

Frontier Explorer



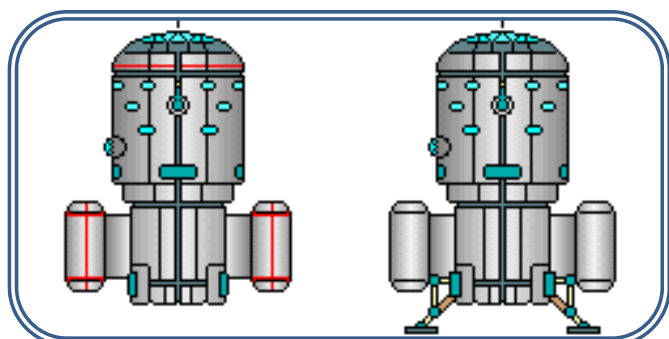
Issue 11
Winter 2015

The Alpha Scout
The Power of the Poultice
Top Secret's Contact Table
Character and Feference Sheets
Star Frontiers to D&D 5e Conversion
Krik: The Magnificent Beast of Hentz

.. alone in the Universe ..



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FROM THE EDITORS

Welcome back explorers!

With the release of Dungeons and Dragons 5th edition, it was only a matter of time before conversions started to appear. There is a lot of love for the Star Frontiers setting and I knew someone out there would write one up. (I'd have probably done it myself if I actually played D&D but I don't so I have no experience.)

The Frontier Explorer is proud to present a Star Frontiers to D&D 5th edition conversion written by Michael Long. These conversion rules have been play tested for some time by Michael and his group before submission to the magazine. If you've ever wanted to run some Star Frontiers games but your group only plays with D&D mechanics or simply doesn't want to use the standard Star Frontiers mechanics, this may be just the thing. We hope you enjoy it.

While the D&D conversion article is probably the star of the issue, we still have a bunch of other great content. There is a series of articles on medical equipment and rules. There are detailed write-ups on a couple new creatures, and an article on pirates and privateers details both ships and their captains. There is also a write-up on the poll we did in the last issue about the most popular Star Frontiers module. The answer may surprise you. It certainly surprised the editors.

We also have another conversion article dealing with NPC interactions. This one is a conversion of the Top Secret Contact Reaction table to the Star Frontiers system. You can use it to help determine how NPCs react to various actions taken by the player.

Finally, the center pages are taken up by a new character sheet and handy reference sheets provided by ScottR. If you're getting the print edition, these will be on the center staple for easy reference.

I just want to say thank you to all our readers. I'm continually surprised by the size of our readership and that it continues to grow. We must be doing something right. I have some plans for the Frontier Explorer and Star Frontiersman in the coming year that I hope will continue to improve the magazines. If you have any suggestions, comments, or just want to share your thoughts, feel free to let us know on the website forums or on Twitter.

And as always, keep exploring!

- Tom Stephens
Senior Editor

PRODUCTION CREDITS



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Full Cover Quote:

"Two possibilities exist: either we are alone in the Universe or we are not. Both are equally terrifying."

- *Arthur C. Clarke*

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A LITTLE TOK'VZZ

Eric Winsor

The last three months have been quiet at the Jurak Hangna Foundation since our exciting little cave adventure. No one is talking about Giggles. Everyone has busied themselves doing other things since getting back from Terledrom. Dwain has busied himself with Toy Hurtbot tweaking the habitats of the Alzof and the Sealion. Dwain is showing more restraint about being exposed to dangerous creatures after the ravenous cave creature and has used Toy in the Alzof, Sealion, and other enclosures. Tik seems quite pleased that Dwain and I are following his advice for once. Managing Toy in the control room for Dwain started filling up Tik's time so I brought in one of the robotic technicians that helped Tik build Toy and Dwain has used him in the control room freeing Tik to participate in the first molt celebrations of the small community of vrusk here on Hakosoar.

First molt is a coming of age for vrusk when they take on responsible roles in society. Tik tells me they honored six young vrusk this year for completing their first molt as young adult vrusk. Six is quite a few first molts for a year here on Scree Fron. Traditionally many of these young vrusk will soon be returning to vrusk worlds for advanced education, company employment, and the beginnings of paying off their nursery debts. The experience must have been memorable for Tik as he has been very nostalgic since returning from the festivities. Tik has been idly telling stories of his days before his first molt when he was mastering control of his body and the joys of no longer being a larvae. He has granted me permission to write up one of the stories of his youth.

A VRUSK AND HIS TOK'VZZ

When vrusk first emerge from their larval cocoon they spend their first year in a dormitory attending gym and academy. The academy focuses on reinforcing knowledge learned as a larva in nursery. Concepts learned in nursery that are perceived differently with a full exoskeleton, compound eyes, antennae, developed smell, hearing, taste, etc. are reintroduced. Adjustments are made to the academic education to determine proficiencies for future education and needs for expanded instruction. In gym they are taught aerobic and fine motor skills. The gym instructors teach dance, meditation, physical education, and environmental conditioning. One environmental conditioning all vrusk need is guidance adapting to a hard shell and shedding the fear of being damaged from being a soft skinned larva. This

conditioning has traditionally been done by introducing a small vrusk creature called a Tok'Vzz or Ghost Runner to the young vrusk.

Tok'Vzz are small creatures with a 20cm leg spread and a body structure similar to vrusk but with sharp blade like appendages starting at their forearms. Larval vrusk are naturally afraid of these kinds of creatures because they can easily cut at the larva's skin and feast on the larva's juices. Adult vrusk do not have a reason to fear Tok'Vzz as they would need substantial time to get through the flesh on the joints of a vrusk. Tik reminisced that the first time the instructors brought a cage of Tok'Vzz into the gym he wanted to run back to the nursery. The instructors lined him up with his companions and then proceeded down the line placing a Tok'Vzz on each student's abdomen. The knowledge that something with sharp appendages was scurrying around where he felt most vulnerable was very disconcerting. They were forbidden to move or turn to look at the creature until the creature crawled around to their front torso or back. One or two crawled down to the breathing spicules of class mates and the instructors placed them back on the student's abdomen.

The instructor placed the Tok'Vzz at the far end of Tik's abdomen. Tik had the distinct urge to turn his head and look at the creature but remained facing forward looking at a cloud out the window to focus his attention. Then the creature moved and Tik started to twitch his abdomen in an instinctive response to jar the Tok'Vzz loose. Immediately an instructor that Tik remembers as having always been very stern with him called out his name and commanded him to be still. Tik froze in fear, more to the instructor than to the Tok'Vzz, but as a young vrusk, Tik didn't realize it at the time. The instructor approached Tik, pushing his mandibles very close to Tik's eyes and forced Tik's antennae back with his own, then he circled around to his far abdomen and adjusted the perch of the Tok'Vzz and clicked a comment about giving Tik a hard shell if it took putting Tik into a dark room with all the Tok'Vzz in the academy. Tik remained tense hoping the Tok'Vzz did not climb down to his spicules. The instructor continued down the line of students adjusting the position of a Tok'Vzz here or there and chiding students into ridged stillness.

When a Tok'Vzz crawled to the torso of a student, the student was instructed to pick it up and place it back on

his abdomen as far as he could reach and repeat the exercise. Tik remembers capturing his Tok'Vzz and placing it far back on his abdomen several times with the other students until the instructors were satisfied that the students were relaxing to the Tok'Vzz crawling upon them. One time the Tok'Vzz crawled right up Tik's back and started slicing at his antennae. Tik remembers this felt like it went on forever with his stern instructor standing nearby with his head turned for a proper view of the attack. The instructor did nothing until the Tok'Vzz attempted to bite at his antennae, then the instructor plucked the Tok'Vzz away and placed it again on Tik's abdomen. Tik let the Tok'Vzz crawl up his back and onto his head to show his instructor that he was tough enough and in hopes the instructor would start leaving him alone.



Vizt-Ku' – from [138 Ghost Runner](#) by [BlackDonner](#)

VIZT-KU'

When all of the students had stopped grabbing the Tok'Vzz upon reaching their torsos and began letting them crawl wherever they wished the instructors were satisfied that the students were controlling their fears. The instructors then instructed the class to catch their Tok'Vzz and examine them closely. They were to memorize their individual exoskeleton ridges and bumps, their color variations, and the personalized twitching of their antennae. The instructors then announced that each student now owned their Tok'Vzz. They were responsible for it and had to feed it, to shelter it, to clean it, and to play with it. Tik named his Tok'Vzz Vizt-Ku'. Tik sketched me this picture of Vizt-Ku' from his memory. He says he has drawn Vizt-Ku' thousands of times over the years, but this is the first time he has ever shown me a sketch. Typically the sketches are drawn on vegetable paper and consumed while remembering old class mates or traded with class mates for consumption during a gathering. Sometimes the sketches are mailed to friends who admire them and then consume them during a moment of reflection.

Vizt-Ku' was very fond of the academy pond and enjoyed skittering from pad to pad of the plants growing in the pond. He would corner small creatures on the pond and impel them on his blades and consume them while Tik watched. Observing Vizt-Ku' in his pond hunts inspired Tik to pursue studies in ecology, biology, and zoology.

Tik discovered the Vizt-Ku' was male without the aid of the anatomy lecture from the instructors. Vizt-Ku' mated with a class mate's Tok'Vzz during a chemical aroma lab and Tik missed much of the demonstration and lecture session due to studying Tok'Vzz mating and reproduction on his body comp. The lecture was focused on caustics and poisons and Tik's stern instructor called him forward to identify an unknown clear liquid by smell. Tik strode to the center of the class, opened the full bottle of ammonia offered him by the instructor, inhaled deeply, and passed out. Tik was instructed to keep Vizt-Ku' on a short leash confining him to roam only his body and pay attention to all lectures hence forth.

Tik did not interpret the short leash instruction to apply outside of lecture so he added the short leash to his standard long leash whenever he was out of lecture and this let Vizt-Ku' roam further than other student's Tok'Vzz. Vizt-Ku' found his way up trees, into ventilation ducts, behind furniture and under anything it could crawl beneath. Tik's gym instructor found Tik up in the top branches of a tree in the middle of the pond retrieving Vizt-Ku' weeks before the climbing or swimming instruction were given. The instructor questioned Tik as to how he had gotten there and Tik replied that he had walked tall to keep his spicules out of the water the climbed upon some submerged rocks to reach the tree. Climbing the tree had been easy once he determined he could grab around the tree on all sides and go foot over foot as he had seen Vizt-Ku' do on smaller branches. Tik was given the duty of demonstrating climbing and water safety in gym class.

Vizt-Ku', like all Tok'Vzz, was fond of eating grubs and other soft creatures that it could pierce and suck the juices from. Tik also shared granules of sugar with Vizt-Ku' who would grind them in its mandibles. Tok'Vzz are opportunistic eaters and will eat whenever possible. They can also go many weeks without food. This typically results in the Tok'Vzz molting to a smaller size to compensate for the famine. Tik remembers that one of his class mates pierced his abdomen in a great fall in gym and was sent to hospital. His Tok'Vzz was tethered in the dormitory and crawled under a heating unit. No one noticed it and all assumed that he had his Tok'Vzz with him in the hospital. When he returned he soon found his Tok'Vzz had its leash tangled in the heating unit wiring, trapping it under the heating unit. The Tok'Vzz had molted while under the unit and it was indeed smaller than the other Tok'Vzz its age. Tik asked to have the empty carapace from the molt and studied it in his free time.

Tok'Vzz typically live 3 to 5 years. Tik remembers finding Vizt-Ku' dead in his cage three years after he left academy, when he was studying and working at the corporate school. Tik was distraught and wished he could have done something to prolong the life of Vizt-Ku'. Vizt-Ku' had gotten a fungal infection and has having a hard time fighting it due to his age. Tik had been placed in an industrial technical course path and internship. Vizt-Ku's death prompted Tik to study medicine, biology, zoology, and xenology so that he could test his way into the medical ecological course path of the corporate school. Tik succeeded at this and eventually was traded into a position with Hive Medical Company who eventually consulted him out to GODCo. Tik's work at GODCo took him out of predominant vrusk society and he never saw a Tok'Vzz again until he attended the first molt celebrations here on Hakosoar a few months ago.

A GIFT FOR A FRIEND

It is really amazing how a being can spend years working with a colleague and friend and still learn new things about them. Had Tik not been able to attend the first molt celebrations he would have remained quiet about this important part of his youth, never sharing it with Dwain or I. I decided that I would like to learn more about Tik and make him feel more at ease away from his hive and vrusk. I know that any yazirian would feel alone away from his clan and brother hunters. Any human would feel alone away from other humans and their families. I determined to bring a little of Tik's youth to the JHF Preserve. I purchased a small colony of Tok'Vzz and placed them in a new enclosure for Tik to oversee. No longer will the vrusk of Hakosoar have to pay import fees or exorbitant prices to bring Tok'Vzz to their small academy. The first Tok'Vzz to be taken from the colony as a pet went to Tik.

We brought Tik down to the enclosure under pretense that it needed to be inspected for suitability for vrusk bioforms. Tik readily agreed that neither Dwain nor I were qualified to determine if an exhibit were suitable for a vrusk creature. Dwain went on about how he wanted to obtain a vrusk war mantis and Tik took the bait. He commenced lecturing Dwain about how he would be ripped limb from limb by it. He was into a full discourse of how the ancients had trained and bred the creatures for war beyond what any yazirian or human could fight without modern weapons when I opened the enclosure revealing the swarm of Tok'Vzz clustered in the habitat hastily assembled by Dwain. Tik stopped dead still and began just clicking his mandibles. He stuck his hands up to the glass and started scanning the mass of Tok'Vzz.

"You must have paid a fortune", he stammered.

"An investment!" I replied. "Pick one for your own."

Tik scanned the swarm intently and exclaimed, "That one!" Dwain then helped Tik into the enclosure and Tik retrieved a small Tok'Vzz with light green coloration and silvery wisps to its antennae. This one he informed us, looks like Vizt-Ku'. He examined it from all sides and declared, "I shall name her Ku'Vizt-Ka!"

Tok'Vzz (Ghost Runner)	
TYPE:	Carnivore
SIZE:	Tiny : 20cm
NUMBER:	1 to 80
MOVE:	Fast : 85 m/t
IM/RS:	+7/65
STAMINA:	6-10
ATTACK:	55
DAMAGE:	1d5
SPECIAL ATTACK:	None
SPECIAL DEFENSE:	None
NATIVE WORLD:	Vrusk Home World

GM NOTES

Tok'Vzz are native the vrusk home world and all specimens in the Frontier were imported and bred from the original colonies brought in with the early settlers. The use in vrusk society of Tok'Vzz as the creature of choice for young vrusk education in vrusk society has made Tok'Vzz very limited in supply. The vrusk of the Frontier have come to think of the Tok'Vzz as a luxury provided to their young and the most wealthy and powerful.

Powerful vrusk breeding corporations have been accused of dominating the market and keeping the supply artificially limited to keep the prices of Tok'Vzz high. Pre-Frontier vrusk were known to keep Tok'Vzz as pets for vrusk of all ages. Many vrusk wish to see this practice return to their society. Jurak traded a Sac-laang DNA sample he obtained from Doctor Sahng Sh-laund VooZhoo on Osaka to obtain the Tok'Vzz colony. Unbeknownst to Jurak the DNA sample went to a GODCo lab and the Tok'Vzz came from the same GODCo executive team that runs the lab. This secretive GODCo executive team had planned to breed the Tok'Vzz as a way to crash the market, deflate the prices of the vrusk breeding companies, and buy them out for their trade secrets. They now are gambling that the JHF will cause this market crash for them, thus insulating them from the crash making them clean for the buy outs.

Spaceships

THE ALPHA SCOUT

Martin Derryberry

Author's Note: I just want to say thanks to the following members of the [starfrontiers.us forums](http://starfrontiers.us/forums) for their input into the design of the ship: iggy (Eric Winsor), jedion357 (Tom Verreault), and Shadow Shack (Richard Rose). Also, Teri Obar (Tom Stephens), gets a special thanks for inspiring me to design the Epsilon Engine.

BASIC STATISTICS

HS: 3 **HP:** 15 **DCR:** 29

ADF: 4 **MR:** 3

Length/Diameter: 53m/20m

Hatches: 1

Engines: 2 – Class A

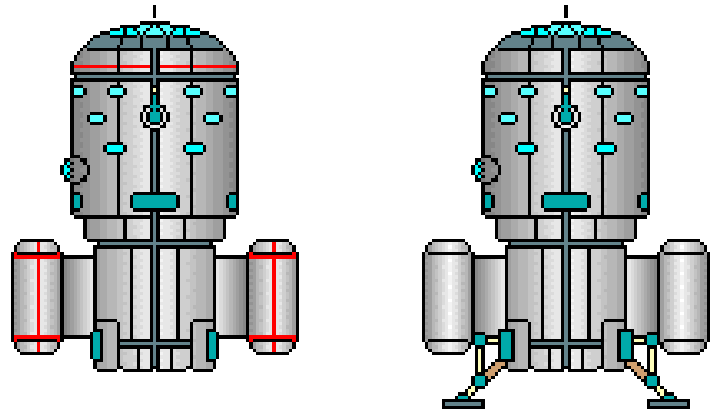
HISTORY

NexGen Technologies first government contract was the ACS-5. The Planetary Survey Administration (PSA) was looking for a small self-contained research vessel to reduce costs in their aging fleet. The Moraes Class had been in service for forty years and the cost of keeping the ships and replacing their landing modules after every mission were getting out of hand. The PSA began requesting designs from all the major corporations. There only stipulation was that the ships have a full science lab and a crew size capable of handling planetary exploration. When the UPF allocated the funds for the ship, they added that the ship must be armed. NexGen was able to place the lowest bid, even with the addition of weapons.

The ACS-5 was delivered ninety days after the contracts were signed. It was put through field trials which lasted just under a year. The PSA was impressed by its overall performance and compact size. They placed an order for three more ships over a five year period. As of this date, two more have been commission and another is undergoing space trials. Four Moraes Class ships have been retired since the beginning of the upgrade program. NexGen and the PSA are in negotiations at this time.

SHIP DESIGN

PSA personal who have worked on the ACS-5 are pleased with the overall layout and performance of the ship. This contradicts the official report which said the ship had issues with atmospheric flight. The report stated that the broad surface area created by the bow of the ship makes it unsuitable for atmospheric flight. The ship should select a



predetermined landing site from orbit and then land and take off like a rocket. Crew members who are not involved in flight operations are restricted to their bunks during reentry and liftoff. Pilots and Captains believe the PSA is being over critical of the ship's lack of atmospheric performance. Since most of the missions are very limited in scope and don't need to fly around the planet. They go on to say these ships are perfect for initial exploration of a system.

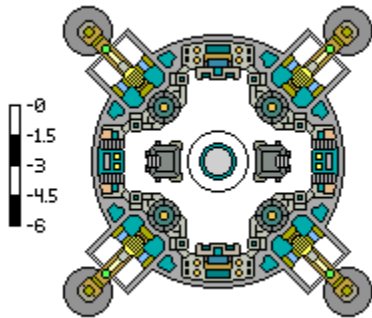
NexGen's Exploration Research and Observation Ground Unit (EROGU) replaces the landing module. These Units performs many of the same tasks. At only three tons and 50,000 credits they are quite a savings over the old style modules. The ACS-5 also uses a pallet system which allows the PSA to tailor payloads to specific missions. The ship carries two of these pallets; each one is capable of carrying ten tons of cargo.

The Epsilon Class engines and Nav-Array have been praised by both the crews and the UPF. However the PSA and UPF are not willing to give out detailed information concerning these two pieces of equipment. NexGen's marketing brochures is not much better. The scant information gleamed from those documents suggest that the Epsilon Class engine design reduces the need for overhauling the engine. They claim the Nav-Array is a multi-spectrum device which allows the operators to scan a wider range of frequencies and detect objects much faster than previous systems of this type. Sources within the UPF claim the Nav-Array is part radio telescope, part radar, and part multi-spectrum camera system with a software package which improves the chances of detecting ships or planets at a greater range the ever before.

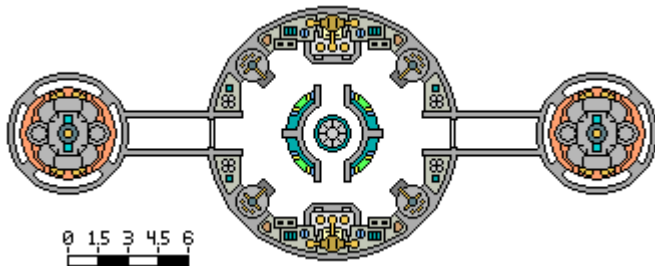
DECK PLANS

GROUND DECK

The Ground Deck houses additional equipment used by engineering and the landing gear. There are also two containers designed to hold the nuclear fuel pellets (one for each engine) towards the center of the room. An emergency escape hatch is located here as well. The hatch uses explosive bolts and once open there is no way for the hatch to be reattached to its mounts. It is located under the center access tube. The emergency hatch can only be deployed from the inside for security reasons. An iris valve hatch is located between the Ground Deck and Engineer in case of accidental deployment of the emergency hatch. This hatch can be locked.



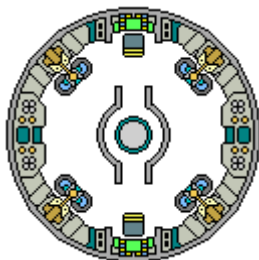
ENGINE DECK



This deck's main function is to transfer power from the engines to the rest of the ship. Two access tunnels in the wings provide access to the power transfer system and nuclear fuel system in the wings. Work on the transfer system requires the removal of ceiling and floor plates to reveal the system, which is a maze of wiring harnesses and equipment. Access to the nuclear fuel system is also here. The engineer places the pellet inside the nacelle through a small hatch. With the use of robotic arms, he opens the lead lined container and places it into the nuclear fuel system.

ENGINEERING

There are 2 workstations and the equipment necessary for monitoring the ship's systems. There are 4 batteries located here as well, which provide 20 hours of backup power (NE, NW, SE & SW locations on deck plans). In the center of this deck is the central access shaft for the entire ship and common to all decks. Backup power is designed to keep



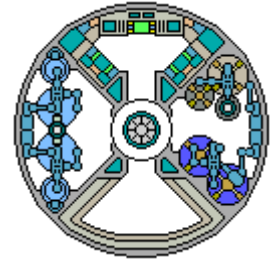
Editor's Note: All of the deck plans in this article are presented at the same scale. Some of them have scale marks on them but those that do not are the same size.

the life support system, lighting and computers operational during times of crisis. When the ship is on backup power only the maneuvering thruster can be used.

LIFE SUPPORT DECK

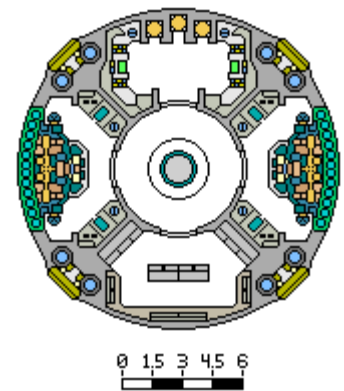
At the top of the picture is the computer for engineering. To the left is the air recycling system and to the right is the water recycling system. At the bottom is a storage locker containing spare parts for the ship's systems. The computer room and storage locker have doors which can be locked.

There is an Iris Valve door here which separates the rest of the ship from engineering. This door is closed at all times and can be locked if require. The crew on the bridge can override the security lock if necessary.



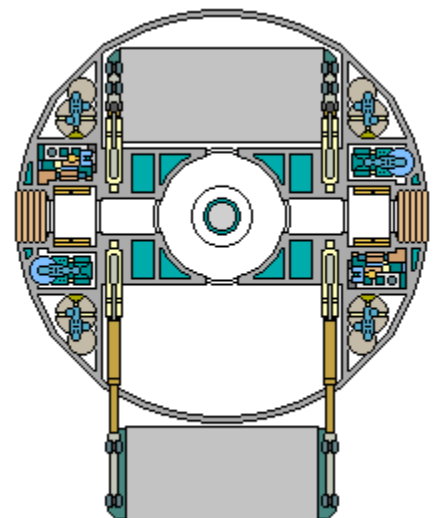
AFT UTILITY DECK

At the top of this picture is the 'bot closet which contains 3 aerial drones similar to the four rotor type that are on the market today. The drones can be controlled by the workstations in the room or on the bridge through one of the two auxiliary workstations located there. To the left and right are the aft scanner array used for navigation and planetary surveys. At the bottom is a storage room that holds spare equipment used by the scouts. Four maneuvering thrusters are located here as well (NE, NW, SE & SW locations on the deck plans).



CARGO DECK

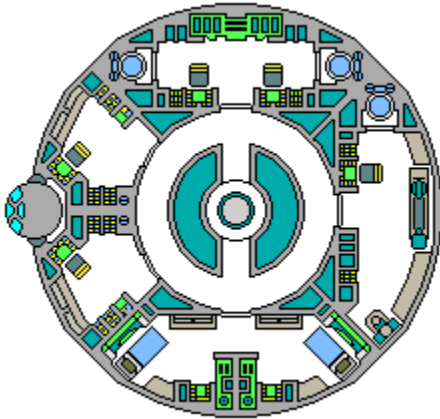
At the top and bottom of the pictures are the cargo holds. The cargo holds contain an extendable crane which lowers a pallet capable of holding 10 tons



of cargo to the ground. These pallets can be preloaded with equipment and switched out with ease. Normally they are loaded with remote scientific stations and Quad type ATVs for exploration of a planet. A loaded pallet can be lowered in winds up to 50 kph and start swaying at 60 kph, for every 5 kph after that they begin to do damage to the hull of 1 structural point per ton per turn. An empty pallet can be lowered in winds up to 25 kph and start swaying at 35 kph. For every 5 kph after that, they will do half the damage a loaded pallet would do. To the left and right of the drawing are the extendable airlocks used to transfer equipment in space. This deck is the only access point to the interior of the ship.

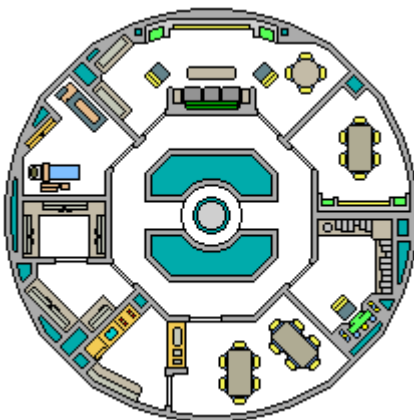
LAB DECK

At the top is the science lab which can be used to study specimens brought on board the ship. To the right is the workshop that is capable of making minor repairs to the ship's systems and equipment normally carried on board the vessel. To the left is the meteorological, planetary cartography and stellar cartography lab. Mounted into the hull is a very large and accurate telescope which can swivel 180 degrees. At the bottom is the Medlab which has two beds. The center access is surrounded by two utility trunks for power, water, and heating. This access trunk continues through the living area of the ship.



RECREATION DECK

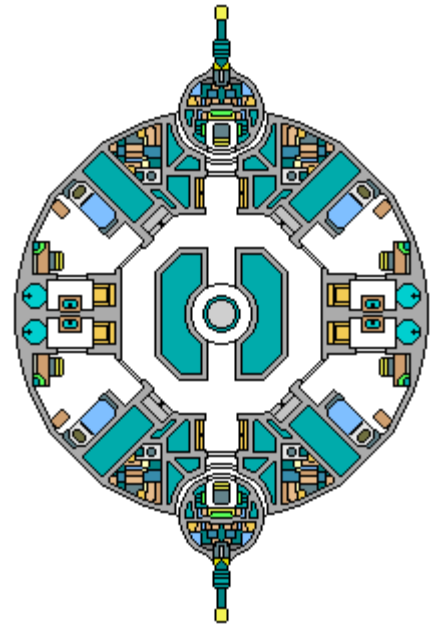
At the top is the crew lounge. The lounge has a large flat screen monitor used to watch movies. There are bookshelves and a table for playing cards. To the NW is the weight room used to keep the crew in tip top shape. To the NE is the conference room used by the scientific team. To the SW is the pantry, this room is used to store food. The room also contains a walk in freezer. The room to the SE is the ship's library used by the science team to do research. At



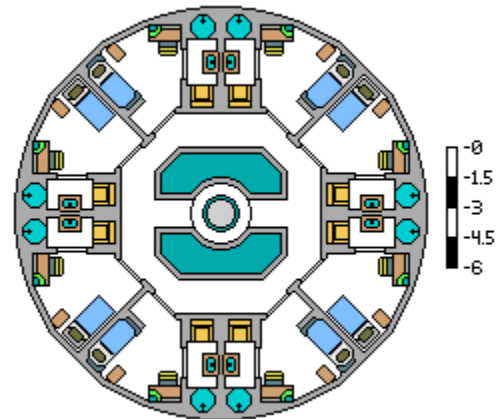
the bottom is the ship's gallery which can seat 12 and has a full kitchen.

GUN DECK

At the top and bottom are the ball turrets, each are armed with a laser battery. To the left and right of this picture are the double occupancy crew quarters. Under normal operating conditions this deck houses the scientific team. Just outside the door for these rooms are storage lockers for additional equipment.



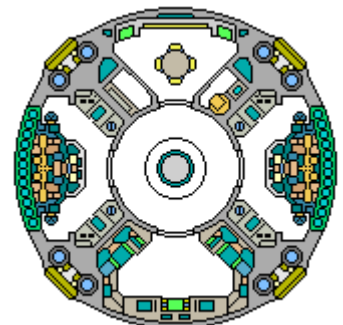
CREW QUARTERS



Eight rooms for the crew are located on this deck. At the top and Bottom are two double occupancy rooms for the crew. To the left and right are two single occupancy rooms for the senior officers. Each room has its own bathroom with shower and writing desk.

FORWARD UTILITY DECK

Much like the Aft Utility Deck, this deck contains the forward scanner arrays and maneuvering thrusters. However, the two rooms at the top and bottom have changed. At the top is the Ship's Command staff briefing room. In this room there is a bathroom and a small kitchenette that is used by

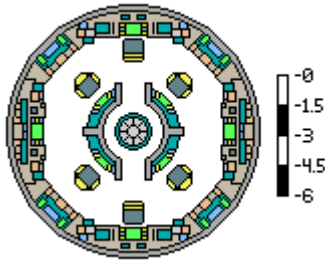


Frontier Explorer

the bridge crew. At the bottom is the ship's main computer.

BRIDGE

There are 8 workstations on this deck. The Pilot, Astronavigation, Ship's Captain, Communication Officer, Engineering, and the Science Officer each have a dedicated workstation for their tasks. There are two auxiliary workstations provided as backup and performance of some of the ship's tasks can be undertaken at these stations. The roof of this room is a glassiloy dome that allows the crew to look forward.



GM NOTES

NAV-ARRAY

The Nav-Array is a multi-spectrum device. The device has the following items built in: A radio telescope, Doppler radar, multi frequency radio scanner, and a full spectrum optical system. The array is mainly used to do a rapid assessment of a solar system or planet. It also has the ability to detect other ships in the area. Its intended purpose is to reduce the strain on the astronavigation equipment.

The Nav-Array can chart a system in about 30 hours and do a planetary survey from orbit in 20 hours. In each case, the Array provides a detailed map of the system or planet they are in orbit around. The multi spectrum optical system allows the crew to determine the composition of a planet's atmosphere at great distances. Since the system operates separately from Astronavigation, the survey takes place during calculations for the next jump.

Under normal circumstances in a well known system, the crew can detect any ship within a 500,000 kilometer range. The Array adds 15% to the player's chances of detecting a ship within an unknown system at a range of 300,000 kilometers. It also removes the -5% per light year penalty from Charting New Routes Skill since the Astronavigation systems can be committed to plotting the new course.

The system can only be used in normal space and must have a dedicated operator. The cost of the system is 150,000 credits.

At present the Nav-Array is only being used by the PSA and UPF.

EPSILON ENGINE SYSTEM

Researchers at NexGen discovered that while the ship is in void space, energy from that dimension was causing power surges in the engine. These power surges were doing minor damage to the ship's engine systems and thus the need for numerous overhauls. To combat this, they have grounded the engines using a capacitor which reduced the wear and tear on the engines due to void space.

The capacitors are half the cost of a standard engine and only two can be mounted per engine. Per every capacitor installed you get 1 extra trip before it is necessary to overhaul the engines. At the time of the next overhaul, the capacitors must be replaced and recycled. Presently these capacitors can only be installed and replaced at PSA and UPF facilities.

This reduces the amount of spare parts and overall operation costs. It also permits long range missions to be undertaken in less time than previous vessels not equipped with the Epsilon Engine. At present, the Epsilon System will only work with Atomic Drives.

There is no way to fix or repair the capacitors in the field. Once the capacitor is used, the crew must revert to the overhaul schedule in the Knight Hawk Supplement.

ATOMIC DRIVES

Engine size	Class I Center
A	150,000 per Capacitor
B	250,000 per Capacitor
C	375,000 per Capacitor

OVERHAULS BETWEEN TRIPS

Engine Size	Trips between Overhauls	With 1 Capacitor	With 2 Capacitors
A	1	2	3
B	3	4	5
C	12	13	14

At present, NexGen has entered into a security agreement with the UPF concerning the Epsilon Engine System. Both the modified engine and the capacitors are guarded secrets in the eyes of the UPF. PSA Crews are also covered under the security agreement and the 4 ACS-5s are actively searching for Sathar outposts and bases along the Frontier. NexGen is unable to sell the system to the civilian market because of this. It is believed that Sector 6 may have several Epsilon Engines installed on some of their ships.

The UPF has asked NexGen to explore whether or not the system will work with Pion Engines.

FE

Equipment

MEDICAL SUPPLIES IN THE MINZII MARKET PLACE

Tom Verreault

As with anything in the Minzii Market, all items have a value. One must haggle with the traders to determine what it will cost. Hagglng can be role played or roll played. If using the roll play method have the character make a PER check modified negatively by the ifshnit's haggling racial ability if he has one. A success will decrease the item's cost by -5%, a success by 20 or more points will decrease the item's cost by -10% and a critical success will decrease the cost by -15%. Conversely a failure increases the cost by +5%, a 20 point or more failure increases it by +10% and a critical failure will increase it by +15%.

I was wandering through the famous Minzii Market of the planet Faire. After all you cannot visit the Capella system and not see the Minzii Market. It would be like going to Laco and not seeing the Tetrarch pyramids.

I happened to have looked at a vender stall when a vrusk was conversing with the proprietor and noted that the proprietor, his shop, and signage all were in colors and styles that suggested the medical profession to a vrusk. The vrusk customer had moved on and I was looking into a vender stall across from this purveyor of vrusk medical supplies when a merchant called for my attention.

I only glanced at him to shake my head indicating non-interest but was confronted with an ifshnit wearing human style surgical scrubs and a vender stall redecorated in colors and styles that suggested human medical traditions including that weird snake and club symbol that is supposed to mean medical somehow. Even his robot was now a beautiful sexy nurse or rather the stereotypical sex object known as a sexy nurse. No one dressed like that has much business in a hospital unless their mission is to raise the heart rate and or libido of human males.

My surprise at the quick change caused me to linger long enough to let the little merchant get into his sales pitch. I only half heard him at first as I was figuring out that it must be a complicated holo program that recasts the shop to appeal to the potential customer's species and culture. No doubt the nurse feature had been chosen because of my apparent youthful and virile appearance or maybe it did that for all human males? It would be tough to know which without more observation.

I had heard about this sort of marketing tactic at the Triad Institute of Technology but had not actually seen one in operation. So I let him run with his speal and wouldn't you know it! I ended up leaving his stall with a

jar of Althilor 4 cream and some hydro-gel. I mean he was convincing and I do travel a lot so you never know when you might be caught somewhere without a doctor handy. Which was exactly what happened when I visited the Burning Lands on Volturnus...

NEW MEDICAL EQUIPMENT

HYDRO-GEL

Hydro-gel was developed by the eorna and is now produced under license by SynthCorp. At its introduction during the Second Sathar War it was difficult to come by since there were production bottlenecks when the eorna were producing it on Volturnus.

It comes in a plastic envelope/pouch that must be torn open and liberally applied to the burns of a victim. It will heal 5 STA lost to burns of any form (including laser) for each application but it cannot be applied more than once per day (20 hours). It does not require medical skill to be used.

Value is 25 Cr.



Tom Verreault

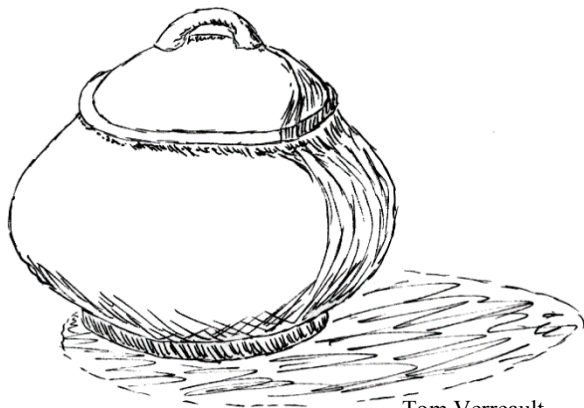
ATHILOR CREAM

Athilor Cream is an ancient herbal remedy developed by yazirians before their Star Exodus. It boosts the body's natural healing processes. Typically an injured character will heal at a rate of 1 STA per 20 hour period of rest (see Alpha Dawn page 28) but Athilor cream will triple this for a yazirian (3 STA for 20 hours of rest). This herbal

Frontier Explorer

concoction only works on the yazirian biology. Only one dose may be applied per 20 hour period. The cream does not require medical skill to use. One small jar holds 5 doses.

Value: 40 Cr.



Tom Verreault

ATHILOR 4 CREAM

Athilor 4 Cream was synthesized by SythnCorp to be a broad spectrum version of the traditional yazirian remedy. It works on all four species of the “core four” doubling the natural healing of any of a character for a 20 hour period of rest. Only one dose may be applied per 20 hour period. The cream does not require medical skill to use. One small jar holds 5 doses.

Value: 25 Cr.



Tom Verreault

NERVE BLOCK NANITES

These nanites are injected into the character's body at a hospital facility. They attach to key nerve centers and regulate pain signals. The effect is to cut in half any of the pain penalties for ½ STA. The melee combat and skill check modifier of -10 is reduced to -5. The encumbrance penalty for the amount of wt carried is reduced from ½ to ¼. The movement penalty is reduced from ½ to ¼. However, ignoring movement and encumbrance penalties

can lead to further injury- for every hour that one or both of these penalties are ignored due to the effects of the nanites, the character must make a current STA check to avoid losing 1 STA. The nanites have an operational lifespan of 2 years but a booster injection will extend this to another 2 years.

Value: 2000 Cr for initial injection and 1000 Cr for booster injection.

Note: If purchased in the Minzii Market the nanites still have to be injected at hospital.

MEDICAL ROBOTICS PROGRAM

This program must be installed in a robot of level 5 or higher and it allows the robot to perform medical skill checks. Installation of the program allows the robot to have medical equipment installed like a laser scalpel in a finger or a medical scanner into an arm. The program comes in levels 1-6 and this is the level at which the skill check is performed. The program sells for 4000 Cr per level throughout the Frontier but can be found for less with Capellan Free Merchants.

Value: 3000 Cr per level.

VITAL SCANNER

(Virtual Imaging and Trauma Assist tool)

This scanner is similar to the standard medical scanner except it is a body comp worn on the arm in the form of a bracer and comes with holographic imaging goggles. Instead of interpreting data in two dimensions on the medical scanner's readout the imaging goggles present data in 3D with holographic overlay of the patient. This ability provides a bonus to surgery skill check of +15%.

Value: 3000 Cr.

WAVE FIELD SURGICAL TOOLS

Wave field technology was accidentally developed by Eversafe Enterprises while working on defensive field technology. Wave field technology was discovered when two force fields were projected out of phase and at right angles to each other. This field configuration allows cutting to happen at the intersection of the two fields and is the basis for the wave field scalpel. It means a surgeon can cut tissue without even cutting the skin. There is a whole suite of tools including wave field forceps, probes, and a suture field. Using wave field tools requires that an assistant to hold a medical scanner or that the surgeon be equipped with a VITAL scanner.

The primary benefit of the wave field tools is that they can eliminate the chance of infection though they do carry a penalty to the surgical skill check of -10 (note that this penalty is more than wiped out by the bonus from using a VITAL Scanner).

Value: 750 Cr.

FE

Optional Rules

THE POWER OF THE POULTICE

Tom Verreault

Poultices have been used for centuries to reduce inflammation and ease pain. They've been used to draw out infection in a wound and now there are commercially available medicated versions of this ancient remedy.

In Star Frontiers the technologies represented in the equipment list and by the medical skill can restore a character to action after grievous harm rather quickly but the rule for natural healing is 1 STA/20 hours of rest. Rest means limited activity. Characters forced to endure natural healing may employ a poultice with a LOG check and will heal naturally for 2 STA/20 hours of rest. The LOG check represents the character making a poultice in the field from naturally available materials.

Alternately, medical science in the Frontier has developed the Medicated Bio Pack. It is an effective medicated poultice which comes with gauze to secure it in place. This product can be used with no LOG check to speed natural healing at a rate of 5 STA/20 hours rest but each pack is good only for one 20 hour period and no more than one pack can be used per 20 hour period.

A common danger with open wounds is the chance of an infection. The game rules do not actually have a mechanism for determining if an infection will occur though the medical skill explains how to control an infection. This suggests that infections are left up to the decision of the game referee either by referee fiat or by some house ruled dice mechanic. If a referee is dicing to see if an infection occurs to a character using a field expedient poultice then the dice roll should be modified by 20 in the character's favor. If the character is using a Medicated Bio Pack then the chance of an infection is only 3%.

If the character already has an infection and a medic has failed the skill check to control it a field expedient poultice or the commercial MBP can be applied and a new skill check to control the infection may be done in 10 hours. The field expedient poultice provides a +10 bonus and the MBP provides a +20 bonus to the new skill check for controlling infections. (Note the new skill check requires another dose of omnimycin from a

med kit.)

A character suffering from a poisonous bite or sting without access to medical help can use a field expedient poultice to try to lessen some of the harm caused by the poison. For a LOG check (to effectively locate and make a poultice in the field) a poultice can be applied to the bite or sting to draw out some of the poison. A successful LOG check means the strength of the poison is lessened by one. If they LOG check was a critical success then the strength of the poison is lessened by 2.

Poultices and MBPs should not be used as a universal cure all for all damage but certainly for open wounds and impact damage. They are not suitable for burns nor should they be used indefinitely. Limit their use till the character is above 1/2 STA. Also the LOG check to make a poultice can only be done by one member of the party. This is not something that everyone present rolls to see if they succeed at it.

MEDICATED BIO PACK

This item is a commercially produced medicated poultice or cataplasm. It also comes with gauze for securing it in place. It can be applied by anyone to speed healing (5 STA for 20 hours of rest with rest being limited activity). However, one pack is only good for 20 hours and must be changed with a fresh pack to maintain the accelerated rate of natural healing.

Cost: 10 Cr Wt: n/a

FE

Optional Rules

COUNTERING POISONS IN THE FRONTIER

Tom Verreault

In the Star Frontiers setting there is one answer for all poisons whether chemical, toxin, or venom; a medic using the anti-tox in his med kit and performing the “neutralize poison” skill check. This means that anti-tox is a broad spectrum wonder med of the future. There is a chance of failure with anti-tox and we can presume that this is in part because it is only a broad spectrum fix.

Poisons are any substance that disrupts an organism and are usually encountered as a chemical poison. A toxin is a poison produced by a living organism and is usually encountered through contact with or ingestion of the organism. Venom is a toxin delivered by a bite, sting, or sharp body feature. Specific counters for all of the above can be developed in setting by the following procedure. However, there is less pressure to produce counters to chemical poisons as they can usually be avoided.

Specific anti-venoms or toxins are developed for specific dangerous organism. Any colony with a medium to high population level and with commonly encountered venomous organisms will have specific anti-venoms to deal with commonly encountered creatures. The effect of these specific anti venoms are either a +20% bonus to the “neutralize poison” skill check or a flat 97% chance of

success at the referee’s discretion. This specific anti-venom will be available on this planet and visiting medics might be wise to check for this and stock up, but it will be that medic’s responsibility to do so. The cost of such anti-toxins or anti-venoms is $2d10+5$ Cr.

There will be no specific anti-venom or anti-toxin for newly encountered organisms but characters with the Alpha Dawn Environmental skill (or appropriate analog from an alternate skill system) can develop one. An environmentalist must perform an analyze sample skill check while investing 200 hours to study the sample to develop a specific anti-toxin or anti-venom. Doing an analyze Ecosystem skill check (also requires 200 hours) to understand how this organism fits into the ecosystem prior to trying to analyze the sample and develop the anti-toxin confers a +20 bonus to the attempt to develop the anti-toxin. Working without the support of a lab carries a -20 penalty. Success means that the environmentalist has developed a formula and $1d10$ samples of the specific anti-toxin or venom.

To produce a batch of doses, they will need access to a lab. Producing specific anti-venom in a lab will produce $2d10$ doses for $5d10+50$ credits of lab assets. Labs on a ship have credit assets equal to $50 \text{ Cr} \times \text{the hull size}$. Labs on a planet have assets in increments of 500 Cr decided by the game referee.

The environmentalist may or may not be able to sell the formula for profit. If he is employed by a mega-corp and or using a mega-corp lab the corporation will assert ownership of the formula and simply pay the environmentalist a bonus of $500 \text{ Cr} \times \text{his environmental skill level}$. If the environmentalist is free to sell the formula for profit he can try to sell it for $2d10 \times 1000 \text{ Cr}$ and modified by the following conditions:

Condition	Cost Modifier
For an established colony	3000 Cr
For a high population colony	2000 Cr
For an uncolonized world	5000 Cr
For a world outside the recognized Frontier Sector	5000 Cr
For a chemical Poison	10,000 Cr

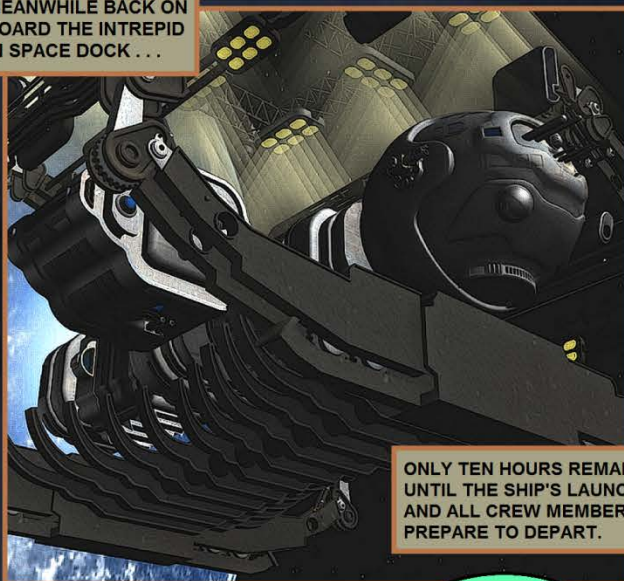


Albin Johnson

TITAN RISING: 2299

EPISODE # 4.0: "THE SABOTEUR"

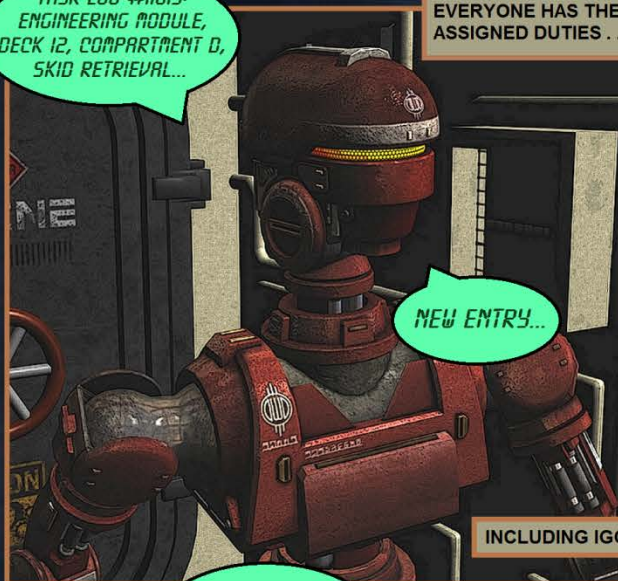
MEANWHILE BACK ON BOARD THE INTREPID IN SPACE DOCK ...



ONLY TEN HOURS REMAIN UNTIL THE SHIP'S LAUNCH AND ALL CREW MEMBERS PREPARE TO DEPART.

TASK LOG #11613: ENGINEERING MODULE, DECK 12, COMPARTMENT D, SKID RETRIEVAL...

EVERYONE HAS THEIR ASSIGNED DUTIES ...



NEW ENTRY...

INCLUDING IGGY

BULKHEAD #4, AFT HATCH 4D, SECURED...



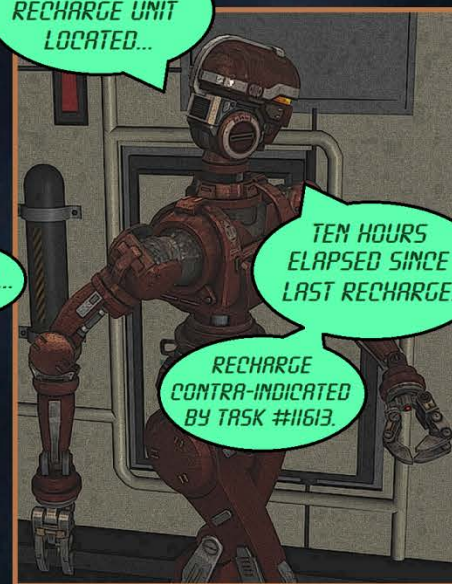
NEW ENTRY...

BULKHEAD #4, AFT HATCH 4D, ALSO SECURE.



NEW ENTR...

COMPARTMENT RECHARGE UNIT LOCATED...



TEN HOURS ELAPSED SINCE LAST RECHARGE.

RECHARGE CONTRA-INDICATED BY TASK #11613.

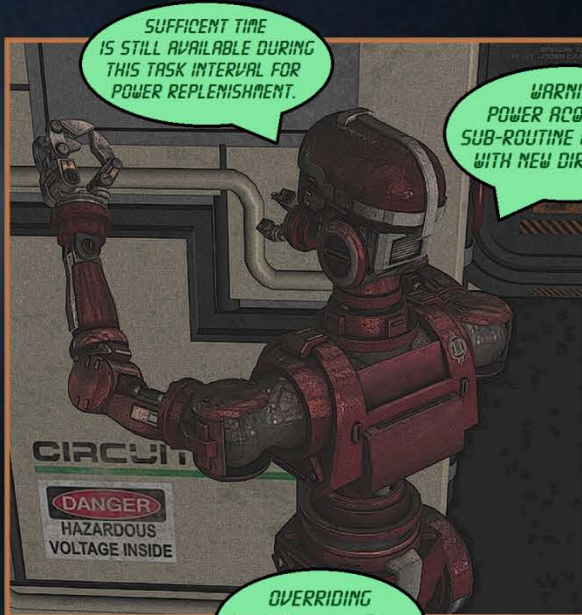
... AND THE MYSTERIOUS INTRUDER.



THE SHIP'S ROBOT COULD POSE A SERIOUS PROBLEM.

THEY DID NOT ANTICIPATE THAT IT WOULD STILL BE OPERATIONAL.

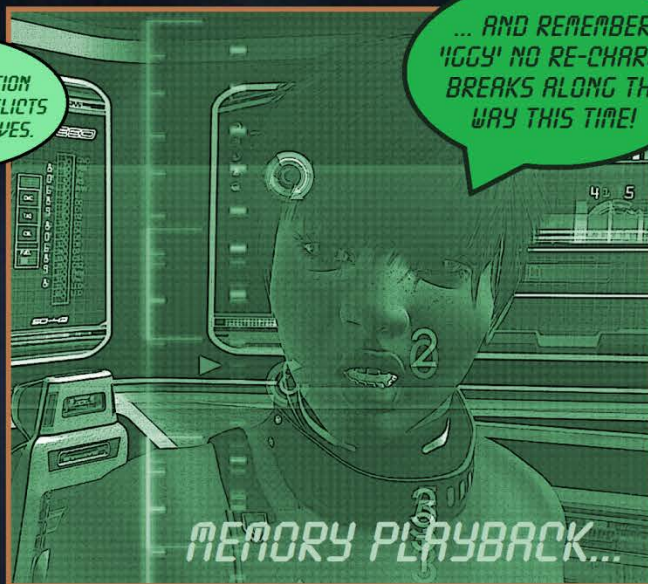
ESPECIALLY THIS CLOSE TO THE LAUNCH.



SUFFICIENT TIME
IS STILL AVAILABLE DURING
THIS TASK INTERVAL FOR
POWER REPLENISHMENT.

WARNING!
POWER ACQUISITION
SUB-ROUTINE CONFLICTS
WITH NEW DIRECTIVES.

OVERRIDING
POWER ACQUISITION
SUB ROUTINES...



... AND REMEMBER
'GGY' NO RE-CHARGE
BREAKS ALONG THE
WAY THIS TIME!

MEMORY PLAYBACK...

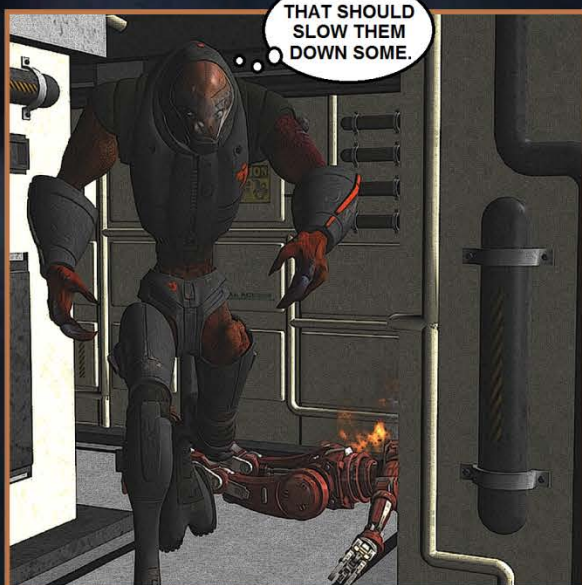


RESUMING TASK,
NEW DIRECTIVES
PRIORITY ENABLED.



NEW ENTR...

SWOOSH!



THAT SHOULD
SLOW THEM
DOWN SOME.



NEXT STOP...
ENGINEERING

TO BE CONTINUED...

Optional Rules

TOP SECRET'S CONTACT TABLE AND STAR FRONTIERS

Lee Hanna

A little bit older than *Star Frontiers*, *Top Secret* was TSR's contemporary-era espionage role-playing game, published in 1980. This was the first RPG I owned, and I really cannot remember whether I played it or *D&D* first. It was written to support both over-the-top James Bond-style games as well as more cerebral spy-fiction styles, although the first two modules produced, as tournament modules, leaned towards the shoot-'em-up style, a.k.a. "dungeon crawls". As a 13-year-old "Administrator", the shoot-out was more important than the investigation, but that changed as I grew up.

Similarly to *Star Frontiers*, Agents (PCs) had 6 Primary Traits determined by percentile roll, (Physical Strength, Charm, Willpower, Courage, Knowledge, and Coordination) with modifiers to force a range from 26-100. There were also 4 secondary traits, determined by averaging pairs of primary traits (Offense, Deception, Evasion, and Deactivation). Life Level and Movement Value were determined by different formulae. Finally, there were 3 tertiary traits (Hand-to-hand Combat Value, Wrestling Value, and Surprise Value), which were the averages of primary and secondary traits.¹ The primary traits could be raised through Experience Points (each 100 xp could raise 1 trait by 1 point).²



from [123 Faces 2](#) by [BlackDonner](#)

On pages 13 to 15 of the *Top Secret* rulebook, there is a section for Contacts, with its Contact Reaction Table. This was meant to determine whether an "agent" (PC) could gain information from a non-player character. "Contacts are non-player characters that an agent communicates with. For an agent to get unusual information from a contact, the two must meet in a non-combat situation...." The concept was that an agent would tell the Administrator (GM) how he wanted to approach the contact, and the Admin would check the Table, comparing the relevant traits.

There were nine possible contact methods: Force, Fool, Fascinate, Dazzle, Scare, Impress, Con, Lure, Bribe, and each one was tied to a Trait, such as Charm for Fascinate or Deception for Con. The Admin would cross the Agent's value with the Contact's same value (either predetermined or rolled randomly on the spot), and derive one of 9 results, letter-coded A through I, to be looked up on the Contact Reaction Key, also on page 14. Result A was the best: "Contact will listen to the agent, try to answer anything the agent asks, and try to do anything the agent requests," and I was the worst: "Contact will not listen to the agent, and will attempt to engage in Hand-to-hand combat." Intermediate levels could lead to some help, the contact ignoring the agent, insisting the agent go away, fleeing, or attacking, sometimes based on a second d100 roll.

Fool depended on comparing Knowledge and then Areas of Knowledge (which were like skills that the agent had learned through education or training). The example on page 14 featured an agent attempting to bluff a French chef, comparing Knowledge traits for the first attempt, but then comparing Home Economics AOK scores on the 2nd try.

Bribery had a different chart, that divided the amount of money offered, divided by the contact's Willpower score, and that ratio brought results A through E. No one will start a fistfight over being offered money!

As an aside, the final note in this rule section, underlined for emphasis in the original, is illuminating. "NOTE: just rolling the dice in this kind of situation is insufficient, the player must still actually "talk" to the contact, and not just say, "I'm trying to Fool him.""³ So, we have a good

¹ *Top Secret* rulebook, p.5 Additional traits Observation and Perception were added later.

² *Top Secret* rulebook, p.18.

³ *Top Secret* rulebook, p.14



from [123 Faces 2](#) by [BlackDonner](#)

clue where Merle Rasmussen stood on the “roll-play vs. role-play” issue, way back then.

The chart was constructed with maximum values at 201+ for Agents and 150 for Contacts. A starting Agent, with a maximum value of 100 Coordination, against a Contact with a minimal 01 Coordination, could at best get reaction D on an attempt to Fascinate, which is “Contact will listen to the agent, and 50% of the time will try to answer anything the agent asks.” Against an average level of the contact’s value, the agent can hope for a 33% chance of success. When an agent’s value far surpasses the contact’s, the results get better.

This was all partly similar to the Encounter Reaction Tables in AD&D, at least as far as results (friendly, helpful, neutral, hostile). AD&D’s first edition had a straight percentile table. Second edition had a 2d10 table, to be modified by PC Charisma and attitude of the PCs to the NPCS.⁴

Star Frontiers does have an NPC Reactions rule⁵, a simple Personality check by the PC. The referee can modify this roll, based on the PC’s attitude and possible racial modifiers.

Top Secret’s table was updated in *Dragon* magazine⁶, in which the nine methods are condensed or re-named into seven. The key difference is that one no longer compares

the same trait, but different ones. Thus, a Seduction attempt is the agent’s Charm against the contact’s Willpower. This makes more sense to me, so I will adopt it for this article.

So, can we use the Contact Reaction Table in *Star Frontiers*?

SF characters’ abilities are in percentile form (albeit 30-70 initially), and there are 8 of them, which could lead to a variety of comparisons, but they are capped at 100, whereas *TS* has no upper limit. Unfortunately, a lot of *Top Secret’s* traits are rolled into *SF’s* Personality and Leadership, so here are my variations on the rule. Many of them are based on averages of two abilities.

Contact Method	PC ability	NPC ability
Fascinate or Dazzle	PER	INT
Fool	(LOG+PER)/2	LOG
Interrogate	(LOG+LDR)/2	(LDR+STA)/2
Negotiate	(LOG+ PER)/2	(INT+PER)/2
Scare	STR	STR

I recommend including the Racial Reaction Modifiers on p.60 of the Expanded rulebook, especially for Fascinate or Dazzle, and Negotiation attempts.

A Sathar who has successfully hypnotized a subject should bypass this system and automatically achieve the results desired from the subject.



from [123 Faces 2](#) by [BlackDonner](#)

⁴ AD&D 1st edition *Dungeon Master’s Guide*, p.63, and 2nd edition DMG, p.103.

⁵ *Expanded Game Rules*, *Star Frontiers*, p.59.

⁶ Kevin Marzahl, “There are ways of making you talk”, issue 126, October 1987, pp. 66-68.

CONTACT REACTION TABLE

In the Contact Reaction Table to the left, the referee needs to compare the PCs' relevant traits (left column) to the NPC's traits (top line), and read off the letter code. The Code letter is read against the Key below. Some results will need the referee to make a choice for the NPC, or roll percentile dice to determine the NPC's reaction. It may be helpful for the referee to keep handy a list of the PCs' traits, to speed along the use of this chart.

PC Ability	NPC Ability									
	31-37	38-44	45-52	53-59	60-66	67-74	75-81	82-88	89-96	97+
31-37	F	F	F	F	G	G	G	H	H	I
38-44	E	F	F	F	F	G	G	G	H	H
45-52	E	E	F	F	F	F	G	G	G	H
53-59	E	E	E	F	F	F	F	G	G	G
60-66	D	E	E	E	F	F	F	F	G	G
67-74	D	D	E	E	E	F	F	F	F	G
75-81	C	D	D	E	E	E	F	F	F	F
82-88	C	C	D	D	E	E	E	F	F	F
89-96	B	C	C	D	D	E	E	E	F	F
97+	A	B	C	C	D	D	E	E	E	F

Key Code	Result
A	Contact will try to answer anything the PC asks and try to do anything the PC requests.
B	Contact will try to answer the PC's question, and may attempt any actions requested by the PC.
C	Contact will try to answer the PC's questions.
D	Contact may (50%) try to answer the PC's questions.
E	Contact will listen to the PC, but will walk away (01-33), ask the PC to leave (34-66), or ask the PC to shut up (67-00)
F	Contact will not listen to the PC, and will walk away (01-33), ask the PC to leave (34-66), or ask the PC to shut up (67-00)
G	Contact will not listen to the PC, and will run away (01-33) demand that the PC leave (34-66), or demand that the PC shut up (67-00)
H	Contact will not listen to the PC, and will run away (01-25), demand that the PC leave (26-50) or shut up (51-75), or begin combat (76-100)
I	Contact will not listen to the PC, and will initiate combat.

BRIBERY

Attempting to bribe a target with money (or items of value) should work a bit differently.

The Bribe money / target's traits = Bribe Factor

Bribe Factor	Reaction Key Code
0-1.00	E
1.01-5.00	D
5.01-10.00	C
10.01-50.00	B
50.01 and higher	A

The contact will answer 1-5 questions before needing to be bribed again: roll a d10 and divide by 2.

INTERPRETING THE RESULTS

A referee should always keep in mind the demands of consistency and the story. A contact that couldn't "walk away" for some reason may go to a different reaction—say, stuck in a confined space with the PC may request to end the conversation. Someone who is employed to be polite to visitors, such as a waiter or hotel agent, also would have some restraint against telling the questioner to "shut up". The referee needs to use judgment in these cases. Perhaps the conversation is taking place over a communicator; one party could just close the link or refuse to respond any longer.

Try it out, and see what works for your NPCs!

FE

PIRATES AND PRIVATEERS

Tom Verreault & Richard Rose

This article is to provide a referee with vessels he can drop into his game on the fly with a little back story and history provided.

CAPTAIN BON MUERTE AND THE FRIGATE HELL'S BELLS

Everyone knows that the Outer Reach militia are little more than pirates. Crime lords like the Malthar are able to purchase military grade vessel on the pretext of them being for the legitimate Outer Reach militia. Naturally there is a string attached and the captain and crew who are recipients of this benefit are generally beholden to whichever crime lord arranged for the purchase.

Hell's Bells is a Space Fleet frigate design that started life as an Outer Reach militia vessel. It had been moonlighting as a pirate and had put prize crews on two captured vessels when it ambitiously went after a third vessel. Unfortunately for its crew that vessel turned out to be manned by pirates as well. These pirates counter boarded the Outer Reach militia frigate and captured it. Knowing that the Malthar would lean on them the new captain of the Hell's Bells avoided Dramune system and has ranged far and wide and even hired out as a mercenary vessel from time to time. Three Outer Reach militia vessels that went after the Hell's Bells disappeared and it is still not welcomed back in Dramune. Other crime lords have attempted to cut deals with the ship's captain in a bid to supplant the Malthar but nothing seems to have come of that.



Scott Mulder

It's rumored that the captain of the Hell's Bells had made deals with everyone from the Bokar to the sathar and the Humma for safe anchorage. However, it's also known that the Malthar has spread most of these rumors in an effort to bring Star Law and Space Fleet down on the Hell's Bells.

KH STATS

HS: 5 **HP:** 40

ADF: 4 **MR:** 3 **DCR:** 60

Weapons: LC, RBx4, LB, Tx2

Defenses: RH, MSx2, ICMx4

LIVED RAT 5

Lived Rat 5 was a vessel acquired by an infamous band of pirates. It was an armed liner that would turn corsair during requests for assistance or escort. The ship's name was printed on the bridge viewports as well and when viewed from inside the bridge it spelled out "Star Devil".

KH STATS

pirate liner/slave ship (corsair)

HS: 8 **HP:** 48 **Powerplant:** 2 Atomic B

ADF: 3 **MR:** 2 **DCR:** 44

Weapons: LB (x2)

Defenses: RH

Comm/Detection: Radar, Subspace Radio, WNB

Misc: Light Hull Armor

Crew: 40

Passengers (slave pens): 150

Cargo: 2

CAPTAIN BOSHECK AND THE "THE SONG"

Captain Bosheck is a Boon'sheh from the Fochrik system who acquired a beat up yacht and turned it into a privateer to go after Humma shipping. He is no pirate though and will only attack vessels belonging to the Humma seeking to avenge the centuries of genocidal treatment of his species by the Humma.

The ship is based on Volturnus and receives some minor support from a CFM captain as well as some benefactors in the UPF who are concerned for the plight of the

Boon'sheh. Despite that, Captain Bosheck is usually hard pressed to keep the ship in repair, fueled, and armed. For this reason he often hires out for almost any job and doesn't ask too many questions as long as he's paid. If you need a small and fast ship on the cheap and don't care about luxuries then the "The Song" might be for you.

Captain Bosheck maintains several sets of ship papers and transponder codes which let him slip in and out of Rim and UPF territory unnoticed. While he may joke with a paying customer that the ship is so named because that's what she hires out for in truth its real name is "Death Song" but only the crew know this.

Originally the ship was Rim-Song class yacht but it's been modified to carry an assault rocket launcher. While the ship is HS 3 it only has capacity for 1 hull space of cargo but there are smuggling compartments that will hold approximately 6 human sized occupants.

KH STATS

HS: 3 **HP:** 15
ADF: 4 **MR:** 3 **DCR:** 29
Weapons: LB & ARx3,
Defenses: Reflective hull
Other: no life boat

Note: The Boon'sheh is a species published in [Star Frontiersman #3](#) and further developed in the [Zebulon's Guide Expanded project](#).

CAPTAIN MAD DAG MADDOX AND THE DARK WING

During Laco's War, Streel quietly outfitted a number of privateers and turned them loose on PGC shipping with the understanding that they would deny any responsibility if these privateers got caught by Spacefleet and that they would be cut off if they turned pirate and raided indiscriminately.

Eventually the war ended, and it's rumored that Streel took out a few of the privateers that were deemed a liability. Others disappeared into the woodwork and some found the changing environment of the space lanes difficult to operate in and they turned pirate completely. This was a period of Trans Travel rising to dominance in the shipping trade and that corporation went after pirates with a vengeance. Most of the Streel equipped privateers from the Laco's War era are now long gone.

One survivor is Captain Mad Dag Maddox and the Dark Wing, a Condor Class privateer, one of the largest privateers ever turned loose on PGC shipping. In the post Laco War period, Captain Maddox kept his ship flying by turning mercenary and renting out as rent-a-militia. The rent-a-militia thing was mostly to Kdikit at Morgaine's

Star but was not very successful since the ship is in the Light Cruiser range and most militias need smaller and faster vessels for commerce regulation. The Dark Wing then turned to corporate mercenary and has close ties to MerCo.

It's rumored that for a time Dark Wing did "go pirate" but there is no evidence and the one former crew member that was talking to Star Law mysteriously died.

Captian Maddox has done well as a corporate mercenary and has hung onto a couple of armored troop shuttles provided by one corporate sponsor on a past contract. If a job so requires, he can swell his crew with 2 companies of MerCo mercenaries for ground operations. The Dark Wing is an elite mercenary cruiser in the Frontier and can generally command top dollar for her services.

DARK WING STATS

HS: 13 **HP:** 65
ADF: 3 **MR:** 3 **DCR:** 59
Weapons: DC, LBx2, PB, EB, TTx4
Defenses: RH, stasis screen, ICMx8
Other: one life boat

ARMORED TROOP SHUTTLE STATS

HS: 2 **HP:** 18
ADF: 4 **MR:** 3 **DCR:** 40
Defenses: RH



Scott Mulder

FE

The character sheets references sheets on the following pages were provided by ScottR. We've placed them here in this issue so that in the print version, they are the center pages and can be quickly and easily removed for use by opening up the staple, removing the pages, and then refolding the staples to preserve the integrity of the rest of the printed issues. For those of you who just have the PDF version, you can simply print the pages you need.

STAR FRONTIERS

CHARACTER RECORD SHEET

GENERAL DATA

PLAYER NAME:

RACE:

CHARACTER NAME:

HANDS: ☐ L ☐ R ☐ AMBIDEXTROUS

GENDER: ☐ M ☐ F

WALKING: RUNNING: HOURLY:

PHYSICAL DATA

STR/STA:

/

DEX/RS:

/

INT/LOG:

/

PER/LDR:

/

IM:

MEDICAL RECORD

CURRENT STA:

OTHER INJURIES:

WEAPONS

Ranged Weapon	DMG	Rate	PB	S	M	L	E	Ammo	SEU

Melee Weapon	DMG	Mod	Defense	Power	SEU	Mass

DEFENSES

SUIT:

SCREEN:

ENERGY RECORD

AVAILABLE:

USED:

PERSONAL FILE

RACIAL ABILITIES:

EXPERIENCE:

CREDITS:

PAY/DAY:

SKILLS PRIMARY SKILL AREA:

EQUIPMENT

MISCELLANEOUS EQUIPMENT	ROBOTS
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RANGED WEAPONS

BEAM WEAPONS

Weapon	DMG	Rate	Defense	PB	S	M	L	E	Ammo	SEU	Mass	Cost
Electrostunner	4d10 or stun	1	Gauss/A-S	5	15	-	-	-	20 SEU Clip	2	1	500
Laser Pistol	1d10/SEU	2	Albedo	5	20	50	100	200	20 SEU Clip	1-10	1	600
DC-18	1d10	1/SEU	Albedo	5	20	50	100	200	20 SEU Clip	1-10	2	700
Laser Rifle	1d10/SEU	2	Albedo	10	40	100	200	400	20 SEU Clip	1-20	3	800
Sonic Disruptor	6/4/2/1d10	1	Sonic	2	10	20	40	-	20 SEU Clip	4	4	700
Sonic Stunner	Stun*	1	Sonic/A-S	3	10	20	30	50	20 SEU Clip	2	1	500
Heavy Laser	1d10/SEU	1	Albedo	-	100	500	1km	2km	100 SEU Pk	5-20	20	6000
Sonic Devastator	20/15/10/5d10	1	Sonic	5	25	50	100	-	100 SEU Pk	10	15	5000

PROJECTILE WEAPONS

Weapon	DMG	Rate	Defense	PB	S	M	L	E	Ammo	SEU	Mass	Cost
Automatic Pistol	1d10/5d10	3/1b	Inertia/S-S	5	15	30	60	150	20 rounds	-	2	200
Automatic Rifle	1d10/5d10	3/1b	Inertia/S-S	10	40	100	150	300	20 rounds	-	2	200
Needler Pistol	2d10/1d+sleep	3	Inertia/S-S	5	10	20	40	100	10 shots	-	1	200
Needler Rifle	3d10/1d+sleep	3	Inertia/S-S	10	20	40	75	150	10 shots	-	3	400
Gauss Rifle	6d10	½	Inertia/S-S	25	50	200	500	1km	20 SEU Clip	5	5	2500
Machine Gun	10d10	10b	Inertia/S-S	-	70	200	500	1km	10 bursts	-	20	2000
Recoilless Rifle	12d10	½	Inertia/S-S	-	150	1km	2km	3km	1 shell	-	20	4000

GYROJET WEAPONS

Weapon	DMG	Rate	Defense	PB	S	M	L	E	Ammo	SEU	Mass	Cost
Gyrojet Pistol	2d10	3	Inertia/S-S	-	5	50	100	150	10 rounds	-	1	200
Gyrojet Rifle	3d10	3	Inertia/S-S	-	5	75	150	300	10 rounds	-	4	300
Grenade Rifle	As grenade	½	RS check	-	25	50	100	200	1 bullet	-	4	700
Grenade Mortar	As grenade	½	RS check	-	200	500	1km	2km	1 shell	-	15	2000
Rocket Launcher	15d10	½	Inertia/S-S	-	70	200	500	1km	1 rocket	-	15	5000

GRENADES

Weapon	DMG	Rate	Defense	PB	S	M	L	E	Ammo	SEU	Mass	Cost
Doze Grenade	Sleep	1	STA check	5	10	15	25	50	-	-	-	10
Frag Grenade	8d10	1	RS check	5	10	15	25	60	-	-	-	20
Incend Grenade	4d+1dx3 turns	1	RS check	5	10	15	25	60	-	-	-	20
Poison Grenade	S5/T10	1	STA check	5	10	15	25	60	-	-	-	30
Smoke Grenade	-10 to hit	1	IR Goggles	5	10	15	25	60	-	-	-	10
Tangler Grenade	Entanglement	1	RS check	5	10	15	25	60	-	-	-	25
Therm Detonator	8d10	1	RS ch - 20	15	25	35	45	60	-	-	-	200

MELEE WEAPONS

Weapon	DMG	Mod	Rate	Defense	Ammo	SEU	Mass	Cost
Bottle/Mug	1d5	+0	1	Inertia/S-S	-	-	1	-
Brass Knuckles	1d10	+0	1	Inertia/S-S	-	-	-	10
Chain/Whip	1d10	-5	1	Inertia/S-S	-	-	1	20
Chair	1d10	-15	1	Inertia/S-S	-	-	1	-
Club	1d10	-5	1	Inertia/S-S	-	-	-	-
Electric Sword	4d10 / stun	+10	1	Gauss/A-S	20 SEU Clip	2/hit	2	150
Nightstick	2d10	+5	1	Inertia/S-S	-	-	1	20
Pistol Butt	1d10	-10	1	Inertia/S-S	-	-	-	-
Polearm	4d10	-10	1	Inertia/S-S	-	-	4	40
Rifle Butt	2d10	-5	1	Inertia/S-S	-	-	-	-
Shock Gloves	2d10	+0	1	Gauss/A-S	Belt/Backpack	2/hit	-	50
Sonic Knife	3d10	+10	1	Sonic	20 SEU Clip	1/hit	1	50
Sonic Sword	5d10	+15	1	Sonic	20 SEU Clip	2/hit	1	300
Spray Hypo	*	-20	1	Inertia/S-S	-	-	1	10
Stunstick	3d10 / stun	+5	1	Gauss/A-S	20 SEU Clip	2/hit	1	75
Sword	3d10	+10	1	Inertia/S-S	-	-	2	30
Vibroknife	2d10	+5	1	Inertia/S-S	20 SEU Clip	1/hit	1	25

OTHER WEAPONS

Weapon	DMG	Mod	Rate	Defense	PB	S	M	L	E	Ammo	SEU	Mass	Cost
Axe	2d10	+5	1	Inertia/S-S	5	10	15	25	25	-	-	1	15
Bow	1d10	+0	1	Inertia/S-S	10	30	75	150	300	1 arrow	-	-	50
Crossbow	2d10+5	+5	1	Inertia/S-S	25	50	100	200	350	1 bolt	-	1	700
Flamethrower	4d10+1d10x3	+20	½	RS check	100	-	-	-	-	1 GelPac	-	5	2000
Knife	1d10	+5	1	Inertia/S-S	5	10	15	20	25	-	-	-	10
Musket	1d10	+0	1	Inertia/S-S	5	15	40	70	100	1 shot	-	2	100
Spear	2d10	+15	1	Inertia/S-S	5	10	20	30	40	-	-	1	20
Throwing Star	1d10	+5	3	Inertia/S-S	5	10	15	20	25	-	-	-	20

MISCELLANEOUS EQUIPMENT

Item	Robot	Cost (Cr)	Mass (kg)
Allweather Blanket		20	-
Anti-Shock Implant		2000	-
Chronocom		100	-
Compass		10	-
Everflame		5	-
Exoskeleton ¹		2000	5
Flashlight		5	-
Freeze Field		1200	4
Gas Mask		30	-
Holoflare		5	1
Infrared Goggles		300	-
Infrared Jammer ¹		500	1
Life Jacket		10	1
Machete		30	3
Magnigoggles		200	-
Parawing		200	3
Poly-vox		1500	1
Radiophone		500	4
Rope		2	1
Solvaway		10	-
Std Equipment Pack		150	1
Subspace Radio		20,000	100
Sungoggles		2	-
Survival Rations		2	-
Tornadium D-19		50	1
Toxy-Rad Gauge		20	-
Variable Timer		5	-
Vitasalt Pills		1	-
Water Pack		4	4

¹ Requires external power from battery pack or generator to operate; consumers 1 SEU/min.

TOOLKITS

Item	Qty	Cost (Cr)	Mass (kg)
TechKit		500	12
RobcomKit		500	10
MedKit		500	10
Antibody Plus	10	5	-
Antitox	10	5	-
Biocort	20	10	-
Omnimycin	10	5	-
Staydose	10	5	-
Stimdose	10	5	-
Telol	10	10	-
Envirokit		500	10

ROBOTS

STANDARD ROBOT COSTS

Type	Cost / Level (in thousands)					
	1	2	3	4	5	6
Maintenance	2.2	2.5	3	4	-	-
Heavy Duty	5.2	5.5	6	7	-	-
Combat	-	3.5	4	5	-	-
Security	-	3.5	4	5	7	11
Service	-	-	4	5	7	11
Cybernetic	-	-	-	5	7	11
Warbot	-	-	-	-	12	16
Robot Brain	-	-	-	-	-	17

CUSTOM DROID DESIGN COSTS

Body Types	Cost (Cr)	Extra Limbs
Standard	2000	800
Heavy Duty	5000	1200
Anthropomorphic	3000	3000

Levels	Cost (Cr)	Move Mode	Cost (Cr)
Level 1	200	Standard	-
Level 2	500	Hover	2000
Level 3	1000	Rotor	5000
Level 4	2000	Rocket	10,000
Level 5	4000		
Level 6	8000		

Programs	Min Lvl	Cost (Cr)
Security Lock	1	500
Language	1	500
Restrain	2	500
Self-Defense	2	500
Holography	2	750
Attack/Defense	2	1000
Mediscan	3	1500
Decryption	3	1500
Search & Destroy	4	3000
Computer Link	4	4000
Holosurgeon	6	10,000

Robots can use all weapons and defenses characters can use.

COMPUTERS

	Function Pts	Mass
Level 1	1-10	3
Level 2	11-30	8
Level 3	31-80	20
Level 4	81-200	100
Level 5	201-500	300
Level 6	501+	800+

COMBAT MODIFICATIONS

RANGED COMBAT

Base Chance to Hit: $\frac{1}{2}$ DEX + 10 per skill level

Item	Modifier
Range: PB / S / M / L / E	0 / -10 / -20 / -40 / -80
Stationary / Walking / Running / Dodging	+10 / 0 / -10 / -20
Movement: Medium / Fast / Very Fast	-10 / -20 / -30
Attacker in vehicle	-20
Target in slow vehicle / fast vehicle	-10 / -20
Careful aim	+15
Burst	+20
Soft cover / hard cover	-10 / -20
Tiny / Small / Medium / Large / Giant	-10 / -5 / 0 / +5 / +10
Target is prone	-5
Attacker is wounded ($\frac{1}{2}$ STA or less)	-10
Using wrong hand	-10
Firing two weapons	-10
Attacker flying/hovering	-20 / -10
Target flying/hovering	-10 / 0

MELEE COMBAT

Base Chance to Hit: $\frac{1}{2}$ DEX or $\frac{1}{2}$ STR + skill level + weapon modifier

Item	Modifier
Attacking from behind	+10
Target is stunned	+20
Battle rage	+20
Target encumbered	+10
Attacker encumbered	-10
Target is defending	-15
Attacker at $\frac{1}{2}$ STA or less	-10

COMBAT SEQUENCE

1. Check for surprise.
2. Roll for initiative.
3. Side B moves, side A may shoot.
4. Side A moves, side B may shoot if they did not move.
5. Side A resolves wrestling, grenades, and melee.
6. Side B resolves any remaining attacks.

SKILL MODIFICATIONS

COMPUTER SKILL

Bypass Security	30% + SL - PL
Defeat Security	60% + SL - PL
Display Information	80% + SL - CL
Interface Computers	30% + SL - CL
Reprogram	50% + SL - CL
Operate Computer	100% + SL - CL
Repair Computer	40% + SL
Plant Virus	90% - CL

MEDICAL SKILL

Activate Freeze Field	30% + SL
Administer Drugs	100%
Control Infection	50% + SL
Synthesize Vaccine	40% + SL
Diagnosis	60% + SL
First Aid	100%
Major Surgery	20% + SL
Minor Surgery	40% + SL
Neutralize Toxin	30% + SL

DEMOLITIONS SKILL

Set Charge	30% + SL
Defuse Charge	50% + SL - SL

ENVIRONMENTAL SKILL

Analyze Samples	50% + SL
Stealth	20% + SL
Find Directions	50% + SL
Make Tools/Weapons	100%
Concealment	10% + SL
Survival	40% + SL
Tracking	30% + SL

PSYCHO-SOCIAL SKILL

Communication	10% + SL
Empathy	10% + SL
Hypnosis	15% + SL
Persuasion	10% + SL
Psycho-pathology	30% + SL

ROBOTICS SKILL

Activate/Deactivate	100%
Add Equipment	100%
Alter Functions	60% + SL - RL
List Functions	90% + SL - RL
Remove Security Lock	70% + SL - RL
Repair Robot	40% + SL - RL
Plant Virus	60% + SL - RL

TECHNICIAN SKILL

Deactivate Alarms/Def	40% + SL - AL
Detect Alarms/Def	60% + SL - AL
Open Locks	50% + SL - AL
Operate Machinery	50% + SL
Repair Machinery	40% + SL

STAR FRONTIERS

CHARACTER RECORD SHEET

GENERAL DATA

PLAYER NAME:

RACE:

CHARACTER NAME:

HANDS: ☐ L ☐ R ☐ AMBIDEXTROUS

GENDER: ☐ M ☐ F

WALKING: RUNNING: HOURLY:

PHYSICAL DATA

STR/STA:

/

DEX/RS:

/

INT/LOG:

/

PER/LDR:

/

IM:

MEDICAL RECORD

CURRENT STA:

OTHER INJURIES:

WEAPONS

Ranged Weapon	DMG	Rate	PB	S	M	L	E	Ammo	SEU

Melee Weapon	DMG	Mod	Defense	Power	SEU	Mass

DEFENSES

SUIT:

SCREEN:

ENERGY RECORD

AVAILABLE:

USED:

PERSONAL FILE

RACIAL ABILITIES:

EXPERIENCE:

CREDITS:

PAY/DAY:

SKILLS PRIMARY SKILL AREA:

EQUIPMENT

Miscellaneous Equipment		Robots				
Item	Mass	Type	Move	Level	Mission	Program
		Computers				
		Level	FN Pts	Mass	Program	

STAR FRONTIERS TO D&D 5TH EDITION

Michael Long, with help from Rich Howard & Mason Long

INTRODUCTION

There were three role playing games that I liked back in the '80s from TSR: Advanced Dungeons & Dragons, Star Frontiers, and Top Secret. I never really got very far when I played Star Frontiers or Top Secret with friends, but I loved reading the few box sets that I owned, and I would read the back story and the adventures over and over. The rule systems for AD&D & Star Frontiers were very different though and so very far apart, and it was difficult to switch back and forth between the two. After a time, I resigned myself to play with friends, and stuck with AD&D.

So it has now been 30 plus years later since I first bought Star Frontiers. I still own the same tattered rule set and adventures. I can look through my old softcover rules and those images bring back great, great memories. After 30 years, we are also on the beginning and release of the new 5th edition of D&D. This new edition has a lot of flexibility that enables a Game Master to run any type of

Editor's Note: This article started out as a series of blog posts by Michael on his blog at <http://tribality.com>. You can find the first article in the series [at this link](#). I became aware of the series on Twitter and asked Michael if he'd be willing to compile the posts and submit them as an article. He was gracious enough to do so. This system has been through quite a bit of play-testing over the last few months. We hope you enjoy it.

genre that he can imagine. The first thing I imagine is a Dralasite punching out a hobgoblin with an uppercut. I think that with the flexibility of the D&D 5th edition rules; a Dralasite can be a tough & loud little bugger, and should not be impossible to flesh out.

After playing the D&D Next play test rules last year and the first part of 2014, I waited patiently for the release of the Player's Handbook. I bought the PHB at my local gaming store right before GENCON 2014. With solid rules in hand, I began to create my own campaign worlds. I had a lot of old ideas that I wanted to refresh with the new rule set like ninjas, aliens, and laser guns. I looked at my library of older material and Star Frontiers stood out. I then started the process of creating a Star Frontiers World using the D&D rule set. I wrote the first SF conversion article on tribality.com when I had the basic DM rules and the D&D 5th edition Player's Handbook. But then with the recent release of the Dungeon Master's Guide, a lot of things became easier.

I've been able to go through my initial thoughts, and fine-tune and edit some content. I pulled a lot of information from many sources, and have tried to list every one that I used. I hope that you are able to use some of these ideas for your games.

RACES

I started with the first thing that players will want to do and that is create characters. They will need a race, class, and background. There are 4 core races to choose from in Star Frontiers: *Human*, *Dralasite*, *Vrusk*, or *Yazirian*. The human will be easy because he's already in the rules. There is a list of the links at the end of this article to a Star Frontiers Wiki



that has all the details on each race that you can use to further describe your character.

The abilities for Star Frontiers use a d100 system, so I had to convert racial bonuses into the d20 system of D&D 5th edition. I also had to adjust their racial features to make sense with the new rules.

DRALASITE

Dralasites are short, rubbery aliens that have no bones or hard body parts. Their skin is a flexible membrane that is very tough and scratchy. It generally is dull gray and lined with dark veins that meet at the Dralasite's two eye spots. The internal structure of a Dralasite is very different from the other races. The Dralasite's central nerve bundle (brain), numerous small hearts and other internal organs float in a pudding-like mixture of protein and organic fluids. Dralasites breathe by absorbing oxygen directly through their skin, so they have no lungs. They are omnivores, but eat by surrounding their food and absorbing it, so they also have no digestive tract or intestines.

All Dralasites go through male, female, and neutral stages during their lives (these phases can be controlled with medicines). Males release spores into the air, which drift until they become attached to a female. A young Dralasite then sprouts from its mother, eventually maturing and dropping off.

Dralasites are most often good natured, philosophical, and thoughtful. Their communities are small, and many prefer

to live alone. Dralasites do not care about wealth, power, or status symbols. They judge themselves by the quality of their ideas and their ability to discuss important ideas wisely. Dralasites often hold large public meetings to discuss new ideas. Discussions and debates are among their favorite ways to relax. Dralasites are widely known for their strange sense of humor. They love old jokes and puns that make Humans groan. Many Human comedians who could not find work in Human cities have become rich performing on Dralasite worlds.

DRALASITE NAMES

A dralasite has a given name, but they have no family name. Gender is likewise not a factor in naming, as dralasites change gender with age.

Names: Alboor, Amnoor, Apnarru, Barganoo, Bliboo, Boolpoor, Brodnar, Broonah, Calood, Camoo, Doorrem, Dorguu, Farmood, Floomu, Frobban, Gallood, Ganoo, Glommu, Gorban, Gramu, Hanoo, Klobo, Kloomud, Lamnod, Loobor, Mamnood, Mriboor, Neemu, Nomel, Palbor, Palgoom, Porruu, Ruloom, Thalloo.

DRALASITE TRAITS

Your Dralasite character has a strange assortment of inborn abilities from an alien physiology that sets you apart from many other races.

Ability Score Modifiers: Your Strength and your Constitution scores increase by 2.

Age: Dralasites are fully mature within 1 year after budding, and usually live up to 250 years.

Alignment: Most Dralasites tend toward lawful good.

Size: Dralasites average between 4 and 5 feet tall, and weigh about 140 pounds. Your size is Medium.

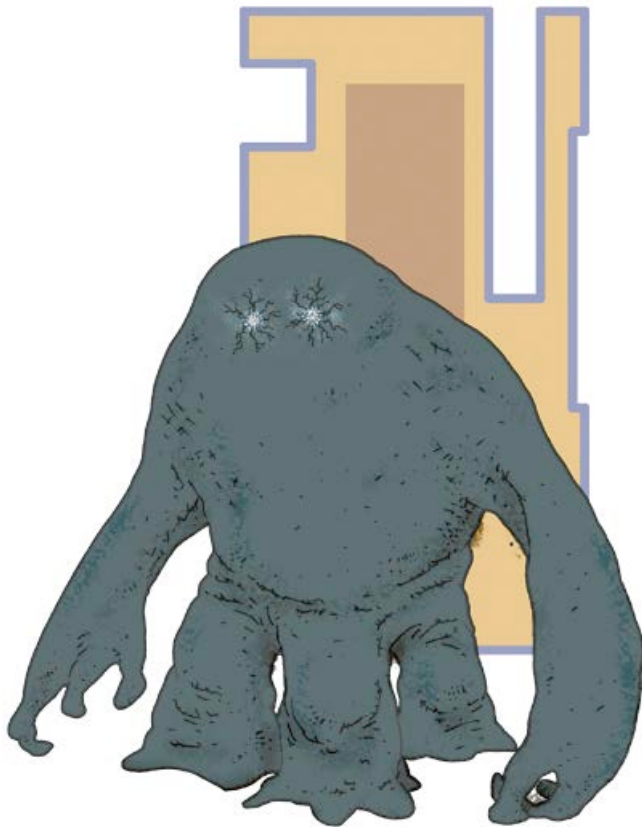
Speeds: Your base walking speed is 20 feet. Your speed can increase with additional "legs".

Blindsight: You gain blindsight for 30 feet from your enhanced sense of smell.

Lie Detection: All Dralasites have a natural chance to realize when someone is lying to them due to their keen olfactory senses through their skin. You have proficiency in the Insight skill.

Elasticity: A Dralasite's skin is stretchable and supported by a complex muscle structure. This allows you to change the shape of your body, within limits. You can stretch and flatten your body at will. You can squeeze through a space as though you were **Tiny**. You have resistance to piercing and slashing damage due to your physiology.

Additional Limbs: A Dralasite can "grow" arms and legs to use for walking and handling tools and weapons, and re-absorb limbs when they are not needed. You can have a number of limbs equal to your Dexterity Ability score divided by 2.



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You must decide whether a limb is an arm or a leg when it is grown. Growth or Adsorption of a limb makes your movement 0 feet, and requires *concentration* until the start of your next turn. A limb can be up to 3 feet long, and no less than 4 inches thick. “Fingers” for handling items can be 4 inches long and no less than ½ inch thick.

Handy: If you have three or more arms, you gain one additional melee attack during your turn when using an Attack action. This one additional attack cannot be made from an arm that has already made an attack during your turn. This additional attack is in addition to any other additional attacks granted by your class or feats. Additional arms above three can be used to perform a Use Object Action as a Bonus action, if they have not been used to perform an attack during Attack action or Bonus action.

Leggy: A Dralasite needs a minimum of 3 legs to be able to walk at base speed, and can increase their speed with more legs. Your speed increases by 5 feet for each leg above three legs.

Grappler: You have advantage on attack rolls against any creature that you have grappled. If you have a creature grappled, then you do not gain the additional attack from the Handy feature.

Toughness: Your hit point maximum increases by 1, and increases by 1 every time you gain a level.

Lethargic: Dralasites are typically sluggish. You are slower to react and have a -5 bonus to initiative.

Languages: You can speak, read, and write in Pan-Galactic, and Dralasite.

VRUSK

A Vrusk looks like a large insect. Eight legs grow from their abdomen, four on each side. Their torso is upright in front of the abdomen. The torso is humanoid, with two arms connected at the shoulders.

Vrusk are hard-working and practical. Their society is organized around independent corporations. To a Vrusk, the company he works for is his family and his nation. The company determines everything about the Vrusk's life; who he lives with, what his job is, where he travels, etc. Vrusk give their company name before their personal name.

Vrusk have two types of corporations: conglomerates and trade houses. Conglomerates have business interests in many areas. A single conglomerate might have divisions that build computers, operate farms, train lawyers and set up colonies. A Vrusk that works for a conglomerate usually works for only one division, and might not even know what other divisions the company owns. Trade houses, which are more common in the Frontier, specialize in one type of business. Because all Vrusk



working for a trade house do the same work, trade houses usually work together. For example, a trade house that builds farming equipment would hire accountants from an accounting house to keep their financial records. Business between companies is regulated by laws that are so complex no one besides Vrusk have ever fully understood them. Vrusk also love beauty, harmony and order. The goal of most Vrusk is to become wealthy, collect art, and live in peace. Their love for beauty makes them unwilling to get into fights that do not involve their company. However, Vrusk that are defending their company will do anything to remove the threat permanently. Vrusk adventurers, however, do not belong to a company. Some are independent businessmen, some are company employees who were fired and some are just too rebellious to put up with company rules. A few start their own companies and eventually become leaders in their communities.

VRUSK NAMES

Vrusk speak by combining clicks produced by their mandibles and buzzes produced by a plate in their mouths. A Vrusk name typically contains short clicking sounds and hisses. When first met, Vrusk typically give their company name, then their clan/family name, and then their personal name. Some Vrusk choose a only single name and are usually monastic, scholarly or other

aesthetes, though some artists or entertainers occasionally embrace such a name.

Vrusk Trade House Names: Adq'Bizz (AB), Clic'Aqat (CA), Gst'Gar'St (GGS), Ral'lk'Ka (RIK), Sik'Triksta (ST), Ssi'Aq'Krr (SAK), Vist'Lat (VL), Yrtti'K (YK)

Clan and Family Names: Chi'kat, Chint'k,Ch'ting, Ch'ttas, Gleckt, Mallox, Qil, Qitl, Stizix, Triksa,Tuz'kitz, Tvis, Vakeem, Vatl, Vax, V'heras, Vraz,Zekaklox.

Male Names: Cer'stas, Che'ras, Ch'lax,Glikitz, Gor'ze, Itekitz, Kax, Kettas, Ki'teh, Ki'tik, Klikitz, K'raz, No'zanz, S'ich, Stik'l'z, Ting, Tuzex, Tvil'z, Vik'ka, Vikitz, Vis'hax, V'keem, V'traz, Z'kat, Zlik'ka.

Female Names: Cher'zix, Chet, Clixitz, Ixxitz, Klar'st, K'tisz, M'lat, Mrilat, No'zan, S'kix, Skixitz,Stiz'k, Tikeem, T'rez, Vareezixi, Vasikix, Va'traz, Vexitz, Vikik'y'le, Vri'kat, V'tik, Zixi.

VRUSK TRAITS

Your Vrusk character has various inborn abilities, all according to the Vrusk nature.

Ability Score Modifiers: Your Dexterity score increases by 2, and your score increases by 1.

Age: Vrusk mature similarly to humans, and have a life expectancy of 175 years

Alignment: Vrusk tend toward lawful due to their societal structure, and tend to be neutral vice good or evil, by making moral choices subordinate to the betterment of their society.

Size: Vrusk are 5 feet tall, and 5 feet long, and average between 185 to 200 pounds. Your size is Medium.

Speed: Vrusk are very quick, and your base walking speed is 40 feet.

Natural Armor: A Vrusk's hard carapace provides natural protection. You have an Armor Class of 13 plus dexterity modifier when not wearing armor. A shield can be carried if you are proficient and increases armor class further. If there are multiple features available to determine your AC, you choose which one to use.

Alert: Vrusk are naturally quick to react. You can react very quickly, and gain a +5 bonus to initiative.

Ambidexterity: All Vrusk are ambidextrous and gain an ability to use melee weapons in both hands. Any melee weapon that does not have the two-handed property, can be used by you in either hand, and should be treated as light.

Comprehension: Because Vrusk have such a complicated society, they are able to understand all sorts of social dealings. You gain advantage on Wisdom (Insight) and Charisma (Deception) checks.

Educated: The vrusk education system is second to none. You gain an additional skill proficiency of your choice.

Poor Swimmers: A Vrusk is a poor swimmer, and you will have disadvantage on Strength (Athletic) checks for swimming.

Languages: You can speak, read, and write in Pan-Galactic, and Vrusk.

YAZIRIAN

Yazirians are tall, thin humanoids. They have long arms and legs and slender torsos. Two large flaps of skin called a patagium grow on either side of their bodies, attached along their arms, torso and legs. When a Yazirian raises its arms, this membrane is stretched tight and forms a sort of wing. Under certain conditions (explained under Gliding, below), Yazirians can glide short distances using these wings.

Yazirians have muzzles and high foreheads, giving them an animal-like appearance. Their heads are surrounded by manes and collars of hair, which varies in color from glossy black to pale yellow. Their skin color ranges from gray to light-tan. Because their bodies do not sweat, Yazirians pant to keep cool. They are omnivores.



Yazirians have four joints (one more than Humans) on their fingers and toes. The inside toe is opposed like a thumb, allowing them to grasp things with their feet. The

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tips of their fingers and toes end in broad, ribbed pads, giving them an excellent grip.

Yazirian communities are divided into large, loosely organized clans. All the members of a clan are related to each other. In the past, clan ties were very strong. The clans had traditional enemies and allies, and they struggled constantly for power and land. Since the Yazirians moved into space, they have learned to cooperate more and the clans have become less important. Despite this, Yazirians still have a reputation throughout the Frontier as proud, fierce fighters.

A custom Yazirians have kept intact is the selection of a life-enemy. When a Yazirian chooses a life-enemy, he dedicates his life to destroying, overcoming, or outdoing that enemy as completely as possible. In the past, a Yazirian would choose an enemy clan or clan member as his life-enemy, but now the choice is much wider. A Yazirian scientist could name an incurable disease as his life-enemy, or a Yazirian trader could choose a competing company. The scientist would try to find a cure for the disease; the trader would try to build up his own company so it is more powerful than his enemy's, or even try to drive the other company out of business.

A Yazirian gains honor by striving to defeat his enemy. Yazirians with powerful life-enemies are respected and admired. A Yazirian that defeats its enemy does not need to choose another, but some Yazirians do. There is no set point in a Yazirian's life when he must choose a life-enemy, and some Yazirians never choose one. A Yazirian that dies without having chosen a life-enemy is considered unlucky. Typical Yazirian clothing is a large, brightly colored cape and tunic, a waist belt and two belts crossed over the chest. Dark goggles are worn in the daytime. Yazirians do not like shoes, but when necessary they wear mitten-like shoes.

YAZIRIAN NAMES

Yazirian speech is filled with animalistic snarls, hoots, growls, and cries. There are numerous yazirian languages and dialects, which allows for a large variety in yazirian names. Heritage and honor are of great important in almost all yazirian cultures, and this often is reflected in their naming conventions. Most yazirian names are one to three syllables in length, and consist of a single given name, an honorific or title, and a familial surname. Titles and honorifics are typically a single syllable used as a prefix to the surname, or occasionally after the surname.

Male Names: Aalem, Aradie, Arzalem, Bratchu, Brum, Chaarg, Flinaar, Haardem, Hachi, Hrasem, Ladem, Naarzel, Nou, Pratchu, Reepo, Rhadeep, Rhates, Snaarg, So, Targ, Tay, Tche, Uradze, Yakim

Female Names: Apane, Brani, Chinou, Chitel, Dai, Grandee, Hradze, Kradi, Latche, Mo, Naklee, Parem, Pradze, Praleem, Rheelou, Rhin, Rinou, Uradi, Yazee.

Example Clan Names: Batzche, Beessou, Bradze, Chaarg, Garalie, Gratchu, Hrandee, Hrateel, Kragg, Latcha, Meessou, Parj, Prandee, Prinou, Theelg, Yatzche.

YAZIRIAN TRAITS

Your Yazirian character has several traits that are common with all other Yazirians.

Ability Score Modifiers: Your Dexterity score increases by 2, and your Wisdom and Intelligence scores increase by 1. Your Strength is reduced by 1.

Age: Yazirians mature a little faster than humans, reaching adulthood around age 14. They age similarly though, and can live up to 100 years.

Alignment: Yazirians tend toward chaos with their battle rage and lean toward good.

Size: Yazirian are taller than humans and are typically 6 ½ to 7 feet tall, but average around 100 pounds. Your size is medium.

Speed: Base walking speed is 30 feet. (Special gliding)

Natural Predator: You gain proficiency in the Stealth skill.

Darkvision: You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Light Sensitivity: You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight. This sensitivity can be negated by wearing dark goggles.

Battle Rage: Yazirians train themselves to go berserk in battle. A berserk Yazirian will gain advantage on attack rolls during combat. You become berserk when you score a critical melee hit. Berserk can be maintained with concentration between encounters, but is lost after you take a short rest, or if you increase in hit points. You can regain Battle Rage after a long rest. Berserk causes you to suffer one level of exhaustion. A short rest will remove one level of exhaustion that you gained from going berserk.

Gliding: Yazirians can glide short distances using the membranes along their sides. A Yazirian can glide 5 feet for every 5 feet he is about the ground when he starts. He must start at least 30 feet above the ground in order to glide. Falls from greater than 30 feet do not cause damage if conscious and you are able to glide. With Gliding, you can travel a maximum of 30 feet for every 30 feet in vertical descent while gliding. The character would travel 30 feet per round if gliding during combat.

Life Enemy: Yazirians by custom chooses a life enemy. You dedicate your life to destroying, overcoming, or

outdoing that enemy as completely as possible. You can choose an enemy clan, or clan member, or competing company, incurable disease, or anything else with the GM's permission. You gain advantage on Intelligence checks to recall information about them. When interacting or dealing with a life-enemy, a roll of 1 on an attack roll, ability check, or saving throw can be rerolled and you must use the new roll's value. You can add, change, or modify your life enemy when you reach 10th and 19th level.

Languages. You can speak, read, and write in Pan-Galactic and Yazirian.

ABILITY SCORE SUMMARY

Strength: Dralasite (+2), Yazirian (-1)
Dexterity: Vrusk (+2), Yazirian (+2)
Constitution: Dralasite (+2)
Intelligence: Yazirian (+1)
Wisdom: Yazirian (+1)
Charisma: Vrusk (+1)

HEIGHT AND WEIGHT

RANDOM HEIGHT AND WEIGHT TABLE

You can use this table to determine the height and weight of your character. Vrusk are proportional in their Height and Length, so their Height is the same as their Length.

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human	4'8"	+2d10	110 lb.	× (2d4) lb.
Dralasite	4'	+2d6	105 lb.	× (1d6) lb.
Vrusk*	4'6"	+2d4	190 lb.	× (1d4) lb.
Yazirian	6'6"	+1d6	90 lb.	× (1d4) lb.

For example, a Dralasite named Mike has a height of 4 feet plus 2d6 inches. The player rolls 2d6 and gets a total of 10, so Mike stands **4 feet 10 inches tall**. Then the player uses that same roll of 10 and multiplies it by 1d6 pounds. The 1d6 roll is a 5, so Mike weighs an extra 50 pounds (10 x5) on top of the base 105 pounds, for a total of **155 pounds**.

CLASS & BACKGROUNDS

With a race picked out, the player will then need to choose a class, and then a specialty. There is a single class that all the characters would fall into if they started on the Star Frontiers World side, and that is **Space Traveler**.

Originally there were three main Primary Skill Areas (PSAs) that help define a Star Frontiers character: **Military, Technical, or BioSocial**, and those were broken down into specialties. But I'll make it simple with just those three categories. I will start with a class, and then use the three PSAs that can be chosen by the player to further define their characters.

SPACE TRAVELER CLASS

CLASS FEATURES

As a Space Traveler, you gain the following class features:

HIT POINTS

HitDice: 1d10 per astronaut level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your constitution modifier per level after 1st.



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PROFICIENCIES

Armor: All advanced defense technology.

Weapons: Needler Pistol, Laser Pistol

Tools: Choose two tool proficiencies from Computer Programming, Advanced Emergency Medical Treatment, Advanced Mechanical Repair, Vehicles (spaceships, ground & flying vehicles)

Saving Throws: As dictated from your chosen Primary Skill Area:

Military PSA: Strength & Constitution;

Technical PSA: Intelligence and Dexterity;

Biosocial PSA: Wisdom & Charisma.

Skill: You have a choice of two skills from your PSA skill set. See Primary Skill Area Expertise class feature.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background: Standard Equipment Pack, and Laser Pistol

THE SPACE TRAVELER

Level	Proficiency Bonus	Class Features
1	+2	Primary Skill Area Expertise
2	+2	Space Traveler Aspect (1)
3	+2	PSA speciality feature
4	+2	Ability Score Improvement
5	+3	PSA speciality feature
6	+3	Space Traveler Aspect (2)
7	+3	Cross Training
8	+3	Ability Score Improvement
9	+4	Space Traveler Aspect (3)
10	+4	PSA speciality feature
11	+4	Space Traveler Aspect (4)
12	+4	Ability Score Improvement
13	+4	Space Traveler Aspect (5)
14	+5	Ability Score Improvement
15	+5	Cross Training, Reliable Talent
16	+5	Ability Score Improvement
17	+6	Space Traveler Aspect (6)
18	+6	PSA speciality feature
19	+6	Ability Score Improvement
20	+6	Space Master

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability

scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

PRIMARY SKILL AREA EXPERTISE

At 1st level, you would choose one of the three Primary Skill Areas for your class; Military, Technical, or Biosocial. You gain skill proficiency in 2 skills listed for your PSA.

You can choose one of the skills that are listed for your chosen PSA and your proficiency bonus is doubled for any ability check you make that uses a skill that you are trained. The skill may have been gained from background or race, but must be part of your PSA skill set.

Military PSA skill set: Acrobatics, Athletics, Intimidation, Survival, Stealth

Technical PSA skill set: Arcana*, History, Investigation, Perception, Sleight of Hand

Biosocial PSA skill set: Deception, Insight, Medicine, Nature, Persuasion

*Arcana is used to understand alien, or unknown technology

PSA SPECIALTY FEATURE

At 3rd, 10th, and 18th level you receive a PSA specialty Feature. Choose another skill and gain proficiency in a skill for your chosen PSA.

If you have proficiency in all the skills for your PSA, you can choose one skill in your PSA skill set, and your proficiency bonus is doubled for any ability check you make.

CROSS TRAINING

At 7th and 15th level, you receive cross training in other skills sets. Choose a skill in a different PSA, and gain proficiency in that skill.

RELIABLE TALENT

At 15th level, you gain the reliable talent ability so that whenever you make an ability check that lets you add your proficiency bonus, you can treat a roll of a d20 of a 9 or lower as a 10.

SPACE TRAVELER ASPECTS

You have several aspects to choose from, and are not limited by your PSA. The number in parenthesis listed on the Space Traveler level progression table shows how many Aspects a player should have. At 2nd, 6th, 9th, 11th, 13th, 17th level choose one of the aspects of your choice, which are detailed below:

Martial Artist: You can choose to use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and melee weapons.

Your unarmed strikes gain a 1d6 in damage and on a critical hit, you will stun an enemy that is your size or smaller. The stun lasts until the start of your next turn. Creatures reduced to 0 HP are unconscious and stable.

This aspect can be repeated to increase the number of damage dice used by one.

If this aspect is chosen 3 or more times, then on a critical hit an opponent of one size larger than you and smaller will be pushed 10 feet and become prone, and a bonus action can be made to make an unarmed strike.

Melee Weapon Specialist: You've taken specialized training with close combat weapon fighting. You gain proficiency in simple melee weapons, and one martial melee weapon of your choice. You also gain proficiency in all **Advanced Melee Weapons**. You can as your reaction, parry an attack and add 4 to your Armor class. It must be from an enemy that you can see when they use a melee weapon attack against you.

Archaic Ranged Weapon Specialist: You have proficiency in simple ranged weapons, and one martial ranged weapon of your choice. You can use a bonus action to dash, hide, or disengage.

Advanced Weapons Specialist: You have specialized training in advanced weaponry. You gain proficiency in your choice of Advanced Beam Weapons, Advanced Projectile Weapons, or Advanced Gyrojet Weapons. This aspect can be repeated more than once to gain additional advanced weapon proficiency.

Explosive Ordnance Disposal Technician: You gained training in setting charges, and defusing charges. Only characters with this **Aspect** are able to set or defuse charges properly. Defusing your own set charges is done automatically as a Bonus Action. Defusing charges set by others is done with a Wisdom (Survival) Skill check against the charge's Difficulty Class (DC). The DC is determined by the Dungeon Master, or the player setting the charges.

When you set charges, the charges get a DC to diffuse that is equal to 8 + your Wisdom Modifier + your proficiency bonus.

Computer Operation Mastery: You have the ability to operate computers in order to write programs, interfacing two computers, find & display information, and repair damaged computers. When you make an intelligence check to perform these actions you gain advantage to your roll. Once the player is successful, he can operate that computer anytime, unless it is modified. If unsuccessful, a short rest must be performed before attempting to operate the computer again.

Computer Security Specialist: You have the ability to operate computers in order to defeat security, bypassing security, and manipulate programs. This requires an Intelligence check. When you make an intelligence check to perform these actions, you gain advantage to your roll. If you fail to succeed on your roll, the computer may

d10	Result
1-2	no malfunction
3-5	security notified
6-7	alarms set off
8-9	systems haywire
10+	shutdown.

malfunction. To determine the result of a failure, calculate the difference between the Difficulty Class and the roll, and choose one of the following results:

You must perform a short rest before attempting again after a failure.

COMPUTER LEVEL & TYPICAL FUNCTIONS

Level	Functions	DC
1	Analysis / Language	10
2	Bureaucracy / Maintenance / Robot Management	12
3	Commerce / Communication	14
4	Communication / Information Storage	18
5	Information Storage / Transportation	20
6	Law Enforcement / Life support	24

Robotics Technician: You have gain specialized training with robots, and have the ability to operate robots in order to identify, add equipment, repair, activate/deactivate, and listing functions.



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A robotics technician is always successful in activating a robot, and can always deactivate a robot of any level if it is not attacking him. If it is attacking, he will need to make a skill check.

When you make an intelligence check to perform these actions you gain advantage to your roll. If you are unsuccessful, you can try again in 1 hour. There are six levels of robots with each having a set difficulty class:

ROBOT LEVEL & IDENTIFY FUNCTION

Level	Type	DC
1	Maintenance Robots	10
2	Heavy Duty Robots	12
3	Combat Robots	14
4	Cybernetic Robots	18
5	Warbots	20
6	Robot Brains	24

Robot Wizard: You have proven specialization in removing a security lock and altering a robot's function or mission after receiving the **Robotics Technician Aspect**. You must first make a successful check to remove the security lock before changing the robot's function or mission. Once the security lock is removed, it cannot be used again.

When you make an intelligence check to perform these actions you gain advantage to your roll. If you fail to succeed on your roll for removing a security lock or alter a robot's function or mission, the robot may malfunction. Determine the difference between the DC and the roll and choose one of the following results:

d10	Result
1-4	no malfunction
5-6	program destroyed - one of the robots functions is destroyed
7-8	short circuit: robot functions but erratically
9	haywire: robot is out of control and may attack, spin in circles or tell a joke
10+	explosion: the robot's parabattery explodes, causing 1d6 x robot level points of bludgeon damage in a 5 foot radius

You must perform a short rest before attempting again after a failure.

Technical Expertise: You have been trained in operation of machinery and advanced machinery repair. Operating machinery that you are not familiar with requires an Intelligence check. When you make an intelligence check to perform these actions, you gain advantage to your roll.

You gain tool proficiency with a Techkit, and you can use the kit to make repairs to broken machinery.

As an example: The Dungeon Master can use the following table to determine what has happened to a vehicle that has a mechanical breakdown. He would roll a d20 and compare the result on the following table:

d20	Problem	Details
1	blown engine, unrepairable	Cannot be repaired in the field. It must be done in a shop. Requires 4 successful skill checks & each check requires one day to perform; up to a maximum of 2 weeks.
2-3	major engine failure	2 successful skill checks & each check takes 4 hours perform (max 2 days)
4-6	broken driveshaft or transmission	2 successful skill checks. 1 hour each roll (max 2 days)
7-10	broken axle or hoverfan	2 successful skill checks, 30 minutes each roll (max 1 day)
11-14	Minor engine failure	1 successful skill check, 10 minutes each roll (max 6 hours)
15-18	Minor drive train failure	1 successful skill check, 10 minutes each roll (max 2 hours)
19-20	broken suspension	1 successful skill check, 10 minutes each roll (max 1 hour)

Advanced Alarm Skills: You are trained in specialized skills involving detection of alarms, deactivating alarms, and opening locks. You gain tool proficiency in a Techkit.

Opening Locks & Deactivating Alarms

You can try to open locks without the necessary "key" using an Intelligence (techkit) or Dexterity (techkit) skill check. The security device level will determine the difficulty to be successful.

LOCK LEVEL AND FUNCTION

Level	Lock Type	DC
1	Simple Mechanical & Electrical	10
2	Motion & Pressure Sensitive	12
3	Infra-red Beams & Sound Sensitive	14
4	Video	18
5	Heat Sensitive	20
6	Personalized Recognition Devices	24

Environmentalist: You have training in astronomy, biology, botany, chemistry, ecology and geology. You can gain advantage when you perform skills checks in Stealth, Nature, or Survival skills and when you attempt to analyze samples, naming, analyze ecosystem, find direction, survival, make archaic simple tools/weapons, tracking, stealth, concealment.

Medic: You are able to diagnose ailments, heal wounds, control infections, neutralize poisons, cure diseases, wake up unconscious individuals, and prevent tissue deterioration. You gain advantage on Medicine skill checks.

When you attempt to heal a person, they gain a bonus of 1d6 Hit Points during a short rest for each Hit Die they use to heal. If they have no Hit Die remaining at the start of the short rest, then they can be healed up to 1d6 hit points. You must use a dose of **Biocort** to perform this action.

If you have an unconscious player, you can attempt to revive them to 4 HP by administering a dose of Stimdose.

If a player has been killed, the medic has two options: attempt to activate a freeze field, or administer **Staydose**.

A freeze field, if activated within two minutes after death, can put a dead character into stasis. The Medic may attempt to activate with a Medicine skill check against a DC of 18. After two non-consecutive failed checks, the dead player cannot be saved. (A dose of **Staydose** can be administered after the first failed check) After the freeze field has been activated, it will last for 2 weeks until the dead character can be revived at a hospital for emergency care, or some other means that can revive the dead.

Staydose application lasts for 24 hours, after which they must be revived at a hospital for emergency care, or some other means that can revive the dead.

Battle Field Medic: With advanced training after receiving the **Medic Aspect**, you are able to perform advanced first aid techniques and minor surgery during a character's short rest. You can focus on one creature during its short rest, and the creature will receive half of their hit points in healing. This can be in conjunction with the Medic Aspect. You must use one dose of **Bicort** and **Anethic** to perform this action. A Battle Field Medic operates a freeze field more effectively and has a reduced difficulty class of 12 to perform.

Field Surgeon: With further training after receiving the **Battle Field Medic Aspect**, you are able to perform major surgery during a character's short rest. You can make a medicine skill check against a DC 12, and on a success you are able to focus on one character per short rest, and the player will receive all hit points, and half of their hit die as if they took a long rest. On a failure, they receive half of their hit points, and no hit die. You must

use one dose of **Anesthetic** to perform this action. A Field Surgeon automatically succeeds when using a freeze field.

Interrogator: A dose of **Telol** can be administered by you after receiving the **Medic aspect**. You make a d20 roll, and on a roll of 1 or 2, the Telol doesn't work. If you are successful, then the injected creature will answer up to five simple questions, using simple answers. After injection, the creature will pass out for 1d10 hours whether the drug works or not.

Psycho-Sociologist: You gain training in empathy, persuasion, communication, and psycho-pathology. This allows you to gain advantage on skill checks involving Deception, Insight, and Persuasion.

If you are attempting to speak with a creature whose language you do not speak, then on a successful Insight skill DC 13 check you are able to communicate very simple two word messages. On a failed skill check, the creature may become hostile.

Using advanced psycho-pathological techniques, you are able to reassure a character. This is typical under stressful situations and problems such as fear, isolation, unusual air and food chemistry that affect their mental condition, you can perform an Persuasion or Insight check and on a DC 12 the player will forget their traumatic experiences, and become more confident. They gain a d6 bonus on three of their d20 rolls within the next hour. You cannot attempt this again until you perform a short rest.

Hypnotist: You are trained in hypnosis techniques, after receiving the **Psycho-Socialist Aspect**, and gain additional insight into a creature's mind. If you are able to speak to a subject in a common language without a translator, then you can attempt to hypnotize them.

If you are attempting to Hypnotize a friendly creature, it will take 10 minutes and the creature will gain advantage on their next two attempts on a specified skill check or an attack as you have instructed in the hypnosis session. The effect lasts 1 hour, and cannot be used on the same character until they take a long rest.

SPACE MASTER

At 20th level, you achieve the pinnacle of your class.

If you have chosen the **Military PSA** then you are the embodiment of the space warrior and have physically trained relentlessly, and undergone special physical procedures. Your **Strength and Constitution** scores increase by 4. Your maximum for those scores is now 24.

For someone with the **Technical PSA** then you have undergone extensive cognitive & reactionary upgrades. Your **Dexterity and Intelligence** scores increase by 4. Your maximum for those scores is now 24.

If instead your character went down the path of the **Biosocial PSA** then the world of science and the mind

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have been opened to you like no other person. Your **Charisma and Wisdom** scores increase by 4. Your maximum for those scores is now 24.

MULTI-CLASS

You will need rules for multi-class if you are mixing in starting D&D 5th edition classes and moving off world into the Star Frontiers campaign. And this could work both ways if you want to train your character in magic or sword fighting, and so treat this as a non-magic using class for multi-classing level purposes for spells.

MULTI-CLASSING PROFICIENCIES

Class	Proficiencies gained
Space Traveler	Needler Pistol
	Laser Pistol
	advanced defense technology
	skill chosen from one PSA Skill set
	Vehicles (spaceships/ground & flying vehicles)

OFF-WORLDER BACKGROUND

You aren't from around here. You may have ended up on this planet from a spaceship crash, or marooned here since childhood. You bring with you advanced knowledge and a strange language. You have basic knowledge of the planet, and may have a mission to perform. You have a mesmerizing presence with animals, and are able to explain away your oddities.

Skill Proficiency: Animal Handling, Performance

Tool Proficiency: chronocom

Languages: Common

Equipment: set of traveler's clothes, chronocom, belt pouch containing two small gold bars (worth 15 gp)

Feature: You have a tiny robot companion to keep you company and monitor your vital statistics. It speaks to you



through radio communication directly to your brain. It has the ability to move at a speed of 10 ft, and can hide by wrapping itself around a limb.

SUGGESTED CHARACTERISTICS

PERSONALITY

d8	Personality Characteristic
1	I am very aggressive and feel that I am the dominant species.
2	I am an emotional wreck and just want to go home.
3	I show no fear, and can stare down a monster without flinching.
4	I am impatient, and often do things myself.
5	I enjoy exploring, and often wander into dangerous situations.
6	Nothing can shake my optimistic attitude.
7	I am very passive and not quick to anger.
8	I don't say much, but often over-complicate a conversation.

IDEAL

d6	Ideal
1	Noble: I am trying to make the galaxy a better place with new knowledge. (Good)
2	Order: The laws of my race must be preserved and upheld even here. (Lawful)
3	Change: Everything on this world must be changed. (Chaos)
4	Secrets: I don't share my advanced knowledge with anyone. (Unaligned)
5	Ruler: I plan to take control of this planet any way possible. (Evil)
6	Aspiration. I seek to prove myself worthy of my race. (Any)

BOND

d6	Bond
1	I will find my way home one day, as I have promised.
2	There is another outworlder here, and he plans to bring his race to conquer this planet, I must stop him.
3	I have stolen a world-destroying invention plans, and they are searching for me. I am hiding on this planet.
4	I need to find my relative that was lost on this planet. They may still be alive.
5	I have a small child that is waiting for my return. I made a promise that I have to keep.
6	I've have seen an plot to conquer the universe, they don't want me talking.

FLAW

d6	Flaw
1	I believe doing the same thing can get different results.
2	I have severe gambling problems, and have lost lots of money gambling.
3	I will betray my closest friends for success.
4	I don't do work, and expect people to serve me. If they don't I try and trick them into helping.
5	I am inflexible in my thinking.
6	I think the world is out to get me, and expect the worst of every situation.

EQUIPMENT

All the costs of the equipment listed below are in credits. Use the list of weapons in the **Player's Handbook** for the statistics and costs for Archaic weapons.

You are usually issued weapons from your employer to accomplish missions, so you don't need to scrutinize the cost. Unless there is an accident and you needing to pay back the cost to an employer because you broke his stuff.

ADVANCED TECHNOLOGY WEAPONS

I started with making the lasers do fire damage, sonic weapons cause thunder, needlers are definitely piercing, and grenades and rockets create bludgeoning and piercing damage. With the release of the Dungeon Master's Guide, I made some revisions to damage types and amounts.

The needler weapon ammunition can be changed out to different types (sleep and regular), so that is why they are listed twice. It would take an action to change out. The use of any of the advanced technology weapon without proficiency by an off-worlder or Space Traveller would be used without a proficiency bonus.

But technology that a player is not familiar because it is alien technology would require a series of Intelligence checks to interpret:

Two successful intelligence checks are required to understand these weapons, and four failed checks causes the weapon to break. A roll plus intelligence modifier of **9 or lower** results in a failure and a disadvantage on the next check. A result of **10 to 14** is a failure. **15 to 19** is a successful intelligence check, and a result of **20 or higher** is a success and advantage on the next check

ADVANCED LASER WEAPONS

Weapon	Damage	Cost	Weight	Range	Properties
Electroshooter	4d8 lightning	500	1	30/45	light, stun
Laser Pistol	3d6 radiant	600	1	60/300	light, laser
Laser Rifle	3d8 radiant	800	2	300/600	laser
Sonic Disruptor	3d8 thunder	700	2	60/120	sonic
Sonic Stunner	1d4 thunder	500	1/2	60/90	sonic, stun
Heavy Laser	3d10 radiant	6000	5	800/3000	heavy, laser
Sonic Devastator	5d8 thunder	5000	5	150/300	heavy, sonic

ADVANCED PROJECTILE WEAPONS

Weapon	Damage	Cost	Weight	Range	Properties
Needler Pistol, sleep	1d10 piercing	200	2	60/120	sleep
Needler Rifle, sleep	1d10 piercing	400	3	120/225	sleep
Needler Pistol	2d10 piercing	200	2	60/120	
Needler Rifle	2d10 piercing	400	3	120/225	

ADVANCED GYROJET WEAPONS

Weapon	Damage	Cost	Weight	Range	Properties
Gyrojet Pistol	2d10 bludgeoning	200	5	150/300	
Gyrojet Rifle	3d10 bludgeoning	300	10	225/450	heavy
Grenade Rifle	3d6 bludgeoning	700	10	150/300	heavy
Grenade Mortar	3d6 bludgeoning	2000	20	1500/3000	heavy, loading
Rocket Launcher	10d6 bludgeoning	5000	10	600/1500	heavy, loading

ADVANCED MELEE WEAPONS

Weapon	Damage	Cost	Weight	Range	Properties
Electric Sword	1d10 lightning	150	2	melee	finesse
Shock Gloves	1d10 lightning	50	1/4	melee	light, finesse, stun
Sonic Sword	1d8 radiant + 1d8 thunder	300	1	melee	finesse
Vibroknife	2d6 slashing	38 25	1	melee	light, finesse

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Properties

Stun causes a target that is hit to be in a stunned condition until the end of its next turn

Laser weapons cause light to be cast from the weapon that can be seen up to 1 mile

Sonic weapons cause thunder damage and a creature hit makes a DC 12 Constitution saving throw. On a success, a creature hit takes half damage and is not pushed. On a failed Constitution saving throw they are moved 10 feet, and take full damage. The weapon makes a thunderous boom that can be heard out to 300 feet.

Sleep property causes a chemical induced sleep on all known creatures. On a failed Constitution save versus DC 20, the target is rendered asleep. Sleep continues for up to 1d4 hours, or until they are given a Stimdose injection.

Grenade weapons have a blast sphere of 5 feet from the target. Each creature within the blast sphere must make a DC 12 Dexterity saving throw, taking the weapon damage on a failed save, or half as much damage on a successful one.

Rocket weapons are similar to grenade weapons but have a blast sphere of 15 feet. Each creature within the blast sphere must make a DC 12 Dexterity saving throw, taking the weapon damage on a failed save, or half as much damage on a successful one.

ADVANCED TECHNOLOGY DEFENSES

Only one suit and one screen can be worn at the same time. I made power screens so that they are an additional defensive barrier. Archaic armor can also be worn with screens, but then a Defense suit cannot be worn.

POWER SCREENS

I didn't want to over power (OP) the Power Screens so I limited their use. Power Screens use a reaction to turn on and will stay on for 10 minutes after switched on, can't be turned off during that 10 minutes. They can be recharged with a solar recharger that comes in their carrying case, but takes 1 hour to fully charge.

DEFENSE SUITS

The Defense suits behave just like Archaic Armor, except extremely light and durable.

The Civilian Skeinsuit appears to be look like civilian attire.

The Military Skeinsuit has a changing camouflage design that mimics the surroundings and increases Stealth+6. The changing camouflage can be turned off and set to a basic color of white, black, tan or green.

The Flak armor is lightweight polymer armor that has interlocking plates over your clothes.

POWER SCREENS

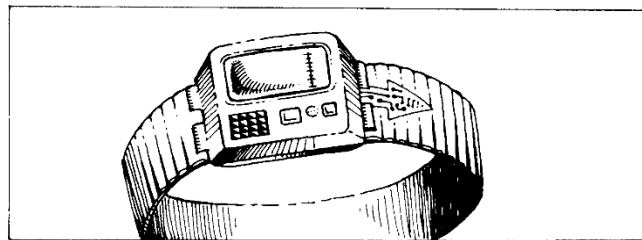
Armor	Cost	Weight	Properties
Albedo Screen	2000	1/4	screen, damage reduction radiant & thunder damage
Gauss Screen	1000	1/4	screen, damage immunity thunder damage
Holo Screen	1000	1/4	screen, invisibility
Inertia Screen	2000	1/4	screen, damage resist piercing, bludgeoning, slashing damage
Sonic Screen	2000	1/4	screen, damage resist thunder damage

DEFENSE SUITS

Armor	Cost	AC	Properties
Albedo Suit	500	13+Dex	damage resist thunder damage
Military Skeinsuit	300	14+Dex	damage resist piercing, and slashing damage
Civilian Skeinsuit	500	12+Dex	damage resist piercing, and slashing damage
Flak Armor	750	16+Dex	damage resist bludgeoning damage

OTHER EQUIPMENT

Standard Equipment Pack: ID Card, coveralls, Doze Grenade, Chronograph/Communicator, First Aid Pak, Pocket Tool, Survival rations.



Chronocom: Chronograph and solar system communication with another Chronocom or other communication system. Battery life is 10 years.

Coveralls: highly durable, waterproof suit designed to keep the wearer warm in cool weather and cool in hot weather. The suit has large pockets on the hips, legs and chest, as well as several smaller pockets on the sleeves.

Doze Grenades: small, lightweight non-lethal throwing devices designed to disperse a fast-acting knockout gas (*Doze Gas*) which is effective against all known biological race. Sleep property.

First Aid Pack

The first aid pack contains the following items:

- **Spray Bandage (Plastiflesh):** 1 can of spray which closes up wounds and heals burns
- **Antiseptic Spray:** 1 can of spray to clean and disinfect a skin area
- **Spray Hypodermic (Spray Hypo):** syringe used to give shots without a needle
- **Stimdose:** 1 dose to revive unconscious individuals. Stimdose will wake up an unconscious or stunned character, or to restore 10 hit points to a character that was poisoned or contracted a disease.
- **Staydose:** 1 dose to sustain a dying person for 20 hours. Staydose is a last-ditch-use drug used to place a dying person into a state of near-suspended animation for 24 hours, hopefully long enough to give the person proper medical attention.

ID Card: An Identification Card is a state-or corporate-issued card, used to confirm the identity of an individual,

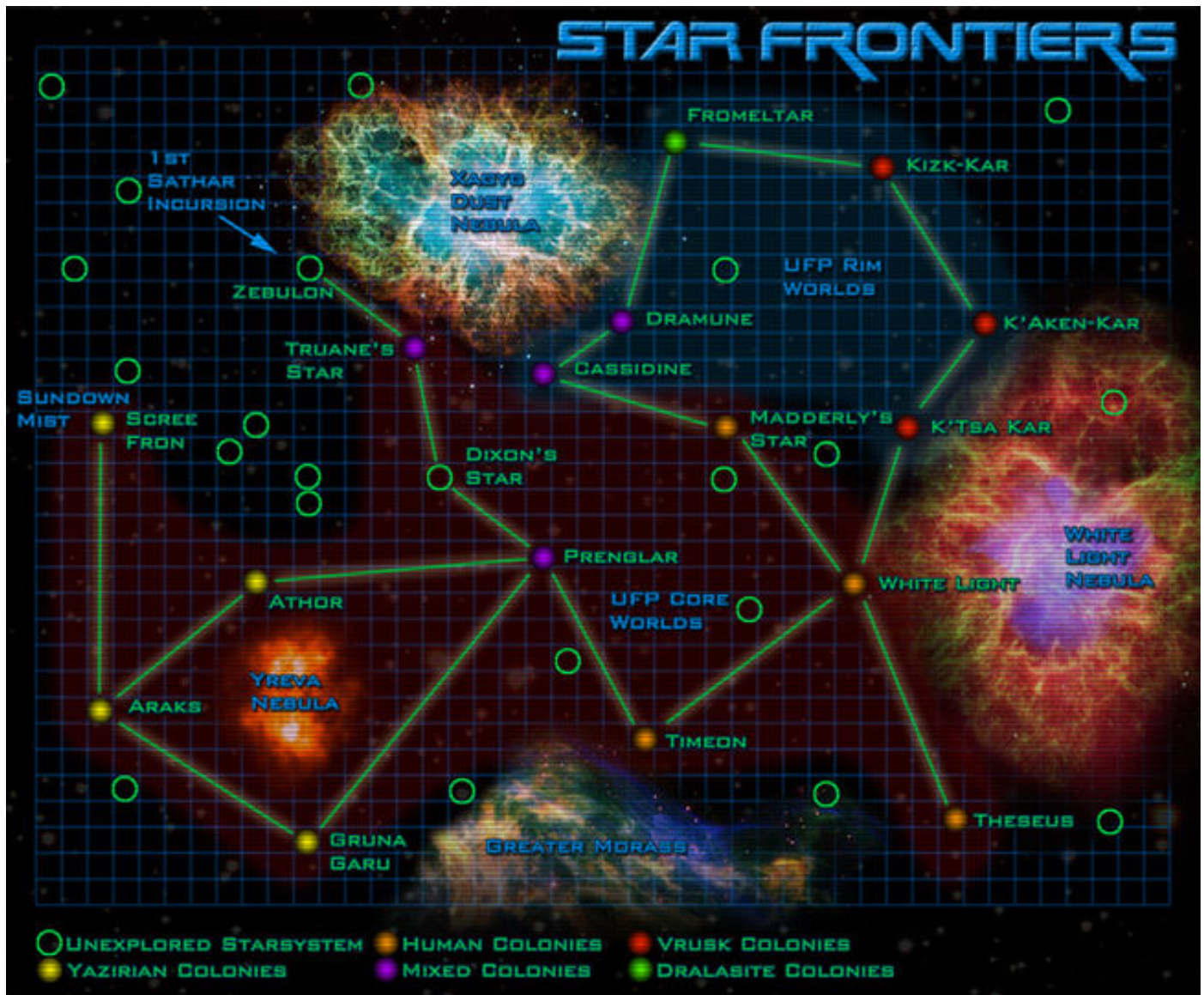
wherever they may go. They are universally accepted on all Worlds.

Pocket Tool: all Pocket Tools include these features: A penknife blade, A universal screwdriver, small adjustable wrench, vice pliers, hole puncher, electromagnet, small flashlight (75 foot range)

Survival Rations: a supply of 300 large pills. Each pill will satisfy the daily food requirements for a total of 300 days.

THE FRONTIER SECTOR

So by now you should have some mission idea in mind, and how to bring your D&D campaign into a Star Frontiers setting, or vice versa. If you don't know yet, maybe the party ends up finding a strange marooned space ship out in the middle of nowhere. That might be the start of a great adventure. Especially if the bad guys show up, and start trouble. Or maybe, they get inside the



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ship and it takes off, and transports them to another world in the Frontier Sector.

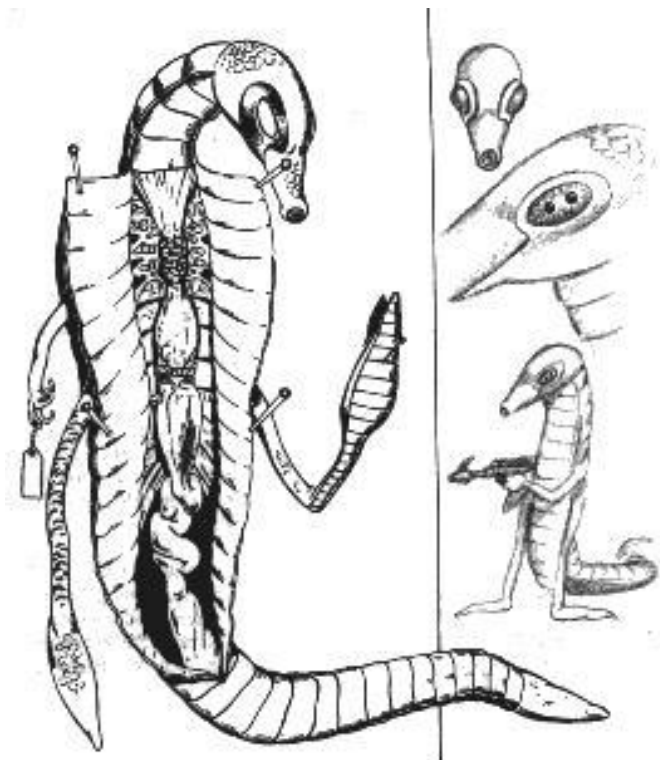
Whatever your plans are let's first look at that setting of the Frontier Sector, and then look at the bad guys.

Some information I collected on the Frontier Sector: The basic game setting was an area known as "**The Frontier Sector**" where four sentient races (**Dralasite, Humans, Vrusk, and Yazirian**) had met and formed the **United Planetary Federation (UPF)**. The original homeworlds of the Dralasites, Humans and Vrusk were never detailed in the setting and it is possible that they no longer existed. A large number of the star systems shown on the map of the Frontier sector in the basic rulebook were unexplored and un-detailed, allowing the Dungeon Master to put whatever they wished there.

Players could take on any number of possible roles in the setting but the default was to act as hired agents of the Pan Galactic Corporation in exploring the Frontier and fighting the aggressive incursions of the alien and mysterious worm-like race known as the **Sathar**.

SATHAR

Here is the information that I pulled together on the Sathar: The Sathar are a race of mysterious, worm-like beings who are the enemies of the **UPF** (they are not intended to be used as a player race). They have wormlike bodies of 3 to 4 meters in length with two tentacular arms that end in fine tentacles for manipulation and two tentacles that end in paddles that can be used for heavy lifting (including acting as "legs", lifting the front of the creature off the ground in a humanoid-like stance). Their



eyes have two pupils each, giving them superior peripheral vision. The races of the Frontier know little about them other than their basic anatomy and the fact that they are hostile, as no live Sathar has ever been captured. Some of the behaviors and motives of the Sathar were revealed in the printed adventures for the game, and adventures commonly featured mercenaries working for the Sathar to undermine the UPF as villains.

So it would be easy to just re-skin some monsters, and make a Sathar. So that is what I did, and here are some ready to use for one of your encounters:

SATHAR SOLDIER

Medium monstrosity, lawful evil

Armor Class: 16 (screen & armor)

Hit Points: 26 (5d8 + 5)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	14 (+2)	16 (+3)

Skills: Perception +5

Senses: darkvision 60 ft., passive Perception 15

Languages: —

Challenge: 1 (200 XP)

Superior Peripheral vision: A Sathar's unusual dual pupils allow each of their eyes to see 180 degrees at all times and therefore gains advantage on perception checks that involve sight

Immunity to Sleep: Sathar are immune to Doze grenades and similar effects.

Dreamsleep: Sathar can work extended periods without sleep, up to 20 days. At the end of this period, a Sathar must enter Dreamsleeper for 4 days to rejuvenate.

Hypnotism: Sathar can hypnotize an opponent. The victim must make a wisdom saving throw against a DC of 10, or fall under the Sathar's control (similar to charm). The Sathar can order the victim to perform any action that does not directly or noticeably harm the victim. The Sathar can also make the victim forget the encounter in which he was hypnotized altogether.

ACTIONS

Mind Blast (Recharge 6): The Sathar emits psychic energy in a 15 foot cone. Each creature in the area must succeed a DC 10 intelligence saving throw or take 15 (3d8+3) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. It cannot be affected again until the end of its next turn.

Laser Rifle: Ranged Weapon Attack (300/600) +3 to hit, one creature.

Hit: 12 (3d8) radiant damage.

Sonic Sword: Melee attack, +4 to hit, one creature.

Hit: 5 (1d8+1) radiant & 5 (1d8+1) thunder damage

The Sathar Soldier is the front line soldier in the Sathar Empire.

SATHAR OFFICER

Medium monstrosity, lawful evil

Armor Class: 16 (screen & armor)

Hit Points: 51 (10d8 + 10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10(+0)	12 (+1)	14 (+2)	17 (+3)	16 (+3)

Skills: Perception +7

Senses: darkvision 60 ft., passive Perception 17

Languages: —

Challenge: 4 (1100 XP)

Superior Peripheral vision: A Sathar's unusual dual pupils allow each of their eyes to see 180 degrees at all times and therefore gains advantage on perception checks.

Immunity to Sleep: Sathar are immune to Doze grenades and similar effects.

Dreamsleep: Sathar can work extended periods without sleep, up to 20 days. At the end of this period, a Sathar must enter Dreamsleep for 4 days to rejuvenate.

Hypnotism: Sathar can hypnotize an opponent. The victim must make a wisdom saving throw against the DC of 15, or fall under the Sathar's control (similar to charm). The Sathar can order the victim to perform any action that does not directly or noticeably harm the victim. The Sathar can also make the victim forget the encounter in which he was hypnotized altogether.

ACTIONS

Mind Blast (Recharge 5-6): The Sathar emits psychic energy in a 15 foot cone. Each creature in the area must succeed a DC 15 intelligence saving throw or take 3d8+3 psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. It cannot be affected again until the end of its next turn.

Laser Rifle: Ranged Weapon Attack (300/600) +4 to hit, one creature.

Hit: 12 (3d8) radiant damage.

Sonic Sword: Melee attack, +5 to hit, one creature.

Hit: 5 (1d8+1) radiant & 5 (1d8+1) thunder damage.

The Sathar Officer is the commander in charge and leads many attacks on active missions for the Sathar Empire. He normally can have a small squad of 10 Sathar Soldiers.



SOURCE REFERENCE MATERIAL

The following are links to the various sources used to provide the information found in this article.

<http://www.wizards.com/d20modern/images>

<http://starfrontiers.wikia.com>

<http://starfrontiers.wikia.com/wiki/Dralasites>

<http://starfrontiers.wikia.com/wiki/Vrusk>

<http://starfrontiers.wikia.com/wiki/Yazirian>

<http://dnd.wizards.com/articles/features/basicrules>

http://en.wikipedia.org/wiki/Gliding_flight

<http://www.starfrontiers.us>

<http://www.starfrontiers.com/Rules>

<https://www.facebook.com/groups/DnD5th>

<http://www.wizards.com/default.asp?x=d20modern>

<http://starfrontiersman.com/data/issues/SFMan17.pdf>

<http://dnd.wizards.com/products/tabletop/players-basic-rules>

FE

Game System

GREATEST STAR FRONTIERS MODULE OF ALL TIME

Tom Verreault

There are a few different lists of greatest RPG modules on the internet but they boil down to a list of the best classic D&D modules. This prompted me to look for a list of the best science fiction RPG modules. I was hoping that some of the Star Frontiers modules would figure on that list. Sadly I could not locate such a list.

It didn't take long before I realized that the close relationship between the Frontier Explorer and the fan community meant that Frontier Explorer was the ideal entity to determine the best published Star Frontiers modules. Not quite the same as determining the best science fiction modules but still a worthy project.

After an announcement in the last issue of the magazine, a poll was set up at the Frontier Explorer website. (<http://frontierexplorer.org/content/what-greatest-star-frontiers-module-all-time>). From reading comments on various forums I had some ideas as to what the results might resemble but I was wrong as to what the worst and the first place module would be.

Over the years I had encountered a lot of scorn for both of the Space Odyssey modules and had expected them to place last however Face of the Enemy took that distinction. It's interesting that the sequel module to Face of the Enemy actually placed higher (11th out of 14) and the first module that kicked off that series placed 3rd. The Beyond the Frontier campaign has always received plenty of scorn and yet the first module in that campaign made the top 3?

The one shot modules did better in the voting than the campaign modules. This might reflect hesitancy on the part of referees and players to commit to playing a campaign of three modules giving the one shot modules a better chance at gaining popularity over the decades.

The bundled modules, those included in the boxed sets, placed in the middle and part of their popularity could be simply familiarity; if you bought the box set you got the bundled module and probably played it. Conversely the lack of strong enthusiasm for the bundled modules might also stem from the fact that they were designed to introduce new players to the game and this design requirement does not necessarily work toward producing an exciting adventure.

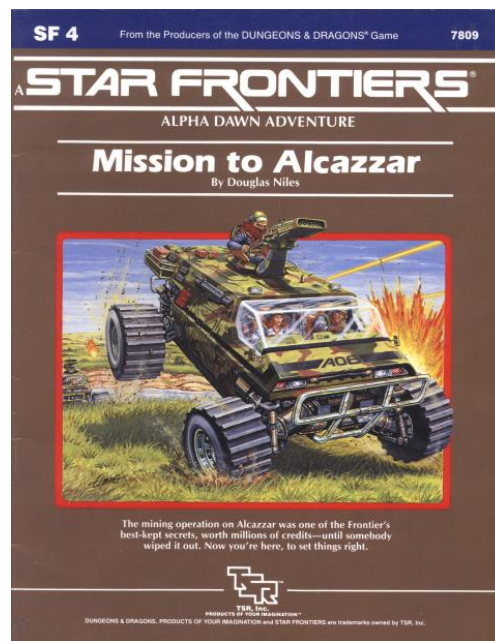
Almost half of the Knight Hawks modules didn't even make the top 10 and one that did plays more like an Alpha Dawn adventure (Mutiny on the Eleanor Moraes). This

could reflect less enthusiasm for the modules that are actually half a war game with space battles played out on a hex map or with miniatures.

I had always known that despite its rail-roady nature, Dramune Run had immense popularity but I did not expect Mission to Alcazzar to take first place. However, the margin of votes between first and second was more than double so Mission to Alcazzar is the undisputed greatest Star Frontiers module.

The results as determined by the fans:

1. Mission to Alcazzar
2. Dramune Run
3. Mutiny on the Eleanor Moraes
4. Bugs in the System
5. Dark Side of the Moon
6. Crash on Voltumnus
7. Warriors of White Light
8. Sundown on Starmist
9. Voltumnus, Planet of Mystery
10. Star Spawn of Voltumnus
11. The War Machine
12. 2001: A Space Odyssey
13. 2010: Odessey Two
14. Face of the Enemy



Creatures

KRIK: MAGNIFICENT BEASTS OF HENTZ

Kveldulf

Krik are the most famous animal imported from the forested Yazirian homeworld. Magnificent beasts, adult krik reach a length of up to 3.5 meters and mass over 3 tons. Some adults have been seen which measured nearly 4 meters and 4 tons, but such specimens are exceedingly rare. They feature prominently in yazirian history and folklore, and have been recently popularized in a holovid series produced by Zebulon University on Anker.

OVERVIEW

Krik are massively built herbivores native to the Yazirian homeworld. Most numerous in the thick, a few subspecies have adapted to life in scrubland and moist plains. Krik are stoutly built and their bulk is believed to be an adaptation to the low gravity of the yazirian home planet. The low gravity makes carrying larger mass possible, and compensates somewhat for the low temperature of the planet (an adaptation similar to that among sea-dwelling whales on the human-settled worlds of the Frontier).

Krik thrive best in temperate to near-Arctic forests, and die out rapidly when introduced to hot or high-gravity environments (as failures by park operators on Hargut and Minotaur have shown). Their hearing is equal to that of a yazirian, but their sense of smell is legendary; it can detect nutritious roots buried a meter below ground. Their eyesight is poor overall - mostly useful for sensing movement, and they have no color vision. However, their limited eyesight does function well in near-darkness, much like the yazirians' own. They travel in small herds composed of a bull, several females, and their young.

PHYSIOLOGY

The krik's head is the largest single part of its body and sports the cruel tusks for which they are famed in both folklore and holovid. In most, the head is roughly a meter long, and reaches near 1.5 meters in the largest bulls. The broad jaws taper towards the mouth with the large tusks sprouting from the end of the lower jaw. The tusks are powerfully anchored, being an extension of the lower jawbone itself. The tusks are used primarily in rooting up vegetation and roots but double as a vicious defense. Krik tusks measure anywhere between 35 cm and 60 cm long on adult males, and between 20 cm and 40 cm on females.

Knobby protrusions on the side of the skull provide extra protection to the head, and are useful for butting aside smaller trees, saplings, etc. The two nostrils are set near the front of the snout with the nasal cavities running along

the upper jawline for 35 cm before turning up and into the large sinus cavities; these long nasal passages endow the beast with its impressive sense of smell and moisturize air flowing through the nose into the sinuses and lungs.

Two leathery ears are located near the top of the skull and fold to appear roughly tubular from the side; they average 40 cm in length and 15 cm across at the tip.

Two large eyes are set deep in the skull to protect them from damage by enemies and long-spiked bramble plants which choke the ground of yazirian forests. The eyes are wide set (giving good peripheral vision) but close together enough that limited binocular vision (and hence depth perception) is possible to the front.

Krik are not particularly intelligent and their brain is only slightly larger than an average yazirian's or human's.

Their body structure is less remarkable than the massive head. Only about two and a half times as long as the head, the body is compact for its size but powerfully muscled.

Its legs are somewhat stubby and four-toed. The forelegs are slightly shorter than the rear legs and have thick, sharp claws; enabling it to dig quickly even through packed soil and gravel, but make it slow and ungainly when running. The powerful hind legs are longer, and strong enough to hoist the krik up into a crouch with its forelegs braced against a tree. This ability to rear up allows to the animal to crush low-lying obstructions rather than push through them, to sharpen its claws against the tall yazirian trees - also serving to mark its territory, and to snack on low-lying shrubs and fungi infesting the bases of trees.

The tail is short and thick, heavy enough to knock aside small bushes and saplings for krik behind the lead animal.

Krik hide is renowned in yazirian tradition and is justly famed for beauty and durability throughout the Frontier. The thick hide is a lustrous green-black and can be shined to a mirror-like polish. It is leathery on the back, hind-quarters, ears, and the top of the head shading into a scaly, almost reptilian texture on the rest of the body. Heavy folds of leathery hide cover the Krik's neck, but elsewhere it is firm to the touch.

Yazirians traditionally use different portions of a krik hide for different goods. The leathery portions of a hide are fashioned into belts, scabbards, holsters, and capes for the elders of the clan - such items being awarded by the elders for acts on behalf of the clan, and then passed down from

parent to child. The heavier, scaly sections of hide are shared among the clan and fashioned into more prosaic goods - hide shields, door coverings, sacks, hammocks, and roofing tarps.

ECOLOGY AND BEHAVIOR

Krik occupy a vital niche in the forest ecology of the yazirian homeworld. Browsing through the choked vegetation and underbrush which envelopes the base of yazirian trees, they clear broad swaths across the forest floor. Krik paths quickly become small ecosystems of their own with new saplings taking root (often initially in the fertile droppings of the krik herd), smaller animals moving in to feed on the new growth, and lush greenery erupting from the plowed-up soil left in the herd's wake.

Using their tusks and foreclaws, a herd can rapidly tear a path through heavy brush - turning over soil in the process - that would take several days and heavy equipment for a UPF forestry team. Krik scour plant and fungus from trees as they feed, improving the health of a forest and clearing space for new growth. Due to their prodigious appetites, a krik herd requires a thickly-forested territory of at least several hundred square kilometers. Herds of the smaller subspecies adapted to scrubland or prairie conditions require over a thousand square kilometers.

Krik herds include a male bull, several females, and their young and may number as many as 20 total animals. New herds are formed when a young male lures one or more females away from an existing herd, a dangerous business often involving a pitched battle with the herd's older bull. Krik herds are somewhat territorial, and will avoid paths cleared by another herd.

Herds will generally ignore any other animals they encounter, but will panic and flee fire, explosions, and bright lights. They have no natural predators, but commonly die of disease (especially infections of broken tusks and the nasal passages) or old age. Krik typically live between 30 and 50 Standard years, though captive specimens have lived to 70 years and yazirian folklore tells of wild krik reaching ages of 100 years or more.

Encounters with single krik are almost always with male bulls - either young ones expelled by the bull of their own herd and seeking females, or old bulls deranged by age and expelled from their herds; such males are avoided by all but the most determined yazirian hunters - there being few more fearsome quarries than an enraged krik bull.

ON THE FRONTIER

Krik were introduced by yazirian colonists to terraformed portions of Yast's moon Exib around 150 P.F. A small colony of the animals was maintained in the moon's park domes, but fared poorly since there was relatively little room for the herds to expand.

A breakthrough came with the discovery of Araks in 129 P.F. Regarding the planet's discovery as a religious portent, the Family of One clan quickly settled the world and has cultivated a large, thriving population of krik in wilderness preserves.

With the discovery and settlement of the mineral-poor world of Histran in 94 P.F., the Family of One was able to export some of their burgeoning krik herds to this promising outpost; though the Family has been little interested in the affairs of Histran generally, its biologists and religious leaders still take an active role in protecting and expanding the Histrani herds.

Commercial and sport hunting of krik is universally forbidden in yazirian space, though traditional hunting by forest clans is still permitted, serving to thin out weak and diseased animals. Goods made of krik hide are extremely difficult to come by on any world but those with live herds, and command astronomical prices on the Core worlds (Cassidine, Pale, Prenglar, and White Light). Poaching is a constant threat but harsh penalties (including summary execution) keep it to manageable levels.

Several worlds have tried to introduce and breed krik, but all save those mentioned above have failed; these failures were largely due to the environmental limits of krik to survive. In warm and hot climates, their long nasal cavities quickly become infected by microbes and parasites leading to a long, miserable death; on higher gravity planets, their bones - though strong enough to support them on low-gravity worlds - break frequently leaving the animals to starve to death. Unlicensed export and smuggling of the animals is punished as severely as poaching by their yazirian keepers.

Krik	
Type:	Giant Herbivore
Size:	3.5m length, 3mt (adult);4m length, 4mt (rare adult bull)
Number:	1 or 2-20
Move:	Slow (but may stampede at up to 60 m / turn; see below)
IM/RS:	3 / 30
Stamina:	280
Attack:	55
Damage:	6d10 (gore with tusks)
Special Attack:	10d10 Trample
Special Defense:	Thick hide (suffers -2 damage per die from inertia attacks)
Special Weakness:	None
Native World:	Yazirian homeworld (now found on Hentz, Histran and the Yast's moon Exib)



GRYMZ

GUIDE TO INTERGALACTIC CONQUEST



LESSON #11: "INVISIBILITY?"



"GRYMZ!!!!"