

REIGN OF DISCORDIA

INTERSTELLAR ADVENTURE IN THE RUINS OF EMPIRE



REALITY DEVIANT
PUBLICATIONS

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ADVENTURE
ROLEPLAYING

BY DARRIN DRAKER

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REIGN OF DISCORDIA

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Dedication: To Gary Gygax, the father of roleplaying games, illuminator of millions of imaginations. Without him this book would never have been possible and the lives of many of us would be much less wondrous. R.I.P.



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REIGN OF DISCORDIA

CONTENTS

Life After the Stellar Imperium.....	1	Ramod.....	30
Introduction.....	1	Sarodar.....	31
History.....	2	Ziolond.....	31
Conquest of the Solar System.....	2	Former Stellar Imperium Core Systems.....	31
The Tachyon Quantum Field Drive.....	2	Dorang.....	31
Early Alien Contact.....	3	Hagenti.....	32
The Lamogos Threat.....	4	Piresega.....	32
The First Interstellar War.....	5	Frontier Systems.....	32
The Interstellar Concord.....	6	Chersi.....	33
The Second Interstellar War.....	6	Dranya.....	33
Rise of the Stellar Imperium.....	7	Eisui.....	33
Barbarians at the Gate.....	9	Faula.....	33
The Fall of the Stellar Imperium.....	10	Jiora.....	34
Five Years After the Fall.....	10	Jiran.....	34
Commerce.....	12	Miakar.....	34
Communication.....	12	Nyara.....	34
Dead Worlds.....	13	Ocara.....	35
Faster-Than-Light Travel.....	13	Pratilla.....	35
Gas Mining.....	13	Yseth.....	35
Powers of the Mind.....	14	Character Options.....	38
Religion.....	14	Backgrounds.....	38
Major Worlds.....	16	Human.....	38
Human Systems.....	17	Gaieti.....	39
Aruim.....	17	Lamogos.....	40
Corrya.....	17	Relarra.....	41
Dodor.....	18	R'Tillek.....	42
Earth.....	18	Sangor.....	43
Igand.....	19	Tallinites.....	44
Jillara.....	19	Character Paths.....	45
Lato.....	20	Soldier.....	45
Sanyth.....	20	Naval Officer.....	46
Teron.....	20	Infiltrator.....	47
Unnir.....	21	Mentalist.....	48
Upagra.....	21	Pilot.....	50
Relarra Systems.....	22	Bounty Hunter.....	51
Etajur.....	22	Low-Life.....	52
Illamod.....	22	Expanded Skills.....	53
Pramillo.....	22	Bluff (CHA).....	53
Relar.....	22	Computers (INT).....	53
Tallinite Systems.....	23	Craft (Repair) (INT).....	54
Akat.....	23	Disable Device (INT).....	54
Dantoga.....	23	Knowledge (technology) (INT).....	54
Kanor.....	24	Medicine (WIS).....	54
Krazof.....	24	Navigate (INT).....	55
Shakhett.....	24	Pilot (DEX).....	55
Sossonu.....	24	Feats.....	55
Tallin.....	25	Ace.....	55
Welinne.....	25	Alien Weapons Proficiency.....	55
Gaieti Systems.....	25	Bounceback (General).....	55
Codar.....	25	Improved Bounceback (General).....	55
Gia.....	25	Planetary Adaptation.....	55
Hegan.....	25	Reverse Engineer (Expert).....	56
Sangor Systems.....	26	Salvage.....	56
Codred.....	26	Spacer.....	56
Corem.....	26	Starship Battle Run.....	56
Cuibre.....	26	Starship Dodge.....	57
Sangorlai.....	27	Starship Feint.....	57
Yalara.....	27	Starship Gunnery.....	57
Zilon.....	27	Starship Operation.....	57
Lamogos Systems.....	27	Starship Strafe.....	57
Dramont.....	28	Urban Tracking.....	57
Gantir.....	28	Xenomedic.....	58
Lamog.....	29	Zero-G Training.....	58
Lanti.....	30	Equipment.....	58
Netalla.....	30	Weapons.....	58

REIGN OF DISCORDIA

Armor.....	60	Particle Impulse Engine.....	111
Personal Equipment.....	62	Thrusters.....	111
Credits Instead of Wealth.....	66	Starship Armor.....	111
Additional Rules.....	66	Alloy Plating.....	111
Environments.....	66	Cerametal.....	112
Politics & Organizations.....	71	Deflective.....	112
Politics.....	71	Neutronite.....	112
Organizations.....	72	Polymeric.....	112
Archaeological Expedition Corps.....	72	Vanadium.....	112
Aruim Technologies.....	73	Starship Defense Systems.....	112
Basts Syndicate.....	73	Autopilot System.....	112
Brotherhood of Eternity's Salvation.....	74	Autopilot System, Improved.....	112
Craine Dargen (Criminal organization).....	75	Chaff Launcher.....	113
Earth Defense Force.....	76	Damage Control System.....	113
Exinorists.....	76	Damage Control, Improved.....	113
Frontier Haulers.....	77	Decoy Drone Launcher.....	113
Guardians of the Light.....	78	Light Fortification.....	113
Integrated Astrodynamics.....	79	Magnetic Field.....	113
Interstellar Intelligence.....	80	Particle Field.....	113
Lamogos Star Navy.....	81	Point-Defense System.....	113
Native Atmospheric Solutions.....	81	Radiation Shielding.....	114
Psi-Assembly.....	82	Self-Destruct System.....	114
Tallinite Collective Forces.....	83	Sensor Jammer.....	114
Tribes of the R'Tillek.....	83	Stealth Screen.....	114
Enemies and Allies.....	84	Starship Sensors.....	114
True Space Combat.....	87	Class I Sensor Array.....	115
Starships.....	87	Class II Sensor Array.....	115
Starship Types and Subtypes.....	87	Class III Sensor Array.....	115
Starship Fighting Space.....	88	Class IV Sensor Array.....	115
Starship Combat Sequence.....	88	Class V Sensor Array.....	115
Combat Statistics.....	88	Targeting System.....	115
Attack Roll.....	88	Targeting System, Improved.....	116
Defense.....	89	Starship Comm Systems.....	116
Crew.....	90	Internal Comm Systems.....	116
Damage.....	90	Drivesat Comm Array.....	116
Speed.....	94	Radio Transceiver.....	116
Initiative.....	95	Starship Weapons.....	116
Starship Actions.....	97	Beam Weapons.....	118
Cover and Concealment.....	100	Projectile Weapons.....	118
Special Initiative Actions.....	100	Missiles.....	118
Avoiding Hazards.....	100	Mines.....	118
Moving Through Occupied Squares.....	100	Fire-Linked Weapons.....	118
Crossfire.....	100	Weapon Batteries.....	119
Threatened Squares.....	100	Weapon Descriptions.....	119
Starships.....	101	Grappling Systems.....	120
Starship Types.....	101	Grapplers.....	120
Starship Statistics.....	101	Tractor Beam Emitter.....	121
Improving Starship Statistics.....	102	Heroes In Starships.....	122
Ultralight Starship Subtypes.....	102	Rover's Beacon.....	123
Light Starship Subtypes.....	104	Rover's Beacon.....	123
Mediumweight Starship Subtypes.....	106	Sector A.....	124
Heavy Starship Subtypes.....	107	Sector B.....	126
Superheavy Starship Subtypes.....	109	Sector C.....	127
Starship Engines.....	109	Sector D.....	129
Fusion Torch.....	111	Sector E.....	129
Ion Engine.....	111	Organizations.....	129

LIFE AFTER THE STELLAR IMPERIUM

Five years... It had been five years since the Imperium transports, full of food and supplies, stopped coming to Yseth. What was once considered the most successful colony world within the Frontier systems with over a billion people was now little more than the galactic ghetto. While the planet struggled to get its agrofarms up to the point where they could support the people of the planet, starvation took its toll all around them. Kabe looked back at his family's small house for the last time as he boarded the freighter that would bring him back to the core worlds. He might have to take a job he disliked at first, but at least he would be able to find food now. Hopefully...

INTRODUCTION

The Stellar Imperium has fallen. No sooner had the triumphant cheers died down on hundreds of settled worlds then the harsh realities of their new desperate situation became clear. Their enemy, R'Tillek, may have played a significant role in the fall of the Stellar Imperium, but it did not stop a campaign of aggression upon the fall of the corrupt government. The leaders of the minor rebellions who aided in the downfall of the Imperium on many worlds assumed that some new and better form of government would step in to fill the vacuum once their efforts were successful. At the very least, they thought, the various alien races would align with their own kind. They were wrong. Instead, the exact opposite occurred as most worlds opted to embrace their own local governments rather than take the chance of having one imposed upon them once again.

During the reign of the Stellar Imperium, technology had been freely shared between the races. Most races focused on manufacturing and developing the technologies

that suited them. This resulted in the production of certain types of equipment falling to one or two worlds. As soon as the Imperium fell, the prices of several different types of technological items skyrocketed because the knowledge for producing them did not exist on the many worlds where they were needed. Numerous corporations sought to obtain the schematics and technical knowledge behind these proprietary technologies from those who jealously guard them, hoping to produce their own versions at a cut-rate, thus reducing their dependence upon other worlds.

The governments of numerous systems also did not follow the expected patterns. In some cases the liberated worlds adopted Democratic or Socialist governments so they could take care of the needs of the people. However, most of the local leaders who led their people against the Stellar Imperium were not interested in handing over their newfound power, instead claiming these worlds for themselves, setting up their own personal fiefdoms.

As interstellar trade struggles to reach some sort of sustainable equilibrium, many wonder what became of the riches of the Stellar Imperium. Gone are the enormous warships that once patrolled the member worlds. Much of the military hardware that was once commonplace has been destroyed, and the replacements that have found their way to the open market are of inferior quality. The core worlds of the Stellar Imperium lie in ruins, completely uninhabited because of the horrific weapons the R'Tillek used against them. Scavengers and adventurers now frequent these ruins, hoping to find technology that will fetch them a high price on the market. Still others comb through the vast number of systems marked as empty on all the star charts in search of the fabled secret shipyards of the Imperium, hoping to find either mothballed ships that can be salvaged,

TIMELINE

2080 – First colony on the Moon established

2130 – Mars colonized

2150 – Bases established on Jupiter's moons Ganymede and Europa.

2155 – Space station established in orbit of Uranus.

2230 – Humans invent the first tachyon quantum field drive which allowed humans to travel distances previously only dreamed of.

2245 – Humans begin colonizing the nearby systems.

2250 – Humans make contact with the Tallinites and trade begins.

2251 – The first major innovation of the tachyon quantum field drive after the original is successfully tested. Ships throughout the human fleet are refit with these drives, allowing them to more reliably reach locations at greater distances.

2253 – The Relarra are discovered in their natural aquatic environment. Despite an unfortunate first contact situation where the humans mistook the other intelligent race as a potential source of food, the two become trading partners.

2260 – Humans have their first encounter with a Lamogos ship. Despite physical similarities, the two races take an immediate dislike to one another.



or nearly completed ships that live up to the superior designs that were in use not that many years ago.

Numerous individuals from across the core worlds have grown tired of the crumbling infrastructure of the settled worlds, and have left for the Frontier Worlds. These planets were newly discovered during the final days of the Stellar Imperium, and a large number of them are home to small upstart colonies. Many consider these worlds a realm of opportunity, where they can forge their own way and survive the instability of the current age.

Welcome to the age known as *The Reign of Discordia*.

HISTORY

The history of the rise and fall of the Stellar Imperium begins on Earth in the late twenty-first century when mankind acquired the capability to move more easily off of the planet and into the solar system.

CONQUEST OF THE SOLAR SYSTEM

Mankind's first long-term steps off the Earth occurred when faster and more fuel efficient means of exploring the solar system were discovered. The first major project was to colonize the solar system. The latter half the of the twenty-first century saw a return to manned missions to the

moon as well as the first trips to Mars and Jupiter. The first permanent domed lunar base was established in 2180, and then fifty years later, a permanent domed Martian base was established. Contrary to more than a hundred years of prior science fiction, however, there was no chance of colonizing Mars. There was too much salinity in the Martian soil. Such steps were merely to prove that a permanent settlement could be made, and that it could be done cost-effectively. Twenty years later additional bases were placed on the surfaces of Jupiter's moons Europa and Ganymede. The last great strike forward was the establishment of a small space station in orbit around Uranus. Years later, as alien races were encountered, these early bases were converted into top secret research facilities on Jupiter's moons, and the station in orbit around Uranus became a major defense platform where several heavy starships were stationed.

THE TACHYON QUANTUM FIELD DRIVE

Prior to 2230, the extent to which humanity could explore the cosmos was limited by the constraints outlined in Einstein's Theory of Relativity, and the distances humans could travel by available chemical and particle propulsion systems. Despite great advances in the late 2000s and 2100s in efficiency and energy fields, the fact was that mankind could not even come close to the speed of light,

and therefore would seemingly never achieve its dream of traveling to the stars.

This began to change in 2192, when tachyon particles were proven to exist. Originally proposed in the 1960s, the tachyon was thought to be a subatomic particle that always exceeds the speed of light. Breakthroughs in the understanding of the dark energy that continually propels the galaxies away from each other, sometimes at speeds that appear to be greater than the speed of light, led to the serious study of tachyon particles.

What scientists realized was that all of the matter that humans come into contact with was of a mundane nature. It behaved according to the laws of relativity; it could not move faster than the speed of light, and the faster it traveled through space, the faster it moved through time. Tachyons belonged to another type of energy entirely, one which was present in the universe, but was very difficult to study because they behaved according to completely different laws, making them something that did not truly belong to the same universe.

Once tachyons were proven, scientists began to observe them, looking for ways to interact with the particles. The tachyon field was one of the most useful functions scientists could envision for tachyon-based technology because it could potentially carry humans to the stars. They theorized that if a spacecraft could be fully enveloped in a tachyon field, everything inside of that field would begin to behave like a tachyon, accelerating to nearly unimaginable speeds. The theory held up as they began to test it on unmanned spacecraft in the 2210s, moving objects as far as the nearest star, Alpha Centauri, and back.

In 2219, this technology was tested on a small craft crewed by a yellow tabby kitten named Sputnik, in honor of the first man-made object launched into space. The craft was set to deposit the craft near Alpha Centauri, snap a series of pictures, and then return to Earth. Sputnik not only returned in one piece, but his age was unaffected by

faster-than-light speeds, and it went on to become an international celebrity as the first living thing from Earth to be transported to another star.

In 2230, the first human-manned spacecraft powered by a tachyon quantum field drive left Earth's solar system and began exploring the stars. When the craft encountered the first terrestrial planet that was capable of sustaining human life, numerous additional ships were commissioned, and upon completion, sent on a mission to find suitable worlds for human expansion to solve the overpopulation problem on Earth. The worlds of Aruim, Upagra, and Lato were soon discovered, and intrepid individuals left Earth to become the first colonists on alien worlds.

EARLY ALIEN CONTACT

Up until 2250, the debate still raged as to whether or not there was any intelligent life on in the universe. Although humanity had encountered plant and animal life on some of the terrestrial planets they had discovered, they had not yet found any species that showed any signs of achieving technology or even language. Humanity was beginning to believe that they were the only rightful inheritors of the universe, until they met the Tallinites.

First encountered in their hive ships, the human military deemed them to be too great of a threat to challenge militarily, so they initiated trade and established diplomatic relations. The Tallinites proved to have genuinely peaceful intentions, but they maintained a strong military to protect against threats. They warned that not every spacefaring race was as welcoming as they were.

A year later, the first major innovation of the Tachyon Quantum Field Drive was created. Tachyon technology allowed ships to jump from one point in space to another. However, the ability to do this safely was dependent upon accurate astrogation. Because ships still moved through normal space while inside the tachyon field, it was im-

TIMELINE (CONT'D FROM PAGE 1)

2270 – Attempts at establishing positive diplomatic relations between the humans and the Lamogos break down and a cold war begins.

2273 – The humans, Relarra, and Tallinites agree to a formal trade alliance, leading to the exchange of numerous technological advances that benefit all species involved.

2275 – Humans encounter a Gaieti craft a mere light year from Earth. Communication is established between the two races, though the Gaieti provide humans with very little information about themselves.

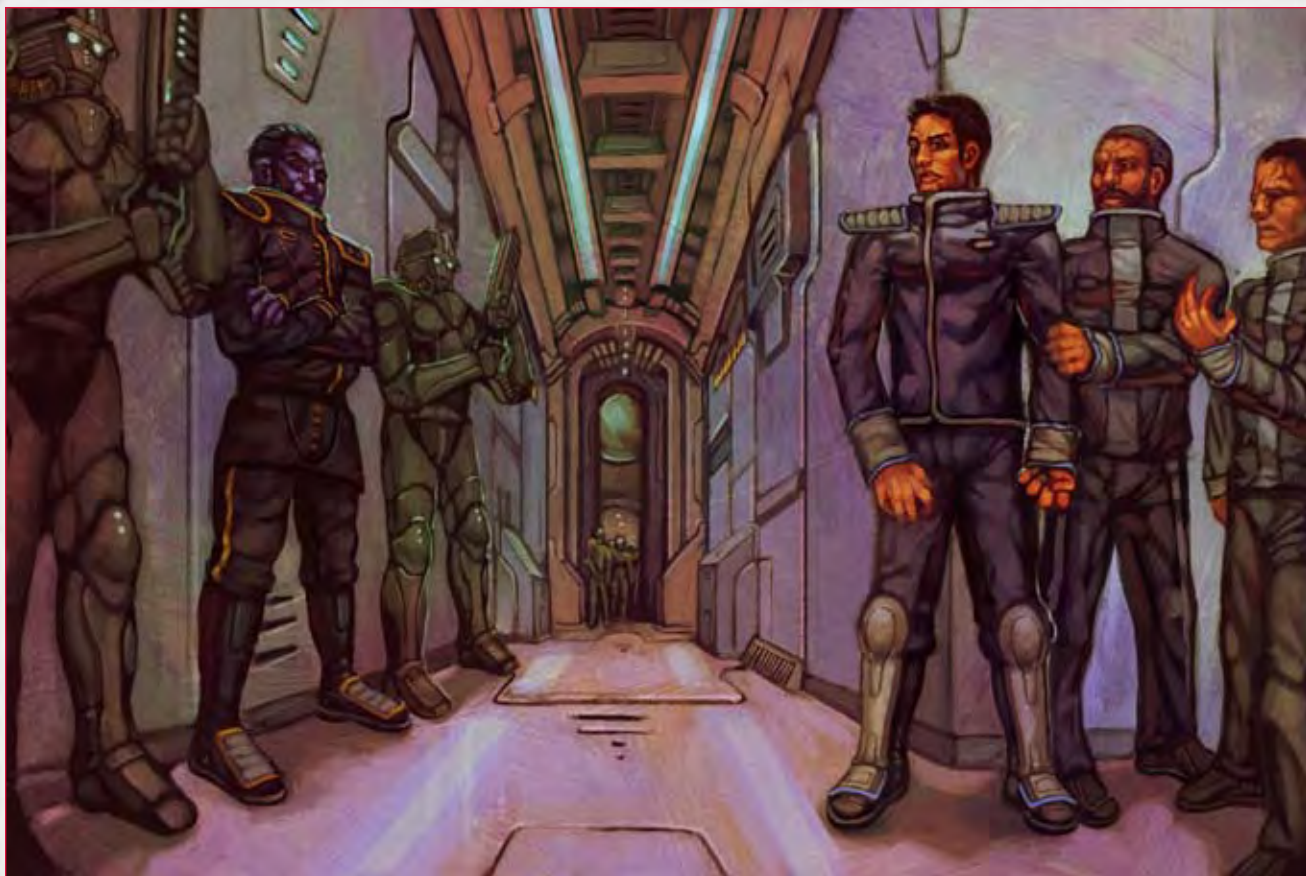
2277 – The Lamogos lay claim to Hagenti, which the humans had already claimed for colonization. The cold war

becomes a real war as Earth and Lamog launch massive armadas against one another.

2280 – The massively destructive major battles thus far in the war have resulted in a stalemate. Both sides sign a treaty stating that all future battles will take place only on Hagenti soil.

2282 – After proving evenly matched, the humans and the Lamogos agree to settle their dispute by co-colonizing Hagenti.

2300 – Having peacefully colonized Hagenti, the humans and the Lamogos embark upon an official cultural exchange, their goal to put behind the war that nearly crippled both races.



portant that the space was clear in between the jump point and the destination. Small solid objects were repelled by the quantum field, but the field was no match for larger objects, such as stars, planets, and asteroids. Up until this point, space travel consisted of small jumps, followed by scanning space, and then jumping ahead again in a straight line.

The mark II Tachyon Quantum Field Drive was combined with improved sensors, and could detect a large body and change course accordingly. Jump calculations were made while moving at faster-than-light speed, and as a result, the effective range of a ship increased while the length of time needed to get to a destination measurably decreased.

A survey expedition to a small island on the mostly aquatic terrestrial world of Relar very nearly led to the first interstellar war. An underwater team engaged in sport fishing found numerous species that were not only edible, but quite palatable. One of the creatures they hunted had an exoskeleton, and at first glance, reminded the team of a shellfish on Earth. The creature escaped the hunters, but as it turned out, was both intelligent and belonged to a water-breathing spacefaring race called the Relarrans.

The Relarrans had allowed the human ships to approach the planet, assuming that they would check for valuable metals, find none in easy-to-access locations for gas-breathing beings, and then move on, just as the others had.

It had never occurred to them that the newcomers would hunt their seas, or them for that matter. When the humans left their ship, they nearly captured a Relarran, believing it to be a source of food rather than an intelligent being. In a display of force, a fleet of Relarran ships entered the system and opened fire on the human ship.

Only some desperate diplomacy on the part of the human captain while they were being fired upon diffused the situation. They issued an apology and recalled all of their people to the ship, then established official diplomatic relations once tensions had died down. Several months later, the Relarrans entered into a trading agreement with the humans and Tallinites.

THE LAMOGOS THREAT

The nature of alien relations underwent a monumental change in 2260. The human craft *Lincoln* encountered a ship of unknown configuration orbiting a gas giant. The two races agreed to meet aboard the human vessel, and were shocked to discover that their appearances were more than just similar; their physical characteristics were identical in every way except for skin and eye color. Humans skin tones ranged from pale white to dark brown while the Lamogos skin tone was primarily dark blue, though there were some with bluish-green and green skin. The irises of their eyes varied between blue, green, gray, and pink.

Once the initial shock of their physical similarities wore off, it became clear that the Lamogos were of an even more militaristic mindset than the humans. While the humans tried to ascertain whether the Lamogos were related in some way, the Lamogos guests hacked into secure systems to learn the weapons and shield capabilities of the ship. The human captain took immediate offense to this and sent them back to their ship. While diplomatic efforts were quickly breaking down, the ships geneticists determined that the Lamogos were not of human stock and would definitely not be capable of producing offspring together.

The human ship left the planet's orbit, unable to establish any form of diplomatic relations with the Lamogos government. Several more encounters occurred, all of which were tense, with the Lamogos threatening to fire upon the human ships if they did not withdraw from their space. The human military, still untested in combat, opted to avoid a battle. Ten years after their initial contact, communication was established with the Lamogos homeworld, however, this communication revealed that there were deep philosophical issues dividing the two peoples, and things quickly escalated into a cold war.

The human generals suspected that they were at a disadvantage in terms of the strength of their shields, the power of their weapons, and the size of their fleet. As intelligence reports came back from Lamogos space, it soon became apparent that the human military would be overwhelmed by Lamogos forces if they were to go to war at that time. To combat this, the order was given to trade for and steal the most advanced military gear that could be mounted on their starships. As an additional measure, the humans formed a stronger alliance with the Relarra and the Tallinites, expanding trade to include military equipment. This measure helped close the gap with the Lamogos.

As little more than a footnote to the history during this period of unrest, the humans had their first encounter with the Gaieti. It was discovered that this race was plant based, its technology was both superior and more destruc-

tive than anything the other races had in their arsenal, and they appeared uninterested in the affairs of the other races. Although diplomatic relations were established, this has never been useful for anything other than small bits of information. Many believe that the Gaieti's influence among the stars may predate all other races by several thousand years, and still others are convinced that this enigmatic race has information about the rest of the galaxy, and possibly other galaxies as well.

THE FIRST INTERSTELLAR WAR

War broke out in 2277 when the Lamogos claimed ownership of the world Hagenti, which was already in the process of colonization by humans. It was true that humans had begun constructing a colony on that world first, but they were unaware that the Lamogos had claimed the resource-rich world ten years prior to that. The Lamogos arrived at the planet and threatened planetary bombardment if the humans failed to vacate immediately. The humans responded to this with a sudden and unexpected display of force, attacking the Lamogos ships, destroying them.

During the few years in between the beginning of the cold war between the humans and the Lamogos, the humans had managed to close the technological gap between the two species. The Lamogos quickly recovered from their unexpected defeat and numerous battles played out in the space surrounding Hagenti and several colony worlds belonging to both sides.

Much to the relief of humanity and to the frustration of the Lamogos, their military capabilities appeared to be comparable. For three years the battles waged across a hundred worlds, even spilling over into space dominated by other races. Despite the best laid plans, it became clear that it was a war of attrition and neither side seemed to be gaining the upper hand. As resources were expended, shipments of resources such as food, fuel, and basic supplies

TIMELINE (CONT'D FROM PAGE 3)

2335 – The major races of the known galaxy, humans, Lamogos, and the Tallinites agree to form an alliance called the Interstellar Concord (IC).

2351 – Hagenti is named the capitol of the IC. Beings from throughout the galaxy begin moving there en mass.

2372 – The IC is challenged by outsiders, a shapeshifting race called the Farradin. None of the allied races are able to determine where the Farradin originated from.

2375 – After several successful covert-op victories on the part of the Farradin, the IC is forced to limit personal freedoms in favor of greater security.

2376 – A successful operation determines the location of the Farradin homeworld. The IC attacks the planet with its most destructive weapons, resulting in the deaths of billions. The Farradin surrender and the Interstellar Concord remove their ability to create ships that travel faster than light by stripping their planet of the materials needed to create tachyon quantum fields.

2390 – The planet of Dorang is settled by the IC and a major shipyard is constructed.

2405 – The first Imperium class battlecruisers, nearly half a mile in length, are commissioned from the shipyards in Dorang.

TIMELINE (CONT'D FROM PAGE 5)

2417 – President Kalun Hooren of Hagenti, a Lamogos, rallies the member worlds, declaring that the concord has strengthened to the point where they are now the first Stellar Imperium. With the blessing of the senate, he is named the first emperor.

2545 – Stellar Imperium scientists unveil the second great advancement in the tachyon quantum field drive. This time simply named the FTL drive, the latest advance allows ships to travel through space faster-than-light as opposed to jumping from one location to another. While instantaneous travel is still the primary function, the advantage is

that they are now able to survey systems much faster by traveling through them at greater than light speed rather than arriving at a system and moving at sublight speeds.

2620 – The Stellar Imperium, eager to conquer new worlds for colonization, happens upon the Sangor and offers them the option of surrender or war. The information age species surrenders. The Stellar Imperium enslaves them and puts them to work cultivating the few usable resources from their homeworld.

2635 – The Stellar Imperium deems the Sangor and their homeworld, Sangorlai, to be costing them more than it was worth, so they pull out.

began to wane at the numerous planetary colonies, creating a public outcry to end the war. In frustration, the humans and Lamogos came to the negotiating table and agreed that the only way to settle the dispute was to finish the fight on Hagenti soil. Two years later, as neither side had gained the advantage over the other and the casualties mounted, both sides agreed to jointly colonize the world.

THE INTERSTELLAR CONCORD

One of the unexpected side effects of the Earth-Lamog war was that both sides had sent an unprecedented number of scouting missions out into uncharted worlds, looking for places with resources that would prove beneficial, or locations that would make good secret bases near one-another's borders. This resulted in the discovery of hundreds of new worlds, some of which were home to alien species. Some of these species were primitive, but there were also a few that had made the first tenuous steps into space.

Twenty years after the war had ended, the world of Hagenti was prospering and both humans and Lamogos were settling there in great numbers. Many expected that the government-sanctioned war would give way to sectarian violence, but the reality of the situation was that the two groups began to work together, share resources, and even find companionship with one another. The two governments noted this and twenty years after the end of the war, they set up a state-sponsored cultural exchange. Several high-ranking humans and Lamogos visited each other's homeworlds and were allowed to go out among the people, explore the arts, and sample the foods. The president of Earth, Raphael Santiago is said to have fallen in love with the culture while he was there and made a famous plea for peace to those he referred to as "humanity's brothers among the stars."

This plea did not go unheard. The Lamogos proposed a new governing organization between the humans, Lamogos, Tallinites, and several of the minor spacefaring races they had encountered. The organization was intended to es-

tablish a military alliance between these worlds to protect against any outside intruders, open up free trade, and share resources. The governments involved cautiously agreed to this arrangement, and called the new organization The Interstellar Concord (or the IC for short).

Thirty-five years passed, during which the member worlds of the IC became closer. The advantages of the organization became clear as prosperity began to spread throughout the member worlds. Food shortages were easily solved; hydrogen fuel was more evenly distributed, as was medical care. Physicians from the various races came together for the purpose of advancing the science of xenobiology, making it possible for species to receive medical care on worlds primarily inhabited by other species. By this time the veterans of the previous war, many of whom held strong anti-alien sentiment, grew old. The horrors of the war that brought two cultures to the brink of extinction were reduced to a historical footnote. Peace and prosperity seemed infectious as it swept across world after world.

In 2251, Hagenti was named the capitol world of the IC. Unlike many terrestrial worlds, very few locations on Hagenti reached extremely cold or warm temperatures. Most scientists attributed this to the fact that the star that the planet orbits is larger than Earth's sun, and the planet has less wobble, causing a much smaller fluctuation in seasonal temperatures. Because of the uniformly pleasant climate, and the fact that the world was becoming one of the most hospitable planets in terms of goods and services, the various intelligent known races began to gravitate towards the planet en masse. In very little time, it became the cultural and political center of the Interstellar Concord, eclipsing Earth, Lamog, and homeworlds of other member races.

THE SECOND INTERSTELLAR WAR

The peace and prosperity of the IC was unexpectedly challenged by a series of massive attacks. In one day, three nuclear devices detonated in Ral-Nantir, one of the most populated cities of Hagenti, and five stellar navy ships be-

longing to the Lamogos likewise exploded during routine patrol missions.

Shock and outrage among the Lamogos was immediate, with most blaming Earth. Tensions among the two races rose, particularly between those who were living side-by-side on Hagenti, while investigators raced to uncover the guilty party. Historians believe that the IC would have been torn asunder by the crisis, had it not been for an individual who was apprehended just outside of one of the nuclear blast zones by chance.

Nabbed by planetary security for the simple fact that the man looked suspicious, satellite surveillance confirmed that he had entered the blast zone about an hour before the attacks and then exited just in time to watch the blast go off from a safe distance. The individual appeared to be human, but upon returning him to a high security interrogation facility, it became apparent that he was a shapechanger, a species unknown to the IC at that time. He introduced himself as belonging to a race called the Farradin, which was intent on conquering this region of space. The being then activated the nanites in its body with a chip that was hidden just under the skin and died before interrogators could extract any more information from him.

Following the attacks, IC forces were assailed by warships. Although they seemed evenly matched, the attacking warships seemed to have intelligence on where the weak points were on the various IC ships, taking them down more easily than they should have been able to. In addition, several more covert operations were carried out against civilian targets within the IC. Throughout these tense times, IC military was able to capture Farradin agents and soldiers, but the enemy was committed to committing suicide before any useful information could be extracted, such as the location of their homeworld, or the deployment of their military.

The first four years of the Second Interstellar War were marked by one Farradin victory after another. Generals within the IC were beginning to seriously consider the notion that they would not be able to achieve victory under the present conditions. Not only were their civilian populations at risk, but their military craft were less effective, given the knowledge that the enemy possessed about them. To suppress the free movement of the Farradin throughout IC territories, interplanetary travel became restricted to those who could pass security screens, all communications were monitored, and the government became very interested in people who voiced the opinion that suspending their freedoms was unconstitutional.

A year later, the IC created a stealth craft able to track a Farradin warship returning to its homeworld after a battle. Several more covert missions ensued. Consequently, several worlds under the enemy's control were located. Findings suggested the Farradin worlds were poor in resources and needed an influx to keep their civilization from collapsing due to overpopulation.

With the new information, the IC gathered together every ship it could spare into one massive armada and attacked the Farradin homeworld, hitting it with the most powerful weapons designed by the member worlds. The attack decimated billions. The surviving members of the political caset unconditionally surrendered. Soon after, other Farradin colony worlds followed suit. Rogue elements of the Farradin military continued the fight for a few months, but ultimately, cut off from supplies and food, they too were forced to surrender or perish.

In what is still viewed by historians as an extremely heavy handed approach to handling the post-war Farradin, the IC plundered all of the surviving military craft for technology that would be useful—then they dismantled the fleet, and extracted or destroyed all planetary resources that allowed the Farradin to attain spaceflight. The IC then abandoned the Farradin worlds, sending a patrol through every few months to ensure that they were still planet-bound. Farradin colonies have suffered the most in the intervening years, being completely cut off from food and other commodities from the homeworlds.

Following the war, shipyards were built in orbit around the planet of Dorang to create a fleet belonging to the IC rather than relying on the assets of the member worlds. The new ship designs incorporated some of the advanced technologies taken from the Farradin ships.

The IC enjoyed their newfound power over member worlds. Some of the freedoms stripped of the people during the Second Interstellar War were returned, but the government refused to give back unconditional freedom of speech and the ability to move from world to world without clearance. The rumors from Hagenti suggested that the leadership was interested in transforming the IC into a full blown empire. This seemed to be confirmed fifteen years after the construction of the shipyards on Dorang when the navy unveiled the *Imperium* class battlecruiser. Nearly a mile in length, the battlecruiser was the most advanced ship ever produced, in terms of both shielding and weaponry. It was so advanced that it made the warships used by the other member races nearly obsolete. It was believed that only the Gaeti possessed ships with greater capabilities.

RISE OF THE STELLAR IMPERIUM

In 2417, the Lamogos president Kalun Hooren of Hagenti rallied the member worlds, declaring that the concord had grown so strong, they had developed into the first Stellar Imperium. With the Senate's blessing, President Hooren was confirmed as the first emperor of the new regime. Many scholars had misgivings about this move, but the majority of the politicians were supportive. The Senate, which was made up of representatives from all of the member worlds, passed the initiative to rename the organization.

REIGN OF DISCORDIA – CHAPTER 1



The Stellar Imperium began to focus on expansion through force, seeking out new worlds and races, making some members, while enslaving the others. The change occurred gradually, and due to the secrecy of the military and the absence of the civilian press in these newly discovered regions, the general populations of the member worlds remained blissfully unaware of the atrocities being carried out in their names.

In 2545, Stellar Imperium scientists announced the second major improvement upon the Tachyon Quantum Field Drive. While the first innovation of the drive made it much more possible to reach far off places, the latest improvement made it possible to travel at a speed greater than light while going slow enough that sensors could warn them of the dangers in the ship's path. The new drive was called the FTL (Faster Than Light) drive. While jumping remained the fastest way to cover massive distances quickly, the newest innovation of the drive was capable of making thirty short range "microjumps" every second, allowing a ship to move at faster-than-light speeds through star systems rather than blindly skipping through them. The passengers in a ship moving in this way felt as though they were smoothly moving through space at a speed faster than light. The advantage to this system was that it made patrolling huge tracts of space possible, as well as surveying systems at a more rapid pace, eliminating the need to move from planet-to-planet at sublight speeds. The development did

not eliminate the need for sublight capabilities, however. Hydrogen was still required for ships travelling relatively short distances, but the amount of hydrogen was greatly reduced. Consequently, ships equipped with the FTL drive were much more fuel-efficient.

Nearly eighty years later, in what many considered at the time to be little more than a matter of little importance, the Stellar Imperium discovered the homeworld of an intelligent species called the Sangor. The Sangor were one of the strangest creatures they had laid eyes on, with a warm blooded fleshy body that was very flat and had multiple arms and legs. As was standard with all newly discovered worlds, the Imperium offered them the choice to surrender their world. Extreme pacifists, the Sangor were more than willing to surrender to the Imperium, even going so far as to help their conquerors mine the surface of their planet, stripping it of most of the valuable resources present.

Despite their willingness to appease their new masters, the Imperium found that the Sangor were neither efficient nor motivated workers, and no amount of training or coercion would make these creatures into better workers. The metals and other substances on the world of Sangorlai were so scarce that the costs of the whole endeavor outweighed the benefits they were reaping. Fifteen years after its discovery, Sangorlai was abandoned and promptly forgotten about by everyone except for those who considered themselves unfortunate enough to have served there.

It came as a shock fifteen years after that when an unknown spacecraft in another system twenty light years away turned out to be a Sangor craft. Prior to their discovery, the Sangor had been a preindustrial race, and that hadn't changed very much during the occupation of their world. After the Stellar Imperium withdrew from their world, they found some FTL drives that no longer functioned, some shuttlecrafts that were in poor repair and had been left, and a few other pieces of technology. The Sangor reverse engineered all of these devices with a level of skill the Imperium had not previously thought possible. Moreover, the Sangor had created their own versions of these technologies. More surprising was the fact that the Sangor had already managed to colonize five other worlds.

Soon after, the Sangor petitioned the Stellar Imperium for membership and were granted member status. While this offered them military protection from Imperium starships, it also opened up several new worlds to the massive empire that was obsessed with expansions. Also of note was that the Sangor had claimed a large cluster of stars where initial surveys had indicated that there were several habitable terrestrial worlds. The Imperium began surveying those worlds in hopes of finding suitable places to establish new colonies and military outposts.

BARBARIANS AT THE GATE

A clash that would prove so catastrophic that it would bring the Stellar Imperium to its knees began in 2562, when a massive armada was sent to a far off star system the Sangor had recently discovered. Upon arriving, they found that the system was occupied by a warm blooded lizard-like race known as the R'Tillek. It became apparent that the R'Tillek lacked a central authority, instead consisting of numerous nomadic spacefaring tribes. As was typical with newly discovered races of the time, the Imperium warships offered the R'Tillek the choice of surrendering or being enslaved

by force. The R'Tillek chose the latter option rather than the former, leading to immediate hostilities that even the great armada that was dispatched wasn't prepared for.

Battle after battle ensued over the next three years. The Stellar Imperium discovered other systems occupied by the R'Tillek, and they dispatched warship after warship to conquer their new foes. The generals leading the new war effort assumed that the tribal organization of the R'Tillek would work against them, but instead they found that when one group was attacked, reinforcements would come from nearby systems to reinforce them. The Imperium generals also vastly underestimated the sheer number of undiscovered worlds that were occupied by the R'Tillek. Several notable xenobiologists remarked that it was mere coincidence that they had never encountered them before.

The war waged on, and most experts estimate that more Imperium soldiers were killed in this conflict than the first two interstellar wars combined. The R'Tillek casualties were also great, but the number of ships they had at their disposal was staggering, and the soldiers never seemed to tire from the fight. Ultimately, three years into the conflict, the Stellar Imperium opted to withdraw from the R'Tillek systems and seek expansion in other areas.

With their retreat, the Stellar Imperium diplomats attempted to establish a dialogue with the R'Tillek victors, but they found the vast majority of the enemy tribes unwilling to discuss anything short of unconditional surrender of all of the Imperium worlds. Worse for the Imperium, the few that were willing to consider a peaceful solution seemed to be poorly regarded by the other tribes, making any offers of peace they might make hollow at best. The Imperium opted to break off negotiations with the R'Tillek entirely, increased planetary defenses around their own worlds, and made sure to avoid systems where they suspected they would find the R'Tillek.

One of the unexpected developments of this conflict was that the Imperium began to explore a new sector of space. In a few short years, they found a number of ter-

TIMELINE (CONT'D FROM PAGE 6)

2650 – Several years after abandoning the world of Sangorlai, unknown spacecraft are spotted near the planet. It soon became apparent that the Sangor were able to reverse engineer the FTL drives from the few mothballed vehicles left in orbit when the Stellar Imperium pulled out. Much to the chagrin of the Imperium, the Sangor had already discovered and colonized several other worlds.

2660 – The Sangor petitioned to join the Stellar Imperium as equals. The Imperium accepts and shares their colonies as well as a cluster of stars that are as yet unexplored, but they believe contain several habitable worlds.

2662 – The Stellar Imperium launches a long-range armada of ships to the system suggested by the Sangor. Upon their arrival, they discover a race of nomadic tribal spacefaring creatures called the R'Tillek. Hostilities erupt as the Stellar Imperium seeks to assert its influence over the system.

2665 – The Stellar Imperium is beaten out of the cluster of stars occupied by the R'Tillek. Attempts to arrange a formal truce end with no accords.

2669 – Following their defeat at the hands of the R'Tillek, several member worlds lose confidence in the Stellar Imperium and attempt to secede. This is met with stern opposition from the emperor. This leads to armed conflict on several worlds.

restrial worlds that held no intelligent species. Ripe for exploration, they dubbed these the Frontier Systems and offered grants for any of their people who wanted to make their homes there and settle these worlds in the name of the Imperium.

THE FALL OF THE STELLAR IMPERIUM

Weakened by their conflict with the R'Tillek, information about the full extent of the Imperium's exploitation of the alien races they had found was becoming known throughout the member worlds. Worse, the once mighty armadas of the empire were in ruins, and this information was also finding its way back to member worlds. Debates brewed on numerous worlds about whether the Stellar Imperium was an organization that they should belong to. Nearly half, mostly among the Relarra and the Tallinite worlds, decided to secede from the Imperium.

The human emperor Maddox of Earth, upon learning of the secession plans, became angered and declared that he would not allow these worlds to leave. Imperium ships were pulled from numerous worlds entirely so that they could put down rebellions on these worlds, and in some case they resorted to orbital bombardment to bully these worlds into submission. At first this was passed off as a police action on the part of the Imperium, but it was later declared to be a full-scale civil war.

Battles waged on hundreds of worlds. Small colonies were beaten into submission, but the larger ones, many of which still had their warships from the days of the Interstellar Concord, were able to meet the Imperium ships in the skies and fight the troops on the ground.

As the civil war waged on, the R'Tillek reasserted their military dominance by appearing in Imperium space and laid waste to the Imperium core world of Piresega. Unlike the Imperium, which fought to disable the opposition and bring the rest of the world back into the fold, the R'Tillek were only happy with complete and total annihilation of the native population of the world. After they had bombarded the planet with nukes, they followed those with biological agents that were believed to have killed all remaining living inhabitants of the planet. In the space of a few hours, the entire world of Piresega was a graveyard. The R'Tillek then disappeared from Imperium space, leaving the ruins of the devastated world in their wake. The Imperium then realized that they needed to prepare for a full-scale invasion while still trying to put down the rebellions on dozens of member worlds.

Seven years passed. The civil war raged on, but the R'Tillek remained quiet, not laying waste to any further worlds. Many in the Imperium believed the previous attack had been payback for their incursion into their space but would not lead to a full-scale invasion. Defense readiness was stepped back down and resources that had been

tied up with defense were once again committed to putting down the numerous rebellions that continued to wage on the member worlds.

In 2682, the Imperium was running out of resources. Even the Lamogos and the humans, the main backers of the Stellar Imperium, were giving up hope that this would end well for them, so they agreed to pool their resources and focus on their homeworlds. The majority of the rebel factions across the galaxy won their independence that year. What remained of the Stellar Imperium pulled back and sought to establish peaceful relations with the worlds that had beaten them out. Progress was being made when the R'Tillek once again returned, this time attacking many worlds that were no longer part of the Stellar Imperium. Again, they stayed only a few hours — just long enough to devastate major population centers and then destroy the remaining populations with biological agents.

Three years later, the R'Tillek returned, this time destroying Hangeti and Dorang, the core Imperium worlds, decapitating what was left of the Stellar Imperium. The few worlds that had remained members reorganized into a loose alliance, but it quickly became clear that the rule of the day was that every world was on its own. The Stellar Imperium collapsed, and many were now worried about what the R'Tillek would do next.

Two years after the collapse of the Stellar Imperium, the R'Tillek laid waste to a pair of Sangor worlds.

FIVE YEARS AFTER THE FALL

In the years since the fall of the Stellar Imperium, the former member worlds are failing to align themselves according to the dominant species. The vast majority are unaligned and fiercely independent. Some worlds have sought to expand their own influence by conquering their neighbors. In some cases they have been successful, but the lessons of the recent past have taught the inhabitants of most of the would-be conquered worlds that it was worth fighting to maintain their autonomy.

Most of the capitol ships are now much smaller and less powerful than the ones that used to be the primary warships by the Imperium. Very few worlds have the resources or the technical knowledge to build such powerful and massive ships. A common legend says that the Imperium kept secret shipyards in orbit around worlds that are not even known to the former member worlds; shipyards where several complete or nearly complete ships still exist. Many people would be very interested in retrieving these ships, if they indeed exist.

The new age is one of great danger as many fear that the R'Tillek have not concluded their predations on the former worlds of the Stellar Imperium. Small wars seem to erupt on a daily basis, some of which are quickly resolved while others will drag on for years. The biological

agents the R'Tillek used on several worlds seem to have disappeared, leaving the ruins of entire worlds open for exploration. There are so many secrets kept by the core worlds of the Imperium and so much advanced technology that is lying unused on dead worlds that some individuals who fancy themselves adventurers or salvagers journey to these worlds to see what they can find. One surprise that has come to light is that the biological agents appear to have left most plant species and some animal species unharmed. What were once cities that were completely free of natural elements are now dangerous to those who would explore them.

Some have taken comfort in the fact that the R'Tillek do not seem to have taken an interest in the Frontier Systems, so there has been a large migration of members of all races into these worlds. Unlike most regions of space, these worlds do not seem to be dominated by any one race of beings, but instead seem to be made up of most or all of the major alien races. Because these were developing worlds when the Imperium fell, these tend to lack many of the trappings of civilization. The people who live there find that survival is a difficult prospect.

Consumer goods that are plentiful in the core worlds are not as available on the frontier. Things as simple as name brand clothing, processed foods, and personal gadgets are few and far between. Community sizes tend to be small, and they make their own clothing, grow their own food, and live without many of the devices that others take for granted. These worlds have a wild, unsettled feel, reminding some of ages past. Indeed, the atmosphere of the frontier worlds has captured the imaginations of many writers, artists, and philosophers from the core worlds, who — not realizing how dirty, harsh, and dangerous these places are — romanticize them in their various works. Newcomers who live long enough to come to this realization often return to their homeworlds at the first opportunity.

The level of technology in most areas has regressed since the days of the Stellar Imperium. Corporations were responsible for the vast majority of the technological advances during those days, and most corporations only spanned one world or one race. Consequently, research,

development, and production of many items became specialized to one race or one world. After the Imperium fell, the space lanes became the domain of traders and raiders. With no capitol ships patrolling them, transporting goods from one world to the next became a risky endeavor, driving up costs. Most species now want to produce technological items traditionally made by other species, but are finding that they lack the technical expertise to produce these items. Many in this day and age are finding employment in corporate espionage, where they infiltrate other corporations, steal technical data, and then return them to parties that can use this information.

Numerous worlds find that they are in danger of invasion by more populous worlds. Particularly in danger are the gas mines in high orbit around the various gas giants. These worlds often have few defenses and small populations to defend themselves with. Most wish to remain independent so they can reap the profits from the sale of the gases they mine, while other worlds are more interested in acquiring them so that they can gain cheap fuel (and other chemicals) produced on these worlds. These worlds often employ mercenary companies to keep them safe from those who would attempt to take over their operations by force, but there is always the lingering doubt over how far these outsiders can be trusted.

The greatest threat facing the former worlds of the Stellar Imperium is the R'Tillek. Nobody knows if they are interested in revenge, if they wish to conquer these worlds, or if they want something else entirely. Many worry that it is only a matter of time before they have conquered or destroyed all of the civilizations in known space. The Stellar Imperium lost to this race of beings, and the nonaligned worlds of the present find themselves even less prepared to face this threat than the Imperium did. Some hope that the R'Tillek can be reasoned with and made to understand that the government responsible for the destruction of the past no longer exists. Others believe that the only way to keep their worlds safe is to resort to guerrilla tactics and undergo dangerous missions in R'Tillek space with the intent to destroy their offensive capabilities. Still others are convinced that the creation of large space navies stationed

TIMELINE (CONT'D FROM PAGE 9)

2675 – The R'Tillek invade Stellar Imperium space and utterly decimate the entire population of Piresega. The Stellar Imperium prepares for an invasion.

2682 – Several worlds succeed in winning their independence from the Stellar Imperium. The R'Tillek attack several minor worlds, again completely eliminating those worlds' entire population.

2685 – The R'Tillek launch one major offensive, laying waste to the Imperium's core worlds of Hagenti and Dorang. The Stellar Imperium collapses.

2687 – In the wake of the fall of the Stellar Imperium, it becomes clear that the former member worlds are refusing to align according to racial lines, as expected.

2688 – The R'Tillek strike two more worlds belonging to the Sangor.

2690 – The current year. A human philosopher named Hal Niemfreed declares this age the *Reign of Discordia*.

around their worlds will be enough to defend them when the inevitable attack comes.

Five years after the fall of the Stellar Imperium, it is a time fraught with danger, suffering, and strife. It is a time when heroes are needed like never before, and it is a time when people fight to preserve the one thing many believe lost: Hope. As Earth's Nietzschean philosopher, Hal Niemfreed, has declared, "This is the age of chaos, loss, and despair. Discordia reigns supreme;" or simplified as *The Reign of Discordia*.

COMMERCE

The fall of the Stellar Imperium has thrown almost all former member worlds into an economic depression (the one major exception being the Tallinite core worlds). The price of almost all goods has tripled over the past five years while the average worker's wage has stagnated or gone down on some worlds. This has led to a situation where homelessness and starvation are commonplace. Many people who were once honest citizens with jobs and normal lives have turned to crime to support themselves and their families.

One form of crime that has made a comeback is piracy. The space lanes were, until recently, well patrolled and unharried. However, the depressed economic conditions, the lack of protection, and the temptation to prey upon weaker cargo ships has proven too great for many, and piracy is now a problem in most systems.

One of the major concerns in the current economy is that many corporate-produced technologies have become difficult to obtain at reasonable prices and there are virtually no competitors to buy from. Some companies would be interested in making their own versions of these technologies, but they are limited by the fact that they designed to be difficult to reverse engineer, and those who are making money producing them are notoriously stingy with that information, often refusing to even license out the right to produce compatible technologies to other companies in areas where they have difficulties selling. This has led to a game of corporate espionage where agents are sent in to steal the secrets to producing a variety of different types of items.

The types of items in high demand are long-term life-support systems, navigation systems that are hard coded with all of the latest astronomical data, terraforming equipment, reverse gravity generators, top-end artificial intelligence that is used in premium robotics and starship control, immersive holographic emitters, atmospheric suits, and a great number of personal electronic devices too numerous to begin to list. The Sangor have a knack for reverse-engineering many complex devices, which was how they achieved space travel in the first place, but it is a well known fact that their knock-off devices are not the highest quality and are prone to failure.

Transportation of manufactured goods is normally carried out by the corporations that produce them. Smaller

companies or individuals who are in business for themselves often hire private freighters to move their goods to their buyers. Raiders often prefer targeting private freighters over corporate freighters because they are typically an easier mark.

The sale of illicit goods remains lucrative for those who are willing to engage in those activities. Banned substances and weapons are in high demand, and most planetary governments have a long list of items that are not supposed to be sold to the general public. This profession comes with a high degree of risk, since being caught can result in imprisonment, mind wipes, or even the death penalty.

The currency used throughout the former Stellar Imperium worlds is the Standard Credit. It was called the Imperial Credit before the fall, but the name was changed to reflect the fact that the Imperium is a thing of the past and its value is now dictated by actual market conditions. Note that in the *Reign of Discordia* setting, actual credits are tracked rather than using the Wealth Bonus mechanic.

COMMUNICATION

Communication between worlds is accomplished using Tachyon Communications devices. This method involves creating a direct beam from a point in space to the intended recipient. Its limitation is that it does not broadcast in all directions in the same way radio waves do, making distress signals that span light years next to impossible. Most ships that need to make a distress call from deep space do so by using their tachyon radio to contact the nearest planet. Real-time conversations can take place across light years if the exact location of both recipients are known and locked in by the radio operators.

Communication within a local system is done via digital carrier signals. These allow for broadcasting, but the range is extremely limited. Communications can take anywhere from minutes to hours to reach anyone, depending on distance, even if they are within the same solar system. Real-time conversations are only possible at very short distances.

Comm-net: Entertainment is broadcast in holographic form via commsat arrays toward the inhabited worlds belonging to a number of species. These broadcasts are made from a number of providers that offer programming from educational to dramatic and everything in between. As has been the case for hundreds of years, this is paid of with advertising from corporate sponsors.

The Exonet: The Exonet is the outgrowth of the Internet into space. Because of the distance and the length of time it takes for information to arrive, the entire contents of the Exonet are stored on one super-computer on each planet and then it updates changed information daily so that people can find information from all of the worlds in real-time. E-mail still exists and can be sent to individuals on other planets, though this goes out on a daily basis, so immediate turnaround is a thing of the past unless both parties in

the conversation happen to reside on the same planet, in which case it can be instantaneous. The Exonet is used for everything from researching information to playing games, to making purchases.

DEAD WORLDS

Aside from the wreckage of the core Imperium planets, dead worlds abound. It is estimated that sixty percent of all intelligent species in the universe do not survive long enough to establish a permanent space presence, and perish sooner or later when some peril befalls their world. Every dead planet has its own story. Some died out because of the outbreak of diseases that they could not fight, some perished because of a massive asteroid strike, some destroyed themselves through nuclear annihilation, some polluted their planet to the point where wildlife died off and the atmosphere no longer was able to support life, and some died because the technology they created turned on them and massacred their entire species before going dormant.

While the ultimate fate of these civilizations is varied, the one constant is that they all leave something behind of value. In some cases it is their art, in other cases it is technology, and still in others it is elements of culture, such as a recipe, a style, or a new philosophy. The most sought after item is undiscovered technology, and the single most important discovery was how to create of the artificial gravity field, made by the Tallinites nearly five hundred years ago; a discovery that has since been traded to every known spacefaring race.

So many of these dead worlds lie on unexplored backwater systems that some have made their living by searching for and exploring worlds that once sustained life and might hold valuable secrets. Sometimes they discover groups comprised of known races that have left the various settled worlds in favor of privacy or shelter, most of which are not pleased to receive visitors. Other times the worlds are uninhabited, with a wealth of undiscovered objects and technologies as well as danger.

FASTER-THAN-LIGHT TRAVEL

The major scientific discovery that made faster-than-light travel possible was the understanding of how to manipulate the tachyon particle to create quantum fields. No race (with the possible exception of the Gaeti) is able to artificially produce a tachyon. Tachyon particles always move at a speed greater than light.

Once they could detect tachyon particles, they realized that the sheer number of them existing at every known location was truly staggering. Tachyon particles could be attracted via a tachyon collector. Manipulating tachyon particles requires a great degree of energy, but once it was accomplished, scientists discovered that a tachyon field sur-

rounding an object caused that object to behave as though it is a tachyon itself.

Once a tachyon field surrounds an object, it is hurled forward at speeds greatly exceeding the speed of light. Navigation is then accomplished by varying the thickness of the tachyon field. Because travel occurs so quickly, faster-than-light jumps seem instantaneous for short to mid-length voyages that take the craft several light years. Longer jumps may make the time spent in the tachyon field seem longer, though it rarely lasts more than a minute.

Despite the speed of travel, the actual amount of the galaxy that has been explored remains at less than ten percent. The reason for this is that courses must be precisely laid in before a jump occurs to avoid hitting stellar objects. This requires charting out navigational courses first. Exploration vessels must make a jump of only a few light years, survey all of the astronomical data using a complicated sensor array, and then make another short jump. When they arrive at a new location, this data is then made available to other vessels so that they can program in a reliable and safe jump from one location to another. It sounds easy in theory, but the reality of it is that it typically takes weeks to plot a course between two stars.

In the early days of faster than light travel, some dare-devils attempted to cover great distances in a single jump by simply setting their computers with a distance and engaging the drives, some going so far as to plot a course for the opposite side of the galaxy. They would take the latest astronomical data into account, and then rely on the emptiness of space to avoid a collision with an object along the way. What they did not take into account was that much of the data of never-before-visited locations was derived from measurements based on starlight, which is often warped by gravitations fields such as black holes, neutron stars, and dark matter. None were ever heard from again, although the wreckages of a few of these craft have been found pulverized by asteroids, or crashed on planetary bodies.

The invention of the FTL drive has sped up the process of charting space through the use of microjumps. These jumps allow a craft to make several tiny faster than light jumps per second. It is a slower method of travel, but it allows a ship to move faster-than-light at a rate where stellar objects can be detected before they fly into them, thus allowing exploration ships to map out systems at a rate that is approximately three times faster than with previous drive types. New systems are opening up to travelers at an amazing rate, though most predict that it will still take close to a thousand years to map out a reliable path from one end of the galaxy to the other, let alone all of the places in between.

GAS MINING

Hydrogen is the single most useful gas for interstellar travel and is used in the fusion reactors that power all known spacecraft. The most plentiful source of it is found in the



atmospheres of most gas giants. To get the amount of gas needed to power all the fusion reactors, it is necessary to mine the gas from these enormous planets.

To accomplish this, enormous mining platforms that house thousands are placed in the upper atmospheres of some gas giants and kept in place using powerful anti-gravity fields. These platforms suck massive quantities of gas in from the atmosphere, then process it, keeping the hydrogen, methane, and other useful gases, while ejecting the rest in the form of exhaust.

The living and working areas of these platforms are completely enclosed. Because unprotected exposure to the atmosphere of a gas giant is fatal, people rarely leave the confines of the mining platforms, but when they do, they wear environmental suits that provide them with a breathable atmosphere, protect them from the pressure, and negate gravity.

Gas mining is considered the most dangerous profession in existence because a catastrophic failure aboard a mining platform could lead to the death of the entire complement of workers. A simple power outage is all it would take for the entire facility to become a death trap for everyone there. No matter how rare accidents are, it is common for a mining platform to accidentally lose one or two workers per month, and nobody can forget the first mining platform accident humans suffered on Jupiter when an early

prototype platform lost power and plunged to its destruction, losing all hands aboard.

POWERS OF THE MIND

Telepathy and other mind-control powers are a reality of the *Reign of Discordia* setting; however they are limited in scope. The adept class is available; but the list of powers for this class is limited (see **Chapter 3**). Members of all alien races have access to mental powers.

RELIGION

The truth, or lack thereof, of religion is not obvious in the *Reign of Discordia* campaign. With the exception of the Tallinites, every spacefaring culture has their own religious views, which they cling to with varying degrees. At the point in time this takes place, there are very few humans who still consider themselves extremely religious. Some people are strong believers and attend their respective church services regularly, while the majority pay lip service to their deity of choice while taking no religiously motivated actions in their normal lives, while a good number believe in no religious power at all. There are a few extremist groups who use religion as one of the methods by which they control people, and there are other less-sinister groups who hold sway over small clusters of civilization, but those are the exceptions.

The major religions of Earth followed them into the stars, and remain mostly unchanged from a few hundred years ago. Christianity, Islam, and Buddhism are still the most popular religions among humans, and those have caught on to a minor extent with some of the other races. Despite the fact that Tallinites are notoriously atheist, some notable members have caused a stir with their own people by embracing Buddhism, while Islam has proven popular with some sects of the Lamogos.

The primary religion of the Relarra is the worship of Shaarlal, the Great Eye of the Deep. It is an incomprehensible being that draws strength from the tides, but it is cruel and destructive when awoke. The Relarra do their best to avoid drawing the attention of their deity, but believe that upon death they all become one within the great dream of Shaarlal and exist as thoughts forever more.

A minority of Relarra believe that all life within the universe is connected in ways that are imperceptible from the point of view of the living. They believe that the illusion of life is the expression of the universe attempting to experience itself. Upon death, their essence rejoins the very fabric of the universe, and they bring their experiences back with them to make the universe more complete.

The Sangor religion, much like themselves, can only be described by outsiders as ... odd. Pacifism is a strong

component in their racial outlook, and it is crucial to their religion as well. They believe that to fully experience life, one should surrender oneself to the will of the universe as it will direct them and inform them how to live their lives. They welcome outsiders and believe that invaders and conquerors are an expression of the will of the universe, pushing them to grow in ways they would not normally consider. They believe that to defy the will of the universe is to tarnish one's own spirituality, so there is a complex set of guidelines that dictate under what circumstances they are allowed to take action.

The Lamogos's are evenly split between belief and atheism. A full half of the Lamogos believe in no higher power at all, and some of the more controlling socialist governments on Lamogos worlds sanction atheism as the only true path. Other Lamogos cultures are split between polytheism, a religion called Pharlagnism which is very similar in nature to Buddhism, and Exinorism, which is the belief in a single creator deity that will one day favor another race if the Lamogos people do not strictly follow the laws he laid out for them.

The belief system of the R'Tillek and the Gaieti are complete unknowns at this time.

MAJOR WORLDS

“Once mighty and proud, the Stellar Imperium stood alone against the rest of the galaxy, imposing its will upon all who stood in its way. History should have told them that they were doomed.” – Hal Niemfreed, philosopher

Most of the worlds of the *Reign of Discordia* setting are non-aligned, even those primarily in a given region of space and are inhabited by the same species. During the building of the Stellar Imperium, most of the major races were able to exert their influence over their nearby systems. However, following the collapse of the Stellar Imperium and its centralized government, very few of the worlds actually chose to band together under a common authority regardless of their racial composition. Although most systems are inhabited primarily by one of the major races, most habitable planets are home to a variety of alien races.

The planets of Dorang, Hagenti, and Piresega comprise the ruins of the core worlds of the Stellar Imperium. Bombarded from space and subjected to lethal biological agents, they are now ruins, completely lacking the rich resources and culture they once possessed. They lie unclaimed, though many find lucrative careers by exploring the wreckage for items of value and selling them on the open market.

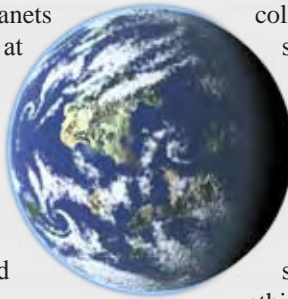
The outer region of this sector is made up of a region of space known as the Frontier Systems. This region was just beginning to develop at the collapse of the Stellar Imperium. Although all of the major races have a presence in most of these systems, none of them have gained enough of a foothold to actually assert dominance. Governments are often on even shakier ground than they are in the core systems, the populations far less stable, and the notion of peace is fleeting at best. Great riches are here to be found for those who are brave enough to explore these worlds and take what they want, but so is a quick death for the unlucky.

The planets below are grouped according to the alien race that dominates a given region of space. It does not include an exhaustive list of populations, additional planets moons, or resources. What it provides is a brief description of what the major planets of interest are within the setting, as well as a brief overview of the major features. The stars they orbit are assumed to have scientific names that are a rather uninteresting mixture of letters and numbers. They are therefore listed by planet name. Many of these systems have planets or moons that are of secondary importance. Most of these are left unnamed and undeveloped so that the narrator may generate them for her own campaign without having to worry about breaking continuity. At this time,



there are no plans to name and detail other planets in these systems, although that could change at some point in the future.

The assumption is that the human-settled planets are the most likely to be used, so greater detail is provided for them than the worlds of other races. It is possible that a planet sourcebook on all the major worlds as well as many of the minor ones will be released at some point in the future.



Aruim

HUMAN SYSTEMS

When humanity reached out into space, its initial instinct was to colonize as many Earth-like planets as possible to ease the overpopulation problem on Earth, conquer new frontiers, and solve specific problems, such as food production shortfalls and the lack of availability of certain highly sought-after metals used in spacecraft construction. Since the Sol system already had planets that were rich in valuable gasses, such as hydrogen and methane, resource mining planets were almost established as an afterthought so that the cost of fuel was more affordable for long-range vessels.

Upon the disintegration of the Stellar Imperium, most human worlds have become distrustful of one another, and many stand on the brink of war, either over resources or perceived sleights. Some argue that it would benefit all of humanity for the Earth to become the political center of these worlds again, however most of the former colony and resource worlds are far more interested in reaping all the profits of their labor while protecting their independence.

The major development in human space is that tensions are increasing with Lamog, and many feel that this could lead to a conflict at some point in the hear future.

ARUIM

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 20,291 miles

Planetary Diameter: 6,459 miles

Major Industry: Research and development

Government Type: Democracy

Population: 3,046,300

Rotation: 28 hours

Orbit: Approximately 1 Earth year

Notes: Relatively close to Earth, but discovered after Upagra, Aruim is an Earth-like world that began as a simple colony. Over time it became a popular place for base corporate headquarters, simply because of the pleasant climate and unpolluted atmosphere.

Unlike Earth, strong measures are in place to prevent the pollution and overpopulation of the planet. Laws are in place requiring everyone to

collect and condense at least 96% of their pollutants so that they can be reprocessed or fired into the local star. Because of the strong stewardship of this planet and the strong corporate presence here, they have managed to avoid the problems of poverty and crime, which plague so many other worlds. The poor simply do not exist because everyone is offered fair compensation for work, jobs are plentiful, and a strong ethic of civic responsibility prevents people from abandoning those who are not physically or mentally capable of work.

Of course, the downside of such an idyllic and unspoiled world is that immigrating to this world is difficult at best. The only way a person is allowed to settle in Aruim is if they already have family here, or if they are offered a job by one of the corporations. Anyone who loses their job or is found to have committed a crime is shuttled to the spacedock in orbit and deported to the last world they inhabited before coming to Aruim.

Recently, a relatively small but ever brewing conflict has started with Dodor over nothing more than quality of life. Many living on the arid world seek residence on the pristine world, but have been turned down largely on the basis that the desert dwellers do not offer anything of value to the idyllic world. In response, the small military of Dodor has jumped in and engaged the planetary defenses long enough to shuttle down several transports full of infiltrators whose job is to blend in with the populace and try to bring about change from the inside.

CORRYA

Planet Type: Gas giant

Color: Yellow and white striped with swirling storms

Equatorial Circumference: 152,632 miles

Planetary Diameter: 48,584 miles

Major Industry: Gas mining

Government Type: Fascist dictatorship

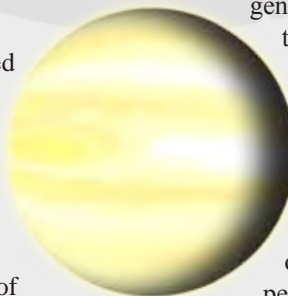
Population: 47,550

Rotation: 11 hours

Orbit: Approximately 30 Earth years

Notes: Corrya was established as a hydrogen mining colony by Earth in early days of the Interstellar Concord. Prior to the creation of this colony, the primary source for hydrogen, which remains the main fuel used in sublight travel, was Jupiter. As Earth settled more and more systems farther and farther away from Earth, it became clear that more hydrogen mining worlds would need to be established if the price of hydrogen were to remain inexpensive in the outer systems.

One large gas mining platform, the size of a medium-sized city, floats in Corrya's upper atmosphere. Following the fall of the Stellar Imperium, control of Corrya has fallen to the former



Corrya

governor, Eli Majur, who has taken to running the operations with an iron fist. He rewards efficient workers while severely punishing those who he considers to be “wastes of perfectly good oxygen.”

To remain an independent world, Eli spent several years worth of profits to purchase five capitol ships and numerous smaller ships for defense. Despite these safeguards, this system has become a hotbed of activity for raiders who prey on the ships carrying massive tankers filled with liquid hydrogen. To combat this, Eli has made it known that anyone who can help rid them of this problem will be richly rewarded.

DODOR

Planet Type: Terrestrial

Climate: Uncomfortably hot

Equatorial Circumference: 32,090 miles

Planetary Diameter: 10,214 miles

Major Industry: Colony

Government Type: Democracy

Population: 5,591,500

Rotation: 28 hours

Orbit: Approximately 3 Earth years

Notes: This relatively small terrestrial world was colonized during the height of the tension between the humans and the Lamogos. Despite the uncomfortably warm climate, Dodor was chosen because the planet provided a strategic location from which to build up military assets and launch incursions into Lamogos space. When the Interstellar Concord was created, the military became far less important and the inhabitants began to focus on simply making this a viable place to live.

Dodor is a place of wide, sweeping deserts with seas that go on for hundreds of miles, but are otherwise completely enclosed within the continents on which they reside. Massive irrigation makes food production possible. The vast majority of the people here make their homes within one of three great cities, while a minority run agrofarms.

Among the features of this world are wondrous feats of architecture built amid the desert sands, many of which have religious significance. Dodor has been called the world of religions because it contains major centers not only for the primary faiths that originated on Earth, but many prominent ones that began on other worlds as well. All religions are welcome, and a large percentage of the population belongs to one of these organizations, but the planetary government has a strong policy of removing any groups that try to propagate religious intolerance or actively try to steal membership from other churches.

A large number of people living on Dodor seek to leave the planet and go to a more hospitable world. The world's government has agreed that it is important that their people

be allowed to do so if they wish, partially because they fear the uprising that would occur if people largely become dissatisfied, but mostly because they lack the resources to keep everybody fed. The ideal world they would send their people to is Aruim, which has made it clear that they do not want them. Diplomacy has broken down and Dodor has begun military exercises where they forcibly insert their people onto the other world. Many believe that this will escalate into a full scale war soon.

EARTH

Planet Type: Terrestrial

Climate: Earth Normal

Equatorial Circumference: 24,902 miles

Planetary Diameter: 7,926 miles

Major Industry: Homeworld

Government Type: Democracy

Population: 11,792,600,000

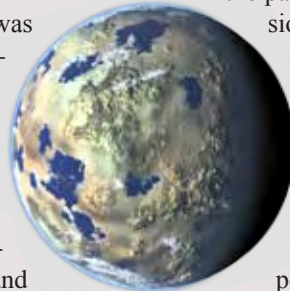
Rotation: 24 hours

Orbit: 1 Earth year

Notes: Earth is the human homeworld and remains the cultural center, despite the problems that have plagued it for the past several hundred years. The population explosion of the twentieth and twenty-first centuries did not stop until there were nearly twenty billion humans on the planet. At that point, the tipping point was reached as the environment began to rapidly degrade, food production slowed, and nearly half of the population ultimately perished. Those who remained belonged primarily to those nations that had solved their population problems long ago and provided for their own people. Europe and the Americas did particularly well, while the rest of the world suffered major losses.

In the present day and age, the world remains densely populated, and the environment is far from recovered. The air is choked with pollutants, the streets in every major city are crowded, and there are still large portions of the world just barely scraping by. Many would leave this planet for one of the others if they could simply afford the ticket off. While the poor struggle, the rich have reached new heights of excess. They seal themselves off from the common people in mighty towers and expansive estates. They breathe only top-quality filtered air, and they have access to the best technologies, foods, and finery available from throughout the known galaxy.

Humans existed on Earth long before the discovery of faster-than-light travel, and it would continue to exist without it, though it could very easily face another mass die-off if some way to produce enough food to support its entire population were not found. It remains the cultural center of for humanity, though this culture is usually exported to other worlds. Few people from other planets desire a trip to Earth; those who do come are usually here on business.



Dodor



IGAND

Planet Type: Asteroid Belt

Major Industry: Metal/mineral mining

Government Type: Socialist

Population: 47,300

Orbit: Approximately 1.5 Earth years

Notes: Igand is rich in rare and precious metals needed for the construction of starships and other high-tech devices. Igand declared itself a free colony upon the collapse of the Stellar Imperium, and it has hired a number of mercenary groups to defend its right to exist. The planet Lato, which operated the mining facilities during the reign of the Stellar Imperium, has also claimed the asteroid belt as their own and periodically invades the system with the intent of annexing it.

The bulk of the population of the asteroid belt is concentrated on Igand City, which was built in the tunnels and chambers of a hollowed out asteroid. Some highly paid contractors live in their own ships and mine asteroids that lie greater distances away from the city.

JILLARA

Planet Type: Terrestrial

Climate: Warm and arid

Equatorial Circumference: 21,348 miles

Planetary Diameter: 6,795 miles

Major Industry: Colony

Government Type: Socialist

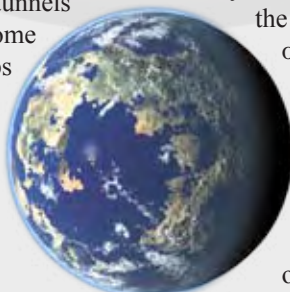
Population: 46,700

Rotation: 20 hours

Orbit: Approximately 1 Earth year

Notes: Jillara was never intended to be a wondrous land of opportunity for the people who settled there. When the planet was discovered, Earth had decided that it was too arid and would take too much effort to settle. Others knew that it could be done, but why bother when there were already more suitable worlds? And so the idea was officially scrapped and Jillara remained untouched until the mid-2500s.

Then in the mid-2500s, a disenfranchised family of out-of-work manufacturing employees on Earth won the lottery and was able to afford a spaceship. They disliked the corporate control that was exploiting the people of Earth, so they decided to start a socialist colony on the one world where no one would care. They informed the Stellar Imperium that they intended to settle Jillara and were rewarded with meager financial backing with which to try and develop something there. Many people have since decided that they too wanted a way out of the society of the core worlds without hav-



Jillara

ing to face the extreme uncertainties of the Frontier Worlds, and they too have settled there.

Every person who lives on Jillara is expected to work on food and housing production unless they happen to be too young, infirm, or old. Education is of paramount importance, and many of the people there are considered white-collar laborers. They work because they choose to even though they could find a far more comfortable job with one of the corporations elsewhere.

The people of Jillara have hardly noticed the absence of the Stellar Imperium. They were used to fending for themselves before the collapse, so it was natural to keep doing what they were already doing after the collapse. The one thing that worries them is that the planet used to rely on Imperium forces to protect it from invaders. They are unable to afford to hire mercenaries for protection, which leaves them in a precarious situation from which they must simply hope that nobody will think that their colony world is worth bothering with. While this strategy has worked so far, many believe that it is just a matter of time before some hostile force takes an interest in them.

LATO

Planet Type: Terrestrial

Climate: Mostly frozen

Equatorial Circumference: 22,825 miles

Planetary Diameter: 7,265 miles

Major Industry: Precious metals/minerals

Government Type: Theocracy

Population: 50,900

Rotation: 24 hours

Orbit: Approximately .5 Earth years

Notes: If it weren't for the precious metals and minerals buried beneath the ice of Lato, this harsh planet would most likely not be worth the time or effort to colonize. As it stands, only those hearty individuals who know how to thrive in extremely cold temperatures choose to stay here for any duration. Mine work takes place underground, so those workers can mostly avoid the cold, but even they are forced into the hostile climate any time they come and go from work, or wish to travel anywhere.

The inhabitants of Lato produce food in enormous subterranean spaces. This includes plant life as well as animal life; however, meat goes for a premium price because of the fact that they must eat a large amount of plant matter to grow to a size where they can be harvested.

When the Stellar Imperium fell, a group of religious zealots, who were already in high managerial positions, vied for political power and upon election, they declared that the planet would be run in accordance with the teachings of the Christianity. As one of the few places in the



Lato

galaxy where religious law holds sway, many people settled here based on their religious beliefs alone regardless of the nature of the work or the harsh climate. Lato seeks to conquer Igand due to the long history they had of managing the asteroid mining in that system.

SANYTH

Planet Type: Rocky planet

Equatorial Circumference: 3,943

Planetary Diameter: 1255 miles

Major Industry: Metal/mineral mining

Government Type: Socialist

Population: 52,000

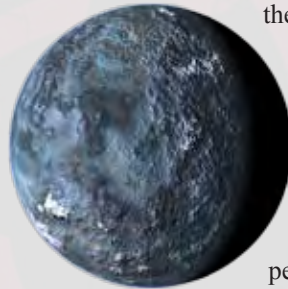
Rotation: 32 hours

Orbit: Approximately 3 Earth years

Notes: Sanyth is the outermost of all of the colonies originally settled by Earth. Despite its location, the planet is so rich in precious and exotic metals that most people consider it wildly successful. Now that the Stellar Imperium is gone, Sanyth has formed its own government, which provides a modest living for the people who live and work there. Because metals have become more difficult

to find on the open market, they have tripled their prices and found that they have just as many customers as they did before. Despite the fact that the planet is now earning a great deal more money than they were before the fall of the Stellar Imperium, this has not translated into an increase in the quality of life for the people who live on the planet. Some of the people have noticed this, but feel that it is just par for the course and live with it.

Some of the extra money generated by Sanyth is used to employ privateers. As with many planets that produce products for others, Sanyth has a raider problem, which originates at Rover's Beacon in orbit around nearby Teron. Rather than spend the extra money on hiring mercenaries to protect them, they instead decided to turn piracy against itself by allowing raiders to make better money preying upon those who would steal their goods than they would by being one of the ones stealing the goods. The rate they pay for authenticated raider kills varies from privateer to privateer, but the program has been successful to the point where the space around Sanyth has garnered the reputation of being death for raiders.



Sanyth

TERON

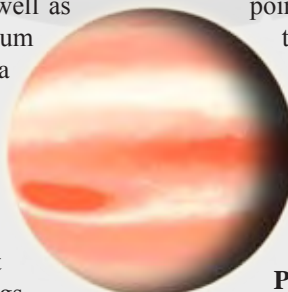
Planet Type: Gas giant

Color: Orange and white striped with swirling storms

Equatorial Circumference: 741,137 miles

Planetary Diameter: 235,911 miles

Major Industry: Gas mining



Teron

Government Type: Anarchy

Population: 139,800

Rotation: 8 hours

Orbit: Approximately 11 Earth years

Notes: The gas mining on this massive world occurs on nearly a hundred small mining platforms that float in the upper atmosphere, most of which are owned by different corporations. There is no official government of this world, so it naturally follows that there are no restrictions on who can place mining platforms here.

The people of Teron have an almost tribal culture. Each platform considers itself a small community, and while there is some cooperation between communities, there are also disagreements. When diplomacy fails, the preferred method for settling disagreements is a ceremony combat where two individuals are tied to one-another at the wrist, and then given knives in their off-hands. Combats sometimes go to the death, but they can also be settled when one of the combatants draws first blood. Many other, less deadly customs are rigidly defined and honored by all natives of the planet, such as bowing and offering a small gift when requesting permission to board a mining platform.

Rover's Beacon orbits Teron, accounting for one hundred thousand of its present population. This station serves as Teron's space port, and it is a known haven for raiders. They feel so safe that they operate openly and most don't even bother attempting to maintain the appearance of having a legitimate line of work. The downside of staying here for any length of time is that their enemies know where to look for them, and more than one notorious captain has met his demise within the confines of this facility.

See **Chapter 7** for more information about Rover's Beacon.

UNNIR

Planet Type: Terrestrial

Climate: Cold and arid

Equatorial Circumference: 21,063 miles

Planetary Diameter: 6,705 miles

Major Industry: Penal colony

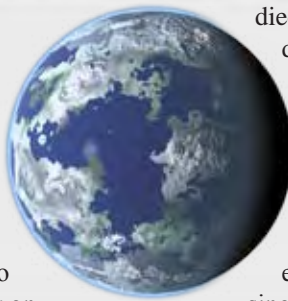
Government Type: Socialist

Population: 49,550

Rotation: 22 hours

Orbit: Approximately 3 Earth years

Notes: Unnir was settled near the beginning of the Interstellar Concord as a penal colony. Most planets tried to rehabilitate people, but this approach was found to only work with approximately half of the criminals. Those whose crimes were so severe that they would have been executed in bygone ages were dumped unceremoniously off on the main continent of Unnir and left to their own devices. Many



Unnir

died, most became hermits and lived the remainder of their lives alone, but some did eventually come together to create a less than harmonious community.

These days, criminals are still brought here when they are deemed unfit to rehabilitate; however, the planet's government is a functional entity that charges a hefty fee for every criminal left here. Generations have passed since the planet was originally founded, and there are families now that are just in need of protection as the societies the original inhabitants came from. As a result, the criminals who are brought to Unnir are housed in a facility that resembles a walled off city-sized apartment complex that is patrolled by a small army of peacekeepers. Weapons are not allowed.

Although hostile forces have never been a problem, escapes have been, and this is compounded by the fact that there is no longer a governing body patrolling the world. In the past three years there have been twelve escape attempts, half of which have been successful.

UPAGRA

Planet Type: Terrestrial

Climate: Uncomfortably hot

Equatorial Circumference: 20,877 miles

Planetary Diameter: 6,645 miles

Major Industry: Colony

Government Type: Democracy

Population: 447,200

Rotation: 24 hours

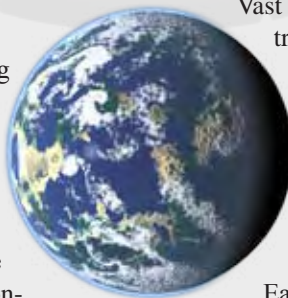
Orbit: Approximately .5 Earth years

Notes: Upagra lies a mere fifteen light years from Earth. It was the first terrestrial planet discovered by humans that could support life, so it was an easy decision to colonize it. Despite the vast range of animal and plant life, Upagra is, on average twenty degrees warmer than Earth, making most Earth natives uncomfortable in the heat, particularly in the equatorial regions. This world is known for vast deserts, dense jungles, shallow warm oceans, and a complete lack of icecaps. Snowfall occurs only at the highest mountain peaks.

Coastal regions are popular vacation spots, and are responsible for generating nearly half of the planet's income.

Vast air conditioned facilities that manufacture electronic equipment dot the landscape, and provide the majority of the planet's income. Most of the remainder comes from agrofarms.

Because Upagra is a popular vacation spot, it is also a popular place for criminals and other unsavory elements. The trafficking of illicit substances is big business here, as is the trade of arms. Many crimes that begin on Earth are traced back to Upagra.



Upagra

RELARRA SYSTEMS

The Relarra preferred to settle mostly aquatic worlds so they could take advantage of their native habitat; however their capitalist tendencies and ability to create comfortable, functional, yet durable environment suits have led to them settling worlds where they could not survive outside of their artificial habitats. The world of Illamod, in particular, is so hostile that simply not being incinerated there is a testament to the ingenuity of the Relarra.

The Relarra were one of the first groups to rebel against the Stellar Imperium, therefore they had planned ahead to some degree. While some worlds throughout the former Imperium worlds are finding planetary protection difficult, the Relarran worlds had managed to keep a number of warships in mothballs, and more importantly, out of the civil war against the Stellar Imperium, so they had something they could bring out and use once the fighting was finished and they had to stand on their own.

The Relarra worlds are non-aligned, though they have made a point to avoid hostility with one another. This unspoken agreement leaves them on better footing should some other alien race decide to test their defenses, and also leaves the door open to possible alliances should the need arise. Despite this, they compete economically, more so than with the other races.

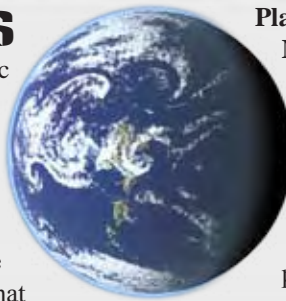
ETAJUR

Planet Type: Terrestrial
Climate: Earth normal
Equatorial Circumference: 24,335 miles
Planetary Diameter: 7,746 miles
Major Industry: Colony
Government Type: Democracy
Population: 50,500
Rotation: 30 hours
Orbit: Approximately .5 Earth years

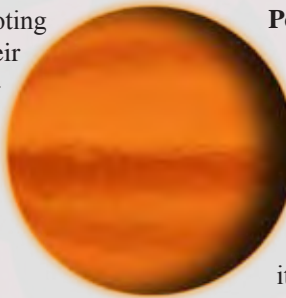
Notes: Slightly cooler than their home planet of Relar, Etajur is a terrestrial planet that is mostly covered in water, much like their homeworld. Three small continents exist on the planet, and some materials are mined there, but the majority of the Relarrans live in one of two major colonies on the ocean floor. Having claimed independence from their home world of Relar three years ago, the inhabitants of Etajur are notoriously independent and are borderline hostile towards visitors from other worlds.

ILLAMOD

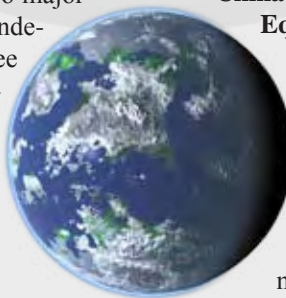
Planet Type: Gas giant
Color: Solid orange
Equatorial Circumference: 551,732 miles



Etajur



Illamod



Pramillo

Planetary Diameter: 175,621 miles

Major Industry: Gas mining

Government Type: Anarchy

Population: 50,400

Rotation: 22 hours

Orbit: Approximately .5 Earth year

Notes: Almost a brown dwarf star in its own right, Illamod is what's known as a "Hot Jupiter" — a massive gas giant that orbits the sun so close that its clouds glow a deep red color and radiate heat. All gas processing platforms on this planet must be heat shielded, and workers rarely leave the confines of their living space, instead having remote controlled robots do the maintenance work outside.

PRAMILLO

Planet Type: Terrestrial
Climate: Cold and arid
Equatorial Circumference: 19,642 miles
Planetary Diameter: 6,252 miles
Major Industry: Precious metals/minerals
Government Type: Socialist
Population: 50,200
Rotation: 24 hours

Orbit: Approximately .5 Earth years
Notes: Pramillo is an uninviting place for Relarrans, who are forced to work in environmental suits in most locations. However, Pramillo is far richer in iron and other valuable metals than any other world in their system, so it is worth the inconvenience to maintain a presence there. This planet maintains its own population and government, much like most colony worlds. However, because its primary purpose was originally trade, it maintains good relations with the other Relarran worlds, sometimes sacrificing its own best interest to do so by offering extremely good rates on the resources they produce. The socialist government ensures that all inhabitants are provided for so that they can maintain a productive if complacent work force.

RELAR

Planet Type: Terrestrial
Climate: Warm and humid
Equatorial Circumference: 24,940 miles
Planetary Diameter: 7,939 miles
Major Industry: Colony
Government Type: Democracy
Population: 2,448,805,000
Rotation: 18 hours
Orbit: Approximately 3 Earth years

Notes: Aside from a few small islands, the vast majority of the Relarran's homeworld is a vast ocean. Because of the warm climate and the end-

less sea full of mostly unintelligent sea life, this is a popular vacation planet for those seeking rest as well as those who are looking for more of a getaway that involves sporting. The Relarrans issue fishing permits, allow no dumping of waste into their oceans, and randomly inspect the catches from the visitors.

The Relarrans live on the ocean floor in great coral homes. Their settlements are typically found in the more shallow waters, although there are some sub-species make their home in deeper waters.

Five water-filled space stations orbit Relar and provide for planetary defense, spaceports, and trade centers. Other species visiting these stations may request rooms with air or methane atmospheres when staying here. Guests are actively encouraged to keep an emergency breather with them at all times, but despite these warnings, several deaths occur annually when guests accidentally wander into a water filled habitat and are not able to escape in time.



Relar

querors and the new conquerors, the winner taking control of the disputed world. To date, no single world has managed to unify the Tallinite worlds in this way, the largest conglomeration being no larger than three worlds before falling apart.

All Tallinite worlds are matriarchies that are structured very similar to bee or ant colonies. Because Tallinites are individuals as well as dedicated colony members, learning, art, music, and writing are all valued, so school museums, and concert halls are all part of each Tallinite community.

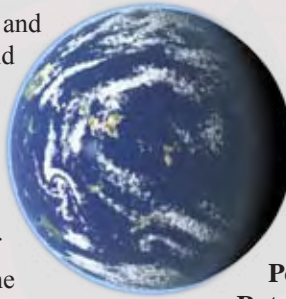
Although they were part of the Stellar Imperium, many have observed that the fall of that organization seems to have affected them the least. They patrol their own space much as they did before the Imperium fell, their queen provides equally for all members of the society regardless of what task they were bred to perform, and the destabilization of interplanetary trade has simply increased the prices they charge for goods and technology. Privately held corporations do not exist. All commerce is dictated by the ruling queen.

TALLINITE SYSTEMS

True to their insectoid nature, Tallinites slowly and methodically peacefully conquered one world after another, building large colonies while taking care not to settle on worlds where other intelligent species already existed. Tallinites tend to cluster in enormous hive-like cities on their colonized worlds, while sending individuals who are specially suited outside of the cities to achieve certain goals. Despite the large number of Tallinites on most of the worlds, evidence of their presence is usually confined to one or two large cities. The obvious exception is their home planet, where they have spread throughout the planet.

The exoskeletons of the Tallinites makes them resistant to heat and pressure changes, so they can survive in the vacuum of space, or the pressure of the upper atmosphere of a gas giant for several minutes before being forced to return to their native environment. This makes them particularly useful as asteroid and gas miners. The Imperium used to use them as a source for cheap hydrogen and metals, and in the post Stellar Imperium days, they produce these materials for their own species.

Tallinites seldom strike out against other alien species, though they often find themselves in conflict with other worlds inhabited by their own kind. Wars between worlds have become common in the past five years, though their conflicts tend to be rapid bloody affairs with massive body counts. Rather than reach peace accords, they simply demand fealty from the conquered world, at least until that world falls under the sway of one of the other worlds. At that point a new conflict erupts between the original con-



Akat

AKAT

Planet Type: Terrestrial

Climate: Cold and humid

Equatorial Circumference: 24670 miles

Planetary Diameter: 7,853 miles

Major Industry: Manufacturing

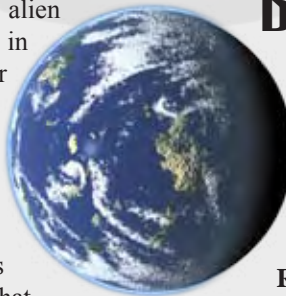
Government Type: Matriarchy

Population: 382,222,400

Rotation: 16 hours

Orbit: Approximately .75 Earth Years

Notes: Akat is a cold wet world that specializes in manufacturing starship navigational components and life support systems. While most races discovered how to construct these components themselves, the Tallinites produce the most efficient and highest quality systems in this area, which, in turn, generates an amazing amount of commerce for Akat. Two massive colony cities exist in Akat, one located on each of the two Northern continents. The entire world has a reputation for being home to some large predators that are both large and deadly.



Dantoga

DANTOGA

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 25,036 miles

Planetary Diameter: 7,969 miles

Major Industry: Colony

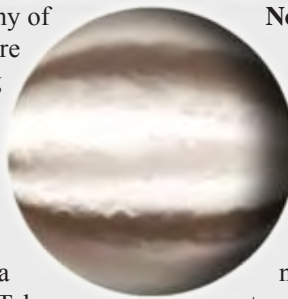
Government Type: Matriarchy

Population: 451,435,800

Rotation: 40 hours

Orbit: Approximately 3 Earth years

Notes: Dantoga is located farther away than any of the other major Tallinite worlds, and therefore has a larger number of alien citizens living there. The presence of so many other species creates a number of problems that simply are not an issue on other worlds, such as keeping the peace, importing large quantities of food that other species can eat, and providing lodging that appeals to non-Tallinites. This creates a great deal of traffic as suppliers come and go. Tallinite space is well patrolled, but a great deal of politics and intrigue takes place on the surface as competition brews between the various groups seeking to gain lucrative contracts with the queen. This has been known to escalate beyond competition to full-on hostility from time to time, and the queen usually regards such violence as a curiosity rather than something that she should have stopped.



Kanor

KANOR

Planet Type: Gas giant

Color: Brown and white, smoothly banded

Equatorial Circumference: 842,930 miles

Planetary Diameter: 268,312 miles

Major Industry: Gas mining

Government Type: Matriarchy

Population: 50,300

Rotation: 20 hours

Orbit: Approximately 22 Earth years

Notes: Like most gas giants, this planet is the site of a dozen gas mining platforms, which suck the hydrogen from the atmosphere and process the impurities out of it, then store it in liquid form for use as fuel for sub-light travel. The population here is small compared to most Tallinite worlds, and all of the individuals here are bred strong so that they can operate the heavy equipment here. This world is large for a gas giant, in fact, its mass is just under what would be needed to start nuclear fission and create a star. Numerous habitable moons orbit the planet, though Kanor's queen has not yet authorized expansion there. Some individuals from other races, who wish to remain hidden, secretly use these moons despite the Queen's objections.

KRAZOF

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 30,048 miles

Planetary Diameter: 9,565 miles

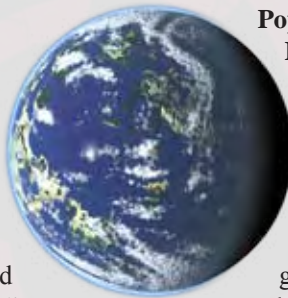
Major Industry: Colony

Government Type: Matriarchy

Population: 4,850,600

Rotation: 20 hours

Orbit: Approximately .75 Earth Years



Krazof

Notes: Krazof was the first world the Tallinites settled purely for the purpose of spreading their species throughout the cosmos. They attempted to duplicate the structure of their homeworld by creating several queens and moving them to different regions of the world simultaneously. Because it initially did not have the population to support so many queens, the various new queens went to war with one another, vying to control the offspring they had created. Ultimately most of the queens were murdered, either through war or betrayal, and the world was left with a total of three, which is the current number. The remaining ones rarely experience strife since they each run their colonies from different continents, but the world remains fractured and lacks unifying policies governing offworld visitors, trade levies, and several other minor issues.

SHAKHETT

Planet Type: Asteroid Belt

Major Industry: Metal/mineral mining

Government Type: Matriarchy

Population: 52,100

Rotation: 28 hours

Orbit: Approximately 3 Earth years

Notes: Shakhett is an asteroid mining colony where the Tallinites extract and process several of the durable metals used in starship hull construction. Shakhett also operates a large space station which welcomes several intelligent beings on a daily basis who are migrating to the Frontier Systems. Midnight Station, so named because of the darkness of this system – even the star this asteroid belt orbits appears as little more than a distant blue jewel in the distance – offers a place to disembark, relax, refuel, and even stay for days or weeks at a time. It is a popular location for non-Tallinites. The vast majority of the Tallinites on the station are the ones running it; they are the minority.

SOSSONU

Planet Type: Terrestrial

Climate: Warm and arid

Equatorial Circumference: 13,790 miles

Planetary Diameter: 4,389 miles

Major Industry: Colony

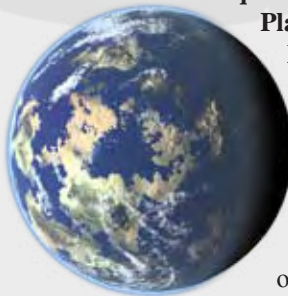
Government Type: Matriarchy

Population: 4,920,530

Rotation: 16 hours

Orbit: Approximately .5 Earth years

Notes: One enormous city which is ruled by a single queen lies where three rivers intersect on the central continent on Sossonu. This world was settled for the purpose of increasing the reach of



Sossonu

the species, and it has been successful in that goal. Since the discovery of the Sangor, it has become a popular stopover world for those coming to and going from that region of space.

TALLIN

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 22,738 miles

Planetary Diameter: 7,238 miles

Major Industry: Manufacturing

Government Type: Matriarchy

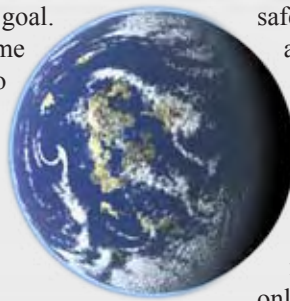
Population: 5,804,314,200

Rotation: 26 hours

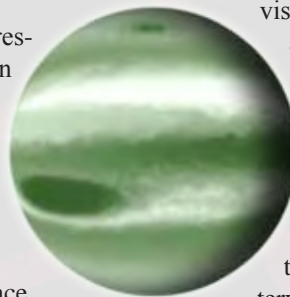
Orbit: Approximately .75 Earth Years

Notes: Tallin is the Tallinite homeworld. At present, thirty-two queens lord over the five billion individuals, all of which are spread throughout all continents and land masses. The perpetually cloudy world is harsh, where dangerous predators are commonplace in nearly every rural area. Even the plants are barbed and cause allergic reactions in most species.

Life seems to move at an accelerated pace there with old species disappearing rapidly and new species developing to take their places. This phenomenon fascinates geneticists of all races since it gives them an opportunity to watch evolution occur over the course of decades rather than centuries or millennia. Many suspect that the need for stability is what drove the Tallinites to take control of their environment and drive technological advancement so quickly in their societal development.



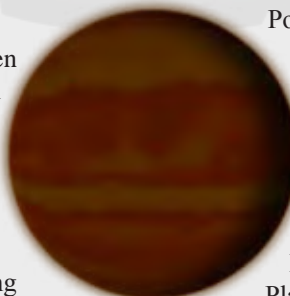
Tallin



Welline



Codar



Gia

safer for the workers. The platform on this planet is a prototype, and the Tallinites are trying to find ways to make this technology more affordable so they can sell it on the open market.

GIAETI SYSTEMS

Little is known about the Giaeti and even less is known about the planets they call home. The only things the other races do know about the Giaeti is the information they themselves release. The three worlds that are known to belong to them are all gas giants, which many find unusual since most assume that they originated from a terrestrial world like most others. On the few occasions where outsiders have been allowed to visit their worlds, ships have been seen taking off and entering the atmospheres of these worlds, but no settlements could be detected. Some have surmised that they do not truly live on these worlds, but instead use some sort of gate technology that lies so deep within the atmospheres of these planets that they are invisible to even the most sensitive scanners. Whatever the truth is, this simply serves to deepen the mystery of the Giaeti.

CODAR

Planet Type: Gas giant

Color: Solid purple

Equatorial Circumference: 157,512 miles

Planetary Diameter: 50,138 miles

Major Industry: Unknown

Government Type: Unknown

Population: Unknown

Rotation: 28 hours

Orbit: Approximately 85 Earth years

GIA

Planet Type: Gas giant

Color: Solid brown

Equatorial Circumference: 541,599 miles

Planetary Diameter: 172,396 miles

Major Industry: Unknown

Government Type: Unknown

Population: Unknown

Rotation: 32 hours

Orbit: Approximately 25 Earth years

HEGAN

Planet Type: Gas giant

Color: Solid orange

Equatorial Circumference: 446,204 miles

Planetary Diameter: 142,031 miles

Major Industry: Unknown

WELINNE

Planet Type: Gas giant

Color: Green and white striped with swirling storms

Equatorial Circumference: 343,735 miles

Planetary Diameter: 109,414 miles

Major Industry: Gas mining

Government Type: Matriarchy

Population: 47,500

Rotation: 16 hours

Orbit: Approximately 8 Earth years

Notes: The storms on Welinne are intense, even for a gas giant. Rather than mine gases from platforms in the upper atmosphere, they instead use a single orbital platform with an intake that descends three hundred miles into the planet's atmosphere. Once per year the intake is reeled in and serviced. This method of gas mining is more expensive than keeping upper atmosphere platforms, but it is considerably

Government Type: Unknown
Population: Unknown
Rotation: 40 hours
Orbit: Approximately 9 Earth Years

SANGOR SYSTEMS

The fall of the Stellar Imperium proved more detrimental to the Sangor than most of the other races. The Imperium had rediscovered them during their first great push for expansion and had helped them along so much that Sangor worlds became dependent upon Imperium assistance. Most Sangor worlds lie in a state of squalor, the space around their planets barely defended, and their people out of work, or earning such poor wages that several families must cluster together to share even the smallest dwellings.

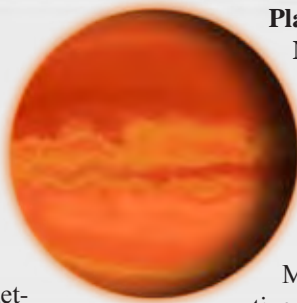
Government types vary considerably from one world to the next, and most of them blame each other for their own poor living conditions. There are calls to unite under a single government to prop each other up, but negotiations have been unsuccessful since they have not been able to decide upon a leadership structure that all parties find agreeable.

Manufacturing and commerce continues despite the poor conditions overall. The Sangor have a knack for reverse engineering technology, however their products tend to be cheaply produced and suffer higher incidents of failure. For this reason, their prices are on the low end and people invest in it when that is all they can afford. These days, the call for thrift has brought them a great deal of business, but profit margins are low, so that has not led to an increase in their standards of living.

Visitors to Sangorian space are fairly common; however their worlds are often used when the type of business being conducted would not be tolerated on other worlds. The slave trade, the trafficking of illicit substances, and debt avoidance are popular reasons that draw individuals. When someone asks what another person has been doing and that person replies that they've spent time in Sangor space, this is usually the polite way of saying that they've been causing or running from some sort of trouble. The Sangor have laws against such activities, however their extreme pacifist nature creates conditions where the authorities are easily bribed or simply eluded.

CODRED

Planet Type: Rocky planet
Equatorial Circumference: 45,263



Hegon



Codred



Corem



Cuibre

Planetary Diameter: 14,408 miles
Major Industry: Metal/mineral mining
Government Type: Monarchy
Population: 52,844
Rotation: 20 hours
Orbit: Approximately .75 Earth Years

Notes: This planet is a large rocky husk with no atmosphere, orbiting a white dwarf star. Many believe that the world may have had native life millions of years before, up until the star became a red giant and burned off the atmosphere. It is now an excellent resource for metals of all sorts.

This world is larger than most that species choose to colonize. Gravity is twice that of Earth. When the world was first settled, the Sangor had yet to develop effective anti-gravity technology, so they created a space elevator to lift the metal they produced into space. Although the technology has improved, the space elevator remains in use because it is cheaper to keep maintained than it is to keep a fleet of shuttles in service to constantly lift loads into space.

COREM

Planet Type: Gas giant
Color: Orange and white striped
Equatorial Circumference: 956,127 miles
Planetary Diameter: 304,344
Major Industry: Gas mining
Government Type: Democracy
Population: 67,295
Rotation: 20 hours

Orbit: Approximately 35 Earth years
Notes: Two gas mining platforms exist in Corem's upper atmosphere. These platforms have been in service for a number of years and are notorious for their outdated equipment that keeps breaking down. Most engineers recommend solving this problem by replacing their pumping equipment, but doing so would cut too deeply into the profits that allow them to continue operations, so they tolerate the situation.

CUIBRE

Planet Type: Terrestrial
Climate: Warm and arid
Equatorial Circumference: 24,072 miles
Planetary Diameter: 7,662 miles
Major Industry: Precious metals/minerals
Government Type: Socialist
Population: 500,323
Rotation: 36 hours
Orbit: Approximately 3 Earth years

Notes: With its long days and desert climate, it takes a special breed to make a living on this world. Since the major trade here is metal and mineral mining, most find their way here if they cannot tolerate the bleak conditions and lack of atmosphere on Codred.

SANGORLAI

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 24,271 miles

Planetary Diameter: 7,726 miles

Major Industry: Research and development

Government Type: Anarchy

Population: 5,226,367,497

Rotation: 26 hours

Orbit: Approximately 1.5 Earth years

Notes: Sangorlai is the Sangor homeworld. Like most of the Sangor worlds, the economy on Sangorlai is severely depressed. Due to the sheer number of Sangor on the planet, estimates are that nearly a billion are currently homeless. Worse, the Sangor government fell along with the Stellar Imperium, so there is nobody in charge to take care of all the homeless. Fortunately, the Sangor are charitable, almost to a fault, so basic needs such as food and health care are usually met.

The lack of central authority makes it especially easy for anyone to literally get lost on this planet. Individuals from all different races come here for exactly that reason. Many take jobs here, and most of the employers make a point of not asking about an individual's past, so long as they show up for work and don't steal from them.

The defense of Sangorlai is nonexistent, which has the population worried about the R'Tillek. The few wealthy corporations that exist here are rumored to have ships hidden away somewhere in case of an attack, but many dismiss that as wishful thinking and misplaced trust in big businesses, which routinely prove themselves untrustworthy.

YALARA

Planet Type: Gas giant

Color: Solid blue

Equatorial Circumference: 232,404 miles

Planetary Diameter: 73,976 miles

Major Industry: Gas mining

Government Type: Socialist

Population: 47,800

Rotation: 14 hours

Orbit: Approximately 15 Earth years

Notes: Yalara is one of the few worlds that actually has a good standard of living and hospitable working conditions. The government takes



Sangorlai

all of the money generated from the sale of gases and reinvests it in warships to defend the planet and worker compensation. The two gas mining platforms in the atmosphere here are supported by a space station that lies at the gravitational halfway point between Yalara and its largest moon, Santari. Many of the workers have quarters on the station and then spend two to three days at a time on the mining platform.

The station is the one place in all of Sangor space that is well patrolled. There are laws that are enforced which dictate acceptable conduct and what outsiders are allowed in and how long they can stay. Because this level of civilization exists here, this is a popular stopover point for travelers going to the Frontier Systems.

ZILON

Planet Type: Terrestrial

Climate: Mostly frozen

Equatorial Circumference: 17,847 miles

Planetary Diameter: 5,681 miles

Major Industry: Colony

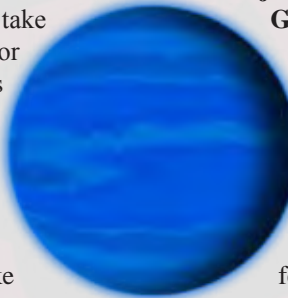
Government Type: Socialist

Population: 469,272,709

Rotation: 32 hours

Orbit: Approximately 5 Earth years

Notes: This small frozen colony world is the Sangor's attempt to terraform an otherwise mostly hostile world. At present, the five cities on the planet are domed and raised five hundred feet above the frozen surface. Great atmospheric processors have been placed throughout the planet, dumping massive amounts of carbon dioxide into the air in an effort to raise temperatures to the point where the world is comfortable outside of the domes. Temperatures are up ten degrees Fahrenheit, which has caused melting along the equator, but the colony has a long while to go before atmospheric conditions are where they desire them to be. Zilon is the leading importer of liquid CO2 known to exist, though it provides many planets that have pollution problems a guilt-free place to offload the harmful gases that they remove from their atmospheres.

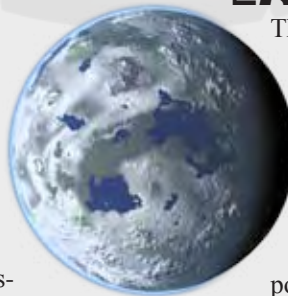


Yalara

LAMOGOS SYSTEMS

The Lamogos are a strict, militaristic people, and their worlds are a testament to this. Symbolism is an important aspect of Lamogos culture. Throughout all of the worlds under their control are massive monuments, some of which are massive buildings, others are statues of leaders that can be seen from miles away.

The Lamogos were one of the two driving powers in the Stellar Imperium, so the fall of the great organization has left them somewhat dimin-



Zilon



ished, though their pride still shines through. Rather than leave any of their worlds unprotected, they allocate funds from elsewhere to ensure that capitol ships are still built, the spacelanes are still patrolled, and order is maintained. Sometimes this strong military protection comes at the cost of the welfare of the people, but the leadership believes that the people understand that it is ultimately for their benefit, and so they accept it. Nobody dares tell the Lamogogs leadership that they are out of touch with what the people truly want.

Much like the humans that they resemble, the Lamogogs have refused to ally with other Lamogogs worlds for the simple fact that each believes that they are better off without having to spend their resources supporting the others. Despite the lack of unity, the culture remains quite similar from one world to the next even if the government types are different. Some worlds have attempted to coerce other planets into accepting their leadership, but so far these tactics have simply led to brinksmanship and the aggressor ultimately backing down.

DRAMONT

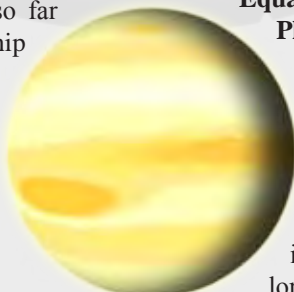
Planet Type: Asteroid Belt
Major Industry: Metal/mineral mining
Government Type: Fascist dictatorship
Population: 47,400
Orbit: Approximately 3 Earth Years

Notes: Dramont is a major source of metals in the Lamogogs worlds. Four medium sized space stations are set up as a bases, each spaced evenly around the asteroid belt. The Lamogogs oversee the operations, though they have “enlisted” the aid of some of the lesser species to do the actual work. Their workforce is paid, though not well, and they may return to their homeworlds after serving for a year, or becoming too injured to continue working, whichever comes first. Two small habitable worlds exist in this system, and though the Lamogogs have not yet fully settled them, they do have bases on each to ensure that no other groups attempt to move in and claim them for their own.

GANTIR

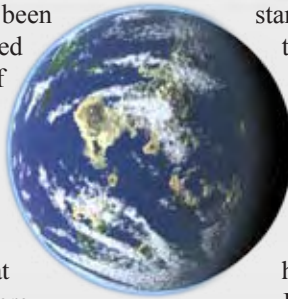
Planet Type: Gas giant
Color: Yellow and white striped with swirling storms
Equatorial Circumference: 855,952 miles
Planetary Diameter: 272,458 miles
Major Industry: Gas mining
Government Type: Fascist dictatorship
Population: 50,400
Rotation: 12 hours
Orbit: Approximately 11 Earth years

Notes: This gas mining facility is run with an iron fist by a former Imperium general, Sek Mallorn, who was reassigned here during the ill-fated wars against the R'Tillek. Sek still believes that had



Gantir

he been allowed to continue the war as he had been running it, they would have ultimately proved successful. Instead, he was placed in charge of a mining facility he cared little about. When the Imperium fell, he couldn't return to his homeworld of Dorang, nor could he leave this place without also leaving behind any amount of authority he still possessed, so he continues to run the facility here in spite of the fact that he despises every day he is forced to stay here. His dislike of his situation has not stopped him from having massive paintings, murals, and posters with his visage placed in every possible location throughout the gas mining platform.



LAMOG

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 19,545 miles

Planetary Diameter: 6,221 miles

Major Industry: Homeworld

Government Type: Socialist

Population: 3,990,330,500

Rotation: 26 hours

Orbit: Approximately 1 Earth year

Notes: The great blue orb hangs in the sky as it always has for the Lamog, yet they know the lifecycle of the

star. They know that the same factor that gave them their blue skin will one day in the not-too-distant future be the very agent that cleanses life from their entire world. Many pin the hope of their survival as a species on the colonization of other worlds, yet the vast majority of the total Lamogos population remains on Lamog, not on the worlds they have settled, the worlds that have declared independence from them.

Lamog is the homeworld of the Lamogos. Unlike its human counterpart, Earth, Lamog is neither polluted nor overpopulated. This planet is able to comfortably provide for its nearly four billion people. The air, rivers, and oceans are pristine; a feat that required a great deal of cleanup a mere two hundred years ago. Before that, it was nearly as polluted as the Earth.

The government of Lamog is socialist. Although every citizen's basic needs are provided for, there is an enormous gulf between the lifestyles of those who are in power and those who work. Those in power live in lavish estates or at the top of massive towers while the workers might own small homes or live crammed together in apartments.

Some of the great monuments of this world include the massive statue of the Shillock Fillkirk, the first President of Lamog; the city of New Hurin, which was rebuilt after the war with Earth to be a modern marvel of architecture that includes the tallest buildings on the planet; the pinnacle of Montos, which is a stone column that starts on the



ground and comes to a point outside of the planet's atmosphere.

Scientists marvel at the fact that life has had the opportunity to become as complex as the Lamogos in the time that evolution has had to work there. Then one fossil carbon dated at several billion years older than the blue giant it orbited, throwing creating a perplexing mystery for those trying to understand how life developed here. Blue giant stars are among the least likely to harbor life. The theory that many are taking as fact is that life evolved on this planet originally when it was in orbit around a smaller yellow star. Eventually the yellow star degraded to the point where it died. Evolution halted in its tracks and the dead world began to drift since the star's gravity was no longer sufficient to keep it in orbit. Perhaps a roving black hole came along and threw the planet away from the system, or perhaps the blue giant Lamog now orbits swallowed the remains of the old sun whole, but whatever the case, life restarted on the planet when in the presence of heat. Fortunately the planet is far away from the star that the overwhelming heat it produces was not so great that it would have destroyed like on the planet. Eventually the Lamogos evolved, only to learn that if they didn't find a new home soon, the vast majority of their people would die when their star goes supernova.

LANTI

Planet Type: Terrestrial

Climate: Cold and arid

Equatorial Circumference: 24,820 miles

Planetary Diameter: 7,900 miles

Major Industry: Colony

Government Type: Socialist

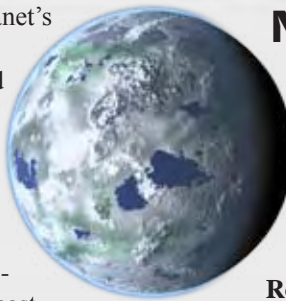
Population: 497,000

Rotation: 24 hours

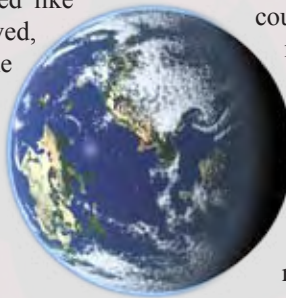
Orbit: Approximately 1.5 Earth years

Notes: Lanti was one of the first habitable terrestrial worlds the Lamogos discovered, and the people insisted that they colonize it immediately despite the planet's harsh climate. Although the planet does have a green zone at the equator, the life that exists survives in sub-freezing temperatures for three quarters of the year. The Lamogos are able to use these species for food and for construction, but working for prolonged periods in these conditions is a difficult prospect at best.

They have remained on this planet through force of will alone, and they consider themselves a hardy and proud people. Most volunteer for military service as soon as they are of suitable age (sixteen Earth years) in hopes that they will be assigned to starship duty, which places them in a more comfortable environment.



Lanti



Netalla

NETALLA

Planet Type: Terrestrial

Climate: Earth Normal

Equatorial Circumference: 24,073 miles

Planetary Diameter: 7,663 miles

Major Industry: Manufacturing

Government Type: Democracy

Population: 512,237,500

Rotation: 22 hours

Orbit: Approximately .5 Earth years

Notes: Many consider Netalla the best world for the population of Lamog to migrate once the people of that world have finally decided that the time has come to leave. The people of Netalla have another idea, however. Having colonized and built this world from nothing, the last thing they wish to see is to have their efforts destroyed by a planet full of refugees. Both the governments of Netalla and Lamog have come to the agreement that there is no indication that the blue giant star Lamog orbits will undergo drastic changes at any time in the immediate future, so there is no reason to rush the process of relocation. Despite this, the scientists of Lamog warn that their star could become unstable at any time, whether in two million years, a few hundred years, or a couple days. Plans should be made to leave the system before time runs out.

Since settling this world approximately a hundred years ago, care has been taken to keep it in the same pristine condition in which they found it. The welfare of the plant and animal species are meticulously monitored to ensure that they are surviving in spite of the presence of a new dominant species.

Perhaps because of the form of government, existing architecture tends to reflect more of a functional rather than symbolic approach. They do have their impressive monuments, but state-approved artistic expression is not a driving motivator behind their designs like it is on other Lamogos worlds. Many criticize that this approach is due to the greater human influence during the days of the Stellar Imperium.

RAMOD

Planet Type: Terrestrial

Climate: Mostly frozen

Equatorial Circumference: 16,911 miles

Planetary Diameter: 5,383 miles

Major Industry: Colony

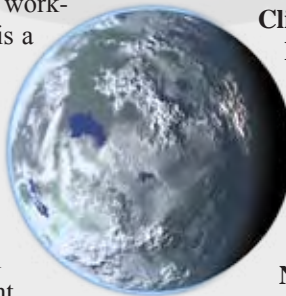
Government Type: Democracy

Population: 49,620

Rotation: 20 hours

Orbit: Approximately .5 Earth years

Notes: Ramod is similar to Lanti except that the environment is even more hostile to life and the La-



Ramod

mogos discovered it much later than the other world. Much like Lanti, there was an outcry among the people that it must be colonized because there was no knowing how long their own world had, but upon their arrival, they found life difficult at best.

One key difference that has kept people at Ramod is the fact that it is rich in gems and other precious minerals. Much of the population spends a great deal of their time underground, but it has led to a lifestyle that exceeds what can usually be expected from such bleak surroundings. The crash of the Stellar Imperium has hurt them since people on other worlds have been mostly concerned with meeting their basic needs, but they sell enough to continue importing food, fuel, and other goods while the government provides enough financial relief for people to keep their heat on and their stomachs full.

SARODAR

Planet Type: Gas giant

Color: Blue and white striped with swirling storms

Equatorial Circumference: 456,052 miles

Planetary Diameter: 145,166 miles

Major Industry: Gas mining

Government Type: Theocracy

Population: 600,103

Rotation: 16 hours

Orbit: Approximately 3 Earth years

Notes: Sarodar is a key gas mining world in Lamog space; however, it was settled by a group of religious zealots who leverage their standing as the only fuel-producing world in Lamog space for political gain for their order throughout all Lamog worlds. Their religion, Exinorism, is one of several mainstream religions that originated on Lamog; however, they have always been associated with their politically motivated strong-arm tactics.

The Exinorists believe in an all-powerful deity named Exin who created the universe and all life within it, however his holy texts warn in several places that the Lamog will only be the favored people if they follow his teachings precisely. This religion predates faster-than-light speed and the discovery of alien life, so many believe that this validates the religion's core tenets and they have become even more committed to their particular set of beliefs. Hydrogen goes for special discounted rates to representatives of groups that support the Exinorist religion either financially or through public statements of support, while those who take a more neutral stand are charged a premium rate that exceeds market value by twenty to thirty percent.

The mining platforms in Sarodar's upper atmosphere are larger than is needed to do the job



Sarodar

since a large number of followers have flocked to this location to live and ply their trades as they would on any other settled world.

ZIOLOND

Planet Type: Terrestrial

Climate: Uncomfortably hot

Equatorial Circumference: 23,853 miles

Planetary Diameter: 7,593 miles

Major Industry: Precious metals/minerals

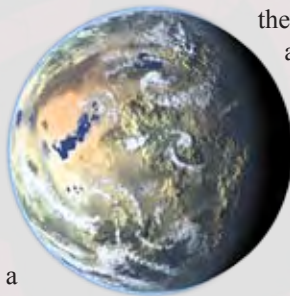
Government Type: Democracy

Population: 54,129

Rotation: 22 hours

Orbit: Approximately 1 Earth year

Notes: This mining world is best known for its violent storms and intense heat. Like many of the other worlds in Lamog space, the people of Ziолond pride themselves for their toughness. Unlike the colder worlds, no one on Lamog has ever been under the illusion that this world would be a good candidate to relocate the population to. Most people are here because they need the work and they can tolerate the heat, while others have come to this planet because they found themselves in trouble on other worlds and Ziолond is a place where they get away without leaving Lamog space entirely.



Ziолond

FORMER STELLAR IMPERIUM CORE SYSTEMS

The Stellar Imperium core worlds consisted of three worlds, all of which were once heavily populated, but now lie in ruins. What was once a hub of activity is now visited primarily by those who would plunder the wreckage of any valuable items that remain.

DORANG

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 18,400 miles

Planetary Diameter: 5,857 miles

Major Industry: Ruins

Government Type: Anarchy

Population: 0

Rotation: 18 hours

Orbit: Approximately 2 Earth years

Notes: Once the site of the Imperium's shipyards, the planet is now characterized by a ring made up of industrial debris that completely encircles it. A number of salvagers have come to this world with the intention of finding the wreckage of Imperium class battlecruisers that can be salvaged or cobbled together, but the destruc-



Dorang

tion was near-complete. The same cannot be said of the remains of the cities on the surface. Although the world was depopulated, the vast majority of structures remain more or less intact and there is a wealth of goods to be recovered. The largest obstacle is that the planet's wildlife has overrun the cities and dangerous predators occupy the ruins. A secondary hazard is an abundance of lethal security systems that remain in place at research and development facilities, vaults, and military storage areas.

The same wildlife that creates a danger is also responsible for a recently discovered threat. Among the heavy vegetation of the forests was a virus that had lay dormant and undiscovered by the planet's inhabitants. When the R'Tillek infected the planet with the same viral biological agents that killed all intelligent life on the other planets, the native virus combined with it, and created a mutated strain. Most of those infected still died, but a small percentage in some communities survived, though they became mutated mentally and physically, to the point where they no longer behave rationally. Most of these surviving mutants live in subterranean dwellings where they survive off of the fresh carcasses of wildlife and the remains of the civilization that once prospered there. The mutants have savagely attacked the groups that encountered them.

HAGENTI

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 23,997 miles

Planetary Diameter: 7,638 miles

Major Industry: Ruins

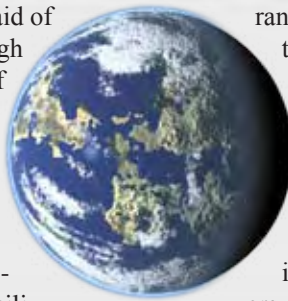
Government Type: Anarchy

Population: 0

Rotation: 20 hours

Orbit: Approximately .75 Earth Years

Notes: Hagenti was the capitol of the Stellar Imperium and it once boasted a population of over eight billion people. Like Dorang, much of the ruins lie more or less intact, however, unlike the other planet, the wildlife was never advanced enough to cause a threat. Instead a hazard just as dangerous lurks. The inhabitants of the planet were once pampered by an army of robotic servants whose numbers were greater than those found on any other civilized world. The biological agents used on Hagenti had no effect upon the robots, however, isolation and a lack of maintenance has caused many of the robots to malfunction in ways that have proven dangerous to those who explore the wreckage. People who visit Hagenti are haunted by the sheer number of desiccated corpses that lie where they fell in the streets, in the buildings, and nearly everywhere else imaginable. Some of the malfunctioning robots have ar-



Hagenti

ranged the bodies in chairs or other places where they would have been in life and then surrounded them with objects that they might have found useful in life, such as glasses full of various beverages, food that has long since molded and decayed, books, and gadgets. Those family pets that managed to escape the houses after the owners died have since banded together in packs and bred, creating a hazard for explorers.

PIRESEGA

Planet Type: Terrestrial

Climate: Uncomfortably hot

Equatorial Circumference: 22,503 miles

Major Industry: Ruins

Government Type: Anarchy

Population: 0

Rotation: 24 hours

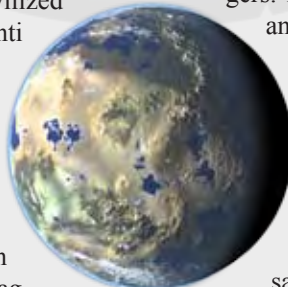
Orbit: Approximately 1.5 Earth years

Notes: The first world to fall to the R'Tillek, Piresega was the least populated of the three core worlds of the Imperium and contains the fewest valuables worth recovering. Some still come to this world to pick through the ruins, but it has begun to serve another purpose. Since very few groups are taking an active interest in this world, it is beginning to be populated by members of organizations that would prefer to remain hidden. The actual number of people inhabiting this world is presently unknown since none of the inhabitants are interested in reporting their whereabouts.

FRONTIER SYSTEMS

Numerous individuals come to this region of space because their untamed landscapes have become romanticized on the core worlds, and what they find here are rugged, barely developed worlds where life can be a struggle. Other worlds that were colonized by the Stellar Imperium had government resources to help cope with the dangers, but the Frontier Systems were mostly only beginning to be developed when the Stellar Imperium fell. Resources are scarce here, support from the core worlds to deal with threats is practically nonexistent, and life is sometimes wiped out rapidly with little warning because of previously unforeseen dangers. Those who live here must rely on their own wits and ingenuity.

Many who relocate here do so because they belong to organizations that are not widely accepted on the core worlds and they seek to find a place where they can operate without the interference of others. These organizations are sometimes religious or political. Terrorist organizations have found a number of safe harbors in this region of space where they can operate training camps unnoticed.



Piresega

REIGN OF DISCORDIA - CHAPTER 2

Despite the harsh conditions, most races are interested in settling this region of space. The Lamogors still seek the perfect world to migrate to since most of the worlds near their homeworld would be unsuitable for such a large population, humans are interested in expanding commerce to this area, the Tallinites seek to maintain a presence out here for no other reason that they wish to continue to be considered a major power. The other races are not as focused with their interests, but many individuals have made their way out here nonetheless.

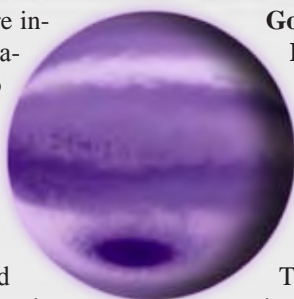
Since most of the Frontier Systems have a relatively small population and a very small corporate presence, there is a great deal of work for small privately owned freighters. A man, a ship, and some hired hands could make a lucrative living by simply taking supplies from one world to the next, transporting passengers, and occasionally getting involved in local affairs. Establishing a good reputation among the various people one has dealings with is vital; a cargo hauler who starts cheating their clients would soon not only find themselves hard pressed for more jobs, but also hunted by assassins and bounty hunters.

CHERSI

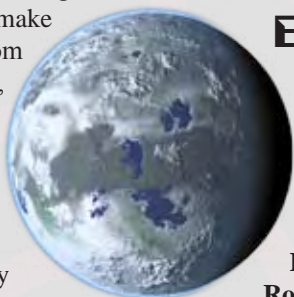
Planet Type: Gas giant
Color: Purple and white striped with swirling storms
Equatorial Circumference: 72,649 miles
Planetary Diameter: 23,125 miles
Major Industry: Gas mining
Government Type: Democracy
Population: 46,900
Rotation: 16 hours
Orbit: Approximately 1 Earth year
Notes: This world is inhabited by a racial mix consisting mostly of humans and Lamogors, though there are also a fair number of Tallinites. Compared to many of the worlds chosen for mining, Chersi is relatively small. It is extremely rich in hydrogen compared to most others, and the smaller size requires the anti-gravity generators supporting the mining platforms to expend less energy. Gas miners consider this an easy world to work, so it is a popular destination for those who don't mind being so far away from the core worlds.

DRANYA

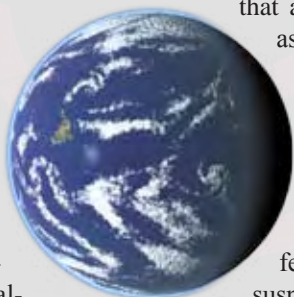
Planet Type: Terrestrial
Climate: Mostly frozen
Equatorial Circumference: 18,000 miles
Planetary Diameter: 5,730 miles
Major Industry: Research and development



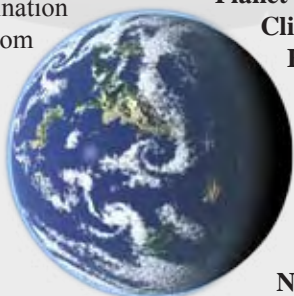
Chersi



Dranya



Eisui



Faula

Government Type: Democracy

Population: 52,038

Rotation: 16 hours

Orbit: Approximately 1 Earth year

Notes: Dranya is a world of snow and ice which seems immune to melt-offs, or seasons of any kind, for that matter. The atmosphere is breathable, but barely tolerable to most species.

There is no native life on this planet more complex than bacteria. The vast majority of the population of this world is located in the domed city of Hope, where the most common industry is the research and development of new and more devastating energy weapons, both heavy and personal.

EISUI

Planet Type: Terrestrial
Climate: Warm and humid
Equatorial Circumference: 18,718 miles
Planetary Diameter: 5,958
Major Industry: Manufacturing
Government Type: Socialist
Population: 48,628
Rotation: 26 hours

Orbit: Approximately 1 Earth year

Notes: Inhabited almost entirely by humans and Relarra, this world is mostly water, with land masses making up approximately ten percent of the total planet's surface. The Relarra live in the oceans and manufacture several items that are useful to the other Frontier Systems, such as agricultural equipment, small and medium ground transport vehicles, and personal electronic devices. The humans fish as their primary occupation, the vast majority of their catch is then exported to other worlds. An uneasy peace exists between the Relarra and the humans, though it is well known that the Relarra feel that the oceans are being overfished. Some suspect that these tensions will rise as the humans attempt to increase their harvest sizes in an effort to be more profitable.

FAULA

Planet Type: Terrestrial
Climate: Earth normal
Equatorial Circumference: 19,841 miles
Planetary Diameter: 6,316 miles
Major Industry: Colony
Government Type: Democracy
Population: 46,960,432
Rotation: 26 hours
Orbit: Approximately 1.5 Earth years

Notes: Faula is one of the two worlds in the Frontier Systems large enough that it is able to manufac-

ture numerous different types of items which are used by that planet and exported throughout this region of space. It is inhabited primarily by Lamogos and Tallinites, though a good racial mix of the other major and minor species also exists here. Most races coexist peacefully with one another.

The Faula spaceport is located on the surface, and it has a rough and tumble reputation. Merchants and fugitives are commonplace, and it is said that there are just as many shady business dealings happening there as there are legitimate ones. Docking is available for small and medium size ships, though there is a small port controlled space station in orbit for larger ships. Shuttles are readily available to ferry passengers back and forth between the planet and the station.

JIORA

Planet Type: Terrestrial

Climate: Warm and arid

Equatorial Circumference: 22,022 miles

Planetary Diameter: 7,010 miles

Major Industry: Research and development

Government Type: Socialist

Population: 585,065

Rotation: 36 hours

Orbit: Approximately .5 Earth years

Notes: This world is occupied primarily by Tallinites. Here they take advantage of the desert climate to research new crops that grow in such climates. They hope to make breakthroughs here that will benefit them as well as the other desert worlds in the core. A side effect of their research is that they produce an excess of food, which they are constantly selling to other worlds. They typically employ private freighters to move this product off-world.

JIRAN

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 28,992 miles

Planetary Diameter: 9,228 miles

Major Industry: Colony

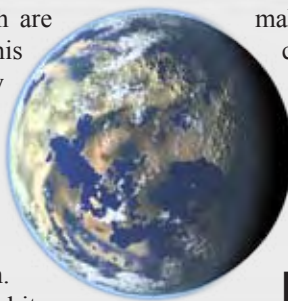
Government Type: Fascist dictatorship

Population: 54,248

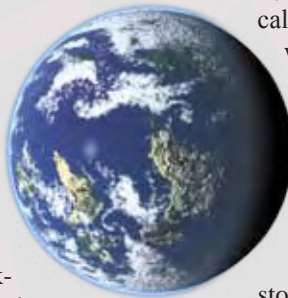
Rotation: 40 hours

Orbit: Approximately 1 Earth year

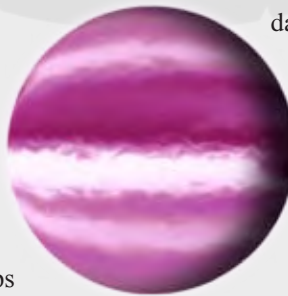
Notes: This world is primarily inhabited by humans and is devoted to food production via traditional agrofarms. One small trading town called Dusty Maines lies on the Southern continent. Otherwise, the majority of the people here own massive farms where they grow crops and raise livestock. The rural nature of this world



Jiora



Jiran



Nyara

makes it fairly unruly, with no shortage of shady characters taking advantage of the farm owners, stealing livestock, and engaging in outright theft. There are those who seek to restore order and bring criminals to justice, but they are few and far between, and most of them have earned a number of enemies.

MIAKAR

Planet Type: Asteroid Belt

Major Industry: Metal/mineral mining

Government Type: Anarchy

Population: 47,320

Orbit: Approximately 1 Earth year

Notes: Unlike most asteroid belts in the core worlds, Miakar is primarily mined by individuals who are in business for themselves. A small space station serves as a trading post where miners sell their cargo. Because of the complete lack of government, it is a dangerous place to do business, where miners frequently must defend themselves against those who would take their cargo by force. To defend themselves, one group of miners has formed a conglomerate called the Miner's Defense Organization (MDO), which ensures that all members are well armed, and it hires mercenary forces when larger problems crop up.

NYARA

Planet Type: Gas giant

Color: Purple and white striped with swirling storms

Equatorial Circumference: 162,022 miles

Planetary Diameter: 51,573 miles

Major Industry: Gas mining

Government Type: Fascist dictatorship

Population: 28,121

Rotation: 26 hours

Orbit: Approximately 1 Earth year

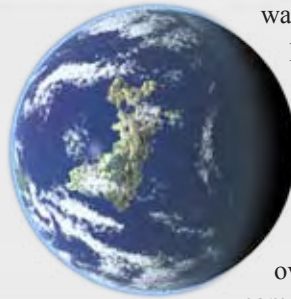
Notes: This gas giant orbits an enormous red giant that looms red in the distance. The gas mining platform is run by the ruthless human dictator Randall Kim, who operates this facility with a minimum staff, which he overworks and underpays. The platform is privately owned, and because there is no higher authority in this system than Randall, he serves as both boss and system administrator. Many wish to leave his "employ" but find it impossible to do so, particularly when Randall makes an example out of dissenters by tossing them off the platform. There is an organized resistance that seeks to overthrow Randall Kim, but they move slowly for fear of being exposed.

OCARA

Planet Type: Terrestrial
Climate: Cold and humid
Equatorial Circumference: 22,559 miles
Planetary Diameter: 7,181 miles
Major Industry: Colony
Government Type: Fascist dictatorship
Population: 45,891
Rotation: 34 hours
Orbit: Approximately 1 Earth year

Notes: The Lamogos "sheriff" Hallag Mun considers himself a kind benefactor of this frontier world, and compared to many, he is exactly that. He doesn't invoke symbols that are bigger than life to make sure everyone knows who is in charge here, nor does he work people to death or make a lot of rules that people find restrictive or invasive. His folly is that he is the single source of law on this world, serving as judge, jury, and executioner. Nobody can accuse him of not carefully weighing a case before carrying out a sentence, but new facts have come to light in a few cases, proving that people have been put to death despite the fact that they were innocent of the crimes for which they were charged.

The primary settlement is a small city called Shalamin, which is populated evenly by humans and Lamogos, with a few individuals from other species present but not comprising a large portion of the population. Ocara imports a great deal of food and other goods, but exports very little, so the trade deficit is a major concern of many living there.



Ocara

was under the control of a ruthless Earth-based corporation immediately following the collapse of the Stellar Imperium, but the workers rose up and overthrew their bosses and took control. An open hostility between the former owners and the workers has erupted, leading to a series of battles in this system.

By all rights the planet should have been overpowered long ago, but a human mercenary company called The Valkyries, under the command of Captain Joel Shinter, has taken a personal interest in protecting the freedom of this world. Many know that the truth of the matter is that Joel is a disgruntled former employee of the corporation, and is enjoying his opportunity to wreak havoc on their business interests. They have been offering their protection for a nominal fee and all of the liquid hydrogen they can carry out of there.

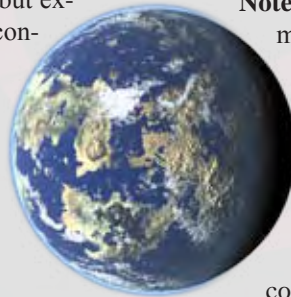


Pratilla

YSETH

Planet Type: Terrestrial
Climate: Warm and arid
Equatorial Circumference: 23,654 miles
Planetary Diameter: 7,529 miles
Major Industry: Colony
Government Type: Socialist
Population: 1,500,831,069
Rotation: 22 hours
Orbit: Approximately .5 Earth years

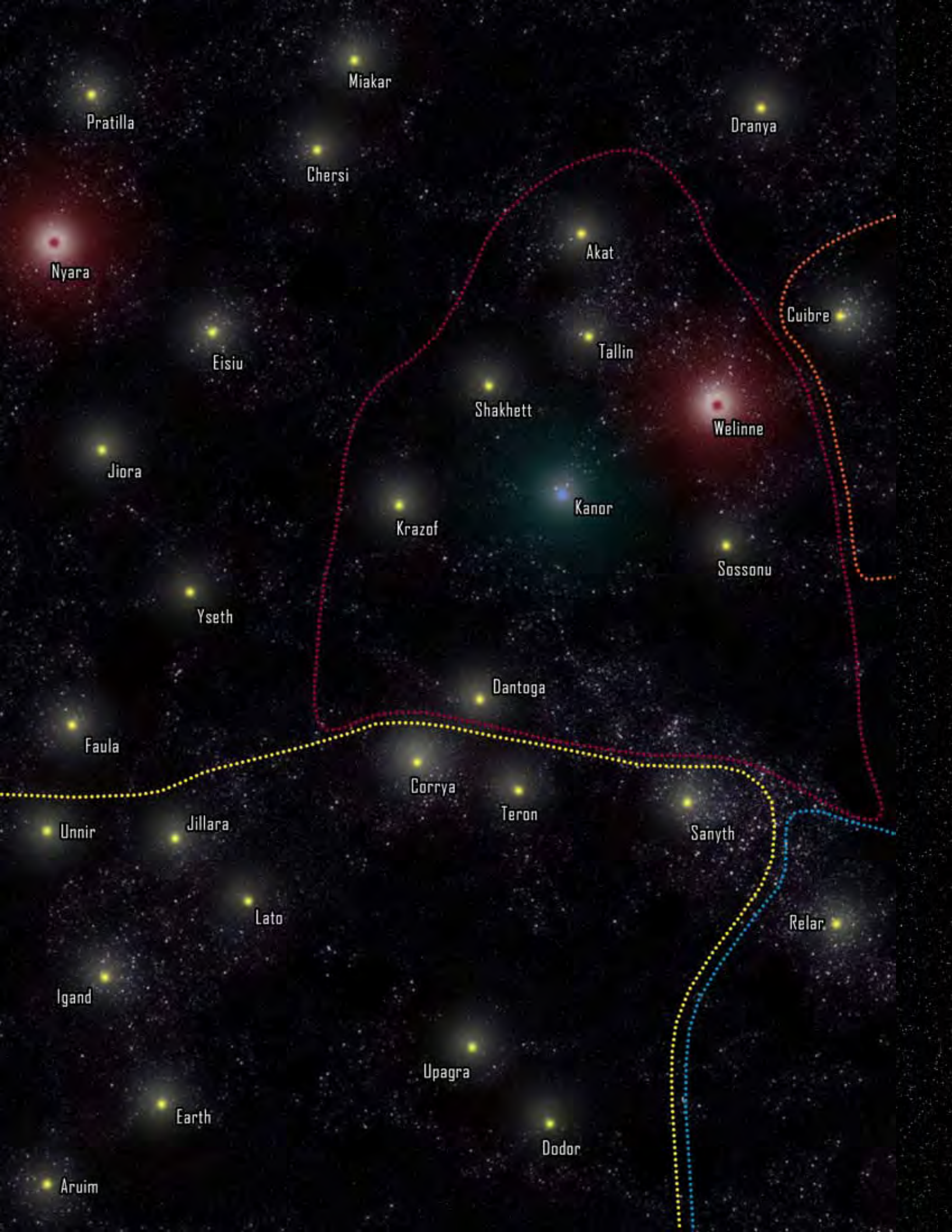
Notes: This colony was once considered the single most successful world among the Frontier Systems because of its large population alone. When it was supported by the Stellar Imperium, Yseth was able to produce a great variety of consumer goods cheaply, which were then sold to the core worlds. After the fall of the Imperium, the costs associated with supplying them with raw materials, coupled with the costs of transportation have caused the failure of many of the organizations producing these items. This, in turn, has led to a great deal of unemployment. What started out as a free market society was forced to embrace socialism simply to keep massive people from starving to death. As it stands, the population of this world is shrinking rapidly as people leave here in hopes of finding a better life elsewhere.

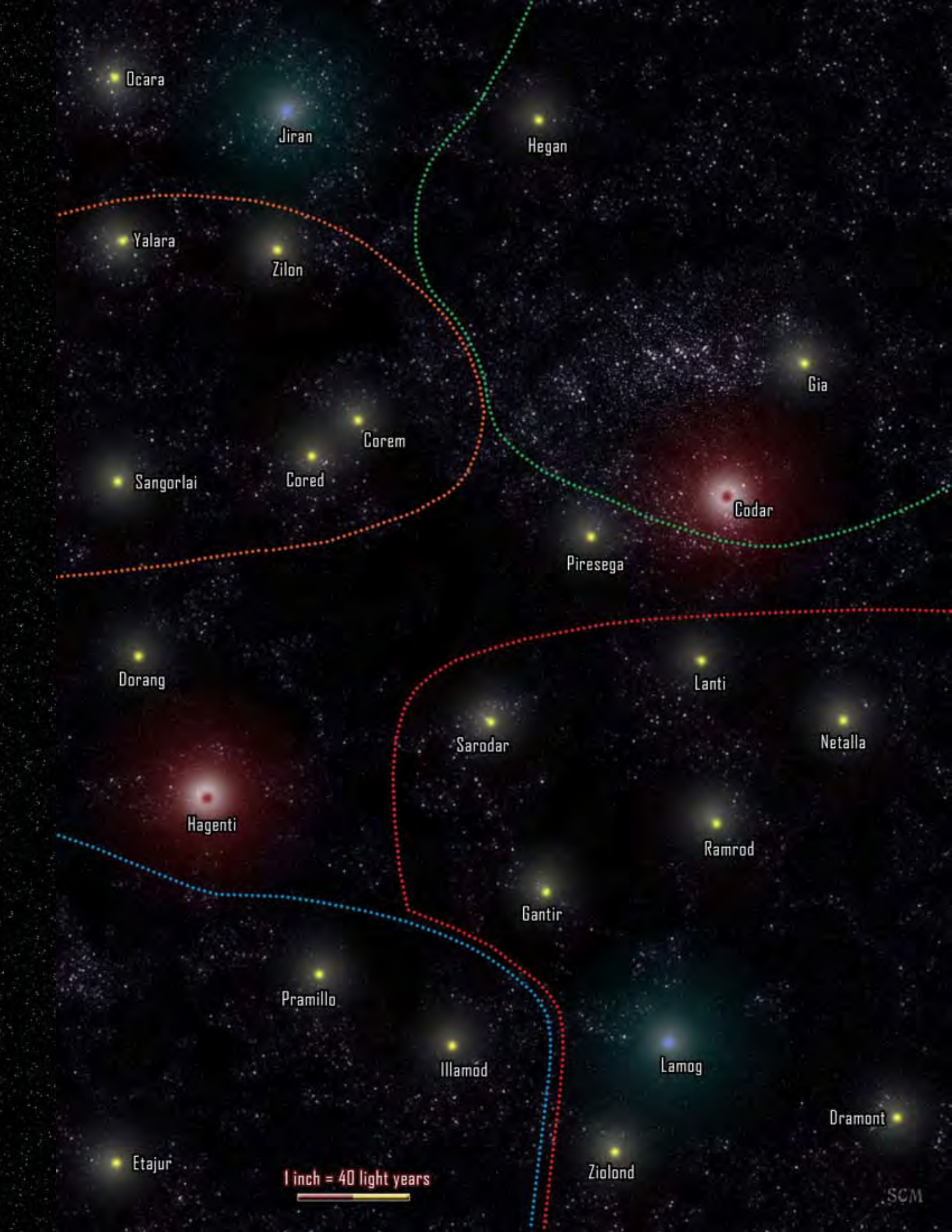


Yseth

PRATILLA

Planet Type: Gas giant
Color: Brown and white, smoothly banded
Equatorial Circumference: 256,901 miles
Planetary Diameter: 81,774 miles
Major Industry: Gas mining
Government Type: Anarchy
Population: 47,300
Rotation: 20 hours
Orbit: Approximately .5 Earth years
Notes: This large gas mining platform's population is made up of roughly equal numbers of all the major races. It





CHARACTER OPTIONS

“When the legend becomes fact, print the legend.” — Old Earth Adage.

The *Reign of Discordia* campaign setting presents players with a number of new options for the *True20* game. These include new character backgrounds, new character paths, new feats, and a replacement for the Wealth mechanic, as well as an alternate damage system.

BACKGROUNDS

The available backgrounds in the *Reign of Discordia* setting are the alien races that are available for play. Note that there are other races in the setting, lesser alien races and subspecies of the primary races. Because these races have little effect on the big picture of the setting, which is the intent of this book, they are mentioned only in passing and not fully developed here. If a player wishes to run a character of this type, future setting books may detail them, but the Narrator is encouraged to allow alien beings from other sources. This setting is intended to be open enough to allow the adoption of other races, possibly from other settings. An example of this would be the introduction of dwarves, elves, gnomes, and halflings, which are core to the *True20*

system and could be introduced as lesser races or subspecies of human that have developed on other worlds.

HUMAN

The presentation of the information in this book is human centric, as that provides an easily accessible baseline for the overview of this setting and is the default background. The presence of humans in the interstellar society has shaped events just as much or more than the other major races, and their impact is felt on every inhabited world of every known system.

Physical Appearance: Humans have two legs, two arms, a torso containing most of the vital organs, and a head that contains the greatest concentration of sensory organs as well as the brain. Skin tone ranges from light with blond or brown hair, to dusky, and dark, both usually with dark, sometimes curly hair.

Communication: Humans communicate with each other primarily through vocalization, though the less obvious means also play a lesser factor, such as body language, and dress. Humans also communicate via written language, which they often find more useful than spoken language to convey complex processes, lengthy background information, documentation, and narrative.



Society: Human society has a great deal of variety from one culture to the next, however almost all societies focus on the family unit as the most basic societal unit. In it, a parent or (usually) pair of parents raises offspring together. When the offspring have reached adulthood, it is customary for the family unit to remain intact, even though it usually becomes spread out and includes new members, such as spouses and the next generation of offspring.

Planetary cultures vary greatly from world to world, though most fit the classic definitions of authoritarianism, socialism, or democracy. Group behavior varies a great deal depending on the type of government. For example, individuals in authoritarian societies tend to be more guarded about the topics they speak about to avoid saying anything that will offend those in power. Speech in socialist societies tends to be freer than in their authoritarian counterparts, though some caution is still needed because some socialist societies police personal expression since they would not want malcontents to taint the well-being of the rest of society. Truly democratic societies promote freedom of expression the most because free and open communication is the most basic way for people to decide whom to elect to represent their interests.

History: Recorded human history spans nearly seven thousand years. The species started out as a hunter gatherer society that became more complex as new technologies were discovered and individuals acquired the luxury of pursuing goals beyond simple survival. Over the course of recorded history, a number of cultures rose and fell, sometimes progressing, and other times regressing. For most of human history, it was war that created most of the bullet points, and it was common for several wars to be occurring at any given time. The two world wars of the twentieth century defined just how horrific the art of war could become, and it was after these conflicts that they began to back away from expansionism and work more toward a stable global society.

It was the Industrial Revolution, and later the Information Age, that truly led to the breakthroughs that made the space age possible. Early space exploration began in the twentieth century, and was followed up to a greater degree in the twenty-first century. Advanced versions of computers that were developed during the Information Age became the primary means of communication, production, and played an enormous role in research. Computers are absolutely essential for the operations and navigation of starships.

Humans made their great leap into the Space Age in 2230 when they discovered how to manipulate tachyons to create tachyon quantum field dives. Once they were able to achieve faster-than-light travel, exploration became a major focus for humanity, and during the course of this exploration, they discovered terrestrial worlds that were ripe for settlement, and introduced themselves to several star-faring races. This ultimately led to cooperation between

alien races, the establishment of the Interstellar Concord, and eventually the Stellar Imperium.

Ability Adjustments: None

Bonus Feats: The hero gains one bonus feat at 1st level out of the list of feats available for the hero's role.

Bonus Skill: The hero gains one bonus known skill at 1st level, in addition to those gained for the hero's role and Intelligence score.

Favored Feats: Choose any two feats as the character's favored feats. These feats are available to the hero regardless of role. The narrator may wish to come up with an appropriate list of favored feats for the human cultures by world of origin.

GAJETI

The Gaieti are an enigmatic race that clearly possesses advanced technology. They have opened up diplomatic relations with all of the major spacefaring alien races, though they rarely take a position on anything that does not directly pertain to them. The Gaieti have made the location of what they say are their major planets known, but they warn other races not to enter their space uninvited. Individuals who chose not to heed their warning are typically found unconscious aboard their ships with their autopilot set to put them in orbit around their own worlds, with no memory of what might have happened. There are no known cases of the Gaieti actively engaging any other race in hostile actions. Some have tried to test their ship's capabilities by attacking them, but advanced technology equipped aboard the Gaieti quickly render them helpless.

Narrators should be careful about allowing the Gaieti as player backgrounds in the game. Individuals who chose to keep the company of other races do so for their own reasons and are extremely secretive about their race, their culture, and their technology. They disdain violence, always seeking a peaceful solution to confrontations whenever possible.

Physical Appearance: Gaieti are highly evolved beings that evolved from plants. They stand upright on four legs, their torsos are long and skinny, and they have three arms. Their heads are vaguely humanoid, though a close look at them reveals that their eyes are ornamental only. Their mouths are fully functional and they can communicate vocally; their teeth are long, thin, similar in appearance to thorns, though much harder. Antennae sprout from just behind their small ears, which acutely sense vibrations to the point that it approximates sight. Tiny hair-like leaves cover their arms, legs, and torsos, providing photosynthesis, which provides them with nourishment. Their hands have three tapered fingers that end in short yet sharp barbs.

Communication: Gaieti communicate telepathically, though they are capable of communicating verbally with other species. They may only communicate telepathically with one another or other beings capable of telepathy. Their antenna are sensitive enough that it registers color and al-

lows the Gaieti to read printed writing and computer displays. Their own computers are friendlier to their anatomy by using an interface that uses rapid but faint vibrations.

Society: Little is known about Gaieti society. It is known that they do not use any form of standard family unit. Fertilized seeds are deposited into the ground and watered like other plants, and they hatch with the full set of memories from their parents. They then immediately begin communicating with those around them, and they are tested for their natural aptitudes within hours of their "birth." They claim that their society has outgrown the need for barbaric concepts like economies and government types.

History: The Gaieti have revealed very little of their history to outsiders, and the information they have provided seems to contradict itself. For example, their first ambassador claimed that they had been a spacefaring race for a thousand years and then a week later stated that their homeworld was destroyed when the ancestors of the human race were crawling out of the oceans. Similarly misleading responses suggested that they abhorred violence, but that they had been the cause of the death of several intelligent species.

Behavior: Gaieti are always cordial when spoken to, but they keep their responses clipped and speak about themselves as seldom as possible. Attempts to provoke an angry response from a Gaieti typically result in mild laughter. They never appear rushed, preferring to walk along casually, even when observed during stressful situations.

Size and Type: Medium size plants. Note that they do not possess the plant traits listed in the *True20 Bestiary*. Ability Adjustments: +1 Intelligence, +1 Constitution, -1 Strength, -1 Charisma

Bonus Feats: Canny Dodge, Eidetic Memory, and Night Vision.

Favored Feats: Choose Well Informed or one allowed supernatural power from the list.

LAMOGOS

The Lamogos are a people whose homeworld is dying. Their sun is a blue giant, just as it has been since the first creatures capable of breathing an oxygen atmosphere crawled out of the ocean. They know that their world will end in a supernova at some point in the future, but they do not know when it will occur. Life on their world dates back seventy-five million years, which suggests that their sun has already outlasted many other blue giant stars in existence. Scientists suggest that the star could go tomorrow, or it could go in another hundred and fifty million years. Nobody is certain how long they have left, but they intend to use space travel to move their population to a world that orbits a more stable star. This imperative seemed to be well under way during the reign of the Stellar Imperium, but since then, the inhabitants of the former colony worlds have become possessive, throwing obstacle after obstacle up to prevent mass migration to their worlds.

Physical Appearance: The Lamogos could be mistaken for humans if not for their naturally blue skin. Skin tone is always a shade of blue, though it does include a range that includes dark blue, light blue, and green. Hair color is usually black, though some light blue individuals have a similar genetic defect as humans with fair skin, giving them red hair rather than darkly pigmented hair.

Communication: Lamogos vocalize much like humans do, and use body language to a lesser extent. Written and electronic communications are also used daily for most members of society.

Society: Lamogos society craves strong leadership and thrives on symbolism. They erect monuments to their greatness everywhere they settle; great feats of engineering that push their expertise to the very edge, leaving the mark that they were there. Many believe that they do this because there is a strong possibility that their homeworld could be destroyed at any point in time and the landmarks that they create could be the only things they are ultimately remembered for.

The vast majority of Lamogos are loyal to their leadership and to the other citizens in the societies of their worlds to the point of fanaticism. Crime is low on Lamogos worlds because they follow the laws as though it is instinctual. When away from their homeworlds, this discipline often translates to a policy of putting their own needs above the alien races they encounter to the point where a number of acts condemned by other cultures are accepted, such as forcing other races into slavery, occupying their worlds by force, and going to war with little provocation.

Many assume that these actions make them an *evil* race when in fact their attitude is simply expansionist. They do not subject conquered races to needless cruelty or impossible work conditions, and they usually work out a way for a people to work their way to freedom once they have proven that they are trustworthy. Some conquered races actually thank the Lamogos for bringing them into the modern age.

History: War between conquerors and visionaries is a recurring theme throughout the annals of their pre-Space-Age history. Mighty personalities rose and fell like the tides, taking great nations along with them. The individuals' charisma was just as important as the philosophies they espoused. The governments followed a zigzag progression with one government type rising leading to another, then regressing, and eventually progressing back again and then the next great philosophy would come along.

Democracy and feudalism waged a constant battle until the Lamogos reached their industrial age, at which point the excess wealth afforded everybody caused a widespread rejection of feudalism. One form of totalitarianism or another competed with democracy in the first technology fueled wars, with totalitarianism utterly conquering democracy. Feeling the weight of the yoke of slavery, the Lamogos began to espouse a compromise form of government in

the form of socialism with a strong leadership element. A hundred years of wars followed, during which time it was uncertain which side would win, but ultimately the military might of the socialists destroyed the totalitarian armies and reigned supreme.

The rise of socialism took place within five years of the discovery that their blue sun was doomed. The government tried to keep this information from the people, and succeeded for eight years, but eventually scientists began to talk. Rather than make the scientists disappear, they instead embraced the doom of their planet and began promoting the race into space. As the various governments slowly began to merge into a single socialist world government, enormous amount of resources were poured into faster research into faster than light travel. What many worlds do over the course of centuries, the Lamogos achieved in fifty years.

Space travel was developed slightly ahead of their computer technology, which caused a delay in exploring the galaxy due to the fact that they simply did not have the computer technology to account for astronomical data and calculate routes around obstacles. Ultimately their computer technology caught up and they began exploring the galaxy, looking for the next world to call home.

The need for a new home, along with the fact that they simply could not defeat the humans at war, ultimately led to their greatest achievement and their greatest folly: the Stellar Imperium. Although the humans were the other major founding race, the Lamogos leadership often succeeded in setting policies, which accounts for the forced expansionism of the Imperium. When the Stellar Imperium fell, the Lamogos splintered into several different governments, none of which wished to work toward the same goals as the others, even to the exclusion of sharing their newly settled worlds when the population faces extinction if they do not find a new world to settle upon soon.

Size and Type: Medium Humanoids.

Ability Adjustments: +1 Constitution, -1 Wisdom.

Bonus Feats: Dedicated, Diehard, Firearms Training

Favored Feats: Choose Inspire or Smite Opponent.

RELARRA

The Relarra are a people that originated in the oceans of their planet. They achieved faster-than-light travel before many other species, yet aside from colonizing a few worlds, they failed explore and discover other intelligent life. Ultimately, they encountered the humans, though the new race mistook them for food, which very nearly started a war. Despite this initial misunderstanding, humans and Relarrans have conducted mutually beneficial trade, and entered long-term alliances together.

Physical Appearance: To most human observers, the Relarra first remind them of shellfish. They have an exoskeleton, a head, four arms, and two powerful legs. The abdomen and thorax are separate, much like many insects on

Earth. The Relarran head is shaped similarly to a human's, however there are some minor differences. The mouth contains sharp teeth, but it also has a number of small appendages to either side which serve to tear into prey's hide, and help guide food into the mouth. The eyes are small and black, and the nose is simply a pair of small holes set into the face.

Communication: The Relarra communicate with one another through vibrations produced by their throat and mouth. These vibrations carry through water, however the sounds they produce are not audible to human ears even underwater, and they likewise do not work in an air environment. Relarra in oxygen atmospheres must wear a water filled environment suit, and the vibrations are transmitted electronically from one Relarra to another. The Relarra employ specialized equipment that translates their speech languages that are comprehensible to other races. However, because the Relarra design these communication devices themselves and they have a hard time distinguishing between the subtle nuances of human speech, the voice emerges sounding somewhat metallic and monotone. They use electronic communication in the same manner as most other spacefaring races, however they must use computer and display technology that functions underwater.

Society: Relarra are the evolved descendants of sea insects that are similar in nature to the crabs and lobsters of Earth. The species they evolved from preferred to live in isolation from one another, with the obvious exception that they coupled briefly for the purpose of breeding. The Relarra have outgrown this need for isolation, however about one percent still feel the call for isolation and leave the underwater cities for the ocean as young adults. Many remain out there, living as hunters for the rest of their lives, while others discover an inner strength and conviction and return to their people to fulfill the roles of leaders and other individuals of importance. The vast majority of the Relarrans who leave their worlds and find themselves in the company of alien species are ones that left their society for the ocean at a young age.

Relarran cities are very similar to those built by other species, with the exception that they lie entirely underwater. Individuals form emotional bonds that sometimes last for life, or at least until one of them dies or is called away, and they raise their young up until they reach young adulthood (the rough equivalent of age 14 years of age in human development), at which time they are expected to move out of their parent's dwelling while continuing their education. Once their education is complete, just under half of them go into the military, half go into traditional jobs where they work for a corporation, while the remaining few seek travel in other systems.

Relarrans attempt to form peaceful relations with each other and alien races they encounter whenever possible. Some species take this for a sign of weakness, though the truth is that they are absolutely ruthless in the defense of

their people. The Stellar Imperium recruited numerous Relarrans into their ranks, and their enemies feared them above all other races.

Relarrans are also greedy capitalists who place the acquisition of money above the welfare of their own people. They often resort to dishonest means to make money, so long as they believe they can avoid detection, and they always bargain to drive prices to ridiculous extremes when buying or selling. Despite these tendencies, Relarrans have proven to be worthy trade partners for former Imperium races.

History: Early Relarran history is relatively unremarkable. They were not a warlike race and seldom needed to resort to violence to resolve any differences they had amongst themselves. Despite their generally peaceful nature, Relarrans were forced to defend themselves against fierce ocean predators, ensuring they were competent combatants, a trait that proved valuable when they finally reached the stars.

The first Relarran explorers were those who donned water-filled atmosphere suits and climbed out of the oceans to walk the islands of their homeworld. Amidst their fascination with the surface world, the Relarrans realized that there was yet another horizon to aim for when they saw the stars shining from the blackness at night. Decades passed, during which time their scientists studied what lay beyond the sky, soon realizing there was another frontier to discover and colonize.

Once their scientific hypotheses became working theories, it took little time for the technology to get to space to be developed. Within two years, the Relarrans launched their first rocket into space. Five years after that, they discovered how to manipulate tachyon fields to achieve faster-than-light speeds. They searched for other worlds to inhabit, eventually finding a few, while never seeking out other intelligent life. They logged a few chance encounters with some of the minor races, but did not pursue diplomatic relations with them. Ultimately, their encounter with the humans convinced them that it was in their best interest to maintain relations with other races. This soon led to a trade alliance with the humans, followed by membership in the Interstellar Concord, and eventually membership in the Stellar Imperium.

Size and Type: Large sized Humanoid (aquatic, arthropod); receives a +1 natural armor bonus.

Ability Adjustments: +1 Strength, -1 Dexterity

Bonus Feats: Animal Empathy, Armor Training, Improved Grab

Favored Feats: Choose Cleave or Tough

R'TILLEK

The R'Tillek are a race the Stellar Imperium encountered and attempted to subjugate, an action that ultimately aided greatly to its own undoing. The R'Tillek have proven a deadly adversary and the danger they pose has not dimin-

ished now that the Imperium is no more. They continue to wreak their vengeance upon the worlds that wronged them, even though those worlds have a great deal fewer resources to work with than they did during the war.

The R'Tillek are intended as a racial enemy to the core races in the *Reign of Discordia* setting, so it is recommended that narrators consider carefully before allowing them as player characters. While they are mechanically balanced with the other races, they should have a good reason for accompanying a party comprised of other races.

Physical Appearance: The R'Tillek are an intelligent breed of upright standing warm-blooded lizards. They have two arms, two legs, and a tail. Their bodies are balanced so that their head and arms appear slightly hunched forward. Their heads are approximately comparable to a human's in size, though longer and narrower. The R'Tillek's mouths are large and filled with razor-sharp teeth. Their eyes are front-facing, and their noses are a pair of holes directly above their mouths. Because of their reptilian heritage, countenance and their size, many humans refer to them as Raptors.

Communication: The R'Tillek communicate through a language of chirps and whistles. There has never been a situation where humans and R'Tillek have spoken face-to-face, and it is believed that neither species has developed a translator so that speech can become possible between them. Messages from one group to another has always been handled using electronic communication of written language. Even then, it is normal for either side to mangle the syntax of the language they are trying to translate to, so the most effective messages are simple two to three words, such as "We surrender," or "Please withdraw now."

Society: The R'Tillek are organized into tribes. Most tribes consist of a single ship, although some larger tribes consist of three to four starships. Tribes are almost all warlike, fighting against each other just as often as they fight against others. Tribal alliances were rare when their race was first encountered, but after the wars with the Stellar Imperium began, they all seemed to ally against a larger foe. This became especially frustrating for military commanders who would plan a battle against a single tribe ship, only to have two or three more tribe ships drop in from elsewhere and join the fight against them.

Little is known about R'Tillek society itself, other than that they hatch from eggs and are raised by an appointed group within a community, rather than their parents. Many believe that the rearing is structured in this way so that they do not emotionally bond with their parents, which often die in combat while their offspring are quite young. Raids of R'Tillek ships have brought to light evidence that R'Tillek young are separated out from one another based on their natural attributes. Those with higher intelligence are raised apart from those with great strength, and they are assumed to be placed into leadership, scientific, or engineering roles

while those with the greater strength and stamina become front-line warriors.

It is unknown where the R'Tillek homeworld might be, or if it is still inhabited. The worlds where they were originally encountered appeared to be conquered, often with an enslaved race. They efficiently remove the natural valuables and resources of these worlds, and then move on a number of years after the job is complete, leaving these worlds in ruins.

History: Nothing is known about R'Tillek history at this time.

Size and Type: Medium humanoid (Reptilian)

Ability Adjustments: Strength +1, Dexterity +1, Intelligence -1, Charisma -1.

Bonus Feats: Sneak Attack, Crippling Strike, Rage

Favored Feats: Choose Evasion or Cleave

SANGOR

Pacifists, who treat each other as equals and try not to disturb the natural world around them, the Sangor were originally a species conquered by the Stellar Imperium. A pre-industrial society that lacked many of the scientific advancements that would propel it forward into an age of production when they were first encountered, the Sangor proved extremely capable of reverse engineering technology. Ultimately it was this skill that propelled them into the space age and made them a valuable addition to the Imperium. After the fall of the Imperium, however, their worlds have been devastated by poverty due to the fact that their infrastructure was so heavily dependant upon Imperium support.

Physical Appearance: The Sangor are one of the most odd, yet intelligent creatures encountered. They have flat S-shaped torsos that are light to dark brown in color. Six thin spindly legs and four thin arms protrude from their bodies. Their heads lack necks, and appear to be little more than lumps at the topmost portion of their strange bodies with two slits four nostrils in front, two holes that serve as audio sense organs, and two beaked mouths that sit next to each other just under the nostrils. Six clusters of tiny eyes sprout from the body, two from the head, two from just above the arms, and two rear-facing ones from the back. They have a fork-like tail that emerges approximately a foot and then splits into three, which continue for about another foot.

Communication: Sangor communicate through a series of clicks that they make from an organ in their upper torso. They are capable of understanding the languages of most other species, but they cannot mimic the sounds without the aid of a translating device, which they wear whenever they are likely to come into contact with other species. As with most other creatures, they also communicate through written language and since they reverse-engineer computer technology, e-mail has become quite popular with them.

Society: The Sangor are pacifists to their very core. Their religions all preach the merits of nonviolence. They

go to extremes to avoid insulting others, and they spend as many resources as they have at their disposal to keep one class of individuals from rising above another. Sangor never join the military, however they have been moved to violence from time to time when fighting for something that they believe is important.

Despite their unusual physical appearance, Sangor have family lives that are familiar to humans. They mate for life, have live birth, and raise their offspring in traditional family units. Unlike humans, divorce is unheard of among the Sangor, and they typically only take another partner if their first one has died.

History: The Sangor's recorded history goes back thirty thousand years, yet they were still a preindustrial society when first encountered. Rather than focusing on science and technology, they instead focused on philosophy, religion, medicine and psychology. Their historical references were marked by population growth, a few scientific notes, and numerous philosophical publications.

The Sangor underwent a fundamental change when the Stellar Imperium discovered their homeworld of Sangor-lai. When the Imperium arrived, their people subjugated the Sangor, which was standard upon encountering races that they considered weaker or inferior. The Sangor viewed their new visitors as an opportunity to learn, so they happily surrendered to them. The Imperium, happy with their good fortune, set them to work in various capacities that were to have been beneficial to them, such as mining, factory production, and various other jobs that nobody else was interested in doing. The Sangor happily went about their assigned tasks, which made controlling them an easy prospect.

The arrangement became problematic early on when the Sangor were unable to maintain the efficiency of production that the Stellar Imperium imposed upon them. Attempts to increase their speed were futile, and they soon came to realize that cruelty did not increase production, but it did lead to depressed Sangor. Ultimately the Stellar Imperium came to the conclusion that there was no way to make this world worth their efforts, so they left.

That should have been the end of the Sangor's involvement in the interstellar society, but it wasn't. When the Stellar Imperium left, they left behind a great amount of junk. This included the remains of computers, vehicles, and even a few starships that were no longer capable of flight. A great deal of written technical information was left behind as well. The Sangor chose to study these items rather than simply discarding them. They quickly realized that they had a talent for disassembling items, reverse engineering them, and creating their own versions. Over the course of just two decades they skipped past the industrial and information ages, and went straight to the space age by building their own computers, spacecraft, and faster-than-light drives.

The Sangor explored the nearby systems, colonizing worlds they discovered nearby. Shortly thereafter the Sangor encountered the Stellar Imperium again, this time in orbit around a planet they were both interested in. The Imperium was impressed that they Sangor were able to do so much with discarded technology, so they offered them a position within the alliance. The Sangor accepted and thereafter sought a great deal of assistance from the Stellar Imperium, growing to rely on them for protection and supplies. The Imperium likewise benefited from reincorporating the Sangor into the Imperium by putting many of them to work in labs and technology firms that studied recovered alien technology.

The Sangor became a prosperous people who benefited greatly by their new arrangement, but this came to a halt when the Stellar Imperium collapsed. Suddenly they found themselves without support while trying to hold together several worlds, all of which needed more leadership and expertise than they were able to provide. The Sangor worlds splintered from one another, and most of them fell back on their useful talent of de-constructing technology, then building and releasing their own versions. This provided a boost to their worlds' economies, but it was not enough to lift all members of society to the point where they wished to be. Today the Sangor are struggling to keep their populations fed, though they are a major supplier of technological and mechanical goods.

Ability Adjustments: +1 Intelligence, -1 Constitution

Size and Type: Large Humanoid (chemoautotroph)

Bonus Feats: Benefit, Dodge Focus, Second Chance

Favored Feats: Choose Elusive Target or Jack of All Trades

TALLINITES

The Tallinites originated on a hot and humid world that lies shrouded by dense clouds. Evolutionary conditions were harsh, making it necessary for almost all animal life to develop protective armor and fierce natural weapons. Even the plants on this world are durable and often covered with barbs. They became a spacefaring race a mere fifteen hundred years after the start of their recorded history. Their intelligence has made them natural scientists, and before the empire fell, they were in top positions, working on advances such as tapping the destructive power of black holes to produce energy and creating a nearly infinite amount of usable power from a tiny point of vacuum in space. These technologies would be highly prized by nearly every government that now exists, but these technologies never came to fruition. Many suspect that the Tallinites are simply hiding the technology so they can maintain an advantage, but most attribute these as rumors started by crackpot conspiracy theorists.

Physical Appearance: Tallinites are intelligent insects that are roughly as large as humans. They are entirely covered by an exoskeleton, which is particularly thick around

its midsection where it resembles plate armor. They stand upright and have two legs and two arms, both of which have spiked forearms and forelegs and end in claw-like appendages that are capable of manipulating objects with fine motor control. Their heads have a nearly three hundred sixty degree range of movement, and their eyes are large and mounted on the side of their heads, giving them a much larger range of eyesight than most species possess. Tallinites exoskeletons may be red or black.

Communication: Tallinites communicate vocally in a language consisting of chitters, shrills, and clicks. They can understand the language of most other races, but they cannot speak it, so they wear an interpretation device most of the time. Their acute vision allows them to communicate electronically, however, their computer monitor displays are of the highest resolution manufactured by any species due to the fact that displays that appear clear to human eyes are uncomfortable for them to look at.

Society: Tallinites live in hives wherever their civilization goes. Their cities and their starships are all densely populated, with their leadership coming from a queen. Individuals are bred to perform specific duties, although they all possess at least an average degree of intelligence. Workers have greater strength and endurance; scientists are born with greater intelligence and wisdom. These bumps in natural ability come at the cost of some other attribute, however.

All of the individuals in a Tallinite society come from eggs laid by the queen. After hatching, they are then raised by Tallinite nursemaids who ensure proper nourishment, socialization, and education. The childhood phase of their life lasts approximately six years, after which they take up their predetermined place in society.

Despite the fact that they are bred for specific purposes, Tallinites are individuals with their own personalities, likes, dislikes, and free will. Some choose to overrule the career that was chosen for them and do something different with their lives. Many of them fail, but some are successful. Unlike all known hive insects, Tallinite individuals can survive, and even take up permanent residence away from the hive. Some travel to other worlds for study, others take up trade, while still others embrace the path of the mercenary and join with beings from other races.

Despite their imposing physical presence, Tallinites have genuinely peaceful motivations. They do not seek conflicts with other species, though they are more than willing and capable of defending themselves should they be threatened.

History: The Tallinites are the first alien race humans encountered in space, and one of oldest spacefaring races that is known. The Tallinites claim to have watched the Gaieti when they were a young spacefaring race, though if this is true, the Gaieti's level of technology surpassed the Tallinite's at some point.



As they settled the other worlds within their grasp, they were careful not to settle on any other world with intelligent life. They felt that the intrusion would be detrimental to the development of the native culture, and that would be a moral crime. When they did encounter minor races, they tried to set an example of peace, but they backed it with power. The fact that there were billions of Tallinites, all of which were willing to fight was a deterrent, as was the fact that any given queen could immediately boost its egg production to create additional troops if needed.

Despite the fact that they are peaceful with other races, they are disturbingly violent towards their own kind. Throughout Tallinite history there are records of one war after another fought between queens. In these conflicts the Tallinites fight ruthlessly and to the death until one queen has succeeded in destroying the other. When the species reached the stars, these conflicts continued between worlds as one queen would seek expansion into another's territory and fight to take it. The ownership of Tallinite worlds often changes hands due to these conflicts.

When the Stellar Imperium became embroiled with their war against the R'Tillek, the Tallinites became aware of the cause of the war and decided that the Imperium did not represent their values, so all Tallinite worlds attempted to withdraw. The Imperium was a mighty force, so they fought to prevent the Tallinites from seceding. Many believe that if the Tallinites would have supported the Imperium at this crucial junction, the Imperium would have

crushed the R'Tillek. Individuals from most races carry a grudge against them for this, some going so far as to blame them for the fall of the Stellar Imperium, and then project their frustrations about their current situations upon them. More than one Tallinite has been murdered on foreign worlds for their species' role in the current state of the former Imperium worlds.

Size and Type: Tallinites are Medium sized Humanoid (arthropod) and they receive a +2 natural armor bonus.

Ability Adjustments: +2 to any one or two skills determined by the narrator, -2 to any one or two skills determined by the narrator.

Bonus Feats: Blind Fight, Improved Pin, Trailblazer

Favored Feats: Critical Strike or Well Informed

CHARACTER PATHS

The following are some suggested progressions heroes may use as they advance. These allow you to take the existing roles and mold them into careers that your character may choose to take. Note that just because you choose a path, you are not required to stick with that path. You may swap feats in and out and choose entirely different skills than the ones listed.

SOLDIER

The soldier is a battle hardened individual who survives through his skill in violence. Soldiers are the first to engage

in ground combat, they are the raiders who board targeted ships, or are the first line of defense when their vessels are boarded. They accept that death could be around the corner at any time but they live with the goal that in the end they will give better than they get.

ADVENTURER

In the *Reign of Discordia* setting, adventure is found in all sorts of places, and wherever there is adventure there is a fight to win and soldiers to back up either side. They often find themselves as part of a smaller adventuring group if they are hired, if they are assigned to protect that group by those they serve, or if they are ideologically aligned with them and they share a common objective.

TEAM ROLE

Soldiers form the front line in a battle, facing the enemy head-on while protecting the other members of the party. Some fighters prefer to fight with their firearm while others simply get as close to their enemies as possible and attack with melee weapons. Many soldiers view themselves as peacemakers, enforcing the peace through intimidation alone.

GAME INFORMATION

ABILITIES

Strength, Dexterity, and Constitution are the most important abilities for a soldier. Strength allows them to carry heavy gear into a fight, strike harder with melee weapons, grapple opponents, and overcome physical obstacles. Dexterity allows the soldier to defend himself and strike accurately. Constitution provides the ability to absorb the damage that he will inevitably be subjected to.

DETERMINATION (CORE ABILITY)

The soldier can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

SUGGESTED SKILLS

The following are suggested skills for the soldier: Climb, Computer Use, Intimidate, Jump, Knowledge (streetwise), Knowledge (tactics), Language, Notice, Pilot, Search, Sense Motive, Survival, Swim.

STARTING FEATS

The soldier has Armor Training (light), Diehard, Firearms Training, and Weapon Training as his starting feats.

NAVAL OFFICER

The Naval Officer is among the decision makers and leaders aboard a starship. Whether they are part of a planetary

TABLE 3-1: SOLDIER LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Warrior 1st	Armor Training (light), Diehard, Firearms Training, Weapon Training
2	Warrior 2nd	Track
3	Warrior 3rd	Bounceback
4	Warrior 4th	Cleave
5	Warrior 5th	Armor Training (heavy)
6	Warrior 6th	Tough +1
7	Warrior 7th	Great Cleave
8	Warrior 8th	Improved Bounceback
9	Warrior 9th	Trackless
10	Warrior 10th	Chokehold
11	Warrior 11th	Tough +2
12	Warrior 12th	Attack Focus (weapon)
13	Warrior 13th	Seize Initiative
14	Warrior 14th	Attack Specialization (weapon)
15	Warrior 15th	Greater Attack Focus (weapon)
16	Warrior 16th	Tough +3
17	Warrior 17th	Greater Attack Specialization (weapon)
18	Warrior 18th	Improved Speed
19	Warrior 19th	Tough +4
20	Warrior 20th	Tough +5

military, a ship of raiders, or a mercenary company, the Naval Officers are the ones that the others obey when the situation becomes tense. Naval Officers are sometimes diplomats, sometimes military commanders, and sometimes the bosses who assign busy work to keep the crew from becoming lax and undisciplined.

ADVENTURER

Naval Officers frequently join other heroes who are not part of their organization, but who possess skills that will help them accomplish an objective that is important to them. Many campaigns in the *Reign of Discordia* setting are set aboard a starship, so the other characters might report to the officer, or all characters might be officers themselves.

TEAM ROLE

The Naval Officer is the ambassador when dealing with potentially hostile forces. He also must know enough about

TABLE 3-2: NAVAL OFFICER LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Expert 1st	Bounceback, Firearms Training, Navigate, Starship Operation (heavy)
2	Expert 2nd	Armor Training (light)
3	Expert 3rd	Starship Gunnery
4	Expert 4th	Leadership
5	Expert 5th	Defensive Roll +1
6	Expert 6th	Starship Dodge
7	Expert 7th	Evasion
8	Expert 8th	Fascinate
9	Expert 9th	Starship Operation (any)
10	Expert 10th	Improved Bounceback
11	Expert 11th	Sneak Attack +1
12	Expert 12th	Suggestion
13	Expert 13th	Taunt
14	Expert 14th	Mass Suggestion
15	Expert 15th	Sneak Attack +2
16	Expert 16th	Starship Feint
17	Expert 17th	Sneak Attack +2
18	Expert 18th	Defensive Roll +1
19	Expert 19th	Inspire (Complacency)
20	Expert 20th	Sneak Attack +3

the operations of a starship that they can assume any role aboard one at a moment's notice, so piloting, navigation, piloting, communications, and combat are all important things for the Naval Officer to focus on. He possesses the skills to be effective in a battle, though they usually prefer to let soldiers do the majority of the fighting while they sit back in a safer location and issue commands while attempting to damage the enemy. Naval Officers are put through training similar to the Infiltrator, so they also know some of the more sneaky and deadly tactics in combat.

GAME INFORMATION

ABILITIES

Charisma and Wisdom are equally important for a Naval Officer. Charisma allows them to gain the trust and confidence of the officers that serve under him while Wisdom helps him make decisions that are not only good for his crew, but for the organization that has placed him in charge of an expensive and deadly spacefaring vessel. Constitution is also a useful skill for the Naval Officer since his job

is often a dangerous one and it helps to have the ability to sustain a few hits when combat cannot be avoided through diplomacy.

EXPERTISE (CORE ABILITY)

Befitting his status as an expert, the Naval Officer can spend a point of conviction to gain 4 points in any skill, including skills in which he is not currently trained or that cannot be used untrained. These temporary skills ranks last for the duration of the scene and grant their normal benefits.

REFLEX (GOOD SAVING THROW)

The Naval Officer has Reflex as his good save.

SUGGESTED SKILLS

The following are suggested skills for the Naval Officer: Bluff, Concentration, Computers, Diplomacy, Disable Device, Escape Artist, Gather Information, Intimidate, Jump, Knowledge (behavioral Sciences), Knowledge (civics), Knowledge (current events), Knowledge (physical sciences), Knowledge (tactics), Notice, Pilot, Search, Sense Motive, Navigation, Stealth, Survival.

STARTING FEATS

The Naval Officer has Bounceback, Firearms Training, Navigate, and Starship Operation (heavy) (this may be swapped with a lesser starship size if the officer is assigned to a smaller craft.

INFILTRATOR

The Infiltrator operates stealthily, undertaking missions that range from assassination to theft of secrets. She uses every trick in the book, and quite often a few that she holds back for herself to bypass security, fool those who encounter her in places where she doesn't belong, and get close to those who place security above all else. Just like any good spy, once she reaches the completion of one job, the next one has just begun.

ADVENTURER

Individuals often become Infiltrators either because some corporate goon who needs a job done recognizes her natural skill and trains her, or she has spent enough time on the outskirts of society that she has learned to prey upon it and ultimately how to put those skills to work. Infiltrators typically work alone. Working by stealth means that the only one she can trust is herself, as anyone else would likely slow her down and increase the chances of the mission failing.

TEAM ROLE

Although she does not make friends easily, sometimes she keeps the company of those who have earned her trust, and

in such cases she goes out of her way to protect those who are close to her. She puts her skills to work by bypassing security checkpoints, opening doors that were intended to stay closed, and by using her stealth in combat to inflict heavy wounds upon their enemies.

GAME INFORMATION

ABILITIES

The Infiltrator's key abilities are Dexterity and Intelligence. Dexterity is necessary for stealth and the form of combat which emphasizes precision as opposed to brute force. Dexterity is also important because many of the skills she has learned to bypass security systems involve careful movements if she isn't able to bypass them with computer access. Intelligence is important because she must know the technical details of security systems and she must be able to rapidly adapt to changing situations. Secondary abilities that are helpful are Strength and Constitution, because some measure of brute force and the ability to take a hit are

sometimes required to win a battle if her opponent is just as skilled in combat as she is.

EXPERTISE (CORE ABILITY)

Befitting her status as an Expert, the Infiltrator can spend a point of Conviction to gain 4 points in any skill, including skills in which the Infiltrator is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

REFLEX (GOOD SAVING THROW)

The Infiltrator has Reflex as her good save.

SUGGESTED SKILLS

The following are suggested skills for the Infiltrator: Computers, Disable Device, Disguise, Escape Artist, Gather Information, Intimidate, Jump, Knowledge (current events), Knowledge (streetwise), Language, Notice, Pilot, Search, Sense Motive, Sleight of Hand, Stealth, and Swim.

STARTING FEATS

The Infiltrator has Armor Training (light), Firearms Training, Sneak Attack, and Weapon Training as her starting feats.

MENTALIST

The mentalist represents the most evolved individuals from all races. While some races, such as the Tallinites have been able to harness the power of the mind for hundreds of years, many other species, such as humans and the Lamogogs, are just now finding this talent emerging. Mentalists are able to interact with other people's minds directly, often bringing their power to bear in order to learn their most guarded secrets, or access parts of the brain that cause pain, or cause them to become susceptible to suggestion and domination.

ADVENTURER

While some cultures embrace mentalists, some treat them as mutants or outcasts. Those that find widespread acceptance are often trained by governments and are sent out into the galaxy to accomplish certain goals which are often covert. Those who are rejected by society form close ties with other Mentalists as well as anyone who is willing to take them in and give them a chance to prove their value. Because they are able to easily touch the minds of others, Mentalists can quickly sort out who they can trust and typically choose to work with them for as long as that person remains valuable and trustworthy.

TABLE 3-3: INFILTRATOR LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Expert 1st	Armor Training (light), Firearms Training, Sneak Attack +1, Weapon Training
2	Expert 2nd	Bounceback
3	Expert 3rd	Attack Focus (weapon)
4	Expert 4th	Starship Operation (ultralight)
5	Expert 5th	Sneak Attack +2
6	Expert 6th	Dodge Focus
7	Expert 7th	Improved Bounceback
8	Expert 8th	Quick Draw
9	Expert 9th	Defensive Roll +1
10	Expert 10th	Sneak Attack +3
11	Expert 11th	Move-by Action
12	Expert 12th	Dodge Focus +2
13	Expert 13th	Lightning Reflexes
14	Expert 14th	Master Plan
15	Expert 15th	Sneak Attack +4
16	Expert 16th	Hide In Plain Sight
17	Expert 17th	Blind Fight
18	Expert 18th	Dodge Focus +3
19	Expert 19th	Defensive Roll +2
20	Expert 20th	Crippling Strike

TEAM ROLE

The Mentalist's role within a team is not always apparent. They often give the rest of the group an idea of how trustworthy those they encounter might be, which gives them an advantage in negotiations. Their ability to spontaneously generate valuable information from casual contacts and enemies alike has proven valuable to many teams. Mentalists are also able to bring their own unique force of offensive power to bear against enemies with such powers as Psychic Blast, Pain, and Drain Vitality.

GAME INFORMATION

ABILITIES

Charisma and Wisdom vie as the most important ability for Mentalists; Charisma because it is the basis of her powers and Wisdom because it allows the Mentalist to use her powers more rapidly and resist the use of powers against her. Beyond this a good Dexterity is very welcome as it aids in the Mentalist's defense as well as her ability to strike with traditional weapons.

CHARISMA (KEY ABILITY)

The Mentalist uses Charisma as the key ability of her supernatural powers.

THE TALENT (CORE ABILITY)

Befitting her status as an adept, the Mentalist can spend a point of Conviction to make one use of a supernatural power she does not possess. This works much like spending a Conviction point to emulate a feat. A Mentalist with the Talent can also spend a Conviction point to eliminate any accumulated modifiers to fatigue saving throws for using powers.

SUGGESTED SKILLS

The following are suggested skills for the Mentalist: Bluff, Computers, Concentration, Diplomacy, Intimidate, Knowledge (supernatural), Language, Notice, Sense Motive.

STARTING FEATS AND SKILLS

The Mentalist has Bounceback, Canny Dodge, Mind Touch, and Sense Minds.

LIST OF POWERS

The following powers from the *True20* core book may be selected by heroes in the *Reign of Discordia* setting. This excludes many effects that are too flashy or too much like fantasy.

Beast Link, Bliss, Body Control, Calm, Cold Shaping, Combat Sense, Computer Link, Dominate, Drain Vitality, Energy Shaping, Enhance Ability, Enhance Other, Enhance Senses, Harm, Heart Reading, Heart Shaping, Light Shap-



TABLE 3-4: MENTALIST LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Adept 1st	Bounceback, Canny Dodge, Mind Touch, Sense Minds
2	Adept 2nd	Firearms Training
3	Adept 3rd	Psychic Shield
4	Adept 4th	Armor Training (light)
5	Adept 5th	Mind Reading
6	Adept 6th	Bliss
7	Adept 7th	Psychic Blast
8	Adept 8th	Calm
9	Adept 9th	Mind Over Body
10	Adept 10th	Starship Operation (ultralight)
11	Adept 11th	Pain
12	Adept 12th	Mind Probe
13	Adept 13th	Improved Bounceback
14	Adept 14th	Widen Power (psychic blast)
15	Adept 15th	Psychic Trap
16	Adept 16th	Dominate
17	Adept 17th	Psychic Reflection
18	Adept 18th	Empower
19	Adept 19th	Computer Link
20	Adept 20th	Severance

ing, Manipulate Object, Mind Probe, Mind Reading, Mind Touch, Move Object, Nature Reading, Object Reading, Pain, Plant Shaping, Psychic Blast, Psychic Reflection, Psychic Shield, Psychic Trap, Sense Minds, Severance, Sleep, Suggestion, Truth-Reading, Visions

PILOT

One part scout and one part soldier, the pilot is sometimes at the helm of a large starship, sometimes the captain of a small freighter, and sometimes one of those risking their lives in small fighters attacking larger vessels or defending against them. The pilot's true home is plying the routes in the vacuum of space, taking a vessel from one port to the next, or exploring a new system.

ADVENTURERS

Many say that people do not choose to be pilots; they are either born to it or they are not. Anyone can learn to operate the controls of a starship, but only a select few can wear their vehicle like a glove, anticipating exactly the moment

fuel will kick in and maneuvering thrusters will turn a ship about. They have a unique ability to keep track of the three dimensional area that they inhabit and instinctively know when an enemy ship has come close enough to become a threat.

TEAM ROLE

In addition to having the ability to get a team from one place to another, the Pilot is a warrior at heart. They live in a state of constant mortal danger when they take the controls of a fighter, and they likewise step up and face enemies head-on during an armed confrontation while protecting those who might specialize in other areas. Pilots are sometimes rebels or outcasts, even among their friends, because of their independent streak. They also tend to be arrogant about their abilities; they know that they have to be among the best of the best because to be anything else would mean their death.

TABLE 3-5: PILOT LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Warrior 1st	Bounceback, Firearms Training, Starship Operation (light or ultralight)
2	Warrior 2nd	Armor Training (light)
3	Warrior 3rd	Starship Gunnery
4	Warrior 4th	Spacer
5	Warrior 5th	Starship Operation (medium weight)
6	Warrior 6th	Starship Dodge
7	Warrior 7th	Starship Battle Run
8	Warrior 8th	Starship Operation (heavy)
9	Warrior 9th	Armor Proficiency (heavy)
10	Warrior 10th	Starship Operation (super heavy)
11	Warrior 11th	Starship Strafe
12	Warrior 12th	Starship Feint
13	Warrior 13th	Improved Bounceback
14	Warrior 14th	Attack Focus (weapon)
15	Warrior 15th	Tough +1
16	Warrior 16th	Ace
17	Warrior 17th	Tough +2
18	Warrior 18th	Attack Focus (firearms)
19	Warrior 19th	All-out Attack
20	Warrior 20th	Attack Specialization (firearms)

GAME INFORMATION

ABILITIES

The key abilities for pilots are Dexterity and Strength. Piloting is their single most important skill, and that is based almost entirely upon Dexterity. Their ability to fight is also largely dependent upon Dexterity, though many like to fight in close quarters with their opponents, utilizing their Strength and martial combat abilities. Secondary abilities for pilots are Intelligence so that they can read the enemy tactics being used against them and Constitution so that they can better take a hit.

DETERMINATION (CORE ABILITY)

Befitting his status as a warrior, the Pilot can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

SUGGESTED SKILLS

The following are suggested skills for the Pilot: Computers, Concentration, Intimidate, Jump, Knowledge (physical sciences), Knowledge (tactics), Language, Medicine, Navigation, Notice, Pilot, Search, Sense Motive, Stealth, and Survival.

STARTING FEATS

The Pilot has Bounceback, Firearms Training, Starship Operation (light or ultralight) as his starting feats.

BOUNTY HUNTER

In the galaxy after the Stellar Imperium, criminal activity is a major element as many individuals find themselves unable to make ends meet through legitimate means. These criminals may be smugglers, petty thieves, or violent criminals. When these individuals have attracted the attention of legitimate authorities, or they have made enemies of the numerous organizations, it is the bounty hunters who specialize in tracking them down.

ADVENTURER

Bounty hunters adventure because it is very literally what they do. They hunt people who are trying to avoid capture. Some bounty hunters prefer to work alone, though there are a fairly large number that like to keep the company of others that can aid them in their line of work. Just as others often help them, they use their fighting prowess to benefit those who accompany them when they are not actively trying to find one of their targets. Most bounty hunters try to maintain reputations as loners so that the hunted don't try to harm their friends as a means of affecting them, but for many this is far from the truth.

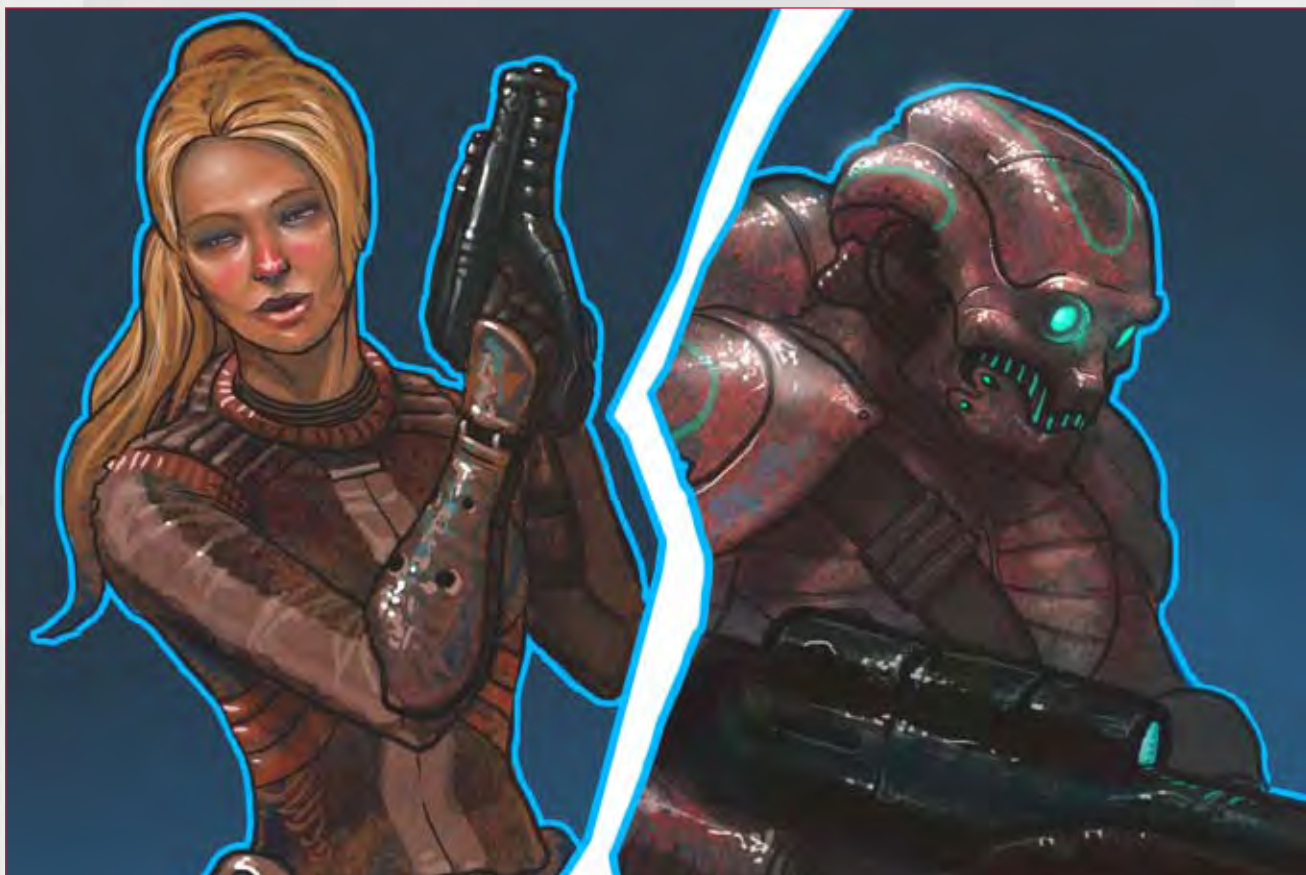


TABLE 3-6: BOUNTY HUNTER LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Warrior 1st	Armor Training (light), Firearms Training, Starship Operation, Track
2	Warrior 2nd	Weapon Training
3	Warrior 3rd	Bounceback
4	Warrior 4th	Connected
5	Warrior 5th	Urban Tracking
6	Warrior 6th	Armor Training (heavy)
7	Warrior 7th	Starship Gunnery
8	Warrior 8th	Cleave
9	Warrior 9th	Improved Bounceback
10	Warrior 10th	Great Cleave
11	Warrior 11th	Improved Pin
12	Warrior 12th	Tough +1
13	Warrior 13th	Seize Initiative
14	Warrior 14th	Attack Specialization (weapon)
15	Warrior 15th	Attack Focus (weapon)
16	Warrior 16th	Tough +2
17	Warrior 17th	Greater Attack Specialization (weapon)
18	Warrior 18th	Improved Speed
19	Warrior 19th	Tough +3
20	Warrior 20th	Tough +4

TEAM ROLE

The bounty hunter makes an excellent front-line combatant. He has more general feats than a soldier, but those aid him in his profession. Despite this, he is quite capable of going toe-to-toe with opponents. He does this out of a sense of duty to his friends unless he is actively on a hunt for an individual that there is a bounty out for.

GAME INFORMATION

ABILITIES

The bounty hunter favors both mental and physical abilities. A high Strength and Constitution are critical to surviving encounters with those they hunt, while a high Charisma and Wisdom help them track down their prey, particularly in urban settings.

DETERMINATION (CORE ABILITY)

The bounty hunter can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

SUGGESTED SKILLS

The following are the suggested skills for the bounty hunter: Bluff, Computers, Diplomacy, Disguise, Gather Information, Knowledge (streetwise), Intimidate, Medicine, Notice, Pilot, Search, Sense Motive, and Stealth.

STARTING FEATS

The Bounty Hunter has Armor Training (light), Firearms Training, Starship Operation, and Track as his starting feats.

LOW-LIFE

The Low-Life relies on many of the same skills as the Infiltrator, but is more of an *everyman*, usually being more interested in his own survival than working for any lofty political goals or corporate organizations. He is the smuggler, the fence of stolen goods, and the information broker. A Low-Life often works for the crimelords, although there are a number of individuals who fall into this category because of their troubled past, but now conduct themselves in semi- or wholly legitimate lines of work, like hauling cargo.

ADVENTURER

To the Low-Life, everyday is an adventure. Every time he smuggles banned items onto a world, it is an adventure. Every time they get a job from the crimelord they work for or even try to pay up for some delivered merchandise, there is the potential for adventure. One of the things the Low-Life prides himself in is the ability to manipulate others, either for information, to get a better deal, or to get others to go along with his plans. At the end of the day, the Low-Life takes his satisfaction from getting paid and having a safe place to rest for a short time before putting himself back out there in their chosen arena.

TEAM ROLE

Many a Low-Life works by himself. Those who don't bring their underworld connections to the table in ways that usually benefit the team. The downside to including a Low-Life in a team is that sometimes the problems they have with local law enforcement or organizations have huge effects on the entire team as anyone traveling with them can become a target. In combat, the low-life sticks to what he does best, which is to use stealth to his advantage and fight dirty by using his Sneak Attack. A Low-Life is also skilled at overcoming obstacles, whether that means getting around a checkpoint down the street by taking some

TABLE 3-7: LOW-LIFE LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Expert 1st	Armor Training (light), Connected, Firearms Training, Sneak Attack +1
2	Expert 2nd	Bounceback
3	Expert 3rd	Evasion
4	Expert 4th	Starship Operation (ultralight or light)
5	Expert 5th	Jack-of-All-Trades
6	Expert 6th	Sneak Attack +2
7	Expert 7th	Dodge Focus
8	Expert 8th	Improved Bounceback
9	Expert 9th	Quick Draw
10	Expert 10th	Fascinate
11	Expert 11th	Defensive Roll +1
12	Expert 12th	Move-by Action
13	Expert 13th	Taunt
14	Expert 14th	Sneak Attack +3
15	Expert 15th	Set-Up
16	Expert 16th	Lightning Reflexes
17	Expert 17th	Suggestion
18	Expert 18th	Sneak Attack +4
19	Expert 19th	Defensive Roll +2
20	Expert 20th	Mass Suggestion

relatively unknown tunnel system underground, or overcoming security systems by disarming them.

GAME INFORMATION

ABILITIES

The most important abilities for a Low-Life are Dexterity to overcome complicated devices and sneak attack, and Charisma, which helps them successfully conduct their affairs with another Low-Life and shady characters. Wisdom is of secondary importance because it helps inform them when they are walking into a good or bad situation while Intelligence is necessary for handling the types of obstacles they are often called on to overcome.

DETERMINATION (CORE ABILITY)

Befitting his status as an Expert, the Low-Life can spend a point of Conviction to gain 4 points in any skill, including skills in which the Low-Life is not currently trained or that cannot be used untrained. These temporary skill ranks

last for the duration of the scene and grant their normal benefits.

SUGGESTED SKILLS

The following are suggested skills for the low-life: Acrobatics, Bluff, Climb, Computers, Disable Device, Disguise, Drive, Escape Artist, Gather Information, Jump, Knowledge (current events), Knowledge (streetwise), Language, Notice, Navigation, Pilot, Search, Sense Motive, Sleight of Hand, Stealth, Swim.

STARTING FEATS

The Low-Life has Armor Training (light), Connected, Firearms Training, Sneak Attack +1 as his starting feats.

EXPANDED SKILLS

The following skills are expanded to include rules specific to future campaigns.

BLUFF (CHA)

You can use the Bluff skill to feint in starship combat.

Check: With a successful Bluff check, you mislead another starship so that it can't dodge your attack effectively. This check is opposed by the target pilot's Sense Motive check. If you succeed, the next attack your starship makes against the target ignores its pilot's Dexterity score to Defense (if it has one), thus lowering the target's Defense score.

You cannot use this tactic against a starship that's flying on autopilot.

Using Bluff as a feint in starship combat is an attack action.

If you have the Starship Feint feat, you gain a +2 bonus on Bluff checks when using the skill to feint in starship combat.

COMPUTERS (INT)

In addition to all the standard uses, this skill can be used to operate shipboard sensors as well as send, jam, scramble, and unscramble transmissions sent through space or across dimensions.

Check: The following applications of the Computer Use skill can be used untrained:

Conduct Active Sensor Scan: Using a starship's sensors to analyze another ship or object in sensory range requires a Computers check (Difficulty 15). An active sensor scan conducted over a vast distance (for example, across a star system) or subjected to some form of disturbance (such as interference from a solar flare) applies a -5 or higher penalty on the check.

Send Transmission: Routine communications (hailing a nearby ship, using a subspace or dimensional transceiver, and so on) are accomplished with a Computers check (Dif-

ficulty 10). Communications sent over incredibly long distances (such as between star systems) are subject to distortion; correcting that distortion to ensure a message reaches its intended destination requires a successful Computers check (Difficulty 20).

The following applications of the Computer Use skill can't be used untrained:

Jam Transmission: This skill can be used to prevent a ship or facility from receiving an incoming transmission. An opposed Computers check between the individual receiving the message and the individual attempting to jam the message determines whether or not the message gets through. If an unmanned computer receives the transmission, jamming the transmission requires a Computers check (Difficulty 15).

Scramble/Unscramble Transmission: Computers can be used to scramble a transmission. This is done with an opposed Computer Use check between the individual sending the message and anyone attempting to intercept or unscramble it. Scrambling and unscrambling a transmission are full-round actions. Conducting an active sensor scan, or sending/ jamming a transmission, is a move action.

CRAFT (REPAIR) (INT)

You can use this skill to repair vehicles, starships, cybernetic attachments, and constructs (including robots). You can also use the Repair skill to safely remove the “brain” of a destroyed robot.

Check: Repairing damage to a vehicle, or starship, takes 1 hour of work, a mechanical tool kit, and a proper facility such as a workshop or hangar bay. (Without a tool kit, you take a –4 penalty on your Craft check.) At the end of the hour, make a Craft check (Difficulty 20). Success repairs one box on the damage track. If damage remains, you may continue to make repairs for as many hours as it takes to restore the vehicle or starship to an undamaged state.

The same rules apply to robots, other constructs, and cybernetic attachments except that the Repair check is more difficult to achieve (Difficulty 30).

This skill may also be used to transplant the “brain” of a destroyed robot into a similar but intact robot frame. A vehicle, starship, cybernetic attachment, robot, or other construct that is reduced to 0 hp cannot be repaired. It can be salvaged for parts, however (see the **Salvage** feat description).

DISABLE DEVICE (INT)

You can use this skill to disable a robot or external cybernetic attachment.

Check: Disabling a robot is a full-round action and requires a successful Disable Device check (Difficulty 30). The robot must be pinned before the check can be made.

Disabling an external cybernetic attachment is a full-round action and requires a successful Disable Device

check (Difficulty 30). The creature to which the cybernetic unit is attached must be pinned before the check can be made. You cannot disable internal cybernetic attachments.

Special: A disabled robot or disabled external cybernetic attachment can be re-enabled with a successful Craft check (see **Craft**).

KNOWLEDGE (TECHNOLOGY) (INT)

You can make a Knowledge (technology) check to correctly identify starships, robots, and cybernetic attachments, as well as identify unfamiliar technological devices.

Check: The Difficulties for identifying technological items vary depending on the type of information required:

Identifying a starship by its type and subtype or identifying a robot by its frame: Difficulty 10.

Determining the function or purpose of a particular mechanical system or cybernetic attachment: Difficulty 15.

Recalling the standard, factory-model design specs of a particular type or class of starship or robot: Difficulty 20.

When confronted with an unfamiliar piece of technology or alien artifact, you can make a Knowledge (technology) check to correctly surmise the primary (if not singular) purpose of the device. A successful check result does not enable you to activate the item, nor does it make you proficient with the item. The Difficulty of the Knowledge (technology) check depends on the item being identified and the difference in Progress Level, as shown in Table 3-8.

MEDICINE (WIS)

This skill can be used to treat members of other species, provided they are not constructs.

Check: For all uses of this skill except surgery, the skill check's Difficulties are unchanged.

Performing surgery on creatures of a type different from your own carries a –8 penalty. The Surgery feat reduces the penalty to –4, while the Xenomedic feat negates the penalty entirely. The Medicine skill cannot be used on nonliving or inorganic creatures, such as constructs.

TABLE 3-8: KNOWLEDGE (TECHNOLOGY)

Unfamiliar Item	Difficulty
Basic tool or instrument	10
Robotic or vehicular component	15
Cybernetic attachment	20
Alien weapon or nanotechnology	25
Alien artifact	30
Each step in Progress Level (up or down)	+5

NAVIGATE (INT)

Make a Navigate check when a hero is trying to find his or her way to a distant location without directions or other specific guidance. The same skill is used when attempting to find a route to another location planet-side. For movement over a great distance, make a Navigate check. The Difficulty depends on the length of the trip. If the hero succeeds, he moves via the best reasonable course toward his or her goal. If he fails, he still reaches the goal, but it takes him twice as long (he loses time backtracking and correcting his or her path). If the hero fails by more than 5, he travels the expected time, but only gets halfway to his destination, at which point the hero becomes lost.

A hero may make a second Navigate check (Difficulty 20) to regain his or her path. If the hero succeeds, he continues on to his destination; the total time for the trip is twice the normal time. If the hero fails, he loses half a day before he can try again. The character keeps trying until he succeeds, losing half a day for each failure.

When faced with multiple choices, such as at a branch in a tunnel, a hero can make a Navigate check (Difficulty 20) to intuit the choice that takes him toward a known destination. If unsuccessful, the hero chooses the wrong path, but at the next juncture, with a successful check, the hero realizes his mistake.

A hero cannot use this function of Navigate to find a path to a site if he has no idea where the site is located. The narrator may choose to make the Navigate check for the character in secret, so he doesn't know from the result whether the character is following the right or wrong path.

A hero can use the Navigate skill to plot a course between planets or star systems. Aboard a starship, the hero needs a functional Class II sensor array (or better) to plot a course through space. He doesn't need to make a Navigate check when traveling along a pre-established space route or passing through a dimension gate with a precalibrated destination. Plotting a course is a full-round action.

A hero can use Navigate to determine his position on a planet without the use of any high-tech equipment by checking the constellations or other natural landmarks. The hero must have a clear view of the night sky to make this check. The Difficulty is 15.

A hero can take 10 when making a Navigate check. A hero can take 20 only when determining his location, not when traveling.

A Navigate check is a full-round action.

PILOT (DEX)

You can use the Pilot skill to fly any kind of spacecraft.

Check: Unless you have the Starship Operation feat, you take a –4 penalty on Pilot checks made to pilot a starship. The pilot of a starship can make a Pilot check to escape after being held or immobilized by another starship's

TABLE 3-9: NAVIGATION

Length of Trip	Difficulty
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

grapplers or tractor beam; see **Grappling Systems** for more information on grapplers and tractor beams.

FEATS

ACE

Prerequisite: Dexterity +2, Pilot 8 ranks

Your ability to pilot a small size starship is well above average. Add a +2 bonus to your Pilot skill and a +1 to your combat bonus when firing ship mounted weapons at an opponent.

ALIEN WEAPONS PROFICIENCY

You are proficient with alien weapons.

You take no penalty on attack rolls when using any kind of alien weapon. A creature without this feat takes a –4 nonproficiency penalty when making attacks with an alien weapon.

BOUNCEBACK (GENERAL)

You are resilient in the face of mounting damage. Once per day you may immediately recover by two damage conditions without the use of a Conviction point.

IMPROVED BOUNCEBACK (GENERAL)

Prerequisite: Bounceback feat, Medicine skill 15 ranks

You have been knocked down so many times that you have become used to the pain and always seem to find a way to get back up. You may make an immediate recovery check without spending a Conviction point a number of times per day equal to your Constitution score.

PLANETARY ADAPTATION

Your physiology has been altered by life on a planet with a harsh climate or adverse environmental conditions. You gain one of the benefits listed below, depending on your planet of origin.

Barren World: You gain a +4 bonus on Survival checks and a +4 bonus on Constitution checks against starvation and thirst.

Cold World: You gain a +4 bonus on Fortitude saves against extreme cold, as well as cold resistance +3.

Dark World: You gain darkvision out to a range of 60 feet. Darkvision is black and white only, but otherwise works as normal sight.

High-G World: You gain a +1 bonus to your Strength. Reduce your base height by 6 inches.

Hot World: You gain a +4 bonus on Fortitude saves against extreme heat, as well as fire resistance +3.

Low-G World: You gain a +1 bonus to your Dexterity. Increase your base height by 6 inches.

Water World: You gain a +4 bonus on Swim checks and can hold your breath for a number of rounds equal to ten times your Constitution score.

Special: You may only take this feat at 1st level. You may select this feat more than once, however, if you get multiple feats at 1st level; each time you choose this feat, you gain a different benefit.

REVERSE ENGINEER (EXPERT)

Prerequisite: Craft Mechanical 8 ranks and +2 Intelligence or better.

You are able to disassemble and study a proprietary technological or mechanical device and discern how to replicate the item. You must study the device for one day per 1,000 credits of the item's value rounded up, then make a Craft (mechanical) check with Difficulty 25 + 1 per every 1,000 credits of the device's normal value. Once this is

done, schematics describing how to manufacture this item may be created, and it may be created using the standard Craft (mechanical) rules. Without this feat you may not craft items for which you do not possess schematics.

SALVAGE

You can salvage electrical and mechanical parts from destroyed vehicles, mecha, starships, robots, and cybernetic attachments. Salvaging a destroyed vehicle, starship, robot, or cybernetic attachment takes time, as noted in Table: Salvage. At the end of this time, make a Search check. If the check succeeds, you may increase your credits by the amount indicated on the table, either by selling the salvaged parts for scrap or using them to offset the cost of future building projects.

A particular vehicle, starship, robot, or cybernetic attachment can be successfully salvaged only once. Any further attempts to salvage the wreckage fail automatically.

SPACER

You have a special affinity for spacecraft and space travel. You gain a +2 bonus on Computer Use checks made to use onboard spacecraft computer systems, a +2 bonus on Navigate checks when plotting a course through space, and a +2 bonus on all Pilot checks made to fly a spacecraft.

STARSHIP BATTLE RUN

Prerequisite: Dexterity 13, Starship Dodge

You are skilled at starship skirmish tactics, zipping in and out of an enemy's sights. When using an attack action with a starship ranged weapon, you can move both before

TABLE 3-9: SALVAGE

Salvaged Machine	Time Required	Search Check Difficulty	Credit Increase
<i>Vehicle</i>			
Huge or smaller	30 minutes	15	+1,000
Gargantuan	1 hour	20	+2,000
Colossal	3 hours	25	+3,000
<i>Starship</i>			
Huge	1 hour	30	+3,000
Gargantuan	3 hours	35	+5,000
Colossal	6 hours	40	+8,000
<i>Robot</i>			
Tiny or smaller	10 minutes	20	+1,000
Small to Large	30 minutes	25	+2,000
Huge or bigger	1 hour	30	+3,000
<i>Cybernetic Attachment</i>			
Replacement	10 minutes	15	+1,000
Enhancement	30 minutes	20	+2,000

and after the attack, provided that the total distance moved does not exceed the starship's tactical speed.

STARSHIP DODGE

Prerequisite: Dexterity 13, Pilot 6 ranks, Starship Operation (of the appropriate type).

You are adept at dodging attacks while piloting starships. When piloting a starship of a type with which you are proficient (see the **Starship Operation** feat), you apply a +1 dodge bonus to your ship's Defense against attacks from one enemy starship you designate during your action. You can select a new enemy ship on any action.

STARSHIP FEINT

Prerequisite: Pilot 9 ranks, Starship Operation (of the appropriate type).

You are skilled at misleading your enemy in starship combat. When piloting a ship with which you are proficient (see the **Starship Operation** feat), you can make a Bluff check in starship combat as a move action. In addition, you receive a +2 bonus on Bluff checks made to feint in starship combat. Feinting in starship combat requires an attack action.

STARSHIP GUNNERY

You are proficient with starship weapon systems. You do not take a penalty on attack rolls when firing a starship weapon. Without this feat, you take a –4 penalty on attack rolls when firing a starship weapon.

STARSHIP OPERATION

Prerequisite: Pilot 2 ranks.

Select one of the following types of starships: ultralight, light, medium-weight, heavy, or superheavy. You are proficient at operating starships of that type. When operating

a starship of the selected type, you take no penalty on Pilot checks made when operating the starship, and you also apply your full class bonus to Defense to the ship's Defense. Without this feat, you take a –4 penalty on Pilot checks made to operate a starship, and you apply only one-half your class bonus to Defense (rounded down) to the ship's Defense. You can gain this feat multiple times. Each time you take the feat, it applies to a different type of starship (ultralight, light, medium-weight, heavy, or superheavy).

STARSHIP STRAFE

Prerequisite: Starship Gunnery.

You can use a starship's ranged weapon set on automatic fire to affect a wider area than normal. When using a starship's ranged weapon on autofire, you can affect an area four 500-foot squares long and one 500-foot square wide (that is, any four 500-foot squares in a straight line). A starship weapon on autofire normally affects a 1,000-foot-by-1,000-foot area.

URBAN TRACKING

You can track down the location of missing persons or wanted individuals. To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The Difficulty of the check, and the number of checks required to track down your quarry, depends on the community population and the conditions:

If you fail a Gather Information check, you can retry after 1 hour of questioning. The Narrator rolls the number of checks required secretly, so the player doesn't know exactly how long the task requires.

TABLE 3-10: URBAN TRACKING

Population	Difficulty	Checks Required
Fewer than 2,000	5	1d4
2,000-9,999	10	1d4+1
10,000-49,999	15	2d4
50,000-99,999	20	2d4+1
100,000-499,999	25	3d4
500,000+	30	3d4+1

Condition	Difficulty Modifier
Every three creatures in the group being sought	-1
Every 24 hours the quarry has been missing or sought	+1
Tracked quarry "lies low"	+5

A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

You can cut the time per Gather Information check in half (to 30 minutes per check rather than 1 hour per check), but you suffer a –5 penalty on the check.

XENOMEDIC

Prerequisites: Knowledge (earth and life sciences) 6 ranks, Medicine 6 ranks.

You know how to provide safe medical treatment to alien life forms. You can, without penalty, use the Medicine skill to perform surgery on a living creature regardless of its type. Heroes without this feat take a –8 penalty on Medicine checks when performing surgery on creatures of a different type. This feat cannot be used to heal or repair nonliving or inorganic creatures such as constructs or undead.

ZERO-G TRAINING

Prerequisites: Dexterity 13, Acrobatics 4 ranks.

You can function normally in low gravity or zero gravity. You take no penalty on attack rolls in low-gravity or zero-gravity environments. In addition, you do not suffer the debilitating effects of space sickness. Without this feat, you take a –4 penalty on attack rolls while operating in zero-gravity environments, or a –2 penalty on attack rolls while operating in low-gravity environments. In addition, you are subject to the effects of Space Adaptation Syndrome, also known as space sickness.

EQUIPMENT

The following equipment is commonly found in the *Reign of Discordia* setting. This list also contains some of the items found in the *True20* core book, which are reprinted here for convenience.

WEAPONS

RANGED WEAPONS

Ranged weapons are the most commonly used weapons in the *Reign of Discordia* campaign setting, and of those, energy weapons are the most effective.

BLASTERS

Blasters come in a variety of sizes and shoot bursts of charged particles at the target. They come with a rechargeable battery that can fire 50 rounds, as well as a recharger that can be plugged into any standard power source.

LASERS

Lasers fire a beam of highly focused beam of light that causes severe burns to targeted creatures and objects. They are less powerful than blasters, but more affordable. They come with a rechargeable battery that can fire 40 rounds, as well as a recharger that can be plugged into any standard power source.

PLASMA RIFLE

The plasma rifle fires a charged superheated gas at its target, causing massive energy damage. The plasma is created in a backpack mounted mini-fusion reactor which runs on a battery that can operate for five hours before needing to be recharged.

SONIC PISTOL

The sonic pistol fires a pulse of destructive sound at the target. In addition, any creature damaged by the sonic pulse may be stunned, requiring a Fortitude save (Difficulty 19) to avoid being stunned. Stunned heroes gain a new Fortitude save each round to recover, with a +1 bonus per successive save.

RAIL GUN

A rail gun uses gravity pulses to propel a projectile at high velocities. Metal shards are accelerated along the rail gun's length, leaving the barrel at an extremely high velocity.

ZIP GUN

Zip guns are primitive firearms that are jury rigged from a metal tube that acts like a barrel and a firing mechanism. It uses rocks or debris as the projectile. When fired, the black powder behind the projectile is ignited, forcing the projectile out of the barrel. These are dangerous and unpredictable devices. If the attacker with this weapon rolls a 1, the zip gun explodes causing damage to the wielder, who makes a Toughness save (Difficulty 18).

HEAVY WEAPONS

Heavy weapons are large, difficult to move from one location to another, but deal a great deal of damage. Most are used to defend structures or are mounted on vehicles.

PULSE BLASTER

Like the standard blaster, the Pulse Blaster fires a burst of charged particles at the target. It must be mounted on a tripod, and it only operates in autofire mode. It is capable of firing for 10 rounds before the rechargeable battery must be replaced.

MISSILE LAUNCHER

A missile launcher is a large device that is typically mounted on a ground vehicle, a building, or a starship as a point defense weapon. It holds 25 missiles per bank, and each

REIGN OF DISCORDIA – CHAPTER 3

TABLE 3-11: WEAPONS

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<i>Energy Weapons (Firearms)</i>							
Blaster	+5	20/+3	Energy	50'	Small	1,000 Cr	3 lbs.
Blaster Rifle	+8	20/+3	Energy	80'	Large	1,500 Cr	8 lbs.
Submachine Blaster	+8	20/+3	Energy, Autofire	70'	Large	2,500 Cr	15 lbs.
Sniper Blaster	+8	19-20/+4	Energy	250'	Large	3,000 Cr	8 lbs.
Holdout Laser Pistol	+3	20/+3	Energy	40'	Tiny	300 Cr	1 lb.
Laser Rifle	+5	20/+3	Energy	60'	Medium	450 Cr	6 lbs.
Submachine Laser Rifle	+5	20/+3	Energy, Autofire	60'	Large	1,000 Cr	15 lbs.
Plasma Rifle	+10	19-20/+4	Energy	80'	Large	6,000 Cr	8 lbs.
Sonic Pistol	+4	20/+4	Energy, Stun	50'	Medium	400 Cr	2 lbs.
Mini-Railgun	+8	20/+3	Ballistic	100'	Large	2,000 Cr	12 lbs.
Zip Gun	+2	20/+2	Ballistic	40'	Small	25 Cr	½ lb.
<i>Heavy Weapons (Exotic)</i>							
Pulse Blaster	+11	20/+3	Energy	200'	Huge	10,000 Cr	11 lbs.
Missile Launcher	+13	20/+3	Explosive	250'	Huge	12,000 Cr	5 lbs.
Railgun	+12	20/+3	Ballistic	80'	Huge	10,000 Cr	18 lbs.
<i>Mele Weapons (Martial)</i>							
Concussion Rod	+5	20/+3	Bludgeoning	—	Medium	500 Cr	3 lbs.
Stun Baton	+2 plus Stun	20/+3	Bludgeoning	—	Medium	120 Cr	1 lb.
Vibro Blade	+2	20/+3	Slashing	—	Tiny	50 Cr	½ lb.
Vibro Sword	+6	19-20/+3	Slashing	—	Large	200 Cr	2 lbs.
Weapon	Damage	Radius	Damage Descriptor	Reflex Save Difficulty	Size	Cost	Weight
<i>Explosives</i>							
Anti-Gluon Pulse Grenade	+15	30'	Disintegration	20	Tiny	4,000 Cr	1 lb.
Plasma Grenade	+8	30'	Energy	20	Tiny	800 Cr	1 lb.
Plastic Explosives	+10	100'	Concussion	20	Small	1,200 Cr	2 lbs.

REIGN OF DISCORDIA – CHAPTER 3

launcher can have up to four banks. Missiles can be fired individually, or the operator may fire as many as he wishes simultaneously so long as they are all fired at the same target.

MELEE WEAPONS

The use of melee weapons is a dying art in the *Reign of Discordia* setting, although there are still a few holdouts who are prefer to brave taking down their opponents up close rather than at a distance. Some melee weapons from the core *True20 Adventure Roleplaying* book are in use, though the more technologically advanced versions found here are more common.

STUN BATON

The stun baton is a long rod similar to those carried by modern-day police officers, though it emits a pulse of stunning energy when it strikes a target, stunning them. The target must make a Fortitude save (Difficulty 19) to avoid being stunned. Stunned heroes gain a new Fortitude save each round to recover, with a +1 bonus per successive save.

VIBRO BLADE

This blade is approximately eight inches long and is made of a durable metal alloy. Microscopic machines cause the blade to vibrate at high speeds, giving the blade extra cutting power.

VIBRO SWORD

This sword is made of a durable metal alloy. Microscopic machines cause the blade to vibrate at high speeds, giving the blade extra cutting power.

CONCUSSION ROD

This mace-like weapon has a miniature artificial gravity generator embedded in its alloy head, which increases in mass at the instant of impact.

EXPLOSIVES

All of the explosives listed in core *True20 Adventure Roleplaying* book are still in use in this setting, as well as a few higher tech versions.

ANTI-GLUON PULSE GRENADE

The anti-gluon pulse grenade frees a given area of the subatomic particles known as gluons, which has the effect of inflicting disintegration damage to everything within its area of effect.

PLASMA GRENADE

The plasma grenade fills an area with superheated plasma gas, which causes severe burns to anyone caught inside its area of effect as well as setting fire to flammable objects.

PLASTIC EXPLOSIVES

A common explosive, this one can be worked into different shapes. The damage listed is for a 1-lb. block. Each doubling of the amount of explosive increases damage by +1. Armor

ARMOR

FLIGHT SUIT AND HELMET

The flight suit and helmet combination worn by combat pilots doubles as body armor that protects grounded pilots. The flight suit contains pouches lined with strong synthetic

TABLE 3-12: ARMOR

Armor	Toughness Bonus	Cost
<i>Light Armor</i>		
Flight Suit and Helmet	+2	300 Cr
Light Combat Armor	+3	450 Cr
Scout Armor	+2	200 Cr
Survival Suit	+1	500 Cr
<i>Medium Armor</i>		
Medium Combat Armor	+4	1,200 Cr
Silent Suit	+1	300 Cr
<i>Heavy Armor</i>		
Land Warrior Armor	+6	3,500 Cr
Space Suit	+7	800 Cr
<i>Powered Armor</i>		
Space Combat Suit	+9	12,000 Cr

fibers on the chest, back, arms, legs, and abdomen, into which armor plates are inserted. The helmet protects the head.

LAND WARRIOR ARMOR

The primary benefits of Land Warrior armor are found in its communications and sensor gear; each Land Warrior armor has a built-in computer that is capable of sending and receiving text and image transmissions (via a display built into the armor), including images captured from the scope of a linked sniper rifle. Additionally, the display can be linked to the scopes on those weapons to provide real-time representations of what the scope can see, allowing the wearer to fire around corners with ease. In addition to the communications and data equipment, the armor functions as standard infantry battle armor complete with projectile-resistant plating protective gear. The armor allows for instantaneous transmission of coordinates and targeting information, allowing teams of Land Warrior-capable soldiers to communicate and coordinate with ease and efficiency.

LIGHT COMBAT ARMOR

Light combat armor provides less protection than later, heavier types, but also allows increased mobility. Most light combat armors consist of a reinforced blast vest, shoulder and upper arm pads, thigh and abdomen pads, and kneepads. Some light combat armors also include helmets and visors, though not all incorporate this aspect of the armor.

MEDIUM COMBAT ARMOR

Designed for heavy warfare and dangerous situations, medium combat armor covers the user almost head to toe in armor plating. Medium combat armor comes with a helmet that fits snugly on the head and does not interfere with the soldier's field of vision.

SPACE SUIT

The standard space suit used to survive in the vacuum of space is a completely enclosed environment suit capable of sustaining life in extremes of temperature and a lack of breathable air. The suit is large and bulky, composed of a thick body suit and helmet with a transparent mask, all parts of which are capable of deflecting micro-meteors and other space-borne projectiles. Inside the suit, internal air tanks and environmental filters maintain temperature and pressure. Additionally, a communications system not only allows for radio transmissions but also allows internal sensors to monitor biological functions that can be observed from the home ship. The space suit is poor combat armor, but allows for movement and action in space.

SCOUT ARMOR

Scout armor is similar in many ways to light combat armor, but with a few notable exceptions. Scout armor is painted with camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, the armor grants a +2 bonus on Hide checks.

Additionally, scout armor lacks the kneepads and legwear of the light combat armor, increasing mobility but decreasing protection to the lower body. Scout armor more often incorporates survival gadgets as fits the terrain for which it is designed.

SILENT SUIT

The silent suit uses cutting-edge sonic dampening technology to increase the stealth of the user. Silent suits look like form-fitting bodysuits with padding on the shoulders, elbows, and knees. Sonic dampening field generators are built into the suit, reducing to a minimum the noise made by movement. A character wearing a silent suit gains a +10 equipment bonus on all Move Silently checks.

SPACE COMBAT ARMOR

Space combat armor consists of heavy body armor with an environmental seal and built-in communications gear. Additionally, space combat armor boasts a jetpack specifically designed to function in space, allowing the user to maneuver in zero-G conditions. Space combat armor can be difficult and unwieldy, but makes even individual soldiers a threat in ship-to-ship combat.

SURVIVAL SUIT

The survival suit is the natural evolution of wilderness survival gear popularized on Earth several hundred years ago. Thanks to the continued miniaturization of technology along with advancements in chemical engineering, the survival suit allows its wearer to function for days or even weeks on end without a source of water or rations. The basic premise of the survival suit is that in order to continue living in harsh environments the human body must conserve and recycle resources. As a result, the survival suit, which looks much like a modern-day wetsuit covered with matte-black pads, is able to control the intake and waste of the human body in an efficient manner.

Water is stored in small pouches all over the survival suit and can be drawn through a small tube that protrudes from the collar; the suit recycles sweat and urine (which it chemically purifies) and then refills those pouches as needed. The outside of the survival suit bears a number of partially reflective black pads, which absorb solar energy and heat and store that energy in tiny heat cells throughout the suit. If the temperature begins to drop, these heat cells can release energy and sustain a comfortable temperature for the human body for up to 8 hours without needing to

recharge. If these cells are empty, the suit also has chemical pouches that can be activated one time for another 8 hours of heat. A tiny intravenous feeding system provides nourishment when rations and food run out for up to six days. Tiny fans and vents built into the suit cool the body in temperatures of extreme heat without losing any body moisture.

PERSONAL EQUIPMENT

The following items are commonly used by heroes in the *Reign of Discordia* setting.

AQUACONVERTER

Also known as “mechanical gills,” the aquaconverter is a simple device that takes in water, separates its molecules into hydrogen and oxygen atoms, and then feeds the oxygen into a breather tube and the hydrogen into power-generating mechanisms. Worn as a backpack with a breather tube placed in the mouth, the aquaconverter is a limitless and self-powering way to breathe safely underwater.

CHEMICAL, ANTITOX

A chemical found in many first aid kits, antitox is a special hypodermic injection that can be used to save the life of any character infected with a poison. Each antitox injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target’s blood and sends the data back to the analyzer, which determines the nature of the poison and generates an antidote from stored chemical compounds. Once the antitox delivers its specially formulated chemicals, the target character is completely cured of the poison and its effects in up to six rounds (1d20 divided by 3 rounded down).

CHEMICAL, BIOCORT

Biocort is a unique chemical compound that enhances the human body’s natural ability to heal. Biocort pushes the immune system into overdrive, and can cause the character to heal from grievous wounds at a greatly increased rate. Any character injected with biocort may make an immediate recovery check. Biocort is only effective three times per day.

CHEMICAL, BOOST

A drug that is both beneficial and highly dangerous, boost functions as a temporary adrenaline-enhancer. Boost was originally conceived for military purposes in an attempt to make the soldiers stronger, faster, and more combat-capable. A single injection of boost grants the character a +2 bonus to Strength and a +2 bonus on Reflex saves, increases the character’s movement speed by 10 feet, and increases

a hero’s Toughness by 4. These effects last for 1 minute (10 rounds).

Unfortunately, the side effects of boost almost outweigh the benefits. For one, the chemical is addictive and can alter the perceptions of a character so that she thinks she cannot live without a dose of the drug. Additionally, repeated use of boost has debilitating effects on the body’s immune and nervous systems.

Each time a character uses a dose of boost, she has a 10% (1-2 on a 1d20) chance of suffering a –1 penalty to her Dexterity and a –1 penalty on Fortitude saves. These penalties last for 24 hours.

If the character uses the drug again before recovering from these penalties, the penalties increase and the recovery time extends for an additional 24 hours. For example, if a character uses another dose of boost while still under the effect of the penalties, the character suffers a –2 penalty to Dexterity and –2 on Fortitude saves, and the recovery time increases to 48 hours.

CHEMICAL, NEUTRAD

A chemical found in many first aid kits, neutrad is a special hypodermic injection that can be used to neutralize the effects of radiation poisoning. Each neutrad injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target’s blood and sends the data back to the analyzer, which determines the nature of the radiation sickness and generates an antidote from stored chemical compounds. Once the neutrad delivers its specially formulated chemicals, the target character is completely cured of the radiation poisoning and its effects in up to four hours (1d20 divided by 5 rounded down).

CHEMICAL, SPOREKILL

A chemical found in many first aid kits, sporekill is a special hypodermic injection that can be used to neutralize the effects of most diseases. Each sporekill injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target’s blood and sends the data back to the analyzer, which determines the nature of the disease and generates an antidote from stored chemical compounds. Once the sporekill delivers its specially formulated chemicals, the target character is completely cured of the disease and its effects in up to 10 hours (d20 divided by two rounded up). Some genetically engineered diseases are created to circumvent sporekill chemical, and are unaffected by this piece of gear.

COMPUTER, CARD

As has been the case since the invention of the computer, the miniaturization of technology is most often seen in the area of computer size. The card computer functions as a

TABLE 3-13: PERSONAL EQUIPMENT

Item	Size	Weight	Cost
<i>Chemical and Medical Equipment</i>			
Chemical, Antitox	Diminutive	–	45 Cr
Chemical, Biocort	Diminutive	–	45 Cr
Chemical, Boost	Diminutive	–	45 Cr
Chemical, Neutrad	Diminutive	–	45 Cr
Chemical, Solvaway	Diminutive	–	35 Cr
Chemical, Sporekill	Diminutive	–	45 Cr
Medkit, Advanced	Small	3 lbs.	75 Cr
Medkit, Fast Use	Small	3 lbs.	75 Cr
Plastic Surgery Kit, Personal	Tiny	1 lb.	155 Cr
<i>Computer Equipment</i>			
Computer, Card	Diminutive	–	3,440 Cr
Display Contacts	Fine	–	815 Cr
<i>Miscellaneous Equipment</i>			
Disguise Kit, Morphic	Tiny	1 lb.	250 Cr
Flash-Seal	Tiny	1 lb.	90 Cr
Fusion Torch	Medium	3 lbs.	150 Cr
GalPos Device	Small	3 lbs.	65 Cr
Grappling Tether	Small	2 lbs.	115 Cr
Intellipicks	Small	1 lb.	350 Cr
Jetpack	Large	22 lbs.	815 Cr
Neural Scrambler	Small	1 lb.	150 Cr
Piercing Visor	Small	1 lb.	625 Cr
Power Backpack	Medium	3 lbs.	90 Cr
Projectile Deflector	Small	½ lb.	625 Cr
Universal Communicator	Tiny	½ lb.	50 Cr
<i>Sensor Equipment</i>			
Sensor, Armacomp	Small	1 lb.	1,500 Cr
Sensor, Chemicomp	Small	1 lb.	1,500 Cr
Sensor, Democomp	Small	1 lb.	1,500 Cr
Sensor, Electricomp	Small	1 lb.	1,500 Cr
Sensor, Geocomp	Small	1 lb.	1,500 Cr
Sensor, Mechanicomp	Small	1 lb.	1,500 Cr
Sensor, Medicomp	Small	1 lb.	1,500 Cr
Sensor, Motion	Tiny	½ lb.	1,500 Cr
<i>Survival Equipment</i>			
Aquaconvertor	Medium	4 lbs.	345 Cr
Violet Rations	Fine	–	40 Cr

standard computer but is no bigger than most credit cards or hackcards. The card computer may be hooked into any computer interface or display (including paint-on LCDs) and functions exactly like a personal computer.

DISGUISE KIT, MORPHIC

Most people forced to work undercover for extended periods rely on the morphic disguise kit. The kit features a pair of contact lenses that change color, a hair prosthetic that changes color, length, and texture, a paint-on LCD injector for instant tattoos that transform, and a vocal encoder (vocoder) that is attached to the throat to alter the user's voice. Each component can be altered on command. The morphic disguise kit grants a +6 equipment bonus on all Disguise checks while in use.

DISPLAY CONTACTS

Like the previous era's display glasses, display contacts are part of the further miniaturization of computers. These contact lenses fit perfectly over the eye and project a semi-transparent image that appears to be roughly three feet from the user and comparable to a 52-inch monitor. This can be used to show the character any computer display it is linked to, and is also frequently implemented into the heads-up display device (using the multiple use item gadget) to provide real-time data on objects and people in the character's field of vision.

MEDKIT, ADVANCED

The advanced medkit functions as a combined first aid kit, medical kit, and surgery kit. It also grants its user a +2 equipment bonus on all Medicine checks.

MEDKIT, FAST-USE

The fast-use medkit functions as both a first aid kit and a medical kit. In addition, specialized computers and sensors prepare exactly what is needed to restore a character to health as well as treat a disease, stabilize a dying character, or revive a dazed, stunned, or unconscious character. A character may use the Medicine skill with the fast-use medkit as a move action.

FLASH-SEAL

Flash-seal looks like a block of metal roughly the size of a thin brick. It attaches to any door frame. When activated, chemical compounds inside the block of metal burn fast and hot enough to melt the metal into a liquid form. Almost instantaneously, a second chemical compound freezes the molten metal back into its solid state. The result is that the metal melts, sinks into the space between the door and its frame, and then solidifies again, essentially welding the door shut. A door that has been flash-sealed may not be

opened by normal means and must be destroyed or cut through as though it were a wall.

FUSION TORCH

The fusion torch is the equivalent of a blowtorch. The fusion torch produces a small, thin gout of flame that burns with such intensity that it creates temporary blobs of plasma all around it. The fusion torch consists of a small fuel canister attached to the torch generator. The torch deals +10 damage each round to immobile objects. Because of the nature of the fusion torch, a character using the torch must be meticulous in the way he cuts to maximize damage to whatever he is slicing through. If used as an improvised weapon, the fusion torch deals only +3 points of damage because it is being wielded in a more haphazard fashion.

GALPOS DEVICE

The GalPos device is the equivalent of the GPS system of the modern era. Equipped with star charts and a link to the galactic satellite network, the GalPos device (known also as a GPD) triangulates its own position based on distance between satellite relays and its knowledge of stellar cartography. If the GalPos is taken to a region of space where it cannot contact the galactic satellite network, or to a region of space not included in its star charts, it does not function. Otherwise, the GPD can be used to indicate what planet the hero is on, or what star system she is in (if not on a planet).

A GalPos device with the satellite uplink gadget can function as a GPS receiver on worlds where such systems are available.

GRAPPLING TETHER

The grappling tether is another application of gravity technology put to practical use. The grappling tether is a beam of pure gravity energy, up to 200 feet in length, fired from a metal tube. At the end of the tether is an anchor of intense gravity. When the anchor touches a solid object, it latches on with a grip that can only be broken by an equally strong anti-gravity force.

While the tube is held with the anchor attached to an object, the user can retract the tether to either pull the object to her (if the object is smaller in mass than the character), or pull herself to the object (if the object is greater in mass than the user, or the anchor is attached to a wall, ceiling, or other fixed surface). The anchor is released with a simple push of a button.

INTELLIPICKS

Though not technically an actual set of lock picks, intellipicks are a cluster of several tiny machines (though not quite small enough to be called nanites) that can pick almost any lock and open almost any door. Intellipicks come in a small box that, when placed on the lock to be opened, releases

the minuscule robots to do their work. Once the intellipicks penetrate the lock, they move tumblers and shift bolts in an efficient and rapid manner, opening the lock in way that no human could. Intellipicks have an effective Disable Device modifier of +20 (this skill can only be used to open conventional locks). Intellipicks cannot open electronic or computerized locks, though they can open magnetic locks by generating a magnetic field of opposite polarity.

JETPACK

A jetpack consists of a backpack and fuel cells capable of producing powered flight for up to 2 hours. A character equipped with a jetpack can fly at a speed of 60 feet (good maneuverability). Replacement fuel cells have a purchase Difficulty of 10.

NEURAL SCRAMBLER

The neural scrambler is a restraint device used by many law enforcement agencies in the place of physical restraints such as handcuffs. The neural scrambler consists of a six-pronged device that, when placed over the head, interrupts brainwave activity. A character wearing a neural scrambler may not take any actions whatsoever, though she moves her normal speed under the command of another individual. When the neural scrambler is removed, the character has no knowledge of events that took place while she was restrained.

PIERCING VISOR

The piercing visor allows a person to see through solid objects. Through a combination motion-sensor data, gravity fluctuations, ambient light penetration, X-rays and ultraviolet light, heat and infrared signatures, sound waves and sonar, and other sensory inputs, the visor creates an accurate computer-rendered image of what lies beyond intervening objects. Any character wearing a piercing visor may, as an attack action, activate the visor's sensors and see through a wall, floor, object, or creature at a range of up to 100 feet.

The visor can penetrate 6 inches of metal (except lead, which it cannot see through) and 1 foot of other materials, including concrete, wood, and plaster.

PLASTIC SURGERY KIT, PERSONAL

The personal plastic surgery kit is fashionable with society's elite—and its criminal underworld. Consisting of a mask that fits neatly over any human face, the personal plastic surgery kit is a one-use item that completely and permanently changes a character's facial appearance.

The personal plastic surgery kit is first linked to a special imaging computer that programs the kit with the desired outcome. The kit is then placed on the face and acti-

vated. The kit sedates the person using it and then proceeds to alter his face according to the specifications, and can even go so far as to permanently alter eye and hair color. Using the kit takes one hour, during which the character is unconscious.

POWER BACKPACK

The power backpack is essentially a portable generator. While worn, the power backpack can replace the power packs used by laser and plasma weapons, granting an infinite supply of ammunition while attached. Additionally, the power backpack can provide energy to almost any device requiring electrical power.

PROJECTILE DEFLECTOR

A defensive item that is in many ways the predecessor to the personal shield, the projectile deflector generates a field of gravity-altering energy around its user. Often worn as a belt or other piece of jewelry, the device actually bends the path of incoming high-speed projectiles, making the target harder to hit. The projectile deflector grants a +4 equipment bonus to Defense against ranged attacks. Melee attacks are unaffected by this device.

SENSOR, ARMACOMP

The armacomp sensor is a hand-held computer or computerized gauntlet designed to detect and locate weapons of all types. It grants a +6 equipment bonus on Search checks when searching for weapons. Additionally, the armacomp sensor's advanced data on weapons of all types makes it a valuable resource when repairing weapons, granting a +4 equipment bonus on all Craft checks to repair made on weapons. This does not include explosives and other demolitions devices, which are covered under the democomp sensor.

SENSOR, CHEMICOMP

The chemicomp sensor computer is a handheld computer or computerized gauntlet designed to find individual chemical compounds. Chemicomps can locate a specific chemical, providing a +10 equipment bonus on Search checks when attempting to find chemical compounds.

SENSOR, DEMOCOMP

The democomp sensor is a hand-held computer or computerized gauntlet designed to detect and locate explosives of all types. It grants a +6 equipment bonus on Search checks when searching for explosives. Additionally, the democomp sensor's advanced data on explosives of all types makes it a valuable resource when planting them, granting a +4 equipment bonus on all Disable Device checks made involving explosives.

SENSOR, ELECTRICOMP

The electricomp sensor is a hand-held computer or computerized gauntlet designed to detect and locate electronic devices of all types, including computers. It grants a +6 equipment bonus on Search checks when searching for electronics of a specific type. Additionally, the electricomp sensor's advanced data on electronics of all types makes it a valuable resource when repairing computers and other electronics, granting a +4 equipment bonus on all Craft checks made to repair them. Additionally, the electricomp can be used to identify any flaws in cybernetics.

SENSOR, GEOCOMP

The geocomp sensor computer is a hand-held computer or computerized gauntlet designed to find individual minerals. Geocomps can locate a specific mineral, providing a +10 equipment bonus on Search checks when attempting to find minerals.

SENSOR, MECHANICOMP

The mechanicomp sensor is a hand-held computer or computerized gauntlet designed to assist in the evaluation and repairs of mechanical devices. The mechanicomp can identify a vehicle's, or starship's current status on the damage track. Additionally, thanks to the mechanicomp's extensive library of mechanical blueprints, any repairs made using the mechanicomp as a reference are more efficient, granting a +4 equipment bonus on all Craft checks to repair vehicles and starships.

SENSOR, MEDICOMP

The mechanicomp sensor is a hand-held computer or computerized gauntlet designed to assist in the evaluation and healing of the human body. The medicomp can identify a creature's current status on the damage track. Additionally, thanks to the medicomp's extensive library of medical records and biological knowledge, any treatments administered using the medicomp as a reference are more efficient, granting a +4 equipment bonus on all Medicine checks.

SENSOR, MOTION

The motion sensor is capable of not only detecting motion but also of plotting it on a display screen in relation to other objects. The motion sensor plots motion relative to its own position, but can sense motion through walls and solid surfaces, indicating the location of any moving object within 100 feet.

UNIVERSAL COMMUNICATOR (UNICOM)

The unicom is an all-in-one piece of equipment that handles the communication needs of a single person. Each unicom has its own frequency and can send transmissions both di-

rectly to another individual unicom as well as to an entire group of unicoms. The unicom also has a data port so that it can be linked to a computer system and receive data as well as audio and visual communications. In later eras, the unicom also frequently incorporates the hologram recorder and projector devices, via the multiple use item gadget.

VIOLET RATIONS

The standard rations of most militaries, violet rations are entire meals that come in pill form. The pill is placed under the tongue and dissolves, releasing not only the flavors of various foods but also the consumer's daily supply of nutrients and vitamins. Each violet ration is the equivalent of a single meal and is nutritious, filling, and relatively appetizing.

CREDITS INSTEAD OF WEALTH

Items in the *Reign of Discordia* setting have a cost rather than a wealth statistic. The reason for this is because in this setting, many individuals are impoverished, so it is entirely possible to keep an accurate count of how much money they have to their name. Also, the economy is incredibly unstable, so the prices here are median suggestions. The narrator is encouraged to increase or decrease prices from region to region as he sees fit.

ADDITIONAL RULES

The following rules address many of the hazards that heroes may run into in space based campaigns.

ENVIRONMENTS

From the coldest reaches of space to the star-scorched surface of an irradiated planet, space adventures can take heroes into some of the most inhospitable environments imaginable.

RADIATION SICKNESS

Radiation can be naturally or artificially produced. All stars produce radiation in some variety, and planets closer to these stars typically suffer more severe effects than worlds farther away. Many starships and other pieces of technology incorporate radioactive parts and fuel cells that can flood an area with harmful radiation when ruptured or exposed. Ancient alien civilizations might leave behind powerful artifacts that emit harmful radiation. Whether the source is natural or artificial, any character in an environment rich with radiation may suffer some negative effects for exposure.

When characters are exposed to radiation, they may be afflicted with radiation sickness. Radiation sickness functions exactly like exposure to any other disease, following

TABLE 3-14: RADIATION EXPOSURE

Situation	Duration of Exposure (Minimum)				
	1 round	1 minute	10 minutes	1 hour	1 day
<i>Character in irradiated area:</i>					
Lightly Irradiated	Mild	Mild	Mild	Mild	Low
Moderately Irradiated	Mild	Mild	Low	Low	Moderate
Highly Irradiated	Low	Low	Moderate	Moderate	High
Severely Irradiated	Moderate	Moderate	High	High	Severe
<i>Character exposed to radiation source:</i>					
Lightly Radioactive	Mild	Mild	Low	Low	Low
Moderately Radioactive	Low	Low	Moderate	Moderate	Moderate
Highly Radioactive	Moderate	Moderate	High	High	High
Severely Radioactive	High	High	Severe	Severe	Severe

the normal rules for diseases. The Fortitude save Difficulty and the effects of radiation sickness vary according to the level of radiation and the length of time the hero has been exposed to it. Radiation exposure has five degrees: mild, low, moderate, high, and severe. To determine the degree of exposure, determine whether the character has encountered an irradiated area (the former site of a nuclear explosion) or a radioactive source (a lump of radioactive material). Determine how long the characters were exposed to the radiation within a given 24-hour period (rounding up) and consult the Radiation Exposure table to determine the degree of exposure.

The degree of the exposure determines the severity of the radiation sickness, as indicated on the Radiation Sickness table. At low levels, radiation sickness is a slow disease.

TREATING RADIATION SICKNESS

Radiation sickness can be cured using the Medicine skill. Treating radiation sickness requires a medical kit. Ad-

vanced medicine and advanced technology can eliminate radiation sickness or obviate its harmful effects.

GRAVITY

Gravity determines how easily a person performs certain actions as well as the amount of damage a character takes from falling. For ease of play, these rules present four simplified gravity environments: normal gravity (1.0 G), low gravity (<1.0 G), high gravity (>1.0 G), and zero gravity (0 G).

NORMAL GRAVITY

“Normal gravity” equates to gravity on Earth environments with normal gravity impose no special modifiers on a character’s ability scores, attack rolls, or skill checks. Likewise, normal gravity does not modify a creature’s speed, carrying capacity, or the amount of damage it takes from a fall.

TABLE 3-15: RADIATION SICKNESS

Degree of Exposure	Fortitude Save Difficulty	Incubation Period	Initial and Secondary Damage
Mild	12	1 day	Nauseated for 24 hours
Low	15	12 hours	1 Con
Moderate	18	9 hours	2 Con
High	21	6 hours	3 Con
Severe	24	3 hours	4 Con

LOW-GRAVITY ENVIRONMENTS

In a low-gravity environment, the pull of gravity is significantly less than what we experience living on Earth. Although an object's mass doesn't change, it becomes effectively lighter.

- **Speed:** A creature's speed increases by +5 feet in a low-gravity environment. This bonus applies to all of the creature's modes of movement.
- **Carrying Capacity:** A creature's normal carrying capacity (See **page 91** of *True20 Adventure Role-playing*) is doubled in a low-gravity environment. In addition, the creature gains a +10 bonus on any Strength check made to lift or move a heavy unsecured object.
- **Skill Check Bonuses:** Creatures in a low-gravity environment gain a +10 bonus on Strength-based skill checks (including Climb, Jump, and Swim checks).
- **Attack Roll Penalty:** Creatures take a –2 penalty on attack rolls in a low-gravity environment unless they are native to that environment or have the Zero-G Training feat.
- **Damage from Falling:** Creatures do not fall as quickly in a low-gravity environment as they do in a normal or high-gravity environment. Falling damage is halved.
- **Long-Term Effects:** Long-term exposure to low-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a low-gravity environment takes 2 points of temporary Strength damage upon returning to normal gravity.

HIGH GRAVITY ENVIRONMENTS

In a high-gravity environment, the pull of gravity is significantly greater than we experience living on Earth. Although an object's mass doesn't change, it becomes effectively heavier. Even the simple task of walking or lifting one's arms feels more laborious.

- **Speed:** A creature's speed decreases by –5 feet (to a minimum of 0 feet) in a high-gravity environment. This penalty applies to all of the creature's modes of movement.
- **Carrying Capacity:** A creature's normal carrying capacity (See **page 91** of *True20 Adventure Role-playing*) is halved in a high-gravity environment. In addition, the creature takes a –10 penalty on any Strength check made to lift or move a heavy unsecured object.
- **Skill Check Bonuses:** Creatures in a high-gravity environment take a –10 penalty on Strength-based skill checks (including Climb, Jump, and Swim checks).

- **Attack Roll Penalty:** Creatures take a –2 penalty on attack rolls in a high-gravity environment unless they are native to that environment.
- **Damage from Falling:** Creatures fall more quickly in a high-gravity environment than they do in a normal- or low-gravity environment. Falling damage is doubled.
- **Long-Term Effects:** Long-term exposure to high-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a heavy gravity environment takes 2 points of temporary Dexterity damage upon returning to normal gravity.

ZERO-GRAVITY ENVIRONMENTS

Creatures in a zero-gravity environment can move enormously heavy objects. As movement in zero gravity requires only the ability to grab onto or push away from larger objects, Climb and Jump checks no longer apply.

Most creatures find zero-gravity environments disorienting, taking penalties on their attack rolls and suffering the effects of Space Adaptation Syndrome (space sickness). In addition, creatures in zero gravity are easier to bull rush than in other gravity environments.

- **Space Adaptation Syndrome:** A creature exposed to weightlessness must make a Fortitude save (Difficulty 15) to avoid the effects of space sickness. Those who fail the save are shaken; those who fail by 5 or more are also nauseated. The effects persist for eight hours. A new save is required every eight hours the creature remains in a zero-g environment. Creatures with the Zero-G Training feat do not suffer the effects of space sickness.
- **Speed:** While in a zero-gravity environment, a creature gains a fly speed equal to its base land speed or retains its natural fly speed (whichever is greater). However, movement is limited to straight lines only; a creature can change course only by pushing away from larger objects (such as bulkheads).
- **Carrying Capacity:** A creature's normal carrying capacity increases by 10 times in a zero-gravity environment. In addition, the creature gains a +20 bonus on any Strength check made to lift or move a heavy unsecured object.
- **Attack Roll Penalty:** Creatures take a –4 penalty on attack rolls and skill checks while operating in a zero-gravity environment unless they are native to that environment or have the Zero-G Training feat.
- **Long-Term Effects:** Long-term exposure to zero-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a zero-gravity envi-

ronment takes 3 points of temporary Strength damage upon returning to normal gravity.

- **Weight vs. Mass:** While an object in zero gravity loses weight, it does not lose mass or momentum. Thus, while a character could push a 10-ton piece of equipment around in space, albeit slowly, getting it to stop is a bit more difficult. If a character were to come between that piece of equipment and a solid object, that character would be crushed just as if he were in full gravity—just more slowly.

For simplicity, assume a Strength check to lift or move an object in zero gravity gains a +20 circumstance bonus. Stopping an object already in motion does not.

ATMOSPHERIC CONDITIONS

As with variants in gravity, a change in atmospheric conditions can cause major problems for characters. Not every planet will have the same atmospheric density or chemical composition as Earth, meaning that worlds otherwise hospitable to human life may not be ideal for humans born and raised on Earth.

CORROSIVE ATMOSPHERE

Some atmospheres (breathable or not) contain corrosive chemicals and gases. Corrosive atmospheres slowly eat away at equipment and can cause significant equipment failure. The corrosion can be particularly troublesome in atmospheres that demand special survival gear, as any breach in a protective environmental suit renders it useless. Unprotected equipment exposed to a corrosive atmosphere takes +1 acid damage per hour of exposure. This damage ignores hardness and deals damage directly to the equipment, eating away at it slowly. Creatures not wearing protective gear in a corrosive atmosphere take +1 acid damage per round of exposure.

THIN ATMOSPHERE

Planets with thin atmospheres have less oxygen per breath than the standard Earth atmosphere. Many thin atmospheres are the equivalent of being at a high elevation on Earth, such as on top of a mountain or in the upper atmosphere. A creature exposed to a thin atmosphere must succeed on a Fortitude save (Difficulty 20) every hour. On the first failed save, the creature is fatigued. A fatigued creature that fails a subsequent save becomes exhausted for as long as it remains in the thin atmosphere. After one hour of complete, uninterrupted rest in a normal atmosphere, an exhausted creature becomes fatigued. After eight hours of complete, uninterrupted rest, a fatigued creature is no longer fatigued.

THICK ATMOSPHERE

Thick atmospheres contain a more dense concentration of certain elements, like nitrogen, oxygen, or even carbon

dioxide, than the standard Earth atmosphere. These dense atmospheres sometimes contain a different balance of elements, while others simply contain a higher number of gas particles in each breath. The effects of exposure to a thick atmosphere are similar to those of a thin atmosphere, except the Fortitude save Difficulty is 15 instead of 20.

TOXIC ATMOSPHERE

Some atmospheres (breathable or not) contain toxic gases that are debilitating or lethal to some or all forms of life. The atmosphere is treated as always containing a type of inhaled poison.

VACUUM

Despite some popular myths, moving into a vacuum does not cause the body to explosively decompress, nor does it cause instant freezing as heat bleeds away from the body. Rather, the primary hazards of surviving in the vacuum of space are the lack of air and exposure to unfiltered ionizing radiation.

On the third round of exposure to vacuum, a creature must succeed on a Constitution check (Difficulty 20) each round or suffer from aeroembolism (“the bends”). A creature that fails the save experiences excruciating pain as small air bubbles form in its bloodstream; such a creature is considered stunned and remains so until returned to normal atmospheric pressure. A creature that fails the Constitution check by 5 or more falls unconscious.

The real danger of vacuum comes from suffocation, though holding one’s breath in vacuum damages the lungs. A character who attempts to hold his breath must make a Constitution check (Difficulty 15) every round; the Difficulty increases by 1 each round, and on a successful check the character takes 1 point of Constitution damage (from the pressure on the linings of his lungs). If the check fails, or when the character simply stops holding his breath, he begins to suffocate. In the next round, he falls unconscious. The following round, he begins dying. On the third round, he is dead.

Unfiltered radiation bombards any character trapped in the vacuum of space without protective gear. A creature exposed to this ionizing radiation suffers from severe sunburn as well as the effects of radiation exposure; the degree of exposure depends on the nearest star’s classification (see **Star Systems** for more information).

DECOMPRESSION

The sudden decompression of a starship, vehicle, or other object can be dangerous to creatures inside. Whenever a sealed environment within a vacuum is breached, all of the air inside rushes out quickly to equalize the air pressure. Creatures within the decompressing environment must succeed on a Reflex save (Difficulty 15) or be thrust toward the breach (and possibly beyond it) at a speed of 60 feet per round. Creatures three size categories larger

TABLE 3-16: RATE OF DECOMPRESSION

Breach Size	Decompression Rate
Fine (1 square inch)	3 rounds per 10 cubic feet of air
Diminutive (3 square inches)	3 rounds per 10 cubic feet of air
Tiny (6 square inches)	2 rounds per 10 cubic feet of air
Small (1 square foot)	2 rounds per 10 cubic feet of air
Medium (2½ square feet)	1 round per 10 cubic feet of air
Large (5 square feet)	1 round per 10 cubic feet of air
Huge (10 square feet)	1 round per 20 cubic feet of air
Gargantuan (15 square feet)	1 round per 30 cubic feet of air
Colossal (20 square feet)	1 round per 40 cubic feet of air

than the breach's size category are big enough not to get dragged toward the breach (no Reflex save required). For example, a Fine breach pulls only Fine, Diminutive, and Tiny creatures toward it; creatures of Small size or larger are unaffected.

If the breach's size category is larger than the creature's size category, the creature passes through the opening and is blown out into vacuum. If the breach's size category is the same as the creature's size category, the creature is blown out into the vacuum and takes +2 damage as it gets pushed through the breach. If the breach is one or two size categories smaller than the creature's size category, the

creature isn't thrust into the vacuum but takes +4 damage as it slams against the area around the breach. It takes another +4 damage each round until the air completely evacuates from the decompressed compartment or until the creature pulls itself away from the breach with a successful Strength check (Difficulty 20).

The time it takes for all of the air to evacuate from a compartment depends on the size of the breach and the volume of the decompressing compartment, as shown on the Decompression Times table. Once the air has completely rushed out through the breach, the pressure equalizes and the interior environment becomes a vacuum.

POLITICS & ORGANIZATIONS

POLITICS

The large number of worlds against which humankind has gone to war sometimes serves to obscure the greater tensions that exist between major powers. As before the dawn of the Stellar Imperium, the most powerful governments are still the ones with the largest populations. This primarily includes Earth, Lamog, and Tallin. Sangorlai sits in complete anarchy without a government, while the Relarans aren't interested in making enemies out of any side but rather in selling weapons to any side foolish enough to reinstate hostilities.

Since the failure of the Stellar Imperium, both the Earth and Lamog governments have been increasingly critical of the role the other played. Lamog charges that humans were too reluctant to bring the full force of their military against the R'Tillek and ultimately held back the war effort while Earth blames the Lamogos officials of being reckless during the war. Regardless of the truth, the Earth and Lamog governments now find themselves at odds.

Earth has criticized the Lamog military for once again acting recklessly, taking actions on dozens of worlds without even bothering to consult their homeworld. It was actions of this type that ultimately discovered the R'Tillek and brought war upon the Imperium without ever assessing their true military capability or seeking to establish any form of diplomatic relations with them.

To respond to their resurgent differences, Earth has increased production of military vessels so that they can respond to a Lamog invasion. One of the projects they have committed to is the development of a new starship with the same size and raw power as the now-destroyed Imperium Class battlecruiser line. Unfortunately, building such ships will require the construction of new shipyards that are capable of building these ships because the current ones are simply not up to the task. A new shipyard is under construction in orbit around Mars, but it will likely not be complete for another five solar years.

While the Earth government seeks to right the wrongs they committed during the days of the Stellar Imperium, the Lamog government is interested in re-establishing its own superiority. It is not simply content with putting defensive capabilities in place, but wants to recreate the Stellar Imperium without another alien race sharing power. To this end, it has essentially turned its fleet of ships loose on the known galaxy with the simple instructions to protect Lamogos interests. Each captain is left to interpret this directive as he or she sees fit, sometimes substituting Lamogos interests with their own.

Lamogos have also used a small army of infiltrators to keep an eye on the movements of the Earth military, as it has become aware of the massive new shipyards under

construction around Mars. This concerns Lamong's leaders because they have no plans to build such massive military ships themselves, and there is a great deal of debate about how they should deal with this. Many support the notion of going to war directly with Earth so they can destroy the shipyards while others believe that the ultimate failure of the Imperium Class battlecruiser shows that such large ships are not impervious to the standard-sized capitol ships their military uses. Some say the best approach is to build ten ships for every one enormous one Earth can construct. Still others in the Lamog government feel that the best way to handle the threat is to upgrade their own shipyards and build their own "super-ships" to combat the threat.

At this point, the Earth and Lamog governments are establishing a war footing against one another. No one is certain if this is simply a case of brinksmanship and rhetoric, or a sincere buildup to another major conflict.

While these two powers are intent on re-establishing their centuries old conflicts, the Tallinite queens call for peace, urging them to try to work together. Their primary reasoning is that the R'Tillek are a real threat that could take advantage of this conflict to continue their bloody onslaught through their space. They reason that it is merely a matter of time before they reappear, and if they follow form, they could eradicate the entire population of Earth or Lamog. They have even suggested that should such a war occur, they would consider committing their collective forces in an effort to keep the peace.

NARRATOR NOTE

The purpose of a chapter on politics and organizations is to focus the setting and set it in motion. This setting is full of worlds, only a few of which are detailed in Chapter 2. More will be detailed later, but in the mean time, feel free to create new worlds with varying populations, many of which will be at odds with the worlds in this book.

There are a number of ongoing wars occurring at any given time between the various worlds, and there are some several worlds in the midst of civil wars as well. With the smaller worlds, however, these conflicts are usually brief, sometimes leading to a change in government, often leading to others. In short, feel free to build campaigns around wars and political struggles that do not appear in this setting book.

ORGANIZATIONS

ARCHAEOLOGICAL EXPEDITION CORPS

Archaeological Expedition Corps is the most well known group that explores the ruins of dead civilizations and sifts through the wreckage of other civilizations.

History: The Archaeological Expedition Corps (AEC) was originally founded in 2374 by the IC as an exploratory organization tasked at the time with finding the Farradin homeworld. After fifteen months of searching, they found the world they sought, and the Farradin was destroyed. Following the end of the war, the AEC was reassigned the task of exploring dead worlds for technology that would be beneficial. The organization survived through the rise and fall of the Stellar Imperium, although it was forced to become self sufficient when its government funding fell through. It is financed through private donors that have a financial interest in keeping the organization working.

Agenda: The AEC publicly acknowledges its existence, though it does not publicize its members. To this day, it retains the goal set forth by the IC after the end of the war, which is to find technology that would serve to better the former races of the Imperium. Since the fall of the Stellar



Imperium, the AEC has turned its attention to the ruins of the former Imperium core worlds because it is well known that there were unique and presumably powerful technologies being developed there when they were destroyed.

Leadership: The AEC was funded and led by a military committee before the fall of the Imperium, but the leadership has since changed hands to a board of investors who make sure that their companies are the first to examine the recovered technology and artifacts.

Many of the members despise the fact that it has fallen into the hands of the corporations, but most are willing to acknowledge that the continuation of their work would not be possible without private funding, and they would not receive that if the leadership had not changed.

Members: Members tend to come from all hero types. Experts often find their skills useful when entering locked or trapped areas, while it is always helpful to have warriors on hand during an expedition in case they encounter hostile creatures native to the area they are investigating. The AEC inducts members based on recommendations from other members, though they shy away from individuals with a criminal past because theft of recovered merchandise is a concern.

Benefits of Membership: Most members of the AEC feel that membership is its own benefit. Others say that they



are paid in sunsets and starlight. While the pay is never very good, there are other benefits, such as when they loan a fast freighter to a group of archaeologists, which they can use for whatever purposes they wish for as long as they remain members. Many use their ships to haul cargo to create additional income.

Relations: The AEC has gained a reputation as a group of do-gooders and meddlers. While they are under no obligation or directive to right the wrongs they encounter, they typically do not back down from injustice, particularly when it stands in the way of their research. Crane Dargen's criminal organization, in particular, dislikes them because the AEC beat them to a dig on one occasion which led to the recovery of an advanced energy weapon. Rather than sell the weapon, the AEC ensured that it was locked away at a safe location so it could not be replicated.

ARUIM TECHNOLOGIES

Based on the planet Aruim, this corporation makes its living by skipping the research and development of its products, instead sending plants into other organizations to steal their developments and beat them to the market with them.

History: Aruim Technologies was the brainchild of ex-Interstellar Intelligence operative Miles Wendt, who realized that in this day and age when there are literally no laws restricting fair trade practices, there was nothing stopping a company from planting agents into other companies with the intent of beating them to the market with their own products. While this strategy had been in effect for centuries, it was never viable before because such practices were illegal under interplanetary law. Without the Stellar Imperium, the only law that Miles needed to worry about was local planetary laws, and they generally only punished the agent who stole the secrets; the company that put them there not being accountable to them.

Agenda: Aruim Technologies' prime objective is to earn credits as rapidly as possible, while investing as little as possible in the design and development of their products. Since they do not target other companies on Aruim, this strategy has proven effective for them, while subsequently creating enemies abroad. Anyone known to have had any affiliation with this company is not trusted by other companies and often has a difficult time finding other work. This is one reason why they have such a low turnover rate.

Leadership: Miles Wendt remains the Chief Executive Officer. As with most companies, there are always plots to overthrow the CEO and replace him with someone who is more malleable to the wishes of the board of directors. But Wendt has enough personal spies planted in his



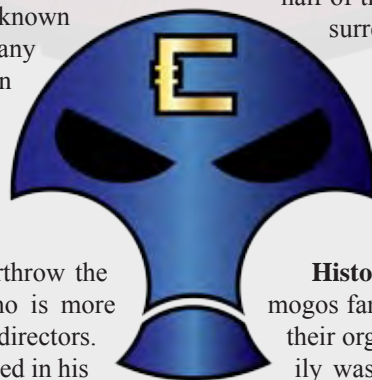
own organization that he has so far been able to survive these plots as they crop up.

Members: Aruim Technologies employs a number of non-heroic characters for support positions, such as customer service, shipping, accounting and other mundane tasks. But Aruim does employ heroes, too. Experts, particularly infiltrators, are highly valued for their ability to bring them projects that are in development. The company also employs several warriors who act as corporate security. Because of the contentious nature of their business model, Aruim Technologies has been targeted by a number of attacks that sought to damage their facilities and injure or kill the employees. Wendt himself has been targeted for execution, but has thus far been able to rely on his training as an intelligence operative to survive these attempts.

Because much of the technology it receives is at some mid-point in development, Aruim Technologies keeps Sangor and Tallinites on staff. The Sangor are there to reverse engineer any technology brought to them, while the Tallinites are there to finish engineering projects that are half-completed. The Sangor have no moral issues working for a company that operates in this manner, and the Tallinites do not understand the nature of non-mortal competition, so the hostility arising from a company losing their technology to this one doesn't fully make sense to them.

Benefits of Membership: Because Aruim Technologies does not spend a great deal of money on research and development, the employees they do have are paid well. The company provides them with cost-free health care, a gym located on-site at the offices, and a 30 percent discount on travel. Executives get their choice of a personal fighter or a fast freighter.

Relations: Most organizations have little interaction with Aruim Technologies. Occasionally an operative will utilize a criminal organization to quickly and quietly move a parcel to corporate headquarters. Aside from that, they mainly affect other technology firms, which severely dislike them. Those who would steal technology for them should be warned that other corporations deal harshly with those caught stealing their development work. More than half of them would see infiltrators killed rather than surrendering them to the local authorities.



BASTS SYNDICATE

The Basts syndicate is one of the largest organized crime organizations which operated out of Upagra, which is notorious for its amount of criminal activity.

History: The Basts syndicate is named after a Lamog family with the last name Basts which moved their organization from Lamog to Upagra. The family was butchered by an ambitious group of new

members shortly after they moved and their sizable operation was taken over by the human Lina Crel, who felt that the organization would remain successful if she kept the family's name. She was assassinated a short time after that, and her successor was the human Kecia Dialno, who retains leadership now, fifteen years later.

Agenda: The Basts Syndicate has only one priority: to earn money as easily as possible. Generally speaking, this means that they make their money trafficking banned substances and ordnances on worlds where such items are banned. Many planets have become so lax with their laws that these items are easy, if not legal, to purchase on some worlds, so the only challenge is smuggling them onto the planets where they intend to sell them. The Basts Syndicate will also carry out violent acts including roughing up an individual, harming them to cause pain, or outright eliminate someone if they have been double-crossed or if they are being paid high enough.

Leadership: Kecia Dialno is in charge of the Basts Syndicate. She is now approximately forty years old with a well maintained figure, red hair, and green eyes, leading most people to assume she is at least ten years younger than she truly is. She spends a great deal of time and money maintaining her image, which she continually uses to seduce new conquests and enemies alike; the latter are usually dealt with soon thereafter, either cast out of the organization or simply killed. Kecia doesn't tolerate betrayal, though she deals with those she distrusts quietly, leaving many questioning what happened to those who have fallen victim to her.

Members: The vast majority of the members of the Basts Syndicate are experts, usually smugglers, though there are some infiltrators working for them as well. A small percentage of those working with this crime syndicate are warriors who are there to handle the more violent aspects of the syndicate's business, or to simply provide Dialno with protection. Bounty hunters frequently find employment with the syndicate when a member has cheated the organization out of goods or money.

Benefits of Membership: There are a variety of benefits to working for Basts Syndicate. The organization provides fast freighters or larger cargo ships for the captains who wish to carry out smuggling jobs. In exchange for the ship, they must turn over 50 percent of the profits they earn to the organization until the ship is paid off. The organization also connects smugglers with each other so they can trade banned cargo more easily. Finally, they make every effort to break an incarcerated member out if that member ran afoul of local law while working on their behalf.

Relations: The Basts Syndicate's main rival is the Craine Dargen's organization, which enjoys the benefits of being hidden away in a secret location. They also have had numerous run-ins with Frontier Law, which insists on

enforcing the laws of worlds they are not even affiliated with. Every major world with an organized government dislikes the Basts Syndicate, though when caught, they can get away with their activities through a combination of intimidation and bribery.

BROTHERHOOD OF ETERNITY'S SALVATION

The Brotherhood of Eternity's Salvation is a religious extremists group trying to spread salvation through the use of force. The Brotherhood believes their methods are consistent with their religion, partially because of their group's dogma, but also because the original book they base their religion on was modified nearly two hundred years before the current generation of fanatics were born.

History: Originating as a fundamentalist church on Earth, two hundred years ago the sect that became the Brotherhood of Eternity's Salvation reinterpreted their holy text, concluding that extreme measures and violence were needed to save the universe before God's wrath struck them all down. Initially a series of violent acts enraged the population of the Earth, forcing them into exile in 2484. They left the system and found a world that remains uncharted. Little is known of their activities during the last two hundred years, but it is believed that they forcibly indoctrinated their children into the religion, slaughtering the ones who refused to commit to their ideology. They emerged from their exile when the R'Tillek began winning the war against the Stellar Imperium, believing that they were the physical incarnation of God's will.

Upon their emergence from exile, they murdered five well-known individuals, one writer, one actor, one philosopher, one politician, and one scientist, capturing them, and forcing them to announce their acceptance of God and the rejection of their previous "propaganda" before putting them to death. While this move infuriated groups throughout a number of worlds, it also appealed to a certain segment of the population who felt that society in general had been moving away from religion and needed to be corrected.

Since their emergence from exile, the Brotherhood of Eternity's Salvation has remained veiled behind a shroud of secrecy, meeting quietly and in private, then striking and attempting to disappear before they can be held accountable for their actions. They have become active on almost every world and every star port that welcomes humans. They always leave a copy of their holy book with the body of the slain.

Agenda: The stated agenda of this organization is to lead the galaxy to salvation through conversion, no matter how brutal that conversion may be. They primarily target



the non-religious, though they have hit some individuals who believe in competing religions. Ultimately, they believe that by instilling the fear of God into the populace, competing religions will disappear as they are merged into their own.

Leadership: One of the things the Brotherhood of Eternity's Salvation did to try to ensure their survival was to decentralize the leadership of the organization. There is no figurehead of the church above the pastors. Church dogma teaches that God's will is what will keep the religion from mutating beyond its current form. Pastors lead their flocks, but large organizational or theological changes must come from an annual convocation of pastors.

Members: The vast majority of the organization's members are either those who were indoctrinated into it upon birth or those who have willingly converted. Most members are Experts without heroic paths, though there are a few among their ranks who are skilled in combat.

Benefits of Membership: The greatest benefits of membership are belief and a sense of belonging. The organization will pay to transport a member to another star system and provide food and housing for them if they believe there is missionary work to be done there.

Relations: The Brotherhood of Eternity's Salvation is almost universally reviled. The religions that teach peace and tolerance are shocked and outraged at their actions, law enforcement agencies fear what they will do next, while criminal organizations worry about becoming their next target.

CRAINE DARGEN (CRIMINAL ORGANIZATION)

Craine Dargen is a now elderly crime lord who built an empire around himself over the course of his lifetime. His organization specializes in anything and everything that violates the laws of any system and turns a profit.

History: A human native to Hagenti, Craine Dargen began life as a man born into a wealthy house with a small amount of political power within the Imperium. At one point when he was in his early twenties, he began a relationship with a Lamogos woman, drawing the ire of his family. When he refused to end the relationship, Craine was cast out of the family, but not before liquidating his assets and taking them with him. A year later he married Kiltain, the Lamogos woman, and began a series of strikes against his own family's holdings. Craine gathered a group of thugs loyal to him and they soon broke into the smuggling trade. Five years after marrying, he sought out a geneticist who managed to combine the human and Lamogos DNA of he and his wife, creating a son, one of a very few half-breeds in existence.

The organization stayed on Hagenti for twenty years, during which time it grew drastically in size and power. Eventually the law targeted him as a serious threat to the public and attempted to arrest him. Dargen, his wife, and most of their organization lost themselves on the various Sangor worlds where they continued their operations. Two years ago, the organization moved to the remains of Piresega, where they could operate without interference from any local authorities. Upon arrival, however, they found they were not the only criminal organization with this idea, so they quickly established dominance by destroying a competing organization there on the planet. Since then, the only time they have been contacted by other criminal organizations was when they had something in mind that would be mutually beneficial.

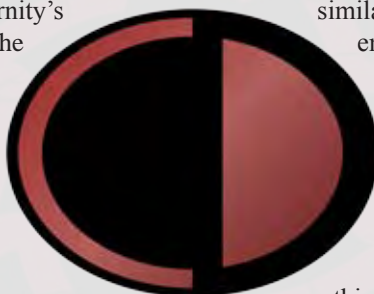
Agenda: Craine Dargen has two agendas. The first is the one that is publicly known, which is to earn an obscene amount of credits by having his thugs carry out every conceivable criminal action, as long as they are lucrative. The second is that he has employed a number of bioengineers on Aruim to research virus that would rewrite human and Lamogos DNA to make it possible for the two species to interbreed without assistance. The physical and biological similarities between the two species is remarkable enough that a large number of cross-matched pairs exist, and he believes he would be doing both species a favor by allowing them to mix at will, not to mention that it would likely overcome the societal stigmas attached to such couples. So far the scientists have not met with any luck.

Leadership: Two people in charge of this organization are Craine Dargen and his wife, Kiltain. Both look remarkably young for their age due to a series of genetic and dermal treatments that they undergo every year in an effort to prolong their lives. Individuals loyal to them are rewarded with a lifestyle they would not otherwise be able to enjoy. Anyone who crosses them or even starts acting as though they will cross them soon ends up dead.

Members: This organization draws a pretty equal number of thugs (soldiers) and smugglers, and they have a few mentalists working for them as well, detecting and helping weed out the disloyal. This is an organization that anyone can join, provided that they are competent in a fight and are able to stay loyal.

Benefits of Membership: Craine Dargen provides members who are actively working for him with a good lifestyle which includes luxurious large homes, transportation of all sorts, and of course a nearly endless supply of credits that they can use on whatever they wish.

Relations: Most criminal organizations have a healthy fear of Craine Dargen, though they have found an equal with the Basts Syndicate. Almost all planetary governments dislike them, but like the Basts Syndicate, they use bribery



and intimidation to try and keep their operatives out of trouble, though their methods are not always successful. A number of planets have smaller organizations that actively oppose them and other groups like them.

EARTH DEFENSE FORCE

The Earth Defense Force is Earth's primary space navy and ground forces. They inserted the word "Defense" into their name in an effort to separate themselves from the Lamogos military following the fall of the Stellar Imperium. Earth is trying to get back to a peaceful footing while the Lamogos are doing almost the exact opposite.

History: The Earth Defense Force (EDF) was named the Earth Military Force before the IC and later the Stellar Imperium. When the Imperium formed, a small contingent was left at the planet for defense purposes, but the remainder was combined with Imperium forces. When the Stellar Imperium finally fell, a number of ships that had been constructed and funded primarily by Earth returned to the home system and were reformed into the Earth Defense Force.

Agenda: The primary objective of the Earth Defense Force is to keep the Earth safe in the event that the R'Tillek target the planet for destruction. Past battles have shown that the R'Tillek are not indestructible, provided that there is a sizable enough force against them. In addition, these ships are often sent to other systems, sometimes in combat missions, to enforce Earth's interests — a fact that has brought into questions whether or not the force is truly defensive in nature.

There is a great deal of corruption among the ranks, which is why there are some ships that are away from Earth's space on missions that will ultimately benefit private agendas without any form of accountability. Ships from other worlds encountering EDF ships have learned to treat them with suspicion due to the fact that they tend to be aggressive just as often as they try to help with problems.

Leadership: The EDF is ruled by the joint chiefs of staff, which report to the planetary president. Military action is only allowed if the president allows it or there is a present danger facing a ship in another system. Altercations are subject to review and inquiry, so it is rare (although not unheard of) for a ship captain to be the aggressor in a conflict.

Members: The EDF is comprised of a number of different heroic types depending upon where they fit into the organization. Ships are staffed with officers, pilots, and soldiers. Ground forces are primarily soldiers, while the general's aides are



typically Experts of one form or another. The EDF is an organization that will enlist a variety of people, and they have a number of medium size starships out of the system on missions of exploration.

Benefits of Membership: The EDF provides members with structure, moderate pay, and a higher purpose to work for. They are never allowed to forget that their actions might one day save the entire planet from which the human race sprang.

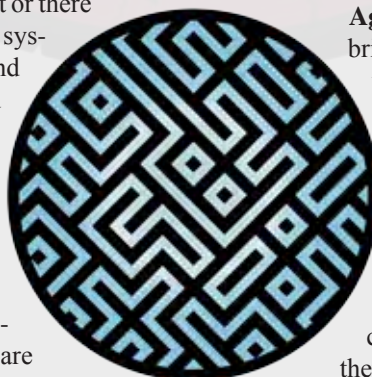
Relations: The EDF is on good terms with the Tallinite Collective Forces, though relations with the Lamogos Star Navy have turned sour since the fall of the Stellar Imperium. Many Lamogos view the EDF as weak. Some have gone so far as to say that humans were the reason they lost the war against the R'Tillek. A number of minor battles have occurred between the two military organizations since the split, and it is looking increasingly likely that the two powers will go to war soon. Despite the hostilities, there have been some incidents where ships from both sides have come to the other's aid in times of crisis.

EXINORISTS

The Exinorists are a religious organization from Lamog that has vied for political power, ultimately rising in authority to take control of the world Sarodar.

History: Exinorism is one of the oldest religions on Lamog but its membership has never passed 10 percent of the population. The religion worships the deity Exin, which they believe will provide spiritual salvation for all who he deems worthy. Many consider the teachings of the religion too elitist, while others simply have a difficult time finding their faith. Despite its low level of popularity, Exinorism enjoys the favor of a great number of the elite. One does not simply convert to Exinorism unless they were born into it or have been invited in. Their religious texts are freely distributed by members, but so expensive to purchase outside the church that only scholarly institutions can typically justify the expense. They aren't interested in secrecy as much as they are maintaining this as the religion of the upper class.

Agenda: The agenda of the Exinorists is to bring salvation and wealth to those who fit their preferred profile and wish to believe. They do not believe that there will be spiritual salvation for all; in fact, they wish to hand-pick those who will accompany them into the afterlife and keep them near throughout their life's journey. One of their tactics to accomplish this end is to accumulate as much financial and political power as they possibly can. The fact that they own the gas mining platform on Sarodar,





and essentially control the entire system, is a major point of power for them because it allows them to seriously influence the price of hydrogen in their region, granting special price breaks to those they deem worthy while overcharging those they don't.

One of their central teachings is that if the Lamogos people do not hold with Exin's teachings, they will no longer be the chosen. The religion believes that their time spent allied with the humans was enough of a break with his teachings to cause him to turn his back on them. The revelation that there was alien life was proof to them that there was a very real chance that this prophecy would come to pass.

Leadership: The central figure of the Exinorist religion is the Veliff. He is elected by the Council of Seren, an organization comprised of high priests. The Veliff's main job is to interpret their holy text, the Sillzin Vah, and apply its teachings to the modern age. In practice, the Veliff's job is to oversee that the church is functioning as laid out by his predecessors and continuing to amass more power.

The identity of the Veliff is a closely guarded secret, appearing to his followers clad from head to toe in black robes. He wears a ceremonial mask that reveals only his eyes, and he typically goes before them two to three times per solar year.

Members: Exinorists are individuals who have been invited into their ranks. They are primarily the privileged,

the famous, or the powerful. While some keep their membership to the church secret, others flaunt it in an effort to make it gain greater popularity. Most who happen to be outside of the religion consider the exuberant vocal minority to be brainwashed or simply foolish.

Benefits of Membership: The primary thing that most members gain from joining this religious organization other than spiritual payoff is an increase in status as well as an open door to some of the better opportunities. Many have also taken advantage of the fact that they own Sarodar by moving there simply to live rather than work so that they can be surrounded by nobody other than Exinorists.

Relations: Even on Lamog, the majority of the people dislike the Exinorists. Some consider them the world's largest cult, while others are simply jealous that they do not have the same opportunities open to them as Exinorist members do. A number of corporations also dislike the Exinorists because they receive boosted hydrogen prices simply for refusing to give the organization lip service. This has led to a number of attacks carried out by saboteurs to interfere with their production.

FRONTIER HAULERS

The Frontier Haulers are a group of loosely affiliated cargo runners who primarily operate in the Frontier Systems. They primarily share tips and job leads with other cargo ship owners, however, they tend to also help one another

out when one of them becomes caught up in local troubles.

History: The Frontier Haulers formed as a response to the upsurge in raiders throughout known space. A group of them accidentally met at The Quaraca on Rover's Beacon and decided to look out for one another. Over time they added new members, each informing the others in the group when they heard about a job they could not take, or a patch of space that was being regularly plagued by raiders. They also began to exact vengeance for those who fall to the depredations of raiders, often times hunting them down on Rover's Beacon while posing as a group of raiders themselves.

Agenda: Ultimately the Frontier Haulers try to make the Frontier Systems a safer place for cargo runners to do business. They try to help each other get cargo to transport and get paid. They help one another find the jobs and they also help their fellows collect payment when an employer tries to cheat them after the job is complete.

Leadership: The recognized leader of the Frontier Haulers is Tella Brode, the only one of the original five who met that fateful day on the space station that is still actively hauling cargo; the others have since either retired or become too injured to continue in this line of work. Tella is an attractive tall human woman with blond hair, striking blue eyes, and such a foul mouth that she sometimes makes seasoned veterans blush with the way she can creatively string together expletives.

Members: The vast majority of the members of this organization are pilots and smugglers. The Frontier Haulers don't concern themselves with whether or not one of their members is wanted by the authorities on one world or another, though if they find out about a bounty hunter on the tail of one of the other members, they do tend to warn that pilot.

Benefits of Membership: The primary benefit of belonging to the Frontier Haulers is that they tend to be more successful with their private businesses. Raiders also tend to shy away from a marked ship if they know that the captain is a member of this organization since there would be a pretty high likelihood that there would be repercussions for their actions.

Relations: The Frontier Haulers are disliked by most raiders, and they have also made enemies out of a number of con men who tried to swindle members out of payment, only to later face retribution from the organization. Another problem occurs quite frequently when individual cargo runners take on fugitives as passengers. Despite the trouble, they are often highly sought

after jobs because they pay considerably better than transporting typical cargo.



GUARDIANS OF THE LIGHT

The fate of the known galaxy may hinge upon winning a war that has already been lost, and the Guardians of the Light are one of the few organizations that concern themselves with that.

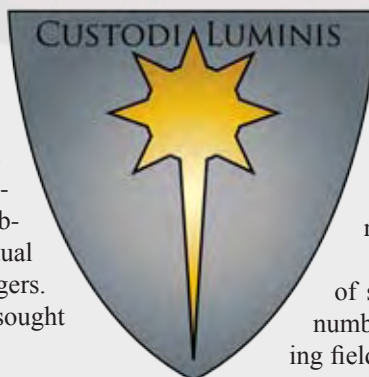
History: During the war against the R'Tillek, the war was going poorly, so an elite group of troubleshooters was called in to figure out how best to defeat them. Their ultimate answer was to build ships with more powerful weaponry, or find some sort of technology that would have the power to destroy their tribe ships. The group found funding from Earth after the Stellar Imperium collapsed and they continued their search for something they could use against their foe.

Agenda: The Guardians of the Light have a number of objectives, mainly finding technology that will boost the destructive power of their weapons, allow them to get closer to the R'Tillek ships, find some fabled lost shipyard with Imperium Class battlecruisers, or find some way to negotiate a peace accord with the other race. Many have argued that this is an impossible goal, that they are simply outclassed, while others are content to sit back and hope the R'Tillek will simply go away. The Guardians of the Light have tried to impress upon these people that the R'Tillek will not simply go away, and they will strike world after world after world until there is nothing left of their numerous civilizations.

Leadership: The figurehead of the Guardians of the Light is a former general in the war against the R'Tillek, a Lamog named Hirto Lajin. The blue skinned Lamog, with the close cut white hair, sits in his office running endless simulations involving the ships at Earth's disposal against the tribe ships to try to come up with some strategy that would be effective against them. He uses the data on the enemy ships that was collected during the war. While he's engaged in those activities, he sends agents to known dead worlds and has them pick through the wreckage to see if

there is any more advanced weaponry that they might be able to use. Another thing they are searching for are the wrecks of tribe ships from the war, after all, if they can be destroyed more easily, the best way to figure out how to do it is by studying an actual example of one and search for weaknesses.

Members: Primary membership consists of scientists, although they also employ a fair number of soldiers to act as guards for those doing field work. Roughly half of the scientists are in



charge of weapons research while the other half is actively exploring dead worlds. The species makeup consists of nearly equal parts Lamogos, human, and Tallinites. Some Sangor consultants are available in the event that they find some alien technology that they need to reverse engineer.

Benefits of Membership: Most of the members of the Guardians of the Light are doing it for completely altruistic purposes. The organization can barely afford to fund its own work, let alone pay its members well. Some members, even at the highest levels, choose to work with almost no pay, living in quarters and eating food provided by the organization. Any time extra funding is allocated, the membership agrees to spend it on more research rather than improving their financial comfort level. They know they are the one hope civilization has of surviving the R'Tillek.

Relations: The Guardians of the Light is one of the few organizations that doesn't have any enemies within the known galaxy. They try to avoid direct contact with the R'Tillek while tapping contacts belonging to a number of organizations for favors. The Frontier Haulers are frequently used to transport them to the systems on the outer range of known space, the Archaeological Expedition Corps has been known to provide them with leads that might lead to the discoveries they're looking for, and the military organizations belonging to the humans, Lamogos, and the Tallin-

ites often help them reach their destinations and provide military support if the region is hostile. Criminal organizations are also useful for the information that they sometimes freely share. These organizations may work against each other's interests quite a bit of the time, but they do realize that they could all be extinct soon enough if something isn't done about the R'Tillek.



INTEGRATED ASTRODYNAMICS

Integrated Astrodynamics is the single most successful corporation on any Tallinite world. They own the starship navigation market and they have accumulated a great deal of political power on other worlds as well.

History: Integrated Astrodynamics predates the Stellar Imperium by one hundred solar years. The company was created because the Tallinite navigation systems proved far more reliable than those developed by other races. The existing data was more accurate, leading to the near total annihilation of accidental collisions and the system had an interface that was much easier to use, again reducing the amount of time it takes to make an FTL jump while making accidents that could lead to a collision

Agenda: Tallinites typically avoid organizations outside of their own colonies unless belonging to them direct-



ly benefits the entire colony. While the typical agenda for any corporation is greed, the Tallinites set up this corporation so that they could afford to provide their navigation systems to other races. The profits generated are reinvested by the hive owners into research and development to fine-tune and improve the system even further.

Leadership: Queen K'L'Ktch of Talin is the head of the Integrated Astroynamics corporation. She ensures that the company continues producing navigation systems, but takes almost no risks with the business. She only releases new models when they can offer a significant upgrade to the system that a simple software upgrade would not accomplish. All new navigational courses reported to them by the numerous explorers are double checked by a group of Tallinites with the company and then loaded into the central computer. This information is then loaded onto all new navigational systems, and every system installed in any starship is able to download this information for free.

Members: Most members of Integrated Astroynamics are Tallinites who were bred for specific jobs within the company. Like all Tallinite workers, they are compensated for their time, but since their housing and cost of living is already provided for, this money is strictly for travel and leisure.

Benefits of Membership: The only tangible benefit of working for the Integrated Astroynamics Corporation is that they are able to do this type of work. Since all Tallinites are considered equal within the colony, there is no individual prestige to be had.

Relations: This organization has a few competitors, namely a technology firm that sprang up on Aruim called Navigation Inc. and another Sangor company called Prime Navigation. Both are cloned systems that were designed by reverse engineering the Tallinite navigation system. The human one has a few extra features to make it easier to use, but does not benefit from free updates from the Tallinite central computer, while the one produced by the Sangor is less expensive, also lacks the ability to update from the Tallinite central computer, and is more prone to failure.

INTERSTELLAR INTELLIGENCE

Interstellar Intelligence (or the II as they are commonly referred to) is the largest information gathering service in the known galaxy. Most of the information they accumulate is for sale to almost any client.

History: The II started with the Interstellar Combine as their primary information gathering agency, and then carried forward into the Stellar Imperium where it served until the Imperium was no more. Five years ago, the vast majority of the agency decided to stay together, but rather

than accept funding from (and thus be beholden to) a world, they decided instead to investigate matters that interested them and then put this information up for sale to the highest bidder. They have since become the bane of several governments and organizations, having influenced the results of elections, toppled crime lords, and brought notorious criminals to justice.

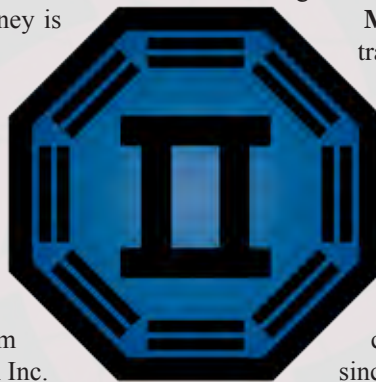
Agenda: The primary agenda of the II is to provide information to the highest bidder. They do have a slight sense of justice, however, as they will seek out the right buyers of information if it means interfering with individuals who are abusing their power or committing atrocities. They have worked with many governments, though they all know that they themselves could be targeted by them one day. The II likes to think that the fear of them helps prevent some amount of corruption.

Leadership: The II's leadership is primarily the directors who were in charge when the Stellar Imperium collapsed. The four highest ranking directors are Faye Savage (human female), Ramon Franco (human male), Tanner Bentley (human male), and Bline Dodget (Lamog male).

Members: Most members of the II are Infiltrators. Many of them rely entirely on stealth and avoid conflict at all costs, however, there are a fair number of them who are skilled in combat and take on more dangerous assignments. Despite the souring relations between Earth and Lamog, the II still uses large numbers of humans, Lamog, and there are a few Tallinites and Sangor. Sangor in particular are especially capable of getting to corporate secrets since a large number of technology firms like to keep Sangor for their engineering skills.

Benefits of Membership: The greatest benefit of belonging to this organization is that it pays extremely well. Members are expected to travel in privileged circles, and the only way to do that it so be privileged themselves. They always have private spacecraft, usually fighters decked out with the greatest creature comforts; they stay in upscale hotels, and are able to casually throw their credits around. They try to promote the perception that their credits come from personal wealth, or they masquerade as an executive of a corporation or a politician. More than one cover has been blown, however, when the individuals the agent was investigating were on good enough terms with the real people they were pretending to be that they were able to realize that they were not who they said they were.

Relations: Many organizations have a love/hate relationship with the II. On one hand, those organizations often want information that the II possesses while in other cases the II has damaging information on them. There have been cases where groups that knew the II had information on them have paid a great deal to make that information *get*



forgotten. They don't often agree to do this unless the amount of credits they are being offered is staggering, or they have some personal reason to want that information retired. Recently the Earth Defense Force and the Lamogos Star Navy have been employing the II to spy on the other, and the II, in turn, has been happily playing both sides of the conflict.

LAMOGOS STAR NAVY

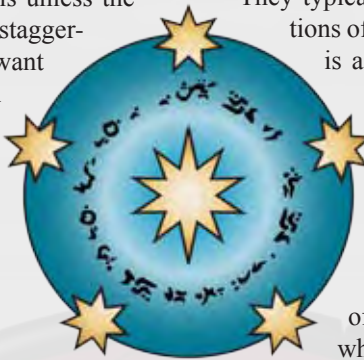
The Lamogos Star Navy is the military arm of the Lamog government, and one of the largest instigators of small scale conflicts in the known galaxy.

History: The Lamogos Star Navy existed in a form similar to the one it now takes prior to contact with humans. The Navy has always had a reputation for jumping into a system, taking what it wants by force (if the local government did not surrender it willingly) and then jumping away. Normally its objectives were things that their government wanted, such as having an individual turned over to them, a newly developed piece of equipment, information, and other things of that nature. It also has been known to occupy worlds for years at a time if those worlds had been interfering with their ability to trade. Starship captains held the authority to act as they saw fit.

When the Lamogos entered the Stellar Imperium, their actions were tempered by the political will of the governing body that they served. Many Lamogos disliked the arrangement, though their combined power meant they could exert considerable influence. They commanded the largest, most powerful ships ever built, which allowed them to force other worlds to join the Imperium, whether the natives were in favor of membership or not. Now that the Imperium has fallen, they are not on as strong of footing as they were. That said, they are rebuilding quickly, and their methods have returned to what they originally were. Some become suspicious when they see an Earth cruiser, but most are fearful when they encounter a group of Lamogos ships.

Agenda: The Lamogos military follows the individual agendas of their captains. They are obviously there for the protection of Lamog and its interests, but they often become entangled in affairs that have little to do with planetary defense. Aside from the ships that are strictly in service for defense, most of the other ships are far from their home system on a wide variety of missions, some of which have dubious value to Lamog.

Leadership: The Lamogos Star Navy is led by a trio of generals who are appointed by the planetary Chancellor. These generals decide how many forces to keep in the system for defense and how many to send abroad.



They typically don't become very interested in the actions of their fleet outside of the system unless there is a very realistic chance that they would lead to war. Since their military is on par with that of Earth and Tallin, that seems like a remote possibility.

Members: Lamog's long standing propaganda among its own people is that there is no honor greater than serving in the Star Navy. Members come from all sorts of backgrounds, though they are selective in whom they accept. They mainly look for intelligent individuals for officers while they want

tough people who can follow orders without question for security and ground invasion forces.

Benefits of Membership: Since Lamogos is a socialist government, the only status among them is determined by how well they have served their people. Since there is no greater honor than to serve, those who are, or were, members of the Stellar Navy are given a great deal of respect and status, second only to politicians.

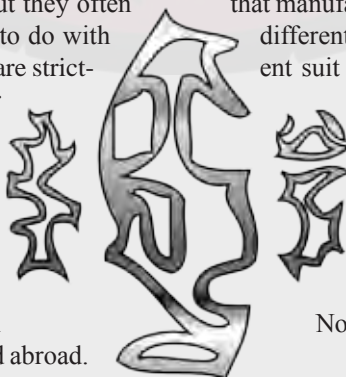
Relations: To say that the Lamogos Star Navy isn't well regarded by other organizations would be an understatement. However, since they possess more raw power than most others, the best they can hope for is to simply stay out of their way. The Interstellar Intelligence sometimes manages to use some leverage with them due to the sheer amount of information they possess about the navy, but they rarely play this card since the Lamogos have information on a number of their agents that are in the field and could jeopardize several of their critical missions.

NATIVE ATMOSPHERIC SOLUTIONS

Because Relarrans are the only major spacefaring race that requires a water atmosphere, they have become the foremost experts on creating protective suits for characters that must venture out of their native environment.

History: The Relarrans are an intelligent aquatic species that found their way to the stars long before humans did. Their special atmospheric needs gave rise to the creation of Native Atmospheric Solutions, which is a company that manufactured their water filled suits for a number of different environments. Originally, they had a different suit for oxygen atmospheres and the vacuum of space, but they soon combined the two and made them compatible with atmospheres composed of other gasses.

When the Relarrans encountered the humans, it became obvious that they could have lighter weight space suits, so they began making suits for other species then. Now, hundreds of years after this endeavor be-



gan, they are the single most successful manufacturer of atmospheric suits in the known galaxy.

Agenda: The Relarrans are strongly motivated by profits, and this endeavor is no different. To maximize profits, they build in a maximum lifespan of approximately six years and include a complex alarm system to let the owner know before a major failure occurs, and then release upgraded models of all lines they sell every solar year. Since the rate of failure with non-Relarran produced suits is slightly higher, they maintain the appearance of manufacturing premium quality environment suits.

Leadership: As with all corporations, Native Atmospheric Solutions is run by a board of directors. The current chief executive officer is a Relarran with a great deal of past business successes whose name roughly translates to CH'Klittkik. The company has been quite profitable in the post-Imperium galaxy under his guidance.

Members: The vast majority of the members of this corporation are non-heroic and either work in research and development or manufacturing. This is one of the prime companies that employ Relarrans, so embarking upon a career here is highly competitive.

Benefits of Membership: The greatest benefit of working for Native Atmospheric Solutions is that it pays better than most other companies by a measure of magnitude. Any Relarran, no matter what level of the business it is working has achieved a level of status that is higher than most others in the community. The company also provides superior health benefits, a quality retirement plan, and six weeks of vacation per solar year.

Relations: Most other organizations are on excellent terms with this corporation. They have irritated some other corporations that have attempted to reverse engineer the suits by including autodestruct systems if they are tampered with. Many other companies have tried numerous times to reverse engineer these, but none of them have been able to discover anything beyond its basic material composition.

PSI-ASSEMBLY

The Psi-Assembly began as a Relarran organization, though it has since spread to the remaining races of the known galaxy.

History: The Psi-Assembly was originally created because the Relarrans discriminated against the members of their society that showed signs of possessing psionic powers. In time, a large group of mentalists formed a group and began using their numbers for political change. They achieved their goal of equality over the course of generations, but the organization remained intact to ensure that they would not slide back after making so many gains.

When the Relarrans joined the galactic society, they found that they were not the only race to possess psionic

powers. Most other races either feared the psionic members among them or their governments exploited their powers for their own gain. The majority of mentalists from all races decided to join the Psi-Assembly after becoming aware of it. Over time, the organization left behind its roots on Relar and became a true interstellar organization.

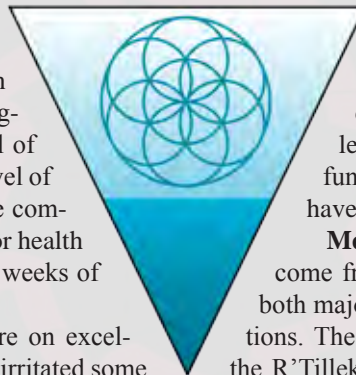
Agenda: The Psi-Assembly's primary goal is to protect the rights of mentalists on all worlds. When they see an injustice taking place against psionic capable individuals, they bring the weight of the organization down upon that world until they make the necessary changes to end the discrimination. They normally work within the legal realm to accomplish their goals; however they have employed mercenary companies in the past to go to war with the governments that refused to comply with their wishes. Many believe that the Psi-Assembly is not interested simply in equality, but are more interested in establishing their superiority and using this to place them in positions of leadership and power.

Leadership: The Psi-Assembly is run by a complex bureaucracy that is intended to be difficult for non-members to navigate while being completely irrelevant to members. The decision to take action in any given case comes from a consensus among members, not the so-called leadership. The primary role of the leadership caste is to issue statements, allocate funds, and maintain records. Very few of them have actual psionic talent.

Members: The members of the Psi-Assembly come from a myriad worlds and races. Most races, both major and minor, have members in the organizations. The two notable exceptions are the Gaieti, and the R'Tillek. They sometimes come from societies that were unjust towards them in one way or another, while others come from societies that this organization has been able to help.

Benefits of Membership: The Psi-Assembly provides legal representation to any of its members that they perceive are being unfairly treated because of their psionic abilities. They have a large, well-funded lobbying arm which is quite effective in most of their efforts. Another, less obvious benefit is that as they become better connected, it makes them more likely to land prestigious posts or positions. The Psi-Assembly likes to see their members in positions of power, so they help this along whenever an opportunity presents itself. The disadvantage is that many psionic politicians feel that they are beholden to the organization that placed them in power. The few psionic individuals who have been elected and then decide to distance themselves from the organization for political reasons have disappeared or met with "accidents."

Relations: Most worlds and organizations are somewhat afraid of the Psi-Assembly. There is a lot of misinformation about psionic capable individuals, such as the



notion that they can automatically scan a person's mind to probe for weaknesses, or unearth regrettable actions from their past that they can exploit by simply being in their presence. Often, when governments discover that the Psi-Assembly has taken an interest in their world, they skip the legal proceedings and simply go to the organization to find out what they can do to make their situations better. Criminal organizations employ few (if any) known mentalists because they fear that such individuals could discover secrets that could harm them if they fell into the wrong hands. The Archaeological Expedition Corps and the Guardians of the Light not only like to employ mentalists, but go so far as to consult the organization for a recommendation of the best candidates.



TALLINITE COLLECTIVE FORCES

The Tallinite Collective Forces is the military organization that protects the world of Tallin. This organization is strictly on a defensive footing, so it does not send ships outside of its territory unless invited. There have been cases in the past where non-Tallinites have attacked Tallinite worlds that have asked them for help, and they responded by extending Tallinite protection to those worlds until the crisis is over, at which time they return their forces back to their home system.

History: Tallin had always maintained a relatively small military, however this changed when Earth first when to war against Lamog. At that time, they felt that the conflict could spill into their region of space, at which time they should be prepared to deal with any threats that arose. To this end, they constructed a fleet of ships which maintained a defensive posture around the planet. When the Stellar Imperium formed, Tallin joined the Earth and Lamog as the largest financial contributors to the government. This contribution includes an enormous number of credits that were dumped into the military. When the Imperium fell, the Tallinites claimed roughly thirty percent of the ships that were still in working order and added them to their local forces. Today, they have the third largest military and stand ready to defend against nearly every imaginable threat. Like the others, however, their main concern is a R'Tillek incursion.

Agenda: The Tallinite Collective Forces have no agenda beyond defending Tallin and occasionally, other Tallinite worlds. They do not use the threat of military action as a means of persuading other worlds to bend to their demands unless those demands are to simply leave their space.



Leadership: Each of the queens on Tallin has a stake in controlling the Tallinite Collective Forces. They agree on the primary function of their military, so the main thing that they must deal with is how much funding comes from each of their colonies. The amount changes from year to year as the colony sizes increase or decrease, but barring a massive disaster, the amount rarely varies much from one year to the next.

Members: Almost all members of the Tallinite Collective forces are Tallinites. There are a few members of other species who served aboard Tallinite ships during the Stellar Imperium, and a few of them have remained onboard, but their numbers are small. Tallinites that go into military service were bred to do so, so they normally serve for life or until they have become too injured to continue with this line of work.

Benefits of Membership: As with all Tallinite vocations, the benefits of membership are simply that they are doing the career they were born to do. The general population does not give them any more or less respect than they do any other profession.

Relations: The Tallinite Collective Forces is on good terms with most other governments and organizations, although the queens have issued statements that they may step in and act as peace keepers should Earth and Lamog go to war against one another. They also aggressively patrol their space for raiders operating in their area and destroy any ships that appear to be displaying raider-like activity. Despite their hard line, many raiders take their chances anyway.

TRIBES OF THE R'TILLEK

The Tribes of the R'Tillek represent the single largest threat facing the known galaxy. Neither the Interstellar Intelligence organization nor the Guardians of the Light have been able to determine where the R'Tillek originate from, or even if they still have a homeworld.

History: The Tribes of the R'Tillek were first encountered by the Stellar Imperium in 2662 when the Imperium investigated a previously unexplored cluster of stars. In their arrogance, they assumed that the R'Tillek possessed weaker technology and attempted to enslave them or incorporate them, just as they had so many other minor races.

Over time, they found that not only were the R'Tillek more technologically advanced than they had expected, but that they were also a cold, vengeful race that would not be satisfied until their enemies were not just defeated, but destroyed.

Agenda: One of the few facts about the R'Tillek that has recently come to light is that they go from system to system, find inhabited worlds, strip them of their resources,

then leave to do this to other worlds, leaving the native populations to cope with a world that is less able to support them. Some believe that they do this because they consume massive quantities of resources while others suggest that this is a method of keeping the populations of other worlds from becoming threats by halting their progress. Scholars point to the way the IC treated the Farradin after they had defeated them.

Leadership: Each one of the massive tribe ships functions as its own political entity. During the war, some of these ships were disabled, their crews captured, and they were subjected to physical, chemical, and mental torture in an effort to obtain more information about them as a species and their leadership structure. These efforts proved futile, as the R'Tillek refused to give up any information, holding it until they passed out from the pain or died from their stress to their systems. Likewise, their brains appeared not to function in the same way as most other species because attempts to probe their minds proved futile.

Members: The best theory is that all R'Tillek live on one tribe ship or another since attempts to find their homeworld have met with failure. All members of this lizard-

like race that have ever been encountered were fierce combatants, so many assume that they are either born with a natural competency for combat, or all tribal members are put through training.

Benefits of Membership: It would appear that all R'Tillek are tribal members, and the only tangible benefit is that they fit into their spaceborne society.

Relations: All organizations of the known galaxy consider the R'Tillek to be enemies, though only the most powerful governments stand a chance of repelling them.

ENEMIES AND ALLIES

The following statistics are pre-generated enemies or allies that the heroes might encounter in their adventures. The narrator may use them to flesh out random locations, provide challenges on the fly, or add backup for the party. There is no way that a book of this size can cover all of the possible combinations and levels, so the attempt was made to provide the narrator with the ones that will be the most valuable. These can be fine-tuned by leveling them up or down, or changing the race they were designed for.

LOW-LEVEL EARTH DEFENSE FORCE SOLDIER

Type: 4th level human warrior (Soldier path)

Abilities: Str +3, Dex +2, Con +2, Int +0, Wis -1, Cha +0

Skills: Climb 7 (+10), Computers 7 (+7), Intimidate 7 (+7), Notice 7 (+6), Pilot 7 (+9), Search 4 (+4)

Feats: Armor Training (light), Bounceback, Cleave, Diehard, Firearms Training, Smite Opponent, Track, Weapon Training

Combat: Attack +6, Damage +5 (vibroblade), +5 (blaster), Defense +14, Initiative +2

Saving Throws: Toughness +5, Fortitude +6, Reflex +3, Will +0

Conviction: 4, Credits: 1,500, Reputation: +1

Equipment: Light Combat Armor, blaster, Vibroblade

HIGH-LEVEL EARTH DEFENSE FORCE SOLDIER

Type: 12th level human warrior (Soldier path)

Abilities: Str +3, Dex +2, Con +4, Int +0, Wis -1, Cha +0

Skills: Climb 15 (+18), Computers 15 (+15), Intimidate 15 (+15), Notice 15 (+14), Pilot 15 (+17), Search 4 (+4)

Feats: Armor Training (Light), Armor Training (Heavy), Attack Focus (Blaster), Bounceback, Chokehold, Cleave, Diehard, Firearms Training, Great Cleave, Improved Bounceback, Smite Opponent, Tough +2, Track, Trackless, Weapon Training

Combat: Attack +14, Damage +5 (Vibroblade), +8 (blaster), Defense +22, Initiative +2

Saving Throws: Toughness +10, Fortitude +12, Reflex +6, Will +3

Conviction: 8, Credits: 5,000, Reputation: +3

Equipment: Land Warrior Armor, Submachine Blaster, Vibroblade

LOW-LEVEL RAIDER

Use stats for Low-Level Earth Defense Force Soldier.

HIGH-LEVEL RAIDER

Use stats for High-Level Earth Defense Force Soldier.

EARTH DEFENSE FORCE OFFICER

Type: 8th level human Expert (Naval Officer Path)

Abilities: Str +0, Dex +1, Con +2, Int +1, Wis +2, Cha +1

Skills: Bluff 11 (+12), Computers 11 (+12), Diplomacy 11 (+12), Intimidate 11 (+12), Knowledge (physical sciences) 11 (+12), Pilot 11 (+12), Sense Motive 11 (+13), Navigation 11 (+12), Knowledge (civics) 4 (+5), Knowledge (current events) 11 (+12)

Feats: Armor Training (Heavy), Bounceback, Defensive Roll, Evasion, Fascinate, Firearms Training, Leadership, Navigate, Starship Operation (heavy), Starship Dodge, Starship Gunnery

Combat: Attack +7, Damage +1 knife, +3 holdout laser, Defense +16

Saving Throws: Toughness +5, Fortitude +4, Reflex +7, Will +4

Conviction: 5, Credits: 7,500, Reputation: +3

Equipment: Holdout Laser, Knife, Undercover Vest

LOW-LEVEL LAMOGOS STAR NAVY SOLDIER

Type: 4th level Lamogos warrior (Soldier path)

Abilities: Str +1, Dex +3, Con +3, Int -1, Wis -1, Cha +1

Skills: Intimidate 7 (+8), Notice 7 (+6), Pilot 7 (+10)

Feats: Armor Training (Heavy), Armor Training (light), Bounceback, Chokehold, Cleave, Dedicated, Diehard, Firearms Training, Track, Weapon Training

Combat: Attack +7, Damage +4 (Concussion Rod), +8 (submachine blaster), Defense +14

Saving Throws: Toughness +9, Fortitude +7, Reflex +4, Will +0

Conviction: 3, Credits: 300, Reputation: +1

Equipment: Concussion Rod, Gas mask/helmet, Land Warrior Armor, Submachine Blaster

HIGH-LEVEL LAMOGOS STAR NAVY SOLDIER

Type: 12th level Lamogos warrior (Soldier path)

Abilities: Str +2, Dex +3, Con +3, Int +0, Wis -1, Cha +1

Skills: Intimidate 15 (+16), Knowledge (tactics) 15 (+15), Notice 15 (+14), Pilot 15 (+18)

Feats: Armor Training (Heavy), Armor Training (light), Attack Focus (Submachine Blaster), Bounceback, Chokehold, Cleave, Dedicated, Diehard, Firearms Training, Great Cleave, Improved Bounceback, Improved Critical (Submachine Blaster), Tough +2, Track, Trackless, Weapon Training

Combat: Attack +15, Damage +5 (concussion Rod), +8 (Submachine Blaster), Defense +22

Saving Throws: Toughness +11, Fortitude +11, Reflex +7, Will +3

Conviction: 8, Credits: 600, Reputation: +3

Equipment: Concussion Rod, Gas mask and helmet, Land Warrior Armor, Submachine Blaster

INTERSTELLAR INTELLIGENCE AGENT

Type: 5th level human Expert (Infiltrator Path)

Abilities: Str +1, Dex +2, Con +1, Int +2, Wis +0, Cha +0

Skills: Computers 8 (+10), Disable Device 8 (+10), Disguise 8 (+8), Escape Artist 8 (+10), Search 8 (+10), Sense Motive 8 (+8), Sleight of Hand 4 (+6), Stealth 8 (+10), Knowledge (current events) 8 (+10), Knowledge (streetwise) 8 (+10), Notice 8 (+8), Pilot 8 (+10), Gather Information 8 (+8)

Feats: Armor Training (Heavy), Attack Focus (Holdout Laser), Bounceback, Firearms Training, Point Blank Shot, Sneak Attack +2, Starship Operation (ultralight), Weapon Training

Combat: Attack +5, Damage +2 (knife), +5 (blaster)

Saving Throws: Toughness +4, Fortitude +3, Reflex +7, Will +2

Conviction: 5, Credits: 1,200, Reputation: +2

Equipment: Blaster, Knife, Undercover Vest

LOW-LEVEL SMUGGLER

Type: 4th level human Expert (Low-Life path)

Abilities: Str +1, Dex +2, Con +2, Int +0, Wis +0, Cha +1

Skills: Computers 7 (+7), Disable Device 7 (+9), Notice 7 (+7), Navigation 7 (+7), Pilot 7 (+9), Search 7 (+7), Knowledge (streetwise) 4 (+4), Escape Artist 7 (+9), Gather Information 7 (+8)

Feats: Armor Training (heavy), Bounceback, Connected, Evasion, Firearms Training, Sneak Attack, Starship Operation, Track, Weapon Training

Combat: Attack +5, Damage +2 knife, +5 Blaster, Defense +13

Saving Throws: Toughness +6, Fortitude +3, Reflex +5, Will +1

Conviction: 4, Credits: 400, Reputation: +2

Equipment: Blaster, knife, Tactical Vest

REIGN OF DISCORDIA - CHAPTER 4

HIGH-LEVEL SMUGGLER

Type: 12th level human Expert (Low-Life path)
Abilities: Str +1, Dex +3, Con +2, Int +0, Wis +0, Cha +2
Skills: Computers 15 (+15), Disable Device 15 (+18), Notice 15 (+15), Navigation 15 (+15), Pilot 15 (+18), Search 15 (+15), Knowledge (streetwise) 4 (+4), Escape Artist 15 (+18), Gather Information 15 (+17)
Feats: Armor Training (heavy), Bounceback, Connected, Defensive Roll, Dodge Focus, Evasion, Fascinate, Firearms Training, Improved Bounceback, Jack-of-All-Trades, Move-by Action, Quick Draw, Starship Operation, Sneak Attack +2, Track, Weapon Training
Combat: Attack +12, Damage +3 vibroblade, +8 sub-machine blaster, Defense +19
Saving Throws: Toughness +8, Fortitude +6, Reflex +11, Will +4
Conviction: 8, Credits: 1,200, Reputation: +4
Equipment: Submachine blaster, Vibro blade, Tactical Vest

LOW-LEVEL MENTALIST

Type: 4th level human Adept (Mentalist Path)
Abilities: Str +0, Dex +0, Con +2, Int +0, Wis +1, Cha +3
Skills: Bluff 7 (+10), Computers 7 (+7), Intimidate 7 (+10), Knowledge (supernatural) 7 (+7), Notice 4 (+5)
Feats: Armor Training (heavy), Bounceback, Canny Dodge, Firearms Training, Mind Touch, Sense Minds, Psychic Shield, Weapon Training
Combat: Attack +2, Damage +0 Unarmed, +5 blaster, Defense +12
Saving Throws: Toughness +5
Conviction: 4, Credits: 300, Reputation: +2
Equipment: Blaster, Tactical Vest

HIGH LEVEL MENTALIST

Type: 12th level human Adept (Mentalist Path)
Abilities: Str +0, Dex +2, Con +2, Int +0, Wis +0, Cha +3
Skills: Bluff 15 (+18), Computers 15 (+15), Intimidate 15 (+18), Knowledge (supernatural) 15 (+15), Notice 4 (+5)
Feats: Armor Training (heavy), Bliss, Bounceback, Calm, Canny Dodge, Firearms Training, Mind Over Body,

Mind Probe, Mind Touch, Pain, Psychic Blast, Psychic Shield, Sense Minds, Starship Operation (ultralight), Weapon Training, Mind Reading, Damage +0
Combat: Attack +8, Damage +0 Unarmed, +8 Sub-machine Blaster, Defense +16
Saving Throws: Toughness +6, Fortitude +6, Reflex +6, Will +9
Conviction: 8, Credits: 2,000, Reputation: +4
Equipment: Submachine Blaster, Tactical Vest

LOW-LEVEL R'TILLEK

Type: 4th level R'Tillek Warrior (Soldier Path)
Abilities: Str +3, Dex, +3, Con +2, Int -1, Wis +0, Cha -1
Skills: Computer Use 7 (+6), Intimidate 7 (+6), Notice 7(+6)

Feats: Armor Training (Heavy), Bounceback, Cleave, Crippling Strike, Diehard, Firearms Training, Rage, Sneak Attack, Track, Weapon Training
Combat: Attack +7, Damage +0 Unarmed, +10 Plasma Rifle, Defense +14
Saving Throws: Toughness +8, Fortitude +6, Reflex +4, Will +0
Conviction: 4 Credits: N/A Reputation: +1
Equipment: Plasma Rifle, Land warrior armor

HIGH-LEVEL R'TILLEK

Type: 12th level R'Tillek Warrior (Soldier Path)
Abilities: Str +3, Dex, +4, Con +3, Int -1, Wis +0, Cha -1
Skills: Computer Use 15 (+14), Intimidate 15 (+14), Notice 15(+14)
Feats: Armor Training (Heavy), Armor Training (light), Bounceback, Attack Focus (Plasma Rifle), Chokehold,

Cleave, Crippling Strike, Diehard, Firearms Great Cleave, Improved Bounceback, Rage, Training, Track, Trackless, Sneak Attack, Weapon Training, Tough +2,
Combat: Attack +16, Damage +3 Unarmed, +10 Plasma Rifle, Defense +14
Saving Throws: Toughness +11, Fortitude +11, Reflex +8, Will +4
Conviction: +8 Credits: N/A Reputation: +3
Equipment: Plasma Rifle, Land warrior armor

TRUE SPACE COMBAT

What starts as a quiet day aboard the Rover's Beacon in orbit around the outlying gas giant Teron is suddenly shaken up as a group of Lamogos battleships unexpectedly jump into their space and begin firing their heavy plasma cannons at several of the docked ships. The station quickly attempts to establish communications with them, but to no avail. In response, a small fleet of well-trained pilots launch from the station to bring the fight back to the aggressors, while the station brings its quantum cannons to bear against them. Meanwhile, as the battle begins to heat up, several of the raider ships in the area decide to respond as a group to the invasion and engage the superior Lamogos ships.

STARSHIPS

Starships are a central part of the *Reign of Discordia* setting. While it is entirely possible to run a series without once using starship combat rules, chances are good that the character will be forced to at least board a starship to get from one system to another. This setting is not designed to be based in one location, but rather takes place at a number of different worlds which are surrounded by a number of

alien races that are sometimes hostile to the heroes based solely upon their species.

Starship combat is based on the rules for character combat. Like character-scale combat, starship battles unfold on a square grid, with each starship occupying one or more squares on the grid. As with character-scale combat, starship battles play out in rounds. These basic starship combat rules also assume that all starships involved in the battle are crewed by nonheroic characters. What happens when heroes take the controls is discussed later.

STARSHIP TYPES AND SUBTYPES

Every starship has a type and a subtype. A starship's type represents its relative mass and determines its fighting space (how many 500-foot squares it occupies) on the battle grid. There are five types of starships: ultralight, light, mediumweight, heavy, and superheavy.



TABLE 5-1: STARSHIP SIZES

Starship Size	Starship's Size Modifier ¹	Targeting System's ²	Autopilot System's Equipment Bonus ³	Starship's Length	Starship's Weight
Colossal	-8	+3	+3	64' or more	250,000 lbs. or more
Gargantuan	-4	+2	+2	32'-64'	32,000-250,000 lbs.
Huge	-2	+1	+1	Less than 32'	4,000-32,000 lbs.

1. A starship applies its size modifier on all attack rolls and to its Defense.
2. A starship applies its targeting system's equipment bonus on all attack rolls.
3. A starship on autopilot applies its autopilot system's equipment bonus to its Defense.

A starship's subtype identifies the ship's basic purpose or configuration. Starship subtypes include the following: fighter, corvette, destroyer, strike cruiser, battleship, and freighter.

STARSHIP FIGHTING SPACE

Each square in starship scale measures 500 feet along a side (instead of 5 feet, as in character-scale combat). All starships, regardless of size, have a square fighting space. Some starships occupy a single 500-foot square, while others have a larger fighting space, as noted below.

An ultralight starship can be up to 250 feet long. It occupies a 250-foot-by-250-foot fighting space, and up to four ultralight starships can occupy a single 500-foot square.

A light starship measures 251 to 500 feet in length. It has a 500-foot-by-500-foot fighting space and occupies a single 500-foot square.

A medium weight starship measures 501 to 1,000 feet in length. It occupies a 1,000-foot-by-1,000-foot fighting space (4 500-foot squares).

A heavy starship measures 1,001 to 1,500 feet long. It has a 1,500-foot-by-1,500-foot fighting space (9 500-foot squares).

A superheavy starship is 1,501 feet long or longer. The smallest superheavy starships (measuring 1,501–2,000 feet long) have a 2,000-foot-by-2,000-foot fighting space (16 500-foot squares), although larger fighting spaces are possible.

STARSHIP COMBAT SEQUENCE

Starship combat is played out in rounds. Each round, each starship acts in turn in a regular cycle. Generally, starship combat runs as follows.

Step 1: Every starship starts the battle flat-footed. Once a starship acts, it is no longer flat-footed.

Step 2: The Narrator determines which starships are aware of each other at the start of the battle. (Some ships may jump in just as the battle starts). If some, but not all of the starships are aware of their enemies, a surprise round happens before regular rounds begin. Starships that are aware of the enemies can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest) starships that started the battle aware of their enemies each take one move or attack action. Starships that were unaware don't get to act in the surprise round. If no starship or every starship begins the battle aware, there is no surprise round.

Step 3: Starships that have not yet rolled initiative do so. All starships are now ready to begin their first regular round.

Step 4: Starships act in initiative order. All crew aboard a starship act on the starship's turn.

Step 5: When each starship has had a turn, the starship with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

COMBAT STATISTICS

Several fundamental statistics determine how well a starship performs in combat. This section summarizes these vital statistics, and the following sections detail how to use them.

ATTACK ROLL

An attack roll represents one starship's attempt to strike another on its turn in a round. Most starships are armed with ranged weapons aimed by gunners.

When a starship makes an attack roll, roll 1d20 and add the appropriate modifiers (described below). If the result equals or beats the target's Defense, the attack hits and deals damage. A starship's attack roll is:

1d20 + gunner's ranged attack bonus + range penalty + starship's size modifier + targeting system's equipment bonus

Gunner's Ranged Attack Bonus: Unless noted otherwise, all starship gunners are assumed to have the Starship Gunnery feat. Without this feat, a starship gunner takes a –4 penalty on attack rolls with starship weapons.

For simplicity, all gunners aboard a starship have identical ranged attack bonuses.

Range Penalty: The range penalty for a ranged weapon depends on what weapon the starship is using and the distance to the target. All ranged weapons have a range increment, as noted in **Table 5-1: Starship Weapons**.

As with character weapons, any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll.

A beam weapon has a maximum range of 10 increments. A projectile weapon has an unlimited range because projectiles don't lose inertia in space.

Starship's Size Modifier: Starships are Huge, Gargantuan, or Colossal in size. Table: Starship Sizes notes the size modifiers for ships of different sizes.

Targeting System's Equipment Bonus: Most starships have computerized targeting systems to help gunners train weapons on targets. A standard targeting system provides

an equipment bonus on the gunner's attack roll depending on the ship's size: Huge +1, Gargantuan +2, Colossal +3. Improved targeting systems (see **Starship Sensors**) grant higher bonuses. **Table 5-1: Starship Sizes** summarizes the targeting system equipment bonuses for ships of different sizes.

Automatic Misses and Hits: As in character combat, a natural 1 on the attack roll is always a miss. A natural 20 is always a hit. A natural 20 also always threatens a critical hit (see **Critical Hits**, below).

DEFENSE

A starship's Defense represents how difficult it is to hit in combat, and is the attack roll result that an enemy ship needs to achieve a hit. In general, starships are easy to hit, which is why they rely on armor to absorb damage (see **Starship Armor**, below).

A starship's Defense is partly determined by the skill of the pilot or the quality of its automatic pilot system.

PILOTED SHIPS

A starship with a living pilot has a Defense equal to:

10 + starship's size modifier + pilot's class bonus to Combat + pilot's Dexterity



LAZARSKI

TABLE 5-2: CREW QUALITY

Crew Quality	Skill Check Modifier ¹	Pilot's Combat Bonus to Defense	Pilot's Dexterity	Gunner's Modifier to Attack Bonus	Starship's Base Purchase Price
Untrained	+0	+1	+0	-4	-4,000
Trained	+4	+3	+2	+2	+0
Expert	+8	+5	+4	+4	+4,000
Ace	+12	+7	+6	+8/+3	+8,000

1. Includes Pilot checks.

Starship's Size Modifier: The bigger a starship is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Size modifiers are shown on **Table 5-1: Starship Sizes**.

Pilot's Class Bonus to Defense: The pilot imparts her class Combat bonus to the ship's Defense. This bonus applies even if the starship is flat-footed or otherwise denied the pilot's Dexterity bonus to its Defense.

All starship pilots are assumed to have the appropriate Starship Operation feat. Consequently, they apply their full class bonus to Defense (instead of one-half the modifier) to a starship's Defense.

Pilot's Dexterity: In any given round, a pilot may choose to transfer her full Dexterity to the starship's Defense. However, doing so forces the pilot to focus entirely on flying the ship, and consequently the pilot loses Dexterity to her own Defense for the round.

A pilot cannot apply her Dexterity to a starship's Defense if she or the starship is flat-footed.

AUTOPILOTED SHIPS

Every starship comes equipped with a basic autopilot system that enables it to dodge enemy fire without need for a pilot. A starship on autopilot has a Defense equal to:

$$10 + \text{starship's size modifier} + \text{autopilot system's equipment bonus}$$

Starship's Size Modifier: Size modifiers are shown on Table: Starship Sizes.

Autopilot System's Equipment Bonus: An autopilot system provides an equipment bonus to Defense depending on the ship's size: Huge +1, Gargantuan +2, Colossal +3. A ship equipped with an improved autopilot system (see **Starship Defense Systems**) gains a higher bonus.

CREW

The quality of the crew determines how well a starship performs in and out of combat. Unless otherwise noted, every starship has a trained crew of nonheroic characters. However, situations could arise where a starship must rely on an untrained crew. Conversely, expert crews and ace

crews are also available — for the right price. **Table 5-2: Crew Quality** compares four different qualities of crew: untrained, trained, expert, and ace.

Skill Check Modifier: Apply this modifier to all skill checks made by crew.

Pilot's Dexterity: A pilot's Dexterity applies to the starship's initiative rolls and the starship's Defense.

Pilot's Combat Bonus to Defense: A pilot's Combat bonus to Defense applies to the starship's Defense and to opposed grapple checks.

Gunner's Attack Bonus: A gunner's Combat bonus applies to all ranged attacks made by the ship.

Modifier to Starship's Base Purchase Price: The amount by which the crew increases the base purchase price of the ship. (This modifier is already factored in to the base purchase prices of the ships presented below.)

CREW IMPROVEMENT

To improve in quality, a starship's crew of nonheroic characters must "put in the hours" and gain combat experience. **Table 5-3: Crew Improvement** shows the length of the crew's tour of duty and the number of ship-to-ship battles the crew must survive to be considered of a particular quality. A crew cannot be elevated to a higher quality until it meets the minimum required time spent serving aboard the ship and the minimum amount of ship-to-ship combat experience.

DAMAGE

When a starship hits with a weapon, it deals damage according to the type of weapon (see **Table 6-3: Starship**

TABLE 5-3: CREW IMPROVEMENT

Crew Quality	Length of Tour of Duty	Starship Battles Survived
Untrained	0-5 months	0
Trained	6-11 months	0-3
Expert	12-35 months	4-11
Ace	3 years or more	12+

Weapons). It then makes a Toughness saving throw. This is a roll of d20 plus Toughness, which measures the target's ability to avoid or absorb damage. Resisting damage has a base Difficulty of 15 plus a modifier equal to the attack's damage bonus.

Toughness Saving Throw = d20 + Shields

If the Toughness saving throw succeeds, the target suffers no significant damage, nothing more than some scratches or battle scoring. If the Toughness save fails, the target suffers damage. How much damage depends on the type of attack (lethal or non-lethal) and the amount the Toughness save result is below the Difficulty.

CRITICAL HITS

Critical hits by starships work just like critical hits by characters. When a starship makes an attack roll and gets a natural 20, the starship hits regardless of the target's Defense, and it has scored a threat of a critical hit. To find out whether it is actually a critical hit, the starship immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defense, the starship's attack is a critical hit.

For a more colorful application of the critical hit system, see **Optional Critical Hit Results**, below.

OPTIONAL CRITICAL HIT RESULTS

A critical hit with a starship weapon normally increases the weapon's damage. The Narrator may opt to use a randomized critical hit resolution system instead: Whenever a critical hit is scored, the attacker rolls a d20 and consults **Table 5-4: Optional Critical Hit Results** to determine the effects of the critical hit on the target. The target takes normal critical hit damage in addition to the effects listed below.

Normal Critical Hit: The target makes a Toughness save versus a normal hit plus the critical hit bonus.

Crew Casualties: A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed). Roll 1d20 to determine the number of crew fatalities and, if the ship carries passengers, this number is evenly divided between crew and passengers. Only non-heroic characters are affected.

A starship with less than one-half of its normal crew complement takes a -2 penalty on all attack rolls and checks.

A starship with less than one-quarter of its normal crew complement takes a -4 penalty on all attack rolls and checks.

A starship with no crew flies on autopilot and cannot attack. If a crewless ship doesn't have a functional autopilot system, it is immobile. If this result is rolled again and the

ship has no living crew or passengers, ignore this result and reroll.

Severe Critical Hit: Roll a second toughness save, as though the ship were hit a second time. In addition, the ship and its crew are shaken for 1 round.

Artificial Gravity Disabled: The starship's artificial gravity is disabled for 5 rounds. During this time, an untrained crew takes a -4 penalty on all attack rolls and skill checks while coping with the zero-gravity conditions. Trained, expert, or ace crews take no penalties, as they are assumed to have the Zero-G Training feat. Ignore this result if it comes up again while the artificial gravity system is disabled.

Damaged System: A damaged system remains inoperable until it is repaired, which requires 10 hours of work and a successful Craft check (Difficulty 30). A starship's engineer (or engineering team) can perform jury-rig repairs on the system as a full-round action with a successful Craft check (Difficulty 25), but the repairs last only until the end of the battle (or until the system is disabled again). During that round of jury-rigged repairs, the starship can continue to take actions.

Comm System: One communications system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged comm systems, ignore this result and reroll.

TABLE 5-4: OPTIONAL CRITICAL HIT RESULTS

d20 Roll	Effect(s)
1-7	Normal critical hit
8-9	Normal critical hit, crew casualties
10-11	Severe critical hit, artificial gravity disabled
12	Severe critical hit, crew casualties
13	Damaged system: comm system
14	Damaged system: defense system
15	Damaged system: engines
16	Damaged system: sensors
17	Damaged system: targeting system
18	Damaged system: weapon
19	Destroyed defensive system
20	Destroyed weapon



Defense System: One defense system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged defense systems, ignore this result and re-roll.

Engines: The starship's tactical speed decreases by 1,000 feet until the engines are repaired. If this result is rolled again, the effect is cumulative. If the ship's tactical speed has already been reduced to 0 feet due to engine damage, ignore this result and reroll.

Sensors: The starship is blinded until repaired. All the ship's targets gain the equivalent of total concealment (50% miss chance). If this result is rolled again, ignore the result and reroll.

Targeting System: The starship's targeting system ceases to function. The starship loses the targeting system's equipment bonus on attack rolls until the system is repaired. Re-roll if this result comes up again.

Weapon: One of the starship's beam weapons, projectile weapons, or missile launchers (attacker's choice) ceases to function. The weapon remains inoperable until it is repaired. If this result is rolled again and the ship has no functional weapons, ignore this result and reroll.

Destroyed Defensive System: One of the starship's defensive systems (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no defensive systems, ignore this result and reroll.

Destroyed Weapon: One of the starship's weapons (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no weapons, ignore this result and re-roll.

If the destroyed weapon was fire-linked, the other weapons to which it was linked continue to function normally. If the destroyed weapon was part of a weapon battery, the remaining weapons in the battery continue to function normally.

HERO VS. STARSHIP

Standard heroic combat does not scale well with starship combat. In general, a character on the outside of a starship attempting to damage it with a personal weapon will meet with failure. There are two exceptions to this rule, however. The first is if a hero attacks using a weapon that does an unmodified damage of +10 or greater. In such cases, divide the amount of damage that weapon does by 10, rounded down, and that is the amount of damage it does on the starship scale. Almost all weapons that can damage a starship have a +1 bonus. Anything less than a +1 bonus does not harm a starship, regardless of the heroes statistics or abilities.

The second exception to this rule is if a hero plants an explosive device on the exterior of a ship. If the device already does starship-scale damage, such as a nuclear bomb, then it damages the ship normally. If the weapon does stan-

dard heroic scale damage, the first exception noted above applies.

STARSHIP ARMOR

Starship armor is designed to absorb damage rather than make a starship harder to hit. Consequently, a starship's armor plating provides a bonus to Toughness instead of an equipment bonus to Defense.

See **Starship Armor** for the various types of armor available, as well as the hardness of each type.

DAMAGE CONTROL

A starship equipped with a damage control system can perform damage control as a move action. With a successful Craft check (Difficulty 15), the ship becomes less damaged by one condition on the damage track, or it may repair one system damaged in the optional critical hit rules. A ship with an improved or advanced damage control system provides a bonus to the Craft (repair) check.

Damage control cannot be performed if the ship is Disintegrating.

DAMAGE TRACK

When a ship fails its Toughness save, it becomes damaged. The type of damage it sustains is either non-lethal, which generally occurs when an opponent uses specialized weaponry to shut shipboard systems down, or lethal, which occurs when the ship is hit with standard starship weaponry.

NON-LETHAL DAMAGE

The target ship compares the damage with its Toughness save. The Damage Track levels are similar to character damage: Struck, Impaired, Listing, and Adrift. There are no penalties for any condition.

There are 3 Struck boxes, 3 Impaired boxes, 1 Disabled Box and 1 Disintegrating Box. If a target suffers a result for which all boxes are already checked off, check off the next highest result

A failed Toughness save by less than 5 against a non-lethal attack means the target is Struck; mark down a Struck condition on the damage track. If the Toughness save fails by 5 or more, the target is Impaired; mark down an Impaired condition on the damage track. If the Toughness save fails by 10 or more, the target is Listing; check off the Listing box on the damage track. If the Toughness save fails by 15 or more, it is Adrift; check off the Adrift box on the damage track.

STRUCK

The ship has been hit but it is still functioning normally. It may take three Struck conditions before it is Impaired.

IMPAIRED

An Impaired ship notices the effects of the non-lethal damage, although it suffers no penalties as a result. It may take three Impaired conditions before it is Listing.

LISTING

When a starship's condition becomes Listing, it can only take a single move or attack action each turn (not both); it cannot jump to cruising speed or take any other full-round actions. If it attacks, attempts to escape at cruising speed, or performs any other action that would strain its systems, it takes additional damage after completing the act. Unless the activity improves the starship's status on the damage track, it is Adrift.

A Listing starship is considered helpless. It has a Defense of 5 + its size modifier.

Repairs that improve a starship's condition make it fully functional again, just as if it was never Listing.

ADRIFT

A ship that is Adrift has lost power to all vital systems. Shields, weapons, life support, artificial gravity, engines, and all other major systems no longer function.

LETHAL DAMAGE

The target ship compares the damage with its Toughness save. The Damage Track levels are similar to character damage: Scored, Damaged, Disabled, Disintegrating, and Destroyed. There are no penalties for any condition.

There are 3 Scored boxes, 3 Damaged boxes, 1 Disabled Box and 1 Disintegrating Box. If a target suffers a result for which all boxes are already checked off, check off the next highest result

A failed Toughness save by less than 5 against a lethal attack means the target is Scored. If the Toughness save fails by 5 or more, the target is Damaged; mark down a Damaged condition on the damage track. If the Toughness save fails by 10 or more, the target is Disabled; check off the Disabled box on the damage track. If the Toughness save fails by 15 or more, it is Disintegrating; check off the Disintegrating box on the damage track.

SCORED

The starship has taken superficial damage only. It may require minor repairs at a later time, but its damage is not dangerous to the ship, nor does it interfere with its operations in any way. If all three Scored boxes are checked, the ship becomes Damaged.

DAMAGED

A starship has taken a measurable amount of damage. Unless the damage is critical, it does not interfere with the operations of the ship, but it will need repairs to fix the damage. Once all three Damaged boxes are checked off, the next successful attack causes the ship to become Disabled.

DISABLED

When a starship's becomes disabled, it can only take a single move or attack action each turn (not both); it cannot jump to cruising speed or take any other full-round actions. If it attacks, attempts to escape at cruising speed, or performs any other action that would strain its systems, it takes additional damage after the completing the act. Unless the activity improves the starship's status on the damage track, it begins breaking apart (see **Disintegrating**, below).

A disabled starship is considered helpless. It has a Defense of 5 + its size modifier.

Repairs that improve a starship's condition make it fully functional again, just as if it had never become disabled.

DISINTEGRATING

When a starship begins to disintegrate it is immobile, helpless, and beyond repair. Any attempt to repair it automatically fails. As a ship disintegrates, its crew can evacuate (see **Starship Evacuation**, below).

A ship that is Disintegrating can take no actions and must make a Difficulty 15 Toughness save every round. If the ship fails this Toughness save, it is Destroyed.

DESTROYED

When a starship is Destroyed, it explodes. Any crewmembers still aboard the ship at this time suffer +10 Fire Damage (no save) and are jettisoned into the void of space.

STARSHIP EVACUATION

Most ultralight starships are equipped with evacuation pods or fully enclosed detachable cockpits that jettison the crew to safety in the event of a ship-wide catastrophe. In fact, unless noted otherwise, every starship has sufficient evacuation pods or launches to accommodate its normal crew complement and passenger manifest.

A ship's crew and passengers can evacuate any time before the ship is destroyed (see above). **Table 5-5: Evacuation Times** shows the time required for crews to evacuate, based on the ship's type. While the crew is evacuating, the starship either flies on autopilot (if it is Damaged or Listing) or is stopped dead in space (if it is Adrift or Disintegrating).

Use the statistics for a launch (see below) to represent a typical evacuation pod.

STARSHIP CONDITION SUMMARY

A number of adverse conditions can affect the way a starship or its crew operates, as defined here. If more than one condition affects a starship, apply both if possible. If not possible, apply only the most severe condition.

Blinded: The starship's sensors are inoperable. All targets have the equivalent of total concealment (50 percent miss chance (a d20 roll of 11 or higher).

TABLE 5-5: EVACUATION TIMES

Ship Type	Untrained Crew Evacuation Time	Trained Crew Evacuation Time ¹
Ultralight	1 round	Move action
Light	3 rounds	Full-round action
Mediumweight	6 rounds	2 rounds
Heavy	9 rounds	4 rounds
Superheavy	12 rounds	6 rounds

1. Includes expert and ace crews.

Dazed: The starship, its crew, and its passengers can take no actions, but they take no penalty to Defense. A dazed condition usually lasts 1 round.

Entangled: An entangled starship takes a –2 penalty on attack rolls in addition to a –2 penalty to Defense. If the ship is physically anchored to a larger object (such as an asteroid), the entangled ship can't move. Otherwise, it can move at half tactical speed, but can't surge forward.

Flat-Footed: A starship that has not yet acted during a combat is flat-footed. A flat-footed starship cannot apply its pilot's Dexterity bonus to its Defense.

Grappled: When grappled, a starship can't move. It can attack, attempt to break free from its opponent, or perform other actions. It can't apply the pilot's Dexterity to its Defense.

Immobilized: An immobilized starship is held immobile (but is not helpless), usually in a grapple. It takes a –4 penalty to its Defense and can't apply the pilot's Dexterity to its Defense.

Shaken: All passengers and crewmembers (pilots and gunners included) take a –2 penalty on attack rolls, saving throws, and skill checks.

Stunned: All passengers and crewmembers lose their Dexterity bonus, drop what they are holding, and can take no attack or move actions. In addition, they take a –2 penalty to Defense. The starship's autopilot system kicks in until the pilot regains her senses.

SPEED

Starships have two basic speeds: tactical speed and cruising speed.

TACTICAL SPEED

Tactical speed only comes into play when two or more starships engage in battle or otherwise interact with each other. A ship's tactical speed is measured in 500-foot squares and tells how far a starship can move in a move action. A starship's tactical speed depends on the type of ship and the type of engines (see **Starship Engines**). Certain types of

armor can reduce a starship's tactical speed (see **Starship Armor**).

A starship normally moves as a move action, leaving an attack action to attack. It can, however, use its attack action as a second move action (see **Starship Actions**, below). This could let the ship move again, for a total movement of up to double its normal tactical speed. Another option is to surge forward (a full-round action). This lets the ship move up to four times its normal speed, but it can only surge forward in a straight line, and doing so affects its Defense (see **Surge Forward**).

CRUISING SPEED

Cruising speed is its maximum faster than light speed. A ship can enter or leave a battle at cruising speed, but once it enters battle, it automatically drops to tactical speed. Cruising speed does not come into play during starship battles or in any other situation where two or more starships interact.

ACCELERATION/DECELERATION (OPTIONAL RULE)

For many, the standard movement rules are insufficient because it does not account for inertia and starting and stopping. The following rule replaces the one above if you choose to add this level of complexity to your starship battles.

Each engine type has a base number of squares it can accelerate or decelerate in a round (minimum 1). This number is reduced by 1 per size above the ultralight starship size. For instance, if an Ultralight starship with a particle impulse engine has an acceleration/deceleration of 6 squares, a Superheavy starship has an Acceleration/Deceleration of 2 squares.

A starship is automatically assumed to be moving the same number of squares it was during the previous turn unless it chooses to accelerate or decelerate. A starship is not required to use its full acceleration during a round that it accelerates. It may accelerate beyond its cruising speed (up to twice its normal movement rate), but it may not engage in combat again until it has decelerated back down to tactical speed. Enemy ships may attempt to fire upon it, but they receive a -2 penalty to hit.

Accelerating/decelerating is considered a move action, while moving itself is not as long as the starship does not turn that round.

Under these rules, a ship must use a full-round action for Damage Control.

MANEUVERABILITY (OPTIONAL RULE)

For many, the standard maneuverability rules are insufficient because they do not account for inertia and start-

TABLE 5-6: ENGINE TYPE

Engine Type	Base Acceleration (Ultralight Ship Size)
Fusion Torch	6
Ion Engine	5
Particle Impulse Engine	6
Thrusters	4

ing and stopping. The following rule limits the freedom of movement allowed in the base system.

Super-heavy starships may rotate 45 degrees once per round. Every class below superheavy may rotate an additional 45 degrees per round. Ultra-light starships may rotate 5 times during their move, Light starships may rotate 4 times during their move, Medium starships may rotate 3 times during their move, and Heavy starships may rotate twice during their move. Ships that may rotate more than once during a turn may do so at any point during their move, however, they must move forward one square after each doing so before rotating again.

INITIATIVE

Every round, each starship gets to do something. The starships' initiative checks, from highest to lowest, determine the order in which they act.

INITIATIVE CHECKS

At the start of a battle, each starship makes a single initiative check. An initiative check is a Dexterity check that uses the starship pilot's Dexterity score. (A ship without a pilot has an initiative check modifier of +0.) A pilot with the Improved Initiative feat gets a +4 bonus on the check.

The Narrator determines what order starships are acting in, counting down from highest initiative result to lowest, and each starship acts in turn. On all following rounds, the starships act in the same order (unless a starship takes an action that changes its initiative; see **Special Initiative Actions**). If two or more starships have the same initiative check result, the starships that are tied go in order of total initiative modifier (including Dexterity score and Improved Initiative feat bonus, if applicable). If there is still a tie, roll a die.

Flat-Footed Starships: At the start of a battle, before a starship has had a chance to act (specifically, before its first turn in the initiative order), it is flat-footed. It can't apply the pilot's Dexterity score to Defense while flat-footed.

JOINING A BATTLE

If starships enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

FASTER-THAN-LIGHT

A ship may jump to faster-than-light speeds at any time, effectively fleeing any combat that might be taking place in an area. There are only two major restrictions to this guideline: ships must first clear the gravity well of a planet or star before they can make a jump, and a ship must not be within the range of effect for any devices that create artificial gravity wells.

For the sake of simplicity, a ship may make the jump to faster-than-light-speeds five rounds after take-off from a standard sized terrestrial planet (note that all planets classified as terrestrial in this book are considered standard). Gas giants, being much larger, have a much greater gravity well, and require ten rounds before a jump to faster-than-light speeds are possible. The narrator may adjust these on a case-by-case basis depending upon the size and density of the planet in question.

Artificial gravity wells are created by some shipboard devices. Such devices require such a great expenditure of energy that most ships require an additional reactor just to provide power to it. Military craft are almost never equipped with them, though raiders occasionally use them along the common navigation routes. These devices are not covered by this book because they are not standard equipment aboard any class of starship.

Ships that make an FTL jump cannot be tracked based on their trajectory when they leave an area, however, ships

that increase to cruising speed by using microjumps can be tracked and followed if the pursuing ship has a Class IV sensor array or better.

SURPRISE

At the start of combat, a starship is surprised if it was not aware of its enemies and they were aware of it. Likewise, a starship can surprise its enemies if it knows about them before they're aware of it.

DETERMINING AWARENESS

The Narrator determines which starships are aware of which others at the start of any battle. The Narrator may call for Computer Use checks to operate shipboard sensors (see the expanded **Computer Use** skill description), Notice checks, or other checks to determine whether one ship detects another.

A starship makes only one roll or check against surprise, regardless of its crew complement.

THE SURPRISE ROUND

If some but not all of the starships are aware of their enemies, a surprise round happens before regular rounds begin. Starships that are aware of their enemies can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), starships that started the battle aware of their opponents each take either an attack action or move



action during the surprise round (see **Action Types**, below). If no starship or all starships are surprised, a surprise round does not occur.

UNAWARE STARSHIPS

Starships that are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet. A flat-footed starship loses its pilot's Dexterity bonus to Defense.

STARSHIP ACTIONS

The fundamental actions of moving and attacking cover most of what a starship wants to do in a battle. They're described here. Other, more specialized options are touched on in **Table 5-7: Starship Actions**, and covered later in Special Initiative Actions.

A starship gets two move actions and one attack action each round. It can take two move actions followed by an attack action, an attack action followed by two move actions, or an attack action sandwiched between two move actions. A ship may choose to *not* take an attack action on its turn, but it gets only two move actions regardless. It can also forgo all of the above combinations and take a single full-round action. All of these options are discussed below, under Action Types.

A starship's choices of actions can be summarized as follows.

**Attack action → move action → move action, or
Move action → attack action → move action, or
Move action → move action → attack action, or
Full-round action**

THE COMBAT ROUND

As with character-scale combat, each round of starship combat represents about 6 seconds in the game world.

Each round's activity begins with the starship with the highest initiative result and then proceeds, in order, from there.

Each round of a combat uses the same initiative order. When a starship's turn comes up in the initiative sequence, that ship performs its entire round's worth of actions. (For exceptions, see **Attacks of Opportunity** and **Special Initiative Actions**.)

ACTION TYPES

As in character combat, starships may make attack actions, full-round actions, move actions, and free actions. In a normal round, a starship can perform an attack action and two move actions (in any order), two move actions, or a single full-round action. It can also perform as many free actions as the Narrator allows.

In some situations (such as in the surprise round), a starship may be limited to taking only a single attack or move action.

ATTACK ACTION

An attack action allows a starship to make an attack or perform other similar actions.

MOVE ACTION

A move action allows a starship to move its tactical speed or perform some other action that takes a similar amount of time.

If a starship moves no actual distance in a round, it can take one 500-foot shift before, during, or after the action. The ship cannot take a 500-foot shift if it used one or both of its move actions to move.

TABLE 5-7: STARSHIP ACTIONS

Attack Actions	Move Actions	Full-Round Actions	Free Actions	Special Initiative Actions	No Action
Aid Another	Damage Control	Jump to Cruising Speed	Communicate via Comm System	Delay	500-foot Shift
Attack (Ranged)	Move at Tactical Speed	Surge Forward	Turn	Ready	Avoid Hazard
Attack an Object	Operate Sensors	Withdraw			
Escape a Grappling Ship	Ram ³				
Feint (see Bluff skill)	Sending/Jamming a Transmission				
Grapple Another Ship ¹	Start/Complete a Full-Round Action				
Total Defense					

FULL-ROUND ACTION

A full-round action consumes all of a starship's time during a round. The only movement it can take during a full-round action is a 500-foot shift before, during, or after the action. Some full-round actions do not allow you to take a 500-foot shift. A starship can also perform free actions (see below).

FREE ACTION

Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. However, the Narrator puts reasonable limits on what a ship can really do for free.

ATTACK ACTIONS

Most common attack actions are described below.

ATTACK (RANGED)

As a single attack action, a starship can fire one or more of its ranged weapons at any target or targets within range and within line of sight. A target is in line of sight if there are no solid obstructions between the attacking starship and the target. The maximum range for a beam weapon is 10 range increments. Weapons that fire projectiles have an unlimited range in space.

If firing several weapons, a starship does not need to specify the targets of all of its attacks ahead of time. It can see how the earlier attacks turn out before assigning the later ones.

If a starship fires a ranged weapon at a target that occupies a square adjacent to an ally, it takes a –4 penalty on its attack roll because the gunner must aim carefully to avoid hitting the ally.

ATTACK AN OBJECT

Attacking objects follows the same rules for starships as for characters. **Table 5-8: Space Objects** lists the Defense, hardness, and hit points of objects commonly encountered in space and on the cosmic battlefield. Colossal objects occupy four 500-foot squares (a 1,000-foot-by-1,000-foot fighting space). All other objects occupy a single 500-foot square.

GRAPPLE ANOTHER SHIP

For rules on using grapplers and tractor beams to hold and immobilize starships, see **Grappling Systems**.

ESCAPE A GRAPPLING SHIP

Grappler arms and tractor beams allow starships to hold and immobilize one other. See **Grappling Systems** for rules on escaping grapplers and tractor beams.

TABLE 5-8: SPACE OBJECTS

Object	Defense	Toughness
Asteroid, Colossal	-3	+26
Asteroid, Gargantuan	+1	+23
Asteroid, Huge	+3	+13
Asteroid, Large	+4	+7
Debris Cloud, Colossal	-3	+9
Debris Cloud, Gargantuan	+1	+6
Iceball, Colossal	-3	+20
Iceball, Gargantuan	+1	+10
Iceball, Huge	+3	+8
Iceball, Large	+4	+6
Mine (Medium-size)	+5	+2
Space Hulk, Colossal	-3	+20
Space Hulk, Gargantuan	+1	+8
Space Hulk, Huge	+3	+6

AID ANOTHER

A starship can help an ally attack or defend by distracting or interfering with an enemy in weapon range. The aiding starship makes an attack roll against Defense 10. If the attack roll succeeds, the starship doesn't actually damage the enemy ship—but its ally gains either a +2 bonus on attack rolls against that opponent or a +2 bonus to Defense against that opponent (your choice) on its next turn.

FEINT

See the expanded **Bluff** skill description for details.

TOTAL DEFENSE

Instead of attacking, a ship can use its attack action to defend by performing complex evasive maneuvers. This is called a total defense action. A ship that uses the total defense action doesn't get to attack, but it gains a +4 dodge bonus to its Defense for 1 round.

Fighting Defensively: Instead of diverting all of its attention to defending itself, a starship can choose to fight defensively while taking a regular attack action. If it does so, it takes a –4 penalty on its attacks in a round to gain a +2 dodge bonus to Defense during the same round.

MOVE ACTIONS

Unless otherwise noted, move actions don't require a Pilot check to perform.

MOVE AT TACTICAL SPEED

A starship can move its tactical speed as a move action. If it takes this kind of move action during its turn, it cannot also take a 500-foot shift.

DAMAGE CONTROL

A starship equipped with a damage control system can perform damage control as a move action (see **Starship Defense Systems**).

Damage control cannot be performed if the ship is Disintegrating.

OPERATE SENSORS

See the expanded **Computer Use** skill description and **Starship Sensors** for details.

RAM

Ramming is considered part of a move action. A pilot can use her starship to ram an object, including another starship. First, the pilot must enter the target's square or fighting space and declare her attempt to ram the target. If the target has point-defense systems, it can make an Immediate Attack against the ramming starship. Second, the pilot must make a Pilot check (Difficulty = 5 + the target's Defense). If the Pilot check fails, the ship misses the target and may finish its move. If the check succeeds, the starship collides with the intended target, dealing damage both to itself and the target.

A pilot cannot ram the same ship or object more than once during a given round. However, a pilot that fails to ram a target may attempt to ram a different target if her starship has sufficient movement left to reach the new target.

Table 5-9: Collision Damage shows the damage bonus dealt to both colliding forces, based on the size of the smaller of the two colliding objects.

SENDING/JAMMING A TRANSMISSION

See the expanded **Computer Use** skill description for details.

START/COMPLETE FULL-ROUND ACTION

The "start/complete full-round action" move action lets a starship begin undertaking a full-round action (such as those listed on **Table 5-7: Starship Actions**) at the end of its turn, or complete a full-round action by using a move action at the beginning of its turn in the round following

TABLE 5-9: COLLISION DAMAGE

Size of Small Ship or Object	Collision Damage ¹
Colossal	+30
Gargantuan	+15
Huge	+7
Large	+3
Medium-size or smaller	–

1. Damage is applied to both the ramming starship and its target.

the round when it started the full-round action. If a starship starts a full-round action at the end of its turn, the next action it takes must be to complete the full-round action. It can't take another type of action before finishing what it started.

FULL-ROUND ACTIONS

A full-round action requires an entire round to complete. If it doesn't involve moving any distance, a starship can combine it with a 500-foot shift.

JUMP TO CRUISING SPEED

As a full-round action, a starship can leave the battlefield by jumping to cruising speed. Doing so effectively takes the ship out of the fight, although enemy ships can pursue the fleeing ship if they wish.

A starship cannot jump to cruising speed if it has 0 or fewer hit points.

SURGE FORWARD

A starship can use its afterburners to surge forward as a full-round action. When a starship surges forward, it can move up to four times its tactical speed in a straight line. (It does not get a 500-foot shift.) It loses its pilot's Dexterity score to Defense and any dodge bonuses to Defense since it can't avoid attacks.

A starship can surge forward for as many rounds as the pilot likes.

WITHDRAW

Withdrawing from combat is a full-round action. When a starship withdraws, it can move up to twice its tactical speed. (It doesn't also get a 500-foot shift.)

FREE ACTIONS

A starship can perform multiple free actions during its turn, subject to the Narrator's approval. In general, if one or more free actions take longer than 6 seconds to complete, they are not free actions. Free actions include communicating via a comm system and turning.

COMMUNICATE VIA COMM SYSTEM

Starships (and their crews) can communicate and coordinate with each other as a free action. A Narrator may rule that a particularly long or complex message cannot be communicated as a free action.

TURN

Starships — even immensely large ones — are highly maneuverable in space. As a free action, a ship can adjust its orientation on the battle grid by pivoting or turning. The direction a starship is facing has no bearing on combat, since its weapons can be trained to fire in any direction.

COVER AND CONCEALMENT

Starships use the same rules as characters for cover and concealment in combat.

SPECIAL INITIATIVE ACTIONS

Usually a starship acts as soon as it can in combat, but sometimes it may want to act later, at a better time, or in response to the actions of another ship. Starships can delay or ready actions in the same manner as characters.

AVOIDING HAZARDS

A hazard is any unmanned obstacle of Large size or bigger that a starship might hit, either because the starship has entered the hazard's square or because the hazard has entered the starship's fighting space. Sample hazards include asteroids, clouds of space debris, and electromagnetic storms (which deal electricity damage). When a starship enters a square occupied by a hazard, or vice versa, the pilot of the starship must make a Pilot check. (Making this check does not count as an action.) The Difficulty of the check depends on the size of the obstacle, as shown in **Table 5-10: Avoid Hazard Difficulty**. If the Pilot check succeeds, the starship avoids the hazard. If the check fails, a collision occurs (use Table: Collision Damage to determine collision damage to both the starship and the hazard). A new check must be made each round the starship and the hazard occupy the same square.

TABLE 5-10: AVOID HAZARD DIFFICULTY

Hazard Size	Pilot Check Difficulty
Colossal	25
Gargantuan	20
Huge	15
Large	10

MOVING THROUGH OCCUPIED SQUARES

A starship can pass through a square occupied by another starship or object.

Ally or Non-opposing Starship: You can safely move through a square occupied by an ally or non-opposing starship.

Enemy Starship: Moving through a square occupied by an enemy provokes an attack if the enemy has a point-defense system (see **Starship Defense Systems**). You can move safely through a square occupied by an enemy that doesn't resist — such as one that is disabled — as if the enemy was non-opposing.

Hazard: Safely moving through a square occupied by a hazard — such as a cloud of space debris or an asteroid — requires a successful Pilot check (see **Avoiding Hazards**).

CROSSFIRE

If two allied starships are on opposite sides of an enemy and each within 1,000 feet (2 squares) of that opponent, they can catch the enemy ship in their crossfire. Because the enemy is forced to defend itself on two fronts, the allied starships gain a +2 bonus on attack rolls made against the ship caught in their crossfire. The enemy ship must be directly between the two allied ships, however.

THREATENED SQUARES

A starship equipped with a point-defense system threatens the squares it occupies (its fighting space) and all adjacent 500-foot squares. It may make an Immediate Attack if an enemy ship enters its square. A starship without a point-defense system does not threaten ships that enter or pass through its fighting space or adjacent squares. Treat missiles fired from a battery as a single weapon. The point-defense system must eliminate one half of the incoming fire-linked missiles to drop damage by one-half base.

STARSHIPS

Lamogos captain Anteus Silinovic stood on the bridge nervously, trying to keep from pacing. The battle on the view screen was not going well against the three human battle cruisers and he was considering giving the order to jump out of the battle so they could repair their damage. Cowardice! He chided himself. With the support ships they had at their disposal, it was only a matter of time before their enemies were crushed. “Bring the ship around and fire all quantum cannons at the nearest cruiser.”

“Sir, we have fires on four decks and damage control hasn’t had a chance to repair the hull,” one of his lieutenants complained.

“You have your orders,” Anteus snapped.

The lieutenant began to carry out his order when the forward sensors operator interrupted, “Sir, there’s a fighter coming in towards the bridge, collision course!”

Anteus was about to order the gunner to ensure that the point defense systems were online when the bridge suddenly exploded and became engulfed in flame, which was quickly extinguished by the vacuum of space.

STARSHIP TYPES

A starship can be one of the following five types: ultralight, light, mediumweight, heavy, or superheavy. A starship’s type determines how much space it occupies on the battle grid, as well as its game statistics.

To build a starship hull from scratch, a character must succeed at a Craft (structural) check (Difficulty 30) after investing the requisite amount of assembly time, based on the ship’s type: ultralight 600 hours, light 1,200 hours, mediumweight 2,400 hours, heavy 4,800 hours, superheavy 9,600 hours. A character without a mechanical tool kit takes a –4 penalty on the skill check.

STARSHIP STATISTICS

This chapter includes ready-to-use statistics for various starship subtypes. These statistics represent baseline models only. A starship’s statistics and performance can be improved by upgrading its weapons, armor, shields, defensive systems, and engines.



Each starship description includes the following statistics.

Type: The starship's type (ultralight, light, medium-weight, heavy, or superheavy) determines its fighting space on the battle grid.

Subtype: The starship's subtype describes the ship's primary function (for example, fighter or strike cruiser).

Defense: A starship's Defense determines how hard the ship is to hit. A starship's flat-footed Defense does not include the pilot's Dexterity modifier. A starship's autopilot Defense is used when the ship's autopilot system is engaged.

Initiative Modifier: A starship's initiative modifier is equal to the pilot's Dexterity modifier, with a +4 bonus if the pilot has the Improved Initiative feat.

Pilot's Class Bonus: The pilot's class bonus to Defense applies to the starship's normal and flat-footed Defense.

Pilot's Dex Modifier: The pilot's Dexterity modifier applies to the starship's Defense, except when the ship is flat-footed or grappled.

Gunner's Attack Bonus: The gunner's attack bonus applies to ranged weapon attacks.

Size: The ship's size affects its Defense, weapon attack rolls, and grapple modifier.

Tactical Speed: Tactical speed represents how far the starship can move as a move action using its thrusters. Speed is listed in feet and squares. Most starships have a base tactical speed of 3,000 feet. Better engines can improve a starship's tactical speed (see **Starship Engines**); heavier armor can reduce a ship's tactical speed (see **Starship Armor**).

Length: The ship's length in feet.

Weight: The ship's weight in pounds or tons.

Targeting System Bonus: The ship's computerized targeting system provides an equipment bonus to a gunner's attack rolls, and a similar equipment bonus on attack rolls made by the ship's point-defense system. This equipment bonus is already factored in to the ship's attack statistics.

Crew: The ship's standard crew complement is given here. A ship cannot operate with less than one-quarter of its standard crew complement. The crew's quality is given in parentheses, along with the crew's modifier to skill checks (including Pilot checks made to avoid hazards). The quality of the crew determines the pilot's class bonus to Defense, the pilot's Dexterity modifier, and the gunner's attack bonus (see **Table 5-2: Crew Quality** for details).

Passenger Capacity: The maximum number of passengers that can be safely lodged aboard the ship.

Cargo Capacity: The maximum tonnage of cargo that the ship can store in its holds.

Grapple Modifier: The ship's grapple check modifier is based on its size (Huge +8, Gargantuan +12, Colossal +16). Grapple checks come into play whenever grapplers and tractor beams are used (see **Grappling Systems**).

Base Purchase Price: The base purchase price includes the ship's hull and a trained crew, but not its engines, armor, shields, defensive systems, sensor systems, comm systems, weapons, or grappling systems (which must be purchased separately).

Attack: This line shows the ranged weapon attacks a starship typically makes when it uses an attack action.

Standard Design Specs: The ship's engines, armor, defensive systems, sensors, communications, weapons, and grappling systems are listed here.

IMPROVING STARSHIP STATISTICS

The starship statistics presented below use standard design specs for these ships. Improving a starship's statistics requires upgrades to its crew, armor, defensive systems, sensor systems, and/or weapons, as discussed throughout this chapter.

ULTRALIGHT STARSHIP SUBTYPES

Ultralight ships cover most small spacecraft, including fighters, cutters, launches, and couriers.

An ultralight starship can be up to 250 feet long. It occupies a 250-foot-by-250-foot fighting space, and up to four ultralight starships can occupy a single 500-foot square. Due to their relatively small size, ultralight starships can form into wings (see **Ultralight Starship Wings**).

In addition, all ultralight starships share the following design specs.

Engines: All ultralight starships have thrusters. In addition, they also have one other type of engine (see **Starship Engines**).

Armor: An ultralight ship has one type of armor (see **Starship Armor**).

Defensive Systems: An ultralight starship has a maximum of one defensive system per toughness point (see **Starship Defense Systems**).

Sensors: An ultralight starship has a maximum of two sensor systems (see **Starship Sensors**).

Communications: An ultralight starship has a maximum of two external communication systems (see **Starship Comm Systems**).

Weapons: An ultralight starship has one beam, projectile, or missile weapon per toughness point (see **Starship Weapons**).

These weapons are often fire-linked. An ultralight ship cannot be armed with mines.

Grappling Systems: An ultralight starship may have up to two grappling systems (see **Grappling Systems**). Each grappling system takes away one of the ship's weapon slots (see above).

Base Purchase Price: The base purchase price includes the ship's hull and a trained crew, but not its engines, armor, shields, defensive systems, sensor systems, comm systems, weapons, or grappling systems (which must be purchased separately).

Attack: This line shows the ranged weapon attacks a starship typically makes when it uses an attack action.

Standard Design Specs: The ship's engines, armor, defensive systems, sensors, communications, weapons, and grappling systems are listed here.

FAST FREIGHTER

Fast freighters are commercial starships generally employed in frequent runs, such as delivering supplies to small outposts and bases, or occasional runs of high-bulk cargo, such as heavy machinery or vehicles. Fast freighters often carry some minor defensive armament.

Type: Ultralight

Size: Colossal (-8 size)

Subtype: Fast freighter

Tactical Speed: 3,500 ft. (7 sq.)

Defense: 7

Length: 110 feet

Flat-footed Defense: 5

Weight: 450 tons

Autopilot Defense: 5

Targeting System Bonus: +3

Toughness: 5 (3+2 armor)

Crew: 4 (trained +4)

Initiative Modifier: +2

Passenger Capacity: 4

Pilot's Class Bonus: +3

Cargo Capacity: 300 tons

Pilot's Dex Modifier: +2

Grapple Modifier: +16

Gunner's Attack Bonus: +2

Base Purchase Price: 25,000,000

Attack: 2 fire-linked heavy lasers -3 ranged (+5) and 2 fire-linked rail cannons -3 ranged (+5)

Standard Design Specs:

Engines: Ion engine, thrusters

Armor: Polymeric

Defense Systems: Autopilot system, damage control system, magnetic field, radiation shielding, sensor jammer

Sensors: Class II sensor array, targeting system

Communications: Radio transceiver



Fast Freighter

Weapons: 2 fire-linked heavy lasers (range incr. 4,000 ft.), 2 fire-linked rail cannons (range incr. 3,000 ft.)

Grappling Systems: Grapplers

ASSAULT FIGHTER

The assault fighter is the smallest ship built to stand up in a fight, and is commonly used to get close to larger capital ships, hit it hard, and then escape quickly. They are small, maneuverable, comparatively inexpensive, and expendable. In these days after the fall of

the Stellar Imperium, many prefer to travel aboard a personal assault fighter as opposed to taking a shuttle or transport craft.

Type: Ultralight

Size: Gargantuan (-4 size)

Subtype: Assault fighter

Tactical Speed: 4,000 ft. (8 sq.)

Defense: 19

Length: 32 feet

Flat-footed Defense: 13

Weight: 36,000 lb.

Autopilot Defense: 6

Targeting System Bonus: +4

Toughness: 4 (2 +2 armor)

Crew: 1 (ace +12)

Initiative Modifier: +8

Passenger Capacity: 1

Pilot's Class Bonus: +7

Cargo Capacity: 1,200 lb.

Pilot's Dex Modifier: +6

Grapple Modifier: +8

Gunner's Attack Bonus: +8

Base Purchase Price: 8,125,000

Attack: 2 fire-linked particle beams +8 ranged (+7) and plasma missile +8 ranged (+9); or 2 fire-linked particle beams +8 ranged (+8)

Standard Design Specs:

Engines: Particle impulse engine, thrusters

Armor: Deflective

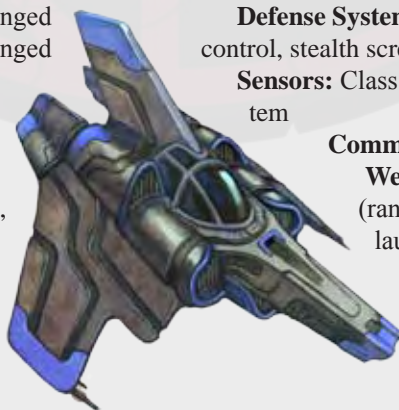
Defense Systems: Autopilot system, improved damage control, stealth screen

Sensors: Class V sensor array, improved targeting system

Communications: Radio transceiver

Weapons: 2 fire-linked particle beams (range incr. 4,000 ft.), 1 plasma missile launcher (8 missiles; range incr. 5,000 ft.)

Grappling Systems: None



Assault Fighter

ULTRALIGHT STARSHIP WINGS

Two to four ultralight starships can unite to form a wing. All ships forming the wing must have the same subtype (fighter, for instance) and identical design specs (engines, weapons, and so on). In addition, all starships in the wing formation must be occupying the same 500-foot square to be counted as part of the wing.

In starship combat, a wing is treated as a single vessel—much like a battery of weapons is treated as a single weapon. (See **Grapplers and Tractor Beams** below for the one exception to this rule.) One of the ships forming the wing is declared the wing's commander. The wing commander decides all of the wing's actions and resolves all of the wing's attacks; the other ships forming the wing provide support and follow the commander's lead.

If the wing commander's ship is destroyed or grappled, another ship in the wing may assume the role of wing commander on the wing's next turn.

Movement: All ships in the wing move together, as one ship. The wing commander determines the wing's movement. The wing's tactical speed equals the tactical speed of the slowest ship in the wing.

Attacks: Only the wing commander makes attacks. However, every other ship in the wing can aid the wing commander's attack rolls or Pilot checks using the aid another action; this is the only type of attack action wingmen can take.

Defense: Each wingman provides a +1 cover bonus to the wing commander's Defense. The wing commander, preoccupied with moving and attacking, does not modify the Defense of any ships in the wing.

Immediate Attacks: Damage from a point-defense system is distributed among the ships in the wing as the wing commander sees fit. For example, if a point-defense causes a ship to become disabled, the wing commander could split the damage evenly among three ships in the wing (each ship would be damaged), or choose to have one ship take all the damage. A ship's armor reduces the amount of damage it takes normally; conceivably, the damage could be split into small enough fractions that the wing, as a whole, suffers very little damage.

Grapplers and Tractor Beams: Ships in a wing may be targeted separately by grapplers and tractor beams. (See **Grappling Systems** for more information on these grappling devices.) A grappled ship immediately drops out of formation and is no longer considered part of the wing.

LIGHT STARSHIP SUBTYPES

Light starships include corvettes, frigates, destroyers, haulers, and industrial ships, such as garbage barges and fuel

carriers. Light starships are somewhat better armed and armored than ultralight starships, but sacrifice a little in the way of speed.

A light starship measures 251–500 feet long. It has a 500-footby- 500-foot fighting space and occupies a single 500-foot square. In addition, all light starships share the following design specs.

Engines: All light starships have thrusters plus one other type of engine (see **Starship Engines**).

Armor: A light starship has one type of armor (see **Starship Armor**).

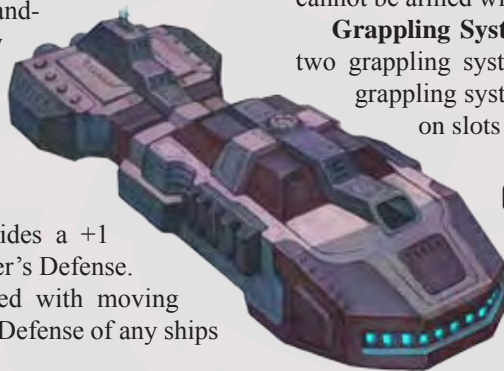
Defensive Systems: A light starship has a maximum of one defensive system per point of Toughness (see **Starship Defense Systems**).

Sensors: A light starship has a maximum of two sensor systems (see **Starship Sensors**).

Communications: A light starship has up to two external communication systems (see **Starship Comm Systems**).

Weapons: A light starship has one beam, projectile, or missile weapon per Toughness point (see **Starship Weapons**). These weapons are often fire-linked. A light starship cannot be armed with mines.

Grappling Systems: A light starship may have up to two grappling systems (see **Grappling Systems**). Each grappling system takes away one of the ship's weapon slots (see above).



Corvette

CORVETTE

The corvette serves as both a gunship and fleet escort. Of the military vessels designed to operate independently in wartime, corvettes are the smallest.

Type: Light

Size: Colossal (–8 size)

Subtype: Corvette

Tactical Speed: 3,500 ft. (7 sq.)

Defense: 7

Length: 320 feet

Flat-footed Defense: 5

Weight: 3,200 tons

Autopilot Defense: 5

Targeting System Bonus: +3

Toughness: 8 (5+3 armor)

Crew: 16 (trained +4)

Initiative Modifier: +4

Passenger Capacity: 32

Pilot's Class Bonus: +3

Cargo Capacity: 150 tons

Pilot's Dex Modifier: +2

Grapple Modifier: +16

Gunner's Attack Bonus: +2

Base Purchase Price: 81,250,000

Attack: 2 fire-linked fusion beams –3 ranged (+6) and 2 fire-linked CHE missiles –3 ranged (+5/19-20)

Immediate Attacks: Point-defense system +3 ranged

Standard Design Specs:

Engines: Ion engine, thrusters

Armor: Vanadium

Defense Systems: Autopilot system, improved damage control, magnetic field, point-defense system, radiation shielding

Sensors: Class III sensor array, targeting system

Communications: radio transceiver

Weapons: 2 fire-linked fusion beams (range incr. 3,000 ft.), 2 firelinked CHE missile launchers (8 missiles each)

Grappling Systems: Grapplers



Destroyer

Engines: Fusion torch, thrusters

Armor: Vanadium

Defense Systems: 1 chaff launcher (16 chaff bundles), 1 decoy drone launcher (4 drones), improved autopilot system, improved damage control, magnetic field, point-defense system, radiation shielding, self-destruct system

Sensors: Class II sensor array, targeting system

Communications: Drivesat comm array, radio transceiver

Weapons: 4 fire-linked heavy neutron guns (range incr. 6,000 ft.), 2 fire-linked nuclear missile launchers (8 missiles each), 1 needle driver (range incr. 4,000 ft.)

Grappling Systems: Grapplers

DESTROYER

Destroyers take their name from the torpedo-boat destroyers of the late 19th century. They are integral to the defense of a task force, screening it against small craft and attack ships. Destroyers are often armed with one or two bombs or missiles useful against much larger ships. A destroyer is usually about 450 to 600 feet long and masses about 8,000 tons. It carries a crew of 150 to 200.

Type: Light

Size: Colossal (–8 size)

Subtype: Destroyer

Tactical Speed: 3,000 ft. (6 sq.)

Defense: 11

Length: 450 feet

Flat-footed Defense: 7

Weight: 8,000 tons

Autopilot Defense: 7

Targeting System Bonus: +3

Toughness: 11 (8+3 armor)

Crew: 80 (expert +8)

Initiative Modifier: +4

Passenger Capacity: 48

Pilot's Class Bonus: +5

Cargo Capacity: 400 tons

Pilot's Dex Modifier: +4

Grapple Modifier: +16

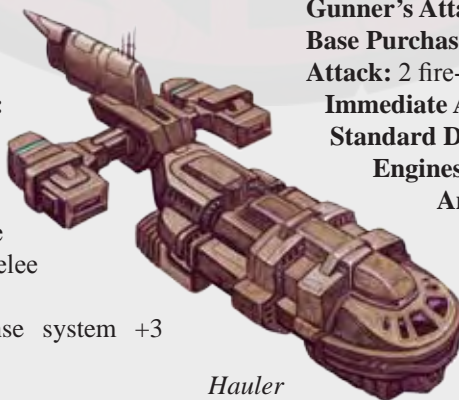
Gunner's Attack Bonus: +4

Base	Purchase	Price:
250,000,000		

Attack: 4 fire-linked heavy neutron guns –1 ranged (+5) and 2 fire-linked nuclear missiles –1 melee (+9/19–20) and needle driver –1 melee (+6)

Immediate Attack: Point-defense system +3 ranged

Standard Design Specs:



Hauler

HAULER

The hauler is a space-going tug that drags heavy, nonpowered loads and modular cargo containers, though they have precious little cargo space of their own. Haulers are fitted with big power plants and huge engines, at the expense of crew quarters and armaments.

Type: Light

Size: Colossal (–8 size)

Subtype: Hauler

Tactical Speed: 2,500 ft. (5 sq.)

Defense: 7

Length: 450 feet

Flat-footed Defense: 5

Weight: 6,000 tons

Autopilot Defense: 5

Targeting System Bonus: +3

Toughness: 7 (5 +2 armor)

Crew: 8 (trained +4)

Initiative Modifier: +2

Passenger Capacity: 8

Pilot's Class Bonus: +3

Cargo Capacity: 3,300 tons

Pilot's Dex Modifier: +2

Grapple Modifier: +16

Gunner's Attack Bonus: +2

Base Purchase Price: 81,250,000

Attack: 2 fire-linked heavy lasers –3 ranged (+5)

Immediate Attack: Point-defense system +3 ranged

Standard Design Specs:

Engines: Fusion torch, thrusters

Armor: Alloy plating

Defense Systems: Autopilot system, damage control system, point-defense system

Sensors: Class II sensor array, targeting system

Communications: Drivesat comm array, radio transceiver

Weapons: 2 fire-linked heavy lasers (range incr. 4,000 ft.)

Grappling Systems: Grapplers

MEDIUMWEIGHT STARSHIP SUBTYPES

Mediumweight starships encompass cruisers, clippers, and most transports. They balance firepower and defense with speed and maneuverability.

A mediumweight starship measures 501 to 1,000 feet long. It occupies a 1,000-foot-by-1,000-foot fighting space (four 500-foot squares). In addition, all mediumweight starships share the following design specs.

Engines: All mediumweight starships have thrusters plus one other type of engine (see **Starship Engines**).

Armor: A mediumweight starship has one type of armor (see **Starship Armor**).

Defensive Systems: A mediumweight starship has a maximum of one defensive system per point of Toughness (see **Starship Defense Systems**).

Sensors: A mediumweight starship has a maximum of three sensor systems (see **Starship Sensors**).

Communications: A mediumweight starship has up to two external communication systems (see **Starship Comm Systems**).

Weapons: A mediumweight starship has one beam, projectile, or missile weapon per point of Toughness (see **Starship Weapons**). These weapons are often fire-linked or arrayed in batteries. A minelayer is considered a single weapon. Although it weighs no more than a few thousand pounds, each mine consumes 100 tons of a ship's cargo capacity (most of it taken up by the launch system and radiation shielding).

Grappling Systems: A mediumweight starship may have up to two grappling systems (see **Grappling Systems**). Each grappling system takes away one of the ship's weapon slots (see above).

CRUISER

The cruiser is a warship that serves several roles. It may be part of a task force, escorting capital ships or laying mines. It may operate independently as a scout and raider. Conversely, it may serve in diplomatic and scientific tasks. Light cruisers frequently have outstanding endurance and can operate with little or no resupply for months on end. A cruiser hull could serve



Cruiser

equally well as an escort carrier or assault transport.

Type: Mediumweight

Size: Colossal (-8 size)

Subtype: Cruiser

Tactical Speed: 3,000 ft. (6 sq.)

Defense: 7

Length: 720 feet

Flat-footed Defense: 5

Weight: 28,800 tons

Autopilot Defense: 5

Targeting System Bonus: +3

Toughness: 13 (10 +3 armor)

Crew: 120 (trained +4)

Initiative Modifier: +6

Passenger Capacity: 80

Pilot's Class Bonus: +3

Cargo Capacity: 7,200 tons

Pilot's Dex Modifier: +2

Grapple Modifier: +16

Gunner's Attack Bonus: +2

Base Purchase Price: 812,000,000

Attack: Attack: Battery of 3 fusion beams -1 ranged (+5) and battery of 3 CHE missiles -1 ranged (+4/18-20)

Immediate Attack: Point-defense system +3 ranged.

Standard Design Specs:

Engines: Fusion torch, thrusters

Armor: Vanadium

Defense Systems: Autopilot system, 1 chaff launcher (8 chaff bundles), 1 decoy drone launcher (8 drones), improved damage control, magnetic field, point-defense system, radiation shielding, self-destruct system

Sensors: Class III sensor array, targeting system

Communications: Drivesat comm array, radio transceiver

Weapons: 1 battery of 4 fusion beams (range incr. 3,000 ft.), 1 battery of 3 CHE missile launchers (24 missiles each), 1 minelayer (36 fusion mines with magnetic fields and stealth screens)

Grappling Systems: Grapplers

STRIKE CRUISER

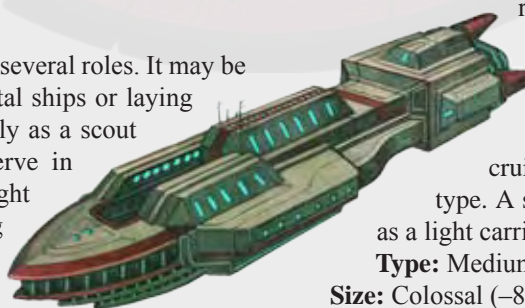
These armored cruisers often serve as the centerpiece of raiding or patrolling task forces, especially if heavier warships are unavailable. Many strike cruisers are configured for task force command functions; the command cruiser is a common variant of this hull type. A strike cruiser hull could easily serve as a light carrier or assault carrier.

Type: Mediumweight

Size: Colossal (-8 size)

Subtype: Strike cruiser

Tactical Speed: 3,500 ft. (7 sq.)



Strike Cruiser

Defense: 11
Length: 950 feet
Flat-footed Defense: 7
Weight: 38,000 tons
Autopilot Defense: 7
Targeting System Bonus: +5
Toughness: 14 (10 +4 armor)
Crew: 160 (expert +8)
Initiative Modifier: +8
Passenger Capacity: 40
Pilot's Class Bonus: +5
Cargo Capacity: 1,200 tons
Pilot's Dex Modifier: +4
Grapple Modifier: +16
Gunner's Attack Bonus: +4
Base Purchase Price: 2,500,000,000

Attack: Battery of 4 antimatter guns +4 ranged (+5/19–20) and battery of 3 plasma missiles +4 ranged (+9/18–20)

Immediate Attack: Point-defense system +5 ranged

Standard Design Specs:

Engines: Particle impulse engine, thrusters

Armor: Neutronite

Defense Systems: 1 chaff launcher (16 chaff bundles), improved autopilot system, improved damage control, light fortification, magnetic field, particle field, point-defense system, radiation shielding, self-destruct system

Sensors: Class V sensor array, improved targeting system

Communications: Drivesat comm array, radio transceiver

Weapons: 1 battery of 4 anti-matter guns (range incr. 5,000 ft.), 1 battery of 3 plasma missile launchers (16 missiles each), 1 minelayer (8 gravitic mines with displacers, magnetic fields, and particle fields; 10d10×10 damage)

Grappling Systems: Grapplers, tractor beam emitter

HEAVY STARSHIP SUBTYPES

Heavy starships are the workhorses of space travel: battle cruisers, battleships, fleet carriers, tankers, liners, and heavy transports. They move relatively quickly — thanks to massive engines — but maneuver very slowly. Their real strength lies in their armor and armaments; even civilian heavy starships are built to take a pounding.

A heavy starship measures 1,001 to 1,500 feet long. It has a 1,500-foot-by-1,500-foot fighting space (9 500-foot squares). In addition, all heavy starships share the following design specs.

Engines: All heavy starships have thrusters plus one other type of engine (see **Starship Engines**).

Armor: A heavy starship has one type of armor (see **Starship Armor**).

Defensive Systems: A heavy starship has a maximum of one defensive system per 50 two Toughness points (see **Starship Defense Systems**).

Sensors: A heavy starship has a maximum of three sensor systems (see **Starship Sensors**).

Communications: A heavy starship has two external communication systems (see **Starship Comm Systems**).

Weapons: A heavy starship has one beam, projectile, or missile weapon per two Toughness points (see **Starship Weapons**). These weapons are often arrayed in batteries. A minelayer is considered a single weapon. Although it weighs no more than a few thousand pounds, each mine consumes 100 tons of a ship's cargo capacity (most of it taken up by the launch system and radiation shielding).

Grappling Systems: A heavy starship may have up to two grappling systems (see **Grappling Systems**). Each grappling system takes away one of the ship's weapon slots (see above).

BATTLESHIP

The mainstay of many spacefaring navies, the battleship is heavily armed and armored, although not very maneuverable. Battleships serve as the backbone of any battle fleet.

Type: Heavy

Size: Colossal (–8 size)

Subtype: Battleship

Tactical Speed: 3,000 ft. (6 sq.)

Defense: 11

Length: 1,250 feet

Flat-footed Defense: 7

Weight: 125,000 tons

Autopilot Defense: 7

Targeting System Bonus: +3

Toughness: 15 (12 +3 armor)

Crew: 400 (expert +8)

Initiative Modifier: +4

Passenger Capacity: 200

Pilot's Class Bonus: +5

Cargo Capacity: 30,000 tons

Pilot's Dex Modifier: +4

Grapple Modifier: +16

Gunner's Attack Bonus: +4

Base Purchase Price: 8,125,000,000

Attack: Battery of 3 heavy plasma cannons +1 ranged (+9/19–20) and 2 fire-linked nuclear missiles +1 ranged (+9/19–20) and needle driver +1 ranged (+6)

Immediate Attack: Point-defense system +3

Standard Design Specs:

Engines: Fusion torch, thrusters

Armor: Vanadium



Battleship

Defense Systems: 1 chaff launcher (16 chaff bundles), improved autopilot system, improved damage control, magnetic field, point-defense system, radiation shielding, self-destruct system

Sensors: Class II sensor array, targeting system

Communications: Radio transceiver, Comm sat array

Weapons: 1 battery of 4 heavy plasma cannons (range incr. 6,000 ft.), 2 fire-linked nuclear missile launchers (16 missiles each), 1 needle driver (range incr. 4,000 ft.)

Grappling Systems: Grapplers

BATTLE CRUISER

The battle cruiser is a formidable warship that sacrifices weight of armor in exchange for speed. Its heavy weapons can make short work of any smaller vessel, and it can usually outrun anything big enough to stand up to it in a fair fight.

Type: Heavy

Size: Colossal (-8 size)

Subtype: Battle Cruiser

Tactical Speed: 4,000 ft. (8 sq.)

Defense: 11

Length: 1,360 feet

Flat-footed Defense: 7

Weight: 140,000 tons

Autopilot Defense: 7

Targeting System Bonus: +5

Toughness: 16 (13+3 armor)

Crew: 320 (expert +8)

Initiative Modifier: +4

Passenger Capacity: 160

Pilot's Class Bonus: +5

Cargo Capacity: 50,000 tons

Pilot's Dex Modifier: +4

Grapple Modifier: +16

Gunner's Attack Bonus: +4

Base Purchase Price: 812,500,000

Attack: 4 fire-linked heavy particle beams +1 ranged (+10) and 1 battery of 3 plasma missiles +1 ranged (+9/18-20)

Immediate Attack: Point-defense +5 ranged

Standard Design Specs:

Engines: Particle impulse engine, thrusters

Armor: Cerametal

Defense Systems: 1 chaff launcher (8 chaff bundles), 1 decoy drone launcher (4 drones), improved autopilot, improved damage control (5d10), magnetic field, particle field, radiation shielding, self-destruct system

Sensors: Class IV sensor array, improved targeting system

Communications: Drivesat comm array, mass transceiver

Weapons: 4 fire-linked heavy particle beams (range incr. 5,000 ft.), 1 battery of 3 plasma missile launchers (16 missiles each), 1 minelayer (50 gravitic mines with

displacers, magnetic fields, and particle fields; 10d10×10 damage)

Grappling Systems: Tractor beam emitter

MISSILE BOAT

The missile boat is a modified Battle Cruiser that attacks primarily with its missile batteries. Its strategy is to stay as far out of the fight as possible while launching a barrage of fire-linked missiles at its targets. In years past, the only way that a small number of smaller craft could stand up to an Imperium class battlecruiser was to have one or two of these on hand while the other ships attacked the larger ships at closer range.

Type: Heavy

Size: Colossal (-8 size)

Subtype: Battle Cruiser

Tactical Speed: 4,000 ft. (8 sq.)

Defense: 11

Length: 1,360 feet

Flat-footed Defense: 7

Weight: 140,000 tons

Autopilot Defense: 7

Targeting System Bonus: +5

Toughness: 16 (13+3 armor)

Crew: 320 (expert +8)

Initiative Modifier: +4

Passenger Capacity: 160

Pilot's Class Bonus: +5

Cargo Capacity: 50,000 tons

Pilot's Dex Modifier: +4

Grapple Modifier: +16

Gunner's Attack Bonus: +4

Base Purchase Price: 812,500,000

Attack: 4 fire-linked plasma missiles +1 ranged (+11/18-20) and 1 quantum cannon +1 ranged (+8). Immediate Attack: Point-defense +5 ranged

Standard Design Specs:

Engines: Particle impulse engine, thrusters

Armor: Cerametal

Defense Systems: 1 chaff launcher (8 chaff bundles), 1 decoy drone launcher (4 drones), improved autopilot, improved damage control (5d10), magnetic field, particle field, radiation shielding, self-destruct system

Sensors: Class IV sensor array, improved targeting system

Communications: Drivesat comm array, mass transceiver

Weapons: 4 fire-linked plasma missile batteries, 1 quantum cannon (range 6,000 ft.), 1 minelayer (50 gravitic mines with displacers, magnetic fields, and particle fields; 10d10×10 damage)

Grappling Systems: Tractor beam emitter



Battle Cruiser / Missile Boat ranged (+11/18-20) and 1 quantum cannon +1 ranged (+8). Immediate Attack: Point-

SUPERHEAVY STARSHIP SUBTYPES

Superheavy starships include mammoth, ponderous dreadnoughts, super-carriers, and super-freighters.

A superheavy starship measures 1,501 feet long or longer. The smallest superheavy starships (measuring 1,501–2,000 feet long) have a 2,000-foot-by-2,000-foot fighting space (16 500-foot squares), although larger fighting spaces are possible.

In addition, all superheavy starships share the following design specs.

Engines: All superheavy starships have thrusters plus as many as two other types of engine (see *Starship Engines*).

Armor: A superheavy starship has one type of armor (see *Starship Armor*).

Defensive Systems: A superheavy starship has a maximum of one defensive system per two points of Toughness (see *Starship Defense Systems*).

Sensors: A superheavy starship has a maximum of three sensor systems (see *Starship Sensors*).

Communications: A superheavy starship has two external communication systems (see *Starship Comm Systems*).

Weapons: A superheavy starship has one beam, projectile, or missile weapon per two points of Toughness (see *Starship Weapons*). These weapons are often arrayed in batteries. A minelayer is considered a single weapon. Although it weighs no more than a few thousand pounds, each mine consumes 100 tons of a ship's cargo capacity (most of it taken up by the launch system and radiation shielding).

Grappling Systems: A superheavy starship may have up to two grappling systems (see *Grappling Systems*). Each grappling system takes away one of the ship's weapon slots (see above).

IMPERIUM-CLASS BATTLECRUISER

The mightiest ships found ever built on any known worlds, *Imperium-class Battlecruisers* are titanic vessels armed with awesome firepower and virtually impregnable defenses. Its fighting space takes up 36 500-foot squares (a 6-square-by-6-square area).

Type: Superheavy

Size: Colossal (–8 size)

Subtype: Dreadnought

Tactical Speed: 3,500 ft. (7 sq.)

Defense: 11

Length: 4,750 feet

Flat-footed Defense: 7



Imperium-class Battlecruiser

Weight: 540,000 tons

Autopilot Defense: 7

Targeting System Bonus: +5

Toughness: 24 (21+3 armor)

Crew: 2,000 (expert +8)

Initiative Modifier: +6

Passenger Capacity: 1,600

Pilot's Class Bonus: +5

Cargo Capacity: 120,000 tons

Pilot's Dex Modifier: +4

Grapple Modifier: +16

Gunner's Attack Bonus: +4

Base Purchase Price: 81,250,000,000

Attack: 4 fire-linked quantum cannons +1 ranged (+12) and battery of 4 heavy mass cannons +1 ranged (+6/19–20) and 2 fire-linked mass reaction missiles +1 ranged (+10/18–20)

Immediate Attack: Point-defense system +5 ranged

Standard Design Specs:

Engines: Particle impulse engine, thrusters

Armor: Neutronite

Defense Systems: 1 chaff launcher (8 chaff bundles), improved autopilot system, improved damage control, light fortification, magnetic field, particle field, point-defense system, radiation shielding, self-destruct system

Sensors: Class V sensors, improved targeting system

Communications: Drivesat comm array, radio transceiver

Weapons: 1 battery of 4 heavy mass cannons (range incr. 6,000 ft.), 4 fire-linked quantum cannons (range incr. 6,000 ft.), 1 battery of 2 mass reaction missile launchers (60 missiles each), 1 minelayer (100 gravitic mines with displacers, magnetic fields, and particle fields)

Grappling Systems: Tractor beam emitter

STARSHIP ENGINES

A starship's engine determines how fast the ship moves. The more efficient the engine, the faster it can move the ship—and the more expensive it is. In addition, certain engines burn fuel of some sort, increasing the operational cost. In space, fuel-burning engines rely on vector jets to adjust their course, using fuel only in short, controlled burns to increase momentum.

To build a starship engine from scratch, a character must succeed at a Craft (mechanical) check (Difficulty 30) after investing 120 hours in its assembly. A character without a mechanical tool kit takes a –4 penalty on the skill check.

Installing an engine requires a successful Craft (mechanical) check (Difficulty 30) after investing 60 hours in the process. A character without a mechanical tool kit takes a –4 penalty on the skill check.

STARSHIP SIZE COMPARISON



IMPERIUM-CLASS BATTLE CRUISER

LENGTH: 4,750 FT.
MASS: 540,000 TONS
CREW: 2,000



BATTLE CRUISER

LENGTH: 1,360 FT.
MASS: 140,000 TONS
CREW: 320



BATTLESHIP

LENGTH: 1,250 FT.
MASS: 125,000 TONS
CREW: 400



STRIKE CRUISER

LENGTH: 950 FT.
MASS: 38,000 TONS
CREW: 180



CRUISER

LENGTH: 720 FT.
MASS: 28,000 TONS
CREW: 120



DESTROYER

LENGTH: 450 FT.
MASS: 8,000 TONS
CREW: 80



RAIDER

LENGTH: 450 FT.
MASS: 8,000 TONS
CREW: 8



CORVETTE

LENGTH: 320 FT.
MASS: 3,200 TONS
CREW: 16



FAST FREIGHTER

LENGTH: 100 FT.
MASS: 450 TONS
CREW: 4

ASSAULT FIGHTER

LENGTH: 32 FT.
MASS: 16 TONS
CREW: 1

All ship engines include FTL drives, which operate using tachyon technology, which draws from the same power source as the sublight engines, but all operate identically at cruising speed.

The various types of engines are listed below.

Minimum Ship Size: The minimum size the starship must be to have this type of engine.

Purchase Price: Purchase price of the engine.

FUSION TORCH

This engine consists of a fusion reactor with one wall of the magnetic bottle missing, directing the thrust in the form of super-heated plasma. The fusion torch is intended for space-only applications. The fusion torch's exhaust stream would melt anything it landed on and incinerate everything within a few hundred yards of ground zero; it also expels a tremendous amount of radiation. Many ships fitted with fusion torch rockets use thrusters for atmospheric travel. Otherwise, they must remain permanently in space, relying on shuttlecraft to reach a planet's surface. The fusion torch uses hydrogen for fuel.

A ship using a fusion torch as its primary source of propulsion must refuel after every three battles or interplanetary trips. Fusion torch fuel costs 750 credits per size category.

Minimum Ship Size: Gargantuan.

Purchase Price: 150 Cr + one-half the base purchase price of the starship.

ION ENGINE

The ion engine generates power to break down molecules of a fuel material to create ions, and then expels them by means of a magnetic impeller. It doesn't provide as effective a mass-thrust ratio as the fusion torch, but it's more fuel efficient and its exhaust is not nearly as dangerous. Ion engines don't function in any kind of atmosphere, so most ships with this kind of power plant also come equipped with thrusters.

A ship using an ion engine as its primary source of propulsion must refuel after every five battles or interplanetary trips. Ion engine fuel has a price of 1,000 credits per size category.

Minimum Ship Size: Huge.

Purchase Price: 625 Cr. + one-half the base purchase price of the starship.

PARTICLE IMPULSE ENGINE

The particle impulse engine is the next evolutionary step of the ion engine. It uses magnetic fields to produce a constant stream of high-energy particles, as well as to provide vectored thrust. The major advancement of the particle impulse drive over the ion drive is the engine's low expenditure of fuel, which it also manufactures. The drive's reaction is so efficient that the tiny amounts of matter present in

interplanetary or interstellar space can be collected through weak magnetic fields and converted into a thrust medium. Better still, the particle impulse engine is capable of atmospheric entry. It causes some damage to any surface close to its exhaust ports, but nowhere near as much damage as fusion torch engines do.

Minimum Ship Size: Gargantuan.

Purchase Price: 150 Cr + one-half the base purchase price of the starship.

THRUSTERS

Thrusters can propel a ship through a planetary atmosphere and land it safely on a planetary surface. Thrusters also serve as secondary engines when primary engines fail or shut down. Common types of thrusters include the scram-jet, chemical rocket, repulsion thrust, or powered airfoil, although the exact form doesn't matter.

A ship with thrusters as its primary source of propulsion must refuel after every battle or every orbital mission. Thruster fuel has a purchase price of 1,000 credits per size category.

Minimum Ship Size: Huge.

Purchase Price: 150 Cr + one-half the base purchase price of the starship.

STARSHIP ARMOR

A starship can have only one type of armor installed. To surround a starship's hull in armor or to upgrade the armor, a character must succeed at a Craft (structural) check (Difficulty 30) after investing 600 hours in its assembly. A character without a mechanical tool kit takes a -4 penalty on the skill check.

Different types of starship armor are presented below.

Hardness: The bonus to Toughness, which represents the amount of damage the armor absorbs from a weapon hit or collision.

Tactical Speed Penalty: The amount by which the armor reduces the starship's tactical speed, given in feet and squares.

Weight: The armor's weight.

Purchase Price: The armor's purchase price.

ALLOY PLATING

Alloy plating is made of advanced metal alloys engineered for high resistance to attacks at relatively low weights.

Hardness: +2

Tactical Speed Penalty: -500 feet (-1 square).

Weight: One-eighth the weight of the starship (rounded down).

Purchase Price: 625 Cr. + one-half the base purchase price of the starship.

CERAMETAL

Combining the heat-resistant qualities of tough ceramics with the ductile strength of metal, cerametal armor offers a good compromise between protection and economy.

Hardness: +3.

Tactical Speed Penalty: None.

Weight: One-eighth the weight of the starship (rounded down).

Purchase Price: 150 Cr. + one-half the base purchase price of the starship.

DEFLECTIVE

Deflective armor is comprised of a shiny, light, flexible polymer especially good at neutralizing energy damage but less effective against ballistic attacks.

Hardness: +2 against attacks that deal ballistic damage, +4 against all other attacks.

Tactical Speed Penalty: None.

Weight: One-tenth the weight of the starship (rounded down).

Purchase Price: 625 Cr. + one-half the base purchase price of the starship.

NEUTRONITE

Neutronite is a tough steel alloy into which a “weave” of free neutrons has been pressed. It is extremely resilient but also incredibly massive, weighing about five times more than a similar volume of lead.

Hardness: +4

Tactical Speed Penalty: -500 feet (-1 square).

Weight: One-quarter the weight of the starship (rounded down).

Purchase Price: 625 Cr. + one-half the base price of the starship.

POLYMERIC

Polymeric armor is made up of advanced polymers, such as carbon fiber and high-grade fiberglass. It is relatively cheap and light, but doesn't offer tremendous protection.

Hardness: +2

Tactical Speed Penalty: None.

Weight: One-tenth the weight of the starship (rounded down).

Purchase Price: 150 Cr. + one-half the base purchase price of the starship.

VANADIUM

Interlocking plates of light vanadium alloy absorb a respectable amount of damage and are easy to mold to a starship's hull.

Hardness: +3

Tactical Speed Penalty: None.

Weight: One-eighth the weight of the starship (rounded down).

Purchase Price: 625 Cr. + one-half the base purchase price of the starship.

STARSHIP DEFENSE SYSTEMS

Armor does an admirable job of preventing damage to the superstructure of a starship, but it's really only the last line of defense. Since the late Industrial Age, aircraft have been outfitted with an ever-increasing number of defensive systems designed to avoid or avert damage to a craft's hull — or to repair it before catastrophe occurs.

To build a defense system from scratch, a character must succeed at a Craft (electronic) check (Difficulty 30) and a Craft (mechanical) check after investing 60 hours in its assembly. A character without an electrical or mechanical tool kit takes a -4 penalty on the appropriate skill check.

Installing a defensive system requires a successful Craft (mechanical) check (Difficulty 30) after investing 30 hours. A character without a mechanical tool kit takes a -4 penalty on the skill check.

Different types of defensive systems are detailed below.

Purchase Price: The purchase price of the system.

AUTOPILOT SYSTEM

An autopilot system kicks in whenever the pilot is unable to fly the starship. An autopilot system isn't as good at avoiding attacks as a living pilot, but it's better than nothing. Larger vessels have more adaptive autopilot systems than smaller ships (although this increased sophistication doesn't outweigh the penalties associated with the ships' larger sizes).

An autopilot system provides an equipment bonus to the starship's Defense depending on the ship's size: Huge +1, Gargantuan +2, Colossal +4. This bonus applies only when the autopilot system is engaged.

Purchase Price: 38 Cr. + one-quarter the base purchase price of the starship.

AUTOPILOT SYSTEM, IMPROVED

An improved autopilot system provides an equipment bonus to the starship's Defense depending on the ship's size: Huge +3, Gargantuan +4, Colossal +5. This bonus applies only when the autopilot system is engaged.

Purchase Price: 38 Cr. + one-half the base purchase price of the starship.

CHAFF LAUNCHER

Chaff consists of a cloud of millions of tiny metal strips or particles. This detritus interferes with sensors and missiles. Deploying chaff — usually via a small bundle from the rear or underside of a starship — is a move action. The chaff fills one 500-foot square with these strips or particles. Sensor scans directed at anything within the square take a –10 penalty, and scanning something on the direct opposite side of the chaff field incurs a –5 penalty. The protected ship gains three-quarters concealment against any missile that passes through the chaff.

Purchase Price: 2,500 Cr. for chaff launcher and one chaff bundle, 625 Cr. for each additional chaff bundle.

DAMAGE CONTROL SYSTEM

A starship equipped with a damage control system can perform damage control as a move action. With a successful Craft (repair) check (Difficulty 15), the ship removes one checked box from the damage progression. Damage control cannot be performed if the ship is breaking apart.

Purchase Price: Varies by starship type (see Table: Damage Control Systems).

DAMAGE CONTROL, IMPROVED

A starship equipped with improved damage control removes one checked box from the damage progression, as above, and it receives a +2 to its Craft (repair) check. (see Damage Control System, above).

Purchase Price: 437,500 Cr. + the purchase price of a standard damage control system.

DECOY DRONE LAUNCHER

A decoy drone is a small, self-guided missile that mimics the electromagnetic and infrared signatures of the ship that launched it. Deploying a decoy drone is an attack action, and the drone occupies the same fighting space as the ship it imitates.

The decoy drone negates the equipment bonus on attack rolls granted by an enemy ship's targeting system. Launching multiple decoy drones grants no cumulative effect.

A deployed and intact decoy drone can be recovered or captured with a successful grapple. It can also be targeted and destroyed. A decoy drone has a Defense of 12 and a toughness of 1, and it rolls 1d20+4 on opposed grapple checks.

Purchase Price: 25,000 Cr. for drone launcher and one drone, 11,250 Cr. for each additional drone.

LIGHT FORTIFICATION

The starship's structural integrity is reinforced so that the ship can shake off attacks that would cripple it otherwise. Light fortification converts 25 percent (1-5 on a D20) of all critical hits into regular hits.

Installing light fortification requires a Craft (structural) check instead of a Craft (mechanical) check.

Purchase Price: 150 Cr. + one-half the base purchase price of the starship.

MAGNETIC FIELD

The magnetic field is the first primitive energy shield. It uses vast amounts of power to surround the ship with potent lines of magnetic force. Missiles and weapons that deal ballistic damage fired at a starship with a magnetic field take a –4 penalty on attack rolls.

A mine can be equipped with a magnetic field.

Purchase Price: 437,500 Cr. + one-half the base purchase price of the starship or mine.

PARTICLE FIELD

Generators project a field of alpha particles (helium nuclei that have been stripped of their electrons) around the ship. The field absorbs energy damage; weapons that wholly or partly deal concussion, electricity, fire, or nonspecific energy damage (such as beam weapons) fired at the starship take a –4 penalty on attack rolls.

A mine can be equipped with a particle field.

Purchase Price: 150 Cr. + one-half the base purchase price of the starship or mine.

POINT-DEFENSE SYSTEM

A point-defense system serves two functions: It targets all incoming missiles, and it allows a starship to make attacks against enemy ships passing through its occupied squares. The point-defense system consists of batteries of automated weapons programmed to fire when either of these two conditions is met.

A point-defense system does not fire upon mines, cannot be controlled manually by the crew, and cannot be used to make normal attacks.

TABLE 6-1: POINT-DEFENSE SYSTEMS

Starship Type	Point-Defense Damage	Cost
Ultralight	+3	62,500 Cr
Light	+4	150,000 Cr
Mediumweight	+5	250,000 Cr
Heavy	+6	437,500 Cr
Superheavy	+7	812,500 Cr

Destroy Missiles: A point-defense system has a 20 percent chance (1-4 on a D20) of destroying any incoming missile. A destroyed missile deals no damage to the ship.

Make Attacks Against Encroaching Ships: A starship equipped with a point-defense system threatens the space it occupies as well as all adjacent 500-foot squares. When this occurs, the point-defense system rolls 1d20 and adds the ship's targeting system bonus on the roll. If the result equals or exceeds the enemy ship's Defense, the point-defense weapons deal ballistic damage based on the ship's type, as shown in Table: Point-Defense Systems. Point-defense systems cannot score critical hits.

Purchase Price: Varies by starship type (see Table: Point-Defense Systems).

Restriction: Licensed (+1).

RADIATION SHIELDING

Radiation shielding protects a ship's crew and passengers against the harmful radiation of neutron stars, solar flares, and other external causes. All personnel aboard the ship gain a +5 circumstance bonus on saves to resist the effects of radiation poisoning.

Purchase Price: 437,500 Cr. + one-half the base purchase price of the starship.

SELF-DESTRUCT SYSTEM

A self-destruct system ensures that a starship cannot be captured, dissected for information, or used against its builders. Installing a starship self-destruct system requires a Craft check (Difficulty 30) and takes an amount of time as determined by the ship's type: ultralight 1 hour, light 10 hours, mediumweight 30 hours, heavy 60 hours, superheavy 120 hours. If the Craft check fails by 10 or more, the system detonates, destroying the ship and possibly harming others nearby.

A self-destruct system can be programmed to activate only under specified conditions — usually the voice authorization of the ship's commander, and usually only after the crew has had sufficient time to evacuate (see **Starship Evacuation**).

The self-destruct system obliterates the starship (killing all aboard) regardless of where it's at on the damage progression. A starship destroyed by its own self-destruct system has no salvageable parts.

The starship's self-destruction triggers an explosion of shrapnel that deals collateral slashing damage to all other ships in its fighting space; mediumweight, heavy, and superheavy ships also deal collateral damage to ships in adjacent squares. A successful Pilot check (Difficulty 15) reduces the damage by half. **Table 6-2: Self-Destruct Systems** shows the amount of collateral damage (and the system's purchase price) based on the starship's type.

Purchase Price: Varies by starship type (see **Table 6-2: Self-Destruct Systems**).

TABLE 6-2: SELF-DESTRUCT SYSTEMS

Starship Type	Collateral Damage	Cost
Ultralight	+2	15,000 Cr
Light	+3	81,250 Cr
Mediumweight	+4	437,500 Cr
Heavy	+5	2,500,000 Cr
Superheavy	+6	15,000,000 Cr

SENSOR JAMMER

A sensor jammer interferes with radar and enemy sensor scans. It also confounds missile guidance systems. Sensor checks made against a ship with an active sensor jammer take a -5 penalty. In addition, the ship gains one-half concealment against missile attacks.

Any ship with a Class III sensor system (or better) is not subject to the effects of the sensor jammer, ignoring the penalty and miss chance.

Purchase Price: 38 Cr. + one-half the base purchase price of the starship.

STEALTH SCREEN

An improved version of the sensor jammer (see above), the stealth screen is a sophisticated electromagnetic transceiver capable of detecting incoming electromagnetic energy from radars, ladars, and other sensor devices. When it detects such energy, it responds by generating an electromagnetic interference pattern. In addition, it monitors the ship's own EM emissions and cloaks them in a similar manner. Finally, the stealth shield masks the ship's mass signature. Sensor checks made against a ship with an active stealth screen take a -10 penalty.

Additionally, a deployed mine has a 50 percent chance (1-10 on a D20) of not detecting the screened ship as it enters or leaves its detonation area.

Finally, a starship with an active stealth screen gains one-half concealment against all attacks (20% miss chance, or 1-4 on a D20).

A mine can be equipped with a stealth screen.

Purchase Price: 150 Cr. + one-half the base purchase price of the starship or mine.

STARSHIP SENSORS

A starship would be lost in the blackness of outer space without a sophisticated sensor array enabling it to perceive its surroundings. Sensor arrays allow a starship's crew to plot safe courses through unexplored star systems, avoid comets and electromagnetic storms, navigate asteroid belts, analyze planetary surface conditions, detect other starships nearby, and analyze damage to the ship's outer

hull. Without a functional sensor array, a ship and its crew are virtually paralyzed.

This section describes several standard sensor arrays. Each sensor array includes a list of functions; each function requires a move action and a successful Computers check (Difficulty 15).

To build a sensor system from scratch, a character must succeed at a Craft (electronic) check (Difficulty 30) after investing 60 hours in its assembly. A character without an electrical tool kit takes a -4 penalty on the skill check.

Installing a sensor system requires a successful Craft (electrical) check (Difficulty 30) after investing 30 hours. A character without an electrical tool kit takes a -4 penalty on the skill check. Different types of sensor systems are detailed below.

Purchase Price: The purchase price of the system.

CLASS I SENSOR ARRAY

This array includes radar, hi-res video, and infrared heat sensor units. As a move action, a Class I sensor array can perform either of the following functions with a successful Computers check (Difficulty 15):

- Ascertain the location and type (ultralight, light, and so on) of all visible ships on the battlefield.
- Identify and ascertain the location of all visible hazards on the battlefield (such as asteroids and mines).
- Analyze the chemical composition of a planet's atmosphere (the ship must be orbiting the planet).

Purchase Price: 3,438 Cr.

CLASS II SENSOR ARRAY

This array incorporates hi-res video, infrared and electromagnetic sensors, and ladar detection units. (The ladar uses low-powered laser beams to locate targets.) As a move action, a Class II sensor array can perform any one of the following functions with a successful Computers check (Difficulty 15):

- Ascertain the location, type (ultralight, light, and so on), and subtype (fighter, destroyer, and so on) of all visible ships on the battlefield.
- Identify and ascertain the location of all visible hazards on the battlefield (such as asteroids and mines).
- Identify all weapons on a specific ship (number and type of weapons present), including their organization into batteries (but not fire links).
- Ascertain the presence of any or all of the following systems on a specific ship: grapplers, magnetic field, point-defense system.
- Identify a specific ship's armor type.
- Analyze the chemical composition of a planet's atmosphere (the ship must be orbiting the planet).

Purchase Price: 18,750 Cr.

CLASS III SENSOR ARRAY

As the Class II sensor array, except that the ship also gains a +2 equipment bonus on all initiative checks. This array is normally installed on ships built for combat.

Purchase Price: 43,750 Cr.

CLASS IV SENSOR ARRAY

This array includes hi-res video, electromagnetic sensors, multiband radar, spectroanalyzers, and mass detectors. (A mass detector locates objects via their gravitational signatures.)

As a move action, a Class IV sensor array can perform any one of the following functions with a successful Computers check (Difficulty 15):

- Ascertain the location, type (ultralight, light, and so on), subtype (fighter, destroyer, and so on), and mass of all visible ships on the battlefield.
- Identify and ascertain the location of all visible hazards on the battlefield (such as asteroids and mines).
- Identify all of the weapons on a specific ship (number and type of weapons present), including their organization as fire-linked weapons and batteries.
- Ascertain the presence of any or all of the following systems on a specific ship: grapplers, magnetic field, particle field, point-defense system, tractor beam.
- Identify a specific ship's armor type.
- Identify the type of engines a ship has.
- Determine the number of life forms aboard a specific ship.
- Analyze the chemical composition of a planet's atmosphere (the ship must be orbiting the planet).
- Analyze and chart the topography of a 1,000-square-mile area on a planet's surface (the ship must be orbiting the planet).
- Determine a planet's prevailing meteorological conditions and weather patterns (the ship must be orbiting the planet).

Purchase Price: 112,500 Cr.

CLASS V SENSOR ARRAY

As the Class IV sensor array, except that the ship also gains a +2 equipment bonus on all initiative checks. This array is normally installed on ships built for combat.

Purchase Price: 250,000 Cr.

TARGETING SYSTEM

A computerized targeting system helps starship gunners aim weapons and track enemy ships. A targeting system provides an equipment bonus on attack rolls depending on the ship's size: Huge +1, Gargantuan +2, Colossal +3.

The purchase price of the targeting system depends on the size of the ship.

Purchase Price: 1,500 Cr. (Huge), 6,250 Cr. (Gargantuan), or 25,000 Cr. (Colossal).

TARGETING SYSTEM, IMPROVED

A starship equipped with an improved targeting system gains an equipment bonus on attack rolls depending on the ship's size: Huge +3, Gargantuan +4, Colossal +5. This system replaces lesser targeting systems.

The purchase price of the improved targeting system depends on the size of the ship.

Purchase Price: 4,375 Cr. (Huge), 18,750 Cr. (Gargantuan), or 81,250 Cr. (Colossal).

STARSHIP COMM SYSTEMS

The ability to communicate with other ships and bases is vital to starships. The more advanced a ship's communications capabilities, the better informed its crew is, and the better they can coordinate with other ships in the same fleet.

To build a communication system from scratch, a character must succeed at a Craft (electrical) check (Difficulty 30) after investing a number of hours equal to the ship's Toughness. A character without an electrical tool kit takes a -4 penalty on the skill check.

Installing a comm system requires a successful Craft (mechanical) check (Difficulty 30) and a successful Craft (electrical) check (Difficulty 30) after investing 30 hours. A character without a mechanical or electrical tool kit takes a -4 penalty on the appropriate skill check.

The following section describes various ship-to-ship comm. systems.

Purchase Price: The cost of the comm system.

INTERNAL COMM SYSTEMS

Most ships use the same technology for internal communication. When one crewmember wishes to speak to another, they go to the nearest computer station and request a link with them. If that person is already at a computer system somewhere else on the ship, the message that a direct communication request is displayed and she must then clear it and either make contact or ignore it. If the crewman is away from a computer, they are paged via a tiny beeper that is built into her uniform. The beeping is loud enough to overcome background noise, but otherwise not cause enough noise to be intrusive to others working near her. Acceptable response times vary from ship to ship,

but when she logs into the nearest computer, she can begin speaking directly to the person who paged her. Ship officers carry a small device handheld that links them into the communications system at all times so they can respond to a situation immediately.

An internal comm system has a purchase price based on the ship's type: ultralight 344 Cr, light 813 Cr, medium-weight 1,875 Cr, heavy 4,375 Cr, superheavy 11,250 Cr. Increase the purchase price by 5 percent if the comm stations include video screen displays as well.

DRIVESAT COMM ARRAY

This massive comm array provides rapid interstellar communications. The array uses tachyons to carry the signal, and it consists of a constellation of dozens of small transmitters that transmit and receive messages through space at faster-than-light speeds, enabling communications with a range of 50 light-years.

The signals travel at a rate of 5 light-years per hour. Because of the need for steady signal, the ship must remain stationary and broadcast to the precise coordinates it is attempting to reach in order to transmit and receive messages. If the ship moves while its drivesat array is transmitting or receiving, the ship's communication officer must make a Computers check (Difficulty 30) to avoid losing the signal.

Only mediumweight, heavy, and superheavy ships can be equipped with a drivesat comm array.

Purchase Price: 3,437,500 Cr.

RADIO TRANSCEIVER

The radio transceiver can transmit on multiple frequencies in either LOS (line of sight) or omnidirectional mode, sending messages at the speed of light. A radio transceiver can handle up to ten simultaneous two-way conversations; however, the signal breaks up at around one quarter of one light year. Also, since it is limited by the speed of light, it can take several minutes for transmissions to reach other planets.

Purchase Price: 3,438 Cr.

STARSHIP WEAPONS

Starship weapons fall into one of four categories: beam weapons, projectile weapons, missiles, and mines. Each category of weapon is described in greater detail below.

Starship weapons require the Starship Gunnery feat to operate proficiently. Without this feat, a gunner takes a -4 penalty on attack rolls made with starship weapons. Trained, expert, and ace crew gunners are assumed to have this feat.

To build a starship weapon system from scratch, a character must succeed at a Craft (mechanical) check (Difficulty 30) after investing 300 hours in its assembly. A character

TABLE 6-3: STARSHIP WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Minimum Ship Size	Cost
Fusion Beam	+5	20	Energy	3,000'	Single	Gargantuan	112,500 Cr
Antimatter Gun	+5	20	Energy	5,000'	Single	Colossal	437,500 Cr
Gauss Gun	+6	20	Ballistic	4,000'	Single ¹	Gargantuan	187,500 Cr
Laser	+3	20	Energy	3,000'	Single ¹	Huge	25,000 Cr
Laser, Heavy	+4	20	Energy	4,000'	Single	Colossal	62,500 Cr
Mass Cannon	+6	20	Ballistic	5,000'	Single	Gargantuan	343,750 Cr
Mass Cannon, Heavy	+7	20	Ballistic	6,000'	Single	Colossal	812,500 Cr
Mine, Fusion	+10	–	Energy	–	–	Colossal	112,500 Cr
Mine, Gravitic	+10	–	Energy	–	–	Colossal	1,875,000 Cr
Missile, CHE	+4	19-20	Ballistic	–	Single	Gargantuan	11,250 Cr ²
Missile, KE Submunition	+3	19-20	Ballistic	–	Single	Gargantuan	4,375 Cr ²
Missile, Mass Reaction	+9	19-20	Energy	–	Single	Colossal	15,000,000 Cr ²
Missile, Nuclear	+8	19-20	Energy	–	Single	Gargantuan	3,437,500 Cr ²
Missile, Plasma	+9	19-20	Fire	–	Single	Gargantuan	4,375,000 Cr ²
Needle Driver	+6	20	Ballistic	4,000'	Auto	Gargantuan	250,000 Cr
Neutron Gun	+3	20	Energy	5,000'	Single	Colossal	62,500 Cr
Neutron Gun, Heavy	+5	20	Energy	6,000'	Single	Colossal	187,500 Cr
Particle Beam	+6	20	Energy	4,000'	Single	Gargantuan	250,000 Cr
Particle Beam, Heavy	+8	20	Energy	5,000'	Single	Colossal	625,000 Cr
Plasma Cannon	+7	20	Energy	3,000'	Single ¹	Gargantuan	250,000 Cr
Plasma Cannon, Heavy	+9	20	Energy	4,000'	Single ¹	Colossal	625,000 Cr
Quantum Cannon	+10	20	Energy	6,000'	Single	Gargantuan	1,125,000 Cr
Rail Cannon	+4	20	Ballistic	3,000'	Single ¹	Gargantuan	43,750 Cr

1. With a successful Repair check (Difficulty 30) and 1 hour of work, this weapon can be modified for semiautomatic or automatic fire mode. Resetting the weapon to its original configuration requires another check and another hour of labor.

2. The purchase price includes a basic launch system (missile rack or missile tube) and eight missiles with warheads. The purchase price is 10% lower without the launch system.

without a mechanical tool kit takes a –4 penalty on the skill check.

Installing a weapon system requires a successful Craft (mechanical) check (Difficulty 30) after investing 30 hours. A character without a mechanical tool kit takes a –4 penalty on the skill check.

Modifying Weapons: Certain beam and projectile weapons — as noted in **Table 6-3: Starship Weapons** — can be modified for different rates of fire. With 1 hour of work and a successful Repair check (Difficulty 30), these weapons can be reconfigured for semiautomatic or automatic fire mode. (Resetting a weapon to its original configuration requires another check and 1 hour.) Weapons can be purchased in their modified versions, but the purchase increases by 10 percent.

BEAM WEAPONS

Beam weapons deal energy damage, usually of a nonspecific type. They range from weapons as simple as a high-powered laser to monstrous devices capable of harnessing the fundamental forces of the universe.

Beam weapons draw power from a starship's power plant and are considered to have unlimited ammunition.

Beam Weapon Mounts: Beam weapons are mounted on turrets or in banks that, coupled with the starship's ability to adjust its orientation, allow the weapons to fire in any direction. The cost of a turret mount or bank is included in the purchase price of the weapon.

PROJECTILE WEAPONS

Projectiles are generally solid slugs delivered to the target, where the velocity and density of the slug hopefully punch through the target's defenses. The most basic projectile weapons launch a small hunk of metal at roughly the speed of sound; the most advanced can push around mountains or molecules at greater than the speed of light.

Projectile weapons tend to be slightly more expensive than beam weapons, but the top end damage is considerably higher.

Starships have sufficient storage space to contain a virtually unlimited supply of projectile weapon ammunition.

Projectile Weapon Mounts: Like beam weapons, projectile weapons are mounted on turrets or in banks that, coupled with the starship's ability to adjust its orientation, allow the weapons to fire in any direction. The cost of a turret mount or bank is included in the purchase price of the weapon.

MISSILES

A missile is an explosive warhead fixed to a guided rocket and fired from a missile launcher. The type of warhead determines both the type and amount of damage.

All missiles are equipped with guidance systems that negate the penalty for range increments. Missiles are purchased in racks of eight.

Missile Launchers: A starship must be equipped with missile launchers to fire missiles. Each type of missile has its own type of missile launcher; for example, a launcher designed to fire CHE missiles cannot fire KE submunition missiles. Missiles can fire in any direction. A missile launcher has a purchase price of 4,000 Cr.

MINES

Mines are immobile explosives that must be deployed to be effective. Mines are equipped with sensors to scan approaching ships and detonate when hostile ships draw near. Some mines also come equipped with cloaking screens and other defensive systems to conceal their presence (see **Defensive Systems**).

Mines are sold individually. Although a mine weighs no more than a few thousand pounds, one mine consumes 100 tons of a ship's cargo capacity (most of it taken up by the launch system and radiation shielding).

Minelayers: A starship must be equipped with a minelayer (purchase Price 25,000 Cr) to deploy mines, and only Colossal ships can be fitted with minelayers. A minelayer consists of two or more mine rails—low-powered magnetic accelerators that can deploy one mine per round.

Deploying a Mine: A starship equipped with a minelayer can, as an attack action, deploy a single mine in any 500-foot square it occupies. Only after the starship leaves the mine's detonation area does the mine activate.

A starship that deploys a mine sets the conditions under which the mine detonates. Up to four mines can be deployed in the same 500-foot square and programmed to detonate simultaneously.

A deployed mine is a Medium-size object with Defense 5 and a toughness of 3. Damaging or destroying a deployed mine has a 50 percent chance per hit of detonating it.

Detonating a Mine: When certain predetermined conditions are met (usually when an enemy ship enters the mine's detonation area), the deployed mine explodes. The mine's detonation area includes the square it occupies and all adjacent 500-foot squares (9 squares total). All ships within the mine's detonation area take damage when the mine detonates. A pilot may attempt a Pilot check (Difficulty 25) to reduce the damage by half; making this check does not count as an action.

FIRE-LINKED WEAPONS

Fire-linked weapons are identical beam weapons, projectile weapons, or missile launchers that point and fire in the same direction. In effect, this arrangement creates a single weapon (fired with a single attack roll) that deals greater damage than either weapon alone.

Each full doubling of the number of fire-linked weapons (two weapons, four, eight, and so on) increases the damage by one. For example, a fighter using two fire-linked rail cannons (damage +4 each) deals +5 damage with a successful attack. Fire-linking weapons adds 40 percent (1-8 on a D20) to the purchase price of each weapon in the link.

WEAPON BATTERIES

A weapon battery consists of a cluster of up to five identical beam weapons, projectile weapons, or missile launchers that fire as a single weapon (requiring a single attack roll). When using battery fire, every weapon after the first in a battery adds a +1 bonus on the attack roll, to a maximum of +4 for a five-weapon battery. If the attack succeeds, roll damage as if one of the weapons had hit. In addition, a weapon battery has a greater chance of scoring a critical hit. Regardless of the number of weapons in the battery, the threat range is increased by 1. For example, a battery of plasma cannons (normal threat range of 20) has a threat range of 19–20. This effect stacks with other systems that expand a weapon's critical threat range, such as Achilles targeting software.

Batteries of weapons cannot be “split” into individual weapons; they either fire all together, or not at all. Installing weapons in a battery increases the purchase price of each weapon by 1,000 Cr.

Only mediumweight, heavy, and superheavy starships can be equipped with weapon batteries.

WEAPON DESCRIPTIONS

Table: Starship Weapons provides the following statistics for various ranged weapons:

Damage: The damage the weapon deals.

Critical: The critical threat range of the weapon.

Damage Type: Most beam weapons deal a nonspecific type of energy damage that is not subject to energy resistance. A few weapons deal a specific kind of energy damage; for example, a laser deals fire damage. Projectile weapons deal ballistic damage.

Range Increment: A weapon's range increment is given in feet. An attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Beam weapons dissipate and become ineffective past 10 range increments, while projectile weapons have unlimited range.

Rate of Fire: Ranged weapons have two possible rates of fire: single shot, semiautomatic, or automatic.

Single Shot: A weapon with a single shot rate of fire can fire only one shot per attack, even if the gunner has a feat or other ability that normally allows more than one shot per attack.

Automatic (A): Automatic ranged weapons fire a burst or stream of shots. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take

advantage of automatic fire. See the Starship Weapons on Autofire for more rules and information.

Minimum Ship Size: The minimum size of starship capable of supporting the weapon.

Purchase Price: The purchase price of the weapon.

STARSHIP WEAPONS ON AUTOFIRE

If a starship weapon has an automatic rate of fire, it can be set on autofire. Autofire affects an area and everything in it, not a specific target. The starship using the autofire weapon targets a 1,000-foot-by-1,000-foot area and makes an attack roll; the targeted area has an effective Defense of 10. If the attack succeeds, the pilots of all ships within the affected area must make a Pilot check (Difficulty 15) or take the weapon's damage.

Apply a penalty on the check based on the size of the pilot's ship: Huge –2, Gargantuan –4, Colossal –8.

Some starship weapons—such as the needle driver—only have autofire settings and can't normally fire single shots.

ANTIMATTER GUN

Using the same basic technology as the rail cannon, the antimatter gun throws a piece of antimatter at the target. The impact alone is extremely destructive. Following the initial impact damage, the “splatter” of antimatter from the disintegrating warhead creates a cluster-bomb effect around the point of impact, increasing the chance of a critical hit.

FUSION BEAM

The fusion beam initiates a fusion reaction and then directs the blast at the target.

GAUSS GUN

The gauss gun is an electromagnetic accelerator that fires tiny ball bearings at an extremely high velocity.

LASER

The simplest beam weapon, the laser is used generally for small craft. It consists of a focused beam of white-hot light.

LASER, HEAVY

The heavy laser is simply an oversized laser that pours more energy on the target. It's too big to install on light spacecraft, but is common on destroyers and larger warships.

MASS CANNON

The mass cannon uses gravitic technology to “charge” a small bit of matter with incredible gravitational energy,

then hurls it at the target, where its increased gravitational pull causes it to slam into the target like a wrecking ball.

MASS CANNON, HEAVY

The heavy mass cannon is a larger and more powerful version of the mass cannon.

MINE, FUSION

A fusion mine initiates a fusion reaction that deals damage to all starships in its square and all adjacent squares.

MINE, GRAVITIC

When a gravitic mine detonates, it creates a brief artificial gravity well that pulls on ships in its square and in all adjacent squares, tearing their hulls.

MISSILE, CHE

A CHE (conventional high-explosive) warhead can destroy a small vessel, but it's less effective against larger warships unless launched in numbers. Heavy vessels, such as battleships, can usually ignore the weapon despite its payload of hundreds of kilos of advanced chemical explosives.

MISSILE, KE SUBMUNITION

This warhead consists of a bundle of dozens or even hundreds of tungsten steel darts, each mounted on small rocket motors. As the weapon approaches its target, the warhead splits open, unleashing a lethal hail of high-velocity metal arrows. The impact alone can vaporize several square yards of heavy armor.

MISSILE, MASS REACTION

This warhead uses a dark matter reaction to unleash a powerful wave of energy. The effect is more concentrated than a nuclear blast, but it's less likely to cause unwanted collateral damage.

MISSILE, NUCLEAR

This one-megaton warhead is essentially a fusion bomb rigged to a guided rocket.

MISSILE, PLASMA

The plasma warhead improves on the chemical explosive. It creates a burst of white-hot plasma that can blast a small ship out of space with one shot.

NEEDLE DRIVER

The needle driver is a larger, heavier version of the rail cannon (see below), with an extremely high rate of fire. It fires small metal flechettes at the rate of thousands of rounds per minute.

NEUTRON GUN

This device directs an intense blast of neutron radiation at the target.

NEUTRON GUN, HEAVY

This weapon is simply a larger version of the neutron gun.

PARTICLE BEAM

The next phase of the neutron gun, the particle beam projects a stream of protons, neutrons, or alpha particles at the target—each particle accelerated to near light-speed.

PARTICLE BEAM, HEAVY

This weapon is simply a larger version of the particle beam.

PLASMA CANNON

Using a powerful electrical charge to convert a mix of chemicals into white-hot plasma, this weapon then accelerates the plasma mass toward the target with a simple rail gun. The result is a bolt of incandescent plasma that can explosively vaporize objects in its path.

PLASMA CANNON, HEAVY

This weapon is simply a larger version of the plasma cannon.

QUANTUM CANNON

The quantum cannon fires a stream of highly charged subatomic particles, destabilizing the atoms of the target and creating localized fission reactions.

RAIL CANNON

Rail cannons use a series of electromagnets to propel projectiles down a magnetic track. The projectiles are kinetic-energy weapons with no explosive charge, but at close ranges, they can still be quite devastating.

GRAPPLING SYSTEMS

The following devices are commonly found on starships but don't fit under the headings of armor, engines, sensors, defensive systems, or weapons.

Installing one of these systems requires a successful Craft (mechanical) check (Difficulty 30) after investing 30 hours. A character without a mechanical tool kit takes a –4 penalty on the skill check.

Purchase Price: The purchase price of the system.

GRAPPLERS

Grapplers consist of two or more robotic arms fitted with magnetic grips or pads capable of latching onto a single

target, usually another ship. Grapplers can also be used to grab Small or larger objects adrift in space.

Using grapplers against another ship or an unattended object is an attack action. Against another ship, this action provokes an immediate attack if the ship being grabbed has a point-defense system. To successfully grab the target, the starship must first enter the target's square; then the starship's pilot must succeed at a Pilot check. The Pilot check's Difficulty depends on the size and Defense of the target being grabbed, as shown on **Table 6-4: Grappler Difficulty** below. If the check succeeds, the starship successfully latches onto the target, and the two ships continue to occupy the same space until the grapplers release their hold. The grappling ship cannot move as long as it wishes to remain latched and moves in concert with the grappled ship. Neither ship can attack the other as long as the grapplers maintain their hold.

As an attack action, a grabbed starship can free itself from a grabbing ship by succeeding at an opposed Pilot check. Each ship adds a special grapple bonus on its check based on its size: Huge +8, Gargantuan +12, Colossal +16. A ship may only attempt to free itself once per round.

A starship using grapplers to latch onto another ship can release the hold and retract the grapplers as a free action.

Purchase Price: 150 credits + one-half the base purchase price of the starship.

TRACTOR BEAM EMITTER

A tractor beam emitter projects a short-range gravitational "tether" that latches onto or immobilizes a single target, usually a ship or unattended object. The target must be in the same square or in an adjacent square.

Using a tractor beam against a starship or an unattended object is an attack action. Against another ship, this action provokes an immediate attack if the ship being grabbed has a point-defense system.

To grab a target with its tractor beam, a starship must succeed at a ranged attack roll. If the attack succeeds, the smaller ship is immediately pulled into the larger ship's space (if it isn't in occupying the same space already); if both ships are the same size, the target is pulled into the tractor beam ship's space. In any case, being pulled into another ship's space by a tractor beam does not count against



a ship's movement. If the tractor beam ship is one or more size categories larger than the target, the target is effectively immobilized, and tractor beam ship drags the target with it when it moves. If the tractor beam ship is the same size category as the target or smaller, both the tractor beam ship and the target are effectively immobilized. See the **Starship Condition Summary** for the effects of being immobilized.

As an attack action, a tractor beam ship can free itself from the tractor beam ship by succeeding at an opposed Pilot check. Each ship adds a special grapple bonus on its check based on its size: Huge +8, Gargantuan +12, Colossal +16. A ship may only attempt to free itself from a tractor beam (or any other grappling device) once per round. A ship held by multiple tractor beams may attempt a single grapple check to escape all of the beams, but must beat the grapple check results of all opponents.

A starship using a tractor beam to grab another ship can terminate the beam (thereby releasing its hold on the other ship) as a free action.

Only Gargantuan and Colossal ships can be equipped with a tractor beam emitter.

Purchase Price: 625 + one-half the base purchase price of the starship.

TABLE 6-4: GRAPPLER DIFFICULTY

Size of Target	Pilot Check Difficulty
Colossal	5 + target's Defense
Gargantuan	10 + target's Defense
Huge	15 + target's Defense
Large	20 + target's Defense
Medium-size	25 + target's Defense
Small	30 + target's Defense

HEROES IN STARSHIPS

A hero in a starship fills one of several possible roles, which determines what the character can do.

Commander: A ship's commander makes decisions about tactics and issues orders to the crew. The commander can help another crewmember by taking an aid another action. The commander must be located on the starship's command deck to do so.

Aiding another crewmember is a move action. A starship can only have one commander, and ships under Colossal size tend not to have a commander at all.

Pilot: The pilot of a starship controls its movement. Most starships have only one position from which the starship can be piloted. Piloting a starship is always at least a move action, which means that the pilot may be able to do something else with her attack action each round. On smaller ships such as fighters, the pilot also serves as the gunner. A starship can have only one pilot at a time.

Co-pilot: The co-pilot can help the pilot on Pilot checks by taking an aid another action. The co-pilot must be located somewhere on the ship from where he can see the starship's surroundings and advise the pilot (usually the command deck or cockpit). Aiding the pilot is a move action, leaving the co-pilot with an attack action each round to do something else. A co-pilot may also serve as a gunner or sensor operator if he can access one of the starship's

weapon systems or the ship's sensors from his station. A starship can have only one on-station co-pilot at a time.

Gunner: A gunner controls one of the ship's weapon systems, applying her ranged attack bonus and Dexterity modifier to the attack rolls. A ship with multiple weapon systems can have multiple gunners.

Sensor Operator: Although the co-pilot usually operates the sensors, some ships (particularly heavy and super-heavy ships) have a dedicated crew position for a sensor operator. A sensor operator can take an aid another action either to help the pilot with Pilot checks, or to help a gunner with attack rolls. Either is a move action, leaving the sensor operator with an attack action each round to do something else. A starship can have as many sensor operators as it has different sensor systems (see **Starship Sensors**).

Engineer: A starship's engineer keeps the ship in working order. If a system has failed for any reason, it is usually up to the engineer to get that system working again. An engineer can attempt a Repair check to fix minor problems as a full round action. A starship can have one engineer, plus one additional engineer each for the ship's life support, sensors (and communications), and defensive systems.

Passenger: All other personnel aboard the starship are considered passengers for purposes of starship combat. Passengers have no specific role in the starship's operation, but they help repel boarders or take other actions.

ROVER'S BEACON

Angella gasped as the station came into view, hanging like a jewel between the roiling gas giant below and the moons spread out in the distance. There was a quiet serenity about its rotating gray form, with ships hanging from its circular docking rings like remoras from a shark.

"Aye, she's a beauty, but she'll be the death of you if you don't watch your step," the captain said.

ROVER'S BEACON

On the surface, Rover's Beacon appears to be a normal spaceport. Visitors are often lured into a sense of safety by the polished and fresh painted corridors, the masses of people milling around, and the signs advertising corporate products. However, there is a dark side to the station that extends from the lowliest urchin barely surviving in the lower regions to the very command staff. One does not need to look for trouble to find it, and there is always work for individuals who can handle themselves well in a stressful situation.

Rover's Beacon serves as Teron's spaceport, but in terms of its importance to the human dominated sector of space, it is much more than that. Rover's Beacon is an armored three-mile long space station that has a permanent population of nearly one-hundred thousand. Racially, it is comprised of 64% humans, 20% Lamogos, 9% Tallinites, 5% Relarra, and 2% Sangor. Visiting ships may dock at the three docking rings, the largest ships are assigned to Docking Ring A, the middle sized ones are assigned to Docking Ring B, and the smallest ones are assigned to Docking Ring C. The station is awesome size, with a Defense of 3, a Toughness of 40, and carries sixteen sets of fire linked quantum cannons and six sets of 2 fire-linked mass reaction missiles.

Rover's Beacon is powered by a massive fusion generator located in the bottom-most section of the station. Although artificial gravity existed when they built the station, they instead chose to rotate the station at a rate where centrifugal force would simulate one G. This decision was made because multiple strong artificial gravity fields colliding in space tend to cause navigational problems and lead to accidents that could damage the station or its visitors. Small pockets of artificial gravity do exist throughout the station, such as the Observation Lounge, which sits at the "top" end of the station.

Rover's Beacon was originally established before the founding of the Interstellar Concord, though its original intention was to use it as both Teron's starport and as a major base for trade with the Tallinites, and the Relarra. During the wars, it became a major resupply area, and was the site of several battles. One major battle took place here in 2278 when the Lamogos sought to cut off the supply of hydro-

gen to Earth's forces. Although the battle was won, nearly a quarter of the station was blasted away, and major repairs were required in order to get it back into operational order, including the complete replacement of the main reactor.

Upon the founding of the Stellar Imperium, the station became a much quieter, subdued place. The focus of commerce moved to Imperium worlds, although this remained a hive of activity for trade between the humans, Tallinites, and Sangor. Those living in the Frontier Worlds also sometimes came in to Rover's Beacon to acquire the supplies needed to continue their colonization in that region of space.

This level of quiet peace changed with the fall of the Stellar Empire. As the planetary alliances fell apart, trade in this region of space once again became important. Also, with the loss of central authority came a sharp rise in the number of lawless bands conducting petty raids in all sectors of space. While many worlds were unable to stop the raids from occurring due to a drastic defense budget cuts, they didn't tolerate raiders trading their ill-gotten goods on their worlds. Rover's Beacon was different.

At first the command staff of Rover's Beacon tried to fight the trend of this sort of trade on their station, but over time they realized that the credits from legitimate trade and the fee they charged the gas mining station on Teron to continue operating as their spaceport was below what they would need to keep operating the station indefinitely. However, the additional credits brought in by the raiders added enough to not only balance their books, but allow them to indulge in a higher standard of living than they had enjoyed under the Stellar Imperium. They decided to look the other way in regard to raider activity on the station.

At first this move had little effect as the raiders quietly conducted business in the shadows. However, a few whispered conversations between station security and some of the more notorious raider captains informed them that they were actually allowed to conduct their business here provided that they did not attack any ships or personnel belonging to the station. The raiders immediately realized that this was an excellent opportunity for them to achieve a measure of safety when not conducting their business away from the station, so they cautiously set up their operations here.

In the years that have passed, the number of raiders conducting business here has increased, while oddly enough, legitimate trade continues as it always has. Several other planetary governments have expressed concern and outrage at what they consider an unacceptable policy on piracy. At one point a joint invasion was launched from the worlds of Corrya and Lato, but they were met with opposition not only from the scant fleet remaining from the Imperium, but also a joint force of raiders who knew that

it was in their best interest to keep this place running in its current state.

Rover's Beacon is a place where anything is for sale. Illicit substances and banned cargo move rapidly through the supply chain here. The one notable exception is the slave trade, which remains outlawed. Many bypass this ban by conducting the trade quietly behind closed doors and then arranging for transfer in nearby neutral territory.

The following lists the various sectors of Rover's Beacon and also presents some of the more prominent personalities and groups that frequent this space station.

SECTOR A

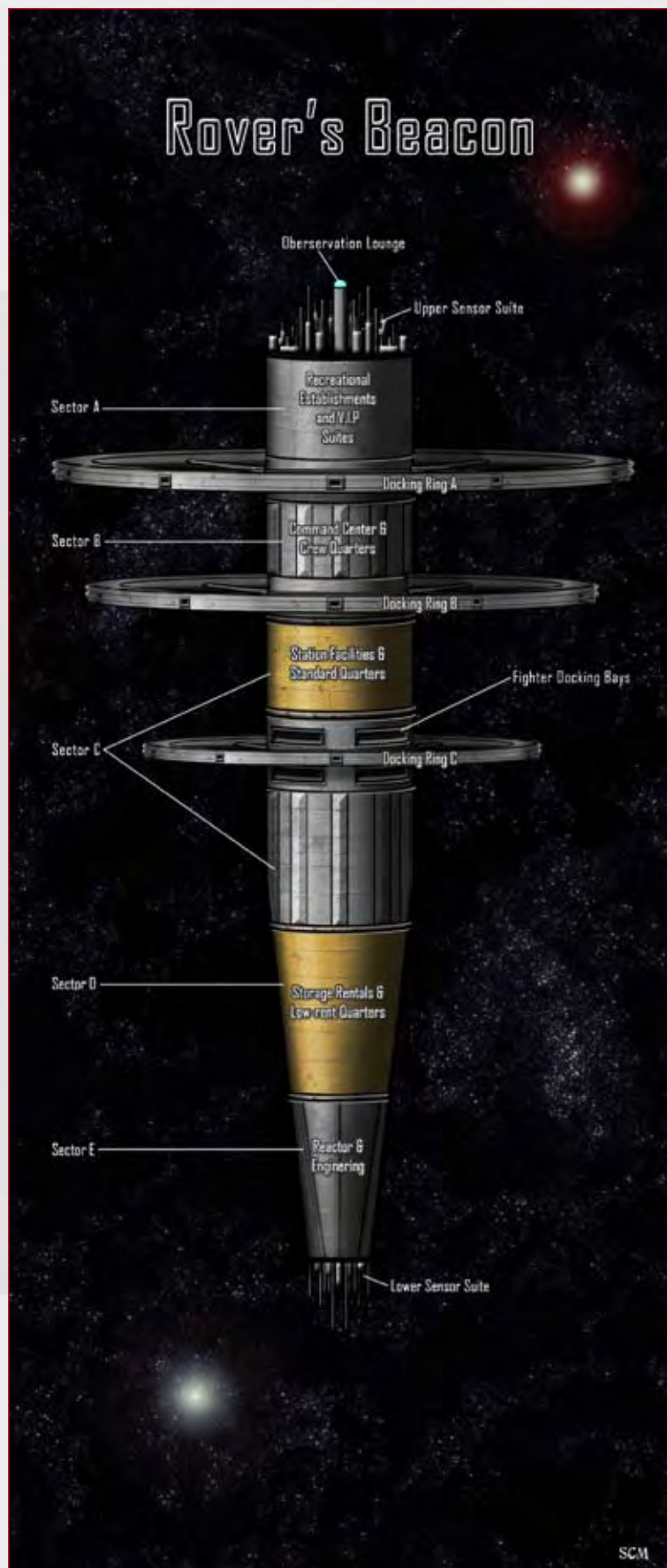
The uppermost section of Rover's Beacon is primarily used for recreational establishments and the VIP suites. Everyone aboard the station has access to the recreational facilities; however, the VIP suites are closed off to everyone except those who pay 1,000 credits simply for the privilege of walking the halls. It costs 2,000 credits per person to spend a single night in one of these rooms. Despite the exorbitant rate, the station is usually able to keep these rooms filled most of the time. The entrances to Docking Ring A mark the barrier between Sectors A and B.

DOCKING RING A

Docking Ring A is the top one of three wheels connected to Rover's Beacon via spoke-like corridors. The exterior of the wheels contain a variety of docking mechanisms to accommodate the various types of ships that frequent the station. Only the largest visiting ships are assigned to dock here. The interior of the great wheel is filled with cargo belts to move belongings to other ships or sometimes into storage.

Each of the individual docking mechanisms are blocked by a gate manned by security guards where they check incoming and outgoing passengers to ensure that known criminals are not passing into the station (though the list of blocked individuals has shrunk considerably since the station became a haven for raiders. Now security is instructed only to block those who they feel present a threat to the station itself.

The remainder of the space in this area is filled with retail outlets, sales kiosks, and advertising. A variety of cheap food establishments, clothing stores, gift shops, and recreational substance lounges, many of which are corporate sponsored, greet the arriving traveler as they enter the station.



SCM



OBSERVATION LOUNGE

The observation lounge is a large upscale restaurant that lies at the top of a spire at the top of the station. The meals here are not cheap, costing an average of around 200 credits for a single plate. While the food here is widely touted as the best the station has to offer, the true attraction is the clear view from all tables of the gas giant Teron with its orange and white stripes and enormous storms that are so large many people cannot fathom the awesome power they possess. One or more of the moons orbiting the gas giant are often visible, creating an awe inspiring vista.

RECREATIONAL ESTABLISHMENTS

The area directly above Docking Ring A is dedicated exclusively to recreational establishments. These include a padded play area for children, a vast arboretum that doubles as a garden and secondary air purifying system, gyms, a holo-arcade, upscale restaurants and several lounges.

The most notorious gathering place in the entire station is called The Quaraca, named after the now long deceased Tallinite who founded this location. The place is now run by a tall Lamogos named Linift Ors, who always dresses in expensive suits and surrounds himself with security at all times. This is a popular place for the visitors to Rover Beacon to begin trade negotiations. Linift keeps the place

dimly lit, and employs enough servers that patrons rarely need to wait to order a drink or something to drink. A stage sits at the front of the establishment, which is used for a variety of purposes, typically showcasing musicians or dancers.

UPPER SENSOR SUITES

The upper sensor suites constantly monitor the space outside of the station for the new information, supplying the Command Center with critical information, such as new ships jumping in, data on Teron's weather conditions, radio signals, changes in radiation levels, and the presence of any unusual subatomic particles. It also includes a powerful Drivesat comm array that allows up to one thousand people to use the system simultaneously.

VIP SUITES

The VIP suites are the best the station has to offer. A total of forty of these rooms exist, and the station typically has to turn those patrons without reservations away. Of course those who have an established relationship with the station commander may bump those with a reservation if they arrive unexpectedly and need a room.

The 2,000 credits spent on a room per night buys one thousand square feet which includes a comfortable bed, meals brought to the door at no additional charge, unlimited use of the Comm array, a pair of security guards assigned

to each hallway that accesses these rooms, and a holo-vid display with unlimited access to the Commnet – one of the most popular faster than light network broadcasters and Exonet providers.

SECTOR B

Sector B is where the command staff of the station is concentrated. Crew quarters are located near the Command Station so that staff can be summoned at a moment's notice in an emergency. This entire area is restricted from visitors unless they are given special clearance and escorted by security.

COMMAND CENTER

The Command Center includes a number of areas that are vital to the operations of the station, including the Command Station, the Detention Facility, the Medical Laboratories, the offices of the command staff, and other minor areas.

Command Station: The Command Station is the nerve center of the station. Here they monitor ship movements outside the station, give docking orders, respond to emergencies on board the station, organize defenses, monitor internal security video feeds, and monitor sensors reporting in from both inside and outside the station. One of the command staff is either present at all times, or is linked in with a live audio feed.

The station commander is David Meadows, a human who was originally assigned to this station by the Stellar Imperium. He is the one who originally solved the station's financial problems by allowing raiders to use the station freely, so many consider him a corrupt at best. Despite this, he maintains a buttoned-up image and is one of the few command officers on any worlds who still wear the Imperium uniform. Meadows stands just over six feet tall with tanned skin and medium-length black hair, which he combs back.

Also among the command staff is the Lamogos Tier Modivini, the second in command. Like the commander, he was once with the Stellar Imperium navy and was assigned here. Unlike the commander, he is less formal and tends to have a more approachable demeanor. He is in favor of the move to allow raiders to use this facility, though there are limits to what he is willing to tolerate. He works closely with the chief of security to ensure that some measure of civility is the rule aboard the station. Modivini stands just under six feet tall and has angular features and red hair, which he keeps less than an inch long.

Rounding out the command staff is Christine Williams, a human who stands just over five feet tall with dark skin and brown eyes. Williams was originally a civilian appointee to Rover's Beacon, but became an official member of the command staff after the person previously holding the position was killed in battle when the Stellar Imperium fell. She does not like the idea that the station has become a



base of operations for individuals she considers reprobates, but she tolerates it and tries to keep the place as orderly as possibly under the circumstances.

Detention Facility: The detention facility is similar to the holding cells on hundreds of other worlds. The facility consists of reinforced concrete walls, a magnetically sealed door to each cell, and sensors that monitor each cell which feeds to the Command Station. The most common inmates are disorderly drunks who usually only stay long enough to sober up, raiders who cause trouble with rival groups, and a handful of legitimate criminals. The Imperium laws against personal crime such as theft and violent behavior are still enforced.

Medical Laboratories: The medical laboratories are the only authorized medical practice on the station. Due to the variety of species that pass through this station, the command staff felt it important that every physician practicing have a strong background in xenobiology and practice under the watchful eye of the chief medical officers. There are others who run unregistered clinics, and during the days of the Stellar Imperium, they would have been shut down. But these days they are simply ignored unless a physician proves incompetent enough to cause injury.

The Medical Laboratories include a general clinic where individuals come to receive treatment for trivial illnesses, and emergency room where serious conditions are triaged, a surgery ward, and recovery areas. Medical treatment costs individuals nothing and is partially paid for by the credits Teron spends to keep the station operational and partially by the docking fees collected from visiting ships.

The chief medical officer is a xenobiologist named Samuel Griffin. At the age of fifty-five, his short brown hair has turned mostly white. He is tall, almost six and a half feet and thin, most consider him gaunt. He has piercing blue eyes, with bushy eyebrows. He generally avoids speaking with patients, which is perfectly fine with his medical staff since he tends to be blunt and un-empathetic with them about their condition, no matter how serious it may be.

CREW QUARTERS

Crew quarters are among the smallest on the station, rivaling those in the low-rent portion of the station. Each room contains only a single occupant; married officers are allowed to room together and receive a slightly larger room than the individuals. Each quarter consists of a bed, a comm station with access to the Exonet and the Commnet, a dresser, a small closet, and a small desk. Command staff were originally assigned the same quarters as everyone else, but after the fall of the Stellar Imperium, they knocked out some walls, combined several quarters, and remodeled them to match the quality of living found in the VIP suites.

DOCKING RING B

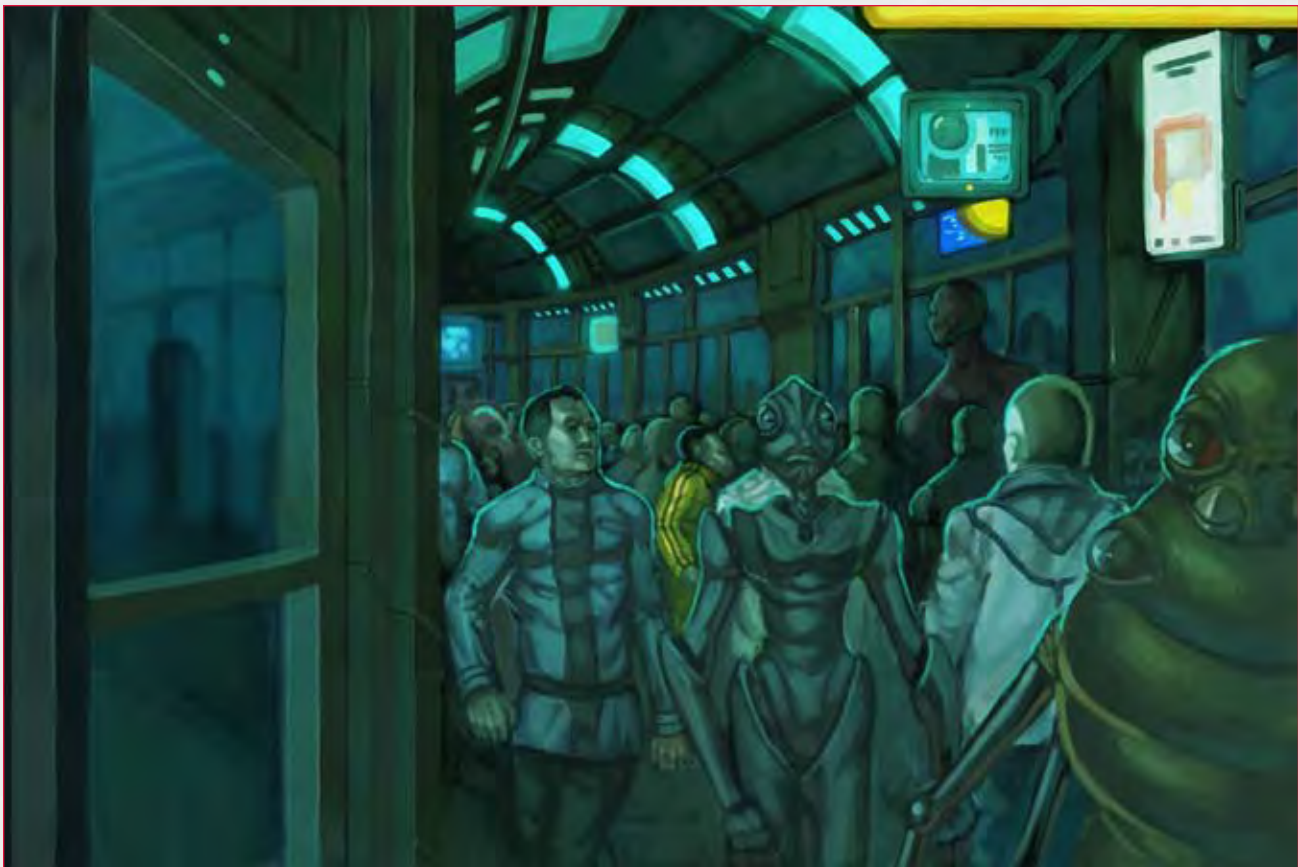
Docking Ring B is smaller than Docking Ring A and is where the mid-range starships are routed for docking. Like Docking Ring A, it contains cargo belts to move items from ships to various locations within the station. Unlike Docking Ring A, there are some commercial establishments, but it lacks the sheer number that is found in Docking Ring A. There is extra space here that is not found in the other docking bays, and this was converted to quarters which are inexpensively rented out for short periods of time. Originally it was intended that these would be used by tired crew to disembark and catch a quick nap before going back to work on their ships, and they are used for this quite often, but this also became a popular hangout for less reputable individuals who found the nearness of temporary lodging perfect for their line of work.

SECTOR C

Sector C is where the majority of the station's permanent inhabitants live, and is also where most visitors choose to stay. Many of the raiders use Rover's Beacon as a permanent base of operations, and most of them choose to live here rather than spend the credits to stay in the VIP suites, and almost all of them abhor the conditions in the low-rent quarters. The large number of raiders in this sector often creates a tense atmosphere due to the fact that a number of these groups are rivals with one another. Though they are under a general agreement while on the station which states they must treat each other with respect, fights that began between their ships, usually in other systems, often spill out into hostility aboard the station. Sometimes this takes the form of open fighting in the corridors, other times brawls in the numerous taverns in this section erupt, and still other times it causes disruptions at The Quaraca in Sector A.

Aside from the raiders, there are a number of individuals who are actual employees here and perform what were once defined as civil service jobs aboard the station, such as janitorial, maintenance, and dock workers. Some are here because they are corporate representatives who are here to trade for the gas mined at Teron. A small minority simply live here because they can afford to and they prefer it here to other places in the galaxy, many of whom were born and raised here on the station.

Culturally, this is the heart of Rover's Beacon. This is where the majority of the inhabitants are, it is where a number of entrepreneurs have set up shop, and it is where most of the station's noteworthy events occur. Security maintains a presence here, although, given the large number of disreputable individuals inhabiting the station, there is a great deal of lawlessness that occurs. Petty theft is relatively common, and dead bodies of raiders frequently turn up in this area. Although murders are investigated, security usually doesn't spend a great deal of effort trying to solve



them if the victims are raiders. Long-standing residents or visitors who come here on legitimate business are another story, and raiders who are found to have committed murder against non-raiders are summarily thrown into the vacuum of space.

DOCKING RING C

Docking Ring C is the smallest of the docking bays and it is where the smallest ships dock. Unlike the other two docking rings, there is no conveyor for unloading items. Visitors disembarking here are expected to carry their own items off. If they are small freighters transferring goods, they can either move their goods themselves or they can pay the station staff to move it for them at a rate of 10 credits per ton. There are also no commercial establishments here. Aside from the docking gates, the only other thing found here is the staff, who track those coming in and those who are leaving.

FIGHTER DOCKING BAYS

Above and below Docking Ring C are the fighter docking bays. The station has bays for 100 fighters, which were once full. However, due to the occasional battles the station has seen, a number of accidents, and a few cases of sabotage, there are sixty-three assault fighters aboard. The command staff intends to purchase more assault fighters when the funds become available. They currently project that they

can afford to purchase ten more in two years. Many worry that they will be depleted before they can be replaced, opening up a vulnerability in the station's defense.

STANDARD QUARTERS

Quarters here range from 80 to 150 credits per night for temporary lodging in relatively small quarters, while rent on more permanent, larger lodging costs between 800 and 1,500 credits per solar months with floor plans of up to 1,500 square feet.

STATION FACILITIES

Most general station facilities open to the public operate in this sector and are scattered throughout the sector. These include the courts, public gathering places, the school, public comm stations, and other minor services provided by the station.

COMMERCIAL ESTABLISHMENTS

A great deal of space is set aside in this sector for commercial establishments, including retailers, restaurants, accountants, and services for hire. The floor plans were designed so that the commercial areas are located in the same corridors so that individuals could go to a few distinct areas of the station and see much of what was for sale.

SECTOR D

This sector is evenly divided between the low-rent quarters and storage facilities. There is a lot of activity here from people moving cargo in and out of this area, but there is also a fair amount of violence and crime that occurs. Also, many storage areas are rarely used, and occasionally serve as a homicide dumping area.

LOW-RENT QUARTERS

The low-rent quarters are the only portion of the station where a person can stay the night for 30 credits per night or less. Many of the rooms were never finished, so it is common for pipes and wires to be exposed. They are also poorly maintained, so the ones that were finished often have water damage to the walls and ceiling, threadbare carpets, water that either doesn't run or won't stop running, and stains of all sorts on the walls, ceiling, and floors. These rooms do not have access to the Exonet or Commnet, though some are equipped so that a person with their own computer equipment can plug into these networks.

STORAGE RENTALS

Storage space can be rented in this area with size ranging from just larger than a standard closet to a half-acre warehouse. The larger ones require a crew to operate efficiently, and there are some companies represented in sector C that provide full warehousing services, including crews and merchandise hauling. Rates are usually 1,000 credits a day for such services. Small spaces rented directly from the station charge according to the pricing structure detailed in **Table 7-1: Storage Rentals**.

SECTOR E

Sector E is rarely visited by non-staff members. It contains the main reactor that powers the station, the pumps to recycle water and keep it flowing, atmosphere scrubbing, and the thrusters that are only activated to cause the station to spin, make minor adjustments to the station's orbit, or stop the station from spinning.

ENGINEERING

Engineering is the nerve center for all of the station's mechanical functions. It contains monitoring stations, control stations, manual controls which override the stations. The main engineering rooms connect to corridors that lead to the mechanical devices themselves so that staff may perform maintenance.

MAIN REACTOR

The main reactor is a nuclear fusion reactor taking up half of this entire sector. Although the current one has been operating safely for over 100 years, it can be ejected into space should it for some reason go critical and endanger

TABLE 7-1: STORAGE RENTALS

Size	Cost
Very Small (closet size)	10 Cr/day
Small (100-300 sq. ft.)	20 Cr/day
Medium (500-1,000 sq. ft.)	50 Cr/day
Large (1,200-3,000 sq. ft.)	600 Cr/day
Extra Large (3,500-10,000 sq. ft.)	1,000 Cr/day
Enormous (15,000-22,000 sq. ft.)	2,000 Cr/day

the entire station. There is a power reserve to keep primary life support systems online for two days, hopefully providing the station officers enough time to locate and install a replacement before the air begins to foul. One of the major concerns they are faced with is that their current financial situation would not allow for a replacement reactor. They have received assurances from the gas mining platform on Theron that they would help purchase one should it come to it, though nothing is certain about the arrangement.

ORGANIZATIONS

The following are some brief descriptions of the organizations that are attempting to exert some influence over the station. Some of them are larger groups that exist beyond the confines of the station while others are small groups that operate from these facilities. The heroes may be invited to take on a mission from one of these organizations, or they may find themselves at odds with them.

Brotherhood of Eternity's Salvation: One of the groups trying to "save" Rover's Beacon is the Brotherhood of Eternity's Salvation. They are a group of religious fanatics who believe in the age-old method of using the sword to force conversion, and the godless nature of the group on this station is the perfect example of a place that needs to find their faith, whether they want to or not.

The Brotherhood of Eternity's Salvation originated on Earth and has spread to virtually every world and spaceport in known space. They started with a group of religious fundamentalists well over two hundred years ago. Finding society's general acceptance of lifestyles they considered unnatural, or "against God," they disappeared into the blackness of space and did not re-emerge until shortly before the fall of the Stellar Imperium. When they returned, they made their presence known by taking captive five well-known individuals — a writer, an actor, a philosopher, a politician, and a scientist — forcing them to proclaim their acceptance of God and denounce their previous "propaganda", then executing them. While this move infuriated groups throughout a number of worlds, it

also appealed to a portion of the population who felt that society in general had been moving away from religion and needed to be corrected.

Aboard Rover's Beacon, the Brotherhood of Eternity's Salvation looks for the most ruthless raider scum to walk the corridors, and attempts to deal with them with their special brand of religious zealotry. Their efforts have been successful in disbanding more than one raider operation, but their methods have infuriated the command staff. The group does not have central leadership, which is one of the things that makes it difficult to weed them out and dispense with them, but they do have some charismatic members who suggest targets for their wrath. Among them are Pastor Kevin Gadd, Ramon Woods, Judy McMaster, George Suarez, and Jerrell Rutledge. While station security suspects the above individuals of membership, they do not know for certain that they are involved due to fact that the group's meetings take place in different locations behind closed doors, so they take no action against them. The group leaves behind a copy of their reinterpreted holy book as their signature when they dispose of someone that they deem unforgivable and unworthy.

Cosmoccompany: The Cosmoccompany is the tongue-in-cheek name for the most flamboyant group of raiders who use Rover's Beacon as their home base. Harkening back to the pirates of literature from Earth's history, they wear loose fitting shirts and wear colorful scarves outside of their body armor. They promise "service with a smile", though they don't allow any of their victims to forget that they are invading their ship to steal their cargo, and they won't take no for an answer. They have no compunctions with killing those who resist them, and in some cases they have left bloodbaths in their wake.

The Cosmoccompany consists of five mid-size ships which primarily prey upon freighters. At the head of the organization is Captain Gary Edmonds, a human who happily leads his band into danger time and time again, and has so far managed to come back victorious from every encounter, or at least not dead. Most raider organizations consider the Cosmoccompany eccentric, but nevertheless, competition. Most worlds want them dead, and there are several bounties on Captain Edmonds' head from different governments and organizations.

The Cosmoccompany is primarily comprised of humans, though they also have a few Lamogos crew members, as well as a Tallinite chief engineer on their flagship, Poseidon's Blade.

Fraternity of Stars: The largest raider organization on the station is called the Fraternity of Stars. It is a loosely organized group of captains and their ships which have agreed not to engage in hostilities towards one another, but instead offer support when one of them gets into a fight with another group. Because of their large numbers, crossing them is usually avoided whenever possible.

The leadership of the Fraternity of Stars is made up of a council of elder raider captains. The actual members tend to vary over time as some captains and their ships retire, and others are destroyed or captured. The council is made up of the ten most senior captains at any given time. Their job is to mediate any disputes between member captains or crew, and they vote to decide upon prospective new members.

League of Distant Lamog: The League of Distant Lamog is a group consisting primarily of Lamogos which believes that the Lamogos people need to make it a priority to get off of their planet as quickly as possible. Signs are that their blue giant star will go nova sooner rather than later, and most of their membership believe that they wasted an enormous opportunity by not transforming Hagenti into their new home world when they had the chance. Most of those also believe that while the Stellar Imperium was busy building its own power, it should have been using its power to find a suitable new world for the Lamogos people.

In light of these perceived wasted opportunities, the League of Distant Lamog seek to finally do something about this problem by exploring previously undiscovered worlds and proposing plans to the Lamog government regarding relocation. The Lamog government would be interested in what this group has to offer, except for a few ideological differences that make working with them politically inconvenient. The League of Distant Lamog is politically inconvenient because every few months, they like to draw attention to their cause by making extremely critical statements of the current Lamog government, and some members even go so far as to distribute their propaganda using advertisements with harsh imagery depicting the effects of supernovas on planets while calling for the people of the planet to rise up against "their oppressors." Some government officials have gone so far as to label the League of Distant Lamog a terrorist organization.

The League maintains a presence at Rover's Beacon because it is a popular harbor for raiders and explorers. Raiders can provide them with whatever they need, including weapons (some believe that the group is building up to stage a coup on Lamog), while they often pay explorers to survey distant worlds. Fringe members of this group have also been responsible for hate crimes against humans and they once made an attempt on the life of a Lamogos official who passed through the station.

Liberty Brigade of Night: The Liberty Brigade of Night is a group of raiders that is primarily interested in getting their hands on advanced technology from other worlds, which they can then turn around and sell for ridiculous prices. Unlike many other raider organizations, the Liberty Brigade of Night keeps a low profile and uses their connections to discover potentially valuable cargo. They then try to find out their flight plan and attack them somewhere in between the station and their destinations.

The leadership of the Liberty Brigade of Night is unknown. The individual who operates the organization makes appearances to its members on occasion, though they make certain to distort their voice and conceal their faces, and always make appearances behind a wall of bodyguards. The leader does not make any assumptions that the members are loyal, instead paying them by giving them a healthy cut of the sales of any technology they recover. Membership is evenly split between humans and Lamogos.

Psi-Assembly: The Psi-Assembly is an organization that spans most of the known worlds and is comprised primarily of mentalists. The organization originated in Relarra space shortly after mental talents emerged among their people, though the name was mostly unpronounceable by non-Relarrans. After the Relarrans integrated with the rest of galactic society, a great number of mentalists flocked to the idea of belonging to an organization that represented their interests. Many of these people were exploited by their governments for their talents, or rejected by their own people out of fear, so the notion that they could enforce equal treatment was highly appealing to them. As members from all races joined, a new name was selected, and their organization is now present on nearly every planet, space station and settlement in known space.

The primary goal of the Psi-Assembly is to provide protection for its members and work towards the betterment of mentalists in all areas. Their goals have been largely successful on most worlds, where mentalists are now protected as equals under law, even if societal attitudes take longer to follow suit. Despite their stated goals, a number of mentalists believe that they represent the next evolution of their native species and are therefore superior to the people they were born into. Many feel that the true goal of the

Psi-Assembly is not one of tolerance and equality, but of creating a new upper class comprised of their people, with the rest of their species serving them.

The Psi-Assembly once enjoyed a prominent spot in the hierarchy of Rover's Beacon, but the demise of the Stellar Imperium and the rise of the influence of raiders has brought about conditions that have not only marginalized their influence, but left their organization feared and rejected by the majority of the station's inhabitants. This has caused some interest with the branches of the organization on other worlds, which has led to an influx of mentalists onboard who seek to influence the station's leadership to do something about the problem. This increase in numbers has just fueled suspicion and intolerance, which has led to numerous violent incidents.

Troopers Of Order: The Troopers of Order is an organization comprised of infiltrators who despise the acceptance of raiders aboard Rover's Beacon and are determined to do something to bring an end to it. Agents operating aboard the station try to infiltrate the various raider organizations and inflict heavy casualties through sabotage. Often, they will infiltrate a crew, plant a powerful explosive in the cargo hold, and then try to get away from the ship before the bomb detonates.

Most of the members of this organization are from other worlds that are suffering raider attacks, many of whom have lost friends, family, or entire crews to raider attacks. Some extremists have tried to destroy the station because it harbors raiders. Station security considers these individuals criminals and they go so far as to warn raiders if they discover that a member of the organization has infiltrated a crew.

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