

Dave Bezi's
X-plorers
The Game of Galactic Troubleshooters!

CENTAUR CLASS

PLUS

OPTIONAL RULES

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CENTAUR CLASS

History / Background

Roper IX was one of the first colonies established in the reaches, and as such, among the most susceptible to interruptions in supply lines from the UNC Core worlds. Shortly after being established, the colony suffered a catastrophic power core explosion resulting in heavy casualties and many maimings. Isolated, and between resupply visits, Roper IX was at risk to run out of medical supplies and food.

Several forward-thinking scientists and medical doctors innovated the daring procedure of surgically 'repairing' several maimed soldiers as cybernetic groundcycle hybrids (these were the only vehicles available, and no robots could be spared). These "Centaur" as they came to be known, quickly proved successful as tough and highly mobile colonists who rose to the challenge of rebuilding and operating the colony facilities, allowing the colony to not only survive, but eventually to grow and colonize the rest of the Roper system.

Generations later, the Centaurs have become elite citizens throughout the entire Roper system and its multiple colonies. Volunteers for the procedure outnumber the available resources to perform it, and Centaurs enjoy a degree of admiration from the regular citizens of the Roper system. Centaurs have begun to spread to other parts of the reaches, and can be a valuable part of any X-plorers group. Not only are they excellent fighters because of their mobility and toughness, but they have a myriad of eclectic skills.

Description

Centaurs are human / groundcycle cyborgs. Their lower body is a robotic, semi-automated ground bike, with their human torso melded to the bike behind the fork of the front wheel. They do not have handlebars or seats and as a matter of pride, typically do not allow riders except in dire circumstances. They are, after all, people, not vehicles.

CENTAUR TABLE

Level	Pilot	Mechanic	Other *	HD **	BHB	ST	XP
1	15+	14+	16+	1	+0	15+	0
2	14+	13+	15+	2	+0	14+	2,500
3	13+	12+	14+	3	+1	13+	5,000
4	12+	11+	13+	4	+1	12+	10,000
5	11+	10+	12+	5	+2	11+	20,000
6	10+	9+	11+	6	+2	10+	40,000
7	9+	8+	10+	7	+3	9+	80,000
8	8+	7+	9+	8	+4	8+	160,000
9	7+	6+	8+	9	+4	7+	320,000
10	6+	5+	7+	10	+5	6+	640,000

* At fist level, choose one other skill except Martial Arts or Weapon Specialist. Once chosen, this skill cannot be changed.

** At first level only, Centaurs have an additional 4 hp because of the mechanical portion of their anatomy.

Attribute and other Modifiers

+1 Physique, -2 Agility. +1 Presence with natives of Roper system. -1 Presence with others. +4 Hit Points at first level. +1 AC (natural AC of 11 instead of 10). Centaurs can multi-class normally, but cannot have Psionic powers.

Because their motor body is cybernetically fused to their central nervous system, making them a single organism, Centaurs track Hit Points as one pool, not separating hit points for their living and machine parts separately. The Referee will determine if a Centaur requires medical healing or mechanical repair depending on the situation.

This unique cybernetic body has several obvious advantages and drawbacks, detailed below. Centaurs must eat, drink and urinate like any humans, and excrete waste in a fairly normal manner using a hygienically sealed colostomy system. Their motor body is powered by a hydrogen fuel cell, which never loses its charge or diminishes power output as long as the centaur can load up with hydrogen gas every two or three days. As hydrogen is readily available in breathable earth-like atmospheres, this is rarely an issue for them. The fuel cell's only byproducts are heat and pure water, so it supplies the Centaur with a supply of drinking water for long trips. The colonies of the Roper system are equipped with many hydrogen refueling stations to accommodate their centaur citizens, and portable

hydrogen filling units are available for those traveling far. If a Centaur's fuel cell runs empty, they cannot move and they may fall over as their stabilizer stops working. After one hour without power, they begin losing 1d6 hit points per hour as their brains perceive that part of their body has gone 'dead.' Physiologically, with the machine components offline, the cyborg is dying.

Movement & Encumbrance

It is the current standard for each centaur to be equipped with a gyroscopic stabilizer that allows them to remain upright even when staying still. Their ancestors had to use kickstands and other less elegant methods.

At ambulation speed, a Centaur's standard rate of movement is 5 meters + 1 meter per point of Agility bonus per round while normally encumbered. In addition to clothes and any small personal items, a centaur can wear their weapons belt (including a weapon and ammunition), and up to three survival packs and/or kits without being "weighed down." If the character carries more than this, they are weighed down and can move only 3 meters per round (and can't add their Agility bonus).

When moving cross country, Centaurs can cover about 30 kilometers a day (with regular breaks and exploration). If weighed down, or traveling through difficult terrain (jungle or rocky badlands, for instance), they can cover about eight kilometers per day. Wheeled Centaurs may find swamps impassable. If they have the Skimmer upgrade (see below), they may cover about 12 to 15 kilometers a day of difficult terrain, including swamps.

At vehicle speed, Centaurs are as speedy as ground cycles. After a Skimmer upgrade, they are as fast as skimmer cycles.

Equipment & Armor

Centaurs can wear modified E-suits that protect their humanoid body section as it would a normal human. They can rig the e-suit to their own fuel cell and thus operate an E-suit for 96 hours at a time, twice as long as usual. Centaurs cannot wear Combat Armor, and Mesh or Reflec armor must be custom made to fit them. This can be costly outside the Roper system. Because of their larger profile, the protection Centaurs receive from armor is different than for normal humans.

Upgrades

On occasion, Centaurs may choose to undergo surgical reconstruction to upgrade their mechanical motor body. This is costly, time consuming and potentially dangerous. These procedures are not simply a mechanical hardware upgrade, but a microsurgical cybernetic neurosurgery. Even when successful, each procedure causes a permanent loss of 2 hit points. Recovery takes 1d6 days. The specialists who can perform these services are usually only found on Roper IX, and their services are costly. Each procedure takes 3d6 hours and requires the Centaur character to succeed a Physique saving throw. The saving throw difficulty is modified by the number of upgrades the Centaur has already. If they fail the saving throw, they permanently lose an additional 1d6 hit points and recovery from the procedure takes 1d6 weeks instead of 1d6 days.

At the Referee's discretion, if a Centaur is severely damaged such that they require their motor body entirely replaced, this may follow the upgrade rules, even though there is no 'upgrade' per se, besides receiving a new body. Likewise, if a human character has their body hacked in half, these rules may be invoked to change them into a Centaur. In such a case, roll randomly to determine one of their skills that they lose, so the newly made centaur character has three skills like normal centaurs. They also lose any Psionic powers. Near death traumas leave mental as well as physical scars.

In game terms, these upgrades cost both Credits and Experience Points. When the upgrade is performed, the character loses the XP as shown below. If this brings the Centaur character to few enough XP to lose one or more levels, all their stats are recalculated (made worse) to match the new, lower XP total. Sometimes, huge surgeries that affect the whole body have lasting side-effects. It is recommended that the Referee require Centaurs to advance at least one level between upgrades, even on top of the XP cost. If an upgrade would reduce a character to zero XP, it is not allowed (or it's allowed but it kills them. Better to say the surgeon NPCs refuse to operate as the risk is too high, the character isn't a good candidate for the procedure, etc).

<u>Upgrade</u>	<u>Effect</u>
Armor Plating	+1 AC, -1 Move. 2600 cr
EU system	Recharges EU clips 1 EU per hour. Must refuel Hydrogen fuel cell daily. 3200 cr
Native Force Screen	Permanently installs force screen. +1 AC. 4500 cr
Battery Backup	Allows 12 hours extra run time if fuel cell runs out of hydrogen. The backup will only power the centaur's drive motors and gyroscopic stabilizer. 3000 cr
Skimmer Upgrade	Replace wheeled drive with skimmer thrusters. Can hover up to 1 meter above ground, and move as skimmer cycle instead of ground cycle. Must refuel Hydrogen fuel cell daily. 8000 cr

XP Cost of Upgrades

First upgrade	4,000 xp
Second	8,000 xp
Third	16,000 xp
Fourth	36,000 xp

Centaur Armor

<u>Armor</u>	<u>AC</u>	<u>Cost</u>
Force Screen	+1	150
Mesh	+1	300
Reflec	+2	700

If taken as the first or second upgrade, the Skimmer upgrade costs an extra 2,000 xp.



OPTIONAL RULES

Below are three rules expansions that may enhance your game. They are alternate and optional rules for Space Ship Combat, rules for Gravity, and rules for Asteroids and Mines.

NEW RULES FOR SPACE COMBAT

Ship Combat, Psychic Phase

If you use the Psionics rules, or a house-ruled psychic/mystic class character class, the Psionic character may use their psychic powers to help the team during ship-to-ship combat. The Psychic Phase occurs before rolling initiative. The psychic character can, if desired, make a Skill Check to peek into the near future or feel some intuition or whatnot. If they succeed their check, the PCs gain a +2 to their initiative roll for that round only.

Ship Combat, Engineer Phase

In addition to the normal options for the Engineer Phase, the Engineer may also pump the weapons systems, adding +1 to the weapons damage rolls until the next Engineer Phase.

Critical Hit Tables for Ships

Because space ship combat can lead to a total party kill and bring a game or campaign to a screeching halt, some Referees may prefer to make the critical hit table less likely to be lethal (though the risk should still be present).

Besides, a result of *Dead in the Water* presents great story opportunities. If the PC's ship is boarded, a boarding party can capture them alive. In this way, the PCs may meet any number of NPCs and gain a recurring nemesis. Or they may be sent to an enemy's secret prison where they can escape, steal intelligence, rescue several captives and make new allies. What a side adventure!

Of course, the PCs may fight off a boarding party, and in turn be able to steal their ship for a well-earned upgrade.

Alternate Ship Critical Hit Table 1

1d6 Result

- 1 Explosion! The ship explodes in a blinding flash! All aboard are instantly killed.
- 2-4 Dead in the water (Incapacitation)! All the ships systems are out except life support.
- 5-6 Still flying! The ship is sputtering along severely damaged, but refuses to die.

Alternate table 2 requires an additional rule that may serve to ratchet up the tension and suspense during a space combat – **system failure!** On a roll of “System Failure”, the affected system is temporarily disabled for one round before sputtering back to life. In the round following a critical hit, the PCs lose their turn for the corresponding combat phase (and only that phase). The referee is encouraged to add some colorful description to the narrative in addition to the effects of the game mechanics – perhaps the lights dim, the deck bucks wildly, acrid smoke fills the cabin, the ray guns whine and heat up, or the climate control fans go dead for a moment.

Alternate Ship Critical Hit Table 2

1d6 Result

- 1 Explosion!
- 2-3 Dead in the water
- 4-5 System failure, roll on system failure table
- 6 Still flying! The ship is sputtering along severely damaged, but refuses to die.

System Failure Table

1d6 Result

- 1-2 Weapons! Lose next Gunner phase of combat.
- 3-4 Computers! Lose next Navigation phase of combat.
- 5-6 Engines! Lose next Movement phase of combat.

RULES FOR GRAVITY

Because X-plorers is not a hard science game, and figuring out fine details of realistic gravity would be more trouble than it's worth (in this author's opinion), here are simple rules for gravity.

1) All Normal gravity (aka the easy way): As in the world's most popular space opera, all planets, large moons and any ship or station with artificial gravity will have the same gravity as normal (that is, Earth), and everything is weightless in space. Clearly, this is a convenient fantasy, but it's also the simplest and easiest option.

2) Gravity Levels: In this option, there are three levels of gravity besides weightlessness: low, normal and high gravity.

Everything is weightless in space. Most planets and all large moons have normal gravity. Normal moons and small planets will have gravity approximately equal to Earth's moon. Only huge or very dense or otherwise special planets have high gravity. High gravity could also exist on alien ships from planets with high gravity.

In low gravity, characters will move in long, loping strides, partially floating (as in the moon landing films). In low gravity, allow up to double movement rates, ignore encumbrance, and give a +4 to lift or carry heavy items (but not other feats of strength, such as bending bars or arm wrestling). The Referee may decide that Agility checks are required for intricate movements until the characters become acclimated to the low gravity.

In high gravity (unless native to such an environment), characters are "weighed down" as in the encumbrance rules. They also must succeed a Strength Saving Throw to lift anything heavier than an average survival pack. Thrown or projectile weapons (not lasers) have their range reduced by 4 meters (round up).

Low or High gravity could result from an artificial gravity malfunction on a ship or space station that is supposed to maintain normal gravity. Guards could intentionally set artificial gravity to high as a trap or to suppress a prison break. Gravity generators damaged in space combat or by sabotage may create low gravity rather than failing completely.

RULES FOR ASTEROIDS AND MINES

In open space, there are few physical objects to worry about, but in an asteroid belt this is not the case. Asteroids, free-floating natural objects of rock or sometimes ice, can damage a ship that collides with them. In some systems, mines are used to obstruct shipping lines too. Mines are a wicked anti-ship weapon; difficult to detect, lying in wait to explode with deadly force when a ship collides with them. The physics of faster-than-light travel keep ships safe from asteroids and mines during faster-than-light travel, but at combat speed or while traveling between planets, either can be a menace. Fortunately, space is so vast that it is nearly impossible to use enough mines to make an area completely impassible.

Density

During space flight, the threat of mines or asteroids in a given area of space is defined by a "Density" score. While navigating an area with space objects – asteroids or mines – the pilot's *Pilot* skill check doubles as a Density check. No additional roll is made, just use the pilot's Pilot Skill Check roll. If the roll is *above* the Density, they have avoided any objects in the area.

For example, if a shipping route has a minefield with of Density 12, the pilot (or Referee) must roll 13 or higher on their Pilot skill check to avoid hitting a mine. The referee may roll in secret to better simulate the element of surprise, especially if the PCs are not engaged in combat at the time or don't suspect that an area is mined.

Asteroids inflict 1d3-1 (0 to 2) Hull Points damage to a ship.

It is possible to fail a Pilot Skill Check but still avoid objects if the roll is higher than the Density. It is possible to succeed a Pilot Skill check, but still collide with something if the roll is under the Density score (again, both the Skill Check and Density Check are on the same d20 roll). In this case, the pilot succeeds in whatever maneuver they were attempting (closing, evading or fleeing) but they still hit a mine or asteroid. After the gunner phase, roll on the **Space Collision Table**, page 12.

The recommended maximum density is 16 – representing an 80% chance of hitting an object. If, during non-combat space flight, a pilot is purposely flying at half speed, actively evading mines, add a +2 bonus to their Density Check roll. During combat, the Referee may decide one or more squares on the space combat chart are mined or littered with asteroids with whatever Density they choose, and require a Density check whenever the PC's ship enters that square.

A technician can spend several hours reconfiguring the ships sensors to better detect mines during non-combat space flight. With a successful mechanics skill check, add a +2 to the pilot's Density check. The Referee may decide the sensors become less effective for long-range scanning in this case.

Mines inflict damage depending on the class of the mine:

Class 3 mines (common) each inflict 1d3 Hull Points of damage to a ship.

Class 2 mines (hull piercing) each inflict 1d6 Hull Points of damage.

Class 1 mines (military grade) each inflict 1d3+1 Hull Points of damage, *plus* they force a roll on the critical hit table regardless of the ships current Hull Points, ignoring any roll of 1.

Thankfully, Class 1 mines are both rare and prohibitively expensive. They were outlawed over 50 years ago and are typically only found in areas of space where heavy military action was common. Abandoned and forgotten ones can be salvaged with care, but may have become unstable and can explode unexpectedly if they are not handled properly.

SPACE COLLISION TABLE

(Use for both Asteroids and mines)

Small ships

(Ship Classes 1, 2 or 3)

<u>1d6</u>	<u>No. of objects hit</u>
1	1
2	1
3	1
4	2
5	2
6	3

Large ships

(Ship Classes 4, 5 or 6)

<u>1d6</u>	<u>No. of objects hit</u>
1	1
2	2
3	2
4	3
5	3
6	5

A simple alternative; smaller ships (Classes 1-3) hit 1d3 objects and larger ships (Classes 4-6) hit 1d6 objects.

Optional: If the Density Check result was a 1, add +2 to the number of objects that collide with the ship.

Mine Costs

Individual Class 1 mines can fetch as many as 1 million credits, but no fewer than 400,000 credits. Each Class 1 mine creates a Density of 2 in a given area, as they have the capability to actively seek targets.

Other mines are bought in lots, and each lot represents enough mines to create a Density of 2 in a given area of space. For example, to create a density of 6, characters must acquire 3 lots of mines.

Class 3 Mines, per lot: 20,000 credits

Class 2 Mines, per lot: 45,000 credits

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