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Armor (-1/4)	0
2	Sight Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Armor (-1/4)	0
14	LS (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing), 2 Continuing Charges lasting 1 Hour each (+0) (39 Active Points); OIF Bulky (-1), Custom Modifier (suit must remain intact and sealed; -1/2), OIHID (-1/4)	[2 cc]
1	+5 STR (5 Active Points); Custom Modifier (only to increase carrying capacity; -1), OIF Bulky (-1), OIHID (-1/4)	1
13	Suit Sensors: Multipower, 30-point reserve, all slots 2 Continuing Charges lasting 1 Hour each (+0) (30 Active Points); all slots OIF Bulky (-1), OIHID (-1/4)	
1u	1) +5 versus Range Modifier for Sight Group (8 Active Points); OIF Bulky (-1), OIHID (-1/4) Note: Computerized image enhancers	0
1u	2) +5 versus Range Modifier for Hearing Group (8 Active Points); OIF Bulky (-1), OIHID (-1/4)	0
1u	3) Radio Perception/Transmission (Radio Group), MegaScale (1" = 10 km; +1/2) (15 Active Points); OIF Bulky (-1), OIHID (-1/4)	0
1u	4) Navigation (Air, Land, Marine) 14- (14 Active Points); OIF Bulky (-1), OIHID (-1/4) Note: Sattelite and Inertial Navigation Systems	
1u	5) Mind Link , Human class of minds, Specific Group of Minds, Number of Minds (x16) (30 Active Points); OIF Bulky (-1), Limited Class Of Minds [Subset of a class] (only other battledress suits with specific commlinks; -1/2), Does Not Provide Mental Awareness (-1/4), OIHID (-1/4) Note: Platoon level secure commnet	0

1u	6) IR Perception (Sight Group), +6 to PER Roll, Tracking (16 Active Points); OIF Bulky (-1), OIHID (-1/4)	0
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ABD-11

Advanced BattleDress is a powered battlesuit. It is air-tight, self-sealing, and enhances the wearer's STR.

Cost	Powers	END
16	Armor (11 PD/11 ED), Hardened (+1/4) (41 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Armor (-1/4)	0
15	LS (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in Intense Cold; Safe in Intense Heat; Self-Contained Breathing), 1 Continuing Charge lasting 6 Hours (+0) (35 Active Points); OIF Bulky (-1), OIHID (-1/4)	[1 cc]
2	+5 STR (5 Active Points); OIF Bulky (-1), No Figured Characteristics (-1/2), OIHID (-1/4)	1
6	Leaping +18" (21" forward, 10 1/2" upward) (18 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), OIHID (-1/4)	2
4	+3 DEX (9 Active Points); OIF Bulky (-1), OIHID (-1/4)	
2	Hearing Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Armor (-1/4)	0
2	Sight Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Armor (-1/4)	0
18	Suit Sensors: Multipower, 40-point reserve, (40 Active Points); all slots OIF Bulky (-1), OIHID (-1/4)	
1m	1) +7 versus Range Modifier for Sight Group (11 Active Points); OIF Bulky (-1), OIHID (-1/4) Note: Computerized image enhancers	0
1m	2) +7 versus Range Modifier for Hearing Group (11 Active Points); OIF Bulky (-1), OIHID (-1/4)	0
1u	3) Radio Perception/Transmission (Radio Group), MegaScale (1" = 10 km; +1/2) (15 Active Points); OIF Bulky (-1), OIHID (-1/4)	0
1u	4) Navigation (Air, Land, Marine) 14- (14 Active Points); OIF Bulky (-1), OIHID (-1/4) Note: Sattelite and Inertial Navigation Systems	

1u	5) Mind Link , Human class of minds, Specific Group of Minds, Number of Minds (x16) (30 Active Points); OIF Bulky (-1), Limited Class Of Minds [Subset of a class] (only other battledress suits with specific commlinks; -1/2), Does Not Provide Mental Awareness (-1/4), OIHID (-1/4) Note: Platoon level secure commnet	0	8	IR Damper system: Change Environment 1" radius, -4 to Infrared Perception PER Rolls, Varying Combat Effects, 2 Continuing Charges lasting 1 Hour each (+0) (21 Active Points); OIF Bulky (-1), No Range (-1/2), OIHID (-1/4)	[2 cc]
1u	6) IR Perception (Sight Group), +6 to PER Roll, Tracking (16 Active Points); OIF Bulky (-1), OIHID (-1/4)	0	2	+5 STR (5 Active Points); OIF Bulky (-1), OIHID (-1/4)	1
			4	+3 DEX (9 Active Points); OIF Bulky (-1), OIHID (-1/4), Custom Modifier (requires suit to be powered up; -1/4)	
			2	Hearing Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Armor (-1/4)	0
			2	Sight Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Armor (-1/4)	0
			4	+1 SPD (10 Active Points); OIF Bulky (-1), OIHID (-1/4), Custom Modifier (requires suit to be powered up; -1/4)	
			4	Mental Defense (12 points total) (10 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Armor (-1/4)	0
			8	Multipower, 30-point reserve, (30 Active Points); all slots OIF Bulky (-1), Custom Modifier (Only for Sensors and Commo; -1), Costs Endurance (Only Costs END to Activate; -1/4), OIHID (-1/4)	
			1u	1) Radio Perception/Transmission (Radio Group), MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (20 Active Points); OIF Bulky (-1), Custom Modifier (Only for Sensors and Commo; -1), Costs Endurance (Only Costs END to Activate; -1/4), OIHID (-1/4)	2
			1u	2) IR Perception (Sight Group), +3 to PER Roll (8 Active Points); OIF Bulky (-1), Custom Modifier (Only for Sensors and Commo; -1), Costs Endurance (Only Costs END to Activate; -1/4), OIHID (-1/4)	1
			1u	3) GPS And Satnav system: Navigation (Air, Land, Marine, Space) 14- (15 Active Points); OIF Bulky (-1), Custom Modifier (Only for Sensors and Commo; -1), Costs Endurance (Only Costs END to Activate; -1/4), OIHID (-1/4)	1
			1u	4) Radar (Radio Group), MegaScale (1" = 10 km; +1/2) (22 Active Points); OIF Bulky (-1), Custom Modifier (Only for Sensors and Commo; -1), Costs Endurance (Only Costs END to Activate; -1/4), OIHID (-1/4)	2

BATTLE DRESS-12

Advanced BattleDress is a powered battlesuit. It is air-tight, self-sealing, and enhances the wearer's STR.

Cost	Powers	END
7	RF PD Laser: Missile Deflection (Any Ranged Attack) (20 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4), OIHID (-1/4), Real Armor (-1/4), Custom Modifier (requires suit to be powered up; -1/4)	2
6	Advanced Fire Control Package: (Total: 13 Active Cost, 6 Real Cost) Absolute Range Sense (Real Cost: 3) plus +2 with Ranged Combat (10 Active Points); OIF Immobile (-1 1/2), Real Weapon (-1/4), OIHID (-1/4), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 3)	1
5	Thermal Superconducting Armor: Energy Damage Reduction, Resistant, 25%, Hardened (+1/4) (19 Active Points); OIF Immobile (-1 1/2), Ablative BODY or STUN (-1), Real Armor (-1/4)	0
15	Endurance Reserve (120 END, 10 REC) Reserve: (22 Active Points); OIF Bulky (-1), OIHID (-1/4)	0
9	Flight 12" (24 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), OIHID (-1/4)	2
5	Running +6" (12" total) (12 Active Points); OIF Bulky (-1), OIHID (-1/4), Custom Modifier (requires suit to be powered up; -1/4)	1
17	ABD-12: Armor (16 PD/16 ED), Hardened (+1/4) (60 Active Points); OIF Bulky (-1), Ablative BODY or STUN (-1), OIHID (-1/4), Real Armor (-1/4)	0
6	LS (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (19 Active Points); OIF Bulky (-1), Custom Modifier (Suit must be intact; -1/2), OIHID (-1/4), Costs Endurance (Only Costs END to Activate; -1/4)	2

- 1u 5) Radscanner: Detect A Single Thing 15- (Unusual Group), Discriminatory (12 Active Points); OIF Bulky (-1), Custom Modifier (Only for Sensors and Commo; -1), Costs Endurance (Only Costs END to Activate; -1/4), OIHID (-1/4) 1

RCES BODY SLEEVE-12

TBD		
Cost	Powers	END
5	Armor (5 PD/5 ED) (15 Active Points); OIF Bulky (-1), Ablative BODY or STUN (-1), OIHID (-1/4)	0
10	LS (Immunity All terrestrial poisons and chemical warfare agents; Immunity All terrestrial diseases and biowarfare agents; Safe in Intense Cold; Safe in Intense Heat; Self-Contained Breathing) (34 Active Points); Custom Modifier (only breathable or skin absorbed agents; -1), OIF Bulky (-1), Extra Time (Full Phase, Only to Activate, -1/4)	0
4	Medical Autoinjector: Aid 2d6 (20 Active Points); 2 Charges (-1 1/2), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (takes 1D6 stun an hour after use; -1/2), Self Only (-1/2), OIHID (-1/4)	[2]
2	G Tolerance[3G]: Custom Talent (3 Active Points); OIF (-1/2), OIHID (-1/4) Suit Options	
6	1) Chameleon Camouflage suit: Change Environment 1" radius, -2 to Infrared Perception PER Rolls, -2 to Normal Sight PER Rolls, Multiple Combat Effects (16 Active Points); OIF Bulky (-1), No Range (-1/2), OIHID (-1/4)	2
11	2) Suit standard helmet: (Total: 20 Active Cost, 11 Real Cost) Radio Perception/ Transmission (Radio Group), 1 Continuing Charge lasting 6 Hours (+0) (10 Active Points); OIF (-1/2), OIHID (-1/4) (Real Cost: 6) plus Sight Group Flash Defense (5 points) (5 Active Points); OIF (-1/2), OIHID (-1/4), Real Armor (-1/4) (Real Cost: 2) plus Nightvision, 1 Continuing Charge lasting 6 Hours (+0) (5 Active Points); OIF (-1/2), OIHID (-1/4) (Real Cost: 3)	[1 cc]

Sensors and Communications

The Imperium has a variety of sensor and communications devices.

Sensors

Personal Devices

GEIGER COUNTER

Cost: 250 Cr

Mass: 1.00 kg

Geiger Counter: Detect Radiation 12- (Unusual Group), Range, Sense, Telescopic (+6): +6 (14 Active Points); OAF (-1), Real Technology (-1/4), Concentration (1/2 DCV; -1/4). Total **Cost:** 5 points.

INERTIAL LOCATOR

Cost: 1200 Cr

Mass: 150 kg

Inertial Locator: Detect Direction And Distance Traveled From The Starting Location 12- (Unusual Group), Range (9 Active Points); OAF (-1), Real Technology (-1/4), Concentration (1/2 DCV; -1/4)

MAGNETIC COMPASS

Cost: 10 Cr

Mass: .10 kg

Magnetic Compass: Detect Magnetic North 11- (Unusual Group), Range (8 Active Points); OAF (-1), Real Technology (-1/4), Concentration (1/2 DCV; -1/4)

METAL DETECTOR

Cost: 300 Cr

Mass: 1.0 kg

Metal Detector: Detect Metal 11- (Unusual Group), Range (8 Active Points); OAF (-1), Real Technology (-1/4), Concentration (1/2 DCV; -1/4)

Vision Devices

BINOCULARS

Cost: 75 Cr

Mass: 1.0 kg

Binoculars: +5 versus Range Modifier for Sight Group (8 Active Points); OAF (-1), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Real Technology (-1/4)

COLD LIGHT LANTERN

Cost: 20 CR

Mass: 0.25kg

Cold Light Lantern: Sight Group Images Increased Size (4" radius; +1/2), 3 Continuing Fuel Charges lasting 1 Day each (+1) (25 Active Points); Only To Create Light (-1), OAF (-1), Real Technology (-1/4)

ELECTRIC TORCH

Cost: 10 Cr

Mass: 0.50 kg

Electric Torch: Sight Group Images Increased Size (4" radius; +1/2), 1 Continuing Fuel Charge lasting 6 Hours (+1/4) (17 Active Points); Only To Create Light (-1), OAF (-1), Real Technology (-1/4)

GAS OR OIL LAMP

Cost: 10 Cr

Mass: 0.50 kg

Gas or Oil Lamp: Sight Group Images Increased Size (3" radius; +1/2), 1 Continuing Fuel Charge lasting 6 Hours (+1/4) (17 Active Points); Only To Create Light (-1), OAF (-1), Real Technology (-1/4)

IR GOGGLES (BUILT-IN)

Cost: 600 Cr

Mass: 0.5 kg

IR Goggles (built-in): Infrared Perception (Sight) (Sight Group) (5 Active Points); IIF (-1/4)

IR GOGGLES

Cost: 500 Cr

Mass: 0.50 kg

IR Goggles: Infrared Perception (Sight) (Sight Group) (5 Active Points); OAF (-1)

LIGHT INTENSIFIER GOGGLES (BUILT-IN)

Cost: 600 Cr

Mass: 0.50 kg

Light Intensifier Goggles (built-in): Nightvision (5 Active Points); IIF (-1/4)

LIGHT INTENSIFIER GOGGLES

Cost: 500 Cr

Mass: 0.50 kg

Light Intensifier Goggles: Nightvision (5 Active Points); OAF (-1)

TORCH

Cost: 1 Cr

Mass: 0.25 kg

Torch: Sight Group Images Increased Size (2" radius; +1/4) (12 Active Points); Only To Create Light (-1), OAF (-1), 1 Continuing Fuel Charge lasting 20 Minutes (-1/4), Real Technology (-1/4)

IMAGE CONVERTER BINOCULARS-9

Cost: 15000 Cr

Mass: 0.50 kg

Image Converter Binoculars-9: (Total: 26 Active Cost, 11 Real Cost) IR Perception (Sight Group) (5 Active Points); OAF Fragile (-1 1/4) (Real **Cost:** 2) **plus** UV

Perception (Sight Group) (5 Active Points); OAF Fragile (-1 1/4) (Real **Cost:** 2) **plus** +4 versus Range Modifier for Sight Group (6 Active Points); OAF Fragile (-1 1/4) (Real **Cost:** 3) **plus** Sight Group Flash Defense (5 points) (5 Active Points); OAF Fragile (-1 1/4) (Real **Cost:** 2) **plus** Transmit with Sight Group (5 Active Points); OAF Fragile (-1 1/4) (Real **Cost:** 2)

HANDHELD DENSITOMETER-14

Cost: 15000 Cr

Mass: 1.0 kg

Handheld Densitometer-14: Detect A Single Thing 14- (Unusual Group), 1 Continuing Charge lasting 1 Day (+0) (6 Active Points); OIF Bulky Fragile (-1 1/4), Custom Modifier (cannot be used in an artificial gravity field; -1/2), Custom Modifier (Scan penetration of 1 Meter; -1/2), Concentration (1/2 DCV; -1/4), Custom Modifier (produces an audible hum when in operation; -1/4) [Notes: Using an object or areas natural gravitational attraction, the remote densitometer can easily classify an objects density]

PASSIVE RADIATION IMAGING SYSTEM BINOCULARS-12

Cost: 25000 Cr

Mass: 0.50 kg

Passive Radiation Imaging System Binoculars-12: Detect A Large Class Of Things 14- (Unusual Group), 1 Continuing Charge lasting 1 Day (+0), Variable Special Effects (Any SFX; any type of radiation from IR to Gamma; +1/2) (19 Active Points); OAF Expendable (Easy to obtain new Focus; -1)

PORTABLE BIO-SNIFFER-13

Cost: 500000 Cr

Mass: 1.0 kg

Portable Bio-Sniffer-13: Detect A Large Class Of Things 14- (Unusual Group), Discriminatory, Analyze, 1 Continuing Charge lasting 1 Day (+0) (23 Active Points); OIF Bulky Fragile (-1 1/4), Concentration (1/2 DCV; -1/4) [Notes: Scans for evidence of biological/ metabolic activity in the area]

PORTABLE NEURAL ACTIVITY SENSOR-13

Cost: 15000 Cr

Mass: 1.0 kg

Portable Neural Activity Sensor-13: Detect A Single Thing 14- (Unusual Group), Discriminatory, Analyze, Range, Sense, 1 Continuing Charge lasting 1 Day (+0) (23 Active Points); OIF Bulky Fragile (-1 1/4), Gestures (-1/4), Concentration (1/2 DCV; -1/4) [Notes: the NAS detects the electrical activity of a lifeforms nervous system]

ATMOSPHERE TESTER

Tests for composition and breathability.

BUGS

Near-microscopic monitoring devices.

BUG DETECTORS

Can Detect, Smother, or Destroy bugs.

DETECTOR, STRESS

Detects the Stress level of the target, which may or may not indicate the truthfulness of the target.

RADAR, FIELD SURVEILLANCE

300meter range radar

Other Devices

BLIP ENHANCER

Blip Enhancer: Radio Group and Detect Images 1" radius, +/-4 to PER Rolls (20 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to increase the size and or shape of the sensor reading; -1), No Range (-1/2) . Total Cost: 5 points

CHAFF DISPENSER

Chaff Dispenser: Radio Group Images Increased Size (2" radius; +1/4), +/-2 to PER Rolls, 12 Continuing Charges lasting 1 Turn each (+1/4) (16 Active Points); OIF Bulky (-1), Dropped (-1/2). Total Cost: 6 points

CHAFF ROCKETS

Chaff Rockets: Radio Group Images Increased Size (4" radius; +1/2), -3 to PER Rolls, 8 Continuing Charges lasting 1 Turn each (+0) (21 Active Points); OIF Bulky (-1), Real Weapon (-1/4). Total Cost: 9 points.

COUNTERBATTERY RADAR

Counterbattery Radar: Radar (Radio Group), +8 to PER Roll, Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Tracking, MegaScale (1" = 10 km; +1/2), Can Be Scaled Down (+1/4) (75 Active Points); Custom Modifier (only used to track ballistic weapons and their flight paths; -1), Costs Endurance (-1/2), Requires A Skill Roll (-1/2), Crew-Served (2 people; -1/4). Total Cost: 23 points.

EM MASKING AND STEALTH CONSTRUCTION

EM Masking and Stealth Construction: Change Environment 1" radius, -4 to Radar PER Rolls, -4 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (48 Active Points); OIF Immobile (-1 1/2), No Range (-1/2). Total Cost: 16 points

FLARE PODS

Flare Pod: Sight Group and HRRP Images 1" radius, +3 to PER Rolls (22 Active Points); 1 Continuing Charge lasting 1 Turn (-1 1/4), Dropped (-1/2). Total Cost: 8 points

LASER SENSORS

Laser Sensors: Detect A Single Thing 14- (Unusual Group), Sense (8 Active Points); OIF Bulky (-1), Custom Modifier (only lets operator know he's been hit with a laser sensor; -1). Total Cost: 3 points

PIXIE/NIXIE DECOY

Pixie/Nixie Decoy: Hearing Group Images Increased Size (2" radius; +1/4), +/-4 to PER Rolls, 8 Continuing Charges lasting 1 Turn each (+0), MegaScale (1" = 10 km; +1/2) (30 Active Points); Custom Modifier (affects sonar and hydraphones only; -1), Set Effect (mimics signature of launching vehicle; -1), OIF Bulky (-1), Dropped (-1/2) [Notes: sub or ship launched sonar decoy]. Total Cost: 7 points

RADAR WARNING RECEIVER

Radar Warning Receiver: Detect A Single Thing 14- (Unusual Group), Sense (8 Active Points); Custom Modifier (only lets operator know hes been hit with a radar; -1), OIF Bulky (-1). Total Cost: 3 points

RADIO DIRECTION FINDER

Radio Direction Finder: HRRP (Radio Group), +5 to PER Roll, Concealed (-1 with HRRP PER Rolls), Discriminatory, Targeting, Tracking, MegaScale (1" = 10 km; +1/2), Can Be Scaled Down (+1/4) (66 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), Costs Endurance (-1/2), Requires A Skill Roll (-1/2), Crew-Served (2 people; -1/4). Total Cost: 19 points

SENSOR DECOYS

Sensor Decoys: Radio Group, Nightvision and IR Perception Images 1" radius, +/-3 to PER Rolls, 32 Continuing Charges lasting 1 Turn each (Recovers Under Limited Circumstances; requires base or ammo carrier; +1 1/4) (54 Active Points); OIF Immobile (-1 1/2). Total Cost: 22 points

SHORT RANGE RADAR JAMMER

Short Range Radar Jammer: Suppress 4 1/2d6, Area Of Effect Nonselective (2" Radius; +3/4) (40 Active Points); Visible (-1/4). Total Cost: 32 points

WILD WEASEL DRONE

Wild Weasel Drone: Dispel All Sensors and Commo 10d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down (+1/4), all [special effect] powers simultaneously (+2) (127 Active Points); OIF Bulky Fragile (-1 1/4), 4 Charges (-1), Requires A Skill Roll (-1/2), Crew-Served (2 people; -1/4). Total Cost: 32 points

MEDIUM RANGE COMMUNICATOR

Cost: 200 CR

Mass: 0.50kg

Medium Range Communicator: High Range Radio Perception (Radio Group), MegaScale (1" = 10 km; +1/2), Can Be Scaled Down 1" = 2m (+1/4) (21 Active Points); Limited Power Maximum Range of 30 km (-1), Real Technology (-1/4), IIF (-1/4)

SHORT RANGE COMMUNICATOR

Cost: 100 CR

Mass: 0.30kg

Short Range Communicator: Radio Perception/ Transmission (Radio Group), MegaScale (1" = 1 km; +1/4), Can Be Scaled Down 1" = 2m (+1/4) (15 Active Points); Limited Power Maximum Range of 10 km (-1), Real Technology (-1/4), IIF (-1/4)

PORTABLE LASERCOMM RELAY-10

Cost: 2500 Cr

Mass: 1.5 kg

Portable Lasercomm Relay-10: Mind Link , Machine class of minds, Specific Group of Minds, Number of Minds (x, 1 Continuing Charge lasting 1 Day (+0) (25 Active Points); OAF Bulky Fragile (-1 3/4), Only With Others Who Have Mind Link (-1), Custom Modifier (Range effected by atmospheric conditions; -1/4), Visible (-1/4)

COMMUNICATOR, VIDEO

Cost: 1000 Cr

Mass: 0.8 kg

Range: 300 km

Description: Transmits a voice and 2D video signal over a maximum distance of 500km, and small enough to be carried in a pocket or on a belt. It can transmit and receive simultaneously.

Other Devices**Communications****Personal Devices****LONG RANGE COMMUNICATOR**

Cost: 500 CR

Mass: 1.50kg

Long Range Communicator: High Range Radio Perception (Radio Group), MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 2m (+1/4) (24 Active Points); Limited Power Maximum Range of 500 km (-1), Real Technology (-1/4), IIF (-1/4)

Computers

HAND CALCULATOR

Cost:

Mass:

Description:

Hand Calculator: Lightning Calculator (3 Active Points); OAF (-1), Real Technology (-1/4) (250 CR, 0.10kg)

COMPUTER LANGUAGE TRANSLATOR

Cost: 2000 Cr for unit, 150 Cr per language clip

Mass: 0.5 kg

Description: Commonly available on worlds of TL10 or above, CLTs use language clips (memory clips containing 1 language). Each CLT can hold only two clips, and each clip contains only one language.

Each user places one clip for his native language and one clip for the language to be translated in the CLT, and plugs the device into a communicator. The CLT translates the language from native to target, so that communication is possible.

There are over 700 languages available.

BATTLE COMPUTER

Cost:

Mass:

Description: tbd

COMPUTER, HAND

Cost:

Mass:

Description: Provides the services of a super computer, equivalent to a Model 1 in computing power.

Medical Equipment

AUTOMED

Cost: 500,000 Cr

Mass: 6 metric tons

Size: 1.5 hexes long by 1 hex wide

Description: An automed is a single-unit automated care facility that monitors vital signs, makes suggestions as to treatment options, and regularly injects prescribed medicines. It will initiate resuscitation on patients with failing vital signs.

+1 to +3 to Medicine.

SURGICAL INSTRUMENTS

Cost: 1000 Cr

Mass: 5 kg

Description: Instruments for performing surgery.

Surgical Instruments: +1 with SS: Surgery (2); OAF (-1). Total Cost: 1 point.

FIRST AID KIT

Cost: 100 Cr

Mass: 0.2 kg

Description: TBD

MEDICAL SCANNER, POCKET

Cost: 10,500 Cr

Mass: 0.1 kg

TL: 12

Description: The pocket medical scanner is a small device that detects and displays the target's vital signs after a 10-second scan. The pocket scanner must be touched to the target, and has no range.

The pocket medical scanner also has a memory where it can store readings taken at a point in time for later review. It can also be programmed to emit an alarm if the patient's vital signs fall below a programmed level. (For this to work, the pocket medical scanner must remain in physical contact with the patient.)

Medical Scanner (Pocket): (Total: 37 Active Cost, 14 Real Cost) Detect Vital Signs 18- (Radio Group), Discriminatory, Analyze, Requires A System Operations Skill Roll (No Active Point penalty to Skill Roll; +0) (20 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), OAF (Med Scanner; -1) (Real Cost: 6) **plus** Eidetic Memory, Requires A Systems Operation Skill Roll (No Active Point penalty to Skill Roll; +0) (5 Active Points); OAF (Med Scanner; -1) (Real Cost: 2) **plus** Hearing Group Images 1" radius, Requires A System Operations Skill Roll (No Active Point penalty to Skill Roll; +0), Reduced Endurance (0 END; +1/2), Trigger (Activating the Trigger is an Action that takes no time, Trigger resets automatically, immediately after it activates; Triggered when Vital Signs fall below programmed level; +1) (12 Active Points); OAF (Med Scanner; -1) (Real Cost: 6)

MEDICAL SCANNER, COMPUTER

Cost: 10,500 Cr

Mass: 0.1 kg

TL: 12

Detect Vital Signs plus Computer w/ SS: Medicine, SS: Biology, and program: Diagnose Condition. and database of treatment information.

TL12, 1 kg, 25,000 Cr

MEDICINES

VACCINES

Vaccines provide immunity to a specific disease or group of closely related diseases for a one-year period. Vaccines typically cost 15 Cr. Below is an example of a Cold/Flu vaccine effect and write-ups.

Here's what the target gets:

Cold/Flu Vaccination: Life Support (Immunity: Common Cold/Flu). Cost: 2 points

Here's the vaccine:

Cold/Flu Vaccine, 1 Continuing Charge lasting 1 Year (+0), Usable As Attack (+1) (4 Active Points); OAF (Vaccine Bottle; -1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4). Total Cost: 1 point.

ANTIBIOTICS

Dispel vs. specific infections, Cumulative, 1/day. 50Cr/dose.

METABOLICS

Dispel vs. all diseases, Cumulative, 1/day. 1000Cr/dose.

HEALING

MEDICAL SLOW DRUG

Cost: 225 Cr

Mass: 4.5 grams

Description: Medical Slow Drug increases the body's healing power by 30-fold (to 1 BODY per 4 hours), but lasts only 24 hours, so multiple doses are often required over several days. The subject of the slow drug remains unconscious while healing, and there are no side effects.

Medical Slow Drug: Healing 1 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (20 Active Points); Extra Time (Regeneration-Only) 4 Hours (Character May Take No Other Actions; -2 3/4), Self Only (-1/2), Limited Power One Dose lasts 24 hours (-1/4). Total cost: 4 points.

SMART BANDAGE

Cost: 100 Cr

Mass: 2 grams

Description: A box of 12 bandages with a healing chemical; each bandage can only be used once.

Smart Bandage: Healing BODY 2d6 (20 Active Points); OIF (Smart Bandage; -1/2), 12 Charges (-1/4). Total Cost: 11 points.

ENHANCEMENT DRUGS

Enhancement Drugs are bought as Aid; the maximum effect of any stat-boosting aid is to raise a stat by 50% of its max for up to 5 minutes, or 25% of its max for up to an hour. Drugs are usually Cr 5 and 0.1 grams per active point. Drugs take one minute to take effect if ingested, immediate if injected. Aid may be used to give powers the target does not have. Multiple doses can be taken. Most drugs have side effects, usually 1d6 damage, no defense, per die of aid, when the effect ends. Standard drugs:

COMBAT DRUG

Cost: 60 Cr per dose

Mass: 1.2 grams

Combat Drug: Aid STR 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1/4), Trigger (Activating the Trigger requires a Zero Phase Action, Trigger requires a Turn or more to reset; Use Drug; +1/4) (15 Active Points); OAF (Drug; -1), Side Effects, Side Effect occurs automatically whenever Power is used (Drain 1d6 CON, Recovers 5 per minute when Drug wears off; -1/2). Total Cost: 6 points.

FAST DRUG

Cost: 135 Cr per dose

Mass: 2.7 grams

Fast Drug: 1d6 aid to feign death, fade 5/month; Cr 135, 2.7 grams.

SLOW DRUG

Slow Drug: 3d6 SPD aid, max 20, fade 5/minute; Cr 200, 4 grams.

ANAGATHICS

Anagathics: Life Support (Long life)

Survival Gear

ARTIFICIAL GILL

The artificial gill allows breathing in oxygenated water, but only functions on worlds where there is an atmosphere so that the water IS oxygenated.

Cost: 4000 CR

Mass: 4.00kg

Artificial Gill: Life Support (Expanded Breathing (Underwater)) (5 Active Points); OIF (-1/2), Functions only on worlds with atmosphere 4-9. (-1/2)

COLD WEATHER CLOTHING

Cost: 200 CR

Mass: ??

Cold Weather Clothing / Arctic Survival Suit: Life Support (Safe in Intense Cold) (2 Active Points); OIF (-1/2)

FILTER MASK

Cost: 10 CR

Mass: ??

Filter Mask: Life Support (Expanded Breathing (Tainted Atmospheres [4, 7, 9])) (5 Active Points); OIF (-1/2)

FILTER/RESPIRATOR COMBINATION

Cost: 150 CR

Mass: ??

Filter/Respirator Combination: Life Support (Expanded Breathing (Very Thin, Tainted Atmosphere [type 2])) (5 Active Points); OIF (-1/2)

OXYGEN TANKS

Cost: 500 CR

Mass: 5.00 kg

Oxygen Tanks: Life Support (Self-Contained Breathing), 1 Continuing Fuel Charge lasting 6 Hours (+0) (10 Active Points); OIF (-1/2)

PROTECTIVE SUIT

Cost: 700 CR

Mass: 5.00 kg

Protective Suit: Life Support (Safe in Corrosive Atmosphere (type B)) (2 Active Points); OIF (-1/2)

RESPIRATOR

Cost: 100 CR

Mass: ??

Respirator: Life Support (Expanded Breathing (Very thin atmosphere [type 3])) (5 Active Points); OIF (-1/2)

SWIMMING EQUIPMENT

Cost: 200 CR

Mass: ??

Description: Includes swim fins, wet suit, face mask.

Swimming Equipment: Swimming +2" (2"/4" total) (2 Active Points); OIF (-1/2)

UNDERWATER AIR TANKS

Cost: 800 CR

Mass: 5.00 kg

Underwater Air Tanks: Life Support (Self-Contained Breathing), 1 Continuing Fuel Charge lasting 6 Hours (+0) (10 Active Points); OIF (-1/2), Only for use underwater (-1/2)

VACC SUIT (TL 7)

Cost: 10,000 CR

Mass: 10.00 kg

Vacc Suit (TL 7): (Total: 31 Active Cost, 22 Real Cost) Life Support (Safe in Intense Cold; Safe in Low Pressure/Vacuum) (4 Active Points); OIF (-1/2), Real Technology (-1/4) (Real **Cost:** 2) **plus** Life Support (Self-Contained Breathing), 1 Continuing Fuel Charge lasting 6 Hours (+0) (10 Active Points); OIF (-1/2), Real Technology (-1/4) (Real **Cost:** 6) **plus** Radio Perception/Transmission (Radio Group), MegaScale (1" = 10 km; +1/2), Can Be Scaled Down 1" = 1km (+1/4) (17 Active Points); Real Technology (-1/4) (Real **Cost:** 14)

DIVING GEL SUIT-9

Cost: 5000 CR

Mass: 10 kg

Description: TL-9 Skintight Diving Suit with separate bubble helmet

Diving Gel Suit-9: LS (Eating: Character only has to eat once per week; Safe in High Pressure; Safe in Intense Cold; Self-Contained Breathing) (14 Active Points); OIF (-1/2), Custom Modifier (Capable of 100 meters depth safely at 1G; -1/2)

PLSS[A]-9

Cost: 3000 CR

Mass: 10 kg

Description: Short Duration Portable Life Support System. Provides power and oxygen for vacc suits. PLSS[A]-9: LS (Safe in Intense Cold; Self-Contained Breathing), 4 Continuing Charges lasting 1 Hour each (+0) (12 Active Points); OIF Bulky (-1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), OIHID (-1/4), Custom Modifier (Real Equipment; -1/4)

PLSS[B]-9

Cost: 5000CR

Mass: 10 kg

Description: Medium Duration Portable Life Support System. Provides power and oxygen for vacc suits. PLSS[B]-9: LS (Safe in Intense Cold; Self-Contained Breathing), 1 Continuing Charge lasting 1 Day (+0) (12 Active Points); OIF Bulky (-1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), OIHID (-1/4), Custom Modifier (Real Equipment; -1/4)

PLSS[C]-9**Cost:** 8000 CR**Mass:** 10 kg**Description:** Long Duration PLSS with Integrated thruster package

PLSS[C]-9: (Total: 52 Active Cost, 14 Real Cost) LS (Safe in Intense Cold; Self-Contained Breathing), 2 Continuing Charges lasting 1 Day each (+0) (12 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), OIHID (-1/4), Custom Modifier (Real Equipment; -1/4) (Real **Cost:** 5) plus Flight 20" (40 Active Points); 1 Continuing Charge lasting 1 Minute (-1), OIF Bulky (-1), Only In Straight Lines (-1/2), Requires A Skill Roll (-1/2), OIHID (-1/4), Custom Modifier (Real Equipment; -1/4) (Real **Cost:** 9)

GENERAL PURPOSE VACC SUIT-8**Cost:** x CR**Mass:** 10 kg**Description:** Requires a PLSS to provide power and oxygen

General Purpose Vacc Suit-8: (Total: 23 Active Cost, 7 Real Cost) Armor (5 PD/5 ED) (15 Active Points); OIF Bulky (-1), Normal Mass (-1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Real Armor (-1/4) (Real **Cost:** 4) plus LS (Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (8 Active Points); OIF Bulky (-1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4) (Real **Cost:** 3)

TAILORED VACC SUIT-14**Cost:** x CR**Mass:** 10 kg**Description:** Requires a PLSS to provide power and oxygen, unsealed protects to +50C or -10C

Tailored Vacc Suit-14: (Total: 29 Active Cost, 9 Real Cost) Armor (7 PD/7 ED) (21 Active Points); OIF Bulky (-1), Normal Mass (-1), Real Armor (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4) (Real **Cost:** 6) plus LS (Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (8 Active Points); OIF Bulky (-1), Extra Time (Delayed Phase, Only to Activate, -1/4) (Real **Cost:** 3)

LIGHT DUTY VACC SUIT-10**Cost:** x CR**Mass:** 10 kg**Description:** Requires a PLSS to provide power and oxygen

Light Duty Vacc Suit-10: (Total: 14 Active Cost, 6 Real Cost) Armor (2 PD/2 ED) (6 Active Points); OIF Bulky (-1), Extra Time (Delayed Phase, Only to Activate, -1/4) (Real **Cost:** 3) plus LS (Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (8 Active Points); OIF Bulky (-1), Extra Time (Delayed Phase, Only to Activate, -1/4) (Real **Cost:** 3)

HOSTILE ENVIRONMENT VACC SUIT-12**Cost:** x CR**Mass:** 10 kg**Description:** Requires a PLSS to provide power and oxygen

Hostile Environment Vacc Suit-12: (Total: 32 Active Cost, 11 Real Cost) Armor (8 PD/8 ED) (24 Active Points); OIF Bulky (-1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Real Armor (-1/4) (Real **Cost:** plus LS (Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (8 Active Points); OIF Bulky (-1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4) (Real **Cost:** 3)

Robots

Civilian Robots

STAR SERVANTS MECHANIC ROBOT

Val	Char	Cost	Notes	
15	INT	5	12- PER Roll 12-	
0	EGO	0	9- ECV: 0	
10	DEX	0	11- OCV 3 DCV 3	
3	SPD	10	Phases: 4, 8, 12	
Total Characteristic Cost: 24				
Cost	Powers	END		
25	<i>Heavy Cutting/Welding Torch</i> : RKA 3d6+1, Armor Piercing (+1/2) (75 Active Points); OIF Bulky (-1), Beam (-1/4), Real Weapon (-1/4), Limited Range (-1/4), Reduced By Range (-1/4)	7		
45	<i>Robot Body</i> : Automaton (Takes No STUN (loses abilities when takes BODY))	0		
15	<i>Robot Body</i> : Does Not Bleed	0		
25	Armor (9 PD/9 ED) (81 Active Points); OIF Bulky (-1), Ablative BODY or STUN (-1), Real Armor (-1/4)	0		
20	Density Increase (800 kg mass, +0 STR, +3 PD/ED, -3" KB), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (30 Active Points); No STR Increase (-1/2)	0		
8	Flight 10" (20 Active Points); OIF Bulky (-1), Custom Modifier (air breathing thrust fans, wont work in thin or less atmospheres; -1/2)	2		
6	Multipower, 15-point reserve, (15 Active Points); all slots OIF Bulky (-1), Costs Endurance (-1/2)			
1u	1) <i>Holorecorder</i> : Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		
1u	2) <i>Radscanner</i> : Detect A Single Thing 14- (Unusual Group), Discriminatory (10 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		
1u	3) IR Perception (Sight Group), +2 to PER Roll (7 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		
1u	4) Microscopic (x100) (x100) with Sight Group (10 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		
1u	5) Radio Perception/Transmission (Radio Group), MegaScale (1" = 1 km; +1/4) (12 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		
1u	6) Ultrasonic Perception (Hearing Group), +2 to PER Roll, Tracking (10 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense

Skills

- 6 Systems Operation (Communications Systems) 14-
- 5 SS 14-
- 3 Security Systems 12-
- 6 Computer Programming (Starship computers) 14-
- 7 Electronics 14-
- 7 Mechanics 14-

Total Powers & Skill Cost: 190

Total Cost: 214

200+ Disadvantages

- 15 Physical Limitation: No Legs (All the Time, Slightly Impairing)
- 5 Physical Limitation: must recharge for 4 hours every 4 Days (Infrequently, Slightly Impairing)
- 10 Social Limitation: Robot (Frequently, Major, Not Limiting In Some Cultures)
- 0 Experience Points

Total Disadvantage Points: 214

TUKERA SM-232 MECHANIC ROBOT

Val	Char	Cost	Notes	
15	INT	5	12- PER Roll 12-	
0	EGO	0	9- ECV: 0	
18	DEX	24	13- OCV 6 DCV 6	
3	SPD	2	Phases: 4, 8, 12	
Total Characteristic Cost: 40				
Cost	Powers	END		
45	Automaton (Takes No STUN (loses abilities when takes BODY))	0		
4	<i>Light Arms</i> : Extra Limbs (2) (5 Active Points); Limited Manipulation (-1/4)	0		
15	Does Not Bleed	0		
15	Armor (5 PD/5 ED) (45 Active Points); Ablative BODY or STUN (-1), OIF Bulky (-1)	0		
30	Density Increase (800 kg mass, +15 STR, +3 PD/ED, -3" KB), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (30 Active Points)	0		
9	Multipower, 20-point reserve, (20 Active Points); all slots OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)			
1u	1) <i>Holorecorder</i> : Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	1		
1u	2) Ultrasonic Perception (Hearing Group), +5 to PER Roll, Tracking (13 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	1		
1u	3) IR Perception (Sight Group), +5 to PER Roll (10 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	1		
1u	4) Radio Perception/Transmission (Radio Group), MegaScale (1" = 1 km; +1/4) (12 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	1		
1u	5) Microscopic (x100) (x100) with Sight Group (10 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	1		
1u	6) Active Sonar (Hearing Group), +2 to PER Roll (17 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	2		
Talents				
3	Absolute Range Sense			
3	Absolute Time Sense			
3	Ambidexterity (-2 Off Hand penalty)			

Skills

6	Computer Programming (Starship Computers, Starship control systems) 13-
9	Electronics 15-
7	Mechanics 14-
8	Systems Operation (Communications Systems, Environmental Systems) 14-
3	SS 12-
3	Security Systems 12-

Total Powers & Skill Cost: 169**Total Cost: 209****200+ Disadvantages**

10	Social Limitation: Robot (Frequently, Major, Not Limiting In Some Cultures)
15	Physical Limitation: can only use half strength for lifting (Frequently, Greatly Impairing)
10	Physical Limitation: Tracked Vehicle (Frequently, Slightly Impairing)
10	Physical Limitation: must recharge for 1 hour per day (Frequently, Slightly Impairing)
0	Experience Points

Total Disadvantage Points: 209

ICAM AN-427 SECURITY ROBOT

Val	Char	Cost	Notes	
13	INT	3	12- PER Roll 12-	
0	EGO	0	9- ECV: 0	
13	DEX	9	12- OCV 4 DCV 4	
2	SPD	0	Phases: 6, 12	
Total Characteristic Cost: 9				
Cost	Powers	END		
20	RKA 3d6+1 (50 Active Points); OIF Bulky (-1), Beam (-1/4), Real Weapon (-1/4) Note: Laser Rifle	5		
5	<i>Paint Pellet Gun:</i> Sight Group Flash 2d6, 64 Charges (+1/2) (15 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Weapon (-1/4), Reduced By Range (-1/4)	[64]		
13	<i>Tranq Dart Gun:</i> EB 4d6, NND ([Equally Common Defense]; hard armor, LS does not sleep; +1/2), 64 Charges (+1/2) (40 Active Points); OIF Bulky (-1), Limited Range (-1/4), Real Weapon (-1/4), Reduced By Range (-1/4), Reduced Penetration (-1/4)	[64]		
15	Automaton (Cannot Be Stunned)	0		
15	Does Not Bleed	0		
27	Density Increase (1,600 kg mass, +0 STR, +4 PD/ED, -4" KB), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (40 Active Points); No STR Increase (-1/2)	0		
8	Armor (9 PD/9 ED) (27 Active Points); OIF Bulky (-1), Ablative BODY or STUN (-1), Real Armor (-1/4)	0		
10	<i>Sensors and Commo:</i> Multipower, 25-point reserve, (25 Active Points); all slots OIF Bulky (-1), Costs Endurance (-1/2)			
1u	1) <i>Holorecorder:</i> Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		
1u	2) <i>GPS System:</i> Navigation (Land) 14- (12 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		
1u	3) UV Perception (Sight Group), +2 to PER Roll (7 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		
1u	4) Ultrasonic Perception (Hearing Group), +2 to PER Roll, Tracking (10 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		
1u	5) IR Perception (Sight Group), +2 to PER Roll (7 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		
1u	6) Active Sonar (Hearing Group) (15 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		

1u 7) Radio Perception/Transmission (Radio Group), MegaScale (1" = 1 km; +1/4) (12 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)

Talents

3 Absolute Time Sense
3 Absolute Range Sense
3 Ambidexterity (-2 Off Hand penalty)

Skills

3 WF: Beam Weapons, Handguns
2 Systems Operation (Communications Systems) 12-
7 Security Systems 14-
5 KS 14-
3 Tactics 12-
3 Bureaucratics 12-
3 Criminology 12-
16 +2 with All Combat
5 KS 14-

Total Powers & Skill Cost: 176**Total Cost: 185****200+ Disadvantages**

15 Reputation: Common Security Robot, 11- (Extreme)
10 Social Limitation: Robot (Frequently, Major, Not Limiting In Some Cultures)
15 Physical Limitation: half movement on uneven ground, stairs, or ladders (Frequently, Greatly Impairing)
15 Physical Limitation: must spend 4 hours recharging every 4 days of use (All the Time, Slightly Impairing)
15 Physical Limitation: No fine manipulation (All the Time, Slightly Impairing)
0 Experience Points

Total Disadvantage Points: 185

Non-Civilian Robots

PR-317 POLICE ROBOT

Val	Char	Cost	Notes	
15	INT	5	12- PER Roll 12-	
0	EGO	0	9- ECV: 0	
10	DEX	0	11- OCV 3 DCV 3	
2	SPD	0	Phases: 6, 12	
Total Characteristic Cost: -1				
Cost	Powers	END		
20	RKA 3d6+1 (50 Active Points); OIF Bulky (-1), Beam (-1/4), Real Weapon (-1/4) Note: Laser Rifle	5		
5	<i>Paint Pellet Gun:</i> Sight Group Flash 2d6, 64 Charges (+1/2) (15 Active Points); OIF Bulky (-1), OIHID (-1/4), Real Weapon (-1/4), Reduced By Range (-1/4)	[64]		
13	<i>Tranq Dart Gun:</i> EB 4d6, NND ([Equally Common Defense]; hard armor, LS does not sleep; +1/2), 64 Charges (+1/2) (40 Active Points); OIF Bulky (-1), Limited Range (-1/4), Real Weapon (-1/4), Reduced By Range (-1/4), Reduced Penetration (-1/4)	[64]		
20	Density Increase (800 kg mass, +0 STR, +3 PD/ED, -3" KB), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (30 Active Points); No STR Increase (-1/2)	0		
8	Flight 10" (20 Active Points); OIF Bulky (-1), Custom Modifier (air breathing thrust fans, wont work in thin or less atmospheres; -1/2)	2		
10	<i>EMP Shielding:</i> Power Defense (10 points) (30 Active Points); Custom Modifier (only vs Electromagnetic Pulse and radiation effects; -1), OIF Bulky (-1)	0		
25	Armor (9 PD/9 ED) (81 Active Points); OIF Bulky (-1), Ablative BODY or STUN (-1), Real Armor (-1/4)	0		
45	Automaton (Takes No STUN (loses abilities when takes BODY))	0		
15	Does Not Bleed	0		
6	Multipower, 15-point reserve, (15 Active Points); all slots OIF Bulky (-1), Costs Endurance (-1/2)			
1u	1) <i>Holorecorder:</i> Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		
1u	2) Microscopic (x100) (x100) with Sight Group (10 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		
1u	3) <i>GPS System:</i> Navigation (Land) 14- (12 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1		

1u	4) UV Perception (Sight Group), +2 to PER Roll (7 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1
1u	5) Ultrasonic Perception (Hearing Group), +2 to PER Roll, Tracking (10 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1
1u	6) IR Perception (Sight Group), +2 to PER Roll (7 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1
1u	7) Active Sonar (Hearing Group) (15 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1
1u	8) Radio Perception/Transmission (Radio Group), MegaScale (1" = 1 km; +1/4) (12 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1

Talents

3	Absolute Range Sense
3	Absolute Time Sense

Skills

3	Criminology 12-
3	Forensic Medicine 12-
2	Systems Operation (Communications Systems) 12-
2	WF: Handguns, Laser Rifles
3	Security Systems 12-
3	Cryptography 12-

Total Powers & Skill Cost: 197

Total Cost: 196

200+ Disadvantages

15	Physical Limitation: No Legs (All the Time, Slightly Impairing)
15	Physical Limitation: No Fine Manipulation (Frequently, Greatly Impairing)
5	Physical Limitation: must recharge for 4 hours every 4 Days (Infrequently, Slightly Impairing)
10	Social Limitation: Robot (Frequently, Major, Not Limiting In Some Cultures)
0	Experience Points

Total Disadvantage Points: 196

H9 HEAVY COMBAT ROBOT

Val	Char	Cost	Notes	
15	INT	5	12- PER Roll 12-	
0	EGO	0	9- ECV: 0	
15	DEX	15	12- OCV 5 DCV 5	
4	SPD	15	Phases: 3, 6, 9, 12	
Total Characteristic Cost: 64				
Cost	Powers	END		
35	<i>5cm Fusion Rifle</i> : RKA 4d6, Explosion (+1/4), Armor Piercing (+1/2) (105 Active Points); OIF Bulky (-1), Extra Time (Full Phase, -1/2), Real Weapon (-1/4), Reduced By Range (-1/4)	10		
40	<i>7mm MG</i> : RKA 2d6, Autofire (10 shots; +1), 500 Charges (+1) (90 Active Points); OIF Bulky (-1), Real Weapon (-1/4)	[500]		
41	Armor (15 PD/15 ED) (135 Active Points); OIF Bulky (-1), Ablative BODY or STUN (-1), Real Armor (-1/4)	0		
45	Automaton (Takes No STUN (loses abilities when takes BODY))	0		
15	Does Not Bleed	0		
25	Density Increase (3,200 kg mass, +25 STR, +5 PD/ED, -5" KB), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (50 Active Points); OIF Bulky (-1)	0		
4	Running +6" (12" total) (12 Active Points); OIF Immobile (-1 1/2), Only On Appropriate Terrain (Tracked Vehicle; -1/2)	1		
10	<i>Sensors and Commo</i> : Multipower, 30-point reserve, (30 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2)			
1u	1) <i>Holorecorder</i> : Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)	1		
1u	2) <i>GPS System</i> : Navigation (Land) 14- (12 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)	1		
1u	3) Active Sonar (Hearing Group), +5 to PER Roll, Discriminatory, Increased Arc Of Perception (360 Degrees) (30 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)	3		
1u	4) IR Perception (Sight Group), +5 to PER Roll, Increased Arc Of Perception (360 Degrees) (15 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)	1		
1u	5) UV Perception (Sight Group), +5 to PER Roll (10 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)	1		
1u	6) Radio Perception/Transmission (Radio Group), MegaScale (1" = 1 km; +1/4) (12 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)	1		

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction

Skills

3	Security Systems 12-
3	Tactics 12-
4	WF: Grenade Launchers, Laser Pistols, Laser Rifles, Plasma Guns
10	+2 with Ranged Combat
3	Climbing 12-

Total Powers & Skill Cost: 253**Total Cost: 317****200+ Disadvantages**

10	Social Limitation: Robot (Frequently, Major, Not Limiting In Some Cultures)
15	Physical Limitation: must spend 4 hours recharging every 4 days of use (All the Time, Slightly Impairing)
15	Physical Limitation: No fine manipulation (All the Time, Slightly Impairing)
77	Experience Points

Total Disadvantage Points: 317

Vehicles

Traveller has a large number of personal and military vehicles. Presented here are some of the most common ones.

Commercial Vehicles

PERSONAL GRAV BIKE

Val	Char	Cost	Notes
3	Size	15	Length 2.00", Width 1.00", Area 2.00" Mass 800 kg KB -3
25	STR	0	Lift 800.0kg; 5d6
18	DEX	24	OCV 6 DCV 4
15	BODY	2	
6	DEF	3	
5	SPD	2	Phases: 3, 5, 8, 10, 12

Total Characteristic Cost: 36

Movement: **Running: 2" / 4"**
Flight: 30" / 120"

Cost	Powers	END
23	Contragrav Thruster Array: Flight 30", Position Shift, x4 Noncombat (70 Active Points); OIF Bulky (-1), Fuel Dependent (fuel is Very Common; must refuel Once per 6 Hours; -3/4), Custom Modifier (real equipment, requires frequent maintenance; -1/4)	0
7	+2 SPD (20 Active Points); OIF Bulky (-1), Fuel Dependent (fuel is Very Common; must refuel Once per 6 Hours; -3/4), Linked (Contragrav Thruster Array; Greater Power is Constant or in use most or all of the time; -1/4)	
2	Light Ablative Armored Body Shell: +3 DEF (9 Active Points); OIF Bulky (-1), Limited Coverage Nearly 360 Degrees (Coverage does not protect occupants; Hull/Frame Only; -3/4), Ablative BODY Only (-1/2), Real Armor (-1/4)	
9	HRRP (Radio Group), MegaScale (1" = 10 km; +1/2) (18 Active Points); OIF Bulky (-1)	0
5	Basic Avionics Package: Radar (Radio Group) (15 Active Points); OIF Bulky (-1), Custom Modifier (Terrain Following only; -1)	0
Skills		
2	+2 with Combat Piloting (4 Active Points); OIF Bulky (-1)	
5	Navigation (Air) 14- (12 Active Points); OIF Bulky Fragile (-1 1/4)	
Total Powers & Skill Cost: 53		
Total Cost: 89		

200+ Disadvantages

- 10 Social Limitation: requires separate licenses/testing on each planet, some planets ban entirely (Frequently, Minor)

0 Experience Points
Total Disadvantage Points: 89

TRAVELLER WHEELED ATV

Val	Char	Cost	Notes
3	Size	15	Length 2.00", Width 1.00", Area 2.00" Mass 800 kg KB -3
45	STR	0	Lift 12.8tons; 9d6
13	DEX	9	
20	BODY	3	
6	DEF	3	
3	SPD	7	Phases: 4, 8, 12

Total Characteristic Cost: 60

Movement: **Running: 10" / 20"**
Swimming: 6" / 12"

Cost	Powers	END
2	Wheeled Drivetrain: Ground Movement +4" (10" total) (8 Active Points); OIF Bulky (-1), Only On Appropriate Terrain (-1/2), Costs Endurance (-1/2), Custom Modifier (Real System, requires maintenance; -1/4)	2
1	Auxiliary Water Propulsion Units: Swimming +4" (6" total) (4 Active Points); OIF Bulky (-1), Custom Modifier (cannot submerge completely; -1/2), Cannot Move Backwards (-1/4), Costs Endurance (Only Costs END to Activate; -1/4)	
12	Internal Life Support Systems: LS (Immunity: All terrestrial diseases and biowarfare agents; Immunity: All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (39 Active Points); OIF Bulky (-1), Costs Endurance (-1/2), Custom Modifier (Vehicle must be fully sealed; -1/2), Custom Modifier (Real System, requires maintenance; -1/4)	
15	Endurance Reserve (100 END, 10 REC) Reserve: (20 Active Points); OIF Bulky (-1)	
7	Vehicle Sensors: Multipower, 22-point reserve, (22 Active Points); all slots OIF Bulky (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (-1/2), Crew-Served (2 people; -1/4)	
1u	1) Atmospheric Sensor: Detect A Single Thing 14- (Unusual Group), Discriminatory, Analyze (18 Active Points); OIF Bulky (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (-1/2), Crew-Served (2 people; -1/4)	

- 1u 2) Programmable Science Scanner Array: Detect A Single Thing 14- (Unusual Group), Discriminatory, Analyze, Variable Special Effects (Limited Group of SFX; +1/4) (22 Active Points); OIF Bulky (-1), Custom Modifier (uses switchable sensor probes, usually for specific sciences/experiments; -1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (-1/2), Crew-Served (2 people; -1/4)
- 1u 3) Radscanner: Detect A Single Thing 14- (Unusual Group), Discriminatory, Analyze (18 Active Points); OIF Bulky (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (-1/2), Crew-Served (2 people; -1/4)
- 1u 4) HRRP (Radio Group), MegaScale (1" = 100 km; +3/4) (21 Active Points); OIF Bulky (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (-1/2), Crew-Served (2 people; -1/4)
- 1u 5) IR Perception (Sight Group) (5 Active Points); OIF Bulky (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (-1/2), Crew-Served (2 people; -1/4)
- 1u 6) Radar (Radio Group), MegaScale (1" = 1 km; +1/4) (19 Active Points); OIF Bulky (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (-1/2), Crew-Served (2 people; -1/4)
- 1u 7) Computerized Image Enhancement: +3 versus Range Modifier for Sight Group (5 Active Points); OIF Bulky (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (-1/2), Crew-Served (2 people; -1/4)
- 1u 8) External Audio Pickups: +3 versus Range Modifier for Hearing Group (5 Active Points); OIF Bulky (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (-1/2), Crew-Served (2 people; -1/4)
- 1u 9) Laser Comm Array: Mind Link , Machine class of minds, Any Willing Target, Number of Minds (x2) (20 Active Points); OIF Bulky (-1), Only With Others Who Have Mind Link (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4)

Optional Equipment

- 20 1) Survey Drone Rack: Clairsentience (Sight Group), x16 Range (2880"), +5 to PER Roll, Mobile Perception Point (can move up to 12" per Phase), Telescopic: +1, 2 Continuing Charges lasting 1 Hour each (+0) (56 Active Points); OAF Bulky Expendable (Difficult to obtain new Focus; -1 3/4)

- 6 2) Mining Ore Sampler: Detect A Single Thing 14- (Unusual Group), Discriminatory, Analyze (18 Active Points); OAF Bulky (-1 1/2), Costs Endurance (-1/2)
Powers Cost: 72

Cost Skill

- 5 Navigation (Land) 14- (12 Active Points); OIF Bulky Fragile (-1 1/4)
- 2 +2 with Mechanics (4 Active Points); OIF Bulky Expendable (Easy to obtain new Focus; must restock used parts; -1)
- 2 +2 with Paramedics (4 Active Points); OIF Bulky Expendable (Easy to obtain new Focus; -1)
Skills Cost: 9

Cost Talent

- 1 Absolute Range Sense (3 Active Points); OIF Bulky Fragile (Laser rangefinder; -1 1/4)
Total Character Cost: 142

200+ Disadvantages

- 10 Physical Limitation: Large Wheeled Vehicle (Frequently, Slightly Impairing)
- 0 Experience Points

Total Disadvantage Points: 10

ENCLOSED AIR RAFT

Val	Char	Cost	Notes
7	Size	35	Length 5.04", Width 2.52", Area 12.70" Mass 12.8 ton KB -7
45	STR	0	Lift 12.8tons; 9d6
10	DEX	0	OCV 3 DCV -1
19	BODY	2	
6	DEF	12	
3	SPD	10	Phases: 4, 8, 12

Total Characteristic Cost: 45**Movement: Flight: 15" / 30"**

Cost	Powers	END
15	Endurance Reserve (100 END, 10 REC) Reserve: (20 Active Points); OIF Bulky (-1)	0
14	Flight 15", Position Shift (35 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -1/2)	0
8	LS (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (19 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	2
10	Multipower, 30-point reserve, (30 Active Points); all slots OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1)	
1m	1) Radio Perception/Transmission (Radio Group), MegaScale (1" = 10 km; +1/2), Can Be Scaled Down 1" = 1km (+1/4) (17 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1)	0
1u	2) <i>GPS And Nav computer</i> : Navigation (Air, Land, Marine) 14- (14 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1)	
1u	3) Nightvision (5 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1)	0
1m	4) Radar (Radio Group), MegaScale (1" = 10 km; +1/2) (22 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1)	0
1u	5) <i>Laser Comm</i> : Mind Link , Machine class of minds, Any Willing Target, Number of Minds (x2) (20 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Limited Class Of Minds [Subset of a class] (another vehicle with a lasercomm unit; -1/2)	0

Total Powers & Skill Cost: 52**Total Cost: 97****Total Disadvantage Points: 97****OPEN AIR RAFT**

Val	Char	Cost	Notes
7	Size	35	Length 5.04", Width 2.52", Area 12.70" Mass 12.8 ton KB -7
45	STR	0	Lift 12.8tons; 9d6
10	DEX	0	OCV 3 DCV -1
18	BODY	1	
5	DEF	9	
3	SPD	10	Phases: 4, 8, 12

Total Characteristic Cost: 41**Movement: Flight: 15" / 30"**

Cost	Powers	END
15	Endurance Reserve (100 END, 10 REC) Reserve: (20 Active Points); OIF Bulky (-1)	0
14	Flight 15", Position Shift (35 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -1/2)	0
10	Multipower, 30-point reserve, (30 Active Points); all slots OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1)	
1m	1) Radio Perception/Transmission (Radio Group), MegaScale (1" = 10 km; +1/2), Can Be Scaled Down 1" = 1km (+1/4) (17 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1)	0
1u	2) <i>GPS And Nav computer</i> : Navigation (Air, Land, Marine) 14- (14 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1)	
1u	3) Nightvision (5 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1)	0
1m	4) Radar (Radio Group), MegaScale (1" = 10 km; +1/2) (22 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1)	0
1u	5) <i>Laser Comm</i> : Mind Link , Machine class of minds, Any Willing Target, Number of Minds (x2) (20 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Limited Class Of Minds [Subset of a class] (another vehicle with a lasercomm unit; -1/2)	0

Total Powers & Skill Cost: 44**Total Cost: 85****Total Disadvantage Points: 85**

COMMERCIAL GRAV APC

Val	Char	Cost	Notes
7	Size	35	Length 5.04", Width 2.52", Area 12.70" Mass 12.8 ton KB -7
45	STR	0	Lift 12.8tons; 9d6
18	DEX	24	OCV 6 DCV 2
19	BODY	2	
5	DEF	9	
4	SPD	12	Phases: 3, 6, 9, 12

Total Characteristic Cost: 68**Movement:** Flight: 56" / 224"

Cost	Powers	END
	Power	
14	Endurance Reserve (100 END, 10 REC) Reserve: (20 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4)	0
	Propulsion	
49	<i>Contragrav Thruster Array:</i> Flight 56", Position Shift, x4 Noncombat (122 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -1/2)	0
	Tactical	
69	<i>Rapid Pulse Fusion Gun:</i> RKA 5d6, MegaScale (1" = 1 km; +1/4), Custom Modifier (can fire 1 or 2 shots; +1/4), Armor Piercing (+1/2), 64 Charges (Recovers Under Limited Circumstances; requires a base or reloading vehicle; +1) (225 Active Points); OAF Bulky (-1 1/2), Real Weapon (-1/4), Crew-Served (2 people; -1/4), Reduced By Range (-1/4) Note: Open Mount	[64]
37	<i>VRF Gauss Gun:</i> RKA 1 1/2d6, 4000 Charges (+1), Autofire (80 shots; +2 1/2) (112 Active Points); OAF Bulky (-1 1/2), Real Weapon (-1/4), Limited Arc Of Fire (180 degrees; -1/4) Note: Open Mount	[4000]
7	<i>Advanced Fire Control Package:</i> (Total: 13 Active Cost, 7 Real Cost) Absolute Range Sense (Real Cost: 3) plus +2 with Ranged Combat (10 Active Points); OIF Bulky (-1), Real Weapon (-1/4) (Real Cost: 4)	0
11	<i>Thermal Superconducting Armor:</i> Energy Damage Reduction, Resistant, 50%, Hardened (+1/4) (37 Active Points); Ablative BODY or STUN (-1), OIF Bulky (-1), Real Armor (-1/4)	0
	Operations	
13	<i>EM Masking and Stealth construction:</i> Change Environment 1" radius, -2 to Radar PER Rolls, -2 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (32 Active Points); OIF Bulky (-1), No Range (-1/2)	0
11	<i>Sensors and Commo:</i> Multipower, 40-point reserve, (40 Active Points); all slots OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	

2m	1) Radio Perception/Transmission (Radio Group), Tracking, MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (30 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	3
1u	2) Nightvision, MegaScale (1" = 1 km; +1/4) (6 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	1
2m	3) Radar (Radio Group), +5 to PER Roll, Increased Arc Of Perception (240 Degrees), Tracking, MegaScale (1" = 10 km; +1/2) (40 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	4
1u	4) <i>MaserComm:</i> Mind Link, Machine class of minds, Any Willing Target, Number of Minds (x16) (35 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	3
1u	5) <i>GPS And Navigation System:</i> Navigation (Air, Land, Marine) 14- (14 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	1
	Personnel	
13	LS (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (39 Active Points); OIF Bulky (-1), Costs Endurance (-1/2), Custom Modifier (Hull must be intact; -1/2)	4
	Options for equipment	
26	<i>Command Vehicle Package:</i> (Total: 73 Active Cost, 26 Real Cost) +3 with Cryptography (6 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +2 with Systems Operation (Broadcast Communications, Cellular and Digital, Communications Jamming Equipment, Radio, Satellite Communications, Telephone Communications) (6 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 2) plus +3 with Tactics (6 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4), Crew-Served (2 people; -1/4) (Real Cost: 2) plus Mind Link, Any Willing Target, Number of Minds (x256) (55 Active Points); Only With Others Who Have Mind Link (-1), Does Not Provide Mental Awareness (-1/4), Costs Endurance (Only Costs END to Activate; -1/4), Crew-Served (2 people; -1/4) (Real Cost: 20)	8
	Note: replaces fusion gun	

- 84 *80mm Electromag Mortar*: RKA 6d6, Explosion 31
 (+1/4), Increased Maximum Range (7,300"; +1/4),
 Indirect (Same origin, always fired away from
 attacker; +1/4), 64 Charges (+1/2), Autofire (3
 shots; +1 1/4) (315 Active Points); OAF Bulky (-1
 1/2), Costs Endurance (-1/2), Custom Modifier
 (requires a forward observer; -1/2), Crew-Served
 (2 people; -1/4) **Note**: Artillery Support Vehicle,
 replaces fusion gun
- 10 *Portable Shop*: (Total: 21 Active Cost, 10 Real Cost) 0
 +3 with Mechanics (6 Active Points); OIF Bulky (-
 1) (Real Cost: 3) **plus** +3 with Electronics (6 Active
 Points); OIF Bulky (-1) (Real Cost: 3) **plus** +2
 with Weaponsmith (Energy Weapons, Firearms,
 Incendiary Weapons, Missiles & Rockets) (9
 Active Points); OIF Bulky (-1) (Real Cost: 4) **Note**:
 replaces fusion gun
- 5 *Ambulance* : (Total: 8 Active Cost, 5 Real Cost) +3 0
 with Paramedics (6 Active Points); OIF Bulky (-1)
 (Real Cost: 3) **plus** +2 with KS (Real Cost: 2) **Note**:
 replaces fusion and vrf gauss gun

Total Powers & Skill Cost: 356

Total Cost: 424

Total Disadvantage Points: 424

Military

ASTRIN APC

Val	Char	Cost	Notes
11	Size	55	Length 12.70", Width 6.35", Area 80.63" Mass 204.8 ton KB -11
65	STR	0	Lift 204.8tons; 13d6
10	DEX	0	OCV 3 DCV -4
24	BODY	3	
8	DEF	18	
4	SPD	20	Phases: 3, 6, 9, 12

Total Characteristic Cost: 82

Movement: Flight: 60" / 240"

Cost	Powers	END
	Power	
26	Endurance Reserve (250 END, 15 REC) Reserve: (40 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4)	0
	Propulsion	
52	Contragrav Thruster Array: Flight 60", Position Shift, 0 x4 Noncombat (130 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -1/2)	0
	Tactical	
117	Rapid Pulse Fusion-V Gun: RKA 6d6, Increased Maximum Range (6,750"; +1/4), Armor Piercing (+1/2), Autofire (5 shots; +1/2), 500 Charges (+1) (292 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4), Reduced By Range (-1/4)	[500]
16	Advanced Fire Control Package: (Total: 33 Active Cost, 16 Real Cost) Absolute Range Sense (Real Cost: 3) plus +6 with Ranged Combat (30 Active Points); OIF Bulky (-1), Real Weapon (-1/4) (Real Cost: 13)	0
9	Point Defense Fire Control Array: Missile Deflection (Any Ranged Attack) (20 Active Points); OIF Bulky (-1), Real Armor (-1/4)	0
11	Thermal Superconducting Armor: Energy Damage Reduction, Resistant, 50%, Hardened (+1/4) (37 Active Points); Ablative BODY or STUN (-1), OIF Bulky (-1), Real Armor (-1/4)	0
	Operations	
27	1) <i>Sensor Decoys</i> : Radio Group, Nightvision and IR Perception Images 1" radius, +/-3 to PER Rolls, 32 Continuing Charges lasting 1 Turn each (Recovers Under Limited Circumstances; requires base or ammo carrier; +1 1/4) (54 Active Points); OIF Bulky (-1)	[32 cc]
19	EM Masking and Stealth construction: Change Environment 1" radius, -4 to Radar PER Rolls, -4 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (48 Active Points); OIF Bulky (-1), No Range (-1/2)	0

18	Multipower, 40-point reserve, (40 Active Points); all slots OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	
3m	1) Radio Perception/Transmission (Radio Group), Tracking, MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (30 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	3
1u	2) Nightvision, MegaScale (1" = 1 km; +1/4) (6 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	1
4m	3) Radar (Radio Group), +5 to PER Roll, Increased Arc Of Perception (240 Degrees), Tracking, MegaScale (1" = 10 km; +1/2) (40 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	4
1u	4) <i>Thermalgraphics</i> : Detect A Single Thing 14- (Unusual Group), Discriminatory, Telescopic (+2 versus Range Modifier): +2, MegaScale (1" = 1 km; +1/4), Ranged (+1/2) (24 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	2
1u	5) <i>MaserComm</i> : Mind Link , Machine class of minds, Any Willing Target, Number of Minds (x16) (35 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	3
1u	6) <i>GPS And Navigation System</i> : Navigation (Air, Land, Marine, Space) 14- (15 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	1
	Personnel	
13	LS (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (39 Active Points); OIF Bulky (-1), Costs Endurance (-1/2), Custom Modifier (Hull must be intact; -1/2)	4

Total Powers & Skill Cost: 319

Total Cost: 401

Total Disadvantage Points: 401

ATTACK SPEEDER

Val	Char	Cost	Notes
9	Size	45	Length 8.00", Width 4.00", Area 32.00" Mass 51.2 ton KB -9
55	STR	0	HTH Damage 11d6 END [5]
23	DEX	39	OCV 8 DCV 2
19	BODY	0	
6	DEF	12	
6	SPD	27	Phases: 2, 4, 6, 8, 10, 12

Total Characteristic Cost: 109**Movement: Flight: 61"/244"****Abilities & Equipment**

Cost	Power	END
	Power	
17	Endurance Reserve (150 END, 10 REC) Reserve: (25 Active Points); OIF Bulky (-1), Crew-Served (2 people; -¼)	
	Propulsion	
53	<i>Contragrav Thruster Array:</i> Flight 61", Position Shift, x4 Noncombat (132 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -½)	
	Tactical	
69	<i>5 MJ Plasma Cradle Gun:</i> RKA 5 ½d6, Increased Maximum Range (4,250"; +¼), Armor Piercing (+½), 64 Charges (+½) (191 Active Points); OIF Bulky (-1), Limited Arc Of Fire (180 degrees; -¼), Real Weapon (-¼), Reduced By Range (-¼)	[64]
60	<i>Tac Missiles:</i> RKA 6 ½d6, Explosion (+¼), Increased Maximum Range (5,000"; +¼), Indirect (Same origin, always fired away from attacker; +¼), Armor Piercing (+½) (225 Active Points); OIF Bulky (-1), 4 Charges (-1), Custom Modifier (requires a target lock or active designator; -½), Can Be Missile Deflected (-¼)	[4]
12	<i>Advanced Fire Control Package:</i> (Total: 23 Active Cost, 12 Real Cost) Absolute Range Sense (Real Cost: 3) plus +4 with Ranged Combat (20 Active Points); OIF Bulky (-1), Real Weapon (-¼) (Real Cost: 9)	
11	<i>Thermal Superconducting Armor:</i> Energy Damage Reduction, Resistant, 50%, Hardened (+¼) (37 Active Points); Ablative BODY or STUN (-1), OIF Bulky (-1), Real Armor (-¼)	
	Operations	
19	<i>EM Masking and Stealth construction:</i> Change Environment 1" radius, -4 to Radar PER Rolls, -4 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +½), Persistent (+½) (48 Active Points); OIF Bulky (-1), No Range (-½)	
27	<i>Sensor Decoys:</i> Radio Group, Nightvision and IR Perception Images 1" radius, +/-3 to PER Rolls, 32 Continuing Charges lasting 1 Turn each (Recovers Under Limited Circumstances; requires base or ammo carrier; +1 ¼) (54 Active Points); OIF Bulky (-1)	[32 cc]

12	<i>Sensors and Commo:</i> Multipower, 40-point reserve, (40 Active Points); all slots OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (Only Costs END to Activate; -¼)	
1	1) <i>GPS And Navigation System:</i> Navigation (Air, Land, Marine, Space) 14- (15 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (Only Costs END to Activate; -¼)	1
2	2) Radar (Radio Group), +5 to PER Roll, Increased Arc Of Perception (240 Degrees), Tracking, MegaScale (1" = 10 km; +½) (40 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (Only Costs END to Activate; -¼)	4
1	3) Nightvision, MegaScale (1" = 1 km; +¼) (6 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (Only Costs END to Activate; -¼)	1
2	4) Radio Perception/Transmission (Radio Group), Tracking, MegaScale (1" = 100 km; +¾), Can Be Scaled Down 1" = 1km (+¼) (30 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (Only Costs END to Activate; -¼)	3
1	5) <i>MaserComm:</i> Mind Link, Machine class of minds, Any Willing Target, Number of Minds (x16) (35 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (Only Costs END to Activate; -¼)	3
1	6) <i>Thermalgraphics:</i> Detect A Single Thing 14- (Unusual Group), Discriminatory, Telescopic (+2 versus Range Modifier): +2, MegaScale (1" = 1 km; +¼), Ranged (+½) (24 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (Only Costs END to Activate; -¼)	2
0	Personnel	
13	LS (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (39 Active Points); OIF Bulky (-1), Costs Endurance (-½), Custom Modifier (Hull must be intact; -½)	4

Total Abilities & Equipment Cost: 301**Total Vehicle Cost: 410****Value Disadvantages****Total Disadvantage Points: 0****Total Cost: 410/5 = 82**

RECON GRAV BIKE-12

Val	Char	Cost	Notes
3	Size	15	Length 2.00", Width 1.00", Area 2.00" Mass 800 kg KB -3
25	STR	0	Lift 800.0kg; 5d6
23	DEX	39	OCV 8 DCV 6
15	BODY	2	
4	DEF	6	
6	SPD	27	Phases: 2, 4, 6, 8, 10, 12
Total Characteristic Cost: 75			

Movement: Flight: 50" / 200"

Cost	Powers	END
	Power	
9	Endurance Reserve (100 END, 5 REC) Reserve: (15 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4)	0
	Propulsion	
44	Contragrav Thruster Array: Flight 50", Position Shift, x4 Noncombat (110 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -1/2)	0
	Tactical	
45	VRF Gauss Gun: RKA 1 1/2d6, 16000 Charges (+1), Autofire (80 shots; +2 1/2) (112 Active Points); OIF Bulky (-1), Real Weapon (-1/4), Limited Arc Of Fire (180 degrees; -1/4) Note: vehicle can mount 1 weapon, if no passenger carried	[16000]
5	Advanced Fire Control Package: (Total: 8 Active Cost, 5 Real Cost) Absolute Range Sense (Real Cost: 3) plus +1 with Ranged Combat (5 Active Points); OIF Bulky (-1), Real Weapon (-1/4) (Real Cost: 2)	0
17	Rocket Launchers: RKA 3d6+1, Explosion (+1/2) (75 Active Points); OIF Bulky (-1), 4 Charges (-1), Limited Arc Of Fire (60 degrees; Only on same horizontal level; -3/4), Cannot Use Targeting (-1/2), Can Be Missile Deflected (-1/4) Note: Vehicle can mount one weapon if no passenger carried	[4]
19	EM Masking and Stealth construction: Change Environment 1" radius, -4 to Radar PER Rolls, -4 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (48 Active Points); OIF Bulky (-1), No Range (-1/2)	0
8	Sensors and Commo: Multipower, 30-point reserve, (30 Active Points); all slots OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	
1u	1) GPS And Navigation System: Navigation (Air, Land, Marine, Space) 14- (15 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	1

1m	2) Radio Perception/Transmission (Radio Group), Tracking, MegaScale (1" = 100 km; +3/4) (26 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	3
1u	3) Nightvision, MegaScale (1" = 1 km; +1/4) (6 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	1
2m	4) Radar (Radio Group), +2 to PER Roll, Increased Arc Of Perception (240 Degrees), Tracking, MegaScale (1" = 1 km; +1/4) (30 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	3
27	Sensor Decoys: Radio Group, Nightvision and IR Perception Images 1" radius, +/-3 to PER Rolls, 32 Continuing Charges lasting 1 Turn each (Recovers Under Limited Circumstances; requires base or ammo carrier; +1 1/4) (54 Active Points); OIF Bulky (-1)	[32 cc]

Total Powers & Skill Cost: 179**Total Cost: 254****Total Disadvantage Points: 254**

PYRHUS SUPPORT SLED

Val	Char	Cost	Notes
8	Size	40	Length 6.35", Width 3.17", Area 20.16" Mass 25.6 ton KB -8
50	STR	0	Lift 25.6tons; 10d6
18	DEX	24	OCV 6 DCV 1
22	BODY	4	
6	DEF	12	
4	SPD	12	Phases: 3, 6, 9, 12

Total Characteristic Cost: 78**Movement:** Flight: 20" / 40"

Cost	Powers	END
	Power	
17	Endurance Reserve (150 END, 10 REC) Reserve: (25 Active Points); OIF Bulky (-1) Note: Compact fusion power plant	0
	Propulsion	
18	Contragrav thrusters: Flight 20", Position Shift (45 Active Points); OIF Bulky (-1), Custom Modifier (must have planetary gravity field to push against; -1/2)	0
	Tactical	
34	7.5MJ Plasma Cradle Gun: RKA 6d6+1 (95 Active Points); OIF Bulky (-1), Real Weapon (-1/4), Reduced By Range (-1/4), Crew-Served (2 people; -1/4)	9
35	7mm LMG: RKA 2d6+1, Autofire (5 shots; +1/2), Armor Piercing (+1/2), 250 Charges (+1) (105 Active Points); OIF Bulky (-1), Limited Arc Of Fire (180 degrees; Only on same horizontal level; -1/2), Real Weapon (-1/4), Crew-Served (2 people; -1/4) Note: Co-axial mount in turret	[250]
8	Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF Bulky (Ablative thermal armor coating; -1), Ablative BODY or STUN (-1), Custom Modifier (only vs laser, plasma, fusion or flame weapons; -1/2)	0
	Operations	
10	Change Environment 2" radius, -4 to Radar PER Rolls, -2 to Infrared Perception PER Rolls, Multiple Combat Effects (25 Active Points); OIF Bulky (EMS Jammer; -1), No Range (-1/2)	2
11	Multipower, 40-point reserve, (40 Active Points); all slots OIF Bulky (-1), Custom Modifier (only for sensors and communications; -1), Costs Endurance (-1/2)	
1u	1) Nightvision (5 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and communications; -1), Costs Endurance (-1/2)	1
1u	2) Navigation (Air, Land, Marine) 14- (14 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and communications; -1), Costs Endurance (-1/2) Note: GPS and Satnav Kit	1

1u	3) Mind Link , Machine class of minds, Any Willing Target, Number of Minds (x8) (30 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and communications; -1), Custom Modifier (Target must also have laser comm; -1/2), Costs Endurance (-1/2) Note: Laser Comm	3
1u	4) +3 versus Range Modifier for Sight Group (5 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and communications; -1), Costs Endurance (-1/2)	1
1u	5) Radar (Radio Group), +3 to PER Roll, Increased Arc Of Perception (240 Degrees), MegaScale (1" = 1 km; +1/4) (25 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and communications; -1), Costs Endurance (-1/2)	2
1u	6) Radio Perception/Transmission (Radio Group), MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (20 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and communications; -1), Costs Endurance (-1/2)	2
1u	7) IR Perception (Sight Group), +3 to PER Roll, Discriminatory, Increased Arc Of Perception (240 Degrees), MegaScale (1" = 1 km; +1/4) (19 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and communications; -1), Costs Endurance (-1/2)	2
	Personnel	
13	LS (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (39 Active Points); OIF Bulky (-1), Costs Endurance (-1/2), Custom Modifier (Hull must be intact ; -1/2)	4

Total Powers & Skill Cost: 153**Total Cost: 231****200+ Disadvantages**

10	Distinctive Features: (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Reputation: poor reputation as a cheap target, 11- (Extreme)
6	Experience Points

Total Disadvantage Points: 231

TERRAPIN MESON SLED

Val	Char	Cost	Notes
12	Size	60	Length 16.00", Width 8.00", Area 128.00" Mass 409.6 ton KB -12
70	STR	0	Lift 409.6tons; 14d6
16	DEX	18	OCV 5 DCV -3
22	BODY	0	
9	DEF	21	
4	SPD	14	Phases: 3, 6, 9, 12

Total Characteristic Cost: 113

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Flight: 56" / 224"

Cost	Powers	END
	Power	
32	Endurance Reserve (350 END, 15 REC) Reserve: (50 Active Points); OIF Bulky (-1)	0
	Propulsion	
61	Flight 56", Position Shift, x4 Noncombat, Sideways Maneuverability half velocity (+1/4) (152 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -1/2)	0
	Tactical	
127	10 GJ Meson Gun: RKA 9d6+1, Indirect (Same origin, always fired away from attacker; +1/4), Explosion (+1/4), No Range Modifier (+1/2), Invisible Power Effects, Source Only (Fully Invisible; +1/2), NND ([Standard]; Meson Screens or Forcefields; +1), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (665 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), OIF Bulky (-1), Increased Endurance Cost (x2 END; -1/2), Limited Arc Of Fire (60 degrees; -1/2), Custom Modifier (requires a spotter with an active commlink; -1/2), Crew-Served (2 people; -1/4), Real Weapon (-1/4)	132
12	Advanced Fire Control Package: (Total: 23 Active Cost, 12 Real Cost) Absolute Range Sense (Real Cost: 3) plus +4 with Ranged Combat (20 Active Points); OIF Bulky (-1), Real Weapon (-1/4) (Real Cost: 9)	0
11	Thermal Superconducting Armor: Energy Damage Reduction, Resistant, 50%, Hardened (+1/4) (37 Active Points); Ablative BODY or STUN (-1), OIF Bulky (-1), Real Armor (-1/4)	0
	Operations	
15	GPS And Navigation System: Navigation (Air, Land, Marine, Space) 14-	
27	Sensor Decoys: Radio Group, Nightvision and IR Perception Images 1" radius, +/-3 to PER Rolls, 32 Continuing Charges lasting 1 Turn each (Recovers Under Limited Circumstances; requires base or ammo carrier; +1 1/4) (54 Active Points); OIF Bulky (-1)	[32 cc]

20	Multipower, 50-point reserve, (50 Active Points); all slots OIF Bulky (-1), Costs Endurance (-1/2)	
1u	1) Nightvision, MegaScale (1" = 1 km; +1/4) (6 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1
1u	2) Radar (Radio Group), +5 to PER Roll, MegaScale (1" = 10 km; +1/2) (30 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	3
1u	3) Thermalgraphics: Detect A Single Thing 14- (Unusual Group), Discriminatory, Telescopic (+2 versus Range Modifier): +2, MegaScale (1" = 1 km; +1/4), Ranged (+1/2) (24 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	2
1u	4) GPS And Navigation System: Navigation (Air, Land, Marine, Space) 14- (15 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1
1u	5) Radio Perception/Transmission (Radio Group), +5 to PER Roll, MegaScale (1" = 100 km; +3/4) (26 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	3
1u	6) Laser/Maser/Meson Comm Arrays: Mind Link , Machine class of minds, Any Willing Target, Number of Minds (x8) (30 Active Points); OIF Bulky (-1), Custom Modifier (Target must also have working commlink; -1/2), Costs Endurance (-1/2), Does Not Provide Mental Awareness (-1/4)	3
19	EM Masking and Stealth construction: Change Environment 1" radius, -4 to Radar PER Rolls, -4 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (48 Active Points); OIF Bulky (-1), No Range (-1/2)	0
	Personnel	
13	LS (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (39 Active Points); OIF Bulky (-1), Costs Endurance (-1/2), Custom Modifier (Hull must be intact; -1/2)	4

Total Powers & Skill Cost: 343**Total Cost: 456****Total Disadvantage Points: 456**

MRL ARTILLERY VEHICLE

Val	Char	Cost	Notes
11	Size	55	Length 12.70", Width 6.35", Area 80.63" Mass 204.8 ton KB -11
65	STR	0	Lift 204.8tons; 13d6
16	DEX	18	OCV 5 DCV -2
24	BODY	3	
8	DEF	18	
4	SPD	14	Phases: 3, 6, 9, 12
Total Characteristic Cost: 94			

Movement: **Flight: 20" / 80"**

Cost	Powers	END
	Power	
20	1) Endurance Reserve (200 END, 10 REC) Reserve: (30 Active Points); OIF Bulky (-1)	0
	Propulsion	
20	1) Flight 20", Position Shift, x4 Noncombat (50 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -1/2)	0
	Tactical	
140	30CM MRL: Multipower, 400-point reserve, all slots Indirect (Same origin, always fired away from attacker; +1/4), No Range Modifier (+1/2) (700 Active Points); Can Be Missile Deflected (-1/4), Real Weapon (-1/4), Crew-Served (2 people; -1/4); all slots OIF Bulky (-1), Extra Time (Extra Phase, Delayed Phase, -1), Custom Modifier (must have a valid commlink to designate, otherwise range is quartered; -1), 32 Charges (Recovers Under Limited Circumstances; -1/4)	
10u	1) Remote Delivered Minefield[Anti-personnel]: RKA 3d6+1, Trigger (Activating the Trigger requires a Zero Phase Action, Trigger requires a Turn or more to reset; +1/4), Invisible to Sight Group (+1/2), Area Of Effect Nonselective (31" Radius; +3/4), Autofire (20 shots; +2 1/2), Lingering up to 1 Year (+3) (400 Active Points); OIF Bulky (-1), Extra Time (Extra Phase, Delayed Phase, -1), Custom Modifier (must have a valid commlink to designate, otherwise range is quartered; -1)	0
8u	2) Chemical Smoke and Chaff: Darkness to Sight and Radio Groups 8" radius, MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4), Autofire (20 shots; +2 1/2) (382 Active Points); OIF Bulky (-1), Extra Time (Extra Phase, Delayed Phase, -1), Custom Modifier (must have a valid commlink to designate, otherwise range is quartered; -1), Custom Modifier (high winds or rain dissipate quickly; -1/2)	0

9u	3) Standard HE Rockets: RKA 5d6+1, Explosion (+1/2), MegaScale (1" = 100 km; +3/4), Autofire (20 shots; +2 1/2) (380 Active Points); OIF Bulky (-1), Extra Time (Extra Phase, Delayed Phase, -1), Custom Modifier (must have a valid commlink to designate, otherwise range is quartered; -1)	0
9u	4) Homing Submunition Dispenser: RKA 5 1/2d6, Armor Piercing (+1/2), Penetrating (+1/2), MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4), Autofire (20 shots; +1 1/2) (382 Active Points); OIF Bulky (-1), Extra Time (Extra Phase, Delayed Phase, -1), Custom Modifier (must have a valid commlink to designate, otherwise range is quartered; -1)	0
9u	5) Remoted Delivered Minefield[Anti Armor]: RKA 4d6, Armor Piercing (+1/2), Penetrating (+1/2), Invisible to Sight Group (+1/2), Area Of Effect Nonselective (27" Radius; +3/4), MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4), Autofire (10 shots; +2) (375 Active Points); OIF Bulky (-1), Extra Time (Extra Phase, Delayed Phase, -1), Custom Modifier (must have a valid commlink to designate, otherwise range is quartered; -1)	0
	Operations	
19	EM Masking and Stealth: Change Environment 1" radius, -4 to Radar PER Rolls, -4 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (48 Active Points); OIF Bulky (-1), No Range (-1/2)	0
9	Decoy Dispensers: Sight and Radio Groups Images 1" radius, 12 Continuing Charges lasting 1 Turn each (+1/4) (19 Active Points); OIF Bulky (-1)	[12 cc]
14	Multipower, 50-point reserve, (50 Active Points); all slots OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	
1u	1) Radio Perception/Transmission (Radio Group), MegaScale (1" = 10 km; +1/2), Can Be Scaled Down 1" = 1km (+1/4) (17 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	2
1u	2) IR Perception (Sight Group), +5 to PER Roll, MegaScale (1" = 1 km; +1/4) (12 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	1
1u	3) Battery Maser and Meson commnet: Mind Link , Machine class of minds, Any Willing Target, Number of Minds (x4) (25 Active Points); Custom Modifier (300km max range, and target must also have comm; -1), OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2), Does Not Provide Mental Awareness (-1/4) Note: 300km Max Range	2

1u	4) Radar (Radio Group), +5 to PER Roll, Tracking, MegaScale (1" = 10 km; +1/2), Can Be Scaled Down 1" = 1km (+1/4) (44 Active Points); OIF Bulky (-1), Custom Modifier (only for sensors and commo; -1), Costs Endurance (-1/2)	4
	Personnel	
14	LS (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (39 Active Points); OIF Bulky (-1), Custom Modifier (Hull must be intact; -1/2), Costs Endurance (Only Costs END to Activate; -1/4)	4

Total Powers & Skill Cost: 285

Total Cost: 379

Total Disadvantage Points: 379

INTREPID GRAV TANK

Val	Char	Cost	Notes
10	Size	50	Length 10.08", Width 5.04", Area 50.80" Mass 102.4 ton KB-10
60	STR	0	Lift 102.4tons; 12d6
23	DEX	39	OCV 8 DCV 2
24	BODY	4	
8	DEF	18	
4	SPD	7	Phases: 3, 6, 9, 12

Total Characteristic Cost: 104

Movement: Flight: 56" / 224"

Cost	Powers	END
	Power	
26	Endurance Reserve (250 END, 15 REC) Reserve: (40 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4)	0
	Propulsion	
49	Contragrav Thruster Array: Flight 56", Position Shift, x4 Noncombat (122 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -1/2)	0
	Tactical	
131	Rapid Pulse Fusion X Gun: RKA 8d6, MegaScale (1" = 1 km; +1/4), Custom Modifier (can fire 1 or 2 shots ; +1/4), Armor Piercing (+1/2), 250 Charges (Recovers Under Limited Circumstances; requires a base or reloading vehicle; +1) (360 Active Points); OIF Bulky (-1), Real Weapon (-1/4), Crew-Served (2 people; -1/4), Reduced By Range (-1/4)	[250]
45	VRF Gauss Gun: RKA 1 1/2d6, 16000 Charges (+1), Autofire (80 shots; +2 1/2) (112 Active Points); OIF Bulky (-1), Real Weapon (-1/4), Limited Arc Of Fire (180 degrees; -1/4)	[16000]

12	Advanced Fire Control Package: (Total: 23 Active Cost, 12 Real Cost) Absolute Range Sense (Real Cost: 3) plus +4 with Ranged Combat (20 Active Points); OIF Bulky (-1), Real Weapon (-1/4) (Real Cost: 9)	0
9	Point Defense Fire Control Array: Missile Deflection (Any Ranged Attack) (20 Active Points); OIF Bulky (-1), Real Armor (-1/4)	0
11	Thermal Superconducting Armor: Energy Damage Reduction, Resistant, 50%, Hardened (+1/4) (37 Active Points); Ablative BODY or STUN (-1), OIF Bulky (-1), Real Armor (-1/4)	0
	Operations	
19	EM Masking and Stealth construction: Change Environment 1" radius, -4 to Radar PER Rolls, -4 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (48 Active Points); OIF Bulky (-1), No Range (-1/2)	0
27	Sensor Decoys: Radio Group, Nightvision and IR Perception Images 1" radius, +/-3 to PER Rolls, 32 Continuing Charges lasting 1 Turn each (Recovers Under Limited Circumstances; requires base or ammo carrier; +1 1/4) (54 Active Points); OIF Bulky (-1)	[32 cc]
16	Multipower, 40-point reserve, (40 Active Points); all slots OIF Bulky (-1), Costs Endurance (-1/2)	
2m	1) Radio Perception/Transmission (Radio Group), Tracking, MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (30 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	3
1u	2) Nightvision, MegaScale (1" = 1 km; +1/4) (6 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1
3m	3) Radar (Radio Group), +5 to PER Roll, Increased Arc Of Perception (240 Degrees), Tracking, MegaScale (1" = 10 km; +1/2) (40 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	4
1u	4) Thermalgraphics: Detect A Single Thing 14- (Unusual Group), Discriminatory, Telescopic (+2 versus Range Modifier): +2, MegaScale (1" = 1 km; +1/4), Ranged (+1/2) (24 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	2
1u	5) MaserComm: Mind Link, Machine class of minds, Any Willing Target, Number of Minds (x16) (35 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	3
1u	6) GPS And Navigation System: Navigation (Air, Land, Marine, Space) 14- (15 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	1
	Personnel	

13	LS (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (39 Active Points); OIF Bulky (-1), Costs Endurance (-1/2), Custom Modifier (Hull must be intact; -1/2)	4
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Total Powers & Skill Cost: 367

Total Cost: 471

Total Disadvantage Points: 471

ZHODANI Z-80 GRAV TANK

Val	Char	Cost	Notes
10	Size	50	Length 10.08", Width 5.04", Area 50.80" Mass 102.4 ton KB -10
60	STR	0	Lift 102.4tons; 12d6
18	DEX	24	OCV 6 DCV 0
22	BODY	2	
6	DEF	12	
4	SPD	12	Phases: 3, 6, 9, 12

Total Characteristic Cost: 86

Movement: Flight: 50" / 200"

Cost	Powers	END
	Power	
26	Endurance Reserve (250 END, 15 REC) Reserve: (40 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4) Propulsion	0
44	Contragrav Thruster Array: Flight 50", Position Shift, x4 Noncombat (110 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -1/2) Tactical	0
88	Pulse Laser: RKA 7d6+1, MegaScale (1" = 1 km; +1/4), Autofire (3 shots; +1/4), Armor Piercing (+1/2) (220 Active Points); OIF Bulky (-1), Real Weapon (-1/4), Crew-Served (2 people; -1/4)	22
37	VRF Gauss Gun: RKA 1 1/2d6, 16000 Charges (+1), Autofire (80 shots; +2 1/2) (112 Active Points); OIF Bulky (-1), Linked (???; -1/2), Real Weapon (-1/4), Limited Arc Of Fire (180 degrees; -1/4) Note: Coaxial Turret Mount	[16000]
37	VRF Gauss Gun: RKA 1 1/2d6, 8000 Charges (+1), Autofire (80 shots; +2 1/2) (112 Active Points); OIF Bulky (-1), Limited Arc Of Fire (60 degrees; Only on same horizontal level; -3/4), Real Weapon (-1/4) Note: fixed forward mount, fired by driver	[8000]

12	Advanced Fire Control Package: (Total: 23 Active Cost, 12 Real Cost) Absolute Range Sense (Real Cost: 3) plus +4 with Ranged Combat (20 Active Points); OIF Bulky (-1), Real Weapon (-1/4) (Real Cost: 9)	0
9	Point Defense Fire Control Array: Missile Deflection (Any Ranged Attack) (20 Active Points); OIF Bulky (-1), Real Armor (-1/4)	0
11	Thermal Superconducting Armor: Energy Damage Reduction, Resistant, 50%, Hardened (+1/4) (37 Active Points); Ablative BODY or STUN (-1), OIF Bulky (-1), Real Armor (-1/4) Operations	0
16	EM Masking and Stealth construction: Change Environment 1" radius, -3 to Radar PER Rolls, -3 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (40 Active Points); OIF Bulky (-1), No Range (-1/2)	0
27	Sensor Decoys: Radio Group, Nightvision and IR Perception Images 1" radius, +/-3 to PER Rolls, 32 Continuing Charges lasting 1 Turn each (Recovers Under Limited Circumstances; requires base or ammo carrier; +1 1/4) (54 Active Points); OIF Bulky (-1)	[32 cc]
11	Sensors and Commo: Multipower, 30-point reserve, (30 Active Points); all slots OIF Bulky (-1), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)	
1u	1) MaserComm: Mind Link , Machine class of minds, Any Willing Target, Number of Minds (x4) (25 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)	2
2m	2) Radio Perception/Transmission (Radio Group), Tracking, MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (30 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)	3
1u	3) Nightvision, MegaScale (1" = 1 km; +1/4) (6 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)	1
1u	4) Thermalgraphics: Detect A Single Thing 14- (Unusual Group), Discriminatory, Telescopic (+2 versus Range Modifier): +2, MegaScale (1" = 1 km; +1/4), Ranged (+1/2) (24 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)	2
1u	5) GPS And Navigation System: Navigation (Air, Land, Marine, Space) 14- (15 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)	1

2m	6) Radar (Radio Group), +4 to PER Roll, Tracking, MegaScale (1" = 1 km; +1/4) (30 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4) Personnel	3
13	LS (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (39 Active Points); OIF Bulky (-1), Costs Endurance (-1/2), Custom Modifier (Hull must be intact; -1/2)	4

Total Powers & Skill Cost: 339

Total Cost: 425

Total Disadvantage Points: 425

Traveller Starship Tech

Imperial starships in the Traveller universe are different from starships in Terran Empire or Star Trek.

Average Tech Level

The average Imperial Tech Level is 12, with a high of 15. Most Imperial worlds can sustain TL 12.

Weapons Systems

Anti Matter Missiles are advanced tech +2, standard nukes are uncommon, however detonation laser nuclear warheads see common use in space combat.

Plasma/Fusion Weapons

In Traveller Plasma and Fusion weapons have a considerable range advantage over those in Hero, and the turret weapons have a higher rate of fire.

FTL Commo

doesn't exist at all, even for theoretical applications

Screens and Forcefields

nothing on a personal level until very advanced tech levels, Ships and vehicles are limited to nuclear dampers and meson screens, and late TL-15 Black Globe Generators

AI

Very Limited AI until TL-15, then true AI becomes feasible

Tractor Beams and similar Things

very limited usage til TL-15, they become available as defensive bay weapons called repulsors at TL-13

Teleportation/Matter Transport

Advanced Tech, experimentation starting at Late TL-15, very short range and extremely bulky with a high power requirement even at high tech levels

Buying Starships

Ships without Jump Drives costs x. Ships with Jump Drives cost x.

Size and Displacement

Traveller hulls are measured in Displacement Tons (DT). The table below converts Traveller hulls by Displacement Tons into HERO Size.

Hull Size: [DT]	Size	STR	BODY	DCV	Base Cost
1	5	35	15	-3	
2	7	45	17	-4	
3	8	50	18	-5	
5	9	55	19	-6	
10	10	60	20	-6	
15	11	65	21	-7	
20	12	70	22	-8	

50	14	80	24	-9
100	15	85	25	-10
200	17	95	27	-11
400	18	100	28	-12
600	19	105	29	-12
800	20	110	30	-13
1200	21	115	31	-14
2000	22	120	32	-14
3000	23	125	33	-14
5000	24	130	34	-16
8000	25	135	35	-16
10000	25	135	35	-16
20000	27	145	37	-18
30000	28	150	38	-18
50000	29	155	39	-19
60000	29	155	39	-19
75000	30	160	40	-20
100000	30	160	40	-20
200000	32	170	42	-20
300000	33	175	43	-21
500000	34	180	44	-22
1000000	35	185	45	-22

This assumes the standard hardened steel hull (DEF 8).

The standard ship hull is a hardened steel hull, DEF 8. Selecting a different hull material affects the BODY, DEF, Credit cost, and may have other side effects.

Material	BODY	DEF	Hull Cost	Notes
Titanium alloy	+1	+1		
Light Composite	+2	+1		
Composite Laminate	+2	+2		
Crystal Iron	+5%	+3		1
Superdense	+10%	+4		1
Bonded Superdense	+20%	+8		1
Coherent Superdense	+25%	+12		1
Living Metal	+15%	+0	x3	2
Biomechanical	+0	+0	x2	2
Planetoid	+10	+10	x 1/2	3
Buffered Planetoid	+15	+15	x 2/3	3

1. May add Thermal Superconducting Armor (TSA)
2. Regenerates 1 BODY/hour
3. Cannot Enter Atmosphere

Selecting the hull shape also affects the BODY, Cost, and whether the ship can be streamlined to enter atmospheres.

Hull Type	BODY	DEF	Cost	Notes
Dispersed/Open	+4	+0	x.75	1
Needle	+3	+0	x2	2, 3(+2)
Wedge	+2	+0	x1.5	2, 3(+2)
Cylinder	+1	+0	x1.25	2, 3(+1)
Box	+1	+0	x1	2
Sphere	+0	+0	x1	2
Dome/Disk	+2	+0	x1.25	2, 3(+1)
Closed Structure	+2	+0	x1.25	1
Slab	+2	+0	x1.5	2, 3(+1)

1. Cannot Enter Atmosphere
2. Can Enter Atmosphere
3. Highly maneuverable, adds to Piloting Skill Roll

Finally, the amount of DEF varies between short-range and long-range vessels, and between civilian and military vessels.

Starship Armor Systems

TL	Armor System	DEF	A/R Cost	Price
9	Short-range	+2	6/5	2000Cr
12	Short-range	+4	9/6	3000Cr
15	Short-range	+6	12/9	4000Cr
9	Civilian	+4	9/9	9
12	Civilian	+7	9/9	9
15	Civilian	+10	9/9	9
9	Military	+10	30/	
12	Military	+15	45/	
15	Military	+20	60/	15

Power Systems

The table below summarizes the power systems commonly available for starships in the Traveller universe. Cold Fusion is the standard for starship power; there is no antimatter power system.

TravellerHERO Power Systems

Power Plant	Year	TL	END	REC	A/R Cost	Price
Cold Fusion	TBD	TBD	250	25	TBD	TBD

As a general guideline, a fusion power plant takes up x hexes (TBD).

Propulsion Systems

Traveller ships use two kinds of propulsion: Maneuver Drives for space maneuvering, and Jump Drives for interstellar travel.

TravellerHERO Propulsion

System	Year	TL	Movement	A/R Cost	Price
Maneuver Drives					
1G			30"		
2G			40"		
3G			60"		
4G			60"		
5G			60"		
6G			60"		
Jump Drives					
Jump 1			3 LY/week		
Jump 2			6 LY/week		
Jump 3			9 LY/week		
Jump 4			12 LY/week		
Jump 5			15 LY/week		
Jump 6			18 LY/week		
Notes:					

MANEUVER DRIVES

Maneuver drives are rated in the number of Gs of acceleration, and range from 1G to 6G.

TRAVELLER MANEUVER DRIVES

1G Maneuver Drive: *Flight 30"*, Position Shift (65 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4). Total Cost: 26 points.

2G Maneuver Drive: (Total: 100 Active Cost, 43 Real Cost) *Flight 40"*, Position Shift (85 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4) (Real Cost: 38) plus +5 DEX (15 Active Points); OIF Bulky (-1), Linked (Flight; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 5). Total Cost: 43 points.

3G Maneuver Drive: (Total: 159 Active Cost, 63 Real Cost) *Flight 60"*, Position Shift (125 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 50) **plus** +1 SPD (10 Active Points); OIF Bulky (-1), Linked (Compound Power; -1/2), Crew-Served (2 people; -1/4) (Real Cost: 4) **plus** +8 DEX (24 Active Points); OIF Bulky (-1), Linked (Compound Power; -1/2), Custom Modifier (Real Equipment; -1/4) (Real Cost: 9). Total Cost: 63 points.

4G Maneuver Drive: (Total: 178 Active Cost, 73 Real Cost) *Flight 60"*, Position Shift (125 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 50) **plus** +2 SPD (20 Active Points); OIF Bulky (-1), Linked (Compound Power; -1/2), Custom Modifier (Real Equipment; -1/4) (Real Cost: 7) **plus** +11 DEX (33 Active Points); Linked (Compound Power; -1/2), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4) (Real Cost: 16). Total Cost: 73 points.

5G Maneuver Drive: (Total: 194 Active Cost, 74 Real Cost) *Flight 60"*, Position Shift (125 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 50) **plus** +3 SPD (30 Active Points); OIF Bulky (-1), Linked (Compound Power; -1/2), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4) (Real Cost: 10) **plus** +13 DEX (39 Active Points); OIF Bulky (-1), Linked (Compound Power; -1/2), Crew-Served (2 people; -1/4) (Real Cost: 14). Total Cost: 74 points.

6G Maneuver Drive: (Total: 216 Active Cost, 80 Real Cost) *Flight 60"*, Position Shift (125 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4) (Real Cost: 50) **plus** +4 SPD (40 Active Points); OIF Bulky (-1), Linked (Compound Power; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 13) **plus** +17 DEX (51 Active Points); OIF Bulky (-1), Linked (Compound Power; -1/2), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4) (Real Cost: 17). Total Cost: 80 points.

JUMP DRIVES

Jump drives are a type of Displacement Drive (see *Terran Empire*, page160). The jump travels through Hyperspace from the Jump Point to the Target Point, and all jumps take 1 week (7 days). Jump drives are the only FTL drives in Traveller.

Jump Drive Accuracy Table	
Margin of Success	Distance To Target
Made by 5+	TBD
Made by 2	TBD
Made by 0	TBD

TRAVELLER JUMP DRIVES

Jump 1 Drive: Teleportation 3", MegaScale (1" = 1 light-year; +3 1/2) (27 Active Points); Extra Time (1 Hour, -3), 1 Charge which Recovers every 1 Week (-2 1/2), OIF Bulky (-1), Side Effects (Side Effect affects both character and recipient of Power's benefits; can cause misjump or damage to ship on failed skill roll; -3/4), Requires A Skill Roll (-1/2), Crew-Served (2 crew; -1/4), Difficult to Operate (-1/4)

Jump 2 Drive: Teleportation 6", MegaScale (1" = 1 light-year; +3 1/2) (54 Active Points); Extra Time (1 Hour, -3), 1 Charge which Recovers every 1 Week (-2 1/2), OIF Bulky (-1), Side Effects (Side Effect affects both character and recipient of Power's benefits; can cause misjump or damage to ship on failed skill roll; -3/4), Requires A Skill Roll (-1/2), Crew-Served (2 crew; -1/4), Difficult to Operate (-1/4)

Jump 3 Drive: Teleportation 9", MegaScale (1" = 1 lightyear; +3 1/2) (81 Active Points); Extra Time (1 Hour, -3), 1 Charge which Recovers every 1 Week (-2 1/2), OIF Bulky (-1), Side Effects (Side Effect affects both character and recipient of Power's benefits; can cause misjump or damage to ship on failed skill roll; -3/4), Requires A Skill Roll (-1/2), Crew-Served (2 crew; -1/4), Difficult to Operate (-1/4)

Jump 4 Drive: Teleportation 12", MegaScale (1" = 1 lightyear; +3 1/2) (108 Active Points); Extra Time (1 Hour, -3), 1 Charge which Recovers every 1 Week (-2 1/2), OIF Bulky (-1), Side Effects (Side Effect affects both character and recipient of Power's benefits; can cause misjump or damage to ship on failed skill roll; -3/4), Requires A Skill Roll (-1/2), Crew-Served (2 crew; -1/4), Difficult to Operate (-1/4)

Jump 5 Drive: Teleportation 15", MegaScale (1" = 1 lightyear; +3 1/2) (135 Active Points); Extra Time (1 Hour, -3), 1 Charge which Recovers every 1 Week (-2 1/2), OIF Bulky (-1), Side Effects (Side Effect affects both character and recipient of Power's benefits; can cause misjump or damage to ship on failed skill roll; -3/4), Requires A Skill Roll (-1/2), Crew-Served (2 crew; -1/4), Difficult to Operate (-1/4)

Jump 6 Drive: Teleportation 18", MegaScale (1" = 1 lightyear; +3 1/2) (162 Active Points); Extra Time (1 Hour, -3), 1 Charge which Recovers every 1 Week (-2 1/2), OIF Bulky (-1), Side Effects (Side Effect affects both character and recipient of Power's benefits; can

cause misjump or damage to ship on failed skill roll; -3/4), Requires A Skill Roll (-1/2), Crew-Served (2 crew; -1/4), Difficult to Operate (-1/4)

Weapon Systems

Traveller ships generally use Lasers and Sandcasters?

Starship Lasers

Starship lasers are the most common starship weapon in the Traveller universe. Lasers can be mounted in turrets, mounted as spinal weapons, etc.

Lasers come in 3 power levels: Low Tech (TL9), Medium Tech (TL12, Imperial Standard), and High Tech (TL15).

TL9 Turret Lasers

TL9 Lasers are an RKA 8d6 visible light laser.

BEAM LASER, 250 MW SINGLE-TURRET

Effect: RKA 8d6		
END: 54		
Range: 600,000 kilometers		
Description: This is the standard TL9 laser in a single turret.		
Cost	Powers	END
67	<i>Low Tech Beam Laser:</i> RKA 8d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (270 Active Points); OIF Bulky Fragile (-1 1/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4), Custom Modifier (High Maintenance; -1/4)	54

BEAM LASER, 250 MW TRIPLE TURRET

Effect: RKA 8d6, 3-shot autofire		
END: 60 per shot		
Range: 600,000 kilometers		
Description: This is the standard TL9 laser in a triple turret. The Active and Real Costs are the same for the Double and Triple Turret versions.		
Cost	Powers	END
75	<i>Low Tech Beam Laser:</i> RKA 8d6, Autofire (3 shots; +1/4), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Bulky Fragile (-1 1/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4), Custom Modifier (High Maintenance; -1/4)	60

TL12 Turreted Lasers

TL12 Lasers are RKA 8 1/2d6, UV (Invisible to Normal Sight).

BEAM LASER, 250 MW TL12 SINGLE-TURRET

Effect: RKA 8 1/2d6, Invisible to Normal Sight	
END: 65	

Range: 600,000 kilometers

Description: This is the standard TL12 turreted laser in a single turret.

Cost	Powers	END
118	Standard Tech Beam Laser: RKA 8 1/2d6, Invisible to Single Sense (Normal Sight; +1/4), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (325 Active Points); OIF Bulky Fragile (-1 1/4), Beam (-1/4), Real Weapon (-1/4)	32

BEAM LASER, 250 MW TL12 SINGLE-TURRET

Effect: RKA 8 1/2d6, Invisible to Normal Sight, AF (3)

END: 36 per shot

Range: 600,000 kilometers

Description: This is the standard TL12 turreted laser in a triple turret. The Real and Active Costs are the same for a double turret.

Cost	Powers	END
130	Standard Tech Beam Laser: RKA 8 1/2d6, Invisible to Single Sense (Normal Sight; +1/4), Autofire (3 shots; +1/4), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (357 Active Points); OIF Bulky Fragile (-1 1/4), Beam (-1/4), Real Weapon (-1/4)	36

TL15 Turreted Lasers

TL15 lasers are a more highly focused beam of non-visible light. They are RKA 9d6, Armor Piercing, and Invisible to Normal Sight.

BEAM LASER, 250 MW TL15 SINGLE-TURRET

Effect: RKA 9d6, Invis. to Normal Sight, AP

END: 22

Range: 600,000 kilometers

Description: This is the standard TL15 laser in a single turret.

Cost	Powers	END
172	High Tech Beam Laser: RKA 9d6, Reduced Endurance (1/2 END; +1/4), Invisible to Sight Group (+1/2), Armor Piercing (+1/2), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (472 Active Points); OIF Bulky Fragile (-1 1/4), Beam (-1/4), Real Weapon (-1/4)	22

BEAM LASER, 250 MW TL15 TRIPLE-TURRET

Effect: RKA 9d6, Invis. to Normal Sight, AP

END: 23

Range: 600,000 kilometers

Description: This is the standard TL15 laser in a triple turret; Active and Real Costs are same for double.

Cost	Powers	END
196	High Tech Beam Laser: RKA 9d6, Autofire (3 shots; +1/4), Invisible to Sight Group (+1/2), Armor Piercing (+1/2), Reduced Endurance (1/2 END; +1/2), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (540 Active Points); OIF Bulky Fragile (-1 1/4), Beam (-1/4), Real Weapon (-1/4) Note: Single 250 megawatt Beam Laser, up to 3 can be mounted in a turret	23

TL 15 POP-UP SINGLE-TURRET

Effect: RKA 9d6, Invis. to Normal Sight, AP

END: 23

Range: 600,000 kilometers

Description: This is the standard TL15 laser in a single pop-up turret. Until the turret is powered up and fired, it is not detectable on scanners.

Cost	Powers	END
144	Popup High Tech Beam Laser Turret: RKA 9d6, Reduced Endurance (1/2 END; +1/4), Armor Piercing (+1/2), Invisible to Detect, and Sight Group (energy scanners until turret is powered and fired; +3/4), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (506 Active Points); OIF Bulky Fragile (-1 1/4), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Beam (-1/4), Real Weapon (-1/4)	23

TL 15 POP-UP TRIPLE-TURRET

Effect: RKA 9d6, Invis. to Normal Sight, AP, AF(3)

END: 25

Range: 600,000 kilometers

Description: This is the standard TL15 laser in a triple pop-up turret. Until the turret is powered up and fired, it is not detectable on scanners.

Cost	Powers	END
164	Popup High Tech Beam Laser Turret: RKA 9d6, Autofire (3 shots; +1/4), Armor Piercing (+1/2), Reduced Endurance (1/2 END; +1/2), Invisible to Detect, and Sight Group (energy scanners until turret is powered and fired; +3/4), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (574 Active Points); OIF Bulky Fragile (-1 1/4), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Beam (-1/4), Real Weapon (-1/4) Note: Single 250 megawatt Beam Laser, up to 3 can be mounted in a turret	25

Laser Barbette

A laser barbette is an specially-built unmanned laser turret, using fire-control software rather than a live gunner.

LASER BARBETTE, 1200 MW TL15 SINGLE-TURRET

Effect: RKA 10d6, Armor-Piercing, Inv. to Normal Sight

END: 37

Range: 375,000 kilometers

Description: This is a 1200 megawatt laser barbette.

Cost	Powers	END
62	1,200 Megawatt Heavy Laser Barbette: RKA 10d6, Armor Piercing (+1/2), Megascall (1" = 10 km; +1/2), Increased Maximum Range (37,500"; +1/2) (375 Active Points); OAF Immobile (-2), Independent (-2), Extra Time (Full Phase, -1/2), Real Weapon (-1/4), Beam (-1/4)	37

Bay Lasers

Bay Lasers have a limited arc of fire (60-degree firing arc on the same level).

BAY LASER, TL15

Effect: RKA 10d6, Armor-Piercing, Inv. to Normal Sight
END: 104

Range: 375,000 kilometers

Description: This is a high-power laser bay.

Cost	Powers	END
150	Sniper Laser Bay-15: RKA 10d6, Armor Piercing (+1/2), Invisible to Sight Group (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (525 Active Points); OIF Bulky (-1), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Crew-Served (2 people; -1/4), Real Weapon (-1/4), Custom Modifier (60 Degree Firing Arc on same Level; -1/4)	104

Spinal-Mount Lasers

Spinal Mount lasers can only be fired in the direction the ship is traveling.

SPINAL MOUNT LASER

Effect: RKA 12d6, Armor-Piercing
END: 37

Range: 375,000 kilometers

Description: This is a high-power Spinal Mount laser.

Cost	Powers	End
90	<i>Spinal Laser Mount:</i> RKA 12d6, Armor Piercing (+1/2), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (495 Active Points); OIF Immobile (-1 1/2), Extra Time (1 Turn (Post-Segment 12), -1 1/4), Crew-Served ([9-16] people; -1), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4)	98

Point Defense Laser Array

Point Defense Lasers are not as powerful as the standard laser, but they are extremely accurate, since their main job is destroying incoming missiles.

POINT DEFENSE LASER ARRAY

Effect: RKA 5d6, AF (10 shots), +10 OCV, Missile Deflection

END: 17/shot

Range: 375,000 kilometers

Description: This is point defense laser array.

Cost	Powers	END
92	<i>Quadpulse Point Defense Laser Array:</i> (Total: 199 Active Cost, 92 Real Cost) RKA 5d6, MegaScale (1" = 1 km; +1/4), Autofire (10 shots; +1) (169 Active Points); OIF Bulky (-1), Real Weapon (-1/4) (Real Cost: 75) plus +10 with any single attack with one specific weapon (Real Cost: 10) plus Missile Deflection (Any Ranged Attack) (20 Active Points); OIF Bulky (-1), Linked (RKA; -1/2), Real Armor (-1/4) (Real Cost: 7)	17

Meson Guns

Meson Guns fire subatomic particles known as mesons, a characteristic which allows them to penetrate armor but not energy shields.

Meson Bay Weapons

50-TON MESON GUN BAY

Effect: RKA 8 1/2d6, AVL D (Energy Screens)
END: 124

Range: 375,000 kilometers

Description: This is a 50-ton meson gun bay.

Cost	Powers	END
169	<i>50 Ton Meson Gun Bay:</i> (Total: 638 Active Cost, 169 Real Cost) RKA 8 1/2d6, Area Of Effect (182" Line; +1), MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4), AVL D (Screens or Force Fields; +1 1/2) (585 Active Points); OIF Bulky (-1), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (Cannot be used in atmospheres; -1/2), Custom Modifier (60 degree firing arc on same level; -1/2), Crew-Served (2 people; -1/4), Real Weapon (-1/4) (Real Cost: 146) plus Suppress 4d6, MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (40 Active Points); OIF Bulky (-1), Linked (Meson Beam; -1/2), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (60 degree firing arc on same level; -1/2), Crew-Served (2 people; -1/4), Real Weapon (-1/4) (Real Cost: 10) plus +4 with any single attack with one specific weapon (Real Cost: 4) plus Penalty Skill Levels: +6 vs. Range Modifier with a single attack (Real Cost: 9)	124

100-TON MESON GUN BAY

Effect: RKA 10 1/2d6, AVL D (Energy Screens)
END: 154

Range: 375,000 kilometers

Description: This is a 100-ton Meson Gun Bay.

Cost	Powers	END
205	<i>100 Ton Meson Gun Bay:</i> (Total: 783 Active Cost, 205 Real Cost) RKA 10 1/2d6, Area Of Effect (224" Line; +1), MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4), AVL D (Screens or Force Fields; +1 1/2) (720 Active Points); OIF Bulky (-1), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (Cannot be used in atmospheres; -1/2), Custom Modifier (60 degree firing arc on same level; -1/2), Crew-Served (2 people; -1/4), Real Weapon (-1/4) (Real Cost: 180) plus Suppress 5d6, MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (50 Active Points); OIF Bulky (-1), Linked (Meson Beam; -1/2), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (60 degree firing arc on same level; -1/2), Crew-Served (2 people; -1/4), Real Weapon (-1/4) (Real Cost: 12) plus +4 with any single attack with one specific weapon (Real Cost: 4) plus Penalty Skill Levels: +6 vs. Range Modifier with a single attack (Real Cost: 9)	154

Spinal Meson Guns

LIGHT SPINAL MESON GUN

Effect: RKA 13d6, NND (Does BODY) plus 5d6 Suppress Electronics
END: 144
Range: 30 million kilometers
Description: Put writeup here.

Cost	Powers	END
148	Light Spinal Meson Gun: (Total: 728 Active Cost, 148 Real Cost) RKA 13d6, NND ([Standard]; Meson Screens or Black Globes; +1), MegaScale (1" = 10,000 km; +1 1/4) (634 Active Points); OIF Immobile (-1 1/2), Crew-Served ([17-32] people; -1 1/4), Limited Arc Of Fire (Only on same horizontal level; -1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4) (Real Cost: 101) plus Suppress 5d6, Variable Special Effects (Any SFX; All Unshielded Electronics; +1/2), NND ([Standard]; Meson Screens or Black Globes; +1), MegaScale (1" = 10,000 km; +1 1/4) (94 Active Points); Custom Modifier (Linked to Spinal Meson Gun; -1/2), Increased Endurance Cost (x2 END; -1/2) (Real Cost: 47)	144

MEDIUM SPINAL MESON GUN

Effect: RKA 15d6, NND (Does BODY) plus 6d6 Suppress Electronics
END: 148
Range: 30 million kilometers
Description: Put writeup here.

Cost	Powers	END
149	Medium Spinal Meson Gun: (Total: 750 Active Cost, 149 Real Cost) RKA 15d6, MegaScale (1" = 1,000 km; +1), Area Of Effect (180" Line; +1) (675 Active Points); OIF Immobile (-1 1/2), Crew-Served ([17-32] people; -1 1/4), Limited Arc Of Fire (Only on same horizontal level; -1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Increased Endurance Cost (x2 END; -1/2) (Real Cost: 112) plus Suppress 6d6, Variable Special Effects (Any SFX; All Unshielded Electronics; +1/2), MegaScale (1" = 1,000 km; +1) (75 Active Points); Custom Modifier (Linked to Spinal Meson Gun; -1/2), Increased Endurance Cost (x2 END; -1/2) (Real Cost: 37)	148

HEAVY SPINAL MESON GUN

Effect: RKA 18d6, NND (Does BODY) plus 8d6 Suppress Electronics
END: 206
Range: 30 million kilometers
Description: Put writeup here.

Cost	Powers	END
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215	Heavy Spinal Meson Gun: (Total: 1027 Active Cost, 215 Real Cost) RKA 18d6, NND ([Standard]; Meson Screens or Black Globes; +1), MegaScale (1" = 10,000 km; +1 1/4) (877 Active Points); OIF Immobile (-1 1/2), Crew-Served ([17-32] people; -1 1/4), Limited Arc Of Fire (Only on same horizontal level; -1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4) (Real Cost: 140) plus Suppress 8d6, Variable Special Effects (Any SFX; All Unshielded Electronics; +1/2), NND ([Standard]; Meson Screens or Black Globes; +1), MegaScale (1" = 10,000 km; +1 1/4) (150 Active Points); Custom Modifier (Linked to Spinal Meson Gun; -1/2), Increased Endurance Cost (x2 END; -1/2) (Real Cost: 75)	206
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TYPE T SPINAL MESON GUN

Effect: RKA 13d6+1, NND (Does BODY)
END: 180
Range: 30 million kilometers
Description: Put writeup here.

156	Type T Spinal Meson Gun: RKA 13d6+1, NND ([Standard]; Forcefield or meson screen; +1), Does BODY (+1), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down (+1/4) (900 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), Limited Arc Of Fire (One hex row; Only on same horizontal level; -1), OIF Bulky (-1), Crew-Served ([9-16] people; -1), Increased Endurance Cost (x2 END; -1/2)	180
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Particle Accelerators

Particle Accelerator weapons fire subatomic particles at high speeds, but the speeds are only possible in space. They cannot be used in an atmosphere.

50-TON PARTICLE ACCELERATOR BAY

Effect: RKA 13d6+1, NND (Does BODY)
END: 180
Range: 30 million kilometers
Description: Put writeup here.

Cost	Powers	END
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120 50 Ton PAW Bay: (Total: 443 Active Cost, 120 Real Cost) RKA 8 1/2d6, Area Of Effect (104" Line; +1), MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (390 Active Points); OIF Bulky (-1), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (Cannot be used in atmospheres; -1/2), Custom Modifier (60 degree firing arc on same level; -1/2), Crew-Served (2 people; -1/4), Real Weapon (-1/4) (Real Cost: 97) plus Suppress 4d6, MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (40 Active Points); OIF Bulky (-1), Linked (Meson Beam; -1/2), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (60 degree firing arc on same level; -1/2), Crew-Served (2 people; -1/4), Real Weapon (-1/4) (Real Cost: 10) plus +4 with any single attack with one specific weapon (Real Cost: 4) plus Penalty Skill Levels: +6 vs. Range Modifier with a single attack (Real Cost: 9)

143 100 Ton PAW Bay: (Total: 533 Active Cost, 143 Real Cost) RKA 10 1/2d6, Area Of Effect (128" Line; +1), MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (480 Active Points); OIF Bulky (-1), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (Cannot be used in atmospheres; -1/2), Custom Modifier (60 degree firing arc on same level; -1/2), Crew-Served (2 people; -1/4), Real Weapon (-1/4) (Real Cost: 120) plus Suppress 4d6, MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (40 Active Points); OIF Bulky (-1), Linked (Meson Beam; -1/2), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (60 degree firing arc on same level; -1/2), Crew-Served (2 people; -1/4), Real Weapon (-1/4) (Real Cost: 10) plus +4 with any single attack with one specific weapon (Real Cost: 4) plus Penalty Skill Levels: +6 vs. Range Modifier with a single attack (Real Cost: 9) 104

106 Particle Accelerator Barbette: (Total: 328 Active Cost, 106 Real Cost) RKA 6 1/2d6, Area Of Effect (80" Line; +1), MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Bulky (-1), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (Cannot be used in atmospheres; -1/2), Real Weapon (-1/4) (Real Cost: 92) plus Suppress 2d6, MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (20 Active Points); OIF Bulky (-1), Linked (Meson Beam; -1/2), Increased Endurance Cost (x2 END; -1/2), Real Weapon (-1/4) (Real Cost: 6) plus +2 with any single attack with one specific weapon (Real Cost: 2) plus Penalty Skill Levels: +4 vs. Range Modifier with a single attack (Real Cost: 6) 64

121 Light Spinal Particle Accelerator: (Total: 647 Active Cost, 121 Real Cost) RKA 13d6, MegaScale (1" = 1,000 km; +1), Area Of Effect (156" Line; +1) (585 Active Points); OIF Immobile (-1 1/2), Crew-Served ([17-32] people; -1 1/4), Limited Arc Of Fire (180 degrees; Only on same horizontal level; -1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (cannot be used in atmospheres; -1/2) (Real Cost: 90) plus Suppress 5d6, Variable Special Effects (Any SFX; All Unshielded Electronics; +1/2), MegaScale (1" = 1,000 km; +1) (62 Active Points); Custom Modifier (Linked to Spinal Meson Gun; -1/2), Increased Endurance Cost (x2 END; -1/2) (Real Cost: 31) 128

156 Medium Spinal Particle Accelerator: (Total: 780 Active Cost, 156 Real Cost) RKA 15d6, MegaScale (1" = 1,000 km; +1), NND (Meson Screens or Forcefields; +1) (675 Active Points); OIF

Immobile (-1 1/2), Crew-Served ([17-32] people; -1 1/4), Limited Arc Of Fire (180 degrees; Only on same horizontal level; -1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (cannot be used in atmospheres; -1/2) (Real Cost: 104) plus Suppress 6d6, Variable Special Effects (Any SFX; All Unshielded Electronics; +1/2), MegaScale (1" = 1,000 km; +1), NND (Meson Screens or Forcefields; +1) (105 Active Points); Custom Modifier (Linked to Spinal Meson Gun; -1/2), Increased Endurance Cost (x2 END; -1/2) (Real Cost: 52) 154

190 Heavy Spinal Particle Accelerator: (Total: 987 Active Cost, 190 Real Cost) RKA 18d6, Area Of Effect (242" Line; +1), MegaScale (1" = 10,000 km; +1 1/4) (877 Active Points); OIF Immobile (-1 1/2), Crew-Served ([17-32] people; -1 1/4), Limited Arc Of Fire (180 degrees; Only on same horizontal level; -1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (cannot be used in atmospheres; -1/2) (Real Cost: 135) plus Suppress 8d6, Variable Special Effects (Any SFX; All Unshielded Electronics; +1/2), MegaScale (1" = 10,000 km; +1 1/4) (110 Active Points); Custom Modifier (Linked to Spinal Meson Gun; -1/2), Increased Endurance Cost (x2 END; -1/2) (Real Cost: 55) 198

Fusion Guns

123 Dual Fusion Gun Turret-12: RKA 6 1/2d6, Area Of Effect Nonselective (One Hex; +1/4), Armor Piercing (+1/2), MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4), Autofire (2 shots; +1 1/4) (400 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Real Weapon (-1/4), Reduced By Range (-1/4) 40

Plasma Guns

79 50 Ton Plasma Gun Bay-12: RKA 9 1/2d6, Area Of Effect Nonselective (One Hex; +1/4), Armor Piercing (+1/2), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (435 Active Points); OAF Bulky (-1 1/2), Extra Time (1 Turn (Post-Segment 12), -1 1/4), Increased Endurance Cost (x2 END; -1/2), Custom Modifier (Limited Arc of Fire, 2 Hexsides; -1/2), Crew-Served (2 people; -1/4), Real Weapon (-1/4), Reduced By Range (-1/4) Note: Maximum Range of 39,000 KM 86

Missiles

The most common.

127 5 Ton Missile Pod: RKA 6 1/2d6, 125 Charges (Recovers Under Limited Circumstances; Base or Tender to Reload Pods, cannot be loaded from inside the ship; +1/4), Explosion (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4), Autofire (5 shots; +1 1/2) (475 Active Points); OIF Immobile (-1 1/2), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4), Crew-Served (2 people; -1/4) Note: standard space combat missile, with either kinetic energy (KE) or High Explosive Warhead. If KE, its an AP attack instead of explosive, pods are mounted in cargo bays or small craft bays [125]

156 Small Missile Bay: RKA 8d6, Explosion (+1/2), 1000 Charges (Recovers Under Limited Circumstances; requies base or tender to reload; +1), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4), Autofire (20 shots; +2 1/2) (780 Active Points); OIF Immobile (-1 1/2), Extra Time (1 Turn (Post-

Segment 12), -1 1/4), Crew-Served ([3-4] people; -1/2), Limited Arc Of Fire (180 degrees; -1/2), Real Weapon (-1/4) [1000]

LIGHT MISSILE RACK

Effect: RKA 6½d6 Explosion

Shots: ##

Range: 1,500,000 kilometers

Put writeup here.

80 *Light Missile Rack*: RKA 6 1/2d6, Explosion (+1/2), [6] MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Bulky (-1), 6 Charges (-3/4), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4)

Note: standard space combat missile, with either kinetic energy or High Explosive Warhead. If KE, its an AP attack instead of explosive.

Defense Systems

Traveller starship defenses are xx.

SANDCASTER LAUNCHER

Effect: 50% Resistant Physical and Energy Damage Reduction

END: 8

Range: 600,000 kilometers

Put writeup here.

16 *Sandcaster Launcher*: (Total: 74 Active Cost, 16 Real Cost) Energy Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+1/4) (37 Active Points); OIF Bulky Fragile (-1 1/4), Ablative BODY or STUN (-1), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Real Armor (-1/4), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 8) **plus** Physical Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+1/4) (37 Active Points); OIF Bulky Fragile (-1 1/4), Ablative BODY or STUN (-1), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Real Armor (-1/4), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 8)

MESON SCREEN

26 *Meson Screen*: (Total: 120 Active Cost, 26 Real Cost) Physical Damage Reduction, Resistant, 75% (60 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only stops damage from Meson weapons and radiation effects; -1), Crew-Served ([3-4] people; -1/2), Costs Endurance (-1/2) (Real Cost: 13) **plus** Energy Damage Reduction, Resistant, 75% (60 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only stops damage from Meson weapons and radiation effects; -1), Crew-Served ([3-4] people; -1/2), Costs Endurance (-1/2) (Real Cost: 13) *Note: Available in 3 sizes, 25,50,75 12*

26 *Nuclear Damper*: (Total: 120 Active Cost, 26 Real Cost) Physical Damage Reduction, Resistant, 75% (60 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only stops damage from nuclear weapons and radiation effects; -1), Crew-Served ([3-4] people; -1/2), Costs Endurance (-1/2) (Real Cost: 13) **plus** Energy Damage Reduction, Resistant, 75% (60 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only stops damage from

nuclear weapons and radiation effects; -1), Crew-Served ([3-4] people; -1/2), Costs Endurance (-1/2) (Real Cost: 13) *Note: Available in 3 sizes, 25,50, 75 12*

Operations Systems

Systems.

Computers

List of computers.

Sensors

Sensors in Traveller do not use a VPP, as the sensor systems are fixed and configurable on the fly.

Meson communications becomes available at TL15.

Sensor Packages

Traveller sensor packages are divided into active and passive sets.

The Active Arrays can have a range of anywhere from 3,000 to 480,000 kilometers

And consists of a variety of active and passive sensor emitters, making it a much more sophisticated

Version of Radar.[Radar, Lidar, Sonar]

Passive sensor arrays, use large antennae to detect any electromagnetic emanations from a potential target.

These are extremely sophisticated and precise

sensors.[High Res Thermal, Densitometers, and Neural Activity Sensors are all passive.

31 1) Sensor Probes and Recon Drones: Clairsentience (Sight Group And Radar), x2 Range (1230"), 2 Perception Points, Telescopic (+1 versus Range Modifier), Tracking, Transmit, 4 Continuing Charges lasting 6 Hours each (+3/4), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (140 Active Points); OIF Immobile (-1 1/2), Fixed Perception Point (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Concentration (1/2 DCV; -1/4), Crew-Served (2 people; -1/4)

21 Sensor and Commo Package: Multipower, 75-point reserve, (75 Active Points); all slots OIF Immobile (-1 1/2), Crew-Served ([3-4] people; -1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2)

4m 1) Radar (Radio Group), +2 to PER Roll, Telescopic (+3 versus Range Modifier), Tracking, MegaScale (1" = 1 million km; +1 3/4), Can Be Scaled Down 1" = 1km (+1/4) (75 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Crew-Served ([3-4] people; -1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2)

2m 2) Neutrino Sensor: Detect A Single Thing

9- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, MegaScale (1" = 100,000 km; +1 1/2) (45 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Crew-Served ([3-4] people; -1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2)

1u 3) Optical telescopes: +7 PER with Sight Group (14 Active Points); OIF Immobile (-1 1/2), Crew-Served ([3-4] people; -1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2)

1u 4) IR Perception (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+3 versus Range Modifier), Tracking, MegaScale (1" = 1 million km; +1 3/4), Can Be Scaled Down 1" = 1km (+1/4) (54 Active Points); OIF Immobile (-1 1/2), Crew-Served ([3-4] people; -1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)

1u 5) Laser/Maser Comm System: Mind Link , Machine class of minds, Any Willing Target, Any distance, Number of Minds (x128) (55 Active Points); OIF Immobile (-1 1/2), Crew-Served ([3-4] people; -1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)

1u 6) Densitometer: Detect A Single Thing 9- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, MegaScale (1" = 10,000 km; +1 1/4) (40 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Crew-Served ([3-4] people; -1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2)

1u 7) Radio Perception/Transmission (Radio Group), MegaScale (1" = 1 million km; +1 3/4), Can Be Scaled Down 1" = 1km (+1/4) (30 Active Points); OIF Immobile (-1 1/2), Crew-Served ([3-4] people; -1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)

2u Meson Communicator: Mind Link , Machine class of minds, Any Willing Target, No LOS Needed, Number of Minds (x32), Difficult To Dispel (x2 Active Points; +1/4), Indirect (Same origin, always fired away from attacker; +1/4) (75 Active Points); OIF Immobile (-1 1/2), Only With Others Who Have Mind Link (-1), Crew-Served ([3-4] people; -1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)

Communications

Meson communications becomes available at TL15.

There is no FTL communications of any kind.

Electronic Warfare

TBD

Flight Control

TBD

Personnel Systems

Life Support

- | | | |
|----|---|---|
| 10 | <i>Ships Life Support System:</i> LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); OIF Bulky (-1), Costs Endurance (-1/2), Custom Modifier (LS System requires extra maintenance or the air filtration systems go sour after 2 weeks; -1/2) | 3 |
|----|---|---|

Environmental Systems

- | | | |
|----|--|---|
| 12 | <i>Ships Environmental Systems:</i> Change Environment 64" radius (35 Active Points); OIF Bulky (-1), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1) | 3 |
|----|--|---|

Starships

This chapter includes some of the standard Traveller starships, converted to HERO. For more information on these ships, see *CT Book 2 - Starships*.

Commercial Starships

TYPE A FREE TRADER VERSION 2

Val	Char	Cost	Notes
16	Size	80	Length 40.32", Width 20.16", Area 812.75" Mass 6.6 kton KB -16
90	STR	0	Lift 6.6ktons; 18d6
10	DEX	0	OCV 3 DCV -7
26	BODY	0	
12	DEF	18	
2	SPD	0	Phases: 6, 12

Total Characteristic Cost: 84

Movement: Flight: 30" / 60"
Teleportation: 3" / 6"

Cost	Powers	END
	Tactical Section, Single Mixed Triple Turret Mounted Dorsally, can mount a second turret ventrally	
60	1) <i>Beam Laser</i> : RKA 8d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (270 Active Points); OIF Bulky Fragile (-1 1/4), Crew-Served ([5-8] people; 3 batteries with 2 crew per battery; -3/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4) Note : 250MW Beam Laser	54
70	2) <i>Light Missile Rack</i> : RKA 6 1/2d6, Explosion (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Immobile (-1 1/2), 6 Charges (-3/4), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) Note : standard space combat missile, with either kinetic energy or High Explosive WarheadIF KE, its an AP attack instead of explosive	[6]

12	3) <i>Sandcaster Launcher</i> : (Total: 60 Active Cost, 12 Real Cost) Energy Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) plus Physical Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) Note : mounted in turret	[12 cc]
3	1) <i>Jump 1 Drive</i> : Teleportation 3", MegaScale (1" = 1 lightyear; +3 1/2) (27 Active Points); 1 Charge which Recovers every 1 Week (-2 1/2), Extra Time (1 Hour, Only to Activate, -1 1/2), OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (possible misjump if using unrefined fuel; -1/2), Custom Modifier (cannot be used safely inside a gravity well; -1/2), Custom Modifier (No Non Combat Multiple; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4)	[1]
26	2) <i>1G Maneuver Drive</i> : Flight 30", Position Shift (65 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4)	0
103	3) <i>Ships Fusion Power Plant</i> : Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0
25	4) <i>Emergency generators and batteries</i> : Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0
9	5) <i>Ships Environmental Systems</i> : Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3

9	6) <i>Ships Life Support System</i> : LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/ Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4) Command Section	3
23	1) <i>Basic Bridge</i> : (Total: 42 Active Cost, 23 Real Cost) +2 with Combat Piloting (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 6) plus +2 with All Combat (16 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 9) plus +2 with Security Systems (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 4) Defenses and Electronics	6
4	1) +4 DEF (12 Active Points); OIF Immobile (-1 1/2), Ablative BODY Only (-1/2), Real Armor (-1/4)	
11	Multipower, 40-point reserve, (40 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	
1u	1) Radar (Radio Group), Increased Arc Of Perception (360 Degrees), MegaScale (1" = 1,000 km; +1) (40 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	4
1u	2) <i>Optical telescopes</i> : +5 PER with Sight Group and HRRP (15 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	1
1u	3) IR Perception (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+1 versus Range Modifier): +1, MegaScale (1" = 100,000 km; +1 1/2) (27 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	3
1u	4) <i>Laser/Maser Comm System</i> : Mind Link , Machine class of minds, Any Willing Target, Any distance, Number of Minds (x2) (25 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	2

1u	5) HRRP (Radio Group), MegaScale (1" = 1,000 km; +1) (24 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) Vehicles	2
19	1) <i>Closed Air Raft</i> : Custom Power (19 Active Points) Note : Can Carry any Half Displacement Ton Vehicle	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading (x100)

Skills**Skills/Laboratories**

2	<i>Ships Sick Bay</i> : +3 with Paramedics (6 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
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Total Powers & Skill Cost: 401**Total Cost: 485****200+ Disadvantages**

0	Custom Disadvantage Note : Captain/Pilot.. Navigator, Sensor/Commo, Steward, 2 Engineers, 10 Staterooms, 5 Low Berths, 68 Tons Cargo
15	Distinctive Features: Standard Free Trader Design (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
270	Experience Points

Total Disadvantage Points: 485**TYPE A2 FAR TRADER**

The Type A2 Far Trader is a TL11 commercial starship, built using a standard 200-ton displacement hull. The A2 is a common sight throughout Imperial space, designed as a small, compact merchant vessel.

Standard crew is 6 personnel (1 Command, 1 Engineering, 2 Gunnery, 1 Medical, and 1 Steward). The standard model has 8 large staterooms and 10 cold-sleep births. It has a 51-ton cargo hold, and carries one 4-ton displacement Air/Raft in an internal compartment.

It's purchase value new is MCr82.8.

Val	Char	Cost	Notes
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16	Size	80	Length 40.32", Width 20.16", Area 812.75" Mass 6.6 kton KB -16
90	STR	0	Lift 6.6ktons; 18d6
10	DEX	0	OCV 3 DCV -7
26	BODY	0	
12	DEF	18	
2	SPD	0	Phases: 6, 12

Total Characteristic Cost: 84

Movement: **Flight: 30" / 60"**
Teleportation: 6" / 12"

Cost	Powers	END
	Tactical Section, Single Mixed Triple Turret Mounted Dorsally, can mount a second turret ventrally	
60	1) <i>Beam Laser</i> : RKA 8d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (270 Active Points); OIF Bulky Fragile (-1 1/4), Crew-Served ([5-8] people; 3 batteries with 2 crew per battery; -3/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4) Note : 250MW Beam Laser	54
70	2) <i>Light Missile Rack</i> : RKA 6 1/2d6, Explosion (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Immobile (-1 1/2), 6 Charges (-3/4), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) Note : standard space combat missile, with either kinetic energy or High Explosive WarheadIF KE, its an AP attack instead of explosive	[6]
12	3) <i>Sandcaster Launcher</i> : (Total: 60 Active Cost, 12 Real Cost) Energy Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) plus Physical Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) Note : mounted in turret Engineering Section	[12 cc]

6	1) <i>Jump 2 Drive</i> : Teleportation 6", MegaScale (1" = 1 lightyear; +3 1/2) (54 Active Points); 1 Charge which Recovers every 1 Week (-2 1/2), Extra Time (1 Hour, Only to Activate, -1 1/2), OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (possible misjump if using unrefined fuel; -1/2), Custom Modifier (cannot be used safely inside a gravity well; -1/2), Custom Modifier (No Non Combat Multiple; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4)	[1]
26	2) <i>1G Maneuver Drive</i> : Flight 30", Position Shift (65 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4)	0
103	3) <i>Ships Fusion Power Plant</i> : Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0
25	4) <i>Emergency generators and batteries</i> : Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0
9	5) <i>Ships Environmental Systems</i> : Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3
9	6) <i>Ships Life Support System</i> : LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/ Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3
	Command Section	
23	1) <i>Basic Bridge</i> : (Total: 42 Active Cost, 23 Real Cost) +2 with Combat Piloting (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 6) plus +2 with All Combat (16 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 9) plus +2 with Security Systems (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 4)	6
	Defenses and Electronics	
4	1) +4 DEF (12 Active Points); OIF Immobile (-1 1/2), Ablative BODY Only (-1/2), Real Armor (-1/4)	

- 11 Multipower, 40-point reserve, (40 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 1) Radar (Radio Group), Increased Arc Of Perception (360 Degrees), MegaScale (1" = 1,000 km; +1) (40 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 4
- 1u 2) *Optical telescopes*: +5 PER with Sight Group and HRRP (15 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 1
- 1u 3) IR Perception (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+1 versus Range Modifier): +1, MegaScale (1" = 100,000 km; +1 1/2) (27 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 3
- 1u 4) *Laser/Maser Comm System*: Mind Link , Machine class of minds, Any Willing Target, Any distance, Number of Minds (x2) (25 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 2
- 1u 5) HRRP (Radio Group), MegaScale (1" = 1,000 km; +1) (24 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 2
- Vehicles
- 19 1) *Closed Air Raft*: Custom Power (19 Active Points) 0
Note: Can Carry any Half Displacement Ton Vehicle

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 Speed Reading (x100)

Skills

Skills/Laboratories

- 2 *Ships Sick Bay*: +3 with Paramedics (6 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)

Total Powers & Skill Cost: 404

Total Cost: 488

200+ Disadvantages

- 0 Custom Disadvantage **Note:** Captain/Pilot.. Navigator, Sensor/Commo, Steward, 2 Engineers, 10 Staterooms, 5 Low Berths, 49 Tons Cargo
- 15 Distinctive Features: Standard Far Trader Design (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 273 Experience Points

Total Disadvantage Points: 488

TYPE A3 FAT TRADER VERSION 2

Val	Char	Cost	Notes
18	Size	90	Length 64.00", Width 32.00", Area 2048.00" Mass 26.2 kton KB -18
100	STR	0	Lift 26.2ktons; 20d6
10	DEX	0	OCV 3 DCV -9
28	BODY	0	
12	DEF	18	
2	SPD	0	Phases: 6, 12

Total Characteristic Cost: 94

Movement: **Flight: 30" / 60"**
Teleportation: 3" / 6"

Cost	Powers	END
	Tactical Section, Single Mixed Triple Turret Mounted Dorsally, can mount up to 4 Turrets	
60	1) <i>Beam Laser</i> : RKA 8d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (270 Active Points); OIF Bulky Fragile (-1 1/4), Crew-Served ([5-8] people; 3 batteries with 2 crew per battery; -3/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4) Note : 250MW Beam Laser	54
70	2) <i>Light Missile Rack</i> : RKA 6 1/2d6, Explosion (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Immobile (-1 1/2), 6 Charges (-3/4), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) Note : standard space combat missile, with either kinetic energy or High Explosive WarheadIF KE, its an AP attack instead of explosive	[6]
12	3) <i>Sandcaster Launcher</i> : (Total: 60 Active Cost, 12 Real Cost) Energy Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) plus Physical Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) Note : mounted in turret	[12 cc]
	Engineering Section	

3	1) <i>Jump 1 Drive</i> : Teleportation 3", MegaScale (1" = 1 lightyear; +3 1/2) (27 Active Points); 1 Charge which Recovers every 1 Week (-2 1/2), Extra Time (1 Hour, Only to Activate, -1 1/2), OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (possible misjump if using unrefined fuel; -1/2), Custom Modifier (cannot be used safely inside a gravity well; -1/2), Custom Modifier (No Non Combat Multiple; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4)	[1]
26	2) <i>1G Maneuver Drive</i> : Flight 30", Position Shift (65 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4)	0
103	3) <i>Ships Fusion Power Plant</i> : Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0
25	4) <i>Emergency generators and batteries</i> : Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0
9	5) <i>Ships Environmental Systems</i> : Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3
9	6) <i>Ships Life Support System</i> : LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/ Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3
	Command Section	
23	1) <i>Basic Bridge</i> : (Total: 42 Active Cost, 23 Real Cost) +2 with Combat Piloting (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 6) plus +2 with All Combat (16 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 9) plus +2 with Security Systems (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 4)	6
	Defenses and Electronics	
4	1) +4 DEF (12 Active Points); OIF Immobile (-1 1/2), Ablative BODY Only (-1/2), Real Armor (-1/4)	

- 11 Multipower, 40-point reserve, (40 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 1) Radar (Radio Group), Increased Arc Of Perception (360 Degrees), MegaScale (1" = 1,000 km; +1) (40 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 4
- 1u 2) *Optical telescopes*: +5 PER with Sight Group and HRRP (15 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 1
- 1u 3) IR Perception (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+1 versus Range Modifier): +1, MegaScale (1" = 100,000 km; +1 1/2) (27 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 3
- 1u 4) *Laser/Maser Comm System*: Mind Link , Machine class of minds, Any Willing Target, Any distance, Number of Minds (x2) (25 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 2
- 1u 5) HRRP (Radio Group), MegaScale (1" = 1,000 km; +1) (24 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 2
- Vehicles
- 12 1) *Launch in Open Cradle*: Custom Power (12 Active Points) **Note**: some ships carry a lifeboat instead of the launch 0

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 Speed Reading (x100)

Skills

Skills/Laboratories

- 2 *Ships Sick Bay*: +3 with Paramedics (6 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)

Total Powers & Skill Cost: 394**Total Cost: 488****200+ Disadvantages**

- 0 Custom Disadvantage **Note**: Captain, Pilot.. Navigator, Sensor Op, Commo Op, Steward, 2 Medics, 2 Engineers, 13 Staterooms, 8 Low Berths, 165 Tons Cargo
- 15 Distinctive Features: Standard Fat Trader Design (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 273 Experience Points

Total Disadvantage Points: 488

CUTTER MODULE

Val	Char	Cost	Notes
13	Size	65	Length 20.16", Width 10.08", Area 203.19" Mass 819.2 ton KB -13
105	STR	0	Lift 52.4ktons; 21d6
5	DEX	-30	OCV 2 DCV -6
23	BODY	0	
5	DEF	9	
0	SPD	-10	Phases: (none)

Total Characteristic Cost: 34

Movement: **Running: 6" / 12"**
 Swimming: 2" / 4"
 Flight: 40" / 80"
 Tunneling: 2" / 4"

Cost	Powers	END
	Power Systems	
17	<i>Internal Power Supply:</i> Endurance Reserve (150 END, 10 REC) Reserve: (25 Active Points); OIF Bulky (-1)	0
	Propulsion Systems	
43	<i>4G Maneuver Drive:</i> (Total: 100 Active Cost, 43 Real Cost) Flight 40", Position Shift (85 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4) (Real Cost: 38) plus +5 DEX (15 Active Points); OIF Bulky (-1), Linked (???; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 5)	0
	Operations Systems	
11	<i>Sensors and Commo:</i> Multipower, 30-point reserve, (30 Active Points); all slots OIF Bulky (-1), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)	
1u	1) <i>Laser/Maser Comm:</i> Mind Link, Machine class of minds, Any Willing Target, Any distance (20 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), Extra Time (Delayed Phase, -1/4), Costs Endurance (Only Costs END to Activate; -1/4)	2
1u	2) HRRP (Radio Group), +3 to PER Roll, MegaScale (1" = 1,000 km; +1) (30 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)	3
1m	3) <i>Optical Telescope Arrays:</i> +10 versus Range Modifier for Sight Group (15 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)	1
1u	4) Radar (Radio Group), MegaScale (1" = 1,000 km; +1) (30 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)	3
	Personnel Systems	

8	<i>Internal Life Support:</i> LS (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/ Vacuum; Self-Contained Breathing) (19 Active Points); OIF Bulky (-1), Costs Endurance (-1/2)	2
	Options	
9	1) <i>Passenger and Cargo Module:</i> +20 STR (20 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4) Note: Can Carry 24 passengers or 24 displacement tons of cargo, depending on the cargo carried, a simple 30 ton cargo box can be carried instead	2
8	2) <i>Assault Boat Module:</i> (Total: 20 Active Cost, 8 Real Cost) Tunneling 2" through 2 DEF material (10 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), OIF Bulky (-1), Custom Modifier (only to dig 2 foxholes; -1/2) (Real Cost: 3) plus +10 STR (10 Active Points); OIF Bulky (-1) (Real Cost: 5)	1
10	3) <i>Fuel Skimming and Refining Module:</i> Minor Transform 6d6 (unrefined hydrogen or water into refined fuel) (60 Active Points); Extra Time (6 Hours, -3 1/2), OIF Bulky (-1), Crew-Served (2 people; -1/4) Note: capacity for 26 tons of fuel	6
78	4) <i>Gunship Pod- Beam Laser:</i> RKA 7d6+1, Autofire (3 shots; +1/4), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (275 Active Points); OIF Bulky (-1), Crew-Served ([3-4] people; -1/2), Custom Modifier (Cannot fire below or to rear; -1/2), Beam (-1/4), Real Weapon (-1/4)	27
135	5) <i>Gunship Pod- Missile:</i> RKA 8d6, 16 Charges (+0), Armor Piercing (+1/2), Explosion (+1/2), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4), Autofire (3 shots; +1 1/4) (540 Active Points); OIF Bulky Expendable (Difficult to obtain new Focus; must reload at ship or base; -1 1/4), Crew-Served ([3-4] people; -1/2), Activation Roll 14- (-1/2), Custom Modifier (Cannot fire below or to rear; -1/2), Real Weapon (-1/4)	[16]
13	6) <i>Zero G Mining Module:</i> (Total: 30 Active Cost, 13 Real Cost) Extra Limb (1) (5 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4) (Real Cost: 2) plus Detect A Large Class Of Things 14- (Unusual Group), Discriminatory, Analyze (25 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4) (Real Cost: 11)	0

Total Powers & Skill Cost: 336

Total Cost: 370

Total Disadvantage Points: 370

LAB SHIP

Val	Char	Cost	Notes
18	Size	90	Length 64.00", Width 32.00", Area 2048.00" Mass 26.2 kton KB -18
100	STR	0	Lift 26.2ktons; 20d6
10	DEX	0	OCV 3 DCV -9
28	BODY	0	
12	DEF	18	
2	SPD	0	Phases: 6, 12

Total Characteristic Cost: 94

Movement: **Flight: 30" / 60"**
Teleportation: 6" / 12"

Cost	Powers	END
	Tactical Section, Single Mixed Triple Turret Mounted Dorsally,	
60	1) <i>Beam Laser</i> : RKA 8d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (270 Active Points); OIF Bulky Fragile (-1 1/4), Crew-Served ([5-8] people; 3 batteries with 2 crew per battery; -3/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4) Note : 250MW Beam Laser	54
70	2) <i>Light Missile Rack</i> : RKA 6 1/2d6, Explosion (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Immobile (-1 1/2), 6 Charges (-3/4), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) Note : standard space combat missile, with either kinetic energy or High Explosive WarheadIF KE, its an AP attack instead of explosive	[6]
12	3) <i>Sandcaster Launcher</i> : (Total: 60 Active Cost, 12 Real Cost) Energy Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) plus Physical Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) Note : mounted in turret	[12 cc]
	Engineering Section	

6	1) <i>Jump 2 Drive</i> : Teleportation 6", MegaScale (1" = 1 lightyear; +3 1/2) (54 Active Points); 1 Charge which Recovers every 1 Week (-2 1/2), Extra Time (1 Hour, Only to Activate, -1 1/2), OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (possible misjump if using unrefined fuel; -1/2), Custom Modifier (cannot be used safely inside a gravity well; -1/2), Custom Modifier (No Non Combat Multiple; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4)	[1]
26	2) <i>1G Maneuver Drive</i> : Flight 30", Position Shift (65 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4)	0
103	3) <i>Ships Fusion Power Plant</i> : Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0
25	4) <i>Emergency generators and batteries</i> : Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0
9	5) <i>Ships Environmental Systems</i> : Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3
9	6) <i>Ships Life Support System</i> : LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/ Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3
	Command Section	
23	1) <i>Basic Bridge</i> : (Total: 42 Active Cost, 23 Real Cost) +2 with Combat Piloting (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 6) plus +2 with All Combat (16 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 9) plus +2 with Security Systems (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 4)	6

- 31 2) *Sensor Probes and Recon Drones*: Clairsentience [4 cc]
(Sight Group And Radar), x2 Range (1230"), 2
Perception Points, Telescopic (+1 versus Range
Modifier): +1, Tracking, Transmit, 4 Continuing
Charges lasting 6 Hours each (+3/4), MegaScale
(1" = 10,000 km; +1 1/4), Can Be Scaled Down 1"
= 1km (+1/4) (140 Active Points); OIF Immobile
(-1 1/2), Fixed Perception Point (-1), Sense Affected
As More Than One Sense [very common Sense]
(-1/2), Concentration (1/2 DCV; -1/4), Crew-Served (2
people; -1/4)
Defenses and Electronics
- 4 1) +4 DEF (12 Active Points); OIF Immobile (-1 1/2),
Ablative BODY Only (-1/2), Real Armor (-1/4)
- 11 Multipower, 40-point reserve, (40 Active Points); all
slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense
Affected As More Than One Sense [very common Sense]
(-1/2), Crew-Served (2 people; -1/4)
- 1u 1) Radar (Radio Group), Increased Arc Of 4
Perception (360 Degrees), MegaScale (1" = 1,000
km; +1) (40 Active Points); OIF Immobile (-1 1/2),
Costs Endurance (-1/2), Sense Affected As More
Than One Sense [very common Sense] (-1/2), Crew-
Served (2 people; -1/4)
- 1u 2) *Optical telescopes*: +5 PER with Sight Group 1
and HRRP (15 Active Points); OIF Immobile (-1 1/2),
Costs Endurance (-1/2), Sense Affected As More
Than One Sense [very common Sense] (-1/2), Crew-
Served (2 people; -1/4)
- 1u 3) IR Perception (Sight Group), Increased Arc Of 3
Perception (360 Degrees), Telescopic (+1 versus
Range Modifier): +1, MegaScale (1" = 100,000 km;
+1 1/2) (27 Active Points); OIF Immobile (-1 1/2),
Costs Endurance (-1/2), Sense Affected As More
Than One Sense [very common Sense] (-1/2), Crew-
Served (2 people; -1/4)
- 1u 4) *Laser/Maser Comm System*: Mind Link , 2
Machine class of minds, Any Willing Target, Any
distance, Number of Minds (x2) (25 Active Points);
OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense
Affected As More Than One Sense [very common
Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 5) HRRP (Radio Group), MegaScale (1" = 1,000 km; 2
+1) (24 Active Points); OIF Immobile (-1 1/2), Costs
Endurance (-1/2), Sense Affected As More Than One
Sense [very common Sense] (-1/2), Crew-Served (2
people; -1/4)
Vehicles
- 41 1) *Pinnacle/Fuel Skimmer*: Custom Power (41 Active 4
Points)

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 5 Eidetic Memory

- 3 Lightning Calculator
- 6 Speed Reading (x100)

Skills

Skills/Laboratories

- 2 *Ships Sick Bay*: +3 with Paramedics (6 Active
Points); OIF Immobile (-1 1/2), Crew-Served (2
people; -1/4)
- 2 *General Lab*: +2 with SS
- 2 *General Lab*: +2 with SS
- 2 *General Lab*: +2 with SS
- 2 *General Lab*: +2 with SS
- 2 *General Lab*: +2 with SS

Total Powers & Skill Cost: 467**Total Cost: 561****200+ Disadvantages**

- 0 Custom Disadvantage Note: Captain, Pilot.. Navigator,
Sensor Op, Commo Op, Steward, 2 Medics, 2 Engineers,
10 Scientist/Lab Techs. 20 Staterooms, 31 Tons Cargo
- 15 Distinctive Features: Standard Lab Ship Design (Not
Concealable; Noticed and Recognizable; Detectable By
Commonly-Used Senses)
- 20 Physical Limitation: Cannot Enter an Atmosphere
(Frequently, Fully Impairing)
- 326 Experience Points

Total Disadvantage Points: 561

SAFARI SHIP

Val	Char	Cost	Notes
16	Size	80	Length 40.32", Width 20.16", Area 812.75" Mass 6.6 kton KB -16
90	STR	0	Lift 6.6ktons; 18d6
10	DEX	0	OCV 3 DCV -7
26	BODY	0	
12	DEF	18	
2	SPD	0	Phases: 6, 12

Total Characteristic Cost: 84

Movement: **Flight: 30" / 60"**
Teleportation: 6" / 12"

Cost	Powers	END
	Tactical Section, Single Mixed Triple Turret Mounted Dorsally, can mount a second turret ventrally	
60	1) <i>Beam Laser</i> : RKA 8d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (270 Active Points); OIF Bulky Fragile (-1 1/4), Crew-Served ([5-8] people; 3 batteries with 2 crew per battery; -3/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4) Note : 250MW Beam Laser	54
70	2) <i>Light Missile Rack</i> : RKA 6 1/2d6, Explosion (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Immobile (-1 1/2), 6 Charges (-3/4), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) Note : standard space combat missile, with either kinetic energy or High Explosive WarheadIF KE, its an AP attack instead of explosive	[6]
12	3) <i>Sandcaster Launcher</i> : (Total: 60 Active Cost, 12 Real Cost) Energy Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) plus Physical Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) Note : mounted in turret	[12 cc]
	Engineering Section	

6	1) <i>Jump 2 Drive</i> : Teleportation 6", MegaScale (1" = 1 lightyear; +3 1/2) (54 Active Points); 1 Charge which Recovers every 1 Week (-2 1/2), Extra Time (1 Hour, Only to Activate, -1 1/2), OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (possible misjump if using unrefined fuel; -1/2), Custom Modifier (cannot be used safely inside a gravity well; -1/2), Custom Modifier (No Non Combat Multiple; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4)	[1]
26	2) <i>1G Maneuver Drive</i> : Flight 30", Position Shift (65 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4)	0
103	3) <i>Ships Fusion Power Plant</i> : Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0
25	4) <i>Emergency generators and batteries</i> : Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0
9	5) <i>Ships Environmental Systems</i> : Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3
9	6) <i>Ships Life Support System</i> : LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/ Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3
6	7) <i>Fuel Purification Plant</i> : Minor Transform 4d6 (Liquid Hydrogen or Water to usable fuel) (40 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4)	4
	Command Section	

- 23 1) *Basic Bridge*: (Total: 42 Active Cost, 23 Real Cost) +2 with Combat Piloting (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) **plus** +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 6) **plus** +2 with All Combat (16 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 9) **plus** +2 with Security Systems (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) **plus** +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 4)
- Other Equipment
- 13 1) *Capture Cages and or Tanks*: Entangle 4d6, 8 DEF [4] (60 Active Points); 4 Charges (-1), OIF Bulky (-1), Only To Form Barriers (-1), No Range (-1/2)
- 5 2) *Holographic Theater*: Sight and Hearing Groups Images 1" radius (15 Active Points); OIF Bulky (-1), No Range (-1/2), Custom Modifier (Real Equipment; -1/4) **Note**: Attached to the trophy room, used by the owner to show holovids of hunts etc
- Defenses and Electronics
- 4 1) +4 DEF (12 Active Points); OIF Immobile (-1 1/2), Ablative BODY Only (-1/2), Real Armor (-1/4)
- 11 Multipower, 40-point reserve, (40 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 1) Radar (Radio Group), Increased Arc Of Perception (360 Degrees), MegaScale (1" = 1,000 km; +1) (40 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 2) *Optical telescopes*: +5 PER with Sight Group and HRRP (15 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 3) IR Perception (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+1 versus Range Modifier): +1, MegaScale (1" = 100,000 km; +1 1/2) (27 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 4) *Laser/Maser Comm System*: Mind Link, Machine class of minds, Any Willing Target, Any distance, Number of Minds (x2) (25 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)

- 1u 5) HRRP (Radio Group), MegaScale (1" = 1,000 km; +1) (24 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- Vehicles

- 36 1) *Ships Boat*: Custom Power (36 Active Points) 0
- 19 2) *Air Raft*: Custom Power (19 Active Points) 0

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 Speed Reading (x100)

Skills

- Skills/Laboratories
- 2 *Ships Sick Bay*: +3 with Paramedics (6 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
- 3 *Various Capture Tools and Equipment*: +3 with Animal Handler (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4)

Total Powers & Skill Cost: 467

Total Cost: 551

200+ Disadvantages

- 0 Custom Disadvantage **Note**: Captain/Pilot.. Navigator, Sensor/Commo, 1 Steward, 2 Medics, 2 Engineers, 7 Standard Staterooms, 1 Masters Double Stateroom, 1 Trophy Room/Lounge. 5 Tons Cargo
- 15 Distinctive Features: Standard Safari Ship Design (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 15 Physical Limitation: Cramped Crew Accommodations, crew must all double bunk (All the Time, Slightly Impairing)
- 321 Experience Points

Total Disadvantage Points: 551

STELLAR CLASS SUBSIDIZED LINER

Val	Char	Cost	Notes
18	Size	90	Length 64.00", Width 32.00", Area 2048.00" Mass 26.2 kton KB -18
105	STR	5	Lift 52.4ktons; 21d6
10	DEX	0	OCV 3 DCV -9
30	BODY	2	
12	DEF	18	
2	SPD	0	Phases: 6, 12

Total Characteristic Cost: 101

Movement: **Flight: 30" / 60"**
Teleportation: 9" / 18"

Cost	Powers	END
	Tactical Section, Single Mixed Triple Turret Mounted Dorsally, can mount up to 6 Turrets	
60	1) <i>Beam Laser</i> : RKA 8d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (270 Active Points); OIF Bulky Fragile (-1 1/4), Crew-Served ([5-8] people; 3 batteries with 2 crew per battery; -3/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4) Note : 250MW Beam Laser	54
70	2) <i>Light Missile Rack</i> : RKA 6 1/2d6, Explosion (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Immobile (-1 1/2), 6 Charges (-3/4), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) Note : standard space combat missile, with either kinetic energy or High Explosive WarheadIF KE, its an AP attack instead of explosive	[6]
12	3) <i>Sandcaster Launcher</i> : (Total: 60 Active Cost, 12 Real Cost) Energy Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) plus Physical Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) Note : mounted in turret	[12 cc]
	Engineering Section	

9	1) <i>Jump 3 Drive</i> : Teleportation 9", MegaScale (1" = 1 lightyear; +3 1/2) (81 Active Points); 1 Charge which Recovers every 1 Week (-2 1/2), Extra Time (1 Hour, Only to Activate, -1 1/2), OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (possible misjump if using unrefined fuel; -1/2), Custom Modifier (cannot be used safely inside a gravity well; -1/2), Custom Modifier (No Non Combat Multiple; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4)	[1]
26	2) <i>1G Maneuver Drive</i> : Flight 30", Position Shift (65 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4)	0
309	3) <i>Ships Fusion Power Plant</i> : Endurance Reserve (300 END, 300 REC) Reserve: (330 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0
77	4) <i>Emergency generators and batteries</i> : Endurance Reserve (75 END, 75 REC) Reserve: (82 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0
9	5) <i>Ships Environmental Systems</i> : Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3
9	6) <i>Ships Life Support System</i> : LS (Eating: Character only has to eat once per week; Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/ Vacuum; Self-Contained Breathing) (30 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3
6	7) <i>Fuel Purification Plant</i> : Minor Transform 4d6 (Liquid Hydrogen or Water to usable fuel) (40 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4) Command Section	4

- 23 1) *Basic Bridge*: (Total: 42 Active Cost, 23 Real Cost) +2 with Combat Piloting (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) **plus** +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 6) **plus** +2 with All Combat (16 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 9) **plus** +2 with Security Systems (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) **plus** +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 4)
- Defenses and Electronics
- 4 1) +4 DEF (12 Active Points); OIF Immobile (-1 1/2), Ablative BODY Only (-1/2), Real Armor (-1/4)
- Other Features
- 10 1) *Holographic Theater and Entertainment Area*: Sight, Hearing, Smell/Taste and Touch Groups Images Increased Size (4" radius; +1/2) (37 Active Points); OIF Immobile (-1 1/2), Requires A Skill Roll (Variable RSR, Active Point penalty to Skill Roll is -1 per 5 Active Points; SR to program or reset training parameters; -3/4), Crew-Served (2 people; -1/4)
- 11 Multipower, 40-point reserve, (40 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 1) Radar (Radio Group), Increased Arc Of Perception (360 Degrees), MegaScale (1" = 1,000 km; +1) (40 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 2) *Optical telescopes*: +5 PER with Sight Group and HRRP (15 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 3) IR Perception (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+1 versus Range Modifier): +1, MegaScale (1" = 100,000 km; +1 1/2) (27 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 4) *Laser/Maser Comm System*: Mind Link, Machine class of minds, Any Willing Target, Any distance, Number of Minds (x2) (25 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)

- 1u 5) HRRP (Radio Group), MegaScale (1" = 1,000 km; +1) (24 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- Vehicles
- 40 1) *Gig*: Custom Power (40 Active Points) 0
- 17 2) *Grav Cargo/Passenger Truck*: Custom Power (17 Active Points) 0

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 Speed Reading (x100)

Skills

- Skills/Laboratories
- 2 *Ships Sick Bay*: +3 with Paramedics (6 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
- 3 +3 with KS: Cuisine **Note**: Ships Automated Galley and Software
- 4 *Electronics Shop*: +2 with Electronics (Communications Systems, Medical Systems, Air/Space Traffic Control Systems, MFD, Radar, Sensor Jamming Equipment) (12 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
- 1 *Machine Shop*: +2 with Mechanics (4 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
- 2 +2 with KS: Steward
- 4 +2 with High Society
- 4 +2 with Gambling (Card Games, Roulette) (8 Active Points); OIF Bulky (Computerized gambling equipment; -1)
- 4 +2 with Trading
- 2 +2 with KS: Cargo Handling

Total Powers & Skill Cost: 743

Total Cost: 844

200+ Disadvantages

- 0 Custom Disadvantage **Note**: Crew of 15, 30 Staterooms, 20 Low Berths, 190 Tons Cargo
- 15 Distinctive Features: Standard Subsidized Liner (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 20 Physical Limitation: Cannot Enter Atmosphere (Frequently, Fully Impairing)
- 609 Experience Points

Total Disadvantage Points: 844

TYPE Y10 YACHT

Val	Char	Cost	Notes
16	Size	80	Length 40.32", Width 20.16", Area 812.75" Mass 6.6 kton KB -16
90	STR	0	Lift 6.6ktons; 18d6
10	DEX	0	OCV 3 DCV -7
26	BODY	0	
12	DEF	18	
2	SPD	0	Phases: 6, 12
Total Characteristic Cost: 84			

Movement: **Flight: 30" / 60"**
Teleportation: 9" / 18"

Cost	Powers	END
	Tactical Section, Single Mixed Triple Turret Mounted Dorsally, can mount a second turret ventrally	
60	1) <i>Beam Laser</i> : RKA 8d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (270 Active Points); OIF Bulky Fragile (-1 1/4), Crew-Served ([5-8] people; 3 batteries with 2 crew per battery; -3/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4) Note : 250MW Beam Laser	54
70	2) <i>Light Missile Rack</i> : RKA 6 1/2d6, Explosion (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Immobile (-1 1/2), 6 Charges (-3/4), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) Note : standard space combat missile, with either kinetic energy or High Explosive WarheadIF KE, its an AP attack instead of explosive	[6]
12	3) <i>Sandcaster Launcher</i> : (Total: 60 Active Cost, 12 Real Cost) Energy Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) plus Physical Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) Note : mounted in turret	[12 cc]
	Engineering Section	

9	1) <i>Jump 3 Drive</i> : Teleportation 9", MegaScale (1" = 1 lightyear; +3 1/2) (81 Active Points); 1 Charge which Recovers every 1 Week (-2 1/2), Extra Time (1 Hour, Only to Activate, -1 1/2), OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (possible misjump if using unrefined fuel; -1/2), Custom Modifier (cannot be used safely inside a gravity well; -1/2), Custom Modifier (No Non Combat Multiple; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4)	[1]
26	2) <i>1G Maneuver Drive</i> : Flight 30", Position Shift (65 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4)	0
103	3) <i>Ships Fusion Power Plant</i> : Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0
25	4) <i>Emergency generators and batteries</i> : Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0
9	5) <i>Ships Environmental Systems</i> : Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3
9	6) <i>Ships Life Support System</i> : LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/ Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3
6	7) <i>Fuel Purification Plant</i> : Minor Transform 4d6 (Liquid Hydrogen or Water to usable fuel) (40 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4) Command Section	4

- 23 1) *Basic Bridge*: (Total: 42 Active Cost, 23 Real Cost) +2 with Combat Piloting (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) **plus** +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 6) **plus** +2 with All Combat (16 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 9) **plus** +2 with Security Systems (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) **plus** +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 4)
- Defenses and Electronics
- 4 1) +4 DEF (12 Active Points); OIF Immobile (-1 1/2), Ablative BODY Only (-1/2), Real Armor (-1/4)
- 11 Multipower, 40-point reserve, (40 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 1) Radar (Radio Group), Increased Arc Of Perception (360 Degrees), MegaScale (1" = 1,000 km; +1) (40 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 2) *Optical telescopes*: +5 PER with Sight Group and HRRP (15 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 3) IR Perception (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+1 versus Range Modifier): +1, MegaScale (1" = 100,000 km; +1 1/2) (27 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 4) *Laser/Maser Comm System*: Mind Link , Machine class of minds, Any Willing Target, Any distance, Number of Minds (x2) (25 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 5) HRRP (Radio Group), MegaScale (1" = 1,000 km; +1) (24 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- Vehicles
- 36 1) *Ships Boat*: Custom Power (36 Active Points)

Talents

- 3 Absolute Range Sense

- 3 Absolute Time Sense
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 Speed Reading (x100)

Skills

Skills/Laboratories

- 2 *Ships Sick Bay*: +3 with Paramedics (6 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)

Total Powers & Skill Cost: 430

Total Cost: 514

200+ Disadvantages

- 0 Custom Disadvantage Note: Captain/Pilot.. Navigator, Sensor/Commo, 2 Stewards, 2 Medics, 2 Engineers, 15 Staterooms, 5 Tons Cargo
- 15 Distinctive Features: Standard Yacht Design (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 20 Physical Limitation: Cannot Enter Atmosphere (All the Time, Greatly Impairing)
- 279 Experience Points

Total Disadvantage Points: 514

TYPE Y12 YACHT

Val	Char	Cost	Notes
16	Size	80	Length 40.32", Width 20.16", Area 812.75" Mass 6.6 kton KB -16
90	STR	0	Lift 6.6ktons; 18d6
18	DEX	0	OCV 6 DCV -4
26	BODY	0	
12	DEF	18	
3	SPD	0	Phases: 4, 8, 12

Total Characteristic Cost: 84

Movement: **Flight: 60" / 120"**
Teleportation: 9" / 18"

Cost	Powers	END
	Tactical Section, Single Mixed Triple Turret Mounted Dorsally, can mount a second turret ventrally	
60	1) Beam Laser: RKA 8d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (270 Active Points); OIF Bulky Fragile (-1 1/4), Crew-Served ([5-8] people; 3 batteries with 2 crew per battery; -3/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4) Note: 250MW Beam Laser	54
70	2) Light Missile Rack: RKA 6 1/2d6, Explosion (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Immobile (-1 1/2), 6 Charges (-3/4), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) Note: standard space combat missile, with either kinetic energy or High Explosive WarheadIF KE, its an AP attack instead of explosive	[6]
12	3) Sandcaster Launcher: (Total: 60 Active Cost, 12 Real Cost) Energy Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) plus Physical Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) Note: mounted in turret	[12 cc]

Engineering Section

9	1) Jump 3 Drive: Teleportation 9", MegaScale (1" = 1 lightyear; +3 1/2) (81 Active Points); 1 Charge which Recovers every 1 Week (-2 1/2), Extra Time (1 Hour, Only to Activate, -1 1/2), OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (possible misjump if using unrefined fuel; -1/2), Custom Modifier (cannot be used safely inside a gravity well; -1/2), Custom Modifier (No Non Combat Multiple; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4)	[1]
63	2) 3G Maneuver Drive: (Total: 159 Active Cost, 63 Real Cost) +1 SPD (10 Active Points); OIF Bulky (-1), Linked (???; -1/2), Crew-Served (2 people; -1/4) (Real Cost: 4) plus Flight 60", Position Shift (125 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 50) plus +8 DEX (24 Active Points); OIF Bulky (-1), Linked (???; -1/2), Custom Modifier (Real Equipment; -1/4) (Real Cost: 9)	0
103	3) Ships Fusion Power Plant: Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0
25	4) Emergency generators and batteries: Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0
9	5) Ships Environmental Systems: Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3
9	6) Ships Life Support System: LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3

6	7) Fuel Purification Plant: Minor Transform 4d6 (Liquid Hydrogen or Water to usable fuel) (40 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4) Command Section	4
23	1) Basic Bridge: (Total: 42 Active Cost, 23 Real Cost) +2 with Combat Piloting (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 6) plus +2 with All Combat (16 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 9) plus +2 with Security Systems (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 4) Defenses and Electronics	6
4	1) +4 DEF (12 Active Points); OIF Immobile (-1 1/2), Ablative BODY Only (-1/2), Real Armor (-1/4)	
11	Multipower, 40-point reserve, (40 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	
1u	1) Radar (Radio Group), Increased Arc Of Perception (360 Degrees), MegaScale (1" = 1,000 km; +1) (40 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	4
1u	2) Optical telescopes: +5 PER with Sight Group and HRRP (15 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	1
1u	3) IR Perception (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+1 versus Range Modifier): +1, MegaScale (1" = 100,000 km; +1 1/2) (27 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	3

1u	4) Laser/Maser Comm System: Mind Link , Machine class of minds, Any Willing Target, Any distance, Number of Minds (x2) (25 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	2
1u	5) HRRP (Radio Group), MegaScale (1" = 1,000 km; +1) (24 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) Vehicles	2
36	1) Ships Boat: Custom Power (36 Active Points)	4

Talents

3	Absolute Range Sense
3	Absolute Time Sense
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading (x100)

Skills

2	<i>Ships Sick Bay:</i> +3 with Paramedics (6 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
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Total Powers & Skill Cost: 467

Total Cost: 551

200+ Disadvantages

0	Custom Disadvantage Note: Captain/Pilot.. Navigator, Sensor/Commo, 2 Stewards, 2 Medics, 2 Engineers, 14 Standard Staterooms, 1 Masters Double Stateroom, 6 Tons Cargo
15	Distinctive Features: Standard Yacht Design (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
20	Physical Limitation: Cannot Enter Atmosphere (All the Time, Greatly Impairing)
316	Experience Points

Total Disadvantage Points: 551

Scout Starships

DONOSEV CLASS SURVEY SCOUT

Val	Char	Cost	Notes
17	Size	85	Length 50.80", Width 25.40", Area 1290.16" Mass 13.1 kton KB -17
95	STR	0	Lift 13.1ktons; 19d6
15	DEX	0	OCV 5 DCV -6
34	BODY	7	
15	DEF	18	
2	SPD	0	Phases: 6, 12

Total Characteristic Cost: 96

Movement: **Flight: 40" / 80"**
Teleportation: 9" / 18"

Cost	Powers	END
	Tactical Section, Can Mount up to 4 Turrets, usually unarmed	
	Engineering Section	
9	1) Jump 3 Drive: Teleportation 9", MegaScale [1] (1" = 1 lightyear; +3 1/2) (81 Active Points); 1 Charge which Recovers every 1 Week (-2 1/2), Extra Time (1 Hour, Only to Activate, -1 1/2), OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (possible misjump if using unrefined fuel; -1/2), Custom Modifier (cannot be used safely inside a gravity well; -1/2), Custom Modifier (No Non Combat Multiple; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4)	
43	2) 2G Maneuver Drive: (Total: 100 Active Cost, 43 Real Cost) Flight 40", Position Shift (85 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4) (Real Cost: 38) plus +5 DEX (15 Active Points); OIF Bulky (-1), Linked (???; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 5)	0
206	3) Ships Fusion Power Plant: Endurance Reserve (200 END, 200 REC) Reserve: (220 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0
51	4) Emergency generators and batteries: Endurance Reserve (50 END, 50 REC) Reserve: (55 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0

9	5) Ships Environmental Systems: Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3
9	6) Ships Life Support System: LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/ Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3
6	7) Fuel Purification Plant: Minor Transform 4d6 (Liquid Hydrogen or Water to usable fuel) (40 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4) Command Section	4
23	1) Basic Bridge: (Total: 42 Active Cost, 23 Real Cost) +2 with Combat Piloting (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 6) plus +2 with All Combat (16 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 9) plus +2 with Security Systems (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 4)	6
31	Sensor Probes and Recon Drones: Clairsentience (Sight Group And Radar), x2 Range (1230"), 2 Perception Points, Telescopic (+1 versus Range Modifier): +1, Tracking, Transmit, 4 Continuing Charges lasting 6 Hours each (+3/4), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (140 Active Points); OIF Immobile (-1 1/2), Fixed Perception Point (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Concentration (1/2 DCV; -1/4), Crew-Served (2 people; -1/4)	[4 cc]

10	Holographic Survey Pit: Sight, Hearing, Smell/Taste and Touch Groups Images Increased Size (4" radius; +1/2) (37 Active Points); OIF Immobile (-1 1/2), Requires A Skill Roll (Variable RSR, Active Point penalty to Skill Roll is -1 per 5 Active Points; SR to program or reset training parameters; -3/4), Crew-Served (2 people; -1/4) Defenses and Electronics	4
6	1) +7 DEF (21 Active Points); OIF Immobile (-1 1/2), Ablative BODY Only (-1/2), Real Armor (-1/4)	
13	Multipower, 50-point reserve, (50 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	
3m	1) Radar (Radio Group), +2 to PER Roll, Increased Arc Of Perception (360 Degrees), MegaScale (1" = 10,000 km; +1 1/4) (49 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	5
2m	2) Densitometer: Detect A Single Thing 9- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, MegaScale (1" = 10,000 km; +1 1/4) (45 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	4
3m	3) Neutrino Sensor: Detect A Single Thing 13- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, MegaScale (1" = 10,000 km; +1 1/4) (49 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	5
1m	4) Optical telescopes: +8 PER with Sight Group and HRRP (24 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	2
1u	5) IR Perception (Sight Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+1 versus Range Modifier): +4, MegaScale (1" = 100,000 km; +1 1/2) (42 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	4

1u	6) Laser/Maser Comm System: Mind Link , Machine class of minds, Any Willing Target, Any distance, Number of Minds (x2) (25 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	2
1m	7) HRRP (Radio Group), MegaScale (1" = 10,000 km; +1 1/4) (27 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	3
65	1) Modular Cutter with 1 Spare Module: Custom Power (65 Active Points)	6
24	2) 3 Closed Air Rafts: Custom Power (24 Active Points) Note: Can Carry 1 G Carrier instead of the 3 air rafts	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading (x100)

Skills

Skills/Laboratories

2	Ships Sick Bay: +3 with Paramedics (6 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
3	Agile Spacecraft: +1 with DCV (5 Active Points); Custom Modifier (Linked to ships maneuver drive; -1/2)
6	General Bioscience Lab: +2 with any three related Skills Note: Biology, Botany, Xeno-Biology
2	Geology Lab: SS: Geology 11-
6	Survey Lab: +2 with any three related Skills Note: Cartography, Astronomy, Planetology
3	Machine Shop: +4 with Mechanics (8 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
6	Electronics Shop: +4 with Electronics (Communications Systems, Medical Systems, Air/Space Traffic Control Systems, MFD, Radar, Sensor Jamming Equipment) (16 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
7	General Science Lab: +4 with a group of similar Skills (20 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)

Total Powers & Skill Cost: 572

Total Cost: 668

200+ Disadvantages

- 10 Distinctive Features: Ubiquitous Survey Scout Ship Design seen everywhere (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 20 Physical Limitation: Cannot Enter Atmosphere (Frequently, Fully Impairing)
- 0 Custom Disadvantage Note: 10 Crew, 10 Staterooms, 27.5 Cargo
- 438 Experience Points

Total Disadvantage Points: 668

TYPE S SCOUT COURIER VERSION 2

Val	Char	Cost	Notes
15	Size	75	Length 32.00", Width 16.00", Area 512.00" Mass 3.3 kton KB -15
85	STR	0	Lift 3.3ktons; 17d6
15	DEX	0	OCV 5 DCV -5
30	BODY	5	
15	DEF	18	
2	SPD	0	Phases: 6, 12

Total Characteristic Cost: 84

Movement: **Flight: 40" / 80"**
Teleportation: 6" / 12"

Cost	Powers	END
	Tactical Section, Single Mixed Triple Turret Mounted Dorsally	
60	1) Beam Laser: RKA 8d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (270 Active Points); OIF Bulky Fragile (-1 1/4), Crew-Served ([5-8] people; 3 batteries with 2 crew per battery; -3/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4) Note: 250MW Beam Laser	54
70	2) Light Missile Rack: RKA 6 1/2d6, Explosion (+1/2), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Immobile (-1 1/2), 6 Charges (-3/4), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) Note: standard space combat missile, with either kinetic energy or High Explosive WarheadIF KE, its an AP attack instead of explosive	[6]
12	3) Sandcaster Launcher: (Total: 60 Active Cost, 12 Real Cost) Energy Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) plus Physical Damage Reduction, Resistant, 50%, 12 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) Note: mounted in turret	[12 cc]

Engineering Section

6	1) Jump 2 Drive: Teleportation 6", MegaScale (1" = 1 lightyear; +3 1/2) (54 Active Points); 1 Charge which Recovers every 1 Week (-2 1/2), Extra Time (1 Hour, Only to Activate, -1 1/2), OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (possible misjump if using unrefined fuel; -1/2), Custom Modifier (cannot be used safely inside a gravity well; -1/2), Custom Modifier (No Non Combat Multiple; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4)	[1]
43	2) 2G Maneuver Drive: (Total: 100 Active Cost, 43 Real Cost) Flight 40", Position Shift (85 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4) (Real Cost: 38) plus +5 DEX (15 Active Points); OIF Bulky (-1), Linked (???; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 5)	0
206	3) Ships Fusion Power Plant: Endurance Reserve (200 END, 200 REC) Reserve: (220 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0
51	4) Emergency generators and batteries: Endurance Reserve (50 END, 50 REC) Reserve: (55 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0
9	5) Ships Environmental Systems: Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3
9	6) Ships Life Support System: LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/ Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3
6	7) Fuel Purification Plant: Minor Transform 4d6 (Liquid Hydrogen or Water to usable fuel) (40 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4)	4

Command Section

- 23 1) Basic Bridge: (Total: 42 Active Cost, 23 6
Real Cost) +2 with Combat Piloting (4 Active
Points); Costs Endurance (-1/2), Crew-Served
(2 people; -1/4) (Real Cost: 2) plus +3 with
Systems Operation (Life Support Systems,
Personnel Support Systems, Radar, Radio)
(10 Active Points); Costs Endurance (-1/2),
Crew-Served (2 people; -1/4) (Real Cost: 6)
plus +2 with All Combat (16 Active Points);
Costs Endurance (-1/2), Crew-Served (2
people; -1/4) (Real Cost: 9) plus +2 with
Security Systems (4 Active Points); Costs
Endurance (-1/2), Crew-Served (2 people;
-1/4) (Real Cost: 2) plus +2 with Navigation
(Air, Hyperspace, Space) (8 Active Points);
Costs Endurance (-1/2), Crew-Served (2
people; -1/4) (Real Cost: 4)
- 5 EMP shielding: Power Defense (15 points) 0
(15 Active Points); OIF Immobile (-1 1/2),
Custom Modifier (only vs EMP and radiation
effects; -1/2)
Defenses and Electronics
- 21 1) EMs Masking: Change Environment 1" 0
radius, -6 to Radar PER Rolls, -6 to Infrared
Perception PER Rolls, Multiple Combat
Effects, Reduced Endurance (0 END; +1/2),
Persistent (+1/2) (64 Active Points); OIF
Immobile (-1 1/2), No Range (-1/2)
- 6 2) +7 DEF (21 Active Points); OIF Immobile
(-1 1/2), Ablative BODY Only (-1/2), Real
Armor (-1/4)
- 11 Multipower, 40-point reserve, (40 Active
Points); all slots OIF Immobile (-1 1/2), Costs
Endurance (-1/2), Sense Affected As More
Than One Sense [very common Sense] (-1/2),
Crew-Served (2 people; -1/4)
- 1u 1) Radar (Radio Group), Increased Arc Of
Perception (360 Degrees), MegaScale (1"
= 1,000 km; +1) (40 Active Points); OIF
Immobile (-1 1/2), Costs Endurance (-1/2),
Sense Affected As More Than One Sense
[very common Sense] (-1/2), Crew-Served (2
people; -1/4)
- 1u 2) Densitometer: Detect A Single Thing 9- 4
(Unusual Group), Discriminatory, Increased
Arc Of Perception (360 Degrees), Range,
MegaScale (1" = 10,000 km; +1 1/4) (40
Active Points); OIF Immobile (-1 1/2), Costs
Endurance (-1/2), Sense Affected As More
Than One Sense [very common Sense] (-1/2),
Crew-Served (2 people; -1/4)

- 1u 3) Neutrino Sensor: Detect A Single Thing 4
9- (Unusual Group), Discriminatory,
Increased Arc Of Perception (360 Degrees),
Range, MegaScale (1" = 10,000 km; +1 1/4)
(40 Active Points); OIF Immobile (-1 1/2),
Costs Endurance (-1/2), Sense Affected As
More Than One Sense [very common Sense]
(-1/2), Crew-Served (2 people; -1/4)
- 1u 4) Optical telescopes: +5 PER with Sight 1
Group and HRRP (15 Active Points); OIF
Immobile (-1 1/2), Costs Endurance (-1/2),
Sense Affected As More Than One Sense
[very common Sense] (-1/2), Crew-Served (2
people; -1/4)
- 1u 5) IR Perception (Sight Group), Increased 3
Arc Of Perception (360 Degrees), Telescopic
(+1 versus Range Modifier): +1, MegaScale
(1" = 100,000 km; +1 1/2) (27 Active Points);
OIF Immobile (-1 1/2), Costs Endurance
(-1/2), Sense Affected As More Than One
Sense [very common Sense] (-1/2), Crew-
Served (2 people; -1/4)
- 1u 6) Laser/Maser Comm System: Mind Link , 2
Machine class of minds, Any Willing Target,
Any distance, Number of Minds (x2) (25
Active Points); OIF Immobile (-1 1/2), Costs
Endurance (-1/2), Sense Affected As More
Than One Sense [very common Sense] (-1/2),
Crew-Served (2 people; -1/4)
- 1u 7) HRRP (Radio Group), MegaScale (1" 2
= 1,000 km; +1) (24 Active Points); OIF
Immobile (-1 1/2), Costs Endurance (-1/2),
Sense Affected As More Than One Sense
[very common Sense] (-1/2), Crew-Served (2
people; -1/4)
- Vehicles
- 19 1) Closed Air Raft: Custom Power (19 0
Active Points) Note: Can Carry any Half
Displacement Ton Vehicle

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 Speed Reading (x100)

Skills

- Skills/Laboratories
- 2 *Ships Sick Bay*: +3 with Paramedics (6 Active
Points); OIF Immobile (-1 1/2), Crew-Served (2
people; -1/4)

- 7 *Agile Spacecraft*: +2 with DCV (10 Active Points); Custom Modifier (Linked to ships maneuver drive; -1/2)

Total Powers & Skill Cost: 593

Total Cost: 677

200+ Disadvantages

- 20 Hunted: Scout Service Detached Duty Office 11- (Mo Pow, NCI, PC has a Public ID or is otherwise very easy to find, Watching)
- 15 Physical Limitation: Air Recycling System has a permanent stale taint (All the Time, Slightly Impairing)
- 10 Distinctive Features: Ubiquitous Scout Ship Design seen everywhere (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 10 Social Limitation: Subject to reporting and recall regulations (Occasionally, Major)
- 0 Custom Disadvantage **Note:** 3 Crew, Pilot, Co-Pilot, Engineer, 4 total staterooms, 12.5 tons cargo space
- 422 Experience Points

Total Disadvantage Points: 677

Military Starships

AZHANTI HIGH LIGHTNING FLEET INTRUDER

Val	Char	Cost	Notes
29	Size	145	Length 812.75", Width 406.37", Area 330280.74" Mass 53687.1 kton KB -29
155	STR	0	Lift 53687.1ktons; 31d6
15	DEX	0	OCV 5 DCV -14
50	BODY	11	
31	DEF	42	
2	SPD	0	Phases: 6, 12
Total Characteristic Cost: 184			
Movement: Flight: 40" / 80" Teleportation: 15" / 30"			
Cost	Powers		END
	Tactical Section, Laser Turrets are Mounted Dorsal and Ventral, Missile Turrets are mounted Port and Starboard		
173	1) Type N Spinal Meson Gun: (Total: 843 Active Cost, 173 Real Cost) RKA 15d6, NND ([Standard]; Meson Screens or Black Globes; +1), MegaScale (1" = 10,000 km; +1 1/4) (731 Active Points); OIF Immobile (-1 1/2), Crew-Served ([17-32] people; -1 1/4), Limited Arc Of Fire (One hex row; Only on same horizontal level; -1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4) (Real Cost: 117) plus Suppress 6d6, Variable Special Effects (Any SFX; All Unshielded Electronics; +1/2), NND ([Standard]; Meson Screens or Black Globes; +1), MegaScale (1" = 10,000 km; +1 1/4) (112 Active Points); Custom Modifier (Linked to Spinal Meson Gun; -1/2), Increased Endurance Cost (x2 END; -1/2) (Real Cost: 56)		168
156	2) Small Missile Bay: RKA 8d6, Explosion (+1/2), 1000 Charges (Recovers Under Limited Circumstances; requires base or tender to reload; +1), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4), Autofire (20 shots; +2 1/2) (780 Active Points); OIF Immobile (-1 1/2), Extra Time (1 Turn (Post-Segment 12), -1 1/4), Crew-Served ([3-4] people; -1/2), Limited Arc Of Fire (60 degrees; -1/2), Real Weapon (-1/4)		[1000
10	3) 4 more Missile Bays: Custom Power (10 Active Points)		1

75	4) Beam Laser: RKA 8d6, Autofire (3 shots; +1/4), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Bulky Fragile (-1 1/4), Crew-Served ([5-8] people; 3 batteries with 2 crew per battery; -3/4), Custom Modifier (Visible Light Laser; -1/2), Beam (-1/4), Real Weapon (-1/4) Note: Triple 250MW Beam Laser Turret	30	
10	5) 3 More Triple Laser Turrets: Custom Power (10 Active Points)	0	
77	6) Dual Fusion Gun Turret: (Total: 185 Active Cost, 77 Real Cost) RKA 5d6+1, Autofire (3 shots; +1/4), MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (180 Active Points); OIF Bulky (-1), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 72) plus +5 with any single attack with one specific weapon (Real Cost: 5)	18	
15	7) 7 More Dual Fusion Gun Turrets: Custom Power (15 Active Points) Defensive Systems	0	
6	1) Point Defense System: Missile Deflection (Any Ranged Attack) (20 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Crew-Served (2 people; -1/4), Real Armor (-1/4)	2	
15	2) 7 More Point Defense Systems: Custom Power (15 Active Points)	0	
5	3) EMP shielding: Power Defense (15 points) (15 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only vs EMP and radiation effects; -1/2)	0	
14	4) Ships Armored Hull: +15 DEF (45 Active Points); OIF Immobile (-1 1/2), Ablative BODY Only (-1/2), Real Armor (-1/4)		
10	5) Psionic Shielding: Mental Defense (20 points total), Hardened (+1/4) (25 Active Points); OIF Immobile (-1 1/2)	0	
12	6) Superconducting Armor Layer: Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF Bulky (-1), Ablative BODY Only (-1/2)	0	

12	7) Sandcaster Launcher: (Total: 60 Active Cost, 12 Real Cost) Energy Damage Reduction, Resistant, 50%, 32 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) plus Physical Damage Reduction, Resistant, 50%, 32 Continuing Charges lasting 1 Turn each (+0) (30 Active Points); OIF Immobile Fragile (-1 3/4), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Ablative BODY Only (-1/2), Real Armor (-1/4), Crew-Served (2 people; -1/4) (Real Cost: 6) Note: mounted in turret	[32 cc]	256	4) Emergency generators and batteries: Endurance Reserve (250 END, 250 REC) Reserve: (275 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0
	8) Meson Screen: (Total: 120 Active Cost, 26 Real Cost) Physical Damage Reduction, Resistant, 75% (60 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only stops damage from Meson weapons and Associated radiation effects; -1), Crew-Served ([3-4] people; -1/2), Costs Endurance (-1/2) (Real Cost: 13) plus Energy Damage Reduction, Resistant, 75% (60 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only stops damage from meson weapons and associated radiation effects; -1), Crew-Served ([3-4] people; -1/2), Costs Endurance (-1/2) (Real Cost: 13) Engineering Section	12	9	5) Ships Environmental Systems: Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3
26	1) Jump 5 Drive: Teleportation 15", MegaScale (1" = 1 lightyear; +3 1/2) (135 Active Points); 1 Charge which Recovers every 1 Week (-2 1/2), Extra Time (1 Hour, Only to Activate, -1 1/2), OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (possible misjump if using unrefined fuel; -1/2), Custom Modifier (cannot be used safely inside a gravity well; -1/2), Custom Modifier (No Non Combat Multiple; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4)	[1]	9	6) Ships Life Support System: LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3
	2) 2G Maneuver Drive: (Total: 100 Active Cost, 43 Real Cost) Flight 40", Position Shift (85 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4) (Real Cost: 38) plus +5 DEX (15 Active Points); OIF Bulky (-1), Linked (???; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 5)	0	6	7) Fuel Purification Plant: Minor Transform 4d6 (Liquid Hydrogen or Water to usable fuel) (40 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4) Command Section	4
16	3) Ships Fusion Power Plant: Endurance Reserve (1000 END, 1000 REC) Reserve: (1100 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0	29	1) Command Bridge: (Total: 72 Active Cost, 29 Real Cost) +3 with Combat Piloting (6 Active Points); Crew-Served ([9-16] people; -1), Costs Endurance (-1/2) (Real Cost: 2) plus +4 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (12 Active Points); Crew-Served ([9-16] people; -1), Costs Endurance (-1/2) (Real Cost: 5) plus +4 with All Combat (32 Active Points); Crew-Served ([9-16] people; -1), Costs Endurance (-1/2) (Real Cost: 13) plus +3 with Security Systems (6 Active Points); Crew-Served ([9-16] people; -1), Costs Endurance (-1/2) (Real Cost: 2) plus +4 with Navigation (Air, Hyperspace, Space) (12 Active Points); Crew-Served ([9-16] people; -1), Costs Endurance (-1/2) (Real Cost: 5) plus +2 with Tactics (4 Active Points); Crew-Served ([9-16] people; -1), Costs Endurance (-1/2) (Real Cost: 2)	8

11	2) Combat Information Center: (Total: 24 Active Cost, 11 Real Cost) +2 with Analyze: Combat (4 Active Points); Crew-Served ([9-16] people; -1), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 2) plus +4 with KS (4 Active Points); Crew-Served ([9-16] people; -1), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 2) plus +2 with All Combat (16 Active Points); Crew-Served ([9-16] people; -1), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 7)	4	31	3) Sensor Probes and Recon Drones: Clairsentience (Sight Group And Radar), x2 Range (1230"), 2 Perception Points, Telescopic (+1 versus Range Modifier): +1, Tracking, Transmit, 4 Continuing Charges lasting 6 Hours each (+3/4), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (140 Active Points); OIF Immobile (-1 1/2), Fixed Perception Point (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Concentration (1/2 DCV; -1/4), Crew-Served (2 people; -1/4)	[4 cc]
11	3) Fighter Ops Bridge: (Total: 23 Active Cost, 11 Real Cost) +4 with Teamwork (8 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 4) plus +3 with Tactics (6 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 3) plus Systems Operation (Communications Systems, Air/Space Traffic Control Systems) 12- (9 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 4)	3	13	Multipower, 50-point reserve, (50 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	
10	4) Command Commo Package: (Total: 37 Active Cost, 10 Real Cost) Mind Link, Machine class of minds, Specific Group of Minds, Number of Minds (x16), Difficult To Dispel (x2 Active Points; +1/4) (37 Active Points); Only With Others Who Have Mind Link (-1), Requires A Skill Roll (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Custom Modifier (-1/2) (Real Cost: 10)	0	1u	1) Radar (Radio Group), +5 to PER Roll, Increased Arc Of Perception (360 Degrees), MegaScale (1" = 1,000 km; +1) (50 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	5
16	1) EMs Masking: Change Environment 1" radius, -4 to Radar PER Rolls, -4 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (48 Active Points); OIF Immobile (-1 1/2), No Range (-1/2)	0	1u	2) Densitometer: Detect A Single Thing 13- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, MegaScale (1" = 10,000 km; +1 1/4) (49 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	5
14	2) Active EMS Jammer: Suppress 8d6, Area Of Effect Nonselective (8" Radius; +1) (80 Active Points); OIF Immobile (-1 1/2), Requires A Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points, RSR Skill is subject to Skill vs. Skill contests; -1 1/4), Side Effects, Side Effect occurs automatically whenever Power is used (degrades ships own sensors by half amount suppressed; -1), No Range (-1/2), Crew-Served (2 people; -1/4)	8	1u	3) Neutrino Sensor: Detect A Single Thing 9- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, MegaScale (1" = 10,000 km; +1 1/4) (40 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	4
			1u	4) Optical telescopes: +8 PER with Sight Group and HRRP (24 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	2
			1u	5) IR Perception (Sight Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+1 versus Range Modifier): +8, MegaScale (1" = 100,000 km; +1 1/2) (47 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	5

- 1u 6) Laser/Maser Comm System: Mind Link , 2
Machine class of minds, Any Willing Target,
Any distance, Number of Minds (x2) (25
Active Points); OIF Immobile (-1 1/2), Costs
Endurance (-1/2), Sense Affected As More
Than One Sense [very common Sense] (-1/2),
Crew-Served (2 people; -1/4)
- 1u 7) HRRP (Radio Group), Discriminatory, 4
Analyze, MegaScale (1" = 1,000 km; +1) (44
Active Points); OIF Immobile (-1 1/2), Costs
Endurance (-1/2), Sense Affected As More
Than One Sense [very common Sense] (-1/2),
Crew-Served (2 people; -1/4)
Vehicles
- 41 1) Rampart Fighter: Custom Power (41 0
Active Points)
- 30 2) 63 More Rampart Fighters: Custom Power 3
(30 Active Points)
- 54 3) 4 Pinnacle: Custom Power (54 Active 0
Points)
- 75 4) 4 Fuel Shuttles: Custom Power (75 Active 7
Points)

Talents

- 3 *Sensors:* Absolute Range Sense
- 3 *Clock:* Absolute Time Sense
- 5 *Memory:* Eidetic Memory
- 3 *Math Processor:* Lightning Calculator
- 6 *Digital Processing:* Speed Reading (x100)

Skills**Skills/Laboratories**

- 2 *Ships Sick Bay:* +3 with Paramedics (6 Active
Points); OIF Immobile (-1 1/2), Crew-Served (2
people; -1/4)
- 7 *Agile Spacecraft:* +2 with DCV (10 Active Points);
Custom Modifier (Linked to ships maneuver drive;
-1/2)
- 6 *Electronics Shop:* +4 with Electronics
(Communications Systems, Medical Systems,
Air/Space Traffic Control Systems, MFD, Radar,
Sensor Jamming Equipment) (16 Active Points); OIF
Immobile (-1 1/2), Crew-Served (2 people; -1/4)
- 3 *Machine Shop:* +4 with Mechanics (8 Active
Points); OIF Immobile (-1 1/2), Crew-Served (2
people; -1/4)
- 4 *Ships Armory:* +3 with Weaponsmith (Energy
Weapons, Firearms, Missiles & Rockets) (10 Active
Points); OIF Immobile (-1 1/2), Crew-Served (2
people; -1/4)

Total Powers & Skill Cost: 2370**Total Cost: 2554****200+ Disadvantages**

- 0 Custom Disadvantage **Note:** 9 Crew, 32
Troops, 22 Staterooms, 80.5 Cargo
- 20 Physical Limitation: Cannot Enter
Atmosphere (All the Time, Greatly
Impairing)
- 2334 Experience Points

Total Disadvantage Points: 2554

BROADSWORD MERCENARY CRUISER

Val	Char	Cost	Notes
18	Size	90	Length 64.00", Width 32.00", Area 2048.00" Mass 26.2 kton KB -18
100	STR	0	Lift 26.2ktons; 20d6
18	DEX	0	OCV 6 DCV -6
34	BODY	6	
30	DEF	39	
2	SPD	-10	Phases: 6, 12

Total Characteristic Cost: 111

Movement: **Flight: 60" / 120"**
Teleportation: 9" / 18"

Cost	Powers	END
	Tactical Section, Laser Turrets are Mounted Dorsal and Ventral, Missile Turrets are mounted Port and Starboard	
75	1) <i>Beam Laser</i> : RKA 8d6, Autofire (3 shots; +1/4), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Bulky Fragile (-1 1/4), Crew-Served ([5-8] people; 3 batteries with 2 crew per battery; -3/4), Custom Modifier (Visible Light Laser; -1/2), Beam (-1/4), Real Weapon (-1/4) Note : Triple 250MW Beam Laser Turret	30
10	2) <i>3 More Triple Laser Turrets</i> : Custom Power (10 Active Points)	0
128	3) <i>Light Missile Rack</i> : RKA 6 1/2d6, 32 Charges (+1/4), Explosion (+1/2), Autofire (3 shots; +1 1/4), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (450 Active Points); OIF Immobile (-1 1/2), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) Note : standard space combat missile, with either kinetic energy or High Explosive WarheadIF KE, its an AP attack instead of explosive	[32]
10	4) <i>3 more Triple Missile Turrets</i> : Custom Power (10 Active Points)	0
6	5) <i>Point Defense System</i> : Missile Deflection (Any Ranged Attack) (20 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Crew-Served (2 people; -1/4), Real Armor (-1/4)	2
5	6) <i>A Second Point Defense System</i> : Custom Engineering Section	0

9	1) <i>Jump 3 Drive</i> : Teleportation 9", MegaScale (1" = 1 lightyear; +3 1/2) (81 Active Points); 1 Charge which Recovers every 1 Week (-2 1/2), Extra Time (1 Hour, Only to Activate, -1 1/2), OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (possible misjump if using unrefined fuel; -1/2), Custom Modifier (cannot be used safely inside a gravity well; -1/2), Custom Modifier (No Non Combat Multiple; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4)	[1]
63	2) <i>3G Maneuver Drive</i> : (Total: 159 Active Cost, 63 Real Cost) +1 SPD (10 Active Points); OIF Bulky (-1), Linked (???; -1/2), Crew-Served (2 people; -1/4) (Real Cost: 4) plus Flight 60", Position Shift (125 Active Points); OIF Bulky (-1), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 50) plus +8 DEX (24 Active Points); OIF Bulky (-1), Linked (???; -1/2), Custom Modifier (Real Equipment; -1/4) (Real Cost: 9)	0
412	3) <i>Ships Fusion Power Plant</i> : Endurance Reserve (400 END, 400 REC) Reserve: (440 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0
102	4) <i>Emergency generators and batteries</i> : Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0
9	5) <i>Ships Environmental Systems</i> : Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3
9	6) <i>Ships Life Support System</i> : LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/ Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3
6	7) <i>Fuel Purification Plant</i> : Minor Transform 4d6 (Liquid Hydrogen or Water to usable fuel) (40 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4)	4

Command Section

23	1) <i>Basic Bridge</i> : (Total: 42 Active Cost, 23 Real Cost) +2 with Combat Piloting (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 6) plus +2 with All Combat (16 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 9) plus +2 with Security Systems (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 4)	6	
5	<i>EMP shielding</i> : Power Defense (15 points) (15 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only vs EMP and radiation effects; -1/2)	0	
16	1) <i>EMs Masking</i> : Change Environment 1" radius, -4 to Radar PER Rolls, -4 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (48 Active Points); OIF Immobile (-1 1/2), No Range (-1/2)	0	
14	2) <i>Active EMS Jammer</i> : Suppress 8d6, Area Of Effect Nonselective (8" Radius; +1) (80 Active Points); OIF Immobile (-1 1/2), Requires A Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points, RSR Skill is subject to Skill vs. Skill contests; -1 1/4), Side Effects, Side Effect occurs automatically whenever Power is used (degrades ships own sensors by half amount suppressed; -1), No Range (-1/2), Crew-Served (2 people; -1/4)	8	
31	3) <i>Sensor Probes and Recon Drones</i> : Clairsentience (Sight Group And Radar), x2 Range (1230"), 2 Perception Points, Telescopic (+1 versus Range Modifier): +1, Tracking, Transmit, 4 Continuing Charges lasting 6 Hours each (+3/4), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (140 Active Points); OIF Immobile (-1 1/2), Fixed Perception Point (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Concentration (1/2 DCV; -1/4), Crew-Served (2 people; -1/4)	[4 cc]	
14	4) +15 DEF (45 Active Points); OIF Immobile (-1 1/2), Ablative BODY Only (-1/2), Real Armor (-1/4)		
13	Multipower, 50-point reserve, (50 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)		
1u	1) Radar (Radio Group), +5 to PER Roll, Increased Arc Of Perception (360 Degrees), MegaScale (1" = 1,000 km; +1) (50 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	5	
1u	2) <i>Densitometer</i> : Detect A Single Thing 13- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, MegaScale (1" = 10,000 km; +1 1/4) (49 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	5	
1u	3) <i>Neutrino Sensor</i> : Detect A Single Thing 9- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, MegaScale (1" = 10,000 km; +1 1/4) (40 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	4	
1u	4) <i>Optical telescopes</i> : +8 PER with Sight Group and HRRP (24 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	2	
1u	5) IR Perception (Sight Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+1 versus Range Modifier): +8, MegaScale (1" = 100,000 km; +1 1/2) (47 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	5	
1u	6) <i>Laser/Maser Comm System</i> : Mind Link , Machine class of minds, Any Willing Target, Any distance, Number of Minds (x2) (25 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	2	
1u	7) HRRP (Radio Group), Discriminatory, Analyze, MegaScale (1" = 1,000 km; +1) (44 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)	4	
	Vehicles		

- 30 1) *Modular Cutter*: Custom Power (30 Active Points) 0
- 20 2) *Extra Cutter Module, this assumes either Fuel skimmer or ATV Cradle*: Custom Power (20 Active Points) 0

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 Speed Reading (x100)

Skills**Skills/Laboratories**

- 2 *Ships Sick Bay*: +3 with Paramedics (6 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
- 10 *Agile Spacecraft*: +3 with DCV (15 Active Points); Custom Modifier (Linked to ships maneuver drive; -1/2)
- 6 *Electronics Shop*: +4 with Electronics (Communications Systems, Medical Systems, Air/Space Traffic Control Systems, MFD, Radar, Sensor Jamming Equipment) (16 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
- 3 *Machine Shop*: +4 with Mechanics (8 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
- 4 *Ships Armory*: +3 with Weaponsmith (Energy Weapons, Firearms, Missiles & Rockets) (10 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)

Total Powers & Skill Cost: 1062**Total Cost: 1173****200+ Disadvantages**

- 0 Custom Disadvantage **Note**: 9 Crew, 32 Troops, 22 Staterooms, 80.5 Cargo
- 20 Physical Limitation: Cannot Enter Atmosphere (All the Time, Greatly Impairing)
- 953 Experience Points

Total Disadvantage Points: 1173**DRAGON CLASS SYSTEM DEFENSE BOAT**

Val	Char	Cost	Notes
17	Size	85	Length 50.80", Width 25.40", Area 1290.16" Mass 13.1 kton KB -17
95	STR	0	Lift 13.1ktons; 19d6
27	DEX	0	OCV 9 DCV -2
33	BODY	6	
45	DEF	39	
6	SPD	-10	Phases: 2, 4, 6, 8, 10, 12

Total Characteristic Cost: 106**Movement: Flight: 60" / 120"**

Cost	Powers	END
	Tactical Section, Laser Turrets are Mounted Dorsal and Ventral, Missile Turrets are mounted Port and Starboard	
75	1) Beam Laser: RKA 8d6, Autofire (3 shots; +1/4), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Bulky Fragile (-1 1/4), Crew-Served ([5-8] people; 3 batteries with 2 crew per battery; -3/4), Custom Modifier (Visible Light Laser; -1/2), Beam (-1/4), Real Weapon (-1/4) Note: Triple 250MW Beam Laser Turret	30
5	2) Another Triple Laser Turret: Custom Power (5 Active Points)	0
128	3) Light Missile Rack: RKA 6 1/2d6, 32 Charges (+1/4), Explosion (+1/2), Autofire (3 shots; +1 1/4), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (450 Active Points); OIF Immobile (-1 1/2), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) Note: standard space combat missile, with either kinetic energy or High Explosive WarheadIF KE, its an AP attack instead of explosive	[32]
5	4) Another Triple Missile Turret: Custom Power (5 Active Points)	0
6	5) Point Defense System: Missile Deflection (Any Ranged Attack) (20 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Crew-Served (2 people; -1/4), Real Armor (-1/4)	2
5	6) A Second Point Defense System: Custom Power (5 Active Points) Engineering Section	0

80	1) 6G Maneuver Drive: (Total: 216 Active Cost, 80 Real Cost) +4 SPD (40 Active Points); OIF Bulky (-1), Linked (???; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 13) plus Flight 60", Position Shift (125 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4) (Real Cost: 50) plus +17 DEX (51 Active Points); OIF Bulky (-1), Linked (???; -1/2), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4) (Real Cost: 17)	0	23	1) Basic Bridge: (Total: 42 Active Cost, 23 Real Cost) +2 with Combat Piloting (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 6) plus +2 with All Combat (16 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 9) plus +2 with Security Systems (4 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 2) plus +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Costs Endurance (-1/2), Crew-Served (2 people; -1/4) (Real Cost: 4)	6
412	2) Ships Fusion Power Plant: Endurance Reserve (400 END, 400 REC) Reserve: (440 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4), Custom Modifier (Only to Power Electrical Devices; -1/4), Custom Modifier (Real Equipment; -1/4)	0	5	EMP shielding: Power Defense (15 points) (15 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only vs EMP and radiation effects; -1/2)	0
102	3) Emergency generators and batteries: Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Custom Modifier (cannot be used while main powerplant is running; -1), Custom Modifier (only to power electrical equipment; -1/4), Crew-Served (2 people; -1/4)	0	21	1) EMs Masking: Change Environment 1" radius, -6 to Radar PER Rolls, -6 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (64 Active Points); OIF Immobile (-1 1/2), No Range (-1/2)	0
9	4) Ships Environmental Systems: Change Environment 64" radius (35 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1), Custom Modifier (Real Equipment; -1/4)	3	14	2) Active EMS Jammer: Suppress 8d6, Area Of Effect Nonselective (8" Radius; +1) (80 Active Points); OIF Immobile (-1 1/2), Requires A Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points, RSR Skill is subject to Skill vs. Skill contests; -1 1/4), Side Effects, Side Effect occurs automatically whenever Power is used (degrades ships own sensors by half amount suppressed; -1), No Range (-1/2), Crew-Served (2 people; -1/4)	8
9	5) Ships Life Support System: LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3	31	3) Sensor Probes and Recon Drones: Clairsentience (Sight Group And Radar), x2 Range (1230"), 2 Perception Points, Telescopic (+1 versus Range Modifier): +1, Tracking, Transmit, 4 Continuing Charges lasting 6 Hours each (+3/4), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (140 Active Points); OIF Immobile (-1 1/2), Fixed Perception Point (-1), Sense Affected As More Than One Sense [very common Sense] (-1/2), Concentration (1/2 DCV; -1/4), Crew-Served (2 people; -1/4)	[4 cc]
	Command Section		28	4) +30 DEF (90 Active Points); OIF Immobile (-1 1/2), Ablative BODY Only (-1/2), Real Armor (-1/4)	

- 13 Multipower, 50-point reserve, (50 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4)
- 1u 1) Radar (Radio Group), +5 to PER Roll, Increased Arc Of Perception (360 Degrees), MegaScale (1" = 1,000 km; +1) (50 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 5
- 1u 2) Densitometer: Detect A Single Thing 13- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, MegaScale (1" = 10,000 km; +1 1/4) (49 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 5
- 1u 3) Neutrino Sensor: Detect A Single Thing 9- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, MegaScale (1" = 10,000 km; +1 1/4) (40 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 4
- 1u 4) Optical telescopes: +8 PER with Sight Group and HRRP (24 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 2
- 1u 5) IR Perception (Sight Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+1 versus Range Modifier): +8, MegaScale (1" = 100,000 km; +1 1/2) (47 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 5
- 1u 6) Laser/Maser Comm System: Mind Link , Machine class of minds, Any Willing Target, Any distance, Number of Minds (x2) (25 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 2
- 1u 7) HRRP (Radio Group), Discriminatory, Analyze, MegaScale (1" = 1,000 km; +1) (44 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Sense Affected As More Than One Sense [very common Sense] (-1/2), Crew-Served (2 people; -1/4) 4
- Vehicles

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 Speed Reading (x100)

Skills**Skills/Laboratories**

- 2 *Ships Sick Bay*: +3 with Paramedics (6 Active Points); OIF Immobile (-1 1/2), Crew-Served (2 people; -1/4)
- 20 *Agile Spacecraft*: +6 with DCV (30 Active Points); Custom Modifier (Linked to ships maneuver drive; -1/2)

Total Powers & Skill Cost: 1020**Total Cost: 1126****200+ Disadvantages**

- 0 Custom Disadvantage Note: Pilot, Co-Pilot, 5 Engineers, 4 Gunners, 6 total staterooms, 3.5 tons cargo space
- 926 Experience Points

Total Disadvantage Points: 1126

RAMPART LIGHT FIGHTER

Val	Char	Cost	Notes
10	Size	50	Length 10.08", Width 5.04", Area 50.80" Mass 102.4 ton KB -10
60	STR	0	Lift 102.4tons; 12d6
27	DEX	0	OCV 9 DCV 3
25	BODY	5	
26	DEF	30	
6	SPD	-10	Phases: 2, 4, 6, 8, 10, 12

Total Characteristic Cost: 61**Movement: Flight: 60" / 120"**

Cost	Powers	END
	Power Systems	
259	<i>Ships Fusion Power Plant:</i> Endurance Reserve (250 END, 250 REC) Reserve: (275 Active Points); OIF Bulky (-1), Custom Modifier (only to power electrical devices; -3/4)	0
	Propulsion Systems	
80	<i>6G Maneuver Drive:</i> (Total: 216 Active Cost, 80 Real Cost) +4 SPD (40 Active Points); OIF Bulky (-1), Linked (???; -1/2), Crew-Served (2 people; -1/4), Custom Modifier (Real Equipment; -1/4) (Real Cost: 13) plus Flight 60", Position Shift (125 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4) (Real Cost: 50) plus +17 DEX (51 Active Points); OIF Bulky (-1), Linked (???; -1/2), Custom Modifier (Real Equipment; -1/4), Crew-Served (2 people; -1/4) (Real Cost: 17)	0
	Tactical Systems	
86	<i>Beam Laser:</i> RKA 8d6, Autofire (2 shots; +1/4), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (300 Active Points); OIF Bulky Fragile (-1 1/4), Limited Arc Of Fire (60 degrees; Only on same horizontal level; -3/4), Beam (-1/4), Real Weapon (-1/4) Note: 2 Fixed 250mw Beam Lasers	30
24	<i>Hull armor:</i> +14 DEF (42 Active Points); Ablative BODY Only (-1/2), Real Armor (-1/4)	
6	<i>EMP shielding:</i> Power Defense (15 points) (15 Active Points); OIF Bulky (-1), Custom Modifier (only vs EMP and radiation effects; -1/2)	0
26	<i>EMs Masking:</i> Change Environment 1" radius, -6 to Radar PER Rolls, -6 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (64 Active Points); OIF Bulky (-1), No Range (-1/2)	0
	Operations Systems	

15	<i>Sensors and Commo Package:</i> Multipower, 35-point reserve, (35 Active Points); all slots OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	
1u	1) Radar (Radio Group), MegaScale (1" = 10,000 km; +1 1/4) (34 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	3
1u	2) Radio Perception/Transmission (Radio Group), MegaScale (1" = 10,000 km; +1 1/4) (22 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	2
1u	3) IR Perception (Sight Group), Discriminatory, Telescopic (+1 versus Range Modifier): +1, Tracking, MegaScale (1" = 1,000 km; +1) (32 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	3
	Personnel Systems	
18	LS (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe Environment: Zero Gravity; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/ Vacuum; Self-Contained Breathing), 1 Continuing Charge lasting 6 Hours (+0) (40 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)	4

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator

Skills

20	<i>Agile Spacecraft:</i> +6 with DCV (30 Active Points); Custom Modifier (Linked to ships maneuver drive; -1/2)
9	<i>Targeting Computer:</i> +4 with Ranged Combat (20 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)
6	<i>GPS System:</i> Navigation (Air, Space) 14- (13 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -1/4)

Total Powers & Skill Cost: 569**Total Cost: 630****Total Disadvantage Points: 630**

Sample Worlds

The first sample world is a random world using full long form generation with some tweaks, generated with the program Heaven and Earth.

Oureboros

WORLD DETAILS

NAME: Oureboros 3
UWP: B378000-9
PBG: 810
TRADE CODES: Non-industrial, Low Population

STELLAR DETAILS

Primary Star: F5 VI
Binary Star: M7 D
Trinary Star: M7 D

SATELLITE DETAILS

Number: 2
Satellite 1: UWP:YS00000-0, Orbit: 25
Satellite 2: UWP:YS00000-0, Orbit: 60

STAR SYSTEM ORBITAL ZONES

1. Orbital Zones: Primary Star: 3 (Bodies Orbit around Primary Star)
Binary Star: Close (Binary Star Orbit Around Primary Star)
Trinary Star: 4 (Trinary Star Orbit around Primary Star)

SIZE RELATED DETAILS

1. Basic World Type: Planet
2a. Planet Diameter: 3,300 miles (5,280 km)
2b. Planet Density: Molten Core, 0.9 terra
5. World Mass: 0.048 terra
6. World Gravity: 0.338 terra
7. Planet Orbit Period:
7a. Stellar Mass: 0.8 sol 1.11 sol 1.11 sol
7b. Orbital Distance: 1.0 AU
7c. Orbital Period: 346.68 standard days
9. Rotation Period: 34.11 standard hours
10. Axial Tilt: 15 degrees
11. Orbital Eccentricity: 0.15
12. Seismic Stress Factor: 0.0

ATMOSPHERIC RELATED DETAILS

1. Atmospheric Composition: Standard oxygen-nitrogen mix, with pollutants taint
2. Surface Atmospheric Pressure: 1.3 atm
3. Surface Temperature:
3a. Stellar Luminosity: 1.089
3b. Orbit Factor: 374.025
3c. Energy Absorption: 0.654
3d. Greenhouse Effect: 1.1
3e. Base Temperature: 28.739 degrees C

4. Orbital Eccentricity Effects: Tc=4.5 degrees C, Tf=-4.5 degrees C
5. Latitude Temperature Effects: (Hex Row=Degrees C)
1=+12, 2=+8, 3=+4, 4=0, 5=-4, 6=-8, 7=-12, 8=-16, 9=-20, 10=-24, 11=-28 degrees C
6a. Axial Tilt Base Increase: 9 degrees C
6b. Axial Tilt Base Decrease: -15 degrees C
6c. Axial Tilt Latitude Effects: (Hex Row=Degrees)
1=0, 2=0, 3=0, 4=0, 5=0.25, 6=0.5, 7=0.75, 8=1, 9=1, 10=1, 11=1 degrees
7a. Length of day and Night: 17.055 standard hours
7b. Rotation-Luminosity Effects: 1.121
7c. Daytime Rotation Effects: 0.561 +per hour of daylight, 845.926 absolute maximum plus temperature
7d. Nighttime Rotation Effects: 1.0 -per hour of darkness, 45.261 absolute maximum minus temperature
11. Temperature Worksheet: See separate section
12. Native Life: Exists
13. Atmospheric Terraforming: Has not occurred
14. Greenhouse Effect Terraforming: Has not occurred
15. Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

1. Hydrographic Percentage: 84%
2. Hydrographic Composition: Tainted liquid water
3. Tectonic Plates: 1
4. Hydrographic Terraforming: Has not occurred
5. Terrain Terraforming: Has not occurred
6. Continents and Oceans: 2 major continents, 7 minor continents, 10 major islands, 9 archipelagoes
8. Resources and Goods:
Natural Resources: Agriculture, Radioactives, Compounds
Processed Resources: Agropducts, Non-Metals
9. Weather Control: Is not practiced

TECHNOLOGY RELATED DETAILS

1. High Common Tech Level: 9
2a. Low Common TL Limits: Upper=9, Lower=4
2b. Low Common TL: 4
3a. Energy TL Limits: Upper=A, Lower=5
3b. Energy TL: 9
4a. Computer/Robotics TL Limits: Upper=A, Lower=3
4b. Computer/Robotics TL: A
5a. Communications TL Limits: Upper=A, Lower=3
5b. Communications TL: 9
6a. Medical TL Limits: Upper=A, Lower=0
6b. Medical TL: A
7a. Environment TL Limits: Upper=A, Lower=5
7b. Environment TL: A
8a. Land Transport TL Limits: Upper=A, Lower=5
8b. Land Transport TL: 9
9a. Water Transport TL Limits: Upper=9, Lower=4
9b. Water Transport TL: 9
10a. Air Transport TL Limits: Upper=9, Lower=4
10b. Air Transport TL: 9
11a. Space Transport TL Limits: Upper=A, Lower=7

- 11b. Space Transport TL: 9
 12a. Personal Military TL Limits: Upper=A, Lower=0
 12b. Personal Military TL: A
 13a. Heavy Military TL Limits: Upper=A, Lower=0
 13b. Heavy Military TL: 8
 14. Novelty Tech Level: A

TEMPERATURE WORKSHEET

LATITUDE BASE

HEX BASE TEMPERATURE TEMPERATURE
 ROW TEMPERATURE EFFECTS FOR HEX ROW

- 1 29 12 41
 2 29 8 37
 3 29 4 33
 4 29 0 29
 5 29 -4 25
 6 29 -8 21
 7 29 -12 17
 8 29 -16 13
 9 29 -20 9
 10 29 -24 5
 11 29 -28 1

AXIAL TILT HIGHEST

HEX SUMMER AXIAL TILT TEMP PLUS DAYTIME
 ORBIT ECC TEMP FOR
 ROW PLUS FACTOR IN SUMMER PLUS PLUS HEX
 ROW

- 1 9 0 0 10 0.2 50
 2 9 0 0 10 0.2 46
 3 9 0 0 10 0.2 42
 4 9 0 0 10 0.2 38
 5 9 0.25 2 10 0.2 37
 6 9 0.5 5 10 0.2 35
 7 9 0.75 7 10 0.2 33
 8 9 1 9 10 0.2 31
 9 9 1 9 10 0.2 27
 10 9 1 9 10 0.2 23
 11 9 1 9 10 0.2 19

AXIAL TILT LOWEST

HEX WINTER AXIAL TILT TEMP MINUS
 NIGHTTIME ORBIT ECC TEMP FOR
 ROW MINUS FACTOR IN WINTER MINUS MINUS
 HEX ROW

- 1 -15 0 0 17 -0.2 24
 2 -15 0 0 17 -0.2 20
 3 -15 0 0 17 -0.2 16
 4 -15 0 0 17 -0.2 12
 5 -15 0.25 -4 17 -0.2 4
 6 -15 0.5 -8 17 -0.2 -4
 7 -15 0.75 -11 17 -0.2 -12
 8 -15 1 -15 17 -0.2 -19
 9 -15 1 -15 17 -0.2 -23
 10 -15 1 -15 17 -0.2 -27
 11 -15 1 -15 17 -0.2 -31

ENCOUNTER TABLES

ENCOUNTER TABLE, BEACH TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS

- 1 10 Intimidator Flyer 1 3/0 7 Hooves None A5 F6 S0
 2 6 Grazer Flyer 12 5/10 10 Horns None A4 F4 S2
 3 10 Grazer 50 18/8 5 Thrasher None A4 F3 S4
 4 8 Grazer Flyer 400 26/12 10 Hooves 1 Rigid A8 F5 S1
 5 2 Eater 1600 30/12 1 Claws None A2 F7 S0
 6 1 Siren 800 27/9 1 As Spear 4 Rigid A9 F9 S0

ENCOUNTER TABLE, BROKEN TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS

- 1 3 Carrion-Eater 12 4/9 10 Claws None A5 F6 S0
 2 4 Grazer 1 3/0 5 Stinger 4 Rigid A7 F1 S3
 3 1 Filter Flyer 1 3/0 3 As Body Pistol None A9 F3 S0
 4 1 Intermittent Flyer 25 14/5 12 Hooves 1 Rigid A8 F9 S0
 5 7 Eater 1600 36/17 1 Stinger 4 Rigid A3 F4 S0
 6 2 Chaser Flyer 1 5/0 7 Thrasher 4 Rigid A9 F5 S4

ENCOUNTER TABLE, BOTTOM TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS

- 1 4 Carrion-Eater Flyer 6000 39/12 20 As Broadsword 2 Rigid A4 F3 S0
 2 6 Filter Swimmer 200 17/13 4 As Body Pistol 1 A9 F3 S1
 3 1 Grazer Amphibian 12000 30/11 26 Claws None A6 F4 S0
 4 1 Intermittent Flyer 1 6/0 13 Claws 2 A6 F4 S0
 5 1 Gatherer Swimmer 36000 56/33 44 Horns None A9 F8 S0
 6 15 Chaser Swimmer 200 18/6 11 Thrasher 3 Rigid A9 F4 S1

ENCOUNTER TABLE, CAVE TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS

- 1 1 Carrion-Eater Flyer 1 1/0 6 As Spear 3 A7 F3 S0
 2 1 Intermittent 1 2/0 6 Thrasher 4 Rigid A8 F6 S2
 3 1 Grazer 1 1/0 12 Claws 2 A6 F0 S0
 4 1 Intermittent Flyer 200 22/11 11 Claws None A8 F6 S1
 5 1 Gatherer 100 21/7 4 Claws 1 Rigid A8 F3 S1
 6 2 Chaser 6000 39/13 4 Thrasher 1 Rigid A9 F7 S2

ENCOUNTER TABLE, CHASM TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS

- 1 1 Reducer 12 12/7 9 Hooves None A9 F7 S0

Section Name

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2 1 Intermittent Flyer 6000 32/16 12 Claws 2 Rigid A9 F6 S0
3 1 Grazer 3200 31/20 1 Claws 3 Rigid A8 F5 S1
4 3 Intermittent 6 2/6 8 As Broadsword 4 Rigid A4 F5 S0
5 9 Eater 6000 33/20 16 Claws 3 A5 F4 S0
6 5 Chaser Flyer 800 28/7 1 As Dagger None A9 F7 S4

ENCOUNTER TABLE, CLEAR TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
WEAPONS ARMOR CHARACTERISTICS
1 3 Reducer 1600 34/8 1 Horns 1 A9 F5 S1
2 12 Grazer Flyer 1 5/0 6 Thrasher 1 Rigid A5 F3 S1
3 6 Grazer 100 16/6 5 Thrasher None A3 F3 S2
4 9 Grazer Flyer 800 38/11 1 As Spear None A3 F4 S0
5 3 Eater Flyer 1 1/0 13 Hooves 1 A6 F7 S1
6 6 Chaser Flyer 800 31/15 1 Horns 1 A9 F8 S0

ENCOUNTER TABLE, CRATER TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
WEAPONS ARMOR CHARACTERISTICS
1 3 Intimidator Flyer 25 14/10 8 Stinger 1 A3 F6 S0
2 6 Grazer Flyer 1 6/0 14 Teeth 1 A3 F3 S3
3 1 Grazer Flyer 1 2/0 9 As Broadsword 1 Rigid A6 F1 S3
4 6 Grazer 24000 58/32 30 As Body Pistol None A7 F5 S0
5 1 Gatherer 1 6/0 6 Claws 3 A6 F8 S3
6 2 Chaser 3 5/5 6 Thrasher 4 A9 F6 S0

ENCOUNTER TABLE, DEPTHS TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
WEAPONS ARMOR CHARACTERISTICS
1 6 Intimidator Flyer 1 4/0 8 Claws 2 A6 F6 S0
2 14 Grazer Swimmer 24000 34/24 24 Horns 4 Rigid A5 F0 S1
3 12 Grazer Triphibian 3 6/6 5 As Spear None A4 F5 S2
4 7 Grazer Flyer 50 11/12 9 Claws None A3 F2 S4
5 3 Hunter Swimmer 100 23/8 7 Teeth None A2 F5 S1
6 1 Pouncer Amphibian 800 32/14 1 As Dagger None A9 F9 S0

ENCOUNTER TABLE, DESERT TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
WEAPONS ARMOR CHARACTERISTICS
1 1 Reducer Flyer 6000 25/15 18 Stinger 1 A4 F5 S0
2 16 Grazer 3 2/4 7 Hooves 2 A7 F3 S0
3 23 Grazer 400 22/15 8 As Spear None A8 F0 S0
4 5 Grazer 12000 42/20 18 Horns 2 A3 F0 S3
5 1 Eater 25 12/9 8 Teeth None A6 F5 S0
6 1 Chaser 1 6/0 6 Hooves None A9 F6 S4

ENCOUNTER TABLE, FOREST TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
WEAPONS ARMOR CHARACTERISTICS
1 8 Carrion-Eater 12 7/6 4 Claws None A6 F5 S1
2 1 Filter Flyer 3 1/1 7 Claws None A9 F8 S1
3 1 Intermittent Flyer 12 11/5 13 As Body Pistol 3 A4 F7 S0
4 1 Filter Flyer 12 9/11 12 Claws 2 A9 F6 S0
5 5 Eater 1600 32/13 1 Teeth None A4 F8 S3
6 1 Pouncer Flyer 1 3/0 5 Claws 2 A9 F9 S0

ENCOUNTER TABLE, JUNGLE TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
WEAPONS ARMOR CHARACTERISTICS
1 1 Intimidator 50 17/6 10 Teeth None A6 F3 S2
2 6 Intermittent 36000 43/33 20 As Dagger None A8 F4 S0
3 1 Intermittent 200 24/17 6 As Broadsword 2 A4 F4 S0
4 1 Filter Flyer 1 1/0 9 Claws None A9 F4 S1
5 1 Gatherer Flyer 3 3/5 2 As Dagger None A6 F6 S2
6 12 Chaser 6000 35/21 12 Hooves None A9 F5 S4

ENCOUNTER TABLE, MARSH TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
WEAPONS ARMOR CHARACTERISTICS
1 3 Carrion-Eater Flyer 1 3/0 4 Claws None A9 F6 S3
2 4 Intermittent Flyer 6 5/8 11 Claws None A4 F6 S0
3 1 Grazer 6 2/6 12 Thrasher 2 A3 F4 S2
4 1 Intermittent Amphibian 12 8/5 4 As Dagger None A6 F5 S0
5 1 Eater 3 5/4 9 Hooves 1 Rigid A5 F8 S3
6 6 Chaser Flyer 6 1/9 12 Claws 4 A9 F7 S2

ENCOUNTER TABLE, MOUNTAIN TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
WEAPONS ARMOR CHARACTERISTICS
1 1 Reducer Flyer 1 4/0 5 As Spear None A7 F4 S0
2 16 Grazer 800 30/12 1 Teeth 2 Rigid A3 F2 S1
3 6 Grazer 25 9/5 9 Horns 1 A4 F5 S0
4 6 Grazer 3 5/6 4 Claws None A4 F4 S4
5 1 Gatherer 800 33/14 1 Claws None A4 F7 S1
6 1 Siren 1 5/0 9 Hooves 2 A9 F6 S0

ENCOUNTER TABLE, PRAIRIE TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
WEAPONS ARMOR CHARACTERISTICS
1 2 Reducer 12000 43/19 12 Thrasher 2 A9 F4 S0
2 21 Grazer Flyer 100 17/7 7 Claws None A3 F4 S0
3 17 Grazer 6 6/7 11 As Body Pistol 4 A7 F0 S2
4 8 Grazer Flyer 6 1/8 5 Claws 1 A7 F1 S0
5 1 Hunter 6000 35/16 10 As Body Pistol 4 Rigid A5 F6 S1
6 2 Chaser 25 15/9 7 Horns None A9 F4 S1

ENCOUNTER TABLE, RIVER TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS
 1 1 Reducer 12000 39/24 12 Claws None A7 F6 S0
 2 1 Intermittent 100 19/9 9 Hooves None A9 F5 S2
 3 18 Grazer Flyer 1 5/0 8 Claws None A5 F4 S0
 4 1 Intermittent 1 6/0 9 Claws None A6 F5 S1
 5 6 Hunter 6000 42/22 8 Horns None A2 F6 S0
 6 1 Siren Flyer 25 9/6 7 Hooves None A9 F5 S2

ENCOUNTER TABLE, ROUGH TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS
 1 5 Intimidator Flyer 800 21/8 1 Claws None A3 F4 S0
 2 9 Grazer Flyer 6 6/10 2 As Broadsword None A8 F1 S0
 3 1 Grazer 1 4/0 13 Teeth 2 A6 F5 S1
 4 1 Intermittent 1 5/0 3 As Dagger 2 Rigid A9 F5 S1
 5 6 Hunter Flyer 3 1/1 11 Claws 3 A6 F5 S1
 6 2 Chaser 12000 47/21 16 Hooves None A9 F7 S1

ENCOUNTER TABLE, RUINS TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS
 1 4 Carrion-Eater 25 8/7 13 Stinger None A5 F8 S0
 2 1 Intermittent 30000 79/31 12 Teeth None A5 F6 S0
 3 1 Intermittent 400 16/7 8 Claws None A6 F4 S0
 4 1 Grazer 50 13/6 1 As Dagger 2 A4 F1 S2
 5 1 Gatherer 50 15/8 8 Horns 2 A4 F7 S0
 6 1 Killer 200 17/15 9 As Spear 1 Rigid A3 F6 S0

ENCOUNTER TABLE, SARGASSO TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS
 1 10 Carrion-Eater 1600 28/8 1 Hooves None A8 F4 S0
 2 1 Grazer Flyer 6 4/5 6 Horns None A8 F1 S2
 3 1 Intermittent 1 6/0 11 Claws 4 Rigid A8 F6 S0
 4 1 Intermittent Flyer 800 20/4 1 Claws 2 A9 F7 S0
 5 1 Gatherer 3 3/3 6 Claws 3 Rigid A5 F5 S0
 6 1 Chaser Flyer 200 25/13 5 Thrasher None A9 F7 S4

ENCOUNTER TABLE, SEA CAVE TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS
 1 5 Intimidator Flyer 3200 26/14 1 As Body Pistol None A5 F2 S0
 2 1 Intermittent 1 1/0 11 Claws 2 Rigid A5 F9 S0
 3 1 Grazer Flyer 12 8/7 8 Horns None A7 F2 S2
 4 4 Filter 800 29/12 1 Hooves None A9 F7 S0
 5 1 Gatherer Flyer 1 4/0 8 Claws None A4 F3 S0
 6 1 Chaser 400 25/10 8 Claws 3 A9 F8 S0

ENCOUNTER TABLE, SHALLOWS TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS
 1 5 Intimidator Triphibian 12 10/8 14 Stinger 4 Rigid A6 F4 S0
 2 4 Grazer Flyer 25 14/12 13 Horns 1 A6 F0 S0
 3 11 Grazer Swimmer 800 29/16 1 Hooves None A7 F4 S0
 4 5 Grazer Swimmer 1 1/0 7 Hooves None A5 F5 S1
 5 1 Gatherer Triphibian 1 1/0 2 Hooves 3 Rigid A6 F3 S0
 6 4 Chaser Amphibian 40000 71/34 50 Teeth 3 Rigid A9 F8 S2

ENCOUNTER TABLE, SURFACE TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS
 1 1 Hijacker Triphibian 6000 27/16 18 Hooves None A7 F6 S0
 2 1 Grazer Flyer 1 4/0 10 Claws 2 A8 F2 S0
 3 11 Grazer Flyer 3200 30/21 1 As Spear None A6 F5 S0
 4 8 Grazer Triphibian 6 2/7 7 Horns 2 Rigid A5 F2 S0
 5 1 Gatherer Amphibian 25 8/12 11 As Spear 2 A5 F7 S1
 6 1 Killer Flyer 3200 37/18 1 Hooves None A3 F5 S2

ENCOUNTER TABLE, SWAMP TERRAIN

DIE ANIMAL ATTRIBUTES WEIGHT HITS WOUNDS
 WEAPONS ARMOR CHARACTERISTICS
 1 1 Carrion-Eater Flyer 400 22/13 2 Thrasher 1 Rigid A9 F5 S2
 2 1 Intermittent Flyer 400 33/10 3 Claws 2 A4 F5 S0
 3 1 Grazer 1 4/0 6 Thrasher 4 Rigid A5 F4 S2
 4 1 Filter 50 10/9 6 Hooves 1 Rigid A9 F6 S0
 5 1 Gatherer Flyer 50 17/8 4 As Broadsword 3 Rigid A7 F4 S1
 6 6 Chaser 100 22/5 8 Stinger None A9 F4 S3

Hyperion

This random sample world is created using the short form.

Starport: C

Size: 2,000 km

atmosphere: Very Thin Tainted

hydrographics: 20%

Population: 7,000,000

Government: Balkanized

Law Level: 4

Tech Level: 5

giving a UWP of: C-222664-5

Scenarios

Plague of Perruques

A Traveller Hero scenario for 4-8 players. Copyright 1985 and used with the permission of Marc Miller.

NOTES

Originally published in 1985, and first used as a tournament scenario for the Frontier Wars convention, its copyright 1985 by GDW, but no specific author is listed. This is used with the permission of Marc Miller.

THE CHARACTERS

The characters can come from any background, there will need to be one noble whether as a PC or NPC, and at least one person with some kind of hunting/ field-craft skills. The characters will not need access to a ship for this adventure.

THE SITUATION

The Hostilities of the Fifth Frontier War are only recently concluded. The Regina subsector is now recovering from the ravages of the war, many worlds were battlefields, while others were cut off by blockades, sieges, and enemy raiders. With recovery comes a reopening of the subsector.

The adventurers have been recruited by Genidiirsi Hault-Reitan as part of an informal team visiting worlds in the subsector. Baron Reitan's purpose is two-fold: He has been visiting his own holdings on various worlds between Regina and Efate, and helping in the recovery by managing problems that have come up.

The entire group set out from Regina some months ago. Baron Reitan arranged passage for everyone along the spinward main as far as Efate. Stopovers at each world have averaged about a month.

Uakaye: The Group has just arrived on Uakaye, The Baron has planned a short stay, primarily to allow a hunting expedition for Redbacked Slonths, a carnivore native to Uakaye.

THE HUNTING EXPEDITION

Baron Reitan has contacted a local outfitter, gotten some maps, a few guidebooks, and an aerial survey.

Redbacked Slonths are in season, now migrating to the north shore of Triante, Uakaye's largest island, this territory is mostly forest. Hunting Slonths is a test of locating their spore and following it until the slonth is found.

Slonths leave a vile-smelling spore trail exuded from a gland in their tails, which frightens the smaller animals that are slonth prey.

REFEREE SYNOPSIS

This adventure is in two parts, an initial hunt for the Redbacked Slonth, and then an investigation into

the cause of a plague that is ravaging Uakaye. The hunt is brief and simply allows the players to learn to work together, the real adventure is the search to diagnose and treat the plague.

Referee Notes: The original version of this had six different causes, the tournament version only used the first cause

CAUSES:

1. A genetic experiment gone wrong
2. A genetic experiment deliberately released for revenge
3. A genetic experiment deliberately released for ransom
4. Zhodani biological weapon
5. A naturally occurring plague
6. A plague from another world

THE HUNT

Redbacked Slonths are an interesting carnivore native to Uakaye. They are 200kg pouncers with claws.

The Barons hunt for them is a pleasant diversion which he's been looking forward to for several months

The skin of the redback slonth is a delicate velvety hide which makes an exotic leather. The Baron wants that leather to make a cape.

Note: For Hero System, use the stats for an adult tiger (Bestiary 147-148), but remove the roar and add +2 to the Climbing skill.

RANDOM EVENTS

A 3d6 Die roll of 10+ indicates an event; if the Plague Cause is #5, then each event should present a grey colored grazer (grey should be emphasized, these are animals suffering from the plague). A second or later encounter should present an animal dead from the plague.

THE PLAGUE

Upon return from the hunting expedition, the group finds the situation has changed considerably since they left Uakaye City. A fast-acting disease has swept the city, affecting nearly 30% of the population, and medical and government officials are overworked and overwhelmed. They are fully occupied just trying to relieve suffering among the afflicted.

Symptoms: The plague's most visible symptom is a perruque, a cap of fungal fibers that cover the top of the head like a wig. The grey fibers completely cover the victims own hair, obscuring the natural hair color.

The other symptoms are more serious. A high fever, a thin opaque film over the eyes, creating blindness. Unconsciousness and coma, and death from brain damage in some cases. The progress of the disease is swift, the first sign is a mild fever along with bits of grey fiber at the roots of the hair, within a day. The fibers completely cover the skull within 3 days, and the vision has dimmed due to the film over the eyes, and the fever increases in intensity. By the eighth day the victim is

completely blind and racked by a high fever. A Crisis occurs on the 7th day, if the fever breaks the victim usually recovers, the film over the eyes melts off, and the grey fibers shed with normal hair loss, recovered patients are bald until their hair grows back in. Recovery is complete within 10 days of onset. The Crisis on the 7th day is crucial, if the patient doesn't survive the crisis, the condition rapidly deteriorates and death follows within 24 hours, about 50% of the plague victims don't survive.

Treatment: Early in the course of the disease there is little that can be done. When the fever starts to rise, the victim must be kept comfortable and fever suppressants administered, Anti-biotics can help reduce complications but they don't appear to help in preventing the disease itself.

ADVENTURE INFORMATION

TIME

The local day is close enough to 24 hours to count as a standard day for scenario purposes, and the day is divided into 4 6-hour blocks. All characters need one block of time to sleep under normal circumstances.

Travel times in Uakaye City can be considered as irrelevant, travel to other locations will be listed by location.

INFORMATION GATHERING

At each major map location, it is possible to encounter a rumor. The rumor may be true, false, or misleading, or even a potential clue when the group first arrives at the map location. The Rumor should be presented at the first reasonable opportunity.

LINRADIS ISLAND: THE IGS ENGINEERING LABORATORY

Travel time: [6 hours from the city by grav vehicle]

Imperial Geneering Systems maintains a remote genetic engineering laboratory on the remote island of Linradis. The Isolation is deliberate and serves 2 purposes, It helps reduce contamination in case of an accident, and it keeps workers minds on their work and away from the distractions in the city.

Intel Kiriolion is a researcher at the lab, and he is available to discuss the plague and its effects on Uakaye City. His superior Resian Talbot is the director of the laboratory but has only been on the job a short time.

Rumor: One of the labs staffers comments that former director Tanissa Levant was discharged for inefficiency.

CASES:

1. Kiriolion has been working on a biological agent similar in effect to the plague currently in Uakaye City. Unfortunately his lab has no remaining samples, all were sent along with a final report by courier to the Naval base at Efate about 2 weeks ago. The courier Lars Intron took the materials

into the city and then was going to take 2 weeks vacation in the city, he has not returned, and he is just now overdue.

Kiriolion has an electron microscopic profile of the plague, if it matches with a sample from Uakaye City, then they are the same.

IGS has a tentative vaccine for the plague, which should work on about 60% of the population, if the 2 plagues match, then the vaccine should stop the spread of the disease.

POLAR SUBSURFACE CITY

Travel time: [12 hours from city]

An especially rich vein of Iridium Ore runs along the floor of the ocean of Uakaye near the north pole. To exploit it, a mining settlement has been established under a dome on the floor of the sea. The settlement is controlled and owned by Ling Standard Products. Its designation is MinCon 78.

A platform raised 50 meters above the ocean surface allows vehicles to land and be lowered to the city by elevator. The city is as yet untouched by the plague. The local city leaders are aware of the plague and are determined to avoid its reaching the colony

They will allow the adventurers to interact by video with whomever they need to talk to. The information they can provide includes the following.

They have had no contact with the IGS research lab on Linradis, if the infection came from there, the lack of contact is the reason the colony remains untouched.

Rumor: Their search radars record a ship landing in the Shallows recently.

THE SHALLOWS

A section of the sea on Uakaye north of Uakaye City is exceptionally shallow, between 1 and 3 meters deep with a floor of solid bedrock. A starship has recently crashed here after successfully entering atmosphere. The wreck lies half submerged in the center of the shallows. The ship named the O'Shaunessy is a 400 ton subsidized merchant which visits Boughene, Uakaye, Roup, and Knorbes and Feri on a regular basis. This ship has 2 decks, the lower deck is flooded and underwater, the upper deck has about 30cm of water sloshing about, and the damage to control circuits and electronics is severe.

Rumor: The Ships computer contains a record of the ships flight.

Cases:

1. The ship crashed due to the failure of a control interface, the entire crew of 5 was killed during the landing.
- 2-5: nothing useful
6. The entire crew is dead. Examination of the bodies shows that all of them died from the effects of the plague. The ships log contains an account by the

captain of the gradual effects of the plague on the crew, while enroute to Boughene. The ships log can be accessed by another ships computer at the starport.

2. Trying to land the pilot made a miscalculation and crashed in the shallows. Records on the ships bridge show the plague is also rampant on Boughene.

AG FACTORY

The Ag Factory is an automated production center which is devoted to growing a variety of grains and vegetables for local consumption. The entire operation is run by less than 5 people in an extremely complex control center.

Rumor: One of the staff at the factory comments in passing that the Ag Factory is producing large quantities of food, but casualties from the plague have reduced demand. No one is going to earn their bonuses this year.

Cases:

1. The night controller has cooked up a plan to make some money from this plague. He has sent a ransom demand to the police department. The ransom demands are untraceably sent by computer, they call for the ransom to be placed in a drone at the Ag Factory and send it west over the ocean. The Ag Factory has both the money and the drone on hand, Somebody at the factory will have to prepare it. The police will expect the drone to be intercepted by an air raft or perhaps a radio signal. In either case theres a good chance the extortionist will get away with the money. Actually the night controller expects to switch a false load for the money when it is placed in the drone, he will then hide the money and get away with it later. The group when visiting the Ag factory will find everyone friendly and open, but unable to provide any real information. The night controller has no real knowledge of the source or cause of the plague.

STAGING POINT

Travel time: [6 hours from the city]

Staging point was established as a stopover for travelers ranging across the surface of Uakaye. The small station has a restaurant, a vehicle repair station, a communications beacon, and a small store.

The station is operated by a husband and wife couple and their three children, questioning them can give a good idea of who has passed through recently and of any interesting events.

Rumor: The Zhodani casualty remains recovery team was through here several weeks ago. The people here think that the Zhodani were responsible for the plague.

Cases:

1. The weekly courier between IGS and Uakaye City

hasn't been through on his regular run. In fact he hasn't been back from Uakaye City, They think he came down with the plague, his name is Lars Intron.

HUNTING GROUNDS

The forests of Uakaye are home to the Redbacked Slonoth, the Baron's goal on his hunt. Terrain types on the hunt are Forest, Swamp, and Beach.

Cases:

1. The hunting grounds show no important information, no evidence of the plague is present in the field.
5. If the hunting grounds are revisited, throw 2D each time an encounter table is to be consulted, on a 7+ a local animal is found dead of the plague.

CITY INDUSTRIAL PARK

The industrial park is the site of several small factories, most sprang up to deal with war production needs of the Imperium, and now they're winding down as their contracts expire. Consequently there are only a few workers here and the future looks bleak. One temporary bright spot is Triple V vacc suit corporation, They have been hiring workers lately to help produce stripped down vacc suits for local sale, the suits serve as quarantine suits to protect against catching the plague.

Rumor: Some unemployed workers are saying that Triple V is run by a truly unfeeling and greedy person who devised the plague just to sell a surplus stock of vacc suits and make a quick credit.

Cases:

1. A new employee of the company is Tanissa Levant, he is in charge of quality control, and has only been on the job for a few weeks.

In response to direct questions: Tanissa Levant admits that he was formerly head of the IGS lab, he left because his contract ran out. He also says that he knew about a similar plague being developed by IGS, but he is certain that the Uakaye plague can't be same one. He always insisted on extreme safety measures while he was director.

RESIDENCES

The residential area of the city is filled with houses and apartment blocks, because of plague fears, no one is allowing visitors or callers.

UAKAYE DOWN STARPORT

The starport closed itself to traffic once the nature of the plague became apparent. There has been no traffic allowed to the planetary surface.

Rumor: There was a strange incident recently: A ship landed out in the shallows, rather than here at the starport. One fellow believes that it was Zhodani Saboteurs, another thinks it was smugglers.

Cases:

1. There is no record of a parcel shipment passing through the starport from IGS to Efafe, The clerk knows Lars Intron, and expected him with the package but hes never shown up, that was just before the plague started he thinks.

STARTOWN

The people in startown are especially troubled by the plague. With the starport closed there is little in the way of new business. And the old hands are running out of money, the only jobs to be had are clearing the dead out of rooms – a job likely to give the plague to the workers.

Cases:

1. Cleaning up the plague dead is one of the few jobs open at the moment. Some people won't take the job for fear of catching the plague, but others take the job because they need the money. One Startown resident says he has always done this sort of job, when a hotel needs a body removed, they call him [They paid 100 cr per job before the plague, now the job has gone down to 50 cr per job]. He remembers just before the plague started, he and another man cleaned out a room in the Uakaye Regent Hotel, of a man who had been dead for a few days, his partner died of the plague. The man thinks about it for a minute and then comments that his partner was one of the first to catch the plague.

POLICE HEADQUARTERS

The police are overwhelmed by the plague, several of their enforcers have fallen to its effects, they are overworked and undermanned. The Police Chief appears distracted [perhaps showing the signs of the plague himself]. The police chief is unable to provide any help due to lack of resources, He suggests there might be some equipment available at the Imperial Army Base.

Rumor: An enforcer going off duty is heard to say that he thinks this is a Zhodani plot, they use biological agents.

Cases:

1. The police chief says he has received a ransom note that calls for cr 1,000,000 in return for the formula for an antidote and vaccine, they are checking on its authenticity, he should know more in a few more days.

NEXT TIME THE PARTY CALLS: The ransom note appears to be authentic, they are going to pay the ransom.

COMMERCIAL CENTER

The stores of Uakaye City are located in the commercial center of the city. Equipment of Law level 8 or less and tech level D or less can be purchased in the stores here, prices are 10% above base price, Vacc suits and protective suits are priced at 200% of base price. A Lo-

cally produced protective suit is available for cr 1,000.

ABANDONED ARMY BASE

[6 hours from the city]

The Imperial Army Base has been scheduled for inactivation, there are no troops assigned to it now, only a few guards responsible for the equipment left behind. The Officer of the guard can provide an Imperial G Carrier for use as transportation on Uakaye, This requires a good reaction from the officer, or he will not cooperate, there are over 300 g carriers parked in the motor pool, one could be stolen if necessary.

IF ASKED: a cooperative officer of the guard could provide bio-protection suits which may protect against the plague.

RUMOR: Two of the guards can be overheard talking about the plague, the wear Imperial bio-protection suits when they have to go into town.

HOTEL COMPLEX

The Uakaye Regent Hotel is one of several hotels in Uakaye City, since the plague it is the only one remaining open, One of the others was burned to the ground in an attempt to clear out plague contamination.

RUMOR: There was a Zhodani group through the city some weeks ago, recovering remains of Zhodani war casualties. They were the ones responsible for the plague, either they left it behind or they tripped a booby trap while recovering bodies.

Cases:

1. If a clerk is asked about Lars Intron[It must mention him by name] he can check the files and find that Intron was registered there and found dead of the plague in his room. The room itself was cleaned up and Intron's luggage was placed in storage. Introns luggage contains a parcel addressed "The chemical warfare section Imperial Naval Base, Efafe". The package contains a ruptured sample container of the biological agent, it has leaked out.

MEDICAL CENTER

The Medical Center in Uakaye City is under tremendous pressure, treating plague victims, looking for a cure, looking for treatments until a cure is found. The staff is very cooperative, and appreciates the efforts of the group to find the reason that the plague has hit Uakaye.

RUMOR: The medical staff was originally puzzled by the rapid appearance of the plague, they now have several theories. It could be a genetically manipulated virus, or it could be a naturally occurring disease,

Cases:

1. The first victim of the plague was Lars Intron, He was found in a hotel in the city, he has not yet been identified by occupation or residence.

FINAL NOTES

For the assorted critters in the wilderness, use various creatures from the Fantasy Hero bestiary, as Traveller just uses generic critters. There are buffalo, boars, crocodiles, small elephants, or at least local equivalents of such.

One plot line that's not covered but could easily be more developed is the Zhodani leaving a "gift".

The original module didn't include a map, and the characters were from a module called Tarsus.

¶

Starport Situations**The Tourist**

Tourists, being unfamiliar with a given area, can make trouble or provide information.

BASIC ENCOUNTER

The characters are travelling through the starport when they see a man or woman who is obviously a tourist on the corner ahead of them. He or she is wearing normal travel clothing, armed as the local law level allows, and carrying maps or travel brochures. As the characters approach the corner, he or she approaches and hails them in Galanglic, asking to buy them a cup of coffee (or local equivalent) and talk for a while. The tourist claims to be a traveller from a nearby human world, and is ready to head back home as soon as his ship arrives. Unfortunately, the starport area seems none too safe, and he/she would like some company in the meantime.

The characters are not in a hurry to a particular place, and the time of day makes the drink and relaxation sound good. If the characters accept, the tourist happily buys each a drink (as well as one for himself), and probes the characters about their backgrounds, adventures, and so on. If asked, he gives the name Kristoff (or Krista if female).

VARIATION ONE

The tourist really is a tourist. The tourist is a noble from a nearby human world, who left to travel the subsector and get a better understanding of the local economies and how they affected the tourist's world. The tourist is now bound for home, with ideas to try to make things better.

VARIATION TWO

If the characters are friendly, and show themselves trustworthy, the tourist may ask a favor. The tourist is heading back home, and has received word of trouble back home, and would like the characters to accompany him/her back home (he'll pay their way). If the characters accompany the tourist home, they find that the tourist's holdings have been taken over by a pathologic relative. The tourist's family and friends are prisoners, and with the character's help the tourist can regain his family and holdings.

VARIATION THREE

The tourist is really a con-man and thief, and is sizing up the characters. He is an expert pickpocket, and will attempt to pickpocket one or more of the characters as they are leaving the coffeehouse. If they discover him doing this, he will claim it's a mistake and attempt to flee at first opportunity.

VARIATION FOUR

The tourist is really a spy; possibilities include working for rebels if the area has harsh rulers, for a rival government if the world is balkanized, for the local government if it's a restrictive government. If the characters seem like they are up to no good, the spy will take an interest in their activities, either to report them or to convince them to help him. If the characters seem on the up-and-up, the spy will try to get them to help him against "the enemy", whoever that may be.

The Loaders**BASIC ENCOUNTER**

A large hovertruck loaded with goods is travelling along the starport roadway to one of the merchant ships, and there are 1-3 men in the hovertruck. They are in a hurry, and showing no signs of getting out of the character's way. In fact, the characters will have to leap out of the way to avoid injury, but doing so means landing in a dirty area - mud, oil, scummy water, or other such materials.

VARIATION ONE

The crew of the hovertruck are in a hurry - the captain of the ship they are travelling to is in a hurry, and told their company that he wants the goods loaded by time x, or not at all. Their company told them if they don't get the goods loaded, they'll lose their job.

VARIATION TWO

The 'crew' of the hovertruck are actually thieves, who have stolen the hovertruck and its goods before it got to the ship that bought the goods. The thieves are on their way to store and sell the goods on the black market.

VARIATION THREE

The crew of the hovertruck have been promised a day off with pay if they get the goods loaded on time, and they are determined to earn that day off.

VARIATION FOUR

The crew of the hovertruck are actually law enforcement agents, on their way to a bust (in disguise) or to help an officer in distress. They will not appreciate any delays.

The Police**BASIC ENCOUNTER**

As the characters are travelling in the Starport, they are approached by 1-4 police officers. The police tell the characters they are investigating a crime in the area (theft, mugging, murder, larceny, etc.) and would like to ask the characters some questions.

VARIATION ONE

The police have no interest in the characters, but are asking everyone they encounter to identify the person in a photograph (either a criminal or the dead victim). If the characters later see that person, the characters may act on that information as they see fit.

VARIATION TWO

The police have no interest in the characters, but are looking for anyone who may have witnessed the crime and can help with any clues. If the referee wants the characters to have been witnesses, he should set up the situation appropriately.

VARIATION THREE

The police are interested in the characters, because one of them looks like a criminal they are hunting. The character(s) will be detained and taken to the police station, and asked questions. It will take 1d6-1 days to clear up the matter.

VARIATION FOUR

The police are interested in the characters, because one or more of the characters has been framed for a crime (theft, murder, etc.). The police will attempt to detain them and take them down to the station for questioning and arraignment. Those characters remaining free (or out on bail) will have to find out who the real guilty party is to clear their name.

Military On Leave**BASIC ENCOUNTER**

Members of one of the military organizations (Army, Navy, or Marines) are on leave at the starport, and have been drinking and having a good time. They are wearing identifying clothing and insignia, and appropriate sidearms (pistols, gauss pistols, lasers, etc.). They are approaching the area where the characters are, but have not yet made contact.

VARIATION ONE

The members of the military group are from the same organization as one of the characters is/was (Army, Navy, or Marines), and the military group recognizes the character by insignia or other clues, and are treated like long-lost brothers. The military group insists on buying drink for the character(s) at the nearest bar. While at the bar, chances are high that the characters will encounter a rival group, and insults will fly. If a barfight breaks out, the military group will fight alongside the characters. Or the military group will encounter a rival group, a fight will break out, and the characters will have to fight alongside their new friends.

VARIATION TWO

One of the members of the military group thinks that

one of characters is a friend reported missing in action, and insists on buying the character some drinks and learning what happened. The referee may use this as desired, especially if the character's history may make this true.

VARIATION THREE

The military group notice that one or more of the group are from a rival organization, and begin insulting them. They are perfectly willing to get into a brawl.

VARIATION FOUR

The military group mistakes one of the characters for someone who cheated him, stole his girl, or some other event that makes it personal. He will insult the character(s), and depending on the character's response, likely start a brawl. The characters could end up in jail if they're not careful.

Mugging

BASIC ENCOUNTER

The characters hears moans and cries from a darkened or hidden area - an alley, a vacant lot, a warehouse area - and find the apparent victim of a mugging.

VARIATION ONE

The mugging victim is barely conscious, but is grateful for any help the characters provide(d). The victim may or may not require hospitalization or further care, and the reasons for the mugging may make this possible or not for the victim.

VARIATION TWO

The mugging victim dies as the characters arrive, with the muggers fleeing the scene. The police may arrive too late to suspect any but the characters, and the referee should take the situation from there based on the character's actions (and possible reputation).

VARIATION THREE

The mugging victim is in shock, and thinks the characters are more attackers. The victim's physical state will dictate whether the victim can try to fight back at his supposed attackers, flee, or just shouts for help. As the police arrive, the referee determines the situation based on the character's actions (and possible reputation).

VARIATION FOUR

The mugging is a setup for the real mugging - an attempt on the characters. There should be one attacker for every character in the party. Weapons are typically limited to clubs and knives, but the referee should adjust based on the characters weapons and defenses and the law level of the current world.

Sample Characters

Here are some sample characters.

Classic Traveller Merchants

These converted characters are based on characters from one of the Traveller modules (though I won't say which one - if you have the module, you'll probably know it). The HERO System conversions of the characters are built on 100 base plus up to 50 points in Disadvantages, and uses the profession templates from the Professions chapter as well as converting their existing skills and stats.

Ship's Captain

Traveller Stats

Retired Merchant Captain, 5A7B98, Age 44
6 Terms, Cr 13000
Admin-2, Bribery-2, Computer-3, Navigation-3,
Pilot-1, Vacc Suit-2, Auto Rifle-1, Auto Pistol-0
Serves as the ship's captain of the HMS Manhattan and serves as Navigator as well. Salary Cr6000/month.

Example HERO Conversion

MARK STOCKTON

CAPTAIN OF HMS MANHATTAN

8	STR	15	DEX	11	CON	10	BODY	17	INT
11	EGO	15	PRE	10	COM	2	PD	2	ED
2	SPD	4	REC	22	END	20	STUN		

Abilities: *Fringe Benefit:* Starship Masters License; *Fringe Benefit:* High-level executive of a minor business; *Fringe Benefit:* Merchant Vessel with Clear Title; Environmental Movement (no penalties on Zero G); AK *Spinward Marches* 11-; Bribery 13-; Bureaucratics 13-; Combat Piloting 12-; Computer Programming 14-; Electronics 8-; High Society 12-; Navigation (Hyperspace, Space) 14-; PS: Vacc Suit 12-; SS: Astronomy 8-; Systems Operation (Communications Systems, Sensors) 12-; Trading 15-; TF: Commercial Spacecraft & Space Yachts, Personal Use Spacecraft; WF: Handguns, Rifles

100+ Disadvantages: Normal Characteristic Maxima; Age: 40+; Psychological Limitation: Greedy (Very Common, Moderate); Psychological Limitation: Stubborn (Common, Strong)

Notes: Served in the TransStar merchant fleet, rising to Captain before retiring

Ship's Pilot

Traveller Stats

ex-Scout, 9B7955, Age 31
3 Terms, Cr 10000
Air/Raft-1, Jack of all Trades-1, Pilot-2, Vacc Suit-1,
Laser Carbine-1
Serves as pilot of the HMS Manhattan. Salary 6600/mo.

Example HERO Conversion

Jonah Kentaki, Pilot of HMS Manhattan

13	STR	16	DEX	11	CON	10	BODY	13	INT
13	EGO	12	PRE	12	COM	3	PD	2	ED
3	SPD	5	REC	22	END	23	STUN		

Abilities: *Contact:* Old shipmates from Scout Service (Good relationship with Contact) 11-; *Fringe Benefit:* Starship Masters License; Environmental Movement (no penalties on Zero G); **Latent Psionic;** *Jack Of All Trades:* +1 Overall; AK: Imperial Space 11-; Combat Piloting 13-; Computer Programming 12-; Electronics 12-; KS: Imperial Scout Service 11-; Mechanics 12-; Navigation (Hyperspace, Space) 12-; PS: Vacc Suit 12-; SS: Astrophysics 11-; SS: Hyperspace Physics 11-; Systems Operation (Communications Systems, Sensors) 12-; TF: Commercial Spacecraft & Space Yachts, Military Spacecraft, Personal Use Spacecraft; WF: Beam Weapons

100+ Disadvantages: Psychological Limitation: Overconfident (Common, Strong); Psychological Limitation: Curious (Common, Strong)

Notes: 29 unspent points, held for psionics

Ship's Engineer

Traveller Stats

Retired Navy Rating, 876785, Age 51
8 Terms, Cr 12000
Electronic-2, Engineering-3, Mechanical-2,
Ship's Boat-1, Vacc Suit-1, Auto Pistol-0
Serves as engineer of the HMS Manhattan. Salary 4800 Cr per month.

Example HERO Conversion

Kurushi Honda, Engineer of HMS Manhattan

12	STR	11	DEX	10	CON	10	BODY	11	INT
10	EGO	10	PRE	10	COM	2	PD	2	ED
3	SPD	4	REC	20	END	21	STUN		

Abilities: Luck 2d6; Martial Arts: Tai Chi; Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort; Throw: 1/2 Phase, +0 OCV, +1 DCV, 2d6 +v/5, Target Falls; Grab: 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 22 STR for holding on; Joint Break: 1/2 Phase, -1 OCV, -2 DCV, Grab One Limb; HKA 1d6 +1, Disable; Palm Slap/Kick: 1/2 Phase, -2 OCV, +1 DCV, 6d6 Strike); *Fringe Benefit:* Engineer's License; Contact (Good relationship with Contact) 11-;

Environmental Movement (no penalties in Zero G); ; Speed Reading (x10); Computer Programming 12-; Electronics 12-; KS: Emergency Damage Control 11-; KS: Gravitics 11-; KS: Imperial Navy 11-; KS: Starship Jump Drives 11-; KS: Starship Maneuver Drives 11-; KS: Starship Power Plants 11-; Mechanics 12-; PS: Imperial Navy Officer 11-; PS: Vacc Suit 11-; SS: Physics 11-; SS: Starship Engineering 13-; Security Systems 11-; Systems Operation (Communications Systems, Environmental Systems, Sensors) 11-; TF: Commercial Spacecraft & Space Yachts, Military Spacecraft, Personal Use Spacecraft; WF: Beam Weapons; WF: Handguns; +2 with Starship Engineering and Maintenance Skills

100+ Disadvantages: Normal Characteristic Maxima; Age: 40+; Psychological Limitation: Stubborn (Common, Strong); Psychological Limitation: Honorable (Common, Strong)

Notes:

Ship's Medic

Traveller Stats

ex-Other, 684AAA, Age 43
5 Terms, Cr5000
Forgery-1, Jack of all Trades-1, Medical-3,
Streetwise-1, Vacc Suit-0, Dagger-0, Shotgun-0
Serves as medic of the HMS Manhattan. Salary 2400
Cr per month.

Example HERO Conversion

Katie Silver, Medic
TBD

Ship's Gunner

Traveller Stats

ex-Merchant Third Officer, 4BC888, Age 36
4 Terms, Cr 4000
Engineering-1, Gunnery-3, Steward-1,
Tracked Vehicle-1, Vacc-Suit-1, SMG-1
Serves as gunner of the HMS Manhattan. Salary 1200
Cr/month.

Example HERO Conversion

Ship's Steward

Traveller Stats

ex-Army Captain, 69B687, Age 26
2 Terms, CR 100
Admin-1, Forward Observer-1, Leader-1, Steward-0,
Vacc Suit-0, Rifle-1, SMG-3
Serves as steward of the HMS Manhattan, though only
because he needed a job and this was the only one
available.

Example HERO Conversion

Henry Abril
TBD

Ship's Deckhand

Traveller Stats

ex-Marine Captain, BB785A, Age 30
3 Terms, CR 1000
ATV-2, Gambling-1, Tactics-1, Vacc Suit-1, Cutlass-1,
Revolver-1, Auto Rifle-1
Serves as a deckhand on the HMS Manhattan, only
because that's the only job that was available.

Example HERO Conversion

Derek Oslo