# Dark Horizons Universe Campaign Setting

*If you thought man's past was dark, wait until you see his future.*

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For more information on the Dark Horizons Universe Campaign Setting visit
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# *Introduction*

*If you thought man's past was dark, wait until you see his future.*

Welcome to the Dark Horizons universe. The year is 2610, and the universe as you know it has changed. Mankind has conquered the the galaxy; technological breakthroughs such as the Core Implant, the quantum electrino drive, and cybergenetics have altered his way of life forever; and commerce with other species – including Nomads, Cy-Gens, and the Valence -- has forever changed the way humanity defines itself. However, none of these changes has prepared mankind for the sudden appearance of the Irritus.

Whether you participate in a Dark Horizons campaign as a player or as Gamemaster (GM), your actions during the game will help shape mankind's future – whether for better or for worse is up to you.

**What is the Dark Horizons Universe Campaign Setting?**

The Dark Horizons universe is a future in which mankind has spread throughout our galaxy, where he has found that he is not alone. In this book, you will find:

✓ **histories** of all the major players in this universe that set the stage for epic dramas of profit, war, and survival;
✓ **rules** for an impressive suite of new playable species, occupations, skills, feats, advanced classes, weapons, armor, vehicles, spacecraft, creatures, ordinaries, and technology compatible with this setting; and
✓ two fully-playable **adventures** that can be played as written or adapted to your own campaigns.

This book must be used in conjunction with *d20 Modern Roleplaying Game* (which provides all of the rules and background necessary for playing a d20 game) and *d20 Future*. The rules provided in this book are an addition to the rules in both of those books (except that FX abilities, as described in Chapter 10 of the *d20 Modern Roleplaying Game*, do not exist in the Dark Horizons universe). The Dark Horizons universe is essentially Progress Level 7, with Progress Level 6 technology widely available. This setting also offers a small amount of to Progress Level 8 technology.

Anything is possible in a Dark Horizons universe campaign – the only limit is your imagination! Here are just a few examples of characters you might choose to play:

➢ A **Myrmidon**, equipped with the latest in powered armor and formidable weaponry, lending the strength of your arms to the highest bidder
➢ An **Emergency Nano-Tech** using advanced nanotechnology to mend both man and machine after explosive space battles
➢ An **Encoder** using your mental link to your tiny flying drone to pillage electronic systems for fun and profit
➢ A **Free Trader** piloting your ship from asteroid to space station to planet in a constant dance of trade and intrigue
➢ A **Valence Enforcer** using your innate bio-electrical weaponry to protect your people in walking the strict path of the Valence Code
➢ A **Cy-Gen Genomorph** altering your physiology at will as you fight a secret, desperate battle for the survival of your scattered people
➢ A **Nomad Huntsman** striking terror into your prey as you stalk them over the galaxy armed with deadly crysanium weapons

# Chapter 1: The Dark Horizons Universe

During the height of the television era, science fiction movies depicted a future in which mankind had overcome his dark past and achieved a higher level of wisdom through his search for knowledge. Early in the 27th century, humanity is actively expanding across the galaxy: Mars has been colonized; Midpoint Station – essentially a manmade planet – floats between Earth and Mars as a testament to what man has accomplished; and starships wink from existence and reappear elsewhere while everything from aerospace fighters to Omnicars flies between planets. Unfortunately, despite all of mankind's achievements, he still has not achieved the enlightenment predicted by his optimistic forebears.

In the first decades of the 21st century, power struggles, economic upheavals, and a nuclear catastrophe plunged the world into chaos. The political landscape of the world that emerged from that chaos was entirely unlike that which had come before: from the ashes of the United States and Europe, the Federated States arose like the phoenix; the long-dormant Soviets awakened from their hibernation as the Eastern Confederation; and the true power of the Asian nations, which had lurked in the shadows for so many generations, emerged into the light as the Rising Suns.

Technological advances allowed these new political entities to look off-planet both for resources and for a new kind of power. The first step in mankind's expansion into space was his successful terraforming and colonization of the red planet. However, Earth's corruption and oppression inspired the Martian colonists to show their natal planet that Mars was still the god of war. The intercession of the Valence and the Nomads finally swayed the tide of the Revolution, and Mars cast the yoke of Terran Alliance from the planet forever.

Both during and after the Martian Revolution, science and technology made leaps and bounds in the fields of nanotechnology, spaceflight, cybergenetics, and warfare. Man and
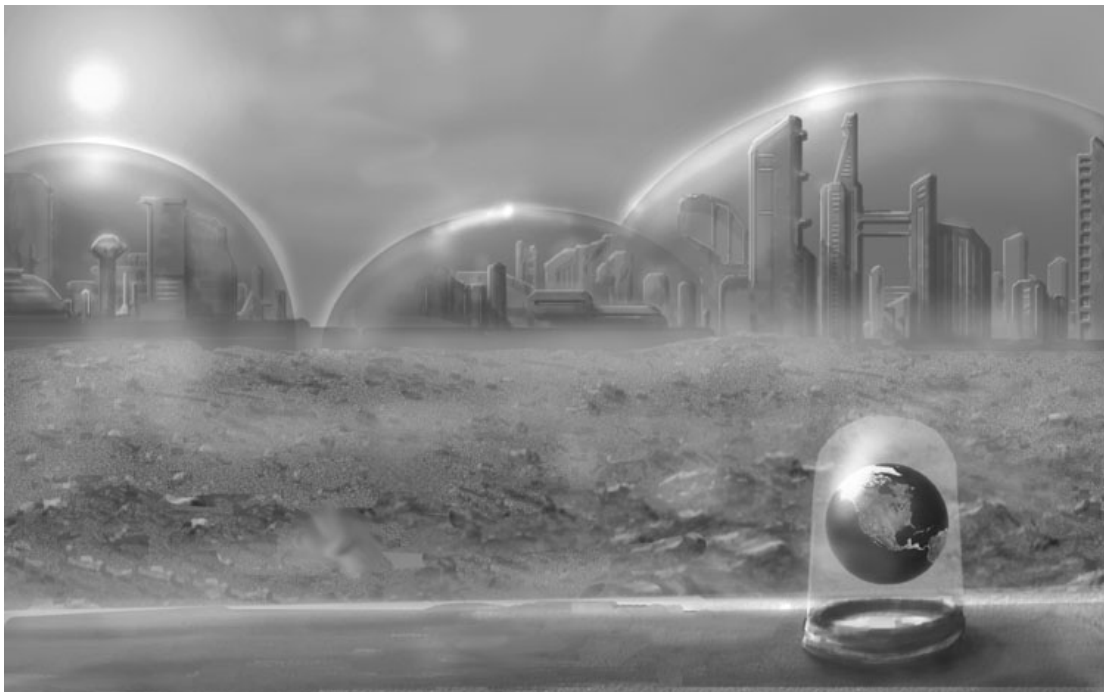
machine were brought closer than ever before in a world where nanometer-sized colonies of machines inhabit men's bodies and computers think and act almost like humans. With all of this new technology, mankind can explore space with the greatest of ease and colonize almost any planet he wishes.

Now, some 315 years after the Revolution, the appearance of a potential new threat has re-awakened some of mankind's old fears. When alien beings (now known as the Irritus) suddenly materialized from a jumpgate near Midpoint Station, Earth's governments were thrown into a state of alarm that has yet to fully dissipate. As though to add to their confusion, the Valence were prompted by the appearance of the Irritus to return from three centuries of self-imposed exile – to warn mankind of the danger the Irritus pose – or so they claim. Now all of the galaxy's peoples must chart new paths in the face of this new threat.

## *Political Factions*

The history of the Dark Horizons universe is in large part the history of its major political factions. The relationships among these factions have driven mankind's technological and cultural development more than any other factor.

### Eastern Confederation

If any group has perfected the art of subterfuge, it is the Confederation. As far back as the 1990s, the Soviet Union had set about the largest covert operation in history. At that time, the region was in shambles both economically and politically -- the utopia of communism had been nothing more than a pipe dream. Foreseeing the demise of their way of life, the Soviet leaders took their government underground. The rest of the world, believing that the old regime had fallen, poured both manpower and financial aid

into the region. Decades later, the old guard re-emerged under the leadership of Sergei Zhdanov as the Eastern Confederation.

Today the Confederation is as powerful as ever. Confederation scientists pioneered faster-than-light travel with the Quantum Electrino Drive, catapulting humanity across the stars. The Confederation still controls the bulk of the Eurasia and the colonized planets of Atlantis and Exile.

Confederation citizens lack great trust in government, whether their own or those of other regions, as a result of negative propaganda spread by the Confederation about its rivals. The Confederation government itself lacks trust in any other faction, resulting in a focus on (and consequent expertise in) black ops attempting to influence the policies of other nations. Of all Earth's political factions, the Eastern Confederation considers the Federated States its primary rival. Following the Martian Revolution, the Confederation has been most closely allied with the Martian Consortium, and is a major source of weapons and equipment for the Consortium.

### Federated States

In August 2010, America's greatest fear materialized as nuclear explosions ripped apart the eastern United States and parts of Europe. The once-great symbol of freedom was reduced to ashes. However, from those ashes arose a new beacon of Western civilization: the Federated States. Comprising the United States and much of the European Union, the Federated States played a major role in shaping the future of humanity. Cybergenetics, aerospace jets, and the Cy-Gen species were all created in the research programs of the Federated States.

Today the Federated States is more isolationist than at any point in its past. The Court of States does a good job of making its citizens feel safe behind its

borders, and the Earthly interests of those citizens stops at those borders. However, since its miserable defeat on Mars, the Federated States has set its sights on expanding to as many other planets as possible – even planets such as Hal Gainna, the hell planet, so hot that it is only barely tolerable for human life. As it was more than seven centuries ago, the Federated States is once again competing with the Eastern Confederation on the frontier of space.

The policies of the Federated States have always been designed to serve the interests of its own people first and those of the rest of the world second. This has created more than one enemy for the Federated States, most notably the Eastern Confederation (long suspected by the Federated States of involvement in the nuclear attack of 2010).

## Rising Suns

When the U.S. was attacked in 2010, its first move was to recall its military from bases around the world, leaving Japan virtually defenseless. China seized the opportunity to replace US forces with its own.. Since the major powers of Asia combined their resources and governments (or were devoured by a conquering power, as some historians have seen it), the Suns have been responsible for some of humanity's greatest technological advancements, such as the Core Implant and terraforming technology.

Today the Rising Suns is still at the bleeding edge of technological development, especially in the field of cybergenetics. The products of its research labs rival anything created by the Federated States-based Cyber-Tronix Corporation. The Rising Suns has just recently begun its expansion to other planets, such as Amateras in the Tau Ceti star system. Of all of the colonized planets, Amateras is considered by many the most beautiful, with ocean covering more than 85% of

its surface. The planet's single continent is populated entirely by genetically engineered creatures in self-sustaining ecosystems, a testament to the success – and further potential – of Rising Suns genetics research.

Part of the cultural heritage of the Rising Suns is an outwardly calm presence signaling a sense of superiority over outsiders. The misperception of this serenity as passivity has led more than one nation to ill-advisedly invade Rising Suns territory, and to learn to their chagrin that the Rising Suns' Imperial Legion is one of the most effective military forces on Earth.

Of the three major political factions based on Earth, the Rising Suns is the most reserved and secretive, and its people are as proud as their ancestors ever were. The Rising Suns trusts no one and has few dealings with anyone other than the residents of Midpoint Station.

## Martian Consortium

For years man dreamed of colonizing Mars, its rust-covered landscape the subject of countless stories, but the sheer cost of the project outweighed the need to make that dream a reality. However, starting around 2185, a combination of factors shifted that balance dramatically: the pressure of Earth's population and the decline of its resources and habitability on the one hand, and the development of effective terraforming technology by the Rising Suns on the other. In 2237 terraforming was completed and the Red Planet became home to numerous colonists.

The Federated States and Rising Suns formed the Terran Alliance to govern Mars, but its governance was not tolerated for long. After the original group of Cy-Gen workers sent to Mars disappeared, conjecture over their fate and disillusionment over their treatment fueled unrest among the colonists (some of whom spurned Earth's ways

and left the colonies to live as low-tech but well-adapted Nomads), spurring the Terran Alliance to tighten its grip on the planet. In 2287 the Martian colonists joined the Nomads and the Valence in the Martian Consortium, the goal of which was to resist the tyrannical rule of the Alliance. A short while later, the dominance of the Terran Alliance over the affairs of the Martians was broken.

Unfortunately, though, the expulsion of the Terran Alliance did not substantially improve the lot of the Martian settlers. No effective unified government took the place of the Alliance; instead, violence and intrigue accompany the attempts of small-time despots to use the colonists to their advantage. This unsettled environment has created a "Don't bother us, and we won't bother you" approach to politics, transforming the dream of humanity into a haven for all types of criminals (some estimate that as much as 20% of the population is fugitive from the justice of one or more other locales).

The Eastern Confederation is not above profiting from a trade in weapons and supplies with the Martian Consortium, and the other factions are to some extent invested in the planet's mining operations. However, since the Revolution, none of the Earth-based factions maintains any diplomatic ties with Earth's bastard child.

### Midpoint Station
When the terraforming and colonization of Mars began in 2190, the increased demand for services related to space travel became too great for either Earth or her new colony to handle. Midpoint Station was built to accommodate this demand; on August 9th, 2235, the fusion reactors of Midpoint Station were activated for the first time.

Orbiting the Sun halfway between Earth and Mars, this manmade planet welcomes visitors from all over the galaxy. Originally used as a research laboratory, a navigation beacon for starships headed to Mars, and a service station for starships, the station now boasts its own government, living facilities, and even its own military.

Midpoint Station has grown not only in size, but also in influence: it serves as the base of operations for interplanetary financial exchanges, and houses the governing body for all space stations as well. Each newly colonized planet is orbited by its own space station (originally the colony ship that carried the planet's colonists and their equipment), under the governance of Midpoint Station.

For centuries, Midpoint has remained neutral in all conflicts, allowing space stations to remain safe during wartime. In fact, their rule over space stations throughout human-colonized space serves them as a shield as well. As goes Midpoint, so goes each space station, meaning that every colony has a neutral outpost of Midpoint Station sitting on its doorstep.

The residents of Midpoint and many of the other space stations are an eccentric bunch. Midpoint's neutrality and protective policies tend to isolate them from inter-planetary news and events.
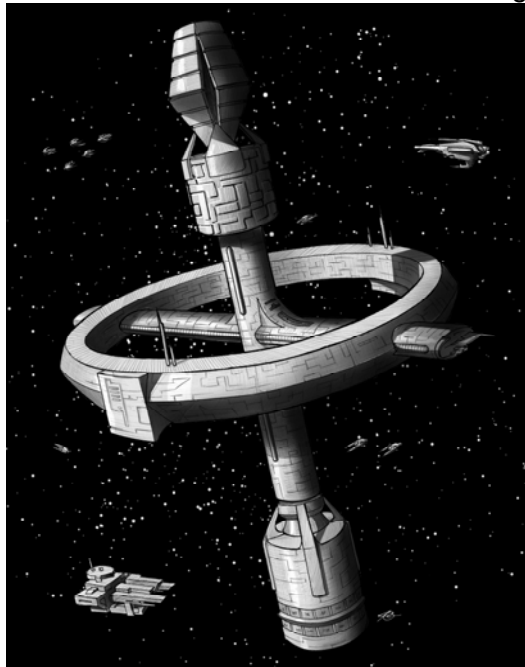
Today, as old aggressions are fading into memory, everyone from Valence Enforcers to Nomad Huntsmen can be seen making their way through the station during any average week.

## Corporations

Political factions aren't the only groups with significant influence in the Dark Horizons universe. Greed is a potent motivator, driving history from behind the scenes as powerfully as ideology drives history center stage. Knowing the major corporations is as important to a character in the Dark Horizons universe as knowing the players in the galaxy's political power struggles.

### Overlord Mercenary Guild

The Overlord Mercenary Guild is the source of some of the most effective combat troops in the galaxy. The Guild's soldiers are known as Myrmidons; they are trained in virtually every form of combat, and show no fear in battle. Myrmidons fight in units (the 85th Hell Tigers are famous) for anyone with the money to hire them; the Overlord Mercenary Guild owes allegiance to no political faction.

### Cyber-Tronix

Cyber-Tronix opened its doors on July 1st, 2066. By 2177, Cyber-Tronix was widely recognized as the leading innovator in both robotics and genetics research. Cyber-Tronix' creation of the Cy-Gen super-soldiers, who were instrumental in ending the Block Wars for the Federated States, was a critical factor in establishing the company's influence in political circles. One of the company's other major accomplishments was the development of External Interface Core Technology. By the beginning of the Martian Revolution, Cyber-Tronix had facilities in virtually every civilized nation on Earth, as well as several on Mars. It is rumored that Cyber-Tronix employs its own police force, although its function is unknown.

### Cybell Corporation

A leader in the field of medical technology, Cybell is responsible for some of the greatest advances in the use of medical nanites. Cybell trained the first ENTs to support military forces in the field.

### McCullough Research Corporation

As early as the beginning of the 21st century, private corporations had joined the race to put cargo into space cheaply enough to make the effort worthwhile. McCullough Research, started in 1992 by Leon McCullough, a scientist in the field of advanced propulsion research, was one such corporation. Only five short years after the 2010 tragedy, which prompted the dismantling of NASA, McCullough Research was putting satellites into space (for which it was able to command huge fees). In 2064, scientists from McCullough were able to create a stable N5 rocket fuel ring that could release twice the energy of the commonly-used but volatile Hydrazine fuel. In 2065, when McCullough went public with its findings, Dynamic Aerospace bought N5 fuel to power its new Mustang Fighter, which was released in 2068. Later, McCullough designed the direct particle drive, which has become the standard engine for all Gargantuan starships.

### Central Research Labs

By the Federation's 85th birthday, Earth's people were suffering the environmental consequences of a device invented 191 years earlier: the internal combustion engine. During the summer of 2098, an international council met in New Zealand to discuss plans to preserve the Earth's ability to support human life. The participants quickly agreed that toxic emissions from the breakdown of fossil fuels were destroying the atmosphere and that the demand for fossil fuels was rapidly overwhelming the supply. Each nation present signed the Advanced Fuel Research Agreement, promising that it would get serious about the search for an effective alternative fuel system.

The use of hydrated ethanol as a fuel had been seriously investigated even before 2010.  In 2100, Central Research Labs released a synthetic ethanol fuel cell that was not only 100% pure but also cheap to manufacture.  The most attractive feature of these fuel cells was their fuel conversion efficiency: in place of the 18% efficiency of standard fuel, ethanol fuel cells reached efficiencies as high as 60%.

Ethanol fuel cells were produced in three classes: the largest, industrial class for large equipment, vehicle class for vehicles, and a compact class for everything from medical equipment to weapons.

## Orion Salvage and Recovery

Given the vast number of space vessels moving among Earth, Mars, and the many outposts throughout the galaxy, it is inevitable that ships at times become stranded or damaged.  Companies such as Orion scavenge these ghost ships their precious materials, and make a hefty profit in the process.  During the Martian Revolution, it became necessary for the crews of salvage ships to arm themselves in the event they got caught up in the fighting; since then, tug class ships often carry an aerospace fighter in the hold along with enough weapons to repel any hostile boarders.

## The Energiya Corporation

At the height of the USSR's power, the Energiya Corporation produced the majority of Russia's space vehicles – everything from delivery systems to the Mir space station.  However, after the fall of the USSR, the overall decline of the Soviet economy took the Energiya down with it.  By the time Sergei Zhdanov founded the Confederation, Energiya had closed its doors.

One of the first things Vladimir Oryhoski did after the 2014 coup was re-open the Energiya Corporation.  Seeing that the Federated States would

not be a major player in space for some time, the Eastern Confederation offered the services of its space program to the rest of the world. Before long, other countries were paying the Eastern Confederation to put their satellites into orbit. The Federated States itself used Energiya's services until it was able to rebuild its own space program.

Energiya not only designs and builds the Eastern Confederation's aerospace fighters and starships, but also pursues research in scientific exploration and civilian communications.

Advances in starship technology stimulated the need for orbital construction facilities. Naturally, Energiya was commissioned to build the Eastern Confederation's orbital shipyard. The shipyard was completed in 2125, and construction of its first warship began immediately.  A full complement of aerospace fighters is stationed on the shipyard, ready to defend it no matter what.

## Kalash-Bloc Arms

The Eastern Confederation, in preparation for a global conflict it considered inevitable, considered money no object in the search for a perfectly balanced weapon.  Kalash-Bloc Arms was the recipient of a large amount of that governmental largesse. Founded by Vladimir Kalash and Mihail Bloc, two of the most respected weapon designers of their time, the company continues to produce the Eastern Confederation's highest-quality military side-arms more than a century after their deaths.

## Confederated Weapons

Confederated Weapons produces large-scale weapons and vehicles for the defense of the Eastern Confederation. The company's land vehicles have become widely known for their ability to transport troops to the battlefield under extremely heavy fire and return in one piece. Confederated Weapons has a

civilian branch called Confederated Vehicles, which produces such vehicles as the Armadillo civilian transport.

### Sun Research Labs

On March 3rd, 2063, the never-before-seen Tian Hou aerospace fighter criss-crossed the sky above the classified testing range of Sun Research Labs. Named for the Empress of the Sky, the Tian Hou was capable of taking off vertically and of reaching orbit before returning to the ground, where it landed in the same way as any other fighter. The existence of the Tian Hou was a closely guarded secret before 2068, when it debuted in response to the release of the Federated States' Mustang fighter. Since that time, Sun Research Labs has been the premier designer and builder of aerospace fighters for the Rising Suns.

### Yu-ren Rocket Agency

The scientists and engineers of the Yu-ren Rocket Agency work closely with the crews at the Rising Suns' Space Exploration Group to design faster and more efficient starship propulsion systems.
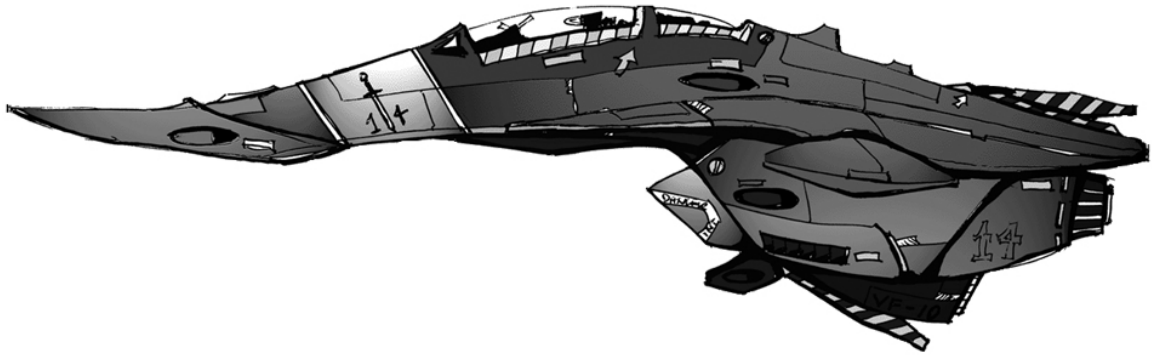
# Chapter 2: New Species

In the Dark Horizons universe, you can play as a human, or choose your character from any of three new playable species. Your character's physical characteristics, abilities, motivations, behavior, and even interactions with other characters will to some extent depend on your character's species – so select wisely! The opportunities available to your character in the game are affected by your character's species as well – some advanced classes are possible only for characters of certain species.

## Species Adjustments

Upon selecting a non-human species for your character, you will incur certain bonuses and penalties to your character's starting abilities (as shown in the table below), as well as to your feats and skills. In addition, characters of non-human species automatically gain certain abilities (listed in the species description).

| Species | Modifier |
| --- | --- |
| Cy-Gen | +2 Con, -2 Wis |
| Nomad | +2 Str, -2 Int, -2 Cha |
| Valence | +2 Dex, -2 Str, -2 Cha |

## Human

Humankind is the species against which all others are defined. It is their differences from mankind that mark the Valence, Cy-Gens, and Nomads as separate species. Over the past millennium, mankind has controlled Earth, tamed Mars, and spread across the galaxy. Technology such as the Core Implant, powered armor, and nanotechnology enhance mankind's abilities on the march through the stars in search of habitable planets.

Mankind's primary location is still Earth, although many humans moved to Mars during the 2240 colonization. Many space stations and outposts, such as Midpoint and Ganymede, are beginning to see more humans as they spread across the solar system. The creation of the quantum electrino drive has allowed mankind to travel to and colonize planets in other star systems as well.

Humans have the widest variation in appearance of all the races. The average human's height is around 5' 11"; however, those who spend long periods in low gravity during their development are often taller.

With advancements in medical nanotechnology and the development of the Core Implant, mankind has artificially increased his potential lifespan to around 125 years.

## Cy-Gen

For centuries, humanity attempted to create the ultimate warrior through training and advances in weapons technology – but a human soldier is always limited by his humanity. In 2149, this dilemma was resolved by the creation of the Cy-Gens: super soldiers genetically engineered from human stock to be capable of tremendous acts of strength and endurance.

The Cy-Gens were crucial weapons in several Earth wars before the expansion of humans into space, but when those wars were over, political leaders began to seek ways to rid themselves of the internal threat that the Cy-Gens represented. Plans to terraform Mars presented the solution to that problem as well as to the more commonly cited problems of population pressure on Earth's environment. The terraforming of Mars' harsh environment was a task well-suited to the Cy-Gens' advanced physiology. An armada of ships bound for the Red Planet left Earth with scores of Cy-Gens aboard, equipped with everything needed to complete the project. When the first colony ship arrived on Mars, though, no traces of the Cy-Gens could be found; the bulk of the Cy-Gen workforce had either escaped Mars or somehow been destroyed during terraforming. The few remaining Cy-Gens were employed in the service of Terran factions or attempted to hide their origins and simply survive.

Today, some three and a half centuries later, human fear of the Cy-Gens still lingers, causing many Cy-Gens to hide their true origins. The Nomads and the Valence, however, welcome the few remaining Cy-Gens as brothers. Some roam space as Free Traders, some survive as criminals, and some continue to act out their original role as the ultimate soldier.

While Cy-Gens may live wherever mankind has colonized, no one of another species is sure whether there is a center of Cy-Gen population, or where it might be, if so. Some believe that the Cy-Gens who disappeared from the Martian terraforming project used equipment from the project to relocate to another planet.

Cy-Gens, though engineered to be stronger and tougher than humans, resemble their parent stock in
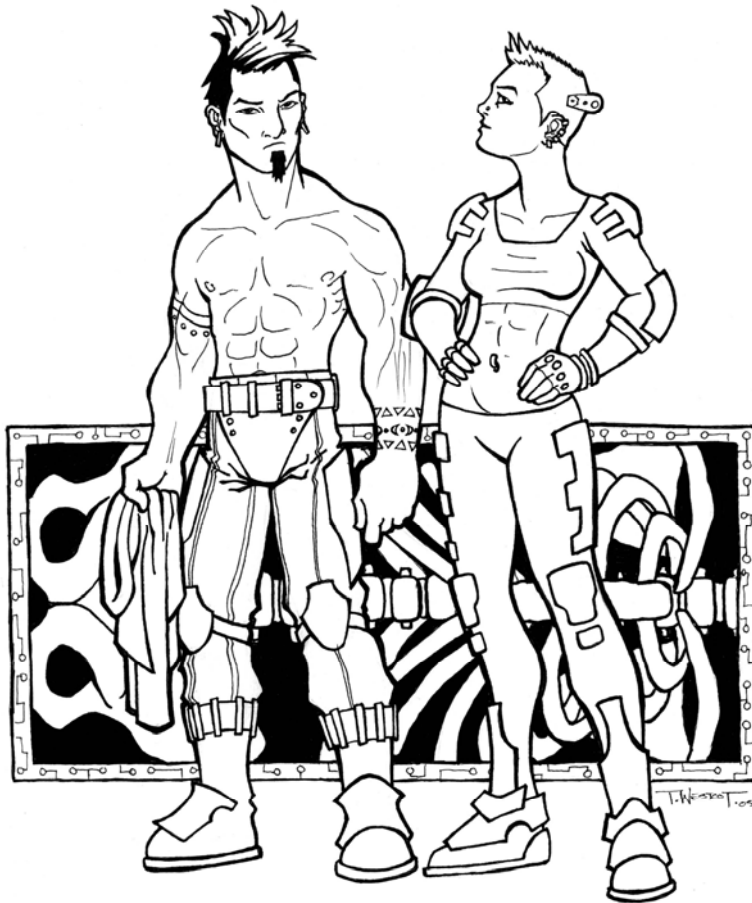
appearance. The one physical trait common among all Cy-Gens is the color of their eyes: a rich emerald green. The average Cy-Gen's height is around 6'.

Determining the natural lifespan of a Cy-Gen is not yet possible, since the only Cy-Gens to have died have done so in battle or by accident. It is believed that with their advanced physiology, Cy-Gens could easily live more than 250 years.

Cy-Gens tend to be quiet and reserved among outsiders, the legacy of a mistrust of humans. However, when pushed they often will demonstrate the super-human strength that originally caused so many to fear them.

Perhaps out of a kind of loyalty to their creators, Cy-Gens tend to take names typical of 20th century North America (such as Adam or Trisha).

## Species Traits

**Type:** Humanoid.
**Size:** Medium-size. Cy-Gens have no special bonuses or penalties due to their size.
**Ability Modifiers:** +2 Con, -2 Wis.
**Speed:** 30 feet.
**Electric Weakness:** The bio-organic nanites that comprise most of a Cy-Gen's body make him especially vulnerable to electricity. Electricity deals 1.5 times as much damage to a Cy-Gen as to a character of any other species.
**Fast Heal:** Cy-Gens' bodies heal twice as fast as those of humans. A Cy-Gen character recovers 2 hit points per character level per evening of rest (see Chapter 5: Combat in the *d20 Modern Roleplaying Game* for basic healing rules). In addition, ability damage returns at a rate of 2 points per evening of rest (and 4 points per day for complete bed rest) for a Cy-Gen character.
**Genetic Breed:** Cy-Gens are built from a DNA strand twice as long as that defining a human, which allows them to accept gene therapy faster and more successfully than any other species. A

Cy-Gen gains a +2 to all Fortitude saves for gene therapy, and the number of successful checks required for a particular modification is reduced by five. (For base success numbers for various types of gene therapy, see Chapter Five: Scientific Engineering in *d20 Future*).
**Perfect Build:** Although they were designed to epitomize the ideal human, Cy-Gens are still feared by many as ruthless killing machines. When dealing with humans, a Cy-Gen who is thought to be human gains a +2 circumstance bonus to Charisma checks and to the following skills: Bluff, Diplomacy, Gather Information, Intimidate, and Perform. This bonus is a result of a Cy-Gen's complete lack of physical imperfections. Either a wound that reduces a Cy-Gen's hitpoints by at least half or a Spot check DC 25 will reveal a Cy-Gen who is trying to pass as human. This causes the above-mentioned Charisma checks and skills to incur a –4 circumstance penalty, except for the Intimidate skill, which now gains a +4 circumstance bonus. This bonus is a result of the mistrust and fear that nearly all humans feel for Cy-Gens. Note that these bonuses and penalties do not apply in interactions involving non-human characters.
**Superior Threshold:** The blood of a Cy-Gen is teeming with bio-organic nanites, which control everything from blood loss to system shock. With such a sophisticated system of physiological defenses, these genetic perfections can survive damage that would kill their human counterparts. A Cy-Gen receives a +2 to his massive damage threshold.
**Free Language Skills:** Read/Write English, Speak English.
**Level Adjustment:** +0.

## Nomad

The Nomads are descended from those among the original human settlers of Mars who felt more comfortable wandering the Martian wilderness than living in the restricted environment of the domed cities, Over many generations, these people developed physical traits different from those of humans who spend most of their lives on Earth or in artificially terrestrial environments. Today's Nomads are larger and stronger than their forebears (averaging 6'6" in height), and better able to survive in the untamed wilderness. Without formal education, Nomads lack the high Intelligence of humans, but life in such a harsh land teaches Wisdom.

Since the early days the Nomads have been accustomed to an itinerant life, moving frequently from place to place as the environment allows. When the population of Nomads reached 1,000, it divided itself into eight separate Houses: Aeiges, Thalonees, Russin, Lapro, Panacon, Orion, Nantillis and Felanor. (A ritual tattoo on the left cheek of every adult Nomad indicates his House and the position he occupies within his House.) Each house has one leader, typically an elder, who sits on the House Council that governs the Nomads as a whole.

While the houses vary in traditions, one common thread among all Nomads is a hatred of technology. The original Nomads identified excessive technological advancement as the root of humanity's evil; they believed that mankind would spoil Mars just as it had spoiled Earth. Because Nomads reject medical technology, their average lifespan is relatively short – only around 85 years. Although Nomads are opposed to most forms of technology, they will use ships and other forms of mechanical transportation as necessary. To a Nomad, the enlightened rejection of technology is a sign of Nomad superiority over mankind.

One of the most intriguing aspects of Nomad culture is the Nomads' ability to fashion tools and weapons from crysanium, a crystallized metallic mineral common on Mars. Non-Nomad craftsmen have tried to work crysanium, but none have had such success. Crysanium weapons have been outlawed on many planets, making them highly sought after.

The ability to track is highly esteemed in Nomad culture. While even the youngest Nomads can track a subject better than almost any human, the art is developed to its highest level by Nomad Huntsmen, whose skills are in high demand throughout the galaxy.

Huntsmen are often hired by large corporations to find thieves, hackers, and other corporate criminals.

After the Martian Revolution ousted the Terran Alliance from the Red Planet, the Nomads were still faced with mankind's corruption. The leaders of the eight Houses were part of the Martian Consortium that liberated the planet from Earth's grasp; however, when talks between the Martian factions degenerated into endless dispute, the House Council saw fit to remove itself from the Consortium altogether. Six of the eight houses withdrew to the northern area of Mars to live free of the political conflict afflicting the south. The Thalonees and Panacon Houses fled further, making a pact with the Free Trade Alliance to move wholesale to the planet Panacon, some 35 light-years from Mars. Since then the Nomads and Free Traders have enjoyed a mutually beneficial relationship: Free Traders provide transportation on their ships in exchange for gifts of unique Nomad goods.

Today, the Nomads' old hatred for humanity has cooled somewhat, so the sight of a Nomad in a human area of Mars or even off-planet is not that uncommon. Nomad Huntsmen in particular travel widely in the course of their hunting, following their prey where-ever it may run.

Nomads' names reflect any affinity with the names of their spiritual ancestors on Earth. Here are some typical names:

*Male: Addo, Anwah, Belthar, Calis, Galatmiel, Miza, Olama, Razael, Shalma, Timmon, Zalak*

*Female: Atsu, Alizia, Brallie, Hasanya, Sala, Ramla, Straza, Thala, Yanli, Zula.*

## Species Traits

**Type:** Humanoid.

**Size:** Medium-size. Nomads have no special bonuses or penalties due to their size.

**Ability Modifiers:** +2 Str, -2 Int, -2 Cha.

**Speed:** 40 feet.

**Feat of Strength:** A Nomad who senses danger can trigger an inhuman surge of adrenaline through his body for a short period of time. This adds a +4 to Strength for a number of rounds equal to 3 + his Con modifier. A Nomad can perform a feat of strength once per day.

**Low-Light Vision:** Nomads have low-light vision. They can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They can also discern color and detail under these conditions.

**Low Tech:** The Nomads believe that the advancements in technology that brought them to Mars and terraformed the planet will be the same technologies that bring about the end of humanity. Nomads begin the game with proficiency in all Nomad species weapons and Archaic Weapons. Class abilities and feats do not grant Nomads proficiency in any equipment from Progress Level 4 or higher, but they can attempt to use such equipment with a -4 to all related ability checks, attack rolls, and skill checks.

**Survivalist:** Nomads always have Survival as a species skill. (For more information about this skill, see Chapter 2: Skills in the *d20 Modern Roleplaying Game*). In addition, a Nomad receives +4 to Fortitude saves to resist the effects of harsh environments.

**Free Language Skills:** Common.

**Level Adjustment:** +0.

## Valence

The origin of the Valence is unknown. They appear to have originated on Mars and to have passed for Martian humans until shortly before the Martian Revolution, when Xavier Thomas (the future leader of the Valence) was captured by the Federation after a freak accident exposed his extraordinary abilities. When Thomas escaped, government officials kept all knowledge of his existence from the public. The presence of the Valence did not become widely known until 2289, when Federated States Rangers accidentally attacked a group of Valence Templars.

During the Martian Revolution, the Valence played a critical role in the Consortium. The humans of both Earth and Mars quickly grew to fear the Valence because of their truly alien ability to project bio-electrical energy from their bodies.

The only known settlements of the Valence on Mars through the end of the Revolution were on the Plains of Lycus Sulci. After the Revolution, the Valence Council felt it best to remove their people from mankind's presence. The completion of the jumpgate for the Gaspra Outpost allowed the Valence to move their entire civilization to the planet Glacialis in the Epsilon Indi system.

Physically the weakest of the humanoid species, the Valence are thin and graceful, standing no taller than the average human. Many ordinary humans are frightened of the deep blue shade of Valence eyes, which was once notably described as "flowing with energy".

Xavier Thomas wrote the Valence Code by which the Valence are governed. The code emphasizes that the Valence must under all circumstances attempt to live at peace with humankind. To comply with the Code as fully as possible, the Valence must often deny their emotions, requiring of them a fierce control. However, if action is required, the Valence can display some of the most lethal traits of any species.
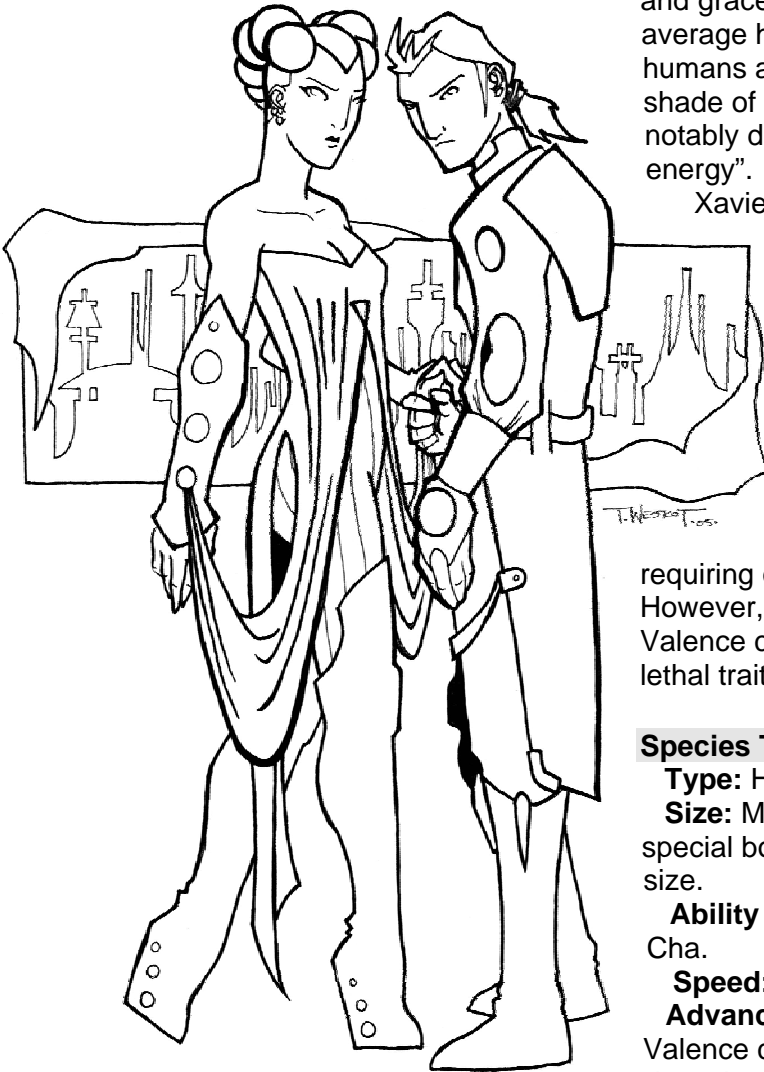
### Species Traits

**Type:** Humanoid (Valence).

**Size:** Medium-size. Valence have no special bonuses or penalties due to their size.

**Ability Modifiers:** +2 Dex, -2 Str, -2 Cha.

**Speed:** 30 feet.

**Advanced Class Restrictions:** A Valence character cannot belong to a class that requires a Core Implant or

any other form of nanite enhancement, due to the large amount of bio-electrical energy generated by the Valence.

**Skill Bonus:** A Valence character gains a +2 bonus to Disable Device checks involving electronic components or that are electronic in nature.

**Valent Surge:** The physiology of any nervous system involves a number of electrical processes, but the body of a Valence is a maelstrom of huge potential differences. A Valence who feels threatened can discharge a burst of electrical energy capable of stunning and even injuring an attacker. Some Valence can harness this burst to achieve other effects. Once per day, a Valence character can make a touch attack releasing this stored energy, causing 1d4 +1/3 of his level points of damage. The opponent must also make a Fortitude save DC equal to 10 + Con modifier + 1/2 character's hit die or be stunned for 1d6 rounds.

**Weapon Affinity (delRaines):** The Valence are more familiar with the delRaines exotic ranged weapon than are members of other species, so for a Valence character, the Personal Firearms Proficiency rather than the Exotic Weapons Proficiency applies to this weapon.

**Electrical Feedback:** A Valence character can disable an electronic device for a brief period of time simply by touching it. The use of this ability on an inanimate object is a move equivalent action and does not require an attack roll. If the target is animate (e.g., a robotic construct) or is being used by another character, the Valence must make a touch attack against the target's user to disable the device; if such an attack misses, the charge

accumulated by the Valence character in preparation for the attack is held until the character touches an object or otherwise discharges it. Disabling a piece of equipment or an object renders it temporarily unusable (e.g., electronic doors will not open, weapons that use power cells will not fire). Characters that can be affected by this ability are dazed by it. This ability can be used once per day, and its effect lasts a number of rounds equal to 1 + the Valence character's Con modifier. Using the ability costs 1 action point.

**Rejection:** All items and gear that possess electronic components or are electronic in nature require special insulation when used by a Valence character, or they risk serious damage from the large amount of bio-electrical energy he generates. The cost of the required insulation adds 2 to the purchase DC of such items. A Valence character can use non-insulated electronic devices, but each time he does so, there is a chance the item will short out. Whenever a Valence character fails a check by 10 or more or rolls a natural 1 while using a non-insulated electronic item, the item ceases to function until it is repaired. (The rules for the Repair skill can be found in Chapter 2: Skills in the *d20 Modern Roleplaying Game*.)

**Ranged Dodge:** Because the Valence are very adept at predicting the paths of incoming projectiles, a Valence character receives a +1 bonus to his defense against ranged attacks.

**Free Language Skills:** Read/Write Valence, Speak Valence.

**Level Adjustment:** + 0.

# Chapter 3: New Character Options

The rules for character creation can be found in Chapter 1: Characters in the *d20 Modern Roleplaying Game.* This chapter describes new occupations and feats that are specific to the Dark Horizons universe.

## New Occupations

### Frontier Militia

Many citizens of distant provinces participate in militias. Some choose this service in furtherance of their own goals, while others are pressed into service by militant governments. Those who join local militias gain the benefits of some basic military training, regardless of their enlistment conditions.

**Prerequisite:** Age 15+.

**Skills:** Two of the following skills, selected when this occupation is chosen, are permanent class skills. If a selected skill is already a class skill, the character gains a +1 competence bonus on checks using that skill.

Climb (Str), Demolitions (Int), Drive (Dex), Intimidate (Cha), Search (Int), Survival (Wis), Treat Injury (Wis).

**Bonus Feat:** Select either Armor Proficiency (light) or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

### Programmer

Advanced civilizations brimming with computers are often brimming with programmers as well; after all, software programs don't write themselves. Programmers are familiar with many forms of technology, and their work is always lucrative in a reasonably advanced society.

**Prerequisite:** Age 18+.

**Skills:** Two of the following skills, selected when this occupation is chosen, are permanent class skills. If a selected skill is already a class skill, the character gains a +1 competence bonus on checks using that skill.

Computer Use (Int), Concentration (Con), Craft (electronic, mechanical) (Int), Knowledge (physical sciences, popular culture, or technology) (Int), Repair (Int), Research (Int).

**Bonus Feat:** Select either Educated or Studious.

**Wealth Bonus Increase:** +4.

### Space Builder

Construction workers who have been conditioned to work in space, these characters build the space stations and star ships on which advanced civilizations depend to move beyond their home planets. This experience makes the space builder feel more at home in a space suit, spinning in the Void, than standing on his home planet.

**Prerequisite:** Age 18+.

**Skills:** Two of the following skills, selected when this occupation is chosen, are permanent class skills. If a selected skill is already a class skill, the character gains a +1 competence bonus on checks using that skill.

Computer Use (Int), Craft (electronic, mechanical or structural) (Int), Knowledge (physical sciences or technology) (Int), Repair (Int).

**Bonus Feat:** Zero-G Training.

**Wealth Bonus Increase:** +2.

### Starship Gunner

In a world of perilous space journeys and intergalactic piracy, many brave young people serve as gunners for the laser batteries lining the hulls of merchant ships. Such a job can offer not only excitement, but also transportation to a new world and a new life.

**Prerequisite:** Age 18+.

**Skills:** Two of the following skills, selected when this occupation is chosen, are permanent class skills. If a selected skill is already a class skill, the character

gains a +1 competence bonus on checks using that skill.

Computer Use (Int), Drive (Dex), Navigate (Int), Pilot (Dex).

**Bonus Feat:** Select either Spacer or Starship Gunnery.

**Wealth Bonus Increase:** +2.

### War Refugee

Displaced by the strife that erupts in savage and civilized land alike, the war refugee has had to do his best just to survive. Leaving his homeland behind along with the violence he flees, the refugee must often learn a whole new way to live, but does not forget the old.

**Prerequisite:** Age 15+.

**Skills:** Two of the following skills, selected when this occupation is chosen, are permanent class skills. If a selected skill is already a class skill, the character gains a +1 competence bonus on checks using that skill.

Diplomacy (Cha), Hide (Dex), Knowledge (streetwise) (Int), Move Silently (Dex), Read/Write Language, Speak Language, Survival (Wis).

**Bonus Feat:** Select either Endurance or Planetary Adaptation.

**Wealth Bonus Increase:** +1.

## *New Feats*

### Advanced Archaic Weapons Proficiency

**Prerequisite:** Archaic Weapons proficiency.

**Benefit:** This feat makes a character especially proficient with archaic weapons, to the extent that he can use such weapons effectively despite using them in unconventional ways. This feat negates the -4 attack penalty when using an archaic melee weapon as an improvised throwing weapon.

### Advanced Nanite Blood

A handful of the original Cy-Gens were designed to have advanced regenerative properties, and while they were a small percentage of the Cy-Gen population, their increased capacity for survival ensured that many of today's Cy-Gens have inherited this trait.

**Prerequisite:** Cy-Gen, Level 1 only, Con 13

**Benefit:** Advanced Nanite Blood decreases the DC of all healing-related skill checks made on the Cy-Gen by 2. A Cy-Gen with Advanced Nanite Blood can also heal himself once per day for a number of hit points equal to double his constitution modifier. Using this ability constitutes a full round action.

### Born Surger

**Prerequisite:** Valence, Level 1 only

**Benefit:** This feat allows a Valence character to use his Valent Surge ability an additional number of times per day equal to his Constitution modifier.

### Craft Crysanium

This feat allows a character to create weapons and tools out of crysanium.

**Prerequisite:** Craft (mechanical) 10 ranks, Knowledge (physical sciences) 10 ranks.

**Benefit:** A character with this feat can use a Craft (mechanical) check to make weapons and similar objects from crysanium. The crafting of a crysanium item follows the same rules as those for crafting the normal version of the same item (as found in Chapter 2: Skills in the *d20 Modern Roleplaying Game*) with the following exceptions: the required purchase DC is increased by 3, and the required skill check DC is increased by 5.

### Extended Application Range

**Prerequisite:** The ability to run Tech Programs.

**Benefit:** A character with this feat increases the range increment of his fabricator's applicator by 5 feet.

### Extended Sensor Range

**Prerequisite:** Tech Drone, ability to run sensor Tech Programs.

**Benefit:** A character with this feat increases the range of his Tech Drone's sensor array by 10 feet.

### Extra Electrical Feedback

**Prerequisite:** Valence.

**Benefit:** This feat allows a Valence character to use his Electrical Feedback ability an extra 3 times per day. The Valence must still pay the associated action point cost each time he uses this ability.

**Normal:** A Valence character without this feat can use electrical feedback once per day.

### Hardened Skin

**Prerequisite:** Cy-Gen, Con 16.

**Benefit:** When a Cy-Gen gains this feat, his skin is hardened through DNA changes, giving an almost insect-like appearance to his skin and granting him DR 1/-. A Cy-Gen who takes this feat who attempts to pass as human requires a Spot check of only DC 15 to be recognized as a Cy-Gen (instead of the usual DC 25).

**Special:** This feat can be taken up to 3 times, with the damage reduction stacking each time.

### Hostile Fabrication

**Prerequisite:** Ability to run Tech Programs.

**Benefit:** A character with this feat who makes an attack roll, melee touch attack, or ranged touch attack as part of a Tech Program gains a +1 to that roll.

### Improved Valent Surge

**Prerequisite:** Valence.

**Benefit:** This feat increases the damage dealt by a Valence character's Valent Surge ability to 1d6 +1/3 levels and the Fortitude save DC to resist being stunned for 1d6 rounds by 2.

**Normal:** A Valence character who does not have this feat deals 1d4 points of damage +1/3 levels, and the DC to resist being stunned equals 10 + Con modifier + 1/2 character's hit die.

### Nanite Resistance

**Prerequisite:** Constitution 13+.

**Benefit:** A character with this feat has an immune system that has adapted to a world where nanites are common, and often have harmful effects. A character with this feat who makes a Fortitude or Will save to resist an effect resulting from internal nanites gains a +4 circumstance bonus to the save. This ability has a drawback, however: when a character with this feat is exposed to beneficial nanites, those nanites have a 25% chance of failing.

### Over Charge (Runner)

**Prerequisite:** Tech Level 2.

**Benefit:** When running a tech program you can spend 2 ENC more than normal on Options and Upgrades.

**Normal:** You can spend as many ENC as your total runner level.

### Program Compression

**Prerequisite:** The ability to run Tech Programs.

**Benefit:** A character with this feat is able to make optimum use of a fabricator's or Tech Drone's internal memory storage, gaining an extra memory slot in each of his fabricators.

### Program Efficiency

**Prerequisite:** The ability to run Tech Programs.

**Benefit:** A character with this feat has 4 bonus ENC points per day that may be spent only on Tech Programs from the category (utility, mechanics, biomedical, software, or sensor) chosen upon acquiring the feat.

**Special:** A character can gain this feat multiple times. Each time the feat is taken, a different category of Tech Programs is chosen.

## Program Specialization

**Prerequisite:** The ability to run Tech Programs.

**Benefit:** A character with this feat chooses a category of Tech Programs (utility, mechanics, biomedical, software, or sensor) upon taking the feat. He can then run Tech Programs from the chosen category as if he were one runner level higher.

**Special:** A character can gain this feat multiple times. Each time the feat is taken, a different category of Tech Programs is chosen.

## Chapter 4: New Advanced Classes
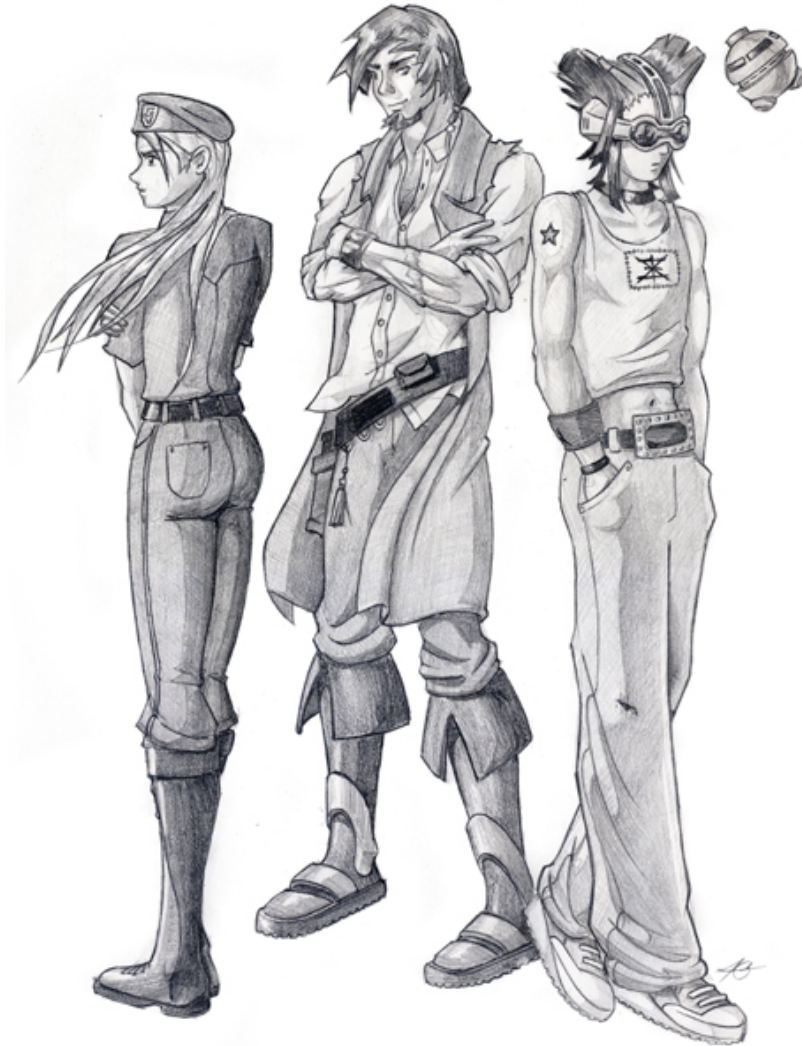
In addition to the advanced classes found in the *d20 Modern Roleplaying Game* and in *d20 Future*, the Dark Horizons universe offers eight new advanced classes. While any d20 Modern or Future advanced class can be played in a Dark Horizons universe campaign (with the approval of the GM), some of the d20 Modern and d20 Future advanced classes may not mesh especially well with the design of the Dark Horizons universe campaign setting. It is left to the GM's discretion which advanced classes are appropriate for a specific campaign.

For more information about skills and feats not described in this guide, see Chapter 2: Skills *or* Chapter 3: Feats in the *d20 Modern Roleplaying Game*; for more information about skills and feats marked with a star (*), see Chapter 1: Characters in *d20 Future.*

**Table 4-1: The Emergency Nano-Tech**

| Class Level | Class ENC Bonus | Base | Fort | Ref | Will | Special | Defense Bonus | Reputation Bonus |
|---|---|---|---|---|---|---|---|---|
| 1 | 2 | +0 | +0 | +0 | +1 | Tech Level 1, Natural Mechanic | +0 | +0 |
| 2 | 4 | +1 | +0 | +0 | +2 | First Action | +1 | +0 |
| 3 | 8 | +1 | +1 | +1 | +2 | Bonus feat, Tech Level 2 | +1 | +1 |
| 4 | 10 | +2 | +1 | +1 | +2 | Lifesaving Influence | +1 | +1 |
| 5 | 12 | +2 | +1 | +1 | +3 | Tech Level 3 | +2 | +1 |
| 6 | 14 | +3 | +2 | +2 | +3 | Bonus feat | +2 | +2 |
| 7 | 18 | +3 | +2 | +2 | +4 | Tech Level 4 | +2 | +2 |
| 8 | 20 | +4 | +2 | +2 | +4 | Creative Repairs | +3 | +2 |
| 9 | 22 | +4 | +3 | +3 | +4 | Bonus feat, Tech Level 5 | +3 | +3 |
| 10 | 26 | +5 | +3 | +3 | +5 | Machine Resurrection | +3 | +3 |

**Table 4-2: Intelligence ENC Bonus (ENT)**

| Int Modifier | Level One | Level Two | Level Three | Level Four | Level Five | Level Six | Level Seven | Level Eight | Level Nine | Level Ten |
|---|---|---|---|---|---|---|---|---|---|---|
| +1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| +2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| +3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| +4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| +5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

## *Emergency Nano-Tech*

When damage is done to either man or machine, the Emergency Nano-Tech (ENT) is there to see that damage repaired. A master of science and technology, the ENT is able to apply knowledge amassed over centuries to the crisis of the moment. He is both doctor and repairman, using nanotechnology to control matter at the molecular level. It is easy to identify the Emergency Nano-Tech by the distinctive personal fabricator he carries.

The ENT is typically the first to respond to an emergency. In this age of space travel, it is necessary for the skills of emergency response personnel to include not only medical care but also mechanical aptitude; a leak in a ship's hull can be just as lethal as a gunshot wound. In addition to traditional repair and healing skills, the ENT uses fabricators (see Chapter 13 in this guide) in conjunction with Tech Programs (see Chapter 14 in this guide). Creative use of these tools allows the ENT to deal with most of the various problems that can arise in any emergency situation.

### REQUIREMENTS

To qualify to become an Emergency Nano-Tech, a character must fulfill the following criteria.

**Skills:** Computer Use 6 ranks, Repair 6 ranks, Treat Injury 6 ranks

**Feats:** Gearhead, Surgery

### CLASS INFORMATION

The following information pertains to the Emergency Nano-Tech advanced class.

### Hit Die
The ENT gains 1d6 hit points per level. The character's Constitution modifier applies.

### Action Points
The ENT gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

### Class Skills
The ENT's class skills are as follows.

Computer Use (Int), Concentration (Con), Craft (pharmaceutical, mechanical, structural) (Int), Drive (Dex), Knowledge (behavioral sciences, earth and life sciences, technology) (Int), Profession (Wis), Read/Write Language, Repair (Int), Research (Int), Speak Language, Treat Injury (Int).

**Skill Points at Each Level:** 5 + Int modifier (2 + Int modifier for nonhumans).

### CLASS FEATURES
The following features pertain to the ENT advanced class.

### Tech Programs
The ENT is able to create special effects by running Tech Programs found in the Utility, Biomedical, and Mechanical program lists. An ENT's ability to run these programs, represented by his Tech Level, improves with his class level as shown in the Emergency Nano-Tech table following this section.

ENTs also gain bonus Effective Nanite Charge (ENC) as they gain Tech levels, representing their improved ability to run Tech Programs. Note that a character's total ENC is a pool consisting of his class ENC bonus, his intelligence ENC bonus, and his equipment ENC bonus.

*Acquiring Tech Programs***:** An ENT starts the game with 4 unrestricted Level 1 Tech Programs. After that, he must acquire programs by purchasing them

(purchase DC = 12 plus Tech level). Restricted Tech Programs are available only on the black market, which increases their purchase DCs by 2. The only other way for a character to gain programs is to find them during the course of the game.

### Natural Mechanic
Emergency situations often catch other characters unprepared, but ENTs have the skills to cope quickly and effectively with any crisis. Starting at 1st level, an ENT does not suffer a –4 penalty for using improvised tools on any Repair checks, and if he does have the proper tools he gains an additional +1 to Repair checks

### First Action
ENTs can't hesitate, because death waits for no man. By spending 2 action points, a 2nd level ENT can act as if he had refocused his initiative on the previous round. This can be used at any time during combat as a free action (including at the start of combat), but can only be used once during any particular instance of combat.

### Bonus Feats
At 3rd, 6th, and 9th level, the ENT gets a bonus feat. The bonus feat must be selected from the following list, and the ENT must meet all the prerequisites of the feat to select it.

Builder, Cautious, Creative, Educated, Focused, Medical Expert, Renown, Surface Vehicle Operation, Surgery, Windfall.

### Lifesaving Influence
ENTs are valued for their ability to heal even the worst of injuries. The knowledge that help is on the way encourages an ENT's allies to hold tightly to life when injured. When a character drops below half of his hit points within 30 feet of a friendly ENT at 4th level or higher, that character gains a +2 morale bonus to Defense. This

bonus will last until that character's hit points are restored to more than half, until combat ends, or until the character has been reduced to 0 hit points or less.

### Creative Repairs
When a breach in a space habitat is spewing atmosphere, time is of the essence. An 8th level ENT can spend an action point to halve the time required for a single Repair check, or he can spend an action point to reduce the wealth DC for a single Repair check by 5.

### Machine Resurrection
Normally when a machine is reduced to 0 hit points it is completely destroyed, and can be used only for salvage. However, if a 10th level ENT can get to a machine that has been reduced to 0 HP within 5 minutes, he can begin a single Repair check DC 35 to prevent the machine's total destruction, repairing the machine by 1d4 hit points. If the check fails, then the machine is lost but can still be salvaged.

**Table 4-3: The Encoder**

| Class level | Class ENC Bonus | Base | Fort | Ref | Will | Special | Defense bonus | Reputation bonus |
|---|---|---|---|---|---|---|---|---|
| 1 | 2 | +0 | +0 |  | +2 | Tech Level 1, Tech Drone | +1 | +0 |
| 2 | 4 | +1 | +0 |  | +3 | Hacker | +1 | +0 |
| 3 | 8 | +1 | +1 |  | +3 | Bonus feat, Tech Level 2 | +2 | +0 |
| 4 | 10 | +2 | +1 |  | +4 | Robotic Maintenance | +2 | +1 |
| 5 | 12 | +2 | +1 |  | +4 | Structural Upgrade, Tech Level 3 | +3 | +1 |
| 6 | 14 | +3 | +2 |  | +5 | Bonus feat | +3 | +1 |
| 7 | 18 | +3 | +2 |  | +5 | Tech Level 4 | +4 | +2 |
| 8 | 20 | +4 | +2 |  | +6 | Speed Hacker | +4 | +2 |
| 9 | 22 | +4 | +3 |  | +6 | Bonus feat, Tech Level 5 | +5 | +2 |
| 10 | 26 | +5 | +3 |  | +7 | Super Autonomy | +5 | +3 |

**Table 4-4: Intelligence ENC Bonus (Encoder)**

| INT Modifier | Level One | Level Two | Level Three | Level Four | Level Five | Level Six | Level Seven | Level Eight | Level Nine | Level Ten |
|---|---|---|---|---|---|---|---|---|---|---|
| +1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| +2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| +3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| +4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| +5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

## *Encoder*

The Encoder is an expert both in robotics and in working with computer systems.  He is able to build and maintain advanced mechanical systems and artificial intelligence (AI) programs. In a world where such systems are as common as they are heavily relied upon, the Encoder is highly respected and often feared. While the Encoder can hack computer systems in the traditional way, he also has access to an impressive arsenal of Tech Programs that can enhance or damage any computer-controlled system. Encoders are assisted by Tech Drones.  A Tech Drone is an advanced AI program that is uploaded into a specially designed robot body equipped with advanced sensors, a small fabricator and an encrypted wireless interface.  The Encoder's special abilities, along with the ever-present shadow of his hovering Drone, have earned him the nickname "the wizard".

### REQUIREMENTS

To qualify to become an Encoder, a character must fulfill the following criteria.
   **Skills:** Computer Use 6 ranks, Craft (electronics) 6 ranks.
   **Feat:** Educated.

### CLASS INFORMATION
The following information pertains to the Encoder advanced class.

### Hit Die
The Encoder gains 1d6 hit points per level.  The character's Constitution modifier applies.

### Action Points
The Encoder gains a number of action points equal to 6 + one-half his level, rounded down, every time he attains a new level in the Encoder class.

### Class Skills
The Encoder's class skills are as follows.
   Computer Use (Int), Concentration (Con), Craft (electronic) (Int), Craft

(mechanical) (Int), Decipher Script (Int), Drive (Dex), Knowledge (current events, earth and life sciences, physical sciences, technology) (Int), Profession (Wis), Read/Write Language, Repair (Int), Research (Int), Speak Language, Treat Injury (Wis).

**Skill points at each Level:** 5 + Int Modifier.

## CLASS FEATURES

The following features pertain to the Encoder advanced class.

### Tech Programs

The Encoder is able to create special effects by running Tech Programs found in the Utility, Software, and Sensor program lists. An Encoder's ability to run these programs, represented by his Tech Level, improves with his class level as shown in the Encoder table following this section.

Encoders also gain bonus effective nanite charge (ENC) as they gain Tech levels, representing their improved ability to run Tech Programs. Note that a character's total ENC is a pool consisting of his class ENC bonus, his intelligence ENC bonus, and his equipment ENC bonus.

*Acquiring Tech Programs***:** An Encoder starts the game with 4 unrestricted Level 1 Tech Programs. After that, he must acquire programs by purchasing them (purchase DC = 12 plus Tech level). Restricted Tech Programs are available only on the black market, which increases their purchase DCs by an additional 2. The only other way for a character to gain programs is to find them.

### Tech Drone

A Tech Drone is an AI-controlled robotic assistant used by an Encoder to run Tech Programs. An Encoder has a mental bond with his drone, which is maintained through a neural link provided by either a Core Implant upgrade or a third-party device. Because this link is organically constructed, it does not count as cybernetic and is not restricted from use by Valence characters. (It is possible to have a mechanical variant of the bio-neural link for heroic robotic characters or heavily cybernetic characters.) The range of the neural link is limited to 100 feet. If a Tech Drone moves beyond this distance from its Encoder, it will do everything it can to complete its mission and move back within range unless it has specific instructions from its Encoder to do otherwise.

In theory, anyone can build a Tech Drone robotic body, but only an Encoder can write the AI program to make it function properly. (For more on Tech Drone construction, see Chapter 12: Robotics in this guide). If a Tech Drone's body is destroyed, its owner can salvage the drone by buying or building a new robot body and reloading the original AI into it. An Encoder can use only one drone at a time. (This does not prevent Encoders from having as many backup robot bodies as they can afford.) Also, some Tech Programs involve making a melee or ranged touch attack. While the Tech Drone makes this attack it does so with the Encoder's base attack bonus because the Encoder is directly controlling the Drone.

### Hacker

At 2nd level, an Encoder becomes a master hacker, gaining a +4 bonus to computer use when attempting to hack a computer system manually.

### Bonus Feats

At 3rd, 6th, and 9th level, the Encoder gets a bonus feat. The bonus feat must be selected from the following list, and the Encoder must meet all the prerequisites of the feat to select it.

Builder, Cautious, Creative, Educated, Focused, Gearhead, Meticulous,

Renown, Studious, Surface Vehicle Operation, Windfall.

### Robotic Maintenance

Tech Drones can sustain serious damage in combat, and the extra practice maintaining their drones gives Encoders an edge when repairing robots. When an Encoder reaches 4th level, Repair checks on robotic targets have a +4 competence bonus.

### Structural Upgrade

At 5th level, an Encoder learns how to improve his Tech Drone's defensive capability; it gains an extra 1d4 hit points per 3 Encoder levels in addition to its base hit points. Applying this upgrade to a pre-existing drone takes one hour and a mechanical toolkit, rolling each d4 individually. Every time an Encoder builds a new Tech Drone he rolls new bonus hit dice for that Drone.

### Speed Hacker

At 8th level, an Encoder is able to interface with computers much faster than other characters can. By spending an action point, an Encoder can cut the time for any individual Computer Use check down to one-fourth the normal duration. An Encoder cannot take ten or twenty when using this ability.

### Super Autonomy

At 10th level, an Encoder is able to upgrade his Tech Drone's AI so that it can function with greater autonomy. This upgrade gives the Drone/Encoder link effectively infinite communication range, and allows a Tech Drone to run programs with minimal direction from its Encoder. During combat, an Encoder can spend one action point during his turn to have his drone run any of its Tech Programs on its own, allowing the Encoder to take other actions during that round (this effectively allows the Encoder to run a program as a free action). An Encoder can use this ability only once per day.

**Table 4-5: The Enforcer**

| Class Level | Base | Fort | Ref | Will | Special | Defense Bonus | Reputation Bonus |
|---|---|---|---|---|---|---|---|
| 1 | +0 | +0 | +1 | +1 | The Zone Level 1 | +1 | +0 |
| 2 | +1 | +0 | +2 | +2 | Energy Focus | +1 | +0 |
| 3 | +2 | +1 | +2 | +2 | Bonus feat, The Zone Level 2 | +2 | +1 |
| 4 | +3 | +1 | +2 | +2 | Threatening Sphere | +2 | +1 |
| 5 | +3 | +1 | +3 | +3 | The Zone Level 3 | +3 | +1 |
| 6 | +4 | +2 | +3 | +3 | Bonus feat | +3 | +2 |
| 7 | +5 | +2 | +4 | +4 | The Zone Level 4 | +4 | +2 |
| 8 | +6 | +2 | +4 | +4 | Lasting Surge | +4 | +2 |
| 9 | +6 | +3 | +4 | +4 | Bonus feat, The Zone Level 5 | +5 | +3 |
| 10 | +7 | +3 | +5 | +5 | The Trance | +5 | +3 |

## Enforcer

When Xavier Thomas organized the Valence, he commissioned the Templar to act as the protector of the species. However, Nathaniel delRaines wanted something more: a group of highly combat-trained soldiers to enforce the Valence Code on Mars and beyond. His legacy is the Valence Enforcer. When the Valence need a situation cleaned up, no one is tougher and more effective than the Valence Enforcer. Able to take on odds that would frighten the most seasoned veteran, an Enforcer gets the job done.

A tremendous amount of mystery surrounds the Enforcers, even among the Valence themselves. An Enforcer is easily recognized by his traditional black long-coat. Armed with a Valence-specific dual pistol system known as the delRaines, the Enforcers are the most respected and highly trained soldiers of the Valence.

### REQUIREMENTS

To qualify to become an Enforcer, a character must fulfill the following criteria:
**Species:** Valence
**Base Attack Bonus:** +3
**Skill:** Sense Motive 4 ranks.
**Feat:** Two-Weapon Fighting

### CLASS INFORMATION

The following information pertains to the Enforcer advanced class.

**Hit Die**
The Enforcer gains 1d8 hit points per level. The character's Constitution modifier applies.

**Action Points**
The Enforcer gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

**Class Skills**
The Enforcer's class skills are as follows.
Balance (Dex), Concentration (Con), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (behavioral sciences, physical sciences, streetwise, tactics, theology and philosophy) (Int), Listen (Wis), Profession (Wis) Read/Write Language , Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis), Survival (Wis),

Swim (Str), Treat Injury (Wis), Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

## CLASS FEATURES

The following features pertain to the Enforcer advanced class.

### The Zone

The Zone is a state of concentration that allows an Enforcer to perceive and interpret the electrical impulses throughout a person's body; armed with this knowledge, he can predict an opponent's movements and react to them instantaneously in a fight. In order to gain bonuses from The Zone, an Enforcer must not be wearing armor.

The Zone becomes increasingly helpful as an Enforcer gains experience, allowing him to reach a deeper focus. Starting at 1st level, an Enforcer can enter the Zone as a move equivalent action; he must not leave the 5-foot square he occupies at the time he enters The Zone, or The Zone will end before its natural duration is reached. The Zone grants a 1st level Enforcer +2 to Defense vs. all ranged attacks, as well as +2 to attacks and damage.

At 3rd level, an Enforcer adds his Wisdom modifier to his defense and does not lose this modifier unless he is flat-footed. At 5th level, an Enforcer gains the ability to ignore half an opponent's bonuses of cover and concealment. At 7th level, an Enforcer gains an extra attack at his highest attack bonus while in The Zone. Finally, at 9th level an Enforcer can move up to half again his movement speed. The Zone lasts a number of rounds equal to 3 + 1/2 Enforcer level.

### Energy Focus

At 2nd level, an Enforcer becomes so adept at controlling energy that he adds +2 to any DC with weapons causing stun damage or any use of a Valent Surge.

### Bonus Feats

At 3rd, 6th, and 9th level, the Enforcer gets a bonus feat. The bonus feat must be selected from the following list, and the Enforcer must meet all the prerequisites of the feat to select it.

Blind-Fight, Burst Fire, Combat Expertise, Combat Reflexes, Dead Aim, Defensive Martial Arts, Dodge, Double Tap, Elusive Target, Far Shot, Improved Initiative, Improved Two-Weapon Fighting, Point Blank Shot, Power Attack,

Precise Shot, Quick Draw, Quick Reload, Weapon Finesse, Weapon Focus.

## Threatening Sphere

At 4th level, an Enforcer gains a 10-foot threat range with any form of Medium-size or smaller ranged weapon. Threatening Sphere also allows an Enforcer to fire a Medium-size or smaller firearm in melee combat without provoking attacks of opportunity.

## Lasting Surge

At 8th level, an Enforcer learns to harness his Valent Surge to a pair of melee or ranged weapons, giving them an electrical charge. As a standard action, an Enforcer can use one Valent Surge per day to charge a pair of ranged or melee weapons, allowing them to deal an extra 1d6 electrical damage for a number of rounds equal to 3 + the Enforcer's Wisdom modifier. If an Enforcer is using a delRaines pistol, one Valent Surge will charge both the ranged and the melee part of the weapon.

## The Trance

At 10th level, an Enforcer can turn his Zone into a Trance, allowing him to reach a new stage of concentration for a brief period of time. Entering The Trance is a full round action and uses up one Zone use for the day. The Trance allows an Enforcer to attack every opponent within his threat range, and he may freely switch from melee to ranged attacks during The Trance. The Trance lasts for one round. It can be used while a Zone is in effect, but it cannot prolong a Zone beyond its maximum duration.

**Table 4-6: The Free Trader**

| Class Level | Class ENC Bonus | Base | Fort | Ref | Will | Special | Defense Bonus | Reputation Bonus |
|---|---|---|---|---|---|---|---|---|
| 1 | 2 | +0 | +0 | +1 | +1 | Hand Me Down, Tech Level 1 | +0 | +0 |
| 2 | 4 | +1 | +0 | +2 | +2 | Haggle | +1 | +0 |
| 3 | 8 | +2 | +1 | +2 | +2 | Bonus feat | +1 | +0 |
| 4 | 10 | +3 | +1 | +2 | +2 | Space Awareness, Tech Level 2 | +1 | +1 |
| 5 | 12 | +3 | +1 | +3 | +3 | Bring the Worst | +2 | +1 |
| 6 | 14 | +4 | +2 | +3 | +3 | Bonus feat | +2 | +1 |
| 7 | 18 | +5 | +2 | +4 | +4 | Every Last Bolt, Tech Level 3 | +2 | +2 |
| 8 | 20 | +6 | +2 | +4 | +4 | Cutting Losses | +3 | +2 |
| 9 | 22 | +6 | +3 | +4 | +4 | Bonus feat | +3 | +2 |
| 10 | 26 | +7 | +3 | +5 | +5 | Master Trader, Tech Level 4 | +3 | +3 |

**Table 4-7: Intelligence ENC Bonus (Free Trader)**

| Int Modifier | Level One | Level Two | Level Three | Level Four | Level Five | Level Six | Level Seven | Level Eight | Level Nine | Level Ten |
|---|---|---|---|---|---|---|---|---|---|---|
| +1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| +2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| +3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| +4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| +5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

## Free Trader

From Earth to Mars, from Midpoint to the depths of the asteroid belt, Free Traders can be found going about their daily business of salvage, trade, and supply. The Free Traders are a loose association of merchants who operate throughout the interior solar system. They are uncannily successful businessmen, using advances in fabrication technology to turn a mean profit. They master the skills of crafting and haggling, traveling between cities and even between worlds to buy and to sell in the name of progress, capitalism, and personal wealth. Because Free Traders spend so much time in space, they quickly learn to survive there through a combination of quick wits and skill behind the controls of any space-faring vessel.

### REQUIREMENTS

To qualify for the Free Trader advanced class, a character must meet the following criteria.
**Base Attack Bonus:** +2.
**Feat:** Starship Operation*.
**Skills:** Bluff 6 ranks, Diplomacy 6 ranks.

### CLASS INFORMATION

The following information pertains to the Free Trader advanced class.

### Hit Die

The Free Trader gains 1d6 hit points per level. The character's Constitution modifier applies.

### Action Points

The Free Trader gains a number of action points equal to 8 + one-half his

character level, rounded down, every time he attains a new level in this class.

## Class Skills

The Free Trader class skills are as follows.

Bluff (Cha), Computer Use (Int), Craft (all) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Forgery (Int), Gamble (Cha), Gather Information (Cha), Knowledge (behavioral sciences, business, current events, streetwise, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language, Repair (Int), Research (Int), Sense Motive (Wis), Speak Language, and Spot (Wis).

**Skill points at each Level:** 8 + Int modifier (7 + Int modifier for non-humans).

## CLASS FEATURES

The following class features pertain to the Free Trader advanced class.

### Tech Programs

The Free Trader is able to create special effects by running Tech Programs found in the Utility list. A Free Trader's ability to run these programs, represented by his Tech Level, improves with his class level as shown in the Free Trader table following this section.

Free Traders also gain bonus effective nanite charge (ENC) as they gain levels, representing their improved ability to run Tech Programs. Note that a character's total ENC is a pool consisting of his class ENC bonus, his intelligence ENC bonus, and his equipment ENC bonus.

*Acquiring Tech Programs:* A Free Trader starts the game with 4 unrestricted Level 1 Tech Programs. After that, he must acquire programs by purchasing them (purchase DC = 12 plus Tech level). Restricted Tech Programs are available only on the black market, which increases their purchase DCs by an additional +2. The only other way for a character to gain programs is to find them during the course of the game.

### Hand Me Down

At 1st level, a Free Trader receives a hand-me-down starship from the Alliance. A Free Trader might keep this ship his entire life, but it is more common for a Free Trader to hand it back in when he acquires a new one. Below are the characteristics of this "starter" ship:

| | |
|---|---|
| **Type:** Ultralight | **Size:** Colossal (-8 size) |
| **Subtype:** Fast freighter | **Tactical Speed:** 3,500 ft. (7 sq.) |
| **Defense:** 7 | **Length:** 200 feet |
| **Flat-footed Defense:** 5 | **Weight:** 1,000 tons |
| **Autopilot Defense:** 5 | **Targeting System Bonus:** +3 |
| **Hardness:** 20 | **Crew:** 8 (trained + 4) |
| **Hit Dice:** 25d20 (500 hp) | **Passenger Capacity:** 8 |
| **Initiative Modifier:** +4 | **Cargo Capacity:** 300 tons |
| **Pilot's Class Bonus:** +3 | **Grapple Modifier:** +16 |
| **Pilot's Dex Modifier:** +2 | **Base Purchase DC:** 55 |
| **Gunner's Attack Bonus:** +2 | **Restriction:** Restricted (+2) |

**Attack:**
2 fire-linked lasers -3 ranged (9d8) and
fusion mine (5d100)
**Attack of Opportunity:** None

**Design Specs:**
**Engines:** Mass driver engine, QED
**Armor:** Polymeric
**Defense Systems:** Autopilot system, damage control system (1d10), radiation shielding, sensor jammer
**Sensors:** Class I sensor array
**Communications:** Radio transceiver, laser transceiver
**Weapons:** 2 fire-linked lasers (range incr. 3,000 ft.), fusion mine, minelayer
**Grappling Systems:** Grapplers

### Haggle

When making a purchase, a Free Trader of 2nd level or higher may make a Charisma check (DC 13 + 1 for every 5 DC of the object's purchase DC). If he succeeds at the check, the purchase DC is reduced by 5 (but this cannot reduce the purchase DC below 1).The Free Trader may spend an action point to add his Free Trader level to the Charisma check.

## Bonus Feats

At 3rd, 6th, and 9th level, the Free Trader gets a bonus feat.  The bonus feat must be selected from the following list, and the Free Trader must meet all the prerequisites of the feat to select it.

Aircraft Operation, Attentive, Builder, Cautious, Creative, Confident, Educated, Focused, Jack of all Trades*, Low Profile, Meticulous, Renown, Spacer*, Starship Battle Run*, Starship Dodge*, Starship Feint*, Starship Gunnery*, Starship Mobility*, Starship Strafe*, Studious, Surface Vehicle Operation, Windfall, Zero-G Training*.

## Space Awareness

At 4th level, a Free Trader becomes wary of space pirates and claim jumpers. When determining whether a ship is aware for a surprise round, a ship with a Free Trader at the controls gets a +4 bonus to the check.

## Bring the Worst

At 5th level, a Free Trader learns to adapt to any situation. After failing an ability check, attack roll, saving throw, or skill check, a Free Trader can spend 2 action points to re-roll the check with a + 5 luck bonus.

## Every Last Bolt

A Free Trader knows every statistic about the ship right down to the dimensions of the last bolt. At 7th level, a Free Trader can apply the Free Trader ship template *Escaper* (shown below) to any ship he owns.

## ESCAPER-class Template (PL 8)

**Hit Dice:** +1d20.

**Engine Upgrade:** Optimized engine (adds 1000 feet to the ship's tactical speed), QED.

**Defense System Upgrade:** Damage control operates as though the ship were one size category larger (see Chapter 11: Starships in *d20 Future*).

**Sensors Upgrade:** Any Computer Use check made to use a sensor array receives a +4 equipment bonus.

## Cutting Losses

Discretion is the better part of valor, and it is also the better part of profit when cargo is at stake. A ship piloted by a Free Trader of 8th level or higher has a +4 defense bonus vs. attacks of opportunity. When fleeing space combat (as when withdrawing or jumping to cruise speed), the Free Trader's ship has a +6 defense bonus against all attacks (this does not stack with the +4 vs. attacks of opportunity). This feature stacks with the Starship Mobility feat.

## Master Trader

At 10th level, a Free Trader gains the title "Master Trader". He earns 1.5 times (rounded down to a whole number) the amount he would normally earn from trades and sales. (For example, a + 5 Wealth bonus from a transaction would become a +7 Wealth bonus.)

**Table 4-8: The Genomorph**

| Class Level | Base | Fort | Ref | Will | Special | Defense Bonus | Reputation Bonus |
|---|---|---|---|---|---|---|---|
| 1 | +0 | +1 | +0 | +0 | Morph Stage 1, Morph 1/day | +1 | +0 |
| 2 | +1 | +2 | +0 | +0 | Darkvision | +2 | +0 |
| 3 | +2 | +2 | +1 | +1 | Bonus feat, Morph Stage 2 | +2 | +1 |
| 4 | +3 | +2 | +1 | +1 | Morph 2/day | +3 | +1 |
| 5 | +3 | +3 | +1 | +1 | Morph Stage 3 | +3 | +1 |
| 6 | +4 | +3 | +2 | +2 | Bonus feat | +3 | +2 |
| 7 | +5 | +4 | +2 | +2 | Morph Stage 4 | +4 | +2 |
| 8 | +6/1 | +4 | +2 | +2 | Morph 3/day | +4 | +2 |
| 9 | +6/1 | +4 | +3 | +3 | Bonus feat, Morph Stage 5 | +5 | +3 |
| 10 | +7/2 | +5 | +3 | +3 | Harmonic Morph | +5 | +3 |

## Genomorph

Soldiers able to adapt to an ever-changing battlefield are unbeatable, and Cy-Gen Genomorphs adapt better than any other soldiers in existence. The first Cy-Gen soldiers, created by Cyber-Tronix from DNA matrices longer than those of their human templates, quickly began to manifest abilities that were neither foreseen nor intended by their creators. With their high tolerance for stress and their unnaturally abundant genetic resources, some Cy-Gens discovered that, with practice, they could express traits normally dormant in their DNA. These Genomorphs excel in urban combat

### REQUIREMENTS

To qualify for the Genomorph advanced class, a character must meet the following criteria.
   **Species:** Cy-Gen.
   **Base Attack Bonus:** +3.
   **Feats:** Toughness, Improved Damage Threshold, Ultra Immune System*.

### CLASS INFORMATION

The following information pertains to the Genomorph advanced class.

### Hit Die

The Genomorph gains 1d8 hit points per level. The character's Constitution modifier applies.

### Action Points

The Genomorph gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

### Class Skills

The Genomorph's class skills are as follows.
   Climb (Str), Computer Use (Int), Craft (mechanical, structural) (Int), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge (earth and life sciences, technology) (Int), Profession (Wis), Survival (Wis), Swim (Str).

   **Skill Points at Each Level:** 3 + Int modifier.

### CLASS FEATURES

The following class features pertain to the Genomorph advanced class.

### Morphing

A Genomorph character can "morph" into an alternate form a limited number of times per day. When in this alternate form, the Genomorph manifests specific mutations found in Chapter 12: Mutations in *d20 Future*, acquiring new mutations as he gains levels. Morphing into an alternate form constitutes a full round action, and does not provoke an attack of opportunity. A Genomorph can morph into his alternate form once per day at 1st level, twice per day at 4th level, and three times per day at 8th level. A Genomorph retains all of his species and class abilities while in his alternate form.

A Genomorph can maintain his alternate form for a number of minutes equal to his Genomorph level plus his Constitution modifier (minimum 1 min). If at the end of this time the Genomorph still has the ability to morph at least one more time that day, he can expend one potential morph opportunity to double the duration of his alternate form without having to spend a full round action. At the end of the duration of his alternate form, the Genomorph automatically reverts to his normal form, which takes another full round action. At the end of this full round action the Genomorph becomes fatigued for a length of time equal to the length of time he spent in his alternate form. The Genomorph must wait until this fatigue wears off before he can morph again. He can spend one action point to decrease his fatigue duration by one minute.

As a Genomorph gains levels, he achieves new "Morph Stages", allowing him to manifest more mutations while in his alternate form. A Genomorph's alternate form can manifest any or all of its mutations, with the exception of its cosmetic mutations, which always manifest after morphing. These cosmetic mutations are a side effect of morphing, and are a detriment to the extent that they are a visual cue to others that the Genomorph has entered his alternate form.

Every time a Genomorph gains a level in the Genomorph class, he may opt to exchange one of his previous non-cosmetic mutations for a different mutation. One minor mutation can be exchanged for a different minor mutation, and two minor mutations can be exchanged for one major mutation. A major mutation can be exchanged for either a new major mutation or for two minor mutations. The Genomorph can exchange any number of mutations when leveling up. If a Genomorph gains a new level in a different class, he may spend 5 action points to exchange his mutations as though he were gaining a level in the Genomorph class.

**Morph Stage 1:** A 1st level Genomorph chooses one minor and one cosmetic mutation for his alternate form from the list of beneficial mutations found in Chapter 12: Mutations in *d20 Future*. Unlike his other mutations, his cosmetic mutations will always manifest in his alternate form, and he cannot exchange them for other mutations while leveling up.

**Morph Stage 2:** A 3rd level Genomorph gains a second minor mutation for his alternate form.

**Morph Stage 3:** A 5th level Genomorph gains his first major mutation for his alternate form, although he may opt to take two minor mutations instead.

**Morph Stage 4:** A 7th level Genomorph gains a third minor mutation for his alternate form.

**Morph Stage 5:** A 9th level Genomorph gains his second major mutation for his alternate form, although he may opt to take two minor mutations instead.

**Darkvision**
At 2nd level, a Genomorph gains darkvision out to a range of 60 feet. If he has already acquired darkvision from another source (such as through gene therapy or as a normal mutation) his darkvision extends out to a range of 90

feet. If a Genomorph chooses the darkvision mutation as one of his morph mutations, his darkvision range is increased by 30 feet.

**Bonus Feats**
At 3$^{rd}$, 6$^{th}$, and 9$^{th}$ level, the Genomorph gets a bonus feat. It must be selected from the following list, and the Genomorph must meet all the prerequisites of the feat to select it.

Acrobatic, Action Boost*, Athletic, Blind-Fight, Brawl, Cleave, Cybertaker*, Combat Reflexes, Endurance, Frightful Presence, Great Cleave, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Knockout Punch, Improved Two-Weapon Fighting, Knockout Punch, Planetary Adaptation*, Power Attack, Run, Street Fighting, Sunder, Toughness, Two-Weapon Fighting, Ultra Immune System*.

**Harmonic Morph**
At 10$^{th}$ level, a Genomorph becomes so in tune with his alternate form that he can morph at will and remain in his alternate form indefinitely. When a harmonic morph ends, the Genomorph no longer feels the effects of fatigue. The Genomorph can choose not to manifest his cosmetic mutations while in a harmonic morph, and can also activate or deactivate any of his mutations as a free action while morphed.

**Table 4-9: The Huntsman**

| Class Level | Base | Fort | Ref | Will | Special | Defense Bonus | Reputation Bonus |
|---|---|---|---|---|---|---|---|
| 1 | +0 | +1 | +0 | +1 | Lifesense, Prey +1, +1d6 Sneak Attack | +0 | +0 |
| 2 | +1 | +2 | +0 | +2 | Nowhere to Run, No Pain, Menacing Aura | +1 | +0 |
| 3 | +2 | +2 | +1 | +2 | Bonus feat, Back from the Dead 1 pt./round, Prey +2 | +1 | +0 |
| 4 | +3 | +2 | +1 | +2 | Close the Gap, Nowhere to Hide (same building) | +1 | +0 |
| 5 | +3 | +3 | +1 | +3 | Back from the Dead 2 pt./round, +2d6 Sneak Attack, Prey +3 | +2 | +1 |
| 6 | +4 | +3 | +2 | +3 | Bonus feat, Hide in Plain Sight | +2 | +1 |
| 7 | +5 | +4 | +2 | +4 | Nowhere to Hide (same city), Back from the Dead 3 pt./round, Prey +4 | +2 | +1 |
| 8 | +6 | +4 | +2 | +4 | Unobstructed Pursuit | +3 | +1 |
| 9 | +6 | +4 | +3 | +4 | Bonus feat, Back from the Dead 4 pt./round, +3d6 Sneak Attack, Prey +5 | +3 | +2 |
| 10 | +7 | +5 | +3 | +5 | Nowhere to Hide (same galaxy), DR 10/Prey | +3 | +2 |

## Huntsman

Huntsmen are notorious for being able to track virtually anything, from the most dangerous animal to the most evasive human.  This talent has caused more than one to be hired as a bounty hunter. In addition to possessing unsurpassed skill with archaic weapons and an incredible ability to withstand massive injury, the Huntsman is well suited to survive even the harshest of environments.  It is the love of the hunt which draws these members of an otherwise secluded people into mankind's domain.

### REQUIREMENTS

To qualify to become a Huntsman, a character must fulfill the following criteria.
   **Species:** Nomad.
   **Base Attack Bonus:** +2.
   **Skills:** Hide 5 ranks, Move Silently 5 ranks, Survival 8 ranks.
   **Feat:** Track.

### CLASS INFORMATION

The following information pertains to the Huntsman advanced class.

### Hit Die

The Huntsman gains 1d12 hit points per level. The character's Constitution modifier applies.

### Action Points

The Huntsman gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

### Class skills

The Huntsman's class skills are as follows.
   Climb (Str), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str).

   **Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

The following features pertain to the Huntsman advanced class.

### Lifesense

Starting at 1st level, a Huntsman is aware of living creatures within a cone-shaped region reaching up to 60 feet from the Huntsman, the vertex of which is the Huntsman and the location of which is determined by the direction in which the Huntsman is looking. This detection of life, or lifesense, is a standard action for a Huntsman, and the amount of information a Huntsman can determine depends on how long the Huntsman focuses on a particular area. Within one round, a Huntsman can detect the presence or absence of living creatures.

After the second consecutive round, a Huntsman can determine the number of living creatures in the area, as well as the strength and location of the life force closest to the Huntsman. If the life force is strong (see below) and the HD or level of the source of the life-force is at least twice the Huntsman's total character level, the Huntsman is dazed for one round, ending the effect of his lifesense. It may be started again after the dazed effect ends, but at the first level of focus. If a living creature detected with lifesense dazed the huntsman this way, and it is within the Huntsman's line of sight, a Huntsman may choose to exclude it from further uses of lifesense in that area.

Each round of concentration after the second reveals the strength and location of the next closest life-force, up to a maximum number of rounds of concentration equal to the number of living creatures in the area. If a living creature is outside the Huntsman's line of sight, then the Huntsman discerns its direction but not its exact location. For the purposes of this power, a living creature is any creature with intelligence of at least 1 and not of the *construct*, *elemental*, *ooze*, or *undead* types.

| Target | Description |
|--------|-------------|
| Weak | 6 or fewer hit dice than Huntsman |
| Easy | 3 to 5 hit dice less than Huntsman |
| Equal | Hit dice 2 less than, equal to or 2 more than the Huntsman |
| Tough | 3 to 5 hit dice more than the Huntsman |
| Strong | 6 or more hit dice than the Huntsman |

### Prey

At 1st level, a Huntsman can choose as his prey a target whose location and life-force strength have been determined through the use of lifesense. A Huntsman may designate only a living creature with a life-force rating of tough or lower as prey, and can do so as a free action. A Huntsman may have only one designated prey at a time, and may not choose a new prey until his current prey is dead (either at the hand of the Huntsman or by any other means). Once prey is chosen, a Huntsman receives a combat advantage against the prey. A Huntsman of 1st level or higher receives a +1 bonus on attack rolls against the chosen prey. This bonus increases by 1 for every odd numbered character level after 1st level (+2 at 3rd level, +3 at 5th level, and so on).

A Huntsman does not choose prey lightly, as he must follow through with its destruction no matter the circumstances. Under normal circumstances, there is no way a Huntsman can choose new prey unless the previously selected prey is dead. A Huntsman has supernatural awareness of his prey and knows the instant it is dead, regardless of distance – a Huntsman can detect the death of his prey even from another planet. If it becomes impossible for a Huntsman to kill his prey, the GM may allow the Huntsman to choose new prey, but only after the Huntsman has received forgiveness from the leader of his brotherhood faction. This forgiveness does not come easily; a Huntsman must prove he is worthy of his title. It is up to

the GM to determine the details of a Huntsman's atonement.



### Sneak Attack

The Huntsman gains the Sneak Attack ability at 1st level if he does not have it already. Whenever an opponent is denied his dexterity bonus to defense or flanked by the Huntsman, the Huntsman gains a bonus. The bonus is +1d6 damage with his attack initially, but this bonus rises to +2d6 at 5th level and +3d6 at 9th level. If the Huntsman already has the Sneak Attack ability from another class, the damage bonuses stack.

### Nowhere to Run

At 2nd level, a Huntsman in pursuit of his chosen prey moves at the same land speed as his prey if the prey's speed is higher than the Huntsman's. If the prey has a fly, burrow, climb, or swim speed, the Huntsman can match that as well, but only with his land speed. The Huntsman does not gain any of these modes of movement – just the ability to keep up with the prey. However, if the Huntsman has an alternate form of natural movement, the speed of that form of movement benefits from Nowhere to Run as well. A Huntsman cannot match the speed of a horse his prey is riding, or the speed of a spaceship carrying his prey, or the speed of any other vehicle in which his prey may be traveling. A Huntsman can match only the speed of the natural movement of his prey. If the Huntsman can fly, his maneuverability does not change.

### No Pain

At 2nd level, a Huntsman gains a +4 bonus to massive damage saves.

### Menacing Aura

A determined Huntsman in pursuit of his prey is a frightening thing to behold. During every round in which a Huntsman of 2nd level or higher has line of sight to his prey, all hostile creatures within 20 feet of the Huntsman must make a Will save (DC10 + half the Huntsman's levels in this class + the Huntsman's Cha mod) or take –2 on attacks, AC, and saves for 24 hours or until they've successfully damaged the Huntsman. The prey receives a –2 circumstance penalty to this save.

### Bonus Feat

At 3rd, 6th, and 9th level, the Huntsman gets a bonus feat. The bonus feat must be selected from the following list, and the Huntsman must meet all the prerequisites of the feat to select it.

Action Boost*, Advanced Combat Martial Arts, Advanced Two-Weapon Fighting, Animal Affinity, Armor Proficiency (light), Athletic, Blind-Fight, Brawl, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Endurance, Frightful Presence, Great Cleave, Improved Brawl, Improved Bull Rush, Improved Combat Martial Arts, Improved Combat Throw, Improved Disarm, Improved Knockout Punch, Improved Trip, Improved Two-Weapon Fighting, Knockout Punch, Mobility, Power Attack, Run, Spring Attack, Strafe, Street Fighting, Sunder,

Toughness, Two-Weapon Fighting, Ultra Immune System*, Urban Tracking*.

## Back from the Dead

Starting at 3rd level, a Huntsman recovers quickly. When the Huntsman is reduced to negative hit points and becomes unconscious, he can spend three action points to activate Back from the Dead. Upon activation, he regains 1 hit point per round until all damage is restored. The Huntsman remains unconscious until he is back to maximum hit points. During this time the Huntsman is for all intents and purposes dead, and does not need to breathe. The Huntsman appears dead to anyone who hasn't examined him closely and made a successful Treat Injury check DC 20. Once the Huntsman gains this ability, he can no longer regain hit points from biomedical Tech Programs (although he can still receive the benefits from Tech Programs that restore level, ability drain, or special conditions); however, the Huntsman retains the ability to heal naturally and through use of the Treat Injury skill.

Starting at 5th level, the Huntsman regains 2 hit points per round while using this ability; at 7th level, he regains 3 hit points per round; and at 9th level, he regains 4 hit points per round.

Starting at 5th level, the Huntsman can make a Will save (DC 20) while he is regaining hit points to awaken before reaching maximum hit points. If the save fails, the Huntsman wakes up when he reaches maximum hit points. This Will save is a standard action and can be attempted only once per use of Back From the Dead. If the Huntsman can remain conscious with negative hit points, either because of a class ability or through other means, he can choose to become unconscious as a free action on his turn if he wishes to take advantage of his Back From the Dead ability.

## Close the Gap

A 4th level Huntsman in pursuit of his chosen prey moves at a land speed 5 feet faster than that of his prey. If the prey has a fly, burrow, climb, or swim speed, the Huntsman can move 5 feet faster than that as well, but only with his land speed. The Huntsman does not gain any of these modes of movement – just the ability to keep up with the prey. However, if the Huntsman has an alternate form of natural movement, the speed of that form of movement benefits from Close the Gap as well. A Huntsman cannot move faster than the speed of a horse his prey is riding, or the speed of a spaceship carrying his prey, or the speed of any other vehicle in which his prey may be traveling. Close the Gap allows a Huntsman to move only 5 feet faster than the speed of the natural movement of his prey. If the Huntsman can fly, his maneuverability does not change.

## Nowhere to Hide

This ability allows the Huntsman to locate his prey and only his prey with supernatural accuracy. The Huntsman takes a full round action to slowly turn in place and sense when he is facing in the direction of his prey. He also knows the direction, if any, in which the prey is moving. Running water blocks this ability.

At 4th level, a Huntsman can detect prey only within a single building or building-sized area. At 7th level a Huntsman can detect prey within the same city or city-sized area. At 10th level, a Huntsman can detect his prey as long as they are both in the same galaxy. For a Huntsman at 10th level or higher, Nowhere to Hide is no longer blocked by running water.

## Hide in Plain Sight

A Huntsman at 6th level or higher can use the Hide skill even while being observed. As long as he is within 10 feet of any sort of shadow, a Huntsman can hide himself from view in the open. He

cannot, however, hide in his own shadow.

**Unobstructed Pursuit**
At 8th level, a Huntsman gains the ability to bypass barriers and obstacles that would normally keep him from his prey. For up to 5 rounds per day, the Huntsman adds 10 to his strength for breaking down doors and barriers or damaging inanimate objects.

**Damage Reduction**
At 10th level, a Huntsman is so focused on his prey that he practically ignores attacks from others, and gains damage reduction 10/prey. The first 10 points of damage dealt to a Huntsman from any creature other than his prey is instantly healed. Attacks from the prey, whether made with natural or manufactured weapons, deal normal damage. The Huntsman must have a chosen prey and have line of sight to the prey for the damage reduction to be in effect.

**Table 4-10: The Myrmidon**

| Class Level | Base | Fort | Ref | Will | Special | Defense Bonus | Reputation Bonus |
|---|---|---|---|---|---|---|---|
| 1 | +1 | +2 | +0 | +0 | Second Skin, Stability | +1 | +0 |
| 2 | +2 | +3 | +0 | +0 | Combat Trained (+1) | +1 | +0 |
| 3 | +3 | +3 | +1 | +1 | Bonus feat | +2 | +1 |
| 4 | +4 | +4 | +1 | +1 | Attunement, Sure Shot | +2 | +1 |
| 5 | +5 | +4 | +1 | +1 | Combat Trained (+2) | +3 | +1 |
| 6 | +6 | +5 | +2 | +2 | Bonus feat | +3 | +2 |
| 7 | +7 | +5 | +2 | +2 | Powered Evasion | +4 | +2 |
| 8 | +8 | +6 | +2 | +2 | Combat Trained (+3) | +4 | +2 |
| 9 | +9 | +6 | +3 | +3 | Bonus feat | +5 | +3 |
| 10 | +10 | +7 | +3 | +3 | The Sentient | +5 | +3 |

## Myrmidon

For millennia, humans worked to develop weapons advanced enough to allow them to wage war while remaining apart from the horrors of war.  As weapons became smarter, so did defense systems.  By the time of the Martian Revolution war had come full circle, with many battles being decided by armored soldiers fighting face to face and shoulder to shoulder.

In today's conflicts, specially-trained mercenaries known as Myrmidons don highly advanced powered armor and march to war.  The Myrmidons, like the soldiers of Achilles in the Trojan War, are elite fighters: walking tanks doling out untold damage and destruction. When the military of a nation at war cannot succeed on its own, it is not uncommon for the government of that nation to turn to the Overlord Mercenary Guild, who will provide a contingent of Myrmidons to aid in the war effort … for a hefty fee.

### REQUIREMENTS

To qualify to become a Myrmidon, a character must fulfill the following criteria.

**Base Attack Bonus:** +3.
**Skill:** Knowledge (tactics) 8 ranks, Repair 6 ranks.
**Feats:** Armor Proficiency (powered)*, Archaic Weapons Proficiency.

### CLASS INFORMATION

The following information pertains to the Myrmidon advanced class.

### Hit Die

The Myrmidon gains 1d10 hit points per level. The character's Constitution modifier applies.

### Action Points

The Myrmidon gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

### Class Skills

The Myrmidon's class skills are as follows.
Climb (Str), Demolitions (Int), Intimidate (Cha), Jump (Str), Profession (Wis), Survival (Wis), Swim (Str).

**Skill Points at Each Level:**  3 + Int modifier.

## CLASS FEATURES

The following class features pertain to the Myrmidon advanced class.

### Second Skin

At 1st level, a Myrmidon is so used to wearing his advanced powered armor that it becomes his second skin. When wearing advanced and regular powered armor, the associated speed penalty is reduced by up to 10 feet and Armor penalties are reduced by 5.

### Stability

At 1st level, a Myrmidon learns to control his advanced powered armor to obtain the most stability during combat. A Myrmidon gains a +4 on ability checks made to resist being bull rushed or tripped when standing on the ground.

### Combat Trained

Starting at 2nd level, a Myrmidon can switch his focus from offense to defense, or vice versa, as a free action. Combat Trained gives a +1 class bonus that can be assigned to attack, damage, or defense each round. The Myrmidon must declare this focus at the start of his turn in order to benefit from it.

At 5th level, the bonus from Combat Trained increases to +2, and at 8th level, the bonus increases to +3.

### Bonus Feats

At 3rd, 6th, and 9th level, the Myrmidon gets a bonus feat. The bonus feat must be selected from the following list, and the Myrmidon must meet all the prerequisites of the feat to select it.

Action Boost*, Advanced Combat Martial Arts, Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Armor Proficiency (heavy), Athletic, Brawl, Burst Fire, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Endurance, Frightful Presence, Great Cleave, Improved Brawl, Improved Bull Rush, Improved Combat Martial Arts, Improved Combat Throw, Improved Disarm, Improved Knockout Punch, Improved Trip, Improved Two-Weapon Fighting, Knockout Punch, Mobility, Power Attack, Run, Spring Attack, Strafe, Streetfighting, Sunder, Toughness, Two-Weapon Fighting, Ultra Immune System*.

## Attunement

A Myrmidon becomes so attuned to his powered armor that his senses become heightened while wearing it.  At 4th level, a Myrmidon gains a +2 class bonus to all Listen, Search, and Spot checks.

## Sure Shot

At 4th level, a Myrmidon can make almost any attack successful while in his powered armor. By spending 2 action points as a standard action, a Myrmidon can add his level in this class to an attack roll.

## Powered Evasion

At 7th level, a Myrmidon gains Evasion while in his powered armor. Powered Evasion grants the same benefit to reflex saves granted by the Evasion Fast hero talent described in Chapter 1: Characters of the *d20 Modern Roleplaying Game*. Unlike the Fast hero, who can use his Evasion talent only when wearing light armor or no armor, the Myrmidon can use this ability only when wearing powered armor.

## The Sentient

A 10th level Myrmidon is given a new AI Core called a Sentient. Most Sentients are named by their owners and behave and sound as though they are of the gender opposite that of their host Myrmidon. The Sentient's first allegiance is to the faction or company that installed it; otherwise it is completely devoted to its host. A Sentient has the following stats: Int 19, Wis 10, Cha 15.

**Skills:** Speak Language (either the faction's base language or the owner's species language + 3 others), Computer Use (10), Decipher Script (5), Knowledge (history 10, tactics 10, plus 10 ranks in one additional chosen knowledge skill); Listen, Search, and Spot are each 5 + any powered armor equipment bonuses.

**Special Abilities:** A Sentient can take one standard or move equivalent action per round that does not involve controlling its Myrmidon's body.  This can range from making a skill check to activating a Core Implant ability to which it has access.  A Sentient can also use any equipment on the powered armor that does not require the use of the Myrmidon's body, ranging from sensors to nanotechnological gear. A Sentient can always take 10 on skill checks using its own skills or any skills equipped in the powered armor. A Sentient can assist its Myrmidon by making Aid Another checks for any Int-, Wis-, or Cha-based skills.

**Auto Pilot:** A Sentient can control its host body if the Myrmidon is unconscious or dying (but not if the Myrmidon is dead). Since a Sentient is directly connected to its Myrmidon, it can operate at effectively half the Myrmidon's total level, but has access to only its physical stats, saves, and feats

**Equipment:** A Sentient can be equipped with any Core Implant upgrades, and any such devices that are installed on a Myrmidon's previous Core are reinstalled on its Sentient when the Myrmidon acquires it.

**Table 4-11: The Templar**

| Class Level | Base | Fort | Ref | Will | Special | Defense Bonus | Reputation Bonus |
|---|---|---|---|---|---|---|---|
| 1 | +0 | +0 | +2 | +0 | Armor Proficiency (powered), Valent Strike | +1 | +0 |
| 2 | +1 | +0 | +3 | +0 | ESMP, Ever Charged | +1 | +0 |
| 3 | +2 | +1 | +3 | +1 | Bonus feat | +2 | +1 |
| 4 | +3 | +1 | +4 | +1 | Improved Valent Strike | +2 | +1 |
| 5 | +3 | +1 | +4 | +1 | Pattern Recognition, Extra Valent Surge | +3 | +1 |
| 6 | +4 | +2 | +5 | +2 | Bonus feat | +3 | +2 |
| 7 | +5 | +2 | +5 | +2 | Multi Strike | +4 | +2 |
| 8 | +6 | +2 | +6 | +2 | EMSP Empathy | +4 | +2 |
| 9 | +6 | +3 | +6 | +3 | Bonus feat | +5 | +3 |
| 10 | +7 | +3 | +7 | +3 | Sanctuary, Extra Valent Surge | +5 | +3 |

## *Templar*

The Templar is the core of the Valence force. Next to the Valence Enforcer, the Valence Templar is one of the most enigmatic warriors in all of space. Always clad in the white and blue armor of the Sanctuary, the Templar is tasked with the protection of the entire Valence people.

When the Martian Revolution broke out, the Valence were reluctant to take sides, but when Rangers from the Terran Alliance massacred the people of Lohse, the Valence Council sent the Templar against the Alliance. For months the Templar were nothing more than rumor to the Alliance – grim and incredible stories of phantoms more deadly than any human soldier could be. It was not until a patrol of fifty Rangers met with a band of four Templar that the stories were found to be true: only one Ranger survived to tell the tale to the Alliance.

A Templar's ability to fire a bolt of bio-electrical energy sets him apart from any other solder. This ability has caused a great fear of the Templar, even among the colonists they have protected.

### REQUIREMENTS

To qualify to become a Templar, a character must fulfill the following criteria.

**Species:** Valence.
**Base Attack Bonus:** +2.
**Skills:** Knowledge (tactics) 4 ranks, Knowledge (theology and philosophy) 4 ranks.
**Feat:** Improved Valent Surge.

### CLASS INFORMATION

The following information pertains to the Templar advanced class.

### Hit die

The Templar gains 1d10 hit points per level. The character's Constitution modifier applies.

### Action Points

The Templar gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

### Class Skills

The Templar's class skills are as follows.

Balance (Dex), Climb (Str), Computer Use (Int), Intimidate (Cha), Jump (Str), Knowledge (current events, history, Martian ecology, tactics) (Int), Listen (Wis), Profession (Wis), Read/Write Language, Repair (Int), Search (Int), Speak Language, Spot (Wis), Survival (Wis), Tumble (Dex).

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

The following features pertain to the Templar advanced class.

### Armor Proficiency (powered)

A Templar gains the Armor Proficiency (powered) feat for free at 1st level, and does not need to meet any prerequisites other than being a member of the Templar advanced class. Note that Valence characters cannot have Core Implants, so a Templar cannot use powered armor that requires a Core with External Interface Core Technology (EICT). However, Valence characters are the only characters that can use Sanctuary powered armor and other Valence-specific equipment.

### Valent Strike

At 1st level, a Templar can expend one of his Valent Surges for the day as a full round action to charge up his Sanctuary powered armor, giving it 10 shots of Valent Strike. The use of a Valent Strike is a standard action and the Templar must make a ranged touch attack on a target within 60 feet to use the Strike. On a successful hit, a Valent Strike deals 3d6 points of sonic/concussive damage and ignores a target's hardness. All charges last until expended, but the Sanctuary powered armor can hold no more shots of Valent Strike than 10 x Templar level.

### Electromagnetic Sensory Perception (EMSP)

At 2nd level, a Templar gains the ability to sense electrical currents and electromagnetic fields from both biological and non-biological sources. This ability grants a +2 competence bonus to Spot, Listen, and Search checks, as long as the subject of the check has a nervous system or similar electrical structure.

### Ever Charged

Any metal-based melee weapon can be attuned to a Templar's bio-electrical current when the Templar is 2nd level or higher. This causes the weapon to inflict an additional 1d6 electrical damage upon dealing damage. A Templar must take 1 day with the weapon he wishes to attune and spend 500 experience points to properly attune the object. A weapon attuned to a Templar in this way functions only in the hands of that Templar, and only when he is in his Sanctuary powered armor.

### Bonus Feats

At 3rd, 6th, and 9th levels, the Templar gets a bonus feat. The bonus feat must be selected from the following list, and the Templar must meet all the prerequisites for the feat to select it.

Alertness, Archaic Weapons Proficiency, Athletic, Armor Proficiency (light, medium, or heavy), Blind-Fight, Brawl, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Defensive Martial Arts, Dodge, Exotic Melee Weapons Proficiency, Frightful Presence, Great Cleave, Heroic Surge, Improved Initiative, Lightning Reflexes, Power Attack, Spring Attack, Weapon Finesse.

### Improved Valent Strike

The Valent Strike of a 4th level Templar increases to 3d8 points of damage on a successful hit.

### Pattern Recognition

At 5th level, a Templar's EMSP ability becomes more fine-tuned, allowing him

to read stored computer data directly by observing the electrical patterns in the data storage device. If the Templar is using an active computer interface, this grants a +2 competence bonus to any Computer Use checks. If the Templar is attempting to read data on an inactive computer storage device (such as a computer disk) he can only attempt to read it, with a Computer Use check at a –5 penalty.

**Extra Valent Surge**
A Templar of 5th level or higher can perform Valent Surge twice per day. A Templar of 10th level or higher can use Valent Surge three times per day.

**Multi Strike**
At 7th level, a Templar can direct a Valent Strike at each of 2 separate targets (which must be no more than 20 feet apart), or direct a double strike at a single target. To use Multi Strike, a Templar makes a ranged touch attack for each strike at his highest attack roll with a -4 penalty to each.

**EMSP Empathy**
At 8th level, a Templar's EMSP ability improves to the extent that he can discern electrical patterns in the minds of sentient beings, giving him an Insight bonus when dealing with other characters. By using EMSP Empathy, the Templar gains a +2 bonus to the following skills as long as the target is within 40 feet: Bluff, Diplomacy, Gather Information, Gamble, Investigate, and Sense Motive.

**Sanctuary**
At 10th level, a Templar can expend one Valent Surge to surround himself in an energy shield; this sanctuary, after which his armor was named, grants the Templar 50 temporary hit points and a +4 deflection bonus to defense until all of the temporary hit points are used up. This energy shield is visible only to other Valence characters, and does not impede the Templar in any way.

# Chapter 5: New Weapons

In addition to the weapons found in the *d20 Modern Roleplaying Game* and *d20 Future*, the Dark Horizons universe offers weapons specific to this setting.

## Weapon Gadgets

For information about the gadget system, see Chapter 3: Gear in *d20 Modern*.

### Crysanium Weapons (PL 6)

Crysanium is a rare mineral that forms during high-energy collisions among large objects such as asteroids, meteorites and comets. It was first discovered in small quantities on the moon, and later in higher concentrations on Mars and around the Asteroid Belt. Crysanium is composed mainly of iron and nickel that has been forced into a deformed crystalline structure by the heat and pressure of impact. It can be shaped either by chipping (like flint or volcanic glass) or by carving with a precision laser. Crysanium is both extraordinarily hard and resilient enough to maintain an atomically fine edge for a seemingly infinite time-span; this unique combination of qualities gives weapons made from crysanium an awesome ability to penetrate other materials. Slashing and piercing weapons made of crysanium ignore hardness up to 25 when sundering weapons or attacking objects. Most of the crysanium weapons in existence are patterned after archaic weapons, including melee weapons such as swords and axes and ranged weapons such as bows and throwing knives. Blunt weapons can be made of crysanium, but they do not gain the hardness-penetrating abilities of slashing and piercing weapons. Crysanium weapons typically have qualities equal to or better than their archaic counterparts, and have purchase DCs equal to 3 more than those of the non-crysanium versions.

**Restrictions:** Simple and Archaic weapons that deal slashing and/or piercing damage (see Chapter 4: Equipment in the *d20 Modern Roleplaying Game* for a list of these weapons).

**Purchase DC Modifier:** +3

### Vector Weapons (PL 6)

Vector weapons are melee weapons of Medium-size or larger that use a vectored thruster to add extra damage to attacks (at the cost of decreased accuracy). A character proficient in the base weapon can use the Power Attack feat when attacking with a vector weapon. Weapons that have a vector system built into them cannot be energy weapons or have complicated parts (such as high-frequency blades), but they can be crysanium weapons. Vector weapons are almost exclusively archaic weapons built with advanced manufacturing and metallurgy technology. A rod of solid chemical propellant, housed in the weapon hilt, fuels the weapon's thruster. This fuel rod will last for 50 power attacks, and must be replaced after that time. A character using a vector weapon can choose to not fire its thruster and attack normally.

**Restrictions:** Non-energized melee weapons of Medium-size or larger (see Chapter 4: Equipment in the *d20 Modern Roleplaying Game* for a list of these weapons).

**Purchase DC Modifier:** +2

## Melee Weapons

### Simple Melee Weapons

The Simple Weapons Proficiency feat is required to use any of these weapons without the -4 nonproficient penalty.

### Battle Prod (PL 6)

Security forces often use this weapon for crowd control. It has two modes, extended and collapsed. When collapsed, it can be used either as a club to deal 1d6 bludgeoning damage, or as a cattle prod to deal 1d6 electrical damage. When extended, it can be wielded as a staff double weapon, with one end dealing the electrical damage and the other dealing bludgeoning damage. Either end can be the primary weapon.

### Crysanium Boot Knife (PL 6)

The crysanium boot knife is favored by those who live on space stations and by soldiers serving tours of duty on long-range starships. Balanced for throwing, it is safer to use as a ranged weapon in a pressurized environment than most firearms, while retaining amazing hardness-penetrating qualities because of its crysanium construction.

### Plasma Torch (PL 7)

When deactivated, this weapon resembles the hilt of a bulky knife or short sword. When the torch is activated, a 10-inch jet of white-hot plasma springs from the hilt, like a short blade of fire. These weapons were originally made as cutting tools, but were pressed into combat so often that most models are now designed specifically for fighting.

### Spike Hammer (PL 6)

When crysanium was first discovered during lunar mining operations its supply was limited, so this weapon was designed to make the most of a small amount of the material.

When not in use, the spike hammer appears to be a plain titanium cylinder strapped to the wielder's forearm. When the hammer is used for attack, a ballistic-grade spring causes a 5-inch crysanium spike to thrust from the cylinder with enough force to penetrate even the heaviest powered armor. After each attack, the spike must be retracted as a move equivalent action, so the

spike hammer is less effective for characters who can make multiple attacks per round.

The spike hammer was one of the earliest weapons made of crysanium to combat power-armored troops, and was designed to finish off soldiers in disabled armor. A character in powered armor who is attacked with a spike hammer must succeed at a Reflex save DC 15, or the attack completely bypasses the armor and deals damage directly to the character inside.

## *Archaic Melee Weapons*

The Archaic Weapons Proficiency feat is required to use any of these weapons without the -4 nonproficient penalty.

### Crysanium Throwing Axe (PL 6)

This axe is effective as either a melee or a throwing weapon. These axes are generally used by Nomads to defend their communities from raiders who use heavy armor.

### Infantry Powersaw (PL 6)

This weapon resembles a two-handed sword, with a chainsaw blade approximately two feet long in place of a much longer steel blade. The infantry powersaw was one of the earliest melee weapons designed for use by power-armored troops prior to the discovery of significant crysanium deposits on Mars and the Asteroid Belt. The powersaw's design makes it easier to use than a regular chainsaw, so a character must have the archaic weapons proficiency feat instead of the exotic weapons proficiency feat to wield it. A character wielding an infantry powersaw who is proficient in its use gains the Cleave feat for free.

### Nomadic Huntspear (PL 6)

Commonly used by Nomad Huntsmen, the Nomadic Huntspear is a crysanium-tipped broad spear.  The massive strength of the Nomads who wield these weapons, combined with the penetrating

properties of the crysanium point, makes the Nomadic Huntspear lethal to any target, with or without armor.

### Thermal Pike (PL 6)

Martian rebels were the first to use this weapon, which allowed them to strike at the Colonial Governor's Rangers from outside the Rangers' melee range. Despite this advantage, rebels who went toe-to-toe with the elite Rangers suffered a high fatality rate. This is a reach weapon, allowing the wielder to attack targets at a range of 10 feet. Sawed-off variants of this weapon are less conspicuous but deal only 1d10 damage.

### Vector Mace (PL 6)

This modified archaic weapon has a thruster built into its head, increasing the damage it can deal at the expense of accuracy. Like all vector weapons, it grants its wielder the Power Attack feat for free as long as he is proficient with a mace.

## Ranged Weapons

### Handguns and Longarms

The Personal Firearms Proficiency feat is required to use any of the following weapons (with the exception of the Plasma Thrower, the use of which does not require any proficiency) without the -4 nonproficient penalty.

### Binary Laser Pistol (PL 7)

The Eastern Confederation designed this double-barreled laser pistol for use by its special police forces in quelling internal rebellions. The pistol was intended to mark surviving rebels with a double laser burn, so they could be easily identified later. When no live rebels were found with the double burn marks, the design was considered a failure, but then rebels with the marks began showing up in morgues. Further investigation showed that the double

laser incisions do not heal properly, causing severe blood loss. This weapon has the *wounding* property, dealing one point of Constitution damage (due to blood loss) on a successful hit. Critical hits do not multiply this damage, and targets that are immune to critical hits or simply do not have Constitution scores are not vulnerable to this effect.

### Bio-annihilator (PL 7)

This bulky pistol fires a glob of liquid that is highly caustic to organic compounds, but leaves non-organic molecules intact. The liquid is actually a medium to deliver billions of microbes that ingest living matter by secreting a powerful digestive acid. This weapon deals no damage to inorganic targets, and is often used by starship boarding parties and space station police forces.

### Dragoon Mini-Flamer (PL 7)

Resembling a large pistol, this weapon is a miniaturized variant of the flamethrower (see Chapter 4: Equipment in the *d20 Modern Roleplaying Game* for more information about the flamethrower). A character must have the Personal Firearms Proficiency feat to use the dragoon mini-flamer properly. This weapon is unlike a conventional flamethrower in that it is used to make direct attacks on a specific target (rather than on any creature in the line of flame) and requires an attack roll (rather than a reflex save from each target, as is the case when attacking with a flamethrower). The dragoon mini-flamer is fed by a rod of solid chemical fuel that is loaded directly into the weapon like a clip of ammo. The chemical fuel in the rod is a byproduct of chemical rocket propellant research, but was an ineffective propellant because it burned too hot and too slow. The dragoon mini-flamer shoots a stream of flaming goo that adheres to the target and initially deals 2d6 fire damage. The goo continues to burn, dealing 1d6 points of

fire damage per round for 4 rounds. This burning chemical compound is difficult to extinguish, and takes two full round actions or the use of a fire extinguisher to put out.

## Microwave Cannon (PL 7)

This restricted weapon has been used by many underground rebellions and criminal organizations to combat the heavily armored troops of most military and security forces. The reason it is so effective is that the deadly microwaves it projects go right through any cover or armor that is not resistant to heat (disregard defense bonuses from armor and cover unless it has damage resistance vs. fire). The major drawback to the cannon is its very limited range – it is effective only when the target is within two range increments. Also, microwaves are less effective against nonliving targets, such as machines, and deal only half damage to these targets.

## Shard Blaster (PL 6)

This is one of the few non-archaic ranged crysanium weapons in existence. It bears a strong resemblance to a sawed-off shotgun and fires between 20 and 40 tiny crysanium shards at a target. These shards, each usually less than half an inch wide, possess the penetrating qualities of their melee-weapon cousins. The shards are embedded in a solid slug of caseless ammo propellant in the shape of a 12-gauge shotgun shell, and are loaded into the shard blaster in the same manner as shells into a shotgun (for more details about the use of shotguns, see Chapter 4: Equipment in the *d20 Modern Roleplaying Game*). Thanks to this clever design, a shard blaster can be used to fire standard 12-gauge shotgun shells when shard ammo is in short supply. Be warned, however, that attempting to fire shard rounds from a standard 12-gauge shotgun deals the shotgun's damage to everyone in a 15-

foot radius (Reflex save DC 16 for half with no save possible for whoever attempted the attack). This is because crysanium shards will rip a standard shotgun apart. The only reason the shard blaster itself is safe to use with shard ammo is because its barrel is made of solid titanium and lined with a crysanium composite.

## Heavy Ranged Weapons

A specific Exotic Firearms Proficiency feat is required to use any of these weapons without the -4 nonproficient penalty.

## delRaines (PL 7)

When the Valence Council commissioned the Enforcers, a special weapon was designed for their use. Named after the first Enforcer, Nathaniel del Raines, this handgun is a dual-weapon system: one weapon is the gun itself, which shoots a caseless explosive projectile, and the other is a stun baton located at the base of the handle. The delRaines is considered a light weapon for a Medium-size character for the purpose of two-weapon fighting unless the character is non-proficient in its use (in which case the usual penalties for Dual Wield apply).

When a character with the Exotic Firearms Proficiency feat (delRaines) wields one or more delRaines, he may switch between ranged and melee attacks using the delRaines for each attack. Non-proficient characters cannot do this.

Any wielder, regardless of his proficiency, adds his strength bonus to the stunner damage. When attacked with the stunner, a target who is hit must make a Fortitude save DC 10 + damage dealt or be stunned for one round. If a single target is hit with the stunner multiple times during a single round, the number of rounds for which he is stunned stack.

## Devastator Anti-Armor Cannon (PL 7)

When facing opponents wearing powered armor, a soldier will often trade in his lighter weapon for the bulky Devastator, hoping that the Devastator's large-bore explosive rounds will bring down the seemingly unstoppable armor. However, despite its ability to rain a "hailstorm of Hades" of caseless bomblet ammunition upon its target, the Devastator is not without its drawbacks. Because of its bulk, the gun requires a full round both to set up and to tear down. Furthermore, a character using a Devastator is unable to move away from the gun without tearing it down or leaving it. Firing the Devastator requires the Exotic Firearms Proficiency feat (cannons); characters with that feat automatically gain the Burst Fire feat when using this weapon.

### Wildfire Launcher (PL 7)

With military tactics again dependent on a very personal form of fighting, the mortar is once again an important element in an army's arsenal. With new shells such as the Skyfire and NVSB, the mortar has been reborn with a new level of ferocity as well as a new level of convenience: the Wildfire's relatively simple set-up makes it cheap to manufacture and easy to deploy. However, only a character with the Exotic Firearms Proficiency feat (rocket launchers) can successfully operate the Wildfire. To attack with the Wildfire, a character targets a 15 foot by 15 foot area and makes an attack roll. The target area has an effective Defense of 10; if the attack is successful, then anything within the area must make a Reflex save (DC 15) or take the weapon's damage.

## *Other Ranged Weapons*

The feat that provides proficiency with these weapons varies from weapon to weapon, and is included in the weapons table.

### Arc Projector (PL 6)

An arc projector resembles a tuning fork with a pistol grip attached. When fired, it shoots an arc of electrical current that damages and stuns an enemy for one round unless a Will save DC 14 is made.

### Ballistic Knife (PL 6)

This weapon can function as an ordinary knife, but can also be used as a projectile weapon. When triggered, a high-power spring shoots the knife blade with a much greater range than afforded by simply throwing the knife. If the blade is retrieved, it can be re-loaded into the hilt as a move equivalent action.

### Bolt Caster (PL 7)

This ranged weapon is essentially an advanced crossbow that uses an electromagnetic solenoid launcher to fire a metallic bolt at a target. Unlike a traditional rail-gun, a bolt caster does not accelerate a round towards the speed of light; it sacrifices stopping power for versatility. Due to its design a bolt caster can fire various specially-designed bolt rounds, including grappling bolts, explosive bolts, and corrosive bolts. The bolt caster can have only one bolt loaded at a time, and it must be reloaded as a full round action.

### Dart Caster (PL 7)

A dart caster is similar to a bolt caster, but it is sized like a pistol and fires smaller dart-sized rounds, including stun darts, tracker darts, and poison darts. The dart caster holds up to 4 darts in an internal chamber, all of which can be re-loaded as a full round action.

### Micro Laser (PL 7)

This small simple-to-use laser weapon is designed for covert use, and its small size makes it easy to conceal. The weapon itself looks like either a simple pen or a flashlight. A Spot check DC 15 is required to recognize it as a weapon during a search.

### Plasma Thrower (PL 7)

This weapon is an advanced form of flamethrower, dealing a similar amount of damage but possessing fewer drawbacks. A plasma thrower shoots a stream of super-heated gas 5 feet wide and 40 feet long. All characters caught in the stream must make a Reflex save DC 15 or take 3d10 points of fire damage.  Much like a flamethrower, the plasma thrower does not require a proficiency to use. Unlike a flamethrower, the plasma thrower is fed not from a backpack, but from a canister of fuel attached to the main gun. This is a much safer design, as the canister is not susceptible to direct attack (as is the flamethrower's backpack); and the plasma thrower's canister is easier to reload than the flamethrower's backpack. Each canister contains enough fuel for 10 attacks, and is treated like box ammo.

## Table 5-1: Weapons

| Weapon | Damage | Critical | Damage Type | Range Incr. | Rate of Fire | Mag. | Size | Wt. (lb.) | Purch. DC | Rest. |
|---|---|---|---|---|---|---|---|---|---|---|
| **Simple Melee Weapons** (require the Simple Weapons Proficiency feat) | | | | | | | | | | |
| Battle Prod | 1d6/1d6 | 20 | Bludgeoning/ Electrical | - | - | - | Med. | 4 | 16 | - |
| Crysanium Boot Knife | 1d4 | 19-20/x2 | Slashing | 20 ft. | - | - | Small | 1 | 13 | - |
| Plasma Torch | 1d8 | x2 | Fire | - | - | - | Small | 2 | 8 | - |
| Spike Hammer | 1d6 | x4 | Piercing | - | - | - | Small | 2 | 14 | - |
| **Archaic Melee Weapons** (require the Archaic Weapons Proficiency feat) | | | | | | | | | | |
| Crysanium Throwing Axe | 1d6 | x3 | Slashing | 20 ft. | - | - | Small | 2 | 10 | - |
| Infantry Powersaw | 3d6 | x3 | Slashing | - | - | - | Med. | 8 | 10 | Res (+2) |
| Nomadic Huntspear | 2d6 | 20/x3 | Piercing | 10 ft. | - | - | Med. | 9 | 10 | - |
| Thermal Pike | 1d12 | x2 | Fire | - | - | - | Large | 8 | 10 | - |
| Vector Mace | 2d8 | x2 | Bludgeoning | - | - | - | Med. | 6 | 9 | Lic (+1) |
| **Handguns and Longarms** (require the Personal Firearms Proficiency feat) | | | | | | | | | | |
| Binary Laser | 2d8 | 19-20/x2 | Energy (Fire) | 40 ft. | S | 40 box | Small | 3 | 18 | Mil (+3) |
| Bio-annihilator | 4d4 | x2 | Acid | 20 ft. | S | 20 box | Small | 3 | 18 | Lic (+1) |
| Dragoon Mini-Flamer | 2d6 | x2 | Energy (Fire) | 20 ft. | Single | 10 box | Small | 5 | 18 | Res (+1) |
| Microwave Cannon | 3d10 | x2 | Energy (Fire) | 30 ft. | Single | 20 box | Large | 10 | 23 | Res (+2) |
| Shard Blaster | 2d8 | x3 | Slashing | 15 ft. | Single | 2 int. | Med. | 6 | 24 | Res (+2) |
| **Heavy Ranged Weapons** (require specific Exotic Firearms Proficiency feats) | | | | | | | | | | |
| delRaines gun | 2d8 | 20 | Ballistic | 40 ft. | S, A | 20 box | Medium | 4 | 20 | Res (+2) |
| delRaines Stunner | 1d6+spec | 19-20 | Bludgeoning | - | - | - | - | - | - | - |
| Devastator | 3d12 | 20 | Ballistic | 90 ft. | A | Linked | Huge | 50 | 25 | Mil (+3) |
| Wildfire Launcher | Varies with ammunition | - | Varies with ammunition | 150 ft. | Single | 1 int. | Huge | 40 | 19 | Mil (+3) |
| **Other Ranged Weapons** (Weapons Proficiency feat needed given in parentheses) | | | | | | | | | | |
| Arc Projector (Simple) | 1d4, Daze | x2 | Electrical | 10 ft. | Single | 10 box | Small | 2 | 15 | - |
| Ballistic Knife (Simple) | 1d4 | 19-20/x2 | Piercing | 30 ft. | 1 | 1 int. | Small | 1 | 10 | - |
| Bolt Caster (Simple) | Varies with ammunition | x2 | Varies with ammunition | 30 ft. | Single | 1 int. | Large | 4 | 18 | Lic (+1) |
| Dart Caster (Simple) | Varies with ammunition | x2 | Varies with ammunition | 20 ft. | Single | 4 int. | Small | 3 | 16 | Lic (+1) |
| Micro Laser (Simple) | 1d4 | X2 | Fire | 15 ft. | Single | 10 int. | Tiny | 1 | 16 | Res (+2) |
| Plasma Thrower (no feat needed) | 3d10 | x3 | Energy (Fire) | - | Single | 10 box | Large | 14 | 20 | Mil (+3) |

## Ammunition

### Binary Laser Cell

This power cell is designed for use with the binary laser pistol.

### Bio Slug

This small ceramic canister filled with microbes is the ammunition for the bio-annihilator. Each canister shatters on impact, spreading the flesh-eating microbes within over a target.

### Bolts

These bolts are designed for use with the Bolt Caster.

**Basic Bolt:** This projectile ammo for the bolt caster is a simple sharpened metallic rod.

**Grappling Bolt:** The head of this bolt contains a flask of powerful adhesive which causes it to stick to whatever it hits. The bolt shaft itself is hollow, and is filled with a coil of microfilament cable that is 200 feet long and can support 200 pounds. Once a grappling bolt has been fired at a location, it grants any character a +10 circumstance bonus to any Climb checks to reach that location.

**Explosive Bolt:** The head of this bolt contains a powerful explosive charge that cause 2d8 points of concussive damage to organic material while causing 4d8 points of damage to objects.

**Acid Bolt:** The head of this bolt is a flask containing acid.

**Pulse Bolt:** This bolt was developed to fend off berserk robots, and delivers a powerful electric shock to its target.

### Darts

These darts are designed for use with the Dart Caster.

**Basic Dart:** This small metallic spike is the basic ammo for the dart caster.

**Stun Dart:** A stun dart emits a pulse that disrupts a target's brainwaves, stunning him (or it) for 1d4 rounds unless the target makes a Will save DC 14.

**Poison Dart:** In addition to its basic damage, this poison-tipped dart deals an additional 1d2 points of Con damage unless the target makes a Fortitude save DC 14.

**Tracker Dart:** This dart emits a radio frequency that can be used by anyone with a radio receiver to track the target's movements.

### DelRaines Caseless

These unique caseless ammunition rounds are used in the delRaines pistol. They are used for the weapon's ranged attack, and are not expended during a melee attack with the stunner.

### Dragoon Fuel Rod

This solid fuel rod functions as ammunition for the dragoon mini-flamer. If the rod itself takes 15 points of direct fire damage it ignites and explodes, dealing 2d8 fire damage to all within a 10-foot radius (Reflex save for half).

### Microwave Cell

This power cell is designed for use in the microwave cannon.

### Nanovirus Starburst (NVSB) Shells

The Nanovirus Starburst (NVSB) shell is fired mainly from the Wildfire Launcher. Detonating above the target area, the shell rains down a shower of nanites programmed to damage either organic or mechanical targets, as described below. Some of the worst hazards on a battlefield come from NVSB weapons.

Hostile nanites usually deal damage by disassembling a target at a molecular level, and any damage done by a nanite is categorized as nanoviral.

**-STR:** A target caught in the burst of an NVSB-STR shell has its Strength reduced by 1d6.

**-CON:** A target caught in the burst of an NVSB-CON shell has its Constitution reduced by 1d6. This effect also reduces the target's hit points accordingly.

**-SPD:** A target caught in the burst of an NVSB-SPD shell has its speed reduced by 10 for 1d6 rounds.

**-VEH:** A target with any mechanical systems (such as a suit of powered armor, a cybernetic attachment, or a vehicle) that is caught in the burst of an NVSB-VEH shell is shut down for 1d4 rounds.

### Plasma Thrower Fuel Canister

This canister contains liquid oxygen under pressure, which the plasma thrower super-heats and sprays out as a jet of plasma gas.

### Shard Shell

This modified shotgun shell contains tiny crysanium shards, and is the ammunition for the shard blaster.

### Skyfire Shells

The Skyfire shell is fired from the Wildfire Launcher. The shell detonates high above the target area, raining down shards of crysanium and inflicting 2d6 piercing damage. While the Skyfire's crysanium shards possess all the piercing power of crysanium weapons, the shell does not have the associated high cost because the shards require very little shaping.

### Vector Fuel Rod

This rod of solid fuel propellant is used in weapons with the Vector Weapon gadget.

### Table 5-2: Bolts, Darts, and Wildfire Shells

| Ammo Type (Quantity) | Damage | Damage Type | Purchase DC | Restriction |
|---|---|---|---|---|
| **Bolts** | | | | |
| Basic Bolt (24) | 2d8 | Piercing | 4 | - |
| Grappling Bolt (12) | Special | Special | 6 | - |
| Explosive Bolt (6) | 2d8 | Special | 8 | Res (+2) |
| Acid Bolt (6) | 1d8 | Acid | 5 | - |
| Pulse Bolt (6) | 1d8 | Electrical | 5 | - |
| **Darts** | | | | |
| Basic Dart (12) | 1d6 | Piercing | 4 | - |
| Stun Dart (12) | Special | Special | 5 | - |
| Poison Dart (12) | 1d4 | Piercing, Poison | 6 | Res (+2) |
| Tracker Dart (12) | Special | Special | 6 | - |
| **Wildfire Shells** | | | | |
| NVSB-STR (10) | Special | Nanoviral | 21 | Mil (+3) |
| NVSB-CON (10) | Special | Nanoviral | 22 | Mil (+3) |
| NVSB-SPD (10) | Special | Nanoviral | 21 | Mil (+3) |
| NVSB-VEH (10) | Special | Nanoviral | 21 | Mil (+3) |
| Skyfire Shells (10) | 3d10 | Slashing | 18 | Mil (+3) |

### Table 5-3: Other Ammunition

| Ammo Type (Quantity) | Purchase DC | Restriction |
|---|---|---|
| Vector Fuel Rod (3) | 4 | - |
| Dragoon Fuel Rod (5) | 5 | - |
| Plasma Thrower Fuel Canister | 5 | - |
| Binary Laser Cell | 6 | - |
| Bio Slug (20) | 8 | Res (+2) |
| Shard Shell (10) | 12 | - |
| Microwave Cell | 8 | Res (+2) |
| Arc Projector Cell | 4 | - |
| Micro Laser Cell | 4 | - |
| DelRaines Caseless (20) | 6 | - |

# Chapter 6: New Armor

In addition to the armor found in the *d20 Modern Roleplaying Game* and *d20 Future*, the Dark Horizons universe offers armor specific to this setting.

## New Standard Armor

### Enforcer Long Coat (PL 6)

The Enforcer's long coat is made of a light, flexible synthetic fabric that provides a small equipment bonus to defense when worn properly. When an Enforcer wears this coat, he can give it a slight magnetic charge of the same polarity as that of his own body. This causes the coat to be repelled by his movement, in the same way two magnets with the same polarity repel each other. This repulsion, coupled with subtle optical illusions created by the cut of the coat, gives an Enforcer wearing the coat nine-tenths concealment (40%) for the purposes of avoiding attacks. The coat can be worn over light or medium armor. While its defense bonus does not stack with that of the other armor, the coat will retain a measure of the concealment bonus even when worn this way (one-half (20%) in conjunction with light armor and one quarter (10%) when worn in conjunction with medium armor). An Enforcer who does not have light armor proficiency gains 10% less concealment while wearing the long coat.

### Acolyte Harness (PL 6)

The Acolyte Harness armor is manufactured for initiate members of the Valence Templar, and contains the same Valent Strike weapon system as the Sanctuary powered armor. Unlike the Sanctuary powered armor, the Acolyte Harness can only hold can hold only up to Templar level x 10 shots of Valent Strike. The inclusion of the Valent Strike system makes the Acolyte Harness heavier and more restrictive than most medium-weight armors.

## Micron Armor (PL 6)

Micro-composite armor material is a microscopic composite of overlapping titanium plates and high-durability polymers. The structure of the micro-composite allows armor fabricated from this material (micron armor) to be both lightweight and flexible, while maintaining defensive capabilities equal to or better than those of most 20th century body armors. The Federated States first developed this body armor technology, late in the 21st century, for law enforcement, but it was expensive to produce using the manufacturing capabilities of the period. Before the development of powered armor, micron armor was used by Special Forces and black ops agents because of its lightweight design. After the development of powered armor, micron armor was almost entirely phased out of military use (although many of the early powered armor models did use micro-composite armor material in their construction). Thanks to advancements in manufacturing and nanotechnology, however, micro-composite armor material is now much cheaper to produce, and sees widespread use in armor for law enforcement and civilian security, and even in aerospace vehicle production.

### Micron Vest (Light)

This light vest is in very common use, but most people don't realize how common because the vest is so easy to conceal. It protects the upper torso and can be worn under almost any clothing. It has a concealed holster for a small weapon located in the lower back, granting a +2 equipment bonus to Sleight of Hand checks to conceal a weapon.

## Micron Body Armor (Medium)

This medium armor consists of a breastplate covering the torso and shoulders, with skirt-plates protecting the upper thighs. It also includes boots, gloves, and a helmet (all armored). This armor is often used by private security forces, and is used much more frequently on planets than in space.

## Micron Combat Armor (Heavy)

This pressurized full-body armor was the best armor available in its day, but currently it sees more use as a HAZMAT suit than as combat armor. Its airtight design makes it ideal to refit for use in various hostile environments and it exists in several versions. The basic version has a gas mask fitted to the helmet, granting the wearer +2 to Fortitude saves against air-borne contaminants. Other versions include a space suit variant, an aquatic variant, and a planetary hazard variant, with special treatments to the armor that allow it to resist various alien climates.

## Optional Micron Armor Modifications

**Energy Resistance (Vest):** A micron vest with the energy resistance modification gains damage reduction of 3/- against one of the following damage types, chosen at purchase: fire, cold, electrical, acid, or sonic. This mod increases the purchase DC by 2.

**Energy Resistance (Body Armor):** Micron body armor with the energy resistance modification gains damage reduction of 5/- against one of the following damage types, chosen at purchase: fire, cold, electrical, acid, or sonic. This mod increases the purchase DC by 3.

**Riot Gear (Body Armor):** This modification lines the interior of the micron body armor with impact-absorbing plates, granting the wearer damage reduction of 3/- against bludgeoning damage. This mod increases the purchase DC by 2.

**Adaptive Armor (Combat Armor):** This modification allows the micron combat armor to alter its molecular structure in response to a variety of threats. When a character wearing adaptive armor takes damage, nanites embedded within the armor re-configure its molecular structure to resist the type of damage that was dealt. It takes the armor 1d4 rounds to alter its structure, at the end of which time it will gain damage reduction of 5/- against the specific damage type. The armor can resist only one type of damage at a time in this way. The wearer can "freeze" the armor in a particular state as a free action if he does not want the armor to keep adapting itself in response to attacks resulting in multiple damage types. The damage reduction effect lasts one hour from the time of its initiation; after that hour has elapsed it loses the damage reduction effect and cannot adapt again for the next hour. Adaptive armor has an increased purchase DC of 5.

**Micron Space Armor (Combat Armor):** This suit of micron combat armor has been refitted to serve as a space suit. It has an improved environmental seal to prevent decompression, and has a 12-hour air supply. Space armor has an increased purchase DC of 1.

**Micron Scuba Armor (Combat Armor):** This suit is similar to space armor in that it has a 12-hour air supply. It also has an aquatic ion-propulsion system that grants the wearer a +4 to Swim checks and a swim speed of 30 feet. Scuba armor has an increased purchase DC of 3.

**Planetary Hazard Armor (Combat Armor):** This suit was originally developed to protect the explorers of Mars from its harsh electrical storms, freezing cold, and thin atmosphere. It grants damage reduction of 5/- against both electrical and cold damage, and has a 6-hour air supply. This armor has an increased purchase DC of +4.

Dark Horizons Universe Campaign Setting

## New Powered Armor

Use of the following suits of powered armor requires the Armor Proficiency (powered) feat (see Chapter 1: Characters in *d20 Future* for more details about this feat).

### FPS-13X Mongoose Light Powered Armor (PL 7)

Farnam Personal Security, an Australia-based military R&D corporation, developed the Mongoose Light Powered Armor to serve as a low-cost option for law enforcement who needed protection superior to that provided by conventional body armor. Characters wearing Mongoose Powered Armor gain a hardness of 3. The armor has an urban camouflage paint job, giving it a +4 to Hide checks in urban environments. It also has an integrated grappling hook and retractable climbing claws built into the gloves and boots, granting the wearer a +10 bonus to Climb checks. Most SWAT teams in the Federated States use Mongoose armor, and particularly wealthy communities even equip their basic police forces with it.

### FPS-12A Argonaut Space-Assault Powered Armor (PL 7)

Farnam Personal Security developed the Argonaut Space-Assault Powered Armor at the request of the Overlord Mercenary Guild. As the conflicts of Mankind spread outward from terrestrial environments, the Guild commissioned this armor to address the growing need for space-worthy powered armor with which to equip its mercenaries. Argonaut powered armor grants the wearer a hardness of 5, and is designed specifically for use by starship boarding parties.

The Argonaut integrates into its design systems specific to space combat, including a space environment seal and an air supply, a graviton lens

maneuvering system, and a laser cutter. The maneuvering system allows the wearer to move at his full land speed in a zero-g environment, and the laser cutter enables the wearer to breach an adjacent airlock as a full round action. In order to bridge the gap between starships engaged in combat, the Argonaut has a single-use rocket booster that gives it a fly speed of 250 feet (good) that lasts for 2 rounds when activated. A replacement rocket booster has a purchase DC of 12 and weighs 15 pounds.

### CYM-03 Med-Suit (PL 7)

The Cybell Corporation developed the Med-Suit powered armor for people suffering from life-threatening illnesses; essentially, it is a wearable life-support system that allows a patient to remain mobile. The Med-Suit can replace the function of any major organ (e.g., lungs, heart, kidney) as long as a patient wears the armor. In addition, the suit's medical systems work pro-actively to keep the wearer healthy, granting him a +2 to his Constitution score and a +6 equipment bonus to resistances to poison, disease, hostile nanites, and nanocolonies. The Med-Suit can also repair tissue damage, allowing the wearer to regenerate 1 hit point per round. The armor provided by Med-Suit is designed to protect the sensitive medical equipment inside; the defense bonus it provides its wearer is merely a side benefit.

### MC-TS1 Sanctuary Powered Armor (PL 7)

Sanctuary powered armor was developed specifically for use by the Valence Templar, the military/religious order that fought for the Martian Consortium during the war for Martian Independence. The interior of Sanctuary armor is lined with power collectors designed to draw energy from its wearer. When worn by a Valence character, the suit draws on his latent bio-electrical energy to power the suit's basic

functions. This does not use up any of the character's daily Valent Surges.

A suit of Sanctuary armor equipped by a non-Valence character has severe drawbacks. The armor will draw electrical power from the character's nervous system, causing him to take one negative level after wearing the armor for one minute. After taking the first negative level, he will take another negative level after each hour in the armor.

A character wearing Sanctuary powered armor gains a hardness of 10.

When a Valence character wears the armor, he also gains +2 Strength and +2 Dexterity. A Valence Templar character wearing Sanctuary armor has access to all of the armor's bonuses, and is able to expend Valent Surge charges to power the armor's Valent Strike weapon system. Details of the Valent Strike attack can be found in the description of the Templar advanced class in this guide.

**Table 6-1: Armor**

| Armor | Type | Equip. Bonus | Nonprof. Bonus | Max. Dex Bonus | Armor Pen. | Speed (30ft/20ft) | Wt. (lb.) | Purch. DC | Rest. |
|---|---|---|---|---|---|---|---|---|---|
| **Light Armor** (requires the Armor Proficiency (light) feat) | | | | | | | | | |
| Micron Vest | Concealed | +2 | +1 | +8 | -0 | 30 ft./20 ft. | 1 | 8 | - |
| Enforcer Long Coat | Tactical | +1 | +0 | +0 | -0 | 30 ft./20 ft. | 4 | 21 | Res (+2) |
| **Medium Armor** (requires the Armor Proficiency (medium) feat) | | | | | | | | | |
| Acolyte Harness | Combat | +4 | +1 | +4 | -4 | 20 ft./15 ft. | 10 | 24 | Mil (+3) |
| Micron Body Armor | Tactical | +4 | +2 | +6 | -1 | 30 ft./20 ft. | 4 | 15 | - |
| **Heavy Armor** (requires the Armor Proficiency (heavy) feat) | | | | | | | | | |
| Micron Combat Armor | Tactical | +5 | +2 | +2 | -2 | 20 ft./15 ft. | 8 | 20 | - |
| **Powered Armor** (requires the Armor Proficiency (powered) feat) | | | | | | | | | |
| Mongoose Armor | Tactical | +4 | +1 | +6 | -3 | 30 ft./20 ft. | 35 | 25 | Lic (+1) |
| Argonaut Armor | Combat | +6 | +2 | +2 | -8 | 20 ft./15 ft. | 40 | 32 | Res (+2) |
| Med-Suit | Tactical | +4 | +1 | +2 | -4 | 30 ft./20 ft. | 18 | 23 | - |
| Sanctuary Armor | Combat | +6 | +1 | +6 | -5 | 20 ft./15 ft. | 60 | 38 | Mil (+3) |

# Chapter 7: Advanced Powered Armor

The use of advanced powered armor requires not only the Armor Proficiency (powered) feat, but also an External Interface Core Technology (EICT) Core upgrade. Because only humans can have a Core Implant, only humans can use advanced powered armor properly.

In 2160, the world was introduced to the Mechanized Assault Vehicle (MAV), a remotely-piloted bipedal robot weapons platform: in essence, a walking tank. The MAV ruled the battlefield until the introduction of powered armor about a decade later. Powered armor evolved from body armor, which had been around in various forms since the dawn of war. The key to the development of powered armor from body armor was the development of EICT by the cybergenetic super-giant Cyber-Tronix. EICT allowed a person to interface with an external device through a basic Core Implant equipped with the appropriate upgrade.  By 2600, soldiers wearing the new advanced powered armor occupy the front lines of every battle, in space battles as well as planetside. Advanced powered armor has become the most versatile weapon of any military.

**Advanced Powered Armor Access:** It takes a full round action to either enter or exit powered armor.

**Combat Statistics:** Advanced powered armor adds a +4 equipment bonus to a character's Strength score unless otherwise noted.

## Advanced Powered Armor Class
Advanced powered armor is divided into five classes based of its use in combat.

**Assault class:** This titan of the battlefield is designed to inspire fear in the enemy. Heavier and typically much slower than its counterparts, it can deliver crushing blows to any opponent.

**Combat class:** Typically the workhorse of any powered-armor unit, Combat class packs the toughest punch and can take the highest punishment.

**Infantry class:** Made up of the more mobile Medium-size units, Infantry class is designed more for hit-and-run than for extended combat.

**Tactical class:** Made up of smaller, lighter units able to move quickly and silently, this class is designed to support soldiers on the ground.

## Advanced Powered Armor Types

### Vin-1A Apocalypse Advanced Powered Armor (PL 7)
Lumbering across the battlefield like something from the depths of hell, the Apocalypse is an object of fear to its enemies. This armor is designed to wade into the fog of war and slug its way through with the heaviest of weapons.

The Apocalypse grants the wearer a hardness of 20. The price of this armor's ability to brush off strong attacks is its slow speed, lack of maneuverability, and diminished ability to evade attacks.

**Class:** Assault.

### CTA-2pB Plainsman Advanced Powered Armor (PL 7)

The Plainsman became the standard FAF Army powered armor in 2166. Core Technologies, a subdivision of Cyber-Tronix, built the Plainsman with the newly-available high-density Megatanium armor material, which is lightweight but extremely strong. The Plainsman makes up for its lack of speed and agility with its ability to deliver more firepower than lighter Federation Armor.

Plainsman powered armor is designed to absorb damage instead of deflecting it, granting the wearer a hardness of 15. The trade-off is that its equipment defense bonus is lower than the bonus granted by most armors of a similar weight.

The Plainsman also contains an integrated field survival kit, containing repair tools, a first aid kit, and a survival kit that adds +4 to Survival checks to survive in the wild.

Weapons favored by soldiers wearing this armor include the Mayatsu CG40 sidearm, the Mayatsu 10mm Mini-Gun, and the 20mm Lawgiver.

**Class:** Combat.

## CTA-2bX Battleaxe Advanced Powered Armor (PL 7)

In the 27th century, just as in the 20th, when a job must be done – no matter how harsh the terrain and how uneven the odds – the Marines are the first on the ground. In 2308, Core Technologies released Battleaxe powered armor, and the 'Axe quickly became the armor of choice (and a badge of pride) for the Marines of the FAF. Quick despite its size and weight and armored heavily enough to rival the Army's Plainsman, the 'Axe meets the demands of the often fast-paced battle faced by the FAF Marines. It serves equally well for a wide a range of tasks, including sabotage, standard combat, and anti-tank combat.

Like the Plainsman, the 'Axe favors damage absorption over attack deflection. A character wearing Battleaxe armor has a hardness of 10.  It can also deliver stunning firepower; weapons intended for the Battleaxe include Core Technologies' Rapier-7 handheld auto cannon and the Reliant anti-tank missile.

Finally, the 'Axe is designed to function effectively in extreme heat, in extreme cold, and underwater. It has damage reduction of 5/- against fire damage and cold damage, as well as a 12-hour air supply and a waterproof environmental seal.

**Class:** Combat

## Cvr-4B Cavalier Advanced Powered Armor (PL 7)

Coupling firepower with speed, the Federated Weapons Group's Cavalier armor is used in combat situations that call for versatility. The Cavalier is a jack of all trades but a master of none; it can deliver a fierce attack, but lacks the armor to hold its ground in an extended battle. Cavaliers are best used in groups of five; this provides enough concentrated firepower offset the armor's relative fragility. These small squads are excellent for short forays into enemy territory to weaken defenses, destroy fixed gun emplacements, and create diversions.

Though not as tough as the Combat class armors, the Cavalier can hold its own for a short time. A character wearing this armor has a hardness of 8 and gains +2 to strength.

**Class:** Infantry

## AA-2A Archangel Advanced Powered Armor (PL 7)

Dynamic Aerospace, a Federated States-based research company, unveiled its highly anticipated flight specialty armor in 2201. Archangel Flight Armor was the most advanced armor developed to that point, and it gave the Federated States military the edge it desired. Many other states soon employed Archangel-style flight armor in their own militaries.

On the ground, the Archangel has normal maneuverability, but in the air its 12-foot wings and propensity for dropping Brimstone grenades on soldiers on the ground make it a truly imposing presence. While the Archangel is not as fast as a fighter jet, its small turbo-jet grants the wearer a fly speed of 150 feet (perfect); at this speed it can close in on a target much faster than any ground vehicle could, giving it an unprecedented advantage over ground-based assault vehicles. The Archangel is also pressurized so that its pilot can survive high-altitude flight, although its default configuration is not capable of space flight. A character wearing Archangel powered armor has a hardness of 5 and gains +2 to Strength and +4 to Dexterity while in flight.

**Class:** Support.
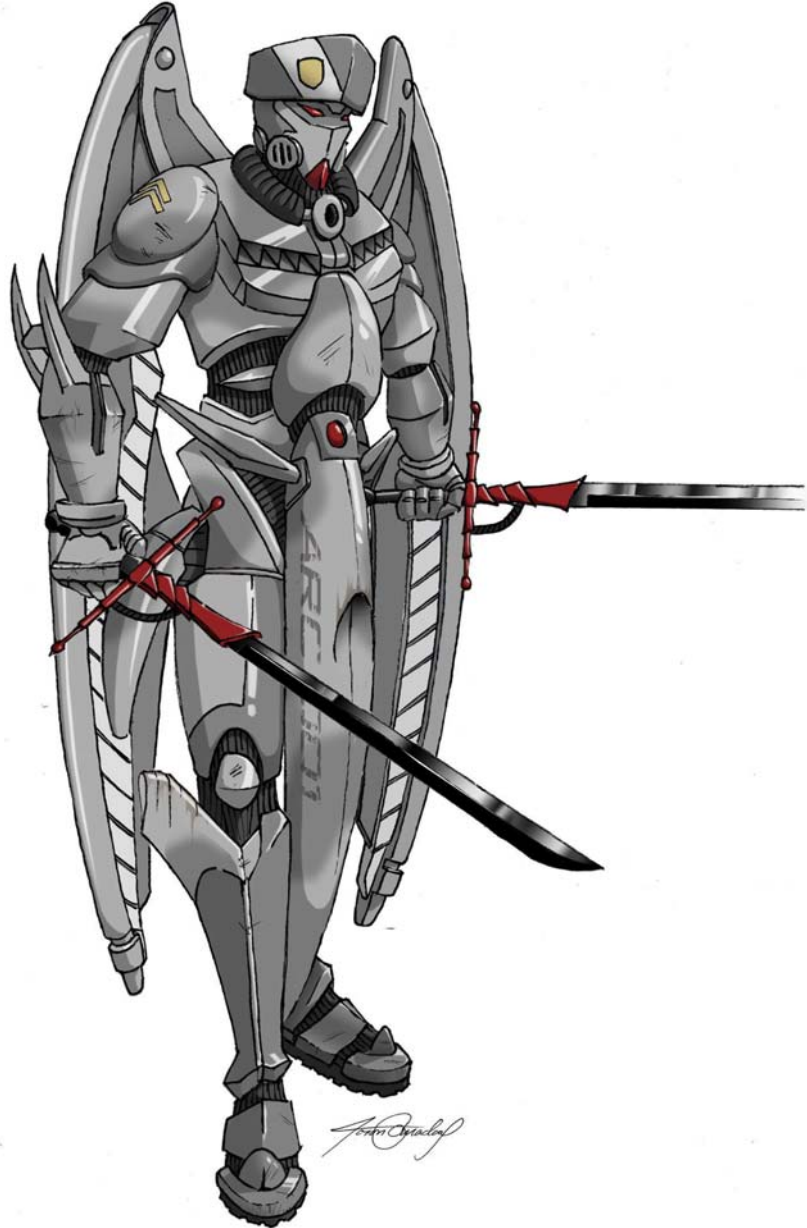
### CTA-2yF Fox Advanced Powered Armor (PL 7)

Core Technologies originally developed Fox advanced powered armor for use by FAF black ops agents, but the Fox sees widespread use in the 27th century as battlefield recon armor. Nearly every modern platoon equipped by Plainsman or Battleaxe armor is accompanied by a scout in Fox armor who tracks the movements of opposing forces and relays enemy emplacement positions back to the platoon.

The Fox's premier feature is its stealth system, including an active stealth screen and a sonic dampener. The active stealth screen is a layer of light-absorbing polymers that covers the Fox armor from head to toe. This polymer layer can "see" what is around the wearer and change its color to better blend in with its surroundings, granting the wearer a +10 equipment bonus to Hide checks. The sonic dampener muffles all sounds made by the armor's wearer, giving him a +10 bonus to Move Silently checks and damage reduction of 5/- against sonic damage as an added benefit. A character wearing Fox powered armor has a hardness of 5, a +2 Strength bonus, and a +2 Dexterity bonus.

**Class:** Tactical.

### Table 7-1: Advanced Powered Armor

| Armor | Type | Equip. Bonus | Nonprof. Bonus | Max. Dex. Bonus | Armor Pen. | Speed (30 ft./20 ft.) | Wt. (lb.) | Purch. DC | Rest. |
|---|---|---|---|---|---|---|---|---|---|
| Apocalypse | Assault | +3 | +1 | +0 | -15 | 10 ft./5 ft. | 100 | 45 | Mil (+3) |
| Plainsman | Combat | +5 | +1 | +0 | -12 | 15 ft./10 ft. | 70 | 35 | Mil (+3) |
| Battleaxe | Combat | +6 | +1 | +2 | -10 | 20 ft./15 ft. | 60 | 38 | Mil (+3) |
| Cavalier | Infantry | +6 | +2 | +4 | -8 | 25 ft./15 ft. | 45 | 36 | Mil (+3) |
| Archangel | Support | +6 | +2 | +4 | -6 | 20 ft./15 ft. | 60 | 42 | Mil (+3) |
| Fox Armor | Tactical | +4 | +2 | +8 | -2 | 30 ft./20 ft. | 35 | 35 | Mil (+3) |

## Powered Armor Gadgets

For information about the gadget system, see Chapter 3: Gear in *d20 Future*.

### Powered Armor Weapons Gadgets

The following armor gadgets are intended only for powered armor, and any suit of powered armor can have only one of these gadgets installed.

### Grappling Arms (PL 7)

The grappling arms armor gadget is intended for soldiers who plan to engage in extremely close-quarters combat. This gadget adds two powerful robotic arms to the armor, each of which houses a retractable crysanium blade. These robotic arms add a +8 equipment bonus to Grapple checks. A character who uses the grappling arms to pin a target can, as a free action, make a melee attack to attack the target with the blades housed in the grappling arms. On a successful hit, the blades deal 2d8 piercing damage and have the hardness-penetrating qualities of crysanium.

The wearer can also use the blades in the grappling arms to make normal melee attacks, dealing 2d8 piercing damage, critical on 19-20x2. The grappling arms have their own Strength score, equal to 16 plus any Strength bonus granted by the powered armor. Having these arms does not give the wearer extra attacks per round, and grappling arms are considered a simple weapon.

This upgrade can be installed only on advanced powered armor, because direct mental control of the grappling arms by the character is dependant on the EICT link between the armor and its wearer. This gadget is favored by wearers of Fox and Battleaxe armor, who often prefer stealth to firepower. A suit of powered armor with grappling arms weighs 15 pounds more with the gadget than without it.

**Restrictions:** Advanced powered armor only.
**Purchase DC Modifier:** +5.

### Powered Autoloader (PL 7)

The powered autoloader armor gadget functions like the autoloader weapon gadget (described in Chapter Three: Gear in *d20 Future*). The powered armor version is highly improved and can reload 3 different weapons or ammo types, specified when the gadget is purchased. During the user's turn he can choose to reload a single weapon as a free action, two weapons as a move action, or three weapons as a full round action. A powered autoloader can reload weapons that are being held or that are stowed on the user's person, and can reload only the weapons or ammo types specified at purchase. A Repair check DC 20 can refit the powered autoloader to exchange one weapon or ammo type for another.

**Restrictions:** Powered armor only.
**Purchase DC Modifier:** +6.

### Powered Gun Turret (PL 7)

The powered gun turret armor gadget mounts a single firearm, chosen during purchase, on an automated turret that is permanently attached to the recipient powered armor. This mount is typically located on one of the shoulders or where a hip holster would be, and can fire at any location within the wearer's line of sight. To use this mounted weapon, the wearer needs the proper proficiency (usually Personal Firearms Proficiency) and he can use any of his firearms-related feats in conjunction with the mounted weapon.

When installed on ordinary powered armor, the turret must be activated as a move action, slaving the turret to the armor's helmet and causing it to aim where the user looks. The user can then make an extra attack per turn with the mounted weapon at half his base attack bonus.

When the powered gun turret is attached to a suit of advanced powered armor, the turret is controlled by the user's mind through the EICT link between the advanced powered armor and its wearer. The user can activate the turret as a free action, and can make an extra attack per round with it at his full base attack bonus. At 10th level, a Myrmidon's Sentient co-pilot program can control the weapon turret if the Myrmidon is dazed, stunned, unconscious, or dying, as long as the Myrmidon is wearing his armor.

A suit of powered armor with this gadget adds the weight of the weapon attached to the weight of the armor.

**Restrictions:** Powered armor only.

**Purchase DC Modifier:** Half the purchase DC of the firearm + 2 (this purchase DC includes the mounting of the weapon).

### Powered Armor Mobility Gadgets

The following armor gadgets are designed to improve the mobility of powered armor, as the weight of most powered armor impedes its wearer's movement. Only one of these systems (with the exception of the Archangel Space Upgrade gadget, an upgrade for the Archangel flight pack) can be installed on a suit of powered armor. If a mobility system armor gadget is installed on armor that already includes a mobility system, the gadget can either replace the old system or be installed in addition to the old system with a +1 purchase DC modifier increase.

### Archangel Flight Pack (PL 7)

The most important innovation in powered armor after EICT was the Archangel flight pack.  Militaries discovered early that a mobile infantry is a dangerous infantry, and a soldier who can fly is the most dangerous of all. The Archangel flight pack, based on the flight system of Archangel powered armor, was designed to allow other suits

of powered armor to ignite their own thrusters and soar over the battlefield.

A suit of powered armor with the Archangel flight pack gadget installed has a fly speed of 75 feet (good). This speed is not equal to that of the Archangel armor itself, even though the flight pack uses the same basic flight system used by the armor; Archangel armor is capable of greater speed and maneuverability because the entire suit is designed for optimal flight performance. Neither the Archangel flight pack nor the flight system of the Archangel itself is space-capable, but the Archangel Space Upgrade gadget can make either spaceworthy.

A suit of powered armor with this gadget weights 10 pounds more with the gadget than without it.

**Restrictions:** Powered armor only.

**Purchase DC Modifier:** +4.

### Archangel Space Upgrade (PL 7)

The Archangel space upgrade gadget can be installed on either Archangel advanced powered armor or on any powered armor that has an Archangel flight pack gadget installed. This gadget replaces the Ram-Thrust jet propulsion system in the Archangel Flight Pack with a Blue Nova micro-fusion rocket thruster, making it capable of moving at its full fly speed in space. If powered armor with this gadget does not already have a space environmental seal, the gadget can be purchased with a space environment seal with an 8-hour air supply.

**Restrictions:** Archangel advanced powered armor or powered armor with the Archangel Flight Pack gadget only.

**Purchase DC Modifier:** +1 (upgrade alone); +3 (upgrade with space environmental seal).

### Amphibious Mobility System (PL 7)

The amphibious mobility system gadget gives a suit of powered armor two Sandshark Ion Water-Jets that unfold from a backpack like wings, giving the

wearer of the suit a swim speed of 50 feet and a +12 bonus to all Swim checks. This gadget also gives the suit an aquatic environmental seal that functions to a depth of 1000 feet below sea level and an 8-hour air supply. If the amphibious mobile system is applied to a suit of Battleaxe advanced powered armor, which already has an air supply and waterproofing, this gadget gives the suit a total air supply of 20 hours and allows the suit to function to a depth of 3000 feet below sea level.

A suit of powered armor with this gadget weighs 5 pounds more with the gadget than without it.

**Restrictions:** Powered armor only.
**Purchase DC Modifier:** +4.

### Highway Mobility System (PL 7)
Because many battles take place in cities or in the ruins of cities, a mobility system that gives soldiers an edge in urban environments is desirable. The highway mobility system gadget allows a suit of advanced powered armor to hover several inches above the ground and move at double its land speed over smooth unbroken surfaces such as paved roads and relatively even terrain. A character in armor with this system installed can move at his full land speed over rough terrain.

The main drawback of this system is that it is loud: it inflicts a −10 penalty on all Move Silently checks when active. When the system is deactivated, the wearer moves at his normal penalized speed. The system can be activated or deactivated as a free action.

A suit of powered armor with this gadget weighs 5 pounds more with the gadget than without it.

**Restrictions:** Advanced powered armor only.
**Purchase DC Modifier:** +5.

### Powered Armor Environmental Gadgets (PL 7)
The following powered armor gadgets are designed for troops stationed in specific environments. Any suit of powered armor can have only one of these gadgets installed. The benefits of the following gadgets stack with those of any other gadgets or with the equipment bonuses already granted by the armor.

### Arctic Upgrade
The arctic upgrade gadget gives the wearer damage reduction 6/- against cold, and gives the armor on which it is installed an arctic camouflage coating that grants the wearer a +6 bonus to Hide checks in arctic environments.
**Restrictions:** Powered armor only.
**Purchase DC Modifier:** +3.

### Mars Upgrade
The Mars upgrade gadget is designed to compensate for both the deep Martian cold and the harsh electrical storms that often rage across the surface of Mars. It grants the wearer damage reduction of 5/- against both cold and electrical damage.
**Restrictions:** Powered armor only.
**Purchase DC Modifier:** +3.

### Lunar Upgrade
The lunar upgrade includes a space seal and an 8-hour air supply, but its main feature is an artificial gravity generator (AG2). The AG2 allows the wearer to function in low gravity as if he were in normal gravity, and in zero gravity as if he were in low gravity (allowing him to walk along the outside of a starship hull without a tether). When installed on conventional powered armor, the AG2 can be activated or deactivated as a move action. When installed on advanced powered armor, the AG2 can be activated or deactivated as a free action.
**Restrictions:** Powered armor only.
**Purchase DC Modifier:** +3.

### Desert Upgrade
The desert upgrade gadget grants the wearer damage reduction of 3/- against fire, and gives the armor on which it is

installed a desert camouflage coating that grants a +6 bonus to Hide checks in a desert environment. The desert upgrade also includes an interior hydration and nutrient feed that can keep the wearer fed and hydrated for one week. Refilling this feed has a purchase DC of 5.

**Restrictions:** Powered armor only.
**Purchase DC Modifier:** +3.

### Other Powered Armor Gadgets

These gadgets can be used to round out the capabilities of a suit of powered armor. They do not take up much space, and a suit of powered armor can have as many of these systems installed as its wearer can afford.

## Combat Comm Suite (PL 7)

The combat communication suite gadget includes a long-range radio transceiver, a secure laser transceiver, and a transmission encryption module.

The radio can be used to communicate with anyone with a similar radio device within a 100-mile radius, and messages sent using this radio can be encrypted by the encryption module. The user must designate an encryption key, and a receiver (or interceptor) who does not have that key must make a Decipher Script check DC 25 to break the code.

The laser transceiver can be used to communicate with any other laser comm system with no possibility of interception, but can be used only with a communication target within the wearer's line of sight.

**Restrictions:** Powered armor only.
**Purchase DC Modifier:** +2  .

## Active Sensor Array (PL 7)

The active sensor array gadget constantly scans an area for movement and sound, and can track anomalies and feed data to the wearer. When this gadget is installed on conventional powered armor, it includes a heads-up display.  When this gadget is installed

on advanced powered armor, it feeds data directly to the wearer's optic nerve as a virtual heads-up display.

When installed on conventional powered armor, this gadget gives the wearer low-light vision, a +2 bonus to Spot, Listen, and Search checks, and a +1 bonus to ranged attack rolls. When installed on advanced powered armor, this gadget grants the wearer darkvision out to a range of 60 feet, a +4 bonus on Spot, Listen, and Search checks, and a +2 bonus to ranged attack rolls.

Both versions include a Geiger counter, and can detect the location and severity of a radiation source within 100 feet of the wearer.

**Restrictions:** Powered armor only.
**Purchase DC Modifier:** +4.

## External EICT Output (PL 7)

This gadget allows a wearer of advanced powered armor with an EICT Core upgrade to interface directly with computer systems, granting the wearer a +6 bonus to Computer Use checks. For safety reasons, the connection is one-way; an external computer cannot upload data into the powered armor's systems. There are two versions of this gadget: a direct hardware connection and a wireless transmitter. The hardware version can connect only to adjacent computer systems, while the wireless version can interface with a computer within 100 feet of the wearer, as long as that computer accepts wireless input.

**Restrictions:** Advanced powered armor with EICT only.
**Purchase DC Modifier:** +1 (hardware version), +2 (wireless version).

## Medical Delivery System (PL 7)

The medical delivery system gadget is used to administer medical injections to soldiers in the field. The medical delivery system has three separate receptacles, each of which can hold a single dose of any injection-based pharmaceutical found in the *d20 Modern*

*Roleplaying Game* or *d20 Future*. These receptacles can also be loaded with medicines fabricated by ENTs. The wearer of the armor can inject himself with the contents of any one receptacle as a move action; the effect of the injection depends on the medicine injected. Reloading the medical delivery system is a full round action.

This gadget comes loaded with three doses of a combat drug called "Stimpack-R1," which increases the recipient's Strength by 4 while penalizing his dexterity score by 4. This drug takes effect during the recipient's next turn, and its effects last for ten turns (one minute). A single dose of Stimpack-R1 has a purchase DC of 8, and the medicine has a military (+3) restriction.

**Restrictions:** Powered armor only.
**Purchase DC Modifier:** +1.

## *Powered Armor Weapons*

The following weapons were designed specifically for use in conjunction with powered armor. The weapon proficiency required for each weapon is listed next to its name in parentheses; characters attempting to use these weapons while not wearing powered armor take a –4 attack penalty because of the weapons' specialized design. A character who wants to use these weapons without wearing powered armor can take the Alien Weapon Proficiency feat to negate this penalty.

### 20mm Lawgiver (PL 7)
One of the largest projectile weapons designed for powered armor, the Lawgiver fires a 20mm armor-piercing caseless shell. The earsplitting explosion produced when the Lawgiver is fired acts as a deterrent during riot-control operations. The Lawgiver does 4d8 points of ballistic damage with a successful attack.

### Brimstone Grenade (PL 7)
The grenade has been around since Earth's first World War, and in the 27th century it has once again become popular on the battlefield. Once thrown, the Brimstone grenade will not detonate unless it senses a metallic item large enough to be powered armor or a vehicle within its burst radius. The first anti-armor grenade, the Brimstone deals 6d10 points of fire damage, and has a burst radius of 20 feet and a Reflex save DC 20 for half damage. The purchase DC of these grenades includes 6 grenades in a bandoleer large enough to wear on powered armor.

### Magnic4G (PL 7)
Developed early in the Mars Revolution as a way to attack highly armored ground vehicles and powered armor, the Magnic4G launches four electromagnetic grenades that stick to any object able to carry an electrical current (which includes most vehicles and powered armor). When a grenade explodes, it deals a massive amount of damage. The attacker must make a ranged attack against a target; if the target is can normally make saves, he or it must then make one Reflex save against each of the four grenades to avoid damage. The DC for this Reflex save is equal to the attacker's initial ranged attack roll. Targets which do not have a substantial metal content gain a +10 bonus to this save.

For each save that the target fails, one grenade attaches itself to the target and detonates, dealing 3d8 electrical damage. Each grenade that does not detonate will fall to the ground in the 5 foot square occupied by the target (or, if the target occupies more than one square, the square nearest the attacker of those occupied by the target). Anything that moves through that square or an adjacent square that can normally make saves must make one Reflex save (DC 10) for each grenade that has fallen to the ground to avoid

having that grenade attach to it and detonate. The original target can leave the square on his next turn without having to make a save, but if he remains in the square the grenades will attack him again at the end of his turn. Note that each "round" in the Magnic4G magazine consists of 4 grenades.

### Mayatsu 10mm Minigun (PL 7)

What the Mayatsu minigun lacks in power it makes up for with an abundance of projectiles. The minigun fires a hailstorm of caseless projectiles toward its target, dealing 5d10 of ballistic damage with a successful attack.

### Terrashock Artillery (PL 7)

For centuries, the use of artillery has changed the tides of battles. In modern battles in which soldiers in powered armor march against each other, artillery has become a necessary tool even against infantry, and artillery units have become highly mobile as a result. The Terrashock Artillery attaches to the back of a suit of powered armor, with a long barrel protruding over the shoulder. The Terrashock fires a massive projectile that deals 5d12 of ballistic and fire damage.

   **Restrictions:** Assault class armor only.

### Valence Spike (PL 7)

During the first years after the Valence Templar were unleashed, the best weaponry engineers on Mars worked to create an appropriate weapon for their new protectors. The result of their work was the Valence Spike, a powered lance that can be used extended as a weapon with a 10 foot reach, or retracted as a close-quarters weapon. It can punch through the toughest armor, dealing 2d10 piercing damage and ignoring hardness and damage reduction of up to 10.

### Whisper-Mag Rifle (PL 7)

The Whisper-Mag rifle is at the top of its class: it has been called the ultimate stealth sniper rifle. It silently fires a laser invisible to human eyes, making it perfect for black ops missions. The Whisper-Mag deals 4d8 points of fire damage with a successful attack.

### XJ4 Atom-edge Sword (PL 7)

As powered armor, Core Implants, and cybernetic attachments made their way onto the battlefield along with combatants, killing an enemy fighter became much harder. Seeking any edge, soldiers began to carry swords that could bypass an enemy's technological sophistications with simple brute force. As the popularity of swords began to grow, new designs proliferated. The XJ4 Atom-edge sword, infused with nanites, is one of the most effective of these designs. Even during heavy use, the XJ4 retains an atomically sharp edge that can part the hardest armor. The XJ4 Atom-edge sword is a two-handed melee weapon that deals 3d10 points of slashing damage.

## Table 7-2: Powered Armor Weapons

| Weapon | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Magazine | Size | Weight | Purchase DC | Restrictions |
|---|---|---|---|---|---|---|---|---|---|---|
| **These weapons require the Personal Firearms Proficiency feat** | | | | | | | | | | |
| 20mm Lawgiver | 4d8 | x3 | Ballistic | 30 ft. | Single | 8 box | Medium | 8 lb. | 25 | Mil (+3) |
| Mayatsu Minigun | 5d10 | x2 | Ballistic | 80 ft. | A | 200 box | Large | 30 lb. | 30 | Mil (+3) |
| Whisper-Mag Rifle | 4d8 | 18-20x2 | Fire | 150 ft. | Single | 20 box | Medium | 10 lb. | 30 | Mil (+3) |
| **These weapons require the Archaic Weapons Proficiency feat** | | | | | | | | | | |
| Atom-edge Sword | 3d10 | 19-20x2 | Slashing | - | - | - | Large | 12 lb. | 25 | Mil (+3) |
| Valence Spike | 2d10 | 18-20x2 | Piercing | - | - | - | Medium | 8 lb. | 23 | Mil (+3) |
| **These weapons each require a specific Exotic Firearms Proficiency feat** | | | | | | | | | | |
| Magnic4G (grenade launcher) | 3d8 per grenade | - | Electrical | 50 ft. | Single | 20 box | Large | 15 lb. | 32 | Mil (+3) |
| Terrashock Artillery (rocket launcher) | 5d12 | x4 | Ballistic/ Fire | 120 ft. | Single | 10 box | Large | 40 lb. | 30 | Mil (+3) |
| **Explosive Weapons** (no Weapons Proficiency feat is required) | | | | | | | | | | |
| Brimstone Grenade | 6d10 | - | Fire | 20 ft. | - | - | Small | 2 lb. | 25 | Mil (+3) |

# Chapter 8: New Cybernetics

In addition to the cybernetic devices described in *d20 Future*, the Dark Horizons universe offers cybernetics specific to this setting.

## Detachable Cyber-Limbs (PL 7)

This modification can be applied to any cybernetic limb replacement technology (this includes prosthetic arms and legs, upgraded prosthetics, and advanced prosthetics; see Chapter 11: Cybernetics in *d20 Future* for details). A detachable cyber-limb can be removed as a free action, and re-attached as a move equivalent action.

**Benefit:** A detachable cyber-limb confers several benefits.

First, a removed detachable cyber-limb does not count against a character's maximum number of attachments.

Second, a removed limb is easier to repair; Repair checks made to repair a removed prosthetic limb (versus those made to repair an attached prosthetic limb) gain a +1 bonus.

Third, a character suffering from a massive damage side effect in a detachable cyber-limb can negate the side effect by detaching the limb, if that limb was his only attachment (see Chapter 10: Cybernetics in *d20 Future* for more details about the effects of massive damage on cybernetic limbs).

Fourth, a character with a detachable cyber-limb can carry additional interchangeable cyber-limbs, allowing him to replace damaged prosthetics on the fly, and to swap out limbs with different benefits.

On the drawback side, a character who removes a detachable cyber-leg has his speed reduced by 10.

**Type:** External.

**Hardness/Hitpoints:** A detachable cyber-limb has the same hardness and number of hit points as those of the base attachment.

**Base Purchase DC:** The first detachable cyber-limb acquired has a purchase DC equal to the base attachment's cost +3 (this cost includes the prosthetic limb). Any additional detachable cyber-limbs that are purchased specifically to be interchangeable with the original limb have purchase DC modifier of +1.

**Restriction:** None.

## Shield Arm (PL 7)

This prosthetic arm replacement can deploy a series of armored plates as a free action, forming a shield for fast self-defense.

**Benefit:** When the shield plates are retracted, this arm functions in the same way as a normal arm. When the shield plates are deployed, the character gains a +2 equipment bonus to defense, but the hand on the cyber-arm is inoperable when the shield is in use.

**Type:** External.

**Hardness/Hitpoints:** 5/10.

**Base Purchase DC:** 23.

**Restriction:** None.

## Utility Arm (PL 7)

A utility arm is a cybernetic replacement arm with integrated tools in place of a hand. The integrated tools can include any single kit that is required to use a skill without penalty or that provides a skill bonus, such as an electrical or mechanical tool kit. Equipment that can be used only once, such as a first aid kit, cannot be integrated into a utility arm.

**Benefit:** Skill checks made with the tools built into a utility arm are made with a +2 equipment bonus, in addition to any equipment bonus granted by the integrated equipment itself.

**Type:** External.

**Hardness/Hitpoints:** 5/10.

**Base Purchase DC:** 19, plus the cost of the integrated tool kit.

**Restriction:** None.

### Powered Claw (PL 7)

This heavy, combat-oriented cybernetic arm replacement has a large and powerful claw in place of a forearm and hand.

**Benefit:** A character with the powered claw arm attachment can make two kinds of attacks with the arm: a slam attack and a grapple attack. The slam attack deals bludgeoning damage based on the size of the attacking character: 1d4 for Small creatures, 1d6 for Medium-size creatures, and 1d8 for Large creatures. If a character attacking with a powered claw can make multiple attacks per round, he can make multiple slam attacks per round. The powered claw also adds a +4 bonus to all Grapple checks. If a character with a powered claw who is grappling or being grappled makes a Grapple check, he may deal 2d8 bludgeoning damage to a single creature being grappled.

There are drawbacks to the powered claw arm. First, a character with this unwieldy attachment suffers a –1 penalty to his dexterity. Also, because it lacks a normal hand, attempts to use a weapon or tool with the powered claw are made with a –4 penalty.

**Type:** External.
**Hardness/Hitpoints:** 5/15.
**Base Purchase DC:** 21.
**Restriction:** Military (+3).

### Concealed Storage Implant (PL 7)

A character with the concealed storage implant has two hidden compartments built into his body (usually somewhere on the torso). Each compartment can hold either a single Small item or one pound of material.

**Benefit:** Sleight of Hand checks to conceal a Small weapon in a concealed storage implant compartment automatically succeed. In addition, these compartments are very hard to distinguish from a character's normal body, and require a Spot check DC 35 in a search of a character so equipped.

**Type:** Internal.
**Hardness/Hitpoints:** -/5.
**Base Purchase DC:** 17.
**Restriction:** Illegal (+4).

# Chapter 9: The Core Implant

Originally developed around 2085 by Rising Suns scientists, the Core Implant represented a leap forward in medical cybernetic technology. This brain implant could monitor all of its host's vital functions, giving doctors real-time data on a subject's health. The earliest Core Implants could only be grafted to a human through long and expensive surgical procedures, causing the Rising Suns government to limit Core Implant technology to high-ranking government and military personnel. At the same time, however, research-oriented corporations in the Federated States were vigorously developing advanced nanotechnology for both medical and military purposes. When these corporations acquired Core Implant technology from the Rising Suns during an information exchange in 2108, the modern Core Implant was born. By 2160, nearly every human in the Dark Horizons universe received a civilian Core before reaching five years of age.

The basic Core Implant does not have many benefits in and of itself, but it enables a character to receive Core upgrades. Core upgrades can grant various special abilities; some may even be a necessary prerequisite for using some equipment, such as advanced powered armor.

Core Implant technology resembles cybernetic technology in many ways, but it also incorporates advances in both biotechnology and nanotechnology. Because of this, Core Implant technology does not follow the rules for cybernetic attachments found in *d20 Future*, although some available Core upgrades are made to function in conjunction with cybernetic attachments. Note that Core Implants do not suffer from the same drawbacks as cybernetic attachments, such as electricity vulnerability, negative levels, susceptibility to attack, and massive damage effects.

For a human character to gain the benefits of Core Implant technology, he must first acquire a basic Core Implant. Once a character has a basic Core Implant, he can have a maximum of four upgrade implants at one time.

While Core implantation is less invasive than cybernetic grafting, it still takes time. A basic Core Implant requires one week to assemble itself once administered, and a character cannot implant any Core upgrades until his basic Core Implant has finished assembling itself. Once the basic Core Implant has been installed, Core upgrades must be installed one at a time. Each Core upgrade takes 1d4 days to install.

It is necessary for a character with four Core upgrades implanted to remove one of these in order to replace it with another. To do this, the character must purchase a Core scrubber. The Core scrubber is administered in the same way as a Core Implant, but instead of installing itself, the scrubber removes one Core upgrade (chosen prior to ingestion or injection). It takes 1d4 days for the Core scrubber to remove the chosen upgrade. A Core scrubber has a purchase DC of 17.

Removing the basic Core Implant itself requires invasive brain surgery, requiring a Treat Injury check DC 35. If this check fails by more than 10, then the character undergoing the surgery takes 1d4 permanent Intelligence damage. If the check fails by more than 20, the character dies. If the operation succeeds, the Core Implant is removed, along with all of its upgrades.

## Basic Core Implant (PL 7)
The basic Core Implant is a nanocolony massing less than ten grams, which, once administered, travels through its host's blood stream to the brain near the first vertebra, where it assembles itself

into the Core Implant structure. The implantation procedure is remarkably non-invasive, often taking the form of a pill or an injection.

**Benefit:** The main benefit of the basic Core Implant is that it grants a human character 4 slots into which Core upgrades can be loaded. In addition, the basic Core Implant includes a shepherd chip (see Chapter 3: Gear in *d20 Future*).

**Type:** Internal.
**Requirements:** Human.
**Base Purchase DC:** 15.
**Restriction:** None.

## Core Upgrades

All of the Core upgrades described below are Progress Level 7.

### Fortification Core Upgrade

A soldier who needs additional hit points can call upon the Fortification Core upgrade produced by the Cybell Corporation.

**Benefit:** When a character activates the Fortification Core upgrade, Core-controlled nanites throughout the character's body react to give the character a temporary 5 + Con modifier boost in hit points for 1d6 rounds. This ability can be used once per day.

**Base Purchase DC:** 17.
**Restriction:** None.

### Agility Core Upgrade

The Agility Core upgrade increases a character's dexterity by bridging synapses in his nervous system with specially designed nanites.

**Benefit:** When a character activates the Agility Core upgrade, the bridging activity of the Core-controlled nanites throughout the character's nervous system temporarily increases his Dexterity score 50% for 2d rounds. This ability can be used once per day.

**Base Purchase DC:** 20.
**Restriction:** None.

### Cyber Maintenance Core Upgrade

This upgrade automatically repairs damaged cybernetic attachments, causing them to regenerate hit points over time.

**Benefit:** When a character with this upgrade sustains damage to one of his cybernetic attachments, his attachment will regain a number of hit points equal to 1 + the character's Con modifier after 8 hours of rest. Only one attachment can be healed in this manner at a time (the character can choose which attachment to heal in this manner). In addition, the character does not suffer side effects related to cybernetic attachments due to massive damage during or after this healing.

**Base Purchase DC:** 20.
**Restriction:** License (+2).

### Cyber Boost Core Upgrade

This Core upgrade negates the adverse effects of having too many cybernetic attachments.

**Benefit:** A character with this upgrade adds 2 to his maximum number of cybernetic attachments.

**Base Purchase DC:** 25.
**Restriction:** Military (+3).

### Cyber Emulation Core Upgrade

This upgrade imitates the effects of a particular internal cybernetic enhancement.

**Benefit:** A character who acquires the Cyber Emulation Core upgrade chooses one of the following cybernetic enhancements at purchase: anti-shock implant, skill implant, stabilizer, voice stress analyzer, data archive, feat implant, initiative implant, luminous skin, microcomputer, mindscreen implant, rage implant, targeting optics. The character gains the benefit of that cybernetic enhancement, but the upgrade does not count against the maximum number of cybernetic attachments allowed to the character and does not induce any cybernetic

drawbacks normally related to the cybernetic enhancement selected. Note that if the Progress Level of the emulated attachment is higher than the character's Progress Level (see the Introduction to *d20 Future*), the GM may choose to restrict the availability of that emulation upgrade.

**Base Purchase DC:** The purchase DC equals the purchase DC of the emulated cybernetic enhancement + 5.

**Restriction:** The restriction of the upgrade is equal to the original restriction of the emulated enhancement.

## Wireless Transceiver Core Upgrade

This upgrade allows a character to send and receive short-range radio communication, and to interface remotely with computer networks.

**Benefit:** A character with this upgrade can communicate with any other character within one mile who has a similar radio/communication device (such as this upgrade). A character with both this upgrade and access to a satellite communication network can communicate with anyone else on that network. Finally, a character with this upgrade can interface with any wireless computer network within 100 feet, allowing him to make Computer Use checks on those networks.

**Base Purchase DC:** 18.
**Restriction:** License (+1).

## Translator Core Upgrade

This upgrade connects to the visual and audio centers of the brain, and helps the character to understand unfamiliar languages.

**Benefit:** A character with this upgrade gains a +2 bonus to Decipher Script checks, and in addition understands most common languages he hears or reads (but is not, simply by virtue of the upgrade, able to write or speak those languages). The Translator Core upgrade does not allow a character to understand exotic languages (such as unknown alien languages) he hears or reads, but does still provide the character with the Decipher Script bonus when dealing with such languages.

**Base Purchase DC:** 20.
**Restriction:** None.

## Military Core Upgrade Mark I

This Core upgrade provides a suite of benefits for soldiers.

**Benefit:** The two primary features of this upgrade are External Interface Core Technology (EICT) and the battlefield survival matrix. The Military Core Upgrade Mark 1's EICT enables a character with this upgrade to equip advanced powered armor. The battlefield survival matrix of the Military Core Upgrade Mark 1 can be activated once per day as a free action. When activated, the matrix instantly heals 1d6 hit points. After this initial healing, the character then regenerates one hit point per round for the next 10 rounds (one minute). If a character activates the matrix before taking damage, he gains 1d6 temporary hit points for 10 minutes instead of healing.

**Base Purchase DC:** 28.
**Restriction:** Military (+3).

# Chapter 10: Robotics

## Tech Drones

The main addition to the field of robotics in the Dark Horizons universe is the Tech Drone, a semi-autonomous AI program housed in a small flying robot body. Tech Drones can be used only by characters in the Encoder advanced class. A Tech Drone is always at its Encoder's side, and is the means by which an Encoder runs his Tech Programs. A Tech Program run using a Tech Drone requires the same expenditure of power, resources, and ENC as a Tech Program run through a fabricator (see Chapter 13: Fabricators in this guide).

Every Tech Drone contains a Small fabricator, and has all the features described in Chapter 13: Fabricators. In addition, every Tech Drone includes a modular sensory system capable of compiling detailed data under the guidance of an appropriate Tech Program.

A Tech Drone's frame is essentially a small fabricator attached to a robot brain and a sensor system. Frames differ in the capabilities of their fabricators and their sensor systems.

All modular sensor systems used in Tech Drone frames can run the same basic Tech Programs. However, sensor systems vary widely in range. Sensor systems used in Tech Drones are extremely flexible, as each sensor in the system can be re-configured by the Tech Drone's nanites to meet the needs of specific Tech Programs.

While a Tech Drone's hardware is useful, its heart is software. A Tech Drone's AI is a learning program that grows more aware as its Encoder increases in levels in that class. An Encoder always keeps a backup of its Tech Drone's AI program; if his Tech Drone is destroyed, he can build it a new robot body into which he can load the backup.

### Building Tech Drones

While an Encoder who can afford it or who lacks the Craft (mechanical) skill to build his own Tech Drone may purchase one pre-built, it is much more common for an Encoder to build his own. A Tech Drone is built in the same way in which a non-heroic robot is built in *d20 Future* (Chapter 10: Robotics), except that the builder must use a Tech Drone frame rather than one of the frames in that chapter, and the drone must have a flight movement system installed (along with any other type or types of movement system desired). Tech Drone frames are available only in Small and Tiny sizes. Any of the locomotors, manipulators, armor, sensors, skill software, feat software, ability upgrades, or accessories described in Chapter 10: Robotics in *d20 Future* can be used when building a Tech Drone.

The stats of a Tech Drone frame are based on those of a robot frame of similar size, with modifications specific to each model. In particular, drones have modified ability scores and numbers of extra hit points. In addition, the drone's integrated fabricator and sensor systems both have their own stats, including ENC bonus, sensor range, and applicator range.

### Sample Tech Drones

For help reading these descriptions, see Chapter 10: Robotics in *d20 Future*.

### Pest 17G Tech Drone (PL 7)

The "Pest" 17G Tech Drone is preferred by Encoders who value stealth over brute force. While this describes most Encoders, this particular model is rarely seen in the field. Whether this is due to short supply or to the qualities of the drone itself is a subject of much debate.

**Purchase DC:** 29.
**Restriction:** Licensed (+1).

**Pest 17G Tech Drone:** CR 1/4; Tiny construct; HD 1/4d10+3; hp 4; Mas –; Init +2; Spd 20 ft. fly; Defense 21 (+3 Dex, +2 size, +6 equipment), touch 15, flat-footed 18; BAB +0; Grap -3; Atk +1 melee (1 nonlethal bludgeoning), or +4 ranged; FS 2.5 ft. by 2.5 ft.; Reach 0 ft.; SQ construct traits, Tech Drone traits; AL owner; SV Fort +0, Ref +3, Will +0; AP 0; Rep 0; Str 8, Dex 17, Con –, Int 10, Wis 10, Cha 5.

   **Skills:** Computer Use +8, Hide +11, Move Silently +11.

   **Feats:** --.

The Pest 17G Tech Drone has the following systems and accessories:
   **Frame:** Wasp M-2 Tech Drone Frame (Tiny).
   **Locomotion:** Graviton lens.
   **Manipulators:** Hand.
   **Armor:** Resilium armor.
   **Sensors:** Class V sensor system.
   **Skill Software:** Computer Use skill progit (8 ranks), Hide skill progit (8 ranks), Move Silently skill progit (8 ranks), Language chip (Japanese).
   **Feat Software:** --.
   **Ability Upgrade:** Dexterity upgrade (+2)
   **Accessory:** Vocalizer.
   **Equipment:** --.
   **ENC Bonus:** +10.
   **Expanded Memory Slots:** 3.
   **Sensor Range:** 40 feet.
   **Applicator Range:** 15 feet.

### Interceptor X1 Tech Drone (PL 7)

The Interceptor X1 Tech Drone, built on a robot frame manufactured in the Federated States, is one of the most common mass-produced Tech Drones. Several thousand Interceptors were issued to Encoders employed by the Federated States Military during and after the Martian Revolution. These tech-savvy soldiers served primarily as communications officers, but probably spent more time assisting ENTs with powered armor maintenance than doing anything else.
   **Purchase DC:** 22.
   **Restriction:** Licensed (+1).

**Interceptor X1:** CR 1/2; Small-size construct; HD 1/2d10+4; hp 6; Mas --; Init +2; Spd 40 ft. fly (clumsy); Defense 16 (+2 Dex, +1 size, +3 equipment), touch 13, flat-footed 14; BAB +0; Grp -1; Atk +1 melee (1d3 lethal, slashing), or +1 melee (1d3 nonlethal bludgeoning, claws), or +3 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits, Tech Drone traits; AL owner; SV Fort +0, Ref +2, Will +0; AP +0; Rep +0; Str 10; Dex 14; Con --; Int 10; Wis 10; Cha 5.
   **Skills:** Computer Use +4, Repair +4.
   **Feats:** --.

The Interceptor X1 Tech Drone has the following systems and accessories:
   **Frame:** Federated States' Interceptor Tech Drone Frame (Small).
   **Locomotion:** Propeller (air).
   **Manipulators:** Claw.
   **Armor:** Duraplastic armor.
   **Sensors:** Class III sensor system.
   **Skill Software:** Computer Use skill chip (4 ranks), Repair skill chip (4 ranks).
   **Feat Software:** --.
   **Ability Upgrade:** --.
   **Accessory:** AV transmitter.
   **Equipment:** --.
   **ENC Bonus:** +8.
   **Expanded Memory Slots:** 5.
   **Sensor Range:** 40 feet.
   **Applicator Range:** 15 feet.

**Table 12-1: Tech Drone Frames**

| Model | Base Purch. DC | Base HD | Extra hp | Str | Dex | Int | Wis | Cha | ENC Bonus/ Memory | Sensor Range | App. Range Inc. |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Small** | | | | | | | | | | | |
| Dragonfly M-1 | 16 | 1/2d10 | +5 | 11 | 12 | 10 | 10 | 5 | +10/3 | 30 ft. | 10 ft. |
| Dragonfly M-2 | 20 | 1/2d10 | +8 | 12 | 13 | 10 | 10 | 5 | +12/4 | 40 ft. | 15 ft. |
| FS Interceptor | 18 | 1/2d10 | +4 | 10 | 14 | 10 | 10 | 5 | +8/5 | 40 ft. | 15 ft. |
| EC Zaber | 18 | 1/2d10 | +8 | 14 | 10 | 10 | 10 | 5 | +10/4 | 25 ft. | 15 ft. |
| **Tiny** | | | | | | | | | | | |
| Wasp M-1 | 12 | 1/4d10 | - | 7 | 14 | 10 | 10 | 5 | +8/2 | 30 ft. | 10 ft. |
| Wasp M-2 | 16 | 1/4d10 | +3 | 8 | 15 | 10 | 10 | 5 | +10/3 | 40 ft. | 15 ft. |
| RS I-Do | 15 | 1/4d10 | +3 | 7 | 16 | 10 | 10 | 5 | +8/3 | 30 ft. | 20 ft. |
| Infektor X-3 | 18 | 1/4d10 | +5 | 8 | 14 | 10 | 10 | 5 | +12/4 | 30 ft. | 15 ft. |

# New Robotic Components

The components described below are specific to the Dark Horizons universe campaign setting.

## Graviton Lens (PL 7)

This component allows a robot to fly fairly well by projecting an energy field around the robot that bends gravitons (much as an optical lens bends light). Because the power consumption of this field increases exponentially with mass, it is effective only on robots of Medium-size or smaller.

**Base Speed:** Fly 20 feet (good).

**Purchase DC:** One-half the base purchase DC of the robot's frame.

## Landing Arm (PL 7)

This manipulator was designed for a Tiny or Small flying robot, to be used as a hand during flight and as a landing gear while at rest. When used as a manipulator, the landing arm functions like a claw. When a flying robot with a landing arm is on the ground, it has a ground speed of 10 feet.

**Damage:** Lethal slashing or non-lethal bludgeoning of 1d2 for Tiny robots and 1d3 for Small robots.

**Purchase DC:** 12 + one quarter of the base purchase DC of the robot's frame.

# Chapter 11: Vehicles

While some are no longer in common usage, all of the vehicles found in the *d20 Modern Roleplaying Game* and *d20 Future* can be used in this campaign setting; in addition, the Dark Horizons universe offers the vehicles described below.

### The Graviton Flux Engine (PL 7)

Like the internal combustion engine, the Graviton Flux Engine (GFE) revolutionized the world and forever changed the way mankind moved and worked. The GFE generates a column of disturbed gravitons beneath above which a vehicle can glide at incredible speeds, at distances from the ground ranging from a few inches to well over a mile. Vehicles powered by the GFE, deliver everything from cargo and passengers to death and destruction with unprecedented ease. After fighting it for centuries, mankind has finally conquered gravity, courtesy of the GFE.

## Aerodyne Vehicles and Equipment

### The Omnicar (PL 7)

As space travel became common, it was inevitable that someone would develop a personal vehicle capable of traveling not only across a planet, but also through its atmosphere and even above it. The release of the Omnicar by Aerodyne Vehicles (one of the largest manufacturers of the GFE) was one of the most significant breakthroughs in transportation since the conception of the automobile. Within five years of that release, every major manufacturer had its own version of the Omnicar.

The largest difference between the Omnicar and other hovervehicles is the Omnicar's ability to leave a planet's atmosphere and enter orbit. Like other hovervehicles, the Omnicar is restricted to an altitude of 5,000 feet or less while traveling "on" a planet; however, with a permit from the planet's orbiting station
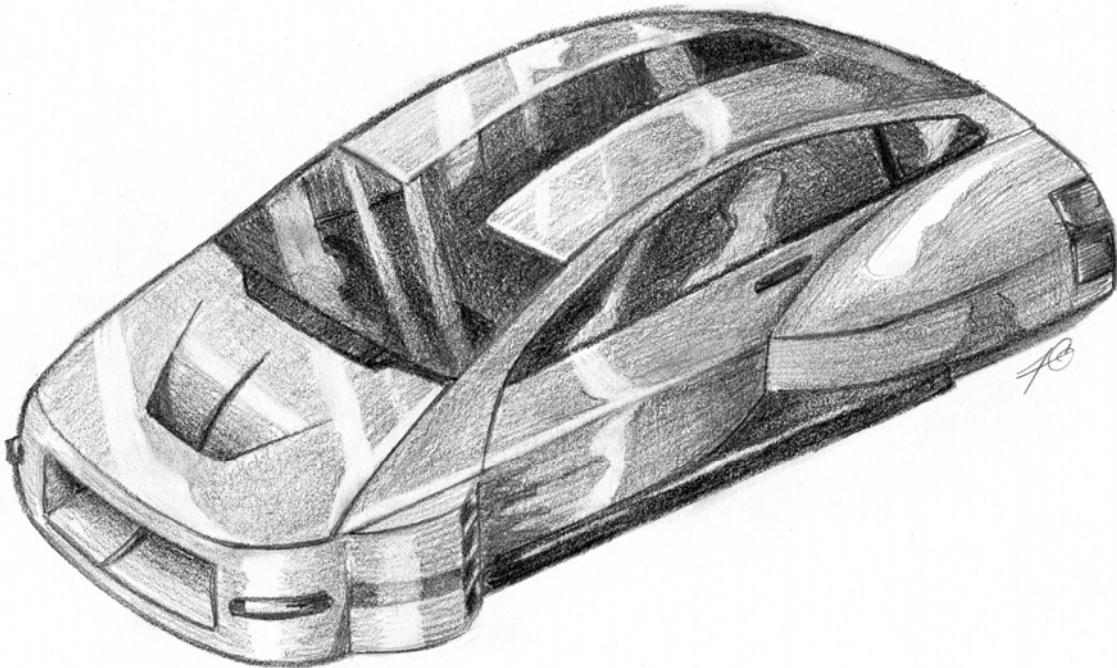
(which is generally quite expensive) an Omnicar is allowed to leave the planet's atmosphere. Once in space, the limitations of both the GFE and the Omnicar's onboard life support systems make the Omnicar capable of only short flights (roughly the distance from the Earth to the Moon).  The Omnicar takes up an area 2 squares wide and three squares long.

| Crew | Pass. | Cargo | Maneuver |
|---|---|---|---|
| 1 | 4 | L | +0 |
| **Defense** | **Hard.** | **Init.** | **Top Speed** |
| 9 | 8 | -2 | 320 (32) |
| **Size** | **hp** | **Rest.** | **Purch. DC** |
| H | 45 | Lic (+1) | 42 |

## Omnicar Booster (PL 7)

For Omnicar drivers wanting a little extra speed, a booster (purchase DC 22) is readily available.  When activated, the booster gives +60 to the Omnicar's top speed for 1 round.  A booster can be used twice before it needs to be refueled.  One fill-up of booster fuel has a purchase DC of 17.

## Vulcan (PL 7)

Though the Omnicar was never intended to have firepower and weapons are not sold with the car, some more adventuresome drivers add their own "offensive driving" capabilities, courtesy of a thriving black market. The Vulcan, a 5.56mm machinegun which can be mounted behind the grill of the Omnicar, is a popular choice for this purpose.

| Damage | Critical | Damage Type | Range Increment |
|---|---|---|---|
| 2d8 | 20 | Ballistic | 70 ft. |
| **Rate of Fire** | **Magazine** | **Purchase DC** | **Restrictions** |
| S | 30 | 18 | Res (+2) |

## The Omnicar-G (PL 7)

Soon after its release of the Omnicar, Aerodyne released a military version, known as the Omnicar-G (G for gunship), based on the successful design of the original. The Omnicar-G trades passenger capacity and speed for light armor and the addition of a gun turret with a Rapier gun. The Omnicar-G takes up the same amount of space as the civilian Omnicar.

| Crew | Passengers | Cargo | Init. | Maneuver | Top Speed |
|---|---|---|---|---|---|
| 2 | 2 | L | -2 | +0 | 280 (28) |
| **Defense** | **Hardness** | **Hit Points** | **Size** | **Purchase DC** | **Restriction** |
| 9 | 10 | 55 | H | 55 | Mil (+3) |
| **Damage** | **Critical** | **Damage Type** | **Range** | **Rate of Fire/ Magazine** | **Purch. DC (ammo)** |
| 2d10 | 20 | Ballistic | 80 ft. | A/60 box | 22 |

## *New Land Vehicles*

### Abolisher II Main Battle Tank (PL 7)

Developed by Interstellar Arms (an independent weapons manufacturer) the Abolisher is named after a tank used by the Federated States in its war with the Confederation in 2160. The GFE-equipped Abolisher II is able to reach an altitude of 100 feet and can cross any terrain, including open water. Its primary weapon is the Abolisher Main Cannon; it also possesses one open weapon mount. The Abolisher II occupies an area 3 squares wide by 4 squares long, and provides 100% cover to its occupants.

### Ravage Fast Assault Vehicle (PL 7)

Designed to get a small force of infantry in and out in a hurry, the Ravage is a small, lightweight, all-terrain vehicle capable of protecting its occupants as well as delivering them quickly. Its maneuverability and speed make it the perfect special ops strike vehicle. The Ravage has two open weapon mounts, one centered in the back and one for the front passenger. The Ravage occupies an area 2 squares wide by 3 squares long, and provides 25% cover to its occupants.

### HK Striker (PL 7)

This hunter/killer-style ground vehicle is designed to swiftly close in on a target and attack with its single heavy particle beam. It occupies an area 2 squares wide by 3 squares long, and provides 50% cover to its occupants.

### Osprey Hover-Bike (PL 7)

The Osprey hover-bike uses a single gyroscopic wheel for ground travel, as well as a compact version of the GFE (similar to that found in the Omnicar) for flight. Unlike the Omnicar, the Osprey is incapable of traveling outside the atmosphere. In addition, because of the thinning atmosphere, it cannot be used above an altitude of about 100 feet unless its driver is wearing a pressurized suit with an independent air supply. It occupies an area 1 square wide by 2 squares long, and provides 25% cover to its occupant.

## Land Vehicle Accessories

### Umbrella Defense System (PL 7)

When the age of smart weapons reached its pinnacle, these weapons could be directed with precision to any given square foot of space anywhere on Earth.  Eventually, though, the development of smart weapons reached a plateau, and weapons experts began to design and deploy complex computer-controlled defense systems such as the Umbrella Defense System.  Mounted on the back of a trailer or similar vehicle, the Umbrella is attached to the end of a long mast that is raised above the particular area in need of protection.  If the Umbrella's computer sensors detect an incoming projectile, an omni-directional prism at the top of the mast fires a laser into the air, destroying the threat before it can reach the ground.  Characters standing within 150 feet of the Umbrella defense system are protected from all incoming non-energy projectile attacks, granting them nine-tenths cover (for more detail on cover, see Chapter 5: Combat of the *d20 Modern Roleplaying Game*).

### Hellfire Rockets (PL 7)

Hellfire rockets are launched from a single-use launcher system that can be mounted on any military land vehicle of crew size 3 or greater. Located in the head of the Hellfire rocket is a nanite tracking system capable of locking onto targets.  A character using the Hellfire rocket gains a +2 to his attack roll.

### Table 10-2: Land Vehicles

| Vehicle | Crew | Pass. | Cargo | Init. | Man. | Speed | Def. | Hard. | hp | Size | Purch. DC | Rest. |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Abolisher II | 3 | 0 | M | -4 | -3 | 175 (17) | 6 | 20 | 80 | G | 55 | Mil (+3) |
| Ravage | 3 | 2 | S | -2 | -2 | 200 (20) | 8 | 5 | 30 | H | 34 | Res (+2) |
| HK Striker | 2 | 0 | 150 | -1 | -1 | 180 (18) | 9 | 14 | 40 | L | 38 | Mil (+3) |
| Osprey | 1 | 0 | 0 | 1 | 1 | 320 (32) | 10 | 5 | 20 | M | 28 | Lic (+1) |

### Table 10-3: Land Vehicle Weapons

| Weapon | Damage | Critical | Dam. Type | Range | Rate of Fire | Mag. | Size | Weight | Purch. DC | Rest. |
|---|---|---|---|---|---|---|---|---|---|---|
| Abolisher Cannon | 12d12 | 20 | Ballistic | 120 ft. | S | 5 Int. | Huge | * | * | * |
| Hellfire rockets (5) | 5d10 | 20 | Fire | 100 ft. | S | * | Huge | 150 | 22 | Mil (+3) |

### Table 10-4: Land Vehicle Ammunition

| Ammunition Type (Quantity) | Purchase DC |
|---|---|
| Abolisher Cannon Shell | 20 |

## New Marine Vehicles

### Lamprey (PL 7)

In 2190, after an extensive review of the Eastern Confederation's Dazhdbog Project, the Institute of Military Research released the Lamprey, a submersible fighter capable of traveling at 180 mph underwater. The Confederation relies heavily on the Lamprey to defend its cities on the Confederation planet Atlantis.

By using a technique called super-cavitation, the "subjet" vaporizes the water at its nosecone, encasing the sub in a bubble of air through which it then "flies". Though not very maneuverable, the Lamprey is unmatched in speed while submerged, making it virtually impossible to hit.

The Lamprey carries a forward-facing launcher which fires super-cavitating Swordfish rockets (purchase DC 20 for a magazine). It is impervious to attack from any weapon or vehicle not designed for submersible combat. The Lamprey occupies an area 4 squares wide by 5 squares long, and provides 75% cover to all its occupants.

### Table 10-5: Marine Vehicles

| Vehicle | Crew | Pass. | Cargo | Init. | Man. | Speed | Def. | Hard. | hp | Size | Purch. DC | Rest. |
|---------|------|-------|-------|-------|------|-------|------|-------|----|------|-----------|-------|
| Lamprey | 1 | 0 | F | -4 | -4 | 180 (18) | 10 | 8 | 65 | G | 60 | Mil (+3) |

### Table 10-6: Marine Vehicle Weapons

| Weapon | Damage | Critical | Dam. Type | Range | Rate of Fire | Mag. | Size | Weight | Purch. DC | Rest. |
|--------|--------|----------|-----------|-------|--------------|------|------|--------|-----------|-------|
| Swordfish | 4d12 | 20 | Fire | 150 ft. | Single | 10 Int. | Huge | * | * | * |

## New Air Vehicles

### Condor Jet (PL 6)

The Condor has a long reputation of safety and reliability. Though one of the few remaining aircraft still limited to operating only in an atmosphere, it is one of the top-selling civilian jets on the market – a favorite of the wealthy of both Earth and Mars. The Condor takes up an area 20 squares wide (including wings; fuselage occupies 2 squares) by 26 squares long, and provides 75% coverage for passengers and 50% coverage for crew.

### Raven Cargo Jet (PL 6)

When large cargo must be moved across a planet, the massive wings and six engines of the Raven cargo jet are up to the challenge. The Raven's cargo capacity is much higher than that of any other jet available. The Raven takes up an area 40 squares wide (including wings; fuselage occupies 3 squares) by 50 squares long, and provides 50% coverage for crew.

### Table 10-7: Air Vehicles

| Name | Crew | Pass. | Cargo | Init. | Man. | Top Speed | Def. | Hard. | hp | Size | Purch. DC | Rest. |
|------|------|-------|-------|-------|------|-----------|------|-------|----|------|-----------|-------|
| Condor | 2 | 20 | 2,000 lb. | -4 | -4 | 1,500 (150) | 6 | 5 | 55 | G | 50 | Lic (+1) |
| Raven | 4 | 0 | 250,000 lb. | -4 | -4 | 500 (50) | 4 | 5 | 65 | G | 55 | Lic (+1) |

## Chapter 12: New Starships

The Federated States' introduction in 2068 of the Mustang fighter changed the scope of warfare. These new aerospace fighters were capable of reaching escape velocity and of atmospheric re-entry, and they arrived at their destinations ready to fight. Though not as effective as their modern-day counterparts, these early starships presented a new threat to targets on the ground, in the air, and in space. By 2300, the starship was no longer just for fighting; in fact, it had become just as much a part of everyday life as the airplane was during the 21st century.

In addition to the starship subtypes found in *d20 Future*, the new starships described below are available for use in the Dark Horizons universe. For more information on starship basics and on reading these descriptions, see Chapter 7: Starships in *d20 Future*.
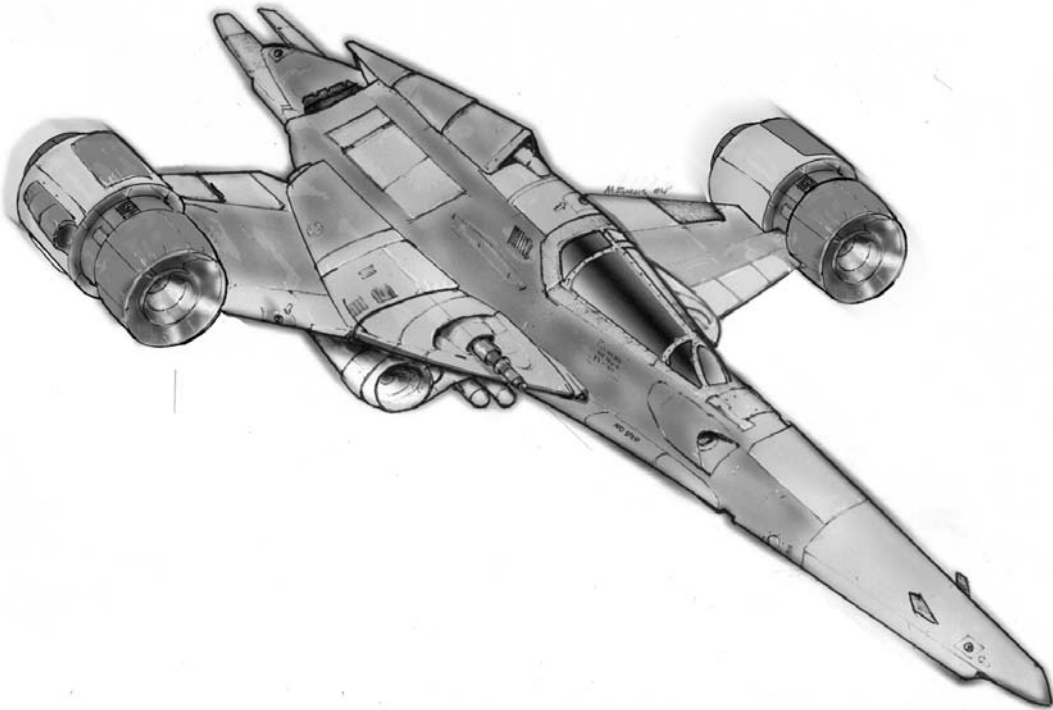
## Interceptor-class fighter (PL 7)

Midpoint Aerospace Works' basic fighter was designed to be upgraded by the buyer. This *Interceptor*-class fighter is fast and maneuverable in an atmosphere, but really bares its fangs in space. Two adrenaline drive thrusters are slung under the fuselage, while direct particle drives adorn each of the wingtips.

| | |
|---|---|
| **Type:** Ultralight | **Size:** Huge (-2 size) |
| **Subtype:** Fighter | **Tactical Speed:** 4,500 ft. (9 sq.) |
| **Defense:** 19 | **Length:** 31 feet |
| **Flat-footed Defense:** 13 | **Weight:** 32,000 lb. |
| **Autopilot Defense:** 6 | **Targeting System Bonus:** +4 |
| **Hardness:** 30 | **Crew:** 1 (ace+12) |
| **Hit Dice:** 9d20 (180 hp) | **Passenger Capacity:** 0 |
| **Initiative Modifier:** +8 | **Cargo Capacity:** 800 lb. |
| **Pilot's Class Bonus:** +6 | **Grapple Modifier:** +8 |
| **Pilot's Dex Modifier:** +6 | **Base Purchase DC:** 50 |
| **Gunner's Attack Bonus:** +8/+3 | **Restriction:** Military (+3) |

**Attack:**
   2 fire-linked shriek cannons (12d12) and
   1 neutron gun (6d8)
**Attack of Opportunity:**  None

**Design Specs:**
   **Engines:** Direct particle drive, thrusters
   **Armor:** Ablative
   **Defense Systems:** Improved damage control (2d10), magnetic field
   **Sensors:** Achilles targeting system, class VII sensor array
   **Communications:** Mass transceiver
   **Weapons:** 2 fire-linked shriek cannons (range incr. 6,000 ft.), 1 neutron gun (range incr. 5,000 ft.)
   **Grappling Systems:** None

## Titan-class fighter (PL 7)

Midpoint Aerospace Works' *Titan*-class fighter is designed to deliver a crippling blow to starships much larger than itself – not by engaging in direct combat (larger starships are virtually invulnerable to fighters themselves), but by delivering the new Titan anti-ship bomb at close range.  While slower than most present-day fighters, the *Titan*-class fighter is ideal for getting in close to launch the Titan.

| | |
|---|---|
| **Type:** Ultralight | **Size:** Gargantuan (-4 size) |
| **Subtype:** Fighter | **Tactical Speed:** 4,000 ft. (8 sq.) |
| **Defense:** 19 | **Length:** 31 feet |
| **Flat-footed Defense:** 13 | **Weight:** 32,000 lb. |
| **Autopilot Defense:** 6 | **Targeting System Bonus:** +4 |
| **Hardness:** 30 | **Crew:** 1 (ace+12) |
| **Hit Dice:** 10d20 (200 hp) | **Passenger Capacity:** 1 |
| **Initiative Modifier:** +8 | **Cargo Capacity:** 1,500 lb. |
| **Pilot's Class Bonus:** +6 | **Grapple Modifier:** +8 |
| **Pilot's Dex Modifier:** +6 | **Base Purchase DC:** 55 |
| **Gunner's Attack Bonus:** +8/+3 | **Restriction:** Military (+3) |

**Attack:**
   2 fire-linked plasma cannons (21d8) and
   1 mass cannon (8d12)
**Attack of Opportunity:**  None

**Design Specs:**
   **Engines:** Direct particle drive, thrusters
   **Armor:** Neutronite
   **Defense Systems:** Improved damage control (2d10), magnetic field
   **Sensors:** Targeting system, class V sensor array
   **Communications:** Mass transceiver
   **Weapons:** 2 fire-linked plasma cannons (range incr. 3,000 ft.), 1 mass cannon (range incr. 5,000 ft.)
   **Grappling Systems:** None

## Nebula-class fighter (PL 7)

27<sup>th</sup>-century space combat relies heavily on sensors and computer systems. The *Nebula*-class fighter, heavily loaded with jamming devices and electronic counter-measures, was designed to fight as part of a wing; its role is to disrupt modern combat for its opponents. Any friendly ship within a 3,000-foot radius of the *Nebula*-class fighter receives +2 to its defense (the Nebula does not receive this bonus).

| | |
|---|---|
| **Type:** Ultralight | **Size:** Gargantuan (-4 size) |
| **Subtype:** Fighter | **Tactical Speed:** 3,500 ft. (9 sq.) |
| **Defense:** 20 | **Length:** 40 feet |
| **Flat-footed Defense:** 15 | **Weight:** 40,000 lbs. |
| **Autopilot Defense:** 10 | **Targeting System Bonus:** +2 |
| **Hardness:** 20 | **Crew:** 2 (expert +8) |
| **Hit Dice:** 6d20 (120 hp) | **Passenger Capacity:** 2 |
| **Initiative Modifier:** +8 | **Cargo Capacity:** 500 lbs. |
| **Pilot's Class Bonus:** +7 | **Grapple Modifier:** +8 |
| **Pilot's Dex Modifier:** +6 | **Base Purchase DC:** 49 |
| **Gunner's Attack Bonus:** +2 | **Restriction:** Military (+3) |

**Attack:**
  1 shriek cannon (8d10)
**Attack of Opportunity:** None

**Design Specs**
  **Engines:** Direct particle drive, thrusters
  **Armor:** Polymeric
  **Defense Systems:** Improved damage control (2d10)
  **Sensors:** Class VII sensor array
  **Communications:** Mass transceiver
  **Weapons:** 1 shriek cannon (range incr. 6,000 ft.)
  **Grappling Systems:** None

## Hammerhead–class cruiser (PL 8)

This cruiser is the most commonly-seen starship in the galaxy. About 850 feet long, relatively inexpensive, and faster than most other starships, the *Hammerhead*-class cruiser is often perfect for independent parties just entering space.

| | |
|---|---|
| **Type:** Mediumweight | **Size:** Colossal (-8 size) |
| **Subtype:** cruiser | **Tactical Speed:** 4,500 ft. (9 sq.) |
| **Defense:** 7 | **Length:** 850 feet |
| **Flat-footed Defense:** 5 | **Weight:** 40,000 tons |
| **Autopilot Defense:** 7 | **Targeting System Bonus:** +5 |
| **Hardness:** 20 | **Crew:** 150 (expert +8) |
| **Hit Dice:** 250d20 (5,000 hp) | **Passenger Capacity:** 30 |
| **Initiative Modifier:** +8 | **Cargo Capacity:** 1,500 tons |
| **Pilot's Class Bonus:** +5 | **Grapple Modifier:** +16 |
| **Pilot's Dex Modifier:** +4 | **Base Purchase DC:** 60 |
| **Gunner's Attack Bonus:** +4 | **Restriction:** Restricted (+2) |

**Attack:**
  Battery of 3 heavy maser cannons (16d8) and
  battery of 2 flak driver guns (8d10)
**Attack of Opportunity:**
  Point-defense system (3d12x10)

**Design Specs:**
  **Engines:** Mass driver engine, helium-3 plasma drive
  **Armor:** Polymeric
  **Defense Systems:** 1 chaff launcher (8 chaff bundles), 1 decoy drone launcher (8 drones), improved autopilot system, improved damage control (4d10), point-defense system
  **Sensors:** Class III sensor array, improved targeting system
  **Communications:** Mass transceiver
  **Weapons:** Battery of 3 heavy maser cannons (range incr. 8,000 ft.), battery of 2 flak driver guns (range incr. 3,000 ft.)
  **Grappling Systems:** Grapplers

## Leviathan-class battleship (PL 8)

A staggering 1,500 feet long, the Leviathan-class battleship does justice to its name. This starship is the backbone of most military fleets in the Dark Horizons universe.

| | |
|---|---|
| **Type:** Heavy | **Size:** Colossal (-8 size) |
| **Subtype:** Leviathan | **Tactical Speed:** 3,500 ft. (7 sq.) |
| **Defense:** 7 | **Length:** 1,500 feet |
| **Flat-footed Defense:** 5 | **Weight:** 190,000 tons |
| **Autopilot Defense:** 7 | **Targeting System Bonus:** +3 |
| **Hardness:** 30 | **Crew:** 450 (expert +8) |
| **Hit Dice:** 550d20 (11,000 hp) | **Passenger Capacity:** 120 |
| **Initiative Modifier:** +4 | **Cargo Capacity:** 65,000 tons |
| **Pilot's Class Bonus:** +3 | **Grapple Modifier:** +16 |
| **Pilot's Dex Modifier:** +2 | **Base Purchase DC:** 76 |
| **Gunner's Attack Bonus:** +2 | **Restriction:** Military (+3) |

**Attack:**
   Battery of 5 mass cannons (8d12) and
   battery of 5 maser cannons (12d8)
and
   flak driver gun (8d10)
**Attack of Opportunity:**
   Point-defense system (4d12x10)

**Design Specs:**
   **Engines:** Mass driver engine, thrusters
   **Armor:** Cerametal
   **Defense Systems:** 1 chaff launcher (8 chaff bundles), 1 decoy drone launcher (8 drones), improved autopilot system, improved damage control (5d10), point-defense system, magnetic field, sensor jammer
   **Sensors:** Class VII sensor array, improved targeting system
   **Communications:** Mass transceiver, drivesat comm array
   **Weapons:** Battery of 5 mass cannons (range incr. 5,000 ft.), battery of 5 maser cannons (range incr. 6,000 ft.), 1 flak driver gun (range incr. 3,000 ft.)
   **Grappling Systems:** Grapplers

## Capital-class star carrier (PL 8)

The Capital-class star carrier is the largest ship every deployed in the Dark Horizons universe. Almost a quarter of a mile long, a Capital-class star carrier is an impenetrable fortress in space. Even a Leviathan-class battleship would run from this mighty ship.

| | |
|---|---|
| **Type:** Superheavy | **Size:** Colossal (-8 size) |
| **Subtype:** Capital | **Tactical Speed:** 3,500 ft. (7 sq.) |
| **Defense:** 11 | **Length:** 2,500 feet |
| **Flat-footed Defense:** 7 | **Weight:** 475,000 tons |
| **Autopilot Defense:** 7 | **Targeting System Bonus:** +5 |
| **Hardness:** 40 | **Crew:** 1,800 (expert +8) |
| **Hit Dice:** 1,300d20 (26,000 hp) | **Passenger Capacity:** 500 |
| **Initiative Modifier:** +6 | **Cargo Capacity:** 175,000 tons |
| **Pilot's Class Bonus:** +5 | **Grapple Modifier:** +16 |
| **Pilot's Dex Modifier:** +4 | **Base Purchase DC:** 82 |
| **Gunner's Attack Bonus:** +4 | **Restriction:** Military (+3) |

**Attack:**
   2 fire-linked flak driver guns (12d10) and
   Battery of 4 heavy mass cannons (10d12) and
   Battery of 4 heavy maser cannons (16d8) and
   Battery of 2 starload missile launchers (20d8) and
   4 fire-linked quantum cannons (28d8)
**Attack of Opportunity:**
   Point-defense system (5d12x10)

**Design Specs:**
   **Engines:** Mass driver engine, thrusters
   **Armor:** Neutronite
   **Defense Systems:** 1 chaff launcher (8 chaff bundles), 1 decoy drone launcher (8 drones), improved autopilot system, improved damage control (6d10), point-defense system, magnetic field, repair drones, sensor jammer
   **Sensors:** Class VIII sensor array, improved targeting system

**Communications:** Mass transceiver, drivesat comm array

**Weapons:** 2 fire-linked flak driver guns, 1 battery of 4 heavy mass cannons (range incr. 6,000 ft.), 1 battery of 4 heavy maser cannons (range incr. 8,000 ft.), 1 battery of 2 starload missile launchers (16 missiles), 4 fire-linked quantum cannons (range incr. 6,000 ft.)

**Grappling Systems:** Grapplers

## New Starship Engines

In addition to the starship engines found in *d20 Future*, you can play with six types of starship engine specific to the Dark Horizons universe. For more information on basic starship propulsion, see Chapter 7: Starships in *d20 Future*.

### Helium-3 Plasma Drive (PL 6)

The helium-3 plasma drive is an upgraded version of the fusion torch engine (see Chapter 7: Starships in *d20 Future*). Helium-3, though harder to acquire than hydrogen, has a much higher rate of fusion, giving a starship using this fuel a higher mass-thrust ratio. Because of the enormous amount of radiation expelled from the engine of a starship using this fuel, this drive can never be used in an atmosphere. A ship that uses the helium-3 plasma drive as its primary source of propulsion must refuel after either four battles or one interplanetary trip. Fuel for the helium-3 plasma drive has a purchase DC of 25.

**Minimum Ship Size:** Colossal.
**Tactical Speed Bonus:** +1,000 feet (+2 squares).
**Purchase DC:** 10 + one-half the base purchase DC of the starship.

### Mass Driver Engine (PL 7)

Like the particle impulse engine, the mass driver engine uses an electromagnetic accelerator known as a mass driver to propel reaction mass to high velocities and expel it for thrust. The mass driver engine uses cosmic matter collected from space for its fuel. This is one of the two most commonly-used starship engines in the Dark Horizons universe.

**Minimum Ship Size:** Colossal.
**Tactical Speed Bonus:** +1,500 feet (+3 squares).
**Purchase DC:** 10 + one-half the base purchase DC of the starship.

### Direct Particle Drive (PL 7)

The direct particle drive uses an electromagnetic accelerator much like that used in the mass driver engine, only much smaller. The engine turns stored reaction mass into thrust by accelerating its particles and expelling them through vectored nozzles. Because the direct particle drive uses stored "fuel" for reaction mass and requires no oxygen, it is effective for either atmospheric or space flights. However, when a starship uses this drive within an atmosphere, it loses the tactical speed bonus granted by the drive. A ship that uses the direct particle drive as its primary source of propulsion must refuel after either five battles or one interplanetary trip. Fuel for the direct particle drive has a purchase DC of 27.

**Minimum Ship Size:** Gargantuan.
**Tactical Speed Bonus:** +1000 feet (+2 square).
**Purchase DC:** 10 + one-half the base purchase DC of the starship.

### Graviton Flux Engine (PL 7)

Designed for smaller starships that are intended only for short trips, the graviton flux engine gets its name from the fluctuations it creates in a gravitational field. The graviton flux engine cannot operate in the absence of a relatively strong gravitational field (such as that near a star or planet), but its technology works very well for shuttles and launches.

**Minimum Ship Size:** Large.
**Maximum Ship Size:** Gargantuan.
**Tactical Speed Bonus:** +0 feet.
**Purchase DC:** 10 + one-half the base purchase DC of the starship.

## Quantum Electrino Drive (QED) (PL 8)

The quantum electrino drive, or QED, is one of the most commonly-used starship engines in the Dark Horizons universe. The QED uses super-cooled hydrogen to begin a complex process that moves a starship instantly from one point in space to another. (More information about this process can be found at the end of this section.)

In order for a starship to achieve a successful jump using the QED, the ship's destination must be mapped prior to the jump. Using the QED near a significant mass (such as within a solar system) introduces uncertainty into the complex calculations that are needed to plan a jump, and the result of a risky QED jump is randomly determined by the GM.

The QED can be activated as a full round action by spending 4 action points. After a jump, the ship cannot make another jump for 5 hours as the QED cools down. After 5 jumps, the QED must be refueled (purchase DC 35). Because the QED does not create any thrust, a starship using this drive for long-distance space travel must have another form of propulsion as well.

**Minimum Ship Size:** Colossal.
**Tactical Speed Bonus:** +0 feet.
**Purchase DC:** 15 + one-half the base purchase DC of the starship.

## Limited Void Drive (LVD) (PL 8)

While the QED requires a fusion reaction too large for smaller starships to generate, Gargantuan starships can be outfitted with the limited Void drive (LVD) for a similar effect. In place of the QED's large proton-proton fusion reactors, the LVD uses a specialized energy storage system to create its disruption field. Each LVD is limited to one jump through the Void before it must be recharged. Each recharge of the LVD has a purchase DC of 15.

**Minimum Ship Size:** Gargantuan.
**Tactical Speed Bonus:** +0 feet.

**Purchase DC:** 10 + one-half the base purchase DC of the starship.

## *The Science of the QED*

### The Kerwood Theory

Tara Kerwood, a well known astrophysicist, published her revolutionary theory in 2201. In this historic paper, she theorized that the four dimensions of space and time – the framework upon which our perception of reality is constructed – are held together only by a very delicate balance between mass and energy, and that if that balance were to be disrupted, the relationships among those dimensions would be altered. In the presence of enough raw energy, she explained, that balance would be at least locally and temporarily upset, causing the relationships among the four dimensions (and with them "reality" as we know it) to destabilize. This destabilization in the presence of high energy levels is now known as the Kerwood Reaction.

She postulated further that the "location" of an object in three-dimensional space was merely a function of the relationship between the object's mass signature field and the resting, or balanced, state of the four dimensions against which we understand the concept of location, and that an object's mass signature field is fluid in the case that the four dimensions of space and time are not in that resting state.

Kerwood described an object with a fluid mass signature as "in the Void" – that is, experiencing a state of disconnect from reality as we know it.

### Project Stribog

In 2247, scientists on the Eastern Confederation's Gaspra Outpost put Kerwood's ideas into practice. The end result of Project Stribog, as they called it, was the quantum electrino drive, a device that uses proton-proton fusion to produce a massive field of energy

surrounding a starship. At the same time that this fusion triggers the Kerwood Reaction, a computer within the drive activates a transponder which alters the ship's mass signature field. When the dimensions of space and time relax to their resting state, the starship re-emerges from the Void at a new location in three-dimensional space. The ship's new location is a function of the specific manner in which the ship's mass signature field was altered.



### The Void

While the QED has revolutionized space travel, little is known about what actually transpires when a starship enters and exits the Void. Because nothing exists in the Void, there is no concrete sensor data describing what happens. Once the balance between mass and energy has been disrupted, an object can enter into a realm that is not governed by the rules of reality (for this reason, the Void is better described as a "lack of reality" than as an actual location). The most common hypothesis is that the Void is a chaotic realm where the rules of physics do not apply.

A more radical idea, held by members of some fanatical groups, is that the Void contains entities that do not fit into our perception of reality. These groups believe that traveling through the Void is at best dangerous and at worst evil because those things could manifest in our reality as a result of the disturbance that allows an object to enter the Void.

## New Starship Weapons

In addition to the starship weapons found in *d20 Future*, starships in the Dark Horizons universe can use the weapons described in this section. For more information on basic starship weapons and their use in starships, see Chapter 7: Starships in *d20 Future*.

### Cargo-Based Weapons Delivery System (PL 7)

Aerospace fighters have proven ineffective for inflicting serious damage on large starships. However, a fighter's small size and maneuverability make it well suited to anti-starship roles not involving direct combat. A fighter can be re-purposed for anti-starship use by the installation of a cargo-based weapons delivery system in its cargo hold. Once installed, the system can accept a wide range of system-compatible weapons. In order to re-purpose a fighter in this way, it must possess enough free cargo space to hold the 500-lb delivery system along with the selected weapon (for example, a fighter with a 1,500-lb cargo capacity can carry both the delivery system and a 1,000 lb weapon).

### Meteor Bombardment System (PL 7)

When massive combat operations happen planet-side, the firepower of a starship is often useless – or was, until the development of the meteor bombardment system (MBS). Once deployed, the MBS can be activated by personnel on the ground, meaning that the starship can leave to do battle elsewhere.

The deployment of the MBS is much like that of mines in that it requires a starship to be equipped with a minelayer (see Chapter 7: Starships in *d20 Future*). An MBS is deployed, as a move action, in a 500-foot square in orbit of a planet. Activation of a deployed MBS, either by the starship or by personnel on the ground, is an attack action. When activated, the MBS releases a long tungsten rod, or "arrow", that is guided towards the target by onboard targeting software. This software gives the MBS a +1 equipment bonus on attack rolls. On a successful hit, the "arrow" deals 10d12 (65) points of ballistic damage to its target. Each MBS contains 4 "arrows" and has a Defense of 5, a hardness of 10, and 40 hit points.

### Titan Missile (PL 7)

Titan Weapon Systems' Titan missile was the first anti-ship "bomb", designed to bring down large starships with only one or two hits. Once delivered to a target starship, the Titan attaches itself to the starship's hull. Then a field generator within the missile creates a magnetic field behind the missile's proton fusion warhead, at which point the warhead is ignited. If the field generated by the missile is larger than the hardness of the starship, the missile's entire damage is applied to the target. If the field is not larger than the starship's hardness, the damage to the starship is reduced by half.

The Titan missile itself has no propulsion system, which makes it extremely inaccurate beyond 500 feet.

### Shriek Cannon (PL 6)

This weapon is named for the shrieking sound made by the passage of tungsten stilettos through its barrel when it is fired. While the projectiles do not possess explosive warheads, their high density and extreme velocity can rip holes through the hulls of fighters.

### Flak Driver Gun (PL 7)

The flak driver gun is an anti-fighter weapon for large starships. Using the same technology as the rail gun (see Chapter 3: Gear in *d20 Future*), it fires small tungsten rods at an extremely high rate. From the perspective of a fighter facing the flak driver gun, the barrage of tungsten rods creates the illusion of a wall of metal between fighter and gun.

The flak driver gun did not see widespread use by large starships until the advent of weapons such as the Titan missile made fighters a real threat to those ships.

## Table 11-1: Titan Missile

| Field Generator | Damage | Crit. | Damage Type | Range Incr. | Weight | Rate of Fire | Maximum Ship Size | Purch. DC | Rest. |
|---|---|---|---|---|---|---|---|---|---|
| 20 | 12d100 | 20 | Energy | 500 ft | 1,000 lb | Single | Gargantuan | 38 | Mil (+3) |
| 30 | 12d100 | 20 | Energy | 500 ft | 1,000 lb | Single | Gargantuan | 42 | Mil (+3) |

## Table 11-2: Starship Weapons

| Weapon | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Minimum Ship Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Flak Driver | 8d10 | 20 | Ballistic | 3,000 ft. | S, A | Colossal | 28 | Mil (+3) |
| MBS | 10d12 | 20 | Ballistic | - | S | Colossal | 43 | Mil (+3) |
| Shriek Cannon | 8d12 | 20 | Ballistic | 6,000 ft. | A | Gargantuan | 36 | Mil (+3) |

## Other New Starship Equipment

### Mercury Satellite Grid (MSG) (PL 7)

The Mercury satellite grid (MSG) was designed to give colonists on newly-settled planets a sense of their surroundings. The MSG serves as both a secure communication system (with a maximum security level of +5) and a surveillance tool. Over time the system has come to be used not only as an exploration tool but also as a military tool. The MSG is deployed from a starship in orbit as a move action. The presence of the MSG on a planet allows anyone on that planet with the Mercury satellite link to gain a +2 to Navigate checks and +2 to Survival checks.

**Purchase DC:** 38.

### Mercury Satellite Link (PL 7)

The Mercury satellite link (MSL) is used in conjunction with the Mercury satellite grid. A character in possession of the MSL on a planet with the MSG in orbit gains +2 to Navigate checks and +2 to Survival checks. The MSL can also act as a GalPos Device (for more information about the GPD, see Chapter 3: Gear in *d20 Future*).

**Purchase DC:** 14.

### Planetary Customs Permit

The constant flow of people and cargo between Earth and Mars prompted Midpoint Station officials to claim control of customs for both planets. In order for any ship to leave the atmosphere of either planet, it must have a Planetary Customs Permit. Anyone attempting to leave a planet without the appropriate permit is quickly picked up by Planetary Customs.

**Purchase DC:** 28.
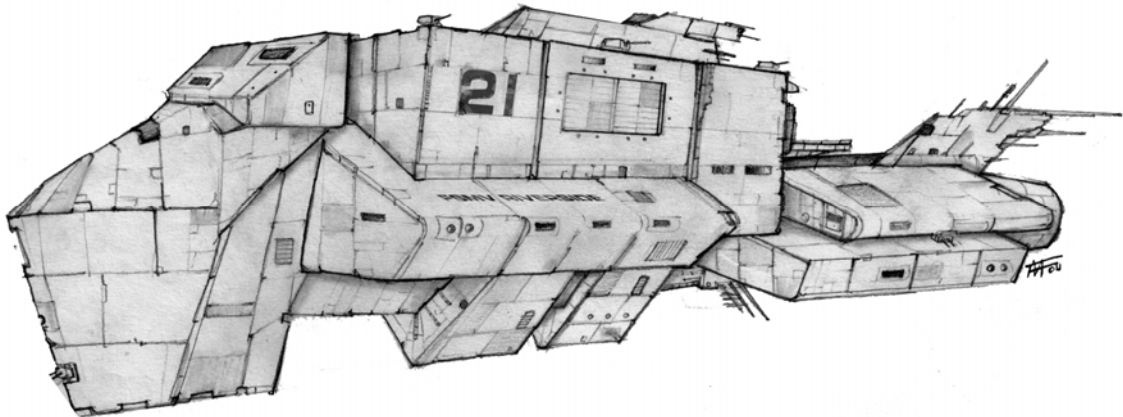
# Chapter 13: Fabricators

In the Dark Horizons universe, fabricators are the tool of choice for technology-oriented classes (the ENT, the Free Trader, and the Encoder, whose fabricator is integrated into his Tech Drone). Using a fabricator, a member of one of these classes can create useful items and effects. Fabricators use advanced nanotechnology, and are considered PL 7.

## Fabricator Types

A *personal fabricator* is Small in size and usually carried like a side-arm. In fact, this tool often resembles a pistol or a bulky gauntlet. Early personal fabricators had a layout similar to that of a field medic's kit, but current models are more practical in design.  Members of the Tech classes usually carry personal fabricators.

A *"backpack" fabricator* is Medium-size or Large in size, and is worn strapped to a character's back. Although much heavier (and therefore less convenient) than personal fabricators, "backpack" fabricators also have more expanded memory slots and larger resource receptacles, and are capable of manufacturing larger items. The applicator of a "backpack" fabricator is often mounted at the end of an extension of some sort, so that a character can use the fabricator without removing it.

Medium-size or Large fabricators that are fixed in place called *fabricator appliances*, while a *mobile fabricator* is one that has been built onto a vehicle. The size of a mobile fabricator is one size category smaller than that of the vehicle onto which it is mounted.

Any fabricator between Large and Colossal in size that is fixed in place is referred to as a *fabrication facility*. *Fabrication yards* are Colossal structures used to build huge machines, and often serve as shipyards, either in planetside seaports or in orbit, for building spacecraft.

## Fabricator Features

All fabricators share several features: power bays, resource bays, deployment bays, applicators (described in the next section), interfaces, memory (described in a later section) and integrated nanocomputers.

A fabricator's *power bay* accepts a power source (such as a fuel cell), and its *resource bay* accepts any material resources required by a Tech Program. (If a program requires rare or unusual resources, these resources are listed in the program's description).

The *deployment bay* of a fabricator is where the "magic" happens. The deployment bay makes up about one third of a fabricator's size, and its inner chamber houses the nanites carry out a Tech Program's directions. The deployment bay opens to give access to a completed solid object, and feeds a completed fluid into an applicator.

A fabricator is controlled via its *interface*. Most portable fabricators have a *manual interface* (in addition to the manual triggers and locks for loading resources, opening the deployment bay, and firing the applicator nozzle). A character with a wireless Core upgrade can equip his fabricator with a *wireless interface*. Both types of interface require a screen unless the fabricator's user has a Core upgrade that can handle optical input. Most modern fabricators use a tactile-holographic screen, although some larger fabricators still use a physical touch-screen interface.

A fabricator's *integrated nano-computer* is built right into its memory.

## Applicators

When a Tech Program produces a coating or some other fluid, that material is applied with an applicator. All fabricators have at least one applicator. On a smaller fabricator, the applicator is

often a prominent nozzle, while larger fabricators can have applicators at the ends of extendable robotic arms or articulated hoses.

An applicator has three primary modes of operation: it can spray a fluid in a particular direction or onto a surface, inject a fluid into a person or object, or apply a liquid or gel to a surface in a controlled manner, as directed by a Tech Program.

A spray of fluid from an applicator is cone-shaped; when a Tech Program creates a spray of fluid, the program description includes the size of the cone (see Chapter 10: FX Abilities in the *d20 Modern Roleplaying Game* for more detail about the area covered by an effect). The range increment of a fabricator's applicator describes the distance a bolt or shot of material travels when fired from the fabricator's deployment bay.

The target of an injection from a fabricator's applicator must be within touch range, and either willing or with relatively exposed skin. A touch attack to inject a hostile target who is completely enclosed in a suit of heavy or powered armor has a 90% chance of failure.

When applying material to a surface, a fabricator's applicator actually extends tendrils of linked nanomachines along with a low power spray of the material to be applied; the nanomachines guide the material into place. The fineness of the tendrils creates the illusion that material is flowing into place on its own.

### Fabricator Memory
A fabricator's memory represents its capacity to run Tech Programs, which run the basic functions of a fabricator and enable it to create a wide variety of effects. Technically, fabricator memory exists in both compressed and expanded formats, but a fabricator's Memory stat expresses only how much expanded memory it has, measured in slots. (A fabricator can store an unlimited number of Tech Programs in its compressed memory, but only programs loaded from compressed memory into expanded memory can be run, meaning that the more expanded memory slots a fabricator has, the more programs it can run on the fly.)

A character who wishes to load a Tech Program during combat must load the program into an empty memory slot; deleting a loaded program from an occupied expanded memory slot in order to create space for a new program is a free action. For a character with a wireless transceiver Core upgrade and a compatible wireless fabricator, beginning to load a program is a free action. However, beginning to load a program into the expanded memory of a fabricator with a manual interface is a move equivalent action (so long as the manual interface is within reach).

Once the process of loading a program has begun, one round per level of the specific Tech Program is required to complete the loading process. The character may take other actions once the program has begun loading, including running another Tech Program on the same fabricator (so long as that program is already loaded into expanded memory).

### Resource Expenditure
Three types of resources are expended in the running of a Tech Program: power, raw resources, and a character's ENC. Power and resources are limited only in extreme circumstances, so a character's ENC is most often the limiting resource (see next section).

Power is almost never scarce in a setting at PL 5 or higher, and even when it is, a fabricator can run for weeks on its internal power supply. A character without access to a power supply can improvise by scavenging power from other devices or by attempting to make a chemical battery from scratch using the Craft (chemical) skill (see Chapter 2: Skills in the *d20 Modern Roleplaying*

Game). To make a battery, a character must craft both an acid and a base. A battery made with mild acid will power a fabricator for one week; a battery made with potent acid will allow 1d4 weeks of use; and a battery made with concentrated acid will allow 2d4 weeks of use.

Material resources are limited only for a program which calls for a specific resource (with associated Wealth check) in its description. Otherwise, anything that can be crammed into a fabricator's resource bay – from a pre-made resource pack to a broken chair leg or a fistful of rusty nails – can serve as raw material for a Tech Program. Since some Tech Programs create usable objects with finite power supplies, users often recycle fabricator-made objects back into their fabricators after use. Virtually the only situation in which a character might run out of resources is while floating in empty space, at which point resources are the least of his worries.

## Effective Nanite Charge

Nanites (microscopic, self-reproducing, energy-metabolizing machines) housed inside a fabricator are directed by Tech Programs to produce the fabricator's effects. Nanites build objects by re-combining their own atoms into any structure is required by a Tech Program.

This atomic building produces no by-products or waste, and consumes very little energy. However, many of the nanites themselves are lost during the fabrication process, and it takes time for a fabricator's nanite population to re-establish itself between Tech Programs. A fabricator must be placed into *sleep mode* for its nanite population to return to its original level.

A character's ability to run Tech Programs is dependent on both the character's skill with a fabricator and the fabricator's capabilities. Each fabricator contains a finite number of nanites to create effects, but a skilled character

(one with high class and Intelligence ENC bonuses) is better at conserving these nanites. Conversely, a character without a fabricator, or whose fabricator's equipment ENC bonus has been reduced to 0, cannot run Tech Programs regardless of his skill.

A character's Effective Nanite Charge (ENC) indicates how many programs he can run before needing to replenish his fabricator's nanite reserves. This number is determined by adding the ENC bonuses of all his fabricators (given in the description of each fabricator) to his Intelligence ENC bonus and his class ENC bonus. The amount of a character's ENC consumed by his running a given Tech Program is included in the program's description.

A fabricator set to sleep mode replenishes its entire equipment ENC bonus in 8 hours, and takes one minute to reactivate. If a fabricator in sleep mode is reactivated before 8 hours have passed, it will have regenerated a percentage of its ENC equipment bonus proportional to the percentage of the full replenishment time it was asleep (25% after 2 hours, 50% after 4 hours, 75% after six hours).

A character regenerates his class and intelligence ENC bonuses by resting for 8 hours. A character who gets a full 8 hours' sleep and sets his fabricators to sleep mode during that time will wake with a full complement of ENC.

## Multiple Fabricators

A Tech-class character can copy all of the Tech Programs he owns to each of his fabricators. In addition, the ENC equipment bonus of *each* fabricator owned by a character is added to his class and Intelligence ENC bonuses to determine the character's total ENC bonus, so a character can increase his total ENC by acquiring more fabricators.

However, when running Tech Programs, a character uses up his class and Intelligence ENC bonuses first. That means that if he spends ENC using

one fabricator, he does not get bonuses the next time he uses a fabricator

## *Sample Fabricators*

### Fabricator Statistics

**Size:** Fabricators range from Small to Colossal in size, depending on the fabricator's function.

**Expanded Memory Slots**: A Tech Program must be loaded into an expanded memory slot to be run.

**ENC Bonus:** This is the amount of ENC the fabricator adds to the total ENC of the character using the fabricator. Running Tech Programs expends ENC.

**Power Requirements:** A fabricator requires a power source to run Tech Programs.  This power source can range from a small fuel cell to a connection to a power grid or generator.

**Applicator Range:** A fabricator's applicator has a range increment, which governs the distance a bolt of fabricated substance (including grenades, rockets, or any projectile requiring a launcher) can be fired from a fabricator. A cone of material sprayed from the fabricator's applicator cannot travel further than the distance indicated by one of the applicator's range increments, even if the range of the Tech Program controlling the fabricator is greater than this distance.

**Purchase DC:** The cost of a specific fabricator.

### F-P1 FS Standard Issue Pistol-Fabricator

This fabricator is standard issue for Federated States ENTs working Earthside. It has a pistol-style layout, with bright blue stripes along the barrel to distinguish it from a gun to help prevent friendly fire.

**Size:** Small.
**Expanded Memory Slots:** 4.
**ENC Bonus:** +10.
**Power Requirements:** Small fuel cell.

**Applicator Range:** 20 ft.
**Purchase DC:** 21.
**Weight:** 3 lb.

### "Paladin" V3 Fabrication Gauntlet

The Paladin gets its name from the way an ENT using this gauntlet-style fabricator appears to be "laying on hands" while using it to heal injuries. The raw material storage and the control apparatus are arranged around the forearm, while the applicator and the fabrication chamber are arranged around the hand. The Paladin's wearer actually creates the fabrication chamber by making a fist, and the object or substance being fabricated literally grows in the palm of the wearer's hand. (This is handy when fabricating throwing grenades.)

**Size:** Small.
**Expanded Memory Slots:** 6.
**ENC Bonus:** +12.
**Power Requirements:** Small fuel cell.
**Applicator Range:** 15 ft.
**Purchase DC:** 24.
**Weight:** 2 lb.

### Grunt Pack-Fabricator

This heavy-duty fabricator was designed primarily for use on construction sites. It consists of a backpack and a hose extension, which can retract completely into the pack for storage. The majority of the power and resource storage is contained in the pack, and both the applicator and deployment bay are located at the business end of the hose. This particular model is often used by Free Traders, because the extra weight is only a small burden in the low gravity environments in which they often trade.

**Size:** Medium-size.
**Expanded Memory Slots:** 8.
**ENC Bonus:** +18.
**Power Requirements:** 2 small fuel cells.
**Applicator Range:** 30 ft.
**Purchase DC:** 29.
**Weight:** 8 lb.

## *Fabricator Accessories*

### Magnetic Launcher

When equipped to the deployment bay, this attachment turns a small fabricator into a projectile weapon capable of firing small grenades or metallic projectiles fabricated within the deployment bay.

**Purchase DC:** 15

### Wireless Interface

This upgrade allows a character with a wireless transceiver Core upgrade to interface wirelessly with his fabricator, allowing him to begin the loading of a new program as a free action.

**Purchase DC:** 18

### ExMem Booster

This attachment gives a fabricator extra expanded memory slots.

**Purchase DC:** 25 per slot.

### FastMem Clip System

This feature allows a fabricator to store expanded memory slots as "clips", granting its user fast access to separate sets of programs.

**Purchase DC:** 20 (FastMem clip receptacle); 16 (1 clip with 5 slots).

### ENC Backup Cartridge

An ENC backup cartridge contains a single slug of nanites that immediately recharges a fabricator's ENC equipment bonus, so that a used-up fabricator can run programs again without spending any time in "sleep" mode. A fabricator's ENC bonus cannot be increased beyond its maximum by use of an ENC backup.

**Purchase DC:** 22 (5-ENC capacity); 24 (10-ENC capacity); 27 (20-ENC capacity); 31 (50-ENC capacity).

### Resource Pack

This clip of raw material is loaded into a fabricator's resource bay. One resource pack contains enough raw material a day of Tech Programs for its fabricator. The material in the clip supplies atoms for standard fabrication up to the maximum ENC expenditure for the fabricator, but cannot stand in for any extra resources required by a Tech Program.

**Purchase DC:** 6

### Fuel Cell

Fuel cells power Small, Medium-size, and Large fabricators.

**Purchase DC:** 15

# Chapter 14: Tech Programs

*Any sufficiently advanced technology is indistinguishable from magic. – from* Hazards of Prophecy: The Failure of Imagination *by Arthur C. Clarke*

While there is no magic in the Dark Horizons universe, the Tech classes (Emergency Nanotechs, Encoders, and Free Traders) in this setting can use their fabricators to run Tech Programs, the effects of which are similar to (but not identical with) the effects of spells in other d20 games. This chapter begins with a general description of how Tech Programs work, and contains detailed descriptions of each Tech Program as well.

## How to Read a Tech Program Description

Each program description includes all of the relevant pieces of information in this section.

### Program Name
The name of the program.

### Category
Tech Programs are divided into five categories:

   *Utility* programs can be used by all Tech classes (ENTs, Encoders, and Free Traders). As the name implies, these programs use a fabricator's abilities for utilitarian purposes, creating useful devices and effects.

   *Mechanics* programs are used by ENTs to deal with various emergencies through feats of engineering and chemistry.

   *Biomedical* programs are used by ENTs for the preparation and application of various medical treatments and other organic compounds.

   *Software* programs are used by Encoders to control complicated software/hardware interfaces and create effects.

   *Sensor* programs are used by Encoders to collect and interpret data.

### Tech Level
This line indicates the level of the Tech Program, as well as the Tech class or classes able to run the program.

### Purchase DC
The cost of a Tech Program.

### Restrictions
Some programs are either unavailable on the open market or unavailable to unqualified buyers; any restrictions are noted on this line.

### Hardware Requirements
The minimum hardware required to run a program (e.g., a fabricator of a particular size, a Tech Drone, etc).

### Run Time
The amount of time needed to run a program  Running a program can be a move action, an attack action, or a full round action, or running the program can take an amount of time measured in rounds, minutes, or hours. Some programs that use a fabricator's applicator include the application process in the run time.  Note that a program's run time is distinct from the duration of its effects.

### Target
Some programs have a specific target or targets.  Programs can be targeted only at creatures or objects specified in this line. A target must be visible or tangible to the runner (depending on the operation of the program) and specifically chosen as the program's target. (For example, the *binding shot* program cannot be targeted generically at "the leader" of a group of robots, depending on the program to identify and strike the leader; instead, the runner

must identify and be able to see the robot that is the leader, and specify that robot as the program's target.) However, the target need not be selected until the program has finished running.

If a program is run on an invalid target (such as the *smart cells* program on a target other than a living creature), the program has no effect.

### Effect

Some Tech Programs, instead of affecting a pre-existing target or an area, create a material result (an object, a liquid, or a gas) called an *effect*. If a program's effect is a distributed from an applicator, the area over which the effect is distributed is described in the same way that areas for spells are described in Chapter 10: FX Abilities of *d20 Modern Roleplaying Game*.

### Area

Some Tech Programs affect an area instead of targeting an object or creature. Areas for Tech Programs follow the same rules as areas for spells (see Chapter 10: FX Abilities in the *d20 Modern Roleplaying Game*). Note that when the area of a Tech Program is cone-shaped, both the cone's length and its width at its far end are equal to the fabricator's applicator range.

### Duration

A Tech Program's duration describes the length of time over which the effects of the program persist.

When the effect of a Tech Program is the production of either an object or any material substance, that object or substance continues to exist until and unless it is destroyed by some separate event. However, an object or substance may lose effectiveness after a certain number or uses or after a certain amount of time. In this case, the duration describes the length of time over which the object or substance remains effective.

### Saving Throw

This line describes the the type of throw, if any, that a program's target must make to avoid some or all of the effect of the program. For further details about the mechanics and types of saving throws, see Chapter 10: FX Abilities in the *d20 Modern Roleplaying Game*; the saving throw against a Tech Program is equal to 10 + the Tech Program level + the runner's Int bonus.

### ENC Cost

This line indicates the amount of Effective Nanite Charge that is consumed by running the program.

### Descriptive Text

This text describes the end result of a successfully run program.

### Options and Upgrades

Many Tech Programs allow the runner to spend ENC above and beyond the program's ENC cost to improve the effects of the program. A runner can spend no more ENC in this way than 5 + the runner's Int bonus + the runner's total Tech level (levels from multiple Tech classes stack). Some Tech Programs have multiple options and upgrades. When spending ENC on more than one option or upgrade, the maximum ENC that can be spent is calculated separately for each upgrade. In other words, a runner who can spend 4 extra ENC on an upgrade can spend 4 ENC on each upgrade available.

## Tech Program Descriptions
**(Alphabetical)**

### Acid Spray
Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:** 14
   **Restrictions:** Black market
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Area:** 60-ft. cone
   **Duration:** Instantaneous
   **Saving Throw:** Reflex half
   **ENC Cost:** 3

This program sprays a powerful acid from the fabricator's applicator. The spray deals 3d6 acid damage to any unprotected creature in the affected area.

   **Options and Upgrades:** For every 2 additional ENC spent, the damage increases by 1d6 and the save DC increases by 1.

### AI Control System
Software
   **Tech Level 5** (Enc)
   **Purchase DC:** 15
   **Hardware Requirements:** Tech Drone
   **Run Time:** 6 hours
   **Target:** 1 computer-controlled system
   **Duration:** Instantaneous
   **Saving Throw:** None
   **ENC Cost:** 9

This program creates an AI hardware module that can be permanently connected to any computer-controlled system. Creating the hardware takes mere seconds with a fabricator; the hard part is creating the AI, which must be custom-programmed to control the system the hardware is connected to. The 6-hour run time is spent writing this AI program, at the end of which time the runner must make a Computer Use check DC 28.

If the Computer Use check is successful, then the runner chooses a single skill that the programmed AI hardware module can now emulate, making skill checks with a bonus equal to half the runner's level. If the runner has 10 or more ranks in the skill be emulated, he gains +2 bonus to the Computer Use check to program the AI. If the AI is being created to control some sort of gun emplacement, the AI has an attack bonus equal to 1/3 of the runner's level.

AI Control Systems are usually installed in starships to pilot, act as gunners, or otherwise fill the roles of crewmembers. They can also be installed in nearly all post-PL 5 vehicles to make Drive or Pilot checks, as nearly all vehicles after this Progress Level have an internal computer-controlled drive system. The AI will respond to verbal commands from the runner, and can be set to receive commands from other users as well. The AI can interface with most communication devices allowing it to be issued orders remotely.

If the runner wants to take direct control of the AI, he can direct his Tech Drone to interface with it. The runner can direct the AI to take an attack, move, or full round action that the AI's skill enables it to take. This can be done during combat as a free action. The AI will take the directed action directly after the runner's turn. While the runner's Tech Drone is interfaced with an AI, it cannot take any other actions and cannot be used to run Tech Programs.

   **Options and Upgrades:** The runner can make an Improved AI Control System by spending an additional 15 ENC and succeeding at a Computer Use check DC 35 instead of the Computer Use check DC 28 required while running the basic program. An Improved AI Control System can be programmed to emulate one additional skill per 3 runner levels, and it gains an extra +1 bonus to Skill checks/attack rolls per 5 runner levels.

## Air Filter

Biomedical
   **Tech Level 1** (ENT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 air filter
   **Duration:** Effective for 10 minutes/runner level
   **ENC Cost:** 1

This program creates a single air filter that can be worn over the mouth and nose, protecting the wearer from all airborne poisons and similar effects. Wearing the filter grants a + 2 nanotech bonus to all saves verse airborne poisons, toxins, and similar effects.
   **Options and Upgrades:** Every additional ENC spent will increase the nanotech bonus to saves against airborne threats by 1 (maximum +5).

## Air Gun

Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:** 12
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Area:** 60-ft. cone
   **Duration:** Instantaneous
   **Saving Throw:** Fortitude partial
   **ENC Cost:** 3

This program produces a large cone-shaped blast of air that snuffs out all fires sized Small or smaller in the affected area. Any characters, creatures, or unfixed objects in the affected area who fail (or cannot make) a Fortitude save will be knocked down. Any characters in the affected area who make a Fortitude save will be pushed back 10 feet. Any characters or creatures who are immune to knock down or knock back are unaffected by this program.

**Options and Upgrades:** When 2 additional ENC units are spent, the program will push any characters or creatures in the affected area who make a Fortitude save back an additional 10 feet.

## Analyze Compound

Sensor
   **Tech Level 1** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Tech Drone
   **Run Time:** Attack action
   **ENC Cost:** 2

This program will analyze a substance within Tech Drone sensor range, determine whether it is dangerous, and if so, fabricate a neutralizing compound that can be sprayed over the substance to render it harmless.

## Analyze Gear

Sensor
   **Tech Level 1** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Tech Drone
   **Run Time:** Attack action
   **ENC Cost:** 2

This program will identify and create a digital schematic of an object within Tech Drone sensor range, granting a bonus to Repair checks on the object in the amount of +2 plus 1 per runner level.

## Anti-Venom

Biomedical
   **Tech Level 3** (ENT)
   **Purchase DC:** 13
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** Poisoned creature
   **Duration:** Instantaneous
   **ENC Cost:** 5

This program creates a compound that will neutralize the effects of any

poison when injected into the bloodstream of a living target.

## AP Rocket

Utility
   **Tech Level 3** (Enc, ENT, FT)
   **Purchase DC:** 13
   **Restrictions:** Mil +3
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Area:** 10-ft. burst
   **Duration:** Instantaneous
   **Saving Throw:** None
   **ENC Cost:** 5

   This program builds a small armor-piercing rocket (with a built-in single-use launcher) that can be fired directly from the deployment bay of a small fabricator. After the rocket has been built, the user makes a ranged attack to fire the rocket (this attack falls under Personal Firearms Proficiency).
   The rocket ignores 1 point of damage reduction  per runner level and 5 points of hardness per runner level, dealing 6d8 points of damage. The range increment of the rocket is equal to the fabricator's applicator range.
   **Options and Upgrades:** Spending 1 additional ENC unit increases the damage die by one to a maximum of 10d8. Spending 2 additional ENC units increases the burst radius by 10 ft. Spending 2 additional ENC units allows the rocket to be fabricated as a swift action.
   In addition, for every 2 additional ENC spent to achieve any of these options or upgrades, this Tech Program's save DC increases by 1.

## Atomic Edge

Mechanics
   **Tech Level 2** (ENT)
   **Purchase DC:** 13
   **Restrictions:** Mil +3
   **Hardware Requirements:** Small fabricator
   **Run Time:** Full-round action

   **Target:** Edged weapon
   **Duration:** Effective for 5 attacks + 1 attack/runner level
   **ENC Cost:** 3

   This program creates an atomic edge on an edged weapon. This grants the weapon a +1 bonus to damage per 2 runner levels (maximum of +5), and allows it to bypass up to 10 points of hardness. After 5 attacks + 1 attack / runner level, the weapon's edge will dull to its normal state.
   **Options and Upgrades:** With every 4 additional ENC units spent, the weapon is able to bypass another 5 points of hardness.

## Atomic Wire Trap

Utility
   **Tech Level 4** (Enc, ENT, FT)
   **Purchase DC:** 16
   **Restrictions:** Black market
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** Wires in a square area 10 ft. + 5 ft./2 runner levels on a side
   **Duration:** 10 hours + 1 hour/runner level, or until broken
   **Saving Throw:** Reflex half
   **ENC Cost:** 7

   This program creates a deadly trap consisting of nearly invisible wires that are atomically fine and razor sharp. These wires are typically stretched taught in doorways or between similar standing structures. Anything that attempts to pass through an Atomic Wire Trap takes 5d6 + 1d6 per 2 runner levels slashing damage. Once a single victim has passed through the wires, the wires snap and disintegrate.  The wires will also disintegrate after 10 hours + 1 hour per runner level if they are not broken.
   **Options and Upgrades:** The runner can spend 5 additional ENC units to create wires that will regenerate one time after the trap is first triggered.

Doing so makes the trap less effective, decreasing the damage by half.

## Auto Rocket
Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:** 14
   **Restrictions:** Black market
   **Hardware Requirements:** Small fabricator, rocket launcher (built in or separate)
   **Run Time:** Attack action
   **Area:** 10-ft. burst
   **Duration:** Instantaneous
   **Saving Throw:** None
   **ENC Cost:** 3

This program builds a small dumb-fire rocket (with a built-in single-use launcher) that can be fired directly from the deployment bay of a small fabricator. After the rocket has been built, the user makes a ranged attack to fire the rocket (this attack falls under Personal Firearms Proficiency).

The rocket deals the runner's choice of thermal, fragmentation, electrical, or sonic damage in the amount of 3d8 +1d8 per two runner levels. The range increment of the rocket is equal to the fabricator's applicator range.

**Options and Upgrades:** Spending 1 additional ENC unit increases the damage die by one to a maximum of 6d6. Spending 2 additional ENC units increases the burst radius by 10 feet. Spending 2 additional ENC units allows the rocket to be fabricated as a swift action.

In addition, for every 2 additional ENC spent to achieve any of these options or upgrades, this Tech Program's save DC increases by 1.

## Binding Shot
Utility
   **Tech Level 1** (Enc, ENT, FT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action

   **Target:** One creature
   **Duration:** One hour
   **Saving Throw:** None
   **ENC Cost:** 1

This program fires a bolt of fast-drying glue at a target with a ranged touch attack. If the glue hits, the target loses 2 points of Dexterity and must take a full round action to clean it off. Multiple hits have a cumulative effect until the target is completely immobile, at which point the target is effectively paralyzed. The glue will naturally dissolve after an hour.
   **Options and Upgrades:** For every 2 additional ENC units spent, the Dexterity penalty is increased by 2.

## Bio Plate
Biomedical
   **Tech Level 5** (ENT)
   **Purchase DC:** 15
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** Creature
   **Duration:** 1 hour/runner level
   **ENC Cost:** 9

This program injects several thousand nanites under the skin of a friendly living target creature. These nanites knit together into temporary sub-dermal armor plates, granting the target creature a natural armor bonus of 1d4 for the program duration.
   **Options and Upgrades:** For every 5 additional ENC spent, the recipient gains an additional +1 natural armor bonus (maximum +5).

## Body Booster
Biomedical
   **Tech Level 3** (ENT)
   **Purchase DC:** 13
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** Creature
   **Duration:** 1 hour/runner level
   **ENC Cost:** 5

This program injects into a living creature a compound granting a temporary chemical bonus of +4 to one of the following stats: Strength, Dexterity, or Constitution (chosen by the runner before the program is run).

**Options and Upgrades:** For every 2 additional ENC units spent, the runner can choose one other physical stat to receive the +4 bonus.

## Bug Detector
Sensor
   **Tech Level 5** (Enc)
   **Purchase DC:** 17
   **Restrictions:** Black market
   **Hardware Requirements:** Tech Drone
   **Run Time:** Attack action
   **Area:** Burst with radius equal to Tech Drone's sensor range
   **Duration:** Instantaneous
   **Saving Throw:** None
   **ENC Cost:** 9

This program allows the runner to locate active surveillance hardware within his Tech Drone's sensor range. Once a bug or similar device is found, it can be disabled by the runner at his leisure.

**Options and Upgrades:** By spending 9 additional ENC units, the runner can use this program to create an effect: a "bug hunter" nanocolony that will detect surveillance equipment in an area of 50 square feet, defined when the program is run, for a number of days equal to the runner's level.

## Caltrops
Utility
   **Tech Level 1** (Enc, ENT, FT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** Enough caltrops to effectively booby-trap a circular area of radius 10 ft. + 5 ft./2 runner levels
   **Duration:** Caltrops are effective indefinitely
   **Saving Throw:** Reflex
   **ENC Cost:** 1

This program creates metal caltrops to booby-trap an area of ground or floor. Characters who move through the trapped area must make a Reflex save or suffer 1d4 + 1 per runner level piercing damage and move at half movement until the caltrops are removed (removal is a full round action). If damage resistance prevents all damage dealt by the caltrops the target does not suffer the movement penalty. (For more information about the consequences when a vehicle with tires enters the trapped area, see the Avoid Hazard section in Chapter 5: Combat in the *d20 Modern Roleplaying Game*).

**Options and Upgrades:** Spending 4 additional ENC turns the caltrops from metal to crysanium for the purpose of damage reduction.

## Chemical Fabrication
Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:** 12
   **Hardware Requirements:** Small fabricator
   **Run Time:** See below
   **Duration:** See below
   **ENC Cost:** 3

When using this program in conjunction with the Craft (chemical) skill, reduce the purchase DC by 2 and the time spent making the check by ¼. This does not grant a bonus to the skill check, which must still be made as laid out in the skill description. When fabricating a piece of equipment, the fabricator must be at least one size category larger than the item being created.

## Chemical Tag

Sensor
   **Tech Level 1** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Move action
   **Effect:** Enough paint to tag one object
   **Duration:** 5 hours + 1 hour/runner level, or until broken
   **ENC Cost:** 2

   This program creates a chemical paint with a distinctive, easily detected composition, perfect for "tagging" an object for later identification. The paint can be any color the runner chooses (the default color is bright red), and can either be applied as a spray or fired in a bolt from the applicator.

## Comm Beacon

Utility
   **Tech Level 3** (Enc, ENT, FT)
   **Purchase DC:** 13
   **Restrictions:** Res +2
   **Hardware Requirements:** Small fabricator
   **Run Time:** Full-round action
   **Effect:** 1 comm beacon
   **Duration:** Effective for 1 week
   **ENC Cost:** 5

   Running this program creates a global positioning beacon that can be found by satellite. The beacon can broadcast either a message (for example, an SOS) or an identification signal (for example, a flag for military targeting). The beacon itself is small, lightweight, and easily hidden from plain sight while broadcasting (Computer Use check DC 25 from a ship or Spot check DC 30 will find it). The beacon will function for one week before running out of power.
   **Options and Upgrades:** For every 2 additional ENC units spent, the beacon functions for 1 additional week.

## Comm Laser

Utility
   **Tech Level 1** (Enc, ENT, FT)
   **Purchase DC:**  11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Duration:** Transmission is full round action
   **Saving Throw:** None
   **ENC Cost:** 1

   This program causes a fabricator to act as a laser guided by a system that tracks the homing signals used by most laser transceivers.  The fabricator-laser relays messages over a distance of up to 5,000 ft. + 500 ft. per runner level in the runner's line of sight. Transmitting a message in this way is a full round action and does not require any checks or an attack roll. If the runner targets a receiver that lacks a homing beacon, he must succeed at a ranged touch attack on the receiver, which has a defense of 10 +1 per 100 feet of distance between the runner and the receiver.
   The runner can transmit images, video, or any other form of electronic data with the comm laser program. A single message can include a terabyte of information, so long as the message is ready before the program is run. If information to be sent is located on a piece of hardware that is separate from the runner's fabricator, the runner can choose to fabricate the appropriate hardware interface into the fabricator to allow that information to be transferred. If the runner needs to send only a brief message (100 words or less), he can input the message directly through his fabricator. The comm laser program cannot receive messages; it can only send them.
   **Options and Upgrades:** With a few adjustments the comm laser program can be modified to become a damage-dealing laser weapon. If the runner spends 1 additional ENC, the comm laser can deal 1d4 fire damage with a

ranged touch attack to a target within 100 ft. +10 ft./runner level, with no saving throw possible. For every additional ENC unit the runner spends, the laser deals an additional 1d4 fire damage.

## Control Fractal Wall I
Software
   **Tech Level 2** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Tech Drone
   **Run Time:** Attack action
   **Target:** Fractal wall
   **Duration:** See below
   **ENC Cost:** 3

This program uses a magnetic field to manipulate a pre-existing fractal wall to create a simple illusion, such as of a wall or a silhouette of a human. The illusion cannot fill more than four adjacent five-foot squares or move from the original location of the fractal wall. The illusion will last as long as the fractal wall would originally have persisted, plus an additional round per runner level. *See Tech Program: Fractal Wall.*

## Control Fractal Wall II
Software
   **Tech Level 4** (Enc)
   **Purchase DC/Restrictions:** 12
   **Hardware Requirements:** Tech Drone
   **Run Time:** Attack action
   **Target:** Fractal wall
   **Duration:** See below
   **ENC Cost:** 7

This program uses a magnetic field to manipulate a pre-existing fractal wall to create a complex illusion, such as of complex machines and lifelike people. This program can control up to five fractal walls for the purpose of creating one large image. The illusion can move away from the original location of the fractal wall, pulling the wall with it. The illusion will last as long as the fractal wall would originally have persisted, plus an additional two rounds per runner level. *See Tech Program: Fractal Wall.*

## Data Base
Software
   **Tech Level 1** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Tech Drone
   **Run Time:** Attack action
   **Target:** Creature
   **Duration:** 1 skill check or 10 minutes + 10 minutes/2 runner levels
   **ENC Cost:** 1

This program creates a set of nanites that temporarily encodes an information bank for one of the following skills, selected by the runner while running this program: Knowledge (behavioral sciences), Knowledge (earth and life sciences), Knowledge (history), Knowledge (physical sciences), Knowledge (technology), Speak Language. When these nanites are injected into a friendly target, they attach themselves to the brain, granting a +5 competence bonus to the chosen skill or the chosen language. Once the duration of the Data Base has expired, the nanites dissolve harmlessly into the recipient's body.

## Data Reader
Sensor
   **Tech Level 2** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 data reader device
   **Duration:** 1 week + 1 day/runner level
   **ENC Cost:** 3

This program creates a small handheld device called a reader that can be used to read the data stored in any kind of data storage device,

including the marks created by the program Mark.

The reader does not require a physical link to a data storage device to read the data stored therein, but it does need to be within a few inches of the storage device. The reader cannot decrypt data unless it has a decryption key, and if the data is in computer code, the GM may require the runner to succeed at a Computer Use check in order to understand the data. The reader has enough internal power to function for one week plus one day per runner level.

### Data Tap
Software
  **Tech Level 1** (Enc)
  **Purchase DC:** 13
  **Restrictions:** Black market
  **Hardware Requirements:** Tech Drone
  **Run Time:** Attack action
  **Target:** One computer or one robot
  **Duration:** 1 round/2 runner levels
  **Saving Throw:** Will negates
  **ENC Cost:** 3

This program can be used to steal data from a computer or robot. The runner's Tech Drone must make a ranged touch attack to latch on to a target for the purpose of delivering a slug of data-stealing nanites to the target. For every round the nanites are active, they transmit one day of the target's memory to the runner's Tech Drone. All data is transmitted exactly as it appears in the memory of the target.

### Demolitions Charge
Mechanics
  **Tech Level 3** (ENT)
  **Purchase DC:** 13
  **Restrictions:** Mil +3
  **Hardware Requirements:** Small fabricator
  **Run Time:** Full-round action
  **Effect:** Explosive device with 20–ft. burst area
  **Duration:** See below

**Saving Throw:** Reflex half
**ENC Cost:** 5

This program creates a powerful chemical explosive device. During the run time, the runner determines the amount of time before the charge detonates; this time cannot be longer than 1 hour/2 runner levels. When the explosive detonates, it cuts its target's hardness in half before damage is dealt. When the charge detonates, the explosion first cuts in half the hardness of any objects and/or creatures in the affected area, then deals 6d6 points of concussion damage to those objects and/or creatures. The demolitions skill can be used with this explosive after the program has been run.

  **Options and Upgrades:** For every 2 additional ENC units spent, the damage dealt by the charge increases by 1d6.

### Det Cord
Utility
  **Tech Level 2** (Enc, ENT, FT)
  **Purchase DC:** 12
  **Restrictions:** Res +2
  **Hardware Requirements:** Small fabricator
  **Run Time:** Attack action
  **Effect:** 50 ft. of det cord
  **Duration:** Instantaneous
  **ENC Cost:** 3

This program creates 50 feet of det cord (see Chapter 4: Equipment in the *d20 Modern Roleplaying Game* for more details about the operation of det cord). The program uses the fabricator as a remote detonator.

  **Options and Upgrades:** For 2 additional ENC units, the runner can increase the det cord's damage by 2d6.

### Diamond Weave
Mechanics
  **Tech Level 2** (ENT)
  **Purchase DC:** 12
  **Hardware Requirements:** Small fabricator

**Run Time:** 10 minutes
**Target:** Article of clothing
**Duration:** 2 hours
**ENC Cost:** 3

This program is used to temporarily modify an article of clothing that does not already grant its wearer a Defense bonus or damage reduction. The article of clothing must cover at least 50% of the wearer's body and be worth a Wealth DC of 15, and must be removed before being modified. This program weaves a high-density carbon thread of nanites into the clothing, granting a defense bonus of +1/3 runner levels. Once the duration has expired, the threads dissolve, leaving the clothing in its original condition.
   **Options and Upgrades:** For each additional ENC unit spent, the effect will last for one additional hour.

### Digital Sight
Utility
   **Tech Level 3** (Enc, ENT, FT)
   **Purchase DC:** 13
   **Restrictions:** Mil +3
   **Hardware Requirements:** Small fabricator, ranged weapon, HUD or scope
   **Run Time:** Attack action
   **Target:** One creature or object.
   **Duration:** 1 minute/runner level
   **Saving Throw:** None
   **ENC Cost:** 5

This program creates a small nanite drone to "paint" a target. The drone calculates trajectory (accounting for winds) and relays this information back to the runner's HUD or scope. The program allows the runner to ignore any range penalty up to the maximum range of the weapon being used, but a full round action is necessary to set up the shot. The drone can paint only one target, and it cannot be destroyed by normal means because of its microscopic size. After a length of time

equal to 1 minute per runner level, the drone ceases to function.
   **Options and Upgrades:** For every 2 additional ENC units spent, add 1 to the attack roll.

### Electrical Dampener
Utility
   **Tech Level 3** (Enc, ENT, FT)
   **Purchase DC:** 15
   **Restrictions:** Black market
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** One electronic device
   **Duration:** 1 round + 1 round/runner level
   **Saving Throw:** None
   **ENC Cost:** 5

This program creates a small device that temporarily stops the flow of electrons in a target to which it is affixed. When used in combat, a touch attack is required to affix the dampener. Anything under the effect of an electrical dampener loses all powered functions while the dampener is active.
   **Options and Upgrades:** For 3 additional ENC units, the dampener can affect every electronic device within a 20-foot radius.

### Electronic Countermeasures
Software
   **Tech Level 5** (Enc)
   **Purchase DC:** 15
   **Hardware Requirements:** Small fabricator, Tech Drone
   **Run Time:** Attack action
   **Area:** Burst with radius of 50 ft. + 50 ft./runner level
   **Duration:** 1 round/runner level
   **Saving Throw:** None
   **ENC Cost:** 9

This program causes the runner's Tech Drone to emit a burst of electromagnetic energy that scrambles all targeting systems within the program's area, negating any attack

bonus granted by a targeting system for the program's duration.

**Options and Upgrades:** Spending 10 additional ENC units allows the runner to negate the targeting systems of specific targets instead of those of all systems within range. When using this ability, the runner can target one creature or object with a targeting system per two runner levels, as long as those targets are within the area of the program.

## Electronics Fabrication
Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:** 12
   **Hardware Requirements:** See below
   **Run Time:** See below
   **ENC Cost:** 3

When using this program in conjunction with the Craft (electronic) skill, reduce the purchase DC by 2 and the time spent making the check by ¼. This does not grant a bonus to the skill check, which must still be made as laid out in the skill description. When fabricating a piece of equipment, the fabricator must be at least one size category larger than the item being created.

## Emergency Air
Biomedical
   **Tech Level 1** (ENT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 breathing mask with 10 minutes of breathable air
   **Duration:** Effective for 10 minutes
   **ENC Cost:** *1*

This program creates a breathing mask containing 10 minutes of breathable air.

**Options and Upgrades:** For every 2 additional ENC spent, the runner can create one additional mask.

## Emergency Boat
Mechanics
   **Tech Level 2** (ENT)
   **Purchase DC:** 12
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 emergency boat
   **Duration:** Effective for a single use of up to 1 day
   **ENC Cost:** 3

This program creates an inflatable boat that can carry two Medium-size creatures or up to 500 lbs. The boat can be inflated only once; it will remain inflated for one day, has a speed of 40 feet in liquid water, and has 20 hit points. It is propelled by millions of microscopic fins placed along its underside, and has a simple control panel.

**Options and Upgrades:** When 2 additional ENC units are spent, the boat is able to stay inflated for one more day.

## Emergency Shelter
Mechanics
   **Tech Level 1** (ENT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Full-round action
   **Effect:** 1 emergency shelter
   **Duration:** Effective for a single use of up to 1 day/runner level
   **ENC Cost:** 1

This program creates a small plastic cube that inflates into an insulated tent large enough to shelter Medium-size character. This temporary shelter can be anchored to the ground and will keep the occupant warm enough to survive in temperatures as low 30 degrees below freezing (Celsius). The shelter provides no protection against extremely hot temperatures.  The shelter can protect its occupant for 1 day per runner level once it has been inflated; after that time it provides no further protection.

## Encryption
Software
   **Tech Level 1** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Tech Drone
   **Run Time:** Attack action
   **Target:** Data storage device
   **Duration:** Instantaneous
   **Saving Throw:** See below
   **ENC Cost:** 1

This program encrypts the data on any data storage device, rendering it unreadable to anyone but the runner, who can run this program a second time (for free) to decrypt the data. Any character may attempt to read the encrypted data with a Computer Use check, with the DC equal to 15 + runner level.
   **Options and Upgrades:** For every 2 additional ENC units spent, the Computer Use check DC increases by 1 (maximum +5).

## Enriched Fuel
Utility
   **Tech Level 4** (Enc, ENT, FT)
   **Purchase DC:** 14
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** Vehicle or starship
   **Duration:** Effective for 10 minutes + 1 minute/runner level
   **ENC Cost:** 7

This program injects a slug of nanites into the fuel supply of a vehicle, , or starship. The nanites remove impurities from the fuel and create custom enzymes that allow the fuel to release more energy. A vehicle using Enriched Fuel can move at up to double its usual maximum speed for the duration of the program. Note that vehicles that use some form of exotic propulsion or that do not use a chemical or electrical fuel supply cannot gain the benefits of this program, and powered armors gain only a 25% speed boost from this program.
   **Options and Upgrades:** Every 5 additional ENC units spent increases the program's duration by one minute (maximum +10 minutes).

## Fabricate Tools
Mechanics
   **Tech Level1** (ENT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** 1 minute
   **Effect:** 1 set of tools
   **ENC Cost:** 1

This program directs a fabricator to build a set of tools usable for any skill check that requires such tools. Use of this program negates the –2 improvised tool penalty. The tools can be used by anyone with the appropriate skill.
   **Options and Upgrades:** By spending 4 additional ENC units, the runner can create master work tools, which grant a +2 equipment bonus to a skill check made with those tools.

## Fast Bandage
Biomedical
   **Tech Level 1** (ENT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Range:** Touch
   **Effect:** 1 bandage
   **Duration:** Instantaneous
   **ENC Cost:** 1

This program directs a fabricator to create a single sterile bandage that will effectively stop bleeding, granting a +2 bonus to a single Treat Injury check made using the bandage.
   **Options and Upgrades:** For every 2 additional ENC units spent, the Treat Injury check bonus increases by 1 (maximum +5).

## Flame Suppressant
Mechanics
   **Tech Level 1** (ENT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target or Area:** Burning character or burst with radius of 5 ft. + 5 ft./2 runner levels
   **Duration:** Instantaneous
   **ENC Cost:** 1

This program sprays a flame-retardant foam through a fabricator's applicator. This foam snuffs out 10 points of fire damage per runner level before the program must be run again. The suppressant can also be sprayed on a target character who is on fire as a combat action.
   **Options and Upgrades:** For every additional ENC unit spent, the absorbency of the foam increases by 10 points.

## Flare
Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:** 12
   **Restrictions:** Mil +3
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 flare with burst area with 20-ft. radius
   **Duration:** See below
   **Saving Throw:** Reflex
   **ENC Cost:** 3

This program launches a utility flare from the deployment bay of a fabricator. The flare is a ball of tightly-packed phosphorus powder surrounding a flash igniter.  The flare can either burn for 10 rounds, illuminating 100 of clear illumination and 100 of shadowy illumination for 10 rounds, or explode to release a burning cloud of phosphorous powder. The type of flare (illuminating or burning cloud) is chosen when the program is run.

If the flare is used to create a fire, then at a distance (within the fabricator's applicator range) from the deployment bay designated by the runner, the ball explodes, covering with powder everyone within the burst area who fails a Reflex save. The explosion of powder is immediately followed by the flash from the igniter, which ignites all the powder within the burst radius. After ignition, the burning phosphorous powder causes 4d6 points plus 1d6 points per round of fire damage for 1 round plus 1 round per runner level. The fire can be put out with an extinguisher or with any Tech Program made to fight fires.

## Flotation Device
Utility
   **Tech Level 1** (Enc, ENT, FT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 flotation device
   **Duration:** Effective for a single use of up to 1 day
   **ENC Cost:** 1

This program directs a fabricator to build one single-use inflatable flotation device that will keep one Medium-size character or up to 350 lbs afloat in liquid water for 24 hours.
   **Options and Upgrades:** With every 2 additional ENC spent, the device can carry one of the following: one additional Medium-size creature, one creature of the next-largest size in place of the original creature, or an additional 150 lbs of weight.

## Fractal Wall
Utility
   **Tech Level 3** (Enc, ENT, FT)
   **Purchase DC:** 13
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action

**Effect:** Fractal wall with dimensions described below
**Duration:** 1 round/2 runner levels
**ENC Cost:** 5

This program creates an opaque wall of tiny, magnetized, reflective particles in front of or around the runner (runner's choice) that gives the runner 90% concealment from anyone outside the wall.  The height of the wall is 20 ft ; a linear wall can be up to 20 ft long per runner level, and a circular wall can have a radius of up to 5 feet per runner level.  A character passing through the wall receives an electrical surge causing 5d6 points of electrical damage.

**Gecko Feet**
Utility
  **Tech Level 4** (Enc, ENT, FT)
  **Purchase DC:** 14
  **Hardware Requirements:** Small fabricator
  **Run Time:** Attack action
  **Target:** Creature
  **Duration:** Effective for 1 hour/runner level
  **ENC Cost:** 7

This program directs a fabricator to create a smart molecular adhesive, which is applied through the fabricator's applicator to the feet of a target living creature.  The adhesive allows its wearer to walk up sheer surfaces with ease. The recipient gains a climb speed of 15 feet and becomes immune to the negative effects associated with zero gravity and low gravity.
  **Options and Upgrades:** Every 5 additional ENC spent on this program allows the runner to target an additional living creature. Spending 2 additional ENC (per target) increases the duration of the program by one hour.

**Genetic Cosmetics**
Biomedical
  **Tech Level 2** (ENT)
  **Purchase DC:** 12

  **Hardware Requirements:** Small fabricator
  **Run Time:** Full-round action
  **Target:** Humanoid creature
  **Duration:** 1 hour/2 runner levels
  **ENC Cost:** 3

This program alters the appearance of a living target. Using a genetic sample collected from the target (for example, a skin cell), the runner creates a minor recombinant virus that can change hair color, eye color, complexion, or even facial structure to a small extent. This virus is then injected into the target (which requires a touch attack if the target is hostile).
  This program is mostly used for recreational purposes, but can also be used to grant a bonus of 5 + 1 per runner level to a Disguise check.

**Geo Locator**
Sensor
  **Tech Level 3** (Enc)
  **Purchase DC:** 11
  **Hardware Requirements:** Tech Drone
  **Run Time:** 5 minutes
**Effect:** 1 electronic map
**ENC Cost:** 5

This program identifies the runner's location on a planet's surface, and provides an electronic map of the area within a ten-mile radius.

**Glider**
Mechanics
  **Tech Level 3** (ENT)
  **Purchase DC:** 13
  **Hardware Requirements:** Small fabricator
  **Run Time:** Attack action
  **Effect:** 1 glider
  **Duration:** Effective for 1 hour + 1 hour/runner level
  **ENC Cost:** 5

This program creates an air-light glider that unfolds from a 3x3 inch square.

This glider can carry one character, with his gear, in an atmosphere and land safely. While gliding, a character has a fly speed of 40 feet (clumsy). Each minute, the glider descends 5 feet plus 5 feet for every 100 pounds the glider is carrying. Updrafts will cause the glider to gain an amount of altitude determined by the GM.

**Options and Upgrades:** For 2 additional ENC, the program can be run as a free action.

## Glow Paint

Utility
**Tech Level 1** (Enc, ENT, FT)
**Purchase DC:** 11
**Hardware Requirements:** Small fabricator
**Run Time:** Full-round action (area) or attack action (targeted)
**Target or Area:** One creature or one object, or 40-ft.-radius burst
**Duration:** Instantaneous
**Saving Throw:** Reflex
**ENC Cost:** 1

This program sprays glowing paint over an area or onto a target, illuminating the area or target until the paint is cleaned off. Glow paint is often used to illuminate asteroid mining operations. A character covered in glow paint suffers a –5 penalty to Hide checks, and loses any concealment bonus that is not conferred by cover. Clothing that has been covered in glow paint must be thoroughly cleaned to negate these effects.

**Options and Upgrades:** For every 2 additional ENC spent, the Reflex save DC increases by 1. Also, spending 2 additional ENC units will increase the radius of an illuminated area by 10 feet

## Graft Armor

Mechanics
**Tech Level 1** (ENT)
**Purchase DC:** 11
**Restrictions:** Mil +3

**Hardware Requirements:** Small fabricator
**Run Time:** Attack action
**Target:** Construct, machine, or suit of armor
**Duration:** See below
**ENC Cost:** 1

This program uses a fabricator's applicator to graft damage-absorbing armor plates onto a target. A single armor graft grants 1d8 temporary hit points to the target. A target may have multiple armor grafts depending on its size as follows: Small – one graft, Medium-size – 2 grafts, Large – 3 grafts, and so on. For every armor graft applied, a target gains a –1 armor penalty (due to the bulk of the new plates) and a +1 equipment bonus to Defense. The armor penalties last until the graft's temporary hit points are used up.

## Grappling Hook

Utility
**Tech Level 3** (Enc, ENT, FT)
**Purchase DC:** 13
**Hardware Requirements:** Small fabricator
**Run Time:** Attack action
**Target:** One object or one creature
**Duration:** Effective for 1 minute/runner level
**ENC Cost:** 5

This program directs a fabricator to build and launch a grappling hook that uses nanites to affix itself onto any surface it hits with a successful ranged attack. The hook will lose its grip on the surface when the program's duration expires. The hook is attached to a 100-foot polymer cable that can support 300 pounds. A successfully attached grappling hook grants a +10 bonus to Climb checks using the hook.

The runner can also use this program to make a ranged touch attack on a character. If the hook hits a living target, it deals 4d4 points of piercing damage. As a standard action, the runner can

attempt to pull the target in with a successful opposed Strength check. The target is pulled in 10 feet + 10 feet for every 5 points by which the opposed Strength check was larger than the opposed strength. The runner may release the hook as a free action. If the target removes the hook (which is a full round action), he takes an additional 1d4 slashing damage.

**Options and Upgrades:** For every 2 additional ENC units spent, the runner can increase his Strength check by 5 points or increase the cable length by 50 feet.

## Induced Phobia
Biomedical
   **Tech Level 3** (ENT)
   **Purchase DC:** 15
   **Restrictions:** Black market
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** Fog spreads within a 30-ft. radius
   **Duration:** Instantaneous
   **Saving Throw:** Will negates
   **ENC Cost:** 5

This program directs a fabricator to spew out from its applicator a fog containing nanites that induce a powerful fear of the runner in any living creature touched by the fog. A panic-stricken creature will flee from the runner (in the nearest safe direction) as fast as it can for 1d6 rounds. If cornered by the runner, the target will cower for 1d6 rounds.

**Options and Upgrades:** For every 2 additional ENC units spent, the save DC increases by 1.

## Industrial Adhesive
Utility
   **Tech Level 1** (Enc, ENT, FT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** Enough adhesive to cover a square surface up to 10 ft. + 5 ft./2 runner levels on a side
   **Duration:** Effective for 1 minute/runner level
   **Saving Throw:** Reflex
   **ENC Cost:** 1

This program directs a fabricator to spray a powerful adhesive from its applicator. The adhesive loses its stickiness when the program's duration expires.

Any creature in a sprayed area must make a Reflex save to avoid being stuck. A stuck creature receives a –2 to all attack rolls and cannot move until he succeeds in a Strength check DC 20 as a standard action. Any creature attempting to move out of or through the sprayed area must make a Strength check DC 20 as a standard action to move during that round, and if still stuck in the adhesive, must make another Strength check in the next round.

**Options and Upgrades:** For every 2 additional ENC units spent, the Strength check DC increases by 1.

## Industrial Solvent
Utility
   **Tech Level 1** (Enc, ENT, FT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** Enough solvent to clean a square surface up to 10 ft. + 5 ft./2 runner levels on a side
   **Duration:** Instantaneous
   **Saving Throw:** None
   **ENC Cost:** 1

This program creates a solvent powerful enough to dissolve the adhesive produced by the industrial adhesive Tech Program. The solvent can be sprayed over an area covered in Industrial Adhesive, or on characters who are suffering the effects of Industrial Adhesive.

**Options and Upgrades:** For an additional 4 ENC units, this program can be run as a swift action.

## Instant Ammo

Utility
   **Tech Level 1** (Enc, ENT, FT)
   **Purchase DC:** 11
   **Restrictions:** Mil +3
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 clip of ammunition
   **Duration:** Instantaneous
   **ENC Cost:** 1

This program directs the fabricator to build a clip of ammunition for any ballistic weapon that uses caseless ammunition. The program will not produce more than 30 rounds.
   **Options and Upgrades:** Spending 2 additional ENC units allows the ammunition to be fabricated as a swift action. Spending 4 additional ENC units allows the program to produce ammunition with explosive heads dealing + 1 die of damage (e.g., 3d6 increases to 4d6).

## Internal Fortitude

Biomedical
   **Tech Level 1** (ENT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** One living creature
   **Duration:** 1 hour/runner level
   **ENC Cost:** 1

This program creates a nutrient solution tailored to boost a target's immune system. When injected into a living target, the target's Fortitude save gains a +4 bonus for the program's duration.

## Knockout Gas

Biomedical
   **Tech Level 3** (ENT)
   **Purchase DC:** 13
   **Restrictions:** Res +2
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** Wall of knockout gas 5 ft. wide, 15 ft. tall, and 10 ft. + 5 ft./2 runner levels long
   **Duration:** 5 rounds + 1 round/2 runner levels
   **Saving Throw:** Fortitude save
   **ENC Cost:** 5

This program directs a fabricator to create a knockout gas that, when sprayed from the fabricator's applicator, forms a wall in front of the runner. Any character that moves through this wall must attempt a Fortitude save, unless he has some means of avoiding the gas (such as a gas mask or an independent air supply). A character who fails this save is rendered unconscious.
   **Options and Upgrades:** For every 2 additional ENC units spent, the save DC increases by 1.

## Language Analysis

Sensor
   **Tech Level 2** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Tech Drone
   **Run Time:** 10 minutes
   **ENC Cost:** 3

This program give the runner a +10 bonus to one Decipher Script check.

## Laser Sight

Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:** 12
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Range:** Touch
   **Target:** LOS ranged weapon
   **Duration:** 2 hours
   **ENC Cost:** 2

This program builds a small laser onto any line-of-sight ranged weapon. Affixing the sight grants a +2 equipment bonus to any attack roll made with the modified weapon within two of its range increments. After two hours, the sight's integrated power supply is depleted and the sight will no longer function.

**Options and Upgrades:** Spending 2 additional ENC units increases the distance over which the equipment bonus granted by the sight applies to any number of range increments.

## Lie Detector

Sensor
   **Tech Level 3** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 lie detector device
   **Duration:** A number of days equal to runner level
   **ENC Cost:** 5

This program creates a small handheld device that monitors stress levels in the voice of a living target. Using the lie detector gives the runner a +10 bonus to both Resist Bluff checks and Sense Motive checks when speaking to targets. The lie detector will function for a number of days equal to runner level.

## Lock

Utility
   **Tech Level 1** (Enc, ENT, FT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** Object
   **Duration:** Instantaneous
   **ENC Cost:** 1

This program creates a simple mechanical lock – either a combination lock or a key lock (the program creates the key as well) – for a target object.

Attempts to disable this lock have a DC of 10 + runner level + runner's Int modifier.

**Options and Upgrades:** Spending 2 additional ENC units will add a chemical trap causing 1d6 points acid damage to the lock. The Search DC and Disable Device DC are both equal to 10 + runner level + runner's Int modifier. For every additional ENC unit spent, the damage increases by 1d6.

Spending 2 additional ENC units will add either an audible or a silent alarm to the lock (chosen when the program is run). An audible alarm has a range of 200 ft while a silent alarm has a range of 100 ft. Every additional ENC unit spent adds 100 feet to the range of either an audible or a silent alarm.

Spending 2 additional ENC units will cause the program to reconfigure a pre-installed lock of equivalent build.

In addition, for every 2 additional ENC spent to achieve any of these options or upgrades, the program's save DC increases by 1.

## Mark

Software
   **Tech Level 1** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Tech Drone
   **Run Time:** Attack action
   **Duration:** Instantaneous
   **ENC Cost:** 1

This program prints a visible personal mark on any surface and embeds a moderately long message (several thousand words, images, etc.) into the image on a molecular level. This message does not fade away over time, and can be read by any Tech Drone or by anyone with an optical data-reading device (such as the reader created by the Data Reader program).

## Mechanical Regeneration
Mechanics
   **Tech Level 5** (ENT)
   **Purchase DC:** 15
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** Construct, machine, or object
   **Duration:** 5 hours or until nanites are consumed
   **ENC Cost:** 9

   This program creates a slug of nanomachines that is sprayed onto or injected into a target. The nanites will repair the machine for 4 hit points per round until they have repaired 20 hit points + 4 hit points per runner level (at which point they are fully consumed). Any remaining nanites will remain dormant in the target for up to 5 hours. They will continue to repair the machine as it takes damage during that time, until they have repaired up to 20 hit points + 4 hit points per runner level.
   **Options and Upgrades:** Spending 2 additional ENC units will cause the nanites to repair 8 hit points per round.

## Mechanical Fabrication
Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:** 12
   **Hardware Requirements:** See below
   **Run Time:** See below
   **ENC Cost:** 3

   When using this program in conjunction with the Craft (mechanical) skill, reduce the purchase DC by 2 and the time spent making the check by ¼. This does not grant a bonus to the skill check, which must still be made as laid out in the skill description. When fabricating a piece of equipment, the fabricator must be at least one size category larger than the item being created.

## Mental Booster
Biomedical

   **Tech Level 3** (ENT)
   **Purchase DC:** 13
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** Creature
   **Duration:** 1 hour/runner level
   **ENC Cost:** 5

   This program injects into a living creature a compound granting a temporary chemical bonus of +4 to one of the following stats: Intelligence, Wisdom or Charisma (chosen by the runner before the program is run).
   **Options and Upgrades:** For every 2 additional ENC units spent, the runner can choose one other mental stat to receive the +4 bonus.

## Messenger Drone
Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:** 12
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** One messenger drone
   **Duration:** 1 hour/runner level
   **ENC Cost:** 3

   This program creates a small flying robot (with a fly speed of 80 (good)) programmed to deliver an audio message to a specific individual. If the robot is unable to reach its target, it will send the runner a failure signal and disintegrate. The robot will also disintegrate after successfully relaying its message. The drone has a Defense of 18, 10 hit points, and hardness 5.
   **Options and Upgrades:** When 4 additional ENC units are spent, the messenger robot can travel any distance within a planet's atmosphere.

## Micro-fusion Cell
Mechanics
   **Tech Level 5** (ENT)
   **Purchase DC:** 17
   **Restrictions:** Black market

**Hardware Requirements:** Small fabricator. Io Thermal Induction Coil (see below)
**Run Time:** 12 hours
**Target:** One piece of equipment that requires electrical power
**Duration:** Instantaneous
**ENC Cost:** 9

This program creates a custom micro-fusion cell that is built permanently into the object for which it has been fabricated. This may require disassembly of the target object. This powerful energy cell is typically used on weapons that use power cells as ammunition or on light vehicles that run on chemical fuels or electrical power. A weapon using a micro-fusion cell has a quadrupled ammunition capacity, but cannot be reloaded. Instead, it must enter a cool-down period that lasts for 24 hours. At the end of that time, its ammunition supply is replenished. A vehicle using a micro-fusion cell will run for a year before it requires refueling at a special station. Micro-fusion cells provide enough power only for vehicles of the size category Huge or smaller.

Micro-fusion cells run on hydrogen, which has a negligible cost because hydrogen can be obtained from ordinary water. However, creating a micro-fusion cell requires a rare and expensive component called an Io Thermal Induction Coil (purchase DC 30, Mil +3). Without this component, a micro-fusion cell is a micro-fusion bomb. Before running this program, the runner must somehow acquire this component, and a new coil must be found every time this program is run.

**Options and Upgrades:** If the runner spends 25 additional ENC units and one additional Io Thermal Induction Coil, he can integrate an Io heat-sink into the micro-fusion cell, reducing its cool-down time to 12 hours.

## Nanoscale Repair I
Mechanics

**Tech Level 1** (ENT)
**Purchase DC:** 11
**Hardware Requirements:** Small fabricator
**Run Time:** Attack action
**Target:** Object
**Duration:** Instantaneous
**ENC Cost:** 1

This program uses a fabricator's applicator to repair a machine or object by rebuilding material lost to damage. The target is repaired for 1d8 points of damage + 1 point per runner level (maximum +5).

## Nanoscale Repair II
Mechanics

**Tech Level 2** (ENT)
**Purchase DC:** 12
**Hardware Requirements:** Small fabricator
**Run Time:** Attack action
**Target:** Object
**Duration:** Instantaneous
**ENC Cost:** 3

This program operates in the same way as Nanoscale Repair I, except that it repairs 2d8 points of damage + 1 point per runner level (maximum +10).

## Nanoscale Repair III
Mechanics

**Tech Level 3** (ENT)
**Purchase DC:** 13
**Hardware Requirements:** Small fabricator
**Run Time:** Attack action
**Target:** Object
**Duration:** Instantaneous
**ENC Cost:** 5

This program operates in the same way as Nanoscale Repair I, except that it repairs 3d8 points of damage + 1 point per runner level (maximum +15).

## Nanoscale Repair IV
Mechanics

**Tech Level 4** (ENT)

**Purchase DC:** 14
**Hardware Requirements:** Small fabricator
**Run Time:** Attack action
**Target:** Object
**Duration:** Instantaneous
**ENC Cost:** 7

This program operates in the same way as Nanoscale Repair I, except that it repairs 4d8 points of damage + 1 point per runner level (maximum +20).

## Nanosurgery I
Biomedical
**Tech Level 1** (ENT)
**Purchase DC:** 11
**Hardware Requirements:** Small fabricator
**Run Time:** Attack action
**Target:** Creature
**Duration:** Instantaneous
**ENC Cost:** 1

This program uses a fabricator's injector to heal the wounds of a living creature by rebuilding tissue at an atomic level. The target is healed for 1d8 points of damage + 1 point / runner level. (maximum +5).

## Nanosurgery II
Biomedical
**Tech Level 2** (ENT)
**Purchase DC:** 12
**Hardware Requirements:** Small fabricator
**Run Time:** Attack action
**Target:** Creature
**Duration:** Instantaneous
**ENC Cost:** 3

This program operates in the same way as Nanosurgery I, except that it heals 2d8 points of damage + 1 point per runner level (maximum +10).

## Nanosurgery III
Biomedical
**Tech Level 3** (ENT)

**Purchase DC:** 13
**Hardware Requirements:** Small fabricator
**Run Time:** Attack action
**Target:** Creature
**Duration:** Instantaneous
**ENC Cost:** 5

This program operates in the same way as Nanosurgery I, except that it repairs 3d8 points of damage + 1 point per runner level (maximum +15).

## Nanosurgery IV
Biomedical
**Tech Level 4** (ENT)
**Purchase DC:** 14
**Hardware Requirements:** Small fabricator
**Run Time:** Attack action
**Target:** Creature
**Duration:** Instantaneous
**ENC Cost:** 7

This program operates in the same way as Nanosurgery I, except that it repairs 4d8 points of damage + 1 point per runner level (maximum +20).

## Nerve Toxin
Biomedical
**Tech Level 3** (ENT)
**Purchase DC:** 15
**Restrictions:** Black market
**Hardware Requirements:** Small fabricator
**Run Time:** Attack action
**Target:** Creature
**Duration:** 1d4 rounds
**Saving Throw:** Fortitude
**ENC Cost:** 5

This program creates a powerful poison that attacks a target's muscles, making the target weak and clumsy. The runner must succeed at a melee attack to inject the poison into a living target (this is considered an armed attack). Upon injection, the target must make a Fortitude save or receive 1d6 points of temporary Strength damage. After one

minute, the target must make a second Fortitude save or receive 1d6 points of temporary Dexterity damage.

**Options and Upgrades:** Spending 4 additional ENC units increases the potential damage to both strength and dexterity to 2d6.

### Night-Vision Eye
Sensor
   **Tech Level 3** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 sensor
   **Duration:** 1 hour/runner level
   **ENC Cost:** 5

This program creates a remote sensor that is identical to that created by the Roving Eye program, except that it has darkvision out to a range of 60 feet.

### Nutrient Ration
Biomedical
   **Tech Level 1** (ENT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 nutrient ration
   **Duration:** 1 days' worth of nutrition
   **ENC Cost:** 1

This program creates an edible nutrient bar that will sustain one living character for one day. The nutrient bar is not a replacement for drinking water, however.
   **Options and Upgrades:** For every additional ENC unit spent, an additional nutrient bar is created.

### Optical Shield
Biomedical
   **Tech Level 1** (ENT)
   **Purchase:** 11
   **Hardware Requirements:** Small fabricator

   **Run Time:** Attack action
   **Target:** Creature (with living optics)
   **Duration:** 1 day
   **ENC Cost:** 1

This program provides a target with temporary corneal lenses that will protect a character from any blinding effect.
   **Options and Upgrades:** Spending 2 additional ENC units gives the lenses the ability to provide the wearer with low light vision. Spending 4 additional ENC units gives the lenses the ability to provide the wearer with darkvision out to a range of 60 feet.

### Peace Tie
Mechanics
   **Tech Level 1** (ENT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** One weapon
   **Duration:** Instantaneous
   **ENC Cost:** 1

This program places a physical lock on a weapon, either by blocking its trigger mechanism or by locking the weapons into its sheath. (Weapons that do not have these or similar attributes cannot be peace tied.) The peace tie is made of an impact-resistant polymer with a hardness of 1 and 5 hit points. This program also creates a key to unlock the peace tie; multiple peace ties can be set to the same key. Breaking a peace tie releases a bright red dye marking both the weapon and the character who breaks the tie. The peace tie functions until it is removed or destroyed.
   Peace ties are most often used in enclosed communities such as space stations, allowing visitors to keep their weapons but limiting their ability to use them.
   **Options and Upgrades:** Every 2 additional ENC points spent add 1 to the

peace tie's hardness and 5 to its hit points.

## Pharmaceutical Fabrication

Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:** 12
   **Hardware Requirements:** Small fabricator
   **Run Time:** See below
   **Duration:** See below
   **ENC Cost:** 3

When using this program in conjunction with the Craft (pharmaceutical) skill, reduce the purchase DC by 2 and the time spent making the check by ¼. This does not grant a bonus to the skill check, which must still be made as laid out in the skill description. When fabricating a piece of equipment, the fabricator must be at least one size category larger than the item being created.

## Plastic Sealant

Mechanics
   **Tech Level 1** (ENT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** Enough plastic sealant to coat a surface up to 5 ft. + 5 ft./2 runner levels square, applied directly to a surface
   **Duration:** Effective for 1 hour/runner level
   **ENC Cost:** 1

This program creates a plastic compound that can be used to form a temporary airtight seal (useful in preventing air leaks in spacecraft or space habitats, closing off vents, etc.). After 1 hour per runner level, the compound ceases to remain airtight.

## Pocket Translator

Software
   **Tech Level 3** (Enc)
   **Purchase DC:** 12
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 translator device
   **Duration:** A number of days equal to runner level
   **ENC Cost:** 5

This program creates a small hand-held translator with audio input and output. When running this program, the runner designates two languages between which the translator will translate when it is active. The translator can be programmed only with known languages, including most languages currently in use across the world. The translator has enough internal power to function for a number of days equal to runner level.

## Probability Analysis

Sensor
   **Tech Level 4** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Tech Drone
   **Run Time:** 10 minutes
   **ENC Cost:** 7

This program predicts the consequences of a specific action. When running the program, the runner must describe the action fully and enter all relevant data. The program has a 50% chance of predicting the outcome of the action accurately, plus 10% per two runner levels.

## Program Module

Utility
   **Tech Level 4** (Enc, ENT, FT)
   **Purchase DC:** 12
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 program module device
   **Duration:** 1 day
   **ENC Cost:** 7 + ENC cost of program loaded into module

Running this program creates a program module: a handheld device that can run a single program that creates a usable item. Any character can activate a program module, but the module can run only the program chosen when Program Module was run.

To run Program Module, the runner must spend the ENC required by the program loaded into the module as well as the ENC cost for Program Module itself. The program loaded into the module must be in the program library of the runner of Program Module. After 1 day plus 1 day per runner level, the program module will cease to function.

## Proximity Detector
Sensor
  **Tech Level 1** (Enc)
  **Purchase DC:** 11
  **Hardware Requirements:** Small fabricator
  **Run Time:** Attack action
  **Effect:** 1 proximity detector
  **Duration:** See below
  ENC Cost: 2

This program creates a small optical sensor that can be placed in any location. Deploying the sensor does not require any skill check and is an attack action. The sensor persists until destroyed. As long as the runner is within 100 feet of the sensor, it will notify him via a wireless communication relay if anything passes within 20 feet of the sensor.

## Proximity Mine
Utility
  **Tech Level 2** (Enc, ENT, FT)
  **Purchase DC:** 12
  **Restrictions:** Mil +3
  **Hardware Requirements:** Small fabricator
  **Run Time:** Attack action
  **Effect:** 1 proximity mine that explodes in a burst with a 15-ft. radius
  **Duration:** See below

**Saving Throw:** Reflex
**ENC Cost:** 3

This program creates a small proximity mine that, once deployed, will detonate when anything Medium-size or larger moves within 10 feet of the mine. Deploying the mine does not require any skill check and is an attack action. The mine will adhere to most surfaces. The mine will become active two rounds after it is deployed. When it detonates, the mine deals 1d8 concussive damage to targets within its burst area.
  **Options and Upgrades:** For every 2 additional ENC units spent, the damage caused increases by 1d8 and the DC increases by 1.

## Pyro
Utility
  **Tech Level 3** (Enc, ENT, FT)
  **Purchase DC:** 15
  **Restrictions:** Black market
  **Hardware Requirements:** Small fabricator
  **Run Time:** Attack action
  **Area or Target:** Cone (area Pyro) or one creature (targeted Pyro)
  **Duration:** Instantaneous (area Pyro) or 1 round/2 runner levels (targeted Pyro)
  **Saving Throw:** Reflex half
  **ENC Cost:** 5

  **Area Pyro:** This program can be used to spray magnesium sparks over a cone-shaped area (length equal to the fabricator's applicator range) . Any creatures in the affected area who fail a Reflex save for half receive 5d6 points of fire damage.
  **Targeted Pyro:** Pyro can also target a single creature using a ranged touch attack, which when successful causes 5d6 points of fire damage immediately and 2d6 points of fire damage for the duration of the run time.
  **Options and Upgrades:** Every 2 additional ENC units spent, add an additional 3d6 to the primary damage for

either version of the program (but not to the secondary damage for a ranged touch attack), and increase the save DC by 1.

## Reanimation Serum
Biomedical
   **Tech Level 5** (ENT)
   **Purchase DC:** 17
   **Restrictions:** Black market
   **Hardware Requirements:** Small fabricator
   **Run Time:** Full-round action
   **Target:** Recently-deceased corpse
   **Duration:** 1 hour + 1 hour/2 runner levels
   **Saving Throw:** None
   ENC Cost: 9

   This program creates a (highly unethical) serum that, when injected into a recently-deceased humanoid corpse, temporarily gives the target a new (false) life – that is, enables it to move and follow simple commands. This "zombie" will obey the runner who reanimated it.
   The zombie has the species abilities that the target had before its death. The zombie's new hit die are equal to the target's base hit die + half of any class levels possessed by the target before its death. (All these hit die are now d12s.) The zombie's save and base attack bonus are equal to those of an undead of equivalent hit die as decribed in Chapter Eight: Friends and Foes in the *d20 Modern Roleplaying Game.*
   The zombie's Intelligence is reduced to 2, and the zombie has no Constitution but is immune to all massive damage saves (since it no longer possesses any vitals). The zombie's Dexterity suffers a –4 penalty and its Strength gains a +4 bonus, relative to the Dexterity and Strength of the target before its death.
   The zombie can use only simple melee weapons, and has no skills or special abilities.

## Re-entry Shielding
Mechanics

   **Tech Level 5** (ENT)
   **Purchase DC:** 15
   **Hardware Requirements:** Small fabricator; chemical kit (see below)
   **Run Time:** 10 minutes
   **Target:** Vehicle, starship, or creature (see restrictions below)
   **Duration:** 4 hours + 1 hour/runner level, or until burned away
   **ENC Cost:** 9

   This program provides a target with a temporary coating of a special heat-absorbing polymer that disintegrates after a single re-entry, protecting the target from thermal damage due to that re-entry. The coating can also absorb up to 100 points of conventional fire damage before dissipating. If the coating absorbs more than 50 points of fire damage, it will no longer be capable of protecting the target during re-entry.
   A living target must be wearing a space suit, powered armor, or similar protective gear to avoid suffocation and immobilization.  Note that an unprotected living creature is not a valid target for this program (which cannot therefore be used as a weapon).
   When the target is an object (such as a vehicle or starship) that is of size Huge or larger, the runner must use a chemical kit (described in Chapter Four: Equipment in the *d20 Modern Roleplaying Game*). The entire chemical kit is consumed when the program is run on a single target.
   **Options and Upgrades:** Every 5 additional ENC spent increases the program's duration by one hour (maximum +10 hours).

## Roving Eye
Sensor
   **Tech Level 2** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Effect:** 1 sensor
   **Duration:** 1 hour/runner level

**ENC Cost:** 3

This program creates a flying remote optical sensor that sends video information from an area 100' in front of the sensor back to the fabricator. The sensor's movements can be controlled through the fabricator's interface as long as the sensor is within 100 feet of the fabricator. The sensor has a fly speed of 20 (poor) and 5 hit points. Due to its small size, it has a Defense bonus of +2. The sensor will function for one hour per runner level.

## Scan Disruptor
Software
   **Tech Level 5** (Enc)
   **Purchase DC:** 15
   **Hardware Requirements:** Small fabricator, Tech Drone
   **Run Time:** Attack action
   **Area:** Burst with radius of 25 ft. + 5 ft./runner level
   **Duration:** 10 minutes/runner level
   **Saving Throw:** None
   **ENC Cost:** 9

This program interferes with the correct operation of any sensors that attempt to scan an object within the area of the program for the program's duration. The DC of any Computer Use check made to operate sensors targeting an object obscured by this program suffers a penalty equal to 10 + half the runner's level.
   **Options and Upgrades:** Every 5 additional ENC spent increases the program's radius by 5 feet.

## Sedative
Biomedical
   **Tech Level 2** (ENT)
   **Purchase DC:** 12
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target or Effect:** Creature touched or 10-ft.-radius cloud

   **Duration:** One minute/runner level (for injection) or 1 round/runner level (cloud)
   **Saving Throw:** Will negates
   **ENC Cost:** 3

   **Sedative Injection:** This program injects a sedative into a hostile living target as the result of a successful a melee attack (this is an armed attack). If the attack hits, the target will fall asleep for 1d4 rounds unless the target makes a Will save to negate.
   **Sedative Cloud:** This program makes an area attack by launching from the fabricator's bay a small plastic pellet that bursts open to release a sedative cloud over the program's area.
   **Options and Upgrades:** For every 2 additional ENC spent, the save DC increases by 1.

## Sensor Sweep
Sensor
   **Tech Level 2** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Tech Drone
   **Run Time:** Attack action
   **Duration:** 10 minutes
   **ENC Cost:** 3

This program gives a +10 bonus to all Spot and Search checks made by the runner for the ten minutes directly after the program is run.

## Simple Duplication
Mechanics
   **Tech Level 2** (ENT)
   **Purchase DC:** 12
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** Object
   **Duration:** The duplicate persists for 1 minute + 1 minute/2 runner levels
   **ENC Cost:** 3

This program creates a duplicate of a small simple object (such as a key or a

picture ID). The program cannot duplicate any simple object that is worth more than a purchase DC 14. Once the program's duration expires, the nanites making up the duplicate disaggregate.

**Options and Upgrades:** Spending 4 additional ENC units increases the duration of the duplicates existence to 1 hour +1 hour/2 runner levels.

## Simple Fabrication
Mechanics
  **Tech Level 1** (ENT)
  **Purchase DC:** 11
  **Hardware Requirements:** Small fabricator
  **Run Time:** Attack action
  **Effect:** 1 simple object
  **ENC Cost:** 2

This program fabricates one small simple object, such as a small replacement part, specified when the program is run. It cannot create weapons or complex objects, such as blades or electronics.

## Slaver Virus
Software
  **Tech Level 5** (Enc)
  **Purchase DC:** 11
  **Restrictions:** Black market
  **Hardware Requirements:** Tech Drone
  **Run Time:** Attack action
  **Target:** 1 robot
  **Duration:** Indefinite
  **Saving Throw:** none
  **ENC Cost:** 9

This program creates a slug of nanites that will override the computer brain of a robotic construct, causing the robot to obey all of the runner's commands. The runner's Tech Drone must make a ranged touch attack to deliver the nanites. It takes the nanites 1d4 rounds to override the robot, with no saving throw possible.

## Smart Cells
Biomedical
  **Tech Level 5** (ENT)
  **Purchase DC:** 15
  **Hardware Requirements:** Small fabricator
  **Run Time:** Attack action
  **Target:** Creature
  **Duration:** See below
  **ENC Cost:** 9

This program creates a solution of organic nanites that is injected into a living creature. The nanites will repair the target for 4 hit points per round, until they have repaired 20 hit points + 4 hit points per runner level. As long as they have not been expended, the nanites will remain dormant in the target for up to 5 hours. They will continue to repair the target as it takes damage during that time, up to 20 hit points + 4 hit points per runner level.

**Options and Upgrades:** Spending 2 additional ENC units will cause the nanites to repair 8 hit points per round.

## Space Locator
Sensor
  **Tech Level 4** (Enc)
  **Purchase DC:** 11
  **Hardware Requirements:** Tech Drone
  **Run Time:** 10 minutes
  **Effect:** 1 electronic map
  **ENC Cost:** 7

This program identifies the runner's approximate location in space, and provides the runner with an electronic map with directions to the nearest known locations of interest, such as planets, moons, and space stations.

## Speed Loader
Mechanics
  **Tech Level 2** (ENT)
  **Purchase DC:** 14
  **Restrictions:** Black market
  **Hardware Requirements:** Small fabricator

**Run Time:** 5 minutes
**Target:** Ammunition-based weapon
**Duration:** Instantaneous
**ENC Cost:** 3

This program creates a single-use speed loader for a clip or box of ammunition for any ranged weapon Medium-size or smaller. The ammunition must be loaded into the speed loader and readied before use, but at any time the speed loader can reload a weapon as a free action. After one use, the speed loader becomes non-functional.

**Options and Upgrades:** Spending 2 additional ENC units allows this program to be used on a weapon sized Large or smaller. Spending 4 additional ENC units allows the speed loader to be used twice before it becomes non-functional.

## Spy Scope
Sensor
  **Tech Level 3** (Enc)
  **Purchase DC:** 11
  **Hardware Requirements:** Small fabricator
  **Run Time:** Attack action
  **Effect:** 1 spy scope
  **Duration:** 1 day
  **ENC Cost**: 5

This program creates a digital spy scope that can be used to observe and record the actions of long-range targets. The scope has a range of one mile plus an additional mile per three runner levels, and enough power to function for one day. At the end of that day, or when the user deactivates the scope, the scope creates a permanent data disk recording of all it has observed.

## Structural Fabrication
Utility
  **Tech Level 2** (Enc, ENT, FT)
  **Purchase DC:** 12
  **Hardware Requirements:** See below
  **Run Time:** See below
  **ENC Cost:** 3

When using this program in conjunction with the Craft (structural) skill, reduce the purchase DC by 2 and the time spent making the check by ¼. This does not grant a bonus to the skill check, which must still be made as laid out in the skill description. When fabricating a piece of equipment, the fabricator must be at least one size category larger than the item being created.

## System Interference
Software
  **Tech Level 2** (Enc)
  **Purchase DC:** 12
  **Hardware Requirements:** Tech Drone
  **Run Time:** Attack action
  **Area:** Robots within a cone-shaped area
  **Duration:** Instantaneous
  **Saving Throw:** Will
  **ENC Cost:** 3

This program directs the runner's Tech Drone to broadcast a cone-shaped blast of electromagnetic interference (length equal to the fabricator's applicator range) that disrupts robotic programming. Robots in the affected area with up to 1 hit die per 2 runner levels (maximum 5 hit die) will become stunned for 1d4 + 1 rounds.

**Options and Upgrades:** For every 2 additional ENC units spent, the amount of time the robots remain stunned increases by 1 round. For every 2 additional ENC units spent, the save DC increases by 1.

## System Wipe
Software
  **Tech Level 3** (Enc)
  **Purchase DC:** 15
  **Restrictions:** Black market
  **Hardware Requirements:** Tech Drone
  **Run Time:** Attack action

**Area:** Robots within a 15-ft.-radius burst centered on the Tech Drone
   **Duration:** 1 round/2 runner levels
   **Saving Throw:** Will, see below
   **ENC Cost:** 5

This program was designed to wipe out a robot's memory with a burst of electromagnetic energy from a Tech Drone; instead, it causes a robot to act randomly for a period of time. Each round, on the turn of an affected robot, the GM rolls a percentage die to determine the robot's action, using the table below for reference:

| d% | Robot's behavior |
|---|---|
| 01-10 | Attack runner with melee or ranged weapons (or close with runner if attack is not possible). |
| 11-20 | Act normally. |
| 21-50 | Shut down. |
| 51-70 | Flee from runner at top speed possible. |
| 71-100 | Attack nearest creature. |

A robot that cannot carry out the action described in the table shuts down until its next turn. A robot under the influence of this program defends itself normally if attacked, and in return will attack its attacker during the robot's next round (instead of taking a randomly-determined action from the table). A robot under the influence of this program will not make an attack of opportunity against any creature that it is not attacking that round.
   **Options and Upgrades:** Spending 2 addiitional ENC will cause this to daze humanoid creatures withing the area of effect unless they make a will save.

## Tactical Analysis
Sensor
   **Tech Level 3** (Enc)
   **Purchase DC:** 11
   **Restrictions:** Black market
   **Hardware Requirements:** Tech Drone
   **Run Time:** Full-round action
   **ENC Cost:** 5

This program will run a tactical scan of the entire area within Tech Drone sensor range, then create a map of the area with estimated enemy positions marked. The chance of an enemies position being accurate is 50% plus 10% per two runner levels. Enemies in plain sight of the sensor sweep are automatically placed correctly.

## Targeting Program
Software
   **Tech Level 2** (Enc)
   **Purchase DC:** 12
   **Restrictions:** Mil +3
   **Hardware Requirements:** Tech Drone
   **Run Time:** Attack action
   **Target:** Creature
   **Duration:** 5 rounds + 1 round/2 runner levels
   **ENC Cost:** 3

This program injects into a friendly target nanites that travel to the target's brain and attach themselves to the target's optic nerve. Once there, the nanites calculate the ballistics for ranged attacks and create a heads-up display of this information that is visible to the target. The program grants the target a +2 nanite bonus to ranged attacks for its duration, after which the nanites dissolve harmlessly and are absorbed by the body.

## Tazer
Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:** 12
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** One creature
   **Saving Throw:** Fortitude
   **ENC Cost:** 3

This program causes a fabricator to behave in the same way as the weapon for which the program as named, creating an electrified, self-firing prong

at a target as a ranged touch attack. If the prong hits, it deals 2d6 electrical damage, and the target must make a Fortitude save or be stunned for 1 minute.  The range of the prong is 25 ft. + 10 ft. per runner level.
   **Options and Upgrades:** Every 2 additional ENC units spent increases the save DC by 1.

## Thermal Paint
Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:**  12
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Duration:** Instantaneous
   **Saving Throw:** Reflex
   **ENC Cost:** 3

This program creates a compound that cannot be detected by thermal sensors.  A target covered in this compound is likewise undetectable to thermal sensors. Applying the compound, which has the consistency of greasepaint, is a full round action, and the compound remains effective for up to 24 hours. (The compound can be washed off.)
   The compound can also be sprayed into a cone-shaped area within applicator range. Creatures within the cone must make a Ref save to avoid being blinded for 1d4 + 1 rounds.
   Running this program once creates enough thermal paint either for one blinding attack or to render one character invisible to thermal sensors.

## Thermal Scan
Sensor
   **Tech Level 1** (Enc)
   **Purchase DC:** 11
   **Hardware Requirements:** Tech Drone
   **Run Time:** Attack action
   **Area:** 100' Diameter around the sensor.
   **Duration:** 10 Minutes

   **Saving Throw:** None
   **ENC Cost:** 2

This program detects any heat sources (such as hidden characters) that are not thermally shielded, and identifies their locations, sizes, and shapes for the runner.

## Truth Serum
Biomedical
   **Tech Level 4** (ENT)
   **Purchase DC:** 14
   **Restrictions:** Res +2
   **Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** Humanoid creature
   **Duration:** 10 minutes + 10 minutes/3 runner levels
   **Saving Throw:** Will
   **ENC Cost:** 7

This program injects into a living humanoid target a solution that induces the target to divulge information under questioning. While the target is under the influence of the truth serum, he must make a Will save every time he is asked a question he does not want to answer in order to avoid answering the question truthfully. Once the target successfully resists the truth serum when asked a specific question, the target receives a + 2 bonus to a Will save made to avoid answering the same question if it is asked again. Each time the target makes the save for that question, he receives an additional + 2 bonus for saves against the same question (in other words, the + 2 bonus is cumulative for any particular question).
   **Options and Upgrades:** For every 2 additional ENC units spent, the save DC increases by 1.

## Water Lung
Utility
   **Tech Level 2** (Enc, ENT, FT)
   **Purchase DC:** 12

**Hardware Requirements:** Small fabricator
   **Run Time:** Attack action
   **Target:** One creature/2 runner levels
   **Duration:** 4 hours + 1 hour/2 runner levels
   **Saving Throw:** None
   **ENC Cost:** 3

This program creates nanites that produce oxygen from water, and inject the nanites into a target creature's lungs, Their presence allows the target to breathe underwater for the duration of the program. The program does not filter out any form of toxins.
   **Options and Upgrades:** Every 2 additional ENC units spent gives the program the ability to filter one toxin from the water.

## Water Purifier
Biomedical
   **Tech Level 1** (ENT)
   **Purchase DC:** 11
   **Hardware Requirements:** Small fabricator
   **Run Time:** 1 minute
   **Effect:** One purifier tablet
   **Duration:** Instantaneous
   **ENC Cost:** 1

This program creates a small tablet that destroys toxins in water.  One tablet will render one gallon of water safe to drink.
   **Options and Upgrades:** For every additional ENC unit spent, the tablet created by the program will purify an additional gallon of water.

## Weapon Grafting
Mechanics
   **Tech Level 3** (ENT)
   **Purchase DC:** 13
   **Hardware Requirements:** Small fabricator, additional described below
   **Run Time:** Attack action
   **Duration:** 1 hour/runner level
   **Saving Throw:** None
   **ENC Cost:** 5

This program grafts a melee weapon to any substance, including skin. In order for a weapon to be grafted to the runner, the weapon must be in the runner's possession and the runner must be able to wield the weapon with one hand. The grafted weapon is considered both a standard weapon and a natural weapon for the purpose of effects that distinguish between weapon types. The grafted weapon grants a +1 competence bonus to all attack and damage rolls made with that weapon. Grafted weapons cannot be disarmed.
   **Options and Upgrades:** Spending 2 additional ENC units increases the critical range of the grafted weapon by 1. Spending 2 additional ENC units increases the damage multiplier by 1.

## Weapon Trap
Mechanics
   **Tech Level 2** (ENT)
   **Purchase DC:** 12
   **Restrictions:** Res +2
**Hardware Requirements:** Small fabricator, weapon
   **Run Time:** 5 minutes
   **Target:** Weapon
   **Duration:** Instantaneous
   **Saving Throw:** Fortitude for half
   **ENC Cost:** 3

This program creates either an electrical or a thermal trap on any weapon to which the runner has access. Excepting the runner or any other character designated by the runner when the program is run, anyone who touches the weapon sets off the trap, which deals 1d6 points of damage + 1 point of damage per 2 runner levels. A character who makes a Search check DC equal to 10 + runner level + the runner's Int bonus will notice the trap.
   **Options and Upgrades:** For every additional ENC unit spent, the Spot and Save DCs each increase by 1.

## Wireless Interference

Software
  **Tech Level 1** (Enc)
  **Purchase DC:** 11
  **Restrictions:** Res +1
  **Hardware Requirements:** Tech Drone
  **Run Time:** Attack action
  **Target:** Wireless receiver
  **Duration:** 1 minute + 1 minute/2 runner levels
  **ENC Cost:** 1

   This program prompts the runner's Tech Drone to scan for transmissions and create interference on the frequency of any transmission detected. This interference is centered around the runner's Tech Drone for a radius of 50 ft. + 1 ft. per runner level.
   Any wireless signals transmitted from within the area of interference have a chance  fail  equal to 50% + 10% per 3 runner levels, and detection of any wireless signal by any receiver within the area of interference has the same chance fail.

## Tech Programs List

| Utilities | Mechanics | Biomedical | Software | Sensor |
|---|---|---|---|---|
| **Tech Level 1** | | | | |
| Binding Shot | Emergency Shelter | Air Filter | Data Base | Analyze Compound |
| Caltrops | Fabricate Tools | Emergency Air | Encryption | Analyze Gear |
| Comm Laser | Flame Suppressant | Fast Bandage | Mark | Chemical Tag |
| Flotation Device | Graft Armor | Internal Fortitude | Wireless Interference | Proximity Detector |
| Glow Paint | Industrial Adhesive | Nanosurgery I | | Thermal Scan |
| Instant Ammo | Industrial Solvent | Nutrient Ration | | |
| Lock | Nanoscale Repair I | Optical Shield | | |
| | Peace Tie | Water Purifier | | |
| | Plastic Sealant | | | |
| | Simple Fabrication | | | |
| **Tech Level 2** | | | | |
| Acid Spray | Atomic Edge | Genetic Cosmetics | Control Fractal Wall I | Data Reader |
| Air Gun | Diamond Weave | Nanosurgery II | Data Tap | Language Analysis |
| Auto Rocket | Emergency Boat | Sedative | System Interference | Roving Eye |
| Chemical Fabrication | Nanoscale Repair II | | Targeting Program | Sensor Sweep |
| Det Cord | Simple Duplication | | | |
| Electronics Fabrication | Speed Loader | | | |
| Flare | Weapon Trap | | | |
| Laser Sight | | | | |
| Mechanical Fabrication | | | | |
| Messenger Drone | | | | |
| Pharmaceutical Fabrication | | | | |
| Proximity Mine | | | | |
| Structural Fabrication | | | | |
| Tazer | | | | |
| Thermal Paint | | | | |
| Water Lung | | | | |
| **Tech Level 3** | | | | |
| AP Rocket | Demolitions Charge | Anti-Venom | System Wipe | Geo Locator |
| Comm Beacon | Glider | Body Booster | Pocket Translator | Lie Detector |
| Digital Sight | Nanoscale Repair III | Induced Phobia | | Night-Vision Eye |
| Electrical Dampener | Weapon Grafting | Knockout Gas | | Spy Scope |
| Fractal Wall | | Mental Booster | | Tactical Analysis |
| Grappling Hook | | Nanosurgery III | | |
| Pyro | | Nerve Toxin | | |

## *Tech Programs List, cont'd*

| Utilities | Mechanics | Biomedical | Software | Sensor |
|-----------|-----------|------------|----------|--------|
| **Tech Level 4** | | | | |
| Atomic Wire Trap | Nanoscale Repair IV | Nanosurgery IV | Control Fractal Wall II | Probability Analysis |
| Enriched Fuel | | Truth Serum | | Space Locator |
| Gecko Feet | | | | |
| Program Module | | | | |
| **Tech Level 5** | | | | |
| | Mechanical Regeneration | Bio Plate | AI Control System | Bug Detector |
| | Micro-fusion Cell | Reanimation Serum | Electronic Countermeasures | |
| | Re-entry Shielding | Smart Cells | Scan Disruptor | |
| | | | Slaver Virus | |

# Chapter 15: Allies and Enemies

In the Dark Horizons universe, players might encounter not only many of the creatures, ordinaries, and heroic GM characters (but not heroic alien species) described in the *d20 Modern Roleplaying Game* and in *d20 Future*, but also some allies and enemies which exist only in this setting. These creatures, heroic GM characters, and heroic alien species are described below.

## Heroic GM characters

### Berserk Cy-Gen Genomorph

**(Tough Hero 4/Genomorph 2):** CR 6; Medium-size humanoid (Cy-Gen); HD 4d10+2d8+27; hp 76; Mas 23; Init +2; Spd 30 ft.; AP 41; Defense 18, touch 15, flat-footed 17; BAB +4; Grap +6; Atk +6 melee (1d6+2 piercing, spike hammer), or +8 melee (1d8+2 non-lethal, unarmed strike), or +6 ranged (none); SV Fort +8, Ref +3, Will +0; Str 14, Dex 14, Con 18, Int 10, Wis 9, Cha 14.

   **Occupation:** Rural (bonus feat: Brawl, bonus skills: Climb, Drive).

   **Skills:** Climb +10, Craft (mechanical) +7, Drive +10, Survival +8.

   **Feats:** Simple Weapons Proficiency, Improved Damage Threshold, Power Attack, Toughness, Ultra Immune System, Improved Brawl.

   **Talents:** Second Wind, Damage Reduction 1/-.

   **Special Abilities:** Morph Stage 1 (Wall Crawler), Darkvision.

   **Species Abilities:** Electrical Weakness, Fast Heal, Genetic Breed, Perfect Build, Superior Threshold.

   **Reputation:** +1

   **Wealth Bonus:** +15

   **Possessions:** Ragged clothing, leather jacket, Spike Hammer (crysanium), Shrapnel Grenade (5d6 slashing, grenade weapon) x6, various personal possessions.

### Consortium Enforcer

**(Fast Hero 4/Enforcer 2):** CR 6; Medium-size humanoid (Valence); HD 6d8+12; hp 54; Mas 14; Init +4; Spd 30 ft.; AP 41; Defense 20, touch 20, flat-footed 16; BAB +4; Grap +4; Atk +4 melee ( 1d6 bludgeoning, battle prod) or +2/+2 melee (1d6 bludgeoning/1d6 electrical, battle prod dual wielding), or +8 ranged (3d8 fire, laser sniper rifle); SV Fort +3, Ref +8, Will +5; Str 10, Dex 19, Con 14, Int 10, Wis 14, Cha 12.

   **Occupation:** Athlete (bonus feat: Archaic Weapons Proficiency, bonus skills: Climb, Swim).

   **Skills:** Balance +12, Climb +7, Hide +10, Move Silently +10, Sense Motive +8.

   **Feats:** Simple Weapons Proficiency, Two-Weapon Fighting, Personal Firearms Proficiency, Point Blank Shot, Double Tap, Precise Shot.

   **Talents:** Evasion, Opportunist.

   **Special Abilities:** The Zone once/day, Energy Focus.

   **Species Abilities:** Valent Surge, Electrical Feedback, Rejection, Ranged Dodge.

   **Reputation:** +1

   **Wealth Bonus:** +10

   **Possessions:** Valence Enforcer uniform, laser sniper rifle, power pack x3 (50 laser sniper rifle rounds each), battle prod, various personal possessions.

### Freelance Emergency Tech

**(Dedicated Hero 3/ENT 3):** CR 6; Medium-size human; HD 6d6+6; hp 36; Mas 12; Init +2; Spd 30 ft.; AP 42; Defense 17, touch 13, flat-footed 15; BAB +3; Grap +3; Atk +3 melee (1d8 fire, plasma torch), or +5 ranged (4d4 acid, Bio-annihilator); SV Fort +4, Ref +4, Will +7; Str 10, Dex 14, Con 12, Int 15, Wis 16, Cha 10.

   **Occupation:** Technician (bonus skills: Computer Use, Knowledge (technology), Repair).

**Skills:** Computer Use +11, Craft (pharmaceutical) +11, Knowledge (earth and life sciences) +13, Knowledge (technology) +13, Listen +9, Repair +11, Spot +9, Survival +9.

**Feats:** Simple Weapons Proficiency, Armor Proficiency (light), Educated (earth and life sciences, technology), Gear Head, Personal Firearms Proficiency, Surgery, Track.

**Talents:** Healing Knack, Healing Touch 1.

**Special Abilities:** ENT Tech 1, ENT Tech 2, Natural Mechanic, First Action.

**Reputation:** +2

**Wealth Bonus:** +16

**Possessions:** Jumpsuit, Micron vest (electricity resistance 3/-), "Paladin" V3 Fabrication Gauntlet (+12 ENC), Plasma Torch, Bio-annihilator, Bio-slugs (40), mechanical tool kit, flashlight, various personal possessions.

**Total ENC:** 25

**Tech Programs (ENC cost):** Glow Paint (1), Binding Shot (1), Nanoscale Repair I (1), Nanosurgery I (1), Emergency Air (1), Simple Duplication (3), Proximity Mine (3).

## FS Army Ranger

**(Strong Hero 4/Myrmidon 2):** CR 6; Medium-size human; HD 4d8+2d10+12; hp 58 (plus 50 armored); Mas 14; Init +1; Spd 30 ft.; AP 42; Defense +18, touch +18, flat-footed +17; BAB +6; Grap +11; Atk +11 melee ( 1d12+5 fire, thermal pike), or +7 ranged ( 3d10 fire, microwave cannon); SV Fort +7, Ref +2, Will +1; Str 17 (21 Armored), Dex 12, Con 14, Int 10, Wis 10, Cha 14.

**Occupation:** Military (bonus feat: Armor Proficiency (light), bonus skills: Drive, Pilot).

**Skills:** Drive +3, Knowledge (tactics) +6, Pilot+2, Repair +6.

**Feats:** Simple Weapons Proficiency, Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (medium), Armor Proficiency (powered),

Personal Firearms Proficiency, Power Attack.

**Talents:** Ignore Hardness, Improved Ignore Hardness.

**Special Abilities:** Second Skin, Stability, Combat Trained (+1).

**Reputation:** +0

**Wealth Bonus:** +15

**Possessions:** FS Soldier uniform, FPS-13X Fox Light Powered Armor, Microwave Cannon, Thermal Pike, microwave cell x3 (20 microwave canon rounds each), field rations, basic mechanical tool kit, duct tape x30, various personal possessions.

## Nomadic Assassin

**(Fast Hero 5/Huntsman 1):** CR 6; Medium-size humanoid (Nomad); HD 5d8+1d12+12; hp 59; Mas 14; Init +3; Spd 45 ft.; AP 41; Defense 20, touch 18, flat-footed 17; BAB +3; Grap +5; Atk +5 melee (2d6+2 piercing, huntspear), or +6 ranged (2d6+2 piercing, huntspear); SV Fort +1, Ref +6, Will +1; Str 14, Dex 16, Con 14, Int 9, Wis 14, Cha 12.

**Occupation:** Athlete (bonus feat: Brawl, bonus skills: Climb, Swim).

**Skills:** Hide +10, Move Silently +10, Survival +11.

**Feats:** Simple Weapons Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Defensive Martial Arts, Elusive Target, Nomad Species Weapons Proficiency, Track, Weapon Finesse.

**Talents:** Evasion, Increased Speed, Opportunist.

**Special Abilities:** Life-sense, Prey, +1d6 Sneak Attack.

**Species Abilities:** Feat of Strength, Low-light Vision, Low Tech, Survivalist.

**Reputation:** +1

**Wealth Bonus:** +15

**Possessions:** Traditional nomad tunic, leather armor, Nomadic huntspear x2 (crysanium), standard binoculars, torches x3, rope (150 ft.), tent (2-person), trail rations x12, various personal possessions.

## RS Computer Tech

**(Smart Hero 3/Encoder 3):** CR 6; Medium-size human; HD 6d6+12; hp 47; Mas 14; Init +6; Spd 30 ft.; AP 42; Defense 19, touch 15, flat-footed 17; BAB +2; Grap +2; Atk +2 melee (1d4 piercing, knife), or +4 ranged (2d8 fire, laser pistol); SV Fort +4, Ref +4, Will +5; Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 12.

**Occupation:** Technician (bonus skills: Computer Use, Craft (electronics), Knowledge (technology)).

**Skills:** Computer Use +16, Craft (chemical) +13, Craft (electronic) +13, Craft (mechanical) +13, Disable Device +10, Drive +8, Investigate +10, Knowledge (current events) +8, Knowledge (earth and life sciences) +13, Knowledge (physical sciences) +13, Knowledge (technology) +9, Repair +12, Search +10.

**Feats:** Simple Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Educated (earth and life sciences, physical sciences), Gearhead, Improved Initiative, Personal Firearms Proficiency.

**Talents:** Savant (search), Exploit Weakness.

**Special Abilities:** Enc Tech 1, Enc Tech 2, Tech Drone, Hacker.

**Possessions:** Jumpsuit, Micron Body Armor, Pest 17G Tech Drone, knife, Laser Pistol (2d8 fire), power pack x2 (50 laser pistol rounds each), chemical kit, flashlight, various personal possessions.

**Total ENC:** 24

**Tech Programs (ENC cost):** Instant Ammo (1), Lock (1), Encryption (1), Thermal Scan (1), Chemical Tag (1), Targeting Program (3), Acid Spray (3).

# New Creatures

## Billit

The Billit looks like a cross between a Shar-pei and a rabbit. Bred to handle the often diverse landscapes of alien planets, the Billit is able to leap great distances, stretching its wrinkled skin between its limbs and gliding for several feet. It thrives on darker planets with lower gravity.

### Species Traits

**Improved Grab (Ex):** To use this ability, a Billit must hit an opponent of its size or smaller with a slam attack. (For more detail about this ability, see Chapter 8: Friends and Foes in the *d20 Modern Roleplaying Game*)

**Keen Sight (Ex):** The Billit has darkvision out to a range of 60 ft and low-light vision. (For more detail about these abilities, see Chapter 8: Friends and Foes in the *d20 Modern Roleplaying Game*)

**Billit:** CR 4; Medium-size animal; HD 4d8 + 1; hp 19; Mas 16; Init +2; Spd 30 ft., fly 20 (clumsy); Defense 14 (+2 Dex); BAB +3; Grap +7; Atk +3 melee (1d3, slam), or +3 melee (1d6, bite); Full Atk +3 melee (1d3, slam), or +3 melee (1d6, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Improved Grab, Keen Sight; AL none; SV Fort +4, Ref +4, Will -1; AP 0; Rep 0; Str 10, Dex 15, Con 12, Int 2, Wis 6, Cha 5

**Skills:** Listen +4, Move Silently +2, Hide +2.
**Feats:** None.
**Advancement:** 7-10 HD (Large).

## Grapine

The Grapine is a guard creature developed with genes from a tiger and a porcupine. Its stripes of dark burnt orange and black or brown provide excellent camouflage in the tall grass which is its preferred habitat, and its razor-sharp spines, almost as hard as steel, are used to devastating effect against its prey .

The Grapine strikes from cover and pounces on its prey. It attempts to grapple and to drag its prey to the ground, where its spines can finish the job. Because there are many creatures much easier to find and kill, the Grapine does not have many natural predators, so it has a tendency to overwhelm all creatures indigenous to an area.

### Species Traits

**Spines:** During a grapple, a Grapine automatically hits with 1d4 spines, and the spines do 1d4 +1 damage each.

**Improved Grab:** If a Grapine hits with its bite attack, it may initiate a grapple attempt (Grapple bonus +12) as a free action without provoking an attack of opportunity.

**Pounce:** If a Grapine charges into combat, it can make a full round attack, including its rake attack.

**Rake:** If the Grapine has successfully initiated a grab, it may make a rake attack with its hind legs (+9 to hit). The Grapine may also make a rake attack in any round during which it uses a pounce maneuver.

**Skill bonus:** When hiding in tall grass, the Grapine gains a bonus +5 to its Hide check.

**Grapine:** CR 7; Large Animal; HD 9d8 + 18; hp 60; Mas 17; Init +3; Spd 40 ft.; Defense 18 (+2 Dex, +7 natural, -1 size); BAB +6; Grap +13; Atk +9 melee (1d8 + 3, bite), or +6 melee (2d6 + 2, claw); Full Atk +9 melee (1d8 + 3); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ Spines; AL none; SV Fort +6, Ref +7, Will +1; AP 0; Rep 0; Str 16, Dex 17, Con 15, Int 3, Wis 9, Cha 7.

**Skills:** Listen +2, Move Silently +6, Hide +7.
**Feats:** None.
**Advancement:** 11-15 HD (Huge).

## Rumbling Buffalo

The Rumbling Buffalo are peaceful creatures – until provoked.  If a Rumbling Buffalo believes itself in danger, it will turn and charge rather than run.  Those that do flee tend to run over the threat, rather than away from it.  Rumbling Buffalo range in color between tan and black, and have large horns with very sharp points.  They are found on plains and savannahs on high-gravity worlds.

### Species Traits

**Trample (Ex):** As an attack action during its turn each round, a Rumbling Buffalo can run over an opponent sized Medium-size or smaller, entering the opponent's fighting space to do so, and dealing bludgeoning damage.

**Powerful Charge (Ex):** When a creature with this special attack makes a charge, its attack deals 4d6 + 7 damage in addition to the normal benefits and hazards of a charge, and receives a bonus of +11.

**Rumbling Buffalo:** CR 7; Large Animal; HD 8d8 + 18; hp 60; Mas 20; Init +0; Spd 40 ft.; Defense 16 (+7 natural, -1 size); BAB +5; Grap +10; Atk  +11 melee (1d8 + 7, gore); Full Atk +11 melee (1d8 + 7, gore); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ Trample, Powerful Charge; AL none; SV Fort +4, Ref +4, Will -1; AP 0; Rep 0; Str 21, Dex 11, Con 20, Int 2, Wis 4, Cha 4.

**Skills:** Spot +4.
**Feats:** None.
**Advancement:** 9-13 HD (Huge).

# New Heroic Alien Species

## Irritus

From the depths of space they came, appearing first from an abandoned jumpgate orbiting Earth. No one can say for sure if the Irritus are friend or foe, and their silence causes uneasiness for many.. The only aggression they have shown was in response to an attack by Federation patrols; the fight ended in the destruction of the Federation forces.

Few have actually seen the Irritus, who seem to avoid contact with other species.  In fact, some do not even believe in their existence, but sightings of the Irritus have been reported from every planet and space station.

An Irritus is humanoid in shape and about the size of the average human (6' tall on average). However, the lack of any color in the clothing or skin of an Irritus is quite distinctive.  Little else is known about the Irritus: not their origin, their average lifespan, or any of their social or cultural traits.

### Species Traits

Irritus share the following species traits:
   **Type:** Humanoid (Irritus)
   **Size:** Medium-size. Irritus have no special bonuses or penalties due to their size.
   **Ability Modifiers:** +6 Str, + 6 Dex, +4 Int. Irritus are unbelievably strong and agile.
   **Speed:** 40 feet.
   **Hit Dice:** 4d8.
   **Armor and Weapons Restrictions:** All Irritus are trained in light, medium and heavy armor. They are also proficient in all handguns, longarms, heavy weapons and Irritus weapons.
   **Darkvision:** An Irritus has darkvision out to a range of 120 feet. Darkvision is black and white only but otherwise the same as normal sight, and Irritus can function with no light at all.
   **Dual Nature:**  At 10 hit die, an Irritus can shift its body to the Void once per day for 1 round per Con bonus, allowing it to move unhindered by any terrain during that round. This includes solid objects such as stone or starship walls. An Irritus also gains 50% miss chance during this time and can attack while in the Void.

   **Separation:** Once each day, an Irritus can separate the Void for the duration of one round, allowing it to ignore damage dealt to it during that round.

   **Skill Bonuses:** Due to their years of combat and intelligence training, Irritus gain a +2 species bonus to Hide, Listen, Move Silently, Search, and Spot checks.

   **Swifter than Sight:** An Irritus can step into the Void for a few seconds, granting it 20% concealment as it shimmers between the Void and reality. An Irritus can use this ability once per day per 4 hit die.

   **Tactical Mind (Ex):** By spending 1 action point, an Irritus can calculate its opponent's next move and shift through the Void to meet it, giving it the ability to react faster in any situation. This allows an Irritus to re-roll initiative one time, picking the better of the two rolls.

   **Void Born (Ex):** The Irritus can exist in the Void as we do in our own reality, but an Irritus cannot exist outside the Void for very long. If an Irritus does not return to the Void within 24 hours of leaving, it breaks down in 1d4 rounds, causing 3d6 points of Void damage to any non-Void creature within 5 feet. Any non-Void creature caught in this Void implosion must make a Reflex save DC 5 + damage dealt, or be sucked into the Void and lost forever.

   **Bonus Feats:** Irritus gain Void Leap as a species feat. This feat gives an Irritus NPC the ability to leap a short distance (up to 100 ft) through the void once per day. Doing so is a full round action, and does not provoke an attack of opportunity.

   **Free Language Skills:** Read/Write Irritus
   **Level Adjustment:** +5

# Chapter 16: Adventures

The three complete adventures in this chapter can be played as written, or modified in any way the GM sees fit. As written, they are intended to be played in order.

## Blood on the Pavement

The roar of combustion engines fills the air, and the sleek racecars blur as they careen past stands packed with screaming fans. This spectacle of speed and danger has not slowed in the past 600 years, and may continue to accelerate far into the future. While some might think that automotive racing is passé in an age of space travel, the availability of old cars combined with the challenge of restoring and racing them has re-fueled this classic sport.

### Preparation
To run this adventure, the GM needs the *d20 Modern Roleplaying Game*, *d20 Future*, and the *Dark Horizons Universe Campaign Setting*. This adventure is best suited for a party of 1st level characters.

### Background Info
Beginning in the 22nd century, a sport jokingly referred to as "antiquing" swept across North America, spreading from there to the rest of the Federated States and to many other countries. This sport consists of restoring and racing motor vehicles from the 21st century and earlier, using only traditional machining and repairing techniques to restore these "antiques." On professional antique racing circuits, the use of nanotechnological repair or fabrication technology on racecars is strictly prohibited – the process of restoring the racecars is as integral to the sport as the racing itself. Because nanotechnological fabrication leaves nanites embedded in anything built with this technology, racecars can be scanned for evidence of nanotech tampering prior to each race. Such evidence can disqualify a racer from a race, and repeated offenses can ban a driver from the sport.

The epicenter of the antique racing circuit is the American Midwest, where the original automotive racing industry flourished during the 20th century. People in this area have access to old cars, racetracks, and raw ethanol that can be used as fuel. (After the depletion of fossil fuel supplies in the late 21st century, huge farms in the Midwest became a major supplier of the crops that are the source of a substitute fuel. There are also numerous distilleries in the area (similar to oil refineries) that turn the alcohol into fuel grade ethanol or methanol.) Most of the restored racecars use ethanol engine conversion kits so that they can run on ethanol fuel. Particularly wealthy racers use gasoline from the era of fossil fuels or expensive synthetic fuel.

In the decades leading up to this adventure, authentic 20th-century car parts have become scarce, and the use of modern replica parts is restricted in most official races (only 20% of a race-legal car can be made of replica parts). Because of the scarcity of authentic parts, it has become quite profitable for salvage teams to venture into the irradiated zones east of the Mississippi river, which have become a literal treasure trove of vintage cars. Until recently, the cost of making these irradiated car parts safe for use made them practically worthless, but now that antiquing has driven the cost of non-irradiated cars sky-high, salvage teams find that the risk of recovering parts pays off.

### Adventure Plot Basics

The heroes will be hired by Roderick Stalworth to find a man named James Kilroy (AKA Jim MacKell). Stalworth is the son of an influential businessman and is a famous racer along the Antiquing circuit. While he is well known, he is not well liked by either other racers or racing fans because he is viewed as a wealthy outsider. Stalworth claims that Jim MacKell, a former pit crew employee, has been stealing rare and valuable car parts from his auto shop. Before Stalworth could confront him about these allegations MacKell disappeared, and Stalworth wants MacKell found and his vintage car parts recovered.

The heroes will have to venture into an impoverished region called Junktown to track down MacKell. Members of this community are shielding MacKell, so the heroes will have to sneak or talk their way in. When they finally do find him, the heroes will discover that MacKell is really an undercover reporter named James Kilroy, who was investigating suspicions that Stalworth is cheating during his races. What he discovered is even bigger: that Stalworth is involved with an organized crime syndicate called the Brotherhood of Elders, which has been making money by trafficking in counterfeit authentic vintage-car parts. The parts that Kilroy has stolen (and he did steal them) are counterfeit parts that he intends to use as evidence to expose Stalworth's activities.

After making this discovery, the heroes and Kilroy will be attacked by agents of the Brotherhood. These agents intend to silence both Kilroy and anyone he has come into contact with (meaning the heroes and any of the locals who may be helping Kilroy) by killing them. After surviving this encounter, Kilroy will ask the heroes to help him get the evidence he needs to link Stalworth to the Brotherhood so Kilroy can expose their scheme. Both Kilroy and the heroes will head to Stalworth's salvage yard to recover a database that catalogues all of the illegal parts and outlines the Brotherhood supply chain.

**Site Information**
This adventure takes place in the American Midwest, in one of the states just west of the Mississippi. By default, the adventure takes place in Illinois, in the fictional city of New Springfield. If the GM is more familiar with another specific city or area along the Mississippi, he should feel free to alter this adventure to take place there.

The primary site of the adventure is the fictional city New Springfield, which consists of 4 separate sectors: the farming sector, the corporate sector, the residential sector, and Junktown.

This city (like most in the Midwest) is surrounded by sprawling farms that produce wheat or corn as a source of ethanol to help feed the massive energy demand of the Federated States. Agriculture once provided jobs for 80% of the local population, but as more and more farms have become automated, unemployment has increased dramatically.

The corporate sector of New Springfield is the smallest in area, and consists primarily of government offices, financial offices, and shopping districts. The very few skyscrapers in New Springfield are found in the corporate sector.

The residential sector is only slightly larger than the corporate sector, and is home to the upper-class and middle-class citizens of New Springfield. This sector is isolated from the other parts of the city by extensive security measures, a sad indication of the relationship between the rich and the poor in this city. Many of the wealthiest members of this sector are the owners of the outlying ethanol farms (the equivalent of today's oil tycoons).

The poorest sector of New Springfield, commonly referred to as Junktown, is also the largest part of the city proper. It

is smaller than the surrounding farm sector, but has a denser population than any of the city's other sectors. Many of its occupants used to work in the nearby farmlands until farm automation resulted in massive layoffs. Junktown gets its name from the many salvage operations based there – many of Junktown's impoverished occupants are willing to brave the radioactive wasteland to find car parts that can be sold for money to feed their families. Other Junktown residents make a living working low wage jobs in the corporate, residential, and farming sectors.

### Getting Started

As this is an introductory adventure, your most important job as GM is to draw the heroes into a life of adventure. The most expedient way to do this is by exploiting the crippling unemployment rampant in the city of New Springfield. The heroes should start the game as residents of Junktown between the ages of 18 and 25. One of the heroes' main desires is to make lives for themselves, but there just aren't any long-term opportunities in New Springfield. If the heroes want to get anywhere in life, they will need to leave Earth for the outlying space stations or for Mars. This costs money, though, and Stalworth's promise of payment should motivate the heroes to do whatever he wants.

For the adventure to move forward, the heroes must be brought together and contacted by Stalworth. The Federated States local employment network can take care of both of these needs. When an area (like New Springfield) develops a severe unemployment problem, the Federated States government installs an automated employment allocation network in that area. Employers post their job openings, along with requirements, onto the network, and unemployed Federated States citizens enter their qualifications into a database on that network. The network plays matchmaker, informing qualified jobseekers of appropriate postings; using that information, jobseekers then approach potential employers on their own.

Stalworth will use this network to find the heroes, who he thinks will be smart enough to find a man who stole valuable parts from his auto shop but not strong enough to survive a fight with the Brotherhood Goons Stalworth will then send to attack them. It is the intention of Stalworth and his Brotherhood contacts first to kill the heroes once they have done Stalworth's dirty work, and then to frame the heroes for the death of the man they found, (and that man for their deaths) in order to cover the Brotherhood's tracks.

### Encounter 1: Stalworth hires the Heroes (EL 0)

The game should begin with the heroes heading separately for the residential sector of New Springfield. Each of them will have been granted a day-pass by the employment network to enter this highly isolated sector for the purpose of meeting Stalworth at his auto shop. The heroes should all reach the auto shop at approximately the same time. Once they have all arrived, they will be greeted by an attendant dressed in a white jumpsuit, who will check their passes and usher them inside.

The interior of Stalworth's auto shop will most likely have a surreal quality for the heroes; they are probably accustomed to garages littered with parts and tools, their floors covered in oil stains and their walls ringing with the constant hum of power tools. Stalworth's "auto shop" is more like a showroom for his eighteen priceless racecars, which sit on rotating pedestals located throughout the room. The floor, walls, and ceiling of the shop are a pristine white, with tool compartments that fold seamlessly into the walls. A handful of mechanics, also in pristine white jumpsuits, move about the cars carrying

tablet computers, and appear to be running diagnostic programs of some sort.

The attendant leads the heroes through this area into a room that appears to be an office, where Roderick Stalworth is waiting. The office itself is quite similar to the area outside; the office furniture, like the walls, is all white, and appears able to fold away into the walls. The only decoration in the room is a wide-screen video display designed to resemble a window. Stalworth himself is a tall Caucasian in his mid-thirties, with short blonde hair that is beginning to recede. He is dressed in a white jumpsuit similar to those of his mechanics, decorated only with broad black stripes down the sleeves.

When the heroes enter the office, Stalworth is standing in front of the video display with his back to the door. The attendant announces the heroes' arrival and hands him a printout with their names and qualifications. After taking a moment to read over the printout, he nods in approval and the attendant leaves. Stalworth presses a few buttons on the nearby desk and several chairs fold out from the wall, one for each hero. Stalworth invites them all to sit. He remains standing and begins to pace back and forth on the far side of his desk.

As he paces, Stalworth tells this story to the heroes: About two months ago, he hired a new mechanic who went by the name Jim MacKell. The basic background check the shop ran at the time confirmed the man's identity, but now Stalworth highly doubts that MacKell was the man's real name. He goes on to tell the heroes that three days ago, MacKell stopped showing up for work, and a check of their inventory revealed that ten valuable computerized car-control systems were missing.

It appears that this man stole the parts and ran. While Stalworth claims that he has notified the authorities about the theft, he wants to hire the heroes to recover the stolen property. Stalworth feels that the best way for them to do this is to find "MacKell". He gives them several digital images of "MacKell" in additional to the personal information that "MacKell" supplied when he was hired (most of which is false and not particularly helpful). Stalworth also tells them that the best place to start their search is in Junktown, because that is where "MacKell" would go if his intention were to sell the parts.

### Encounter 2: Hunting for James Kilroy (EL 1 to 2)

In addition to "MacKell"'s data and picture, Stalworth gives the heroes a gene-scanner loaded with "MacKell"'s DNA data. The gene-scanner analyzes airborne particles for trace amounts of DNA expelled into the air by a person's breath. Using this gene-scanner, the heroes can determine whether "MacKell" has been in an area recently, and if so, will indicate how long ago (to within 12 hours) he was there. It can also positively ID "MacKell" when the heroes finally find him. Unbeknownst to the heroes, there is also a tracking device in the scanner, with a transmitter that will signal Stalworth when they find "MacKell".

Finding "MacKell" will require the heroes to do some legwork and to make a few critical skill checks. When the heroes head to Junktown and start asking around at local salvage yards, they will not find anyone who has seen "MacKell", no matter how high they roll on Gather Information, Diplomacy, or Intimidate checks. If the heroes make Search checks in conjunction with using the gene-scanner, they will be able to pick up his trail in Junktown. A Search check of 5 or better will give the heroes "MacKell"'s general location (to within a 500 square foot area). Heroes can take 10 on this check, which will take approximately 5 hours.

Once the heroes have narrowed down their search area, some local Gather

Information checks, DC 12, will tell the heroes that "MacKell" has been seen off and on in the area over the past few days. A more concentrated Search in the area with the gene scanner, DC 10, will locate a back alley where "MacKell" has been sometime during the preceding 12 hours. A Search check DC 5 in this alley will uncover an old sewer entrance that appears recently-used, giving the heroes their first real clue about where he has been hiding out.

At this point the heroes will most likely head down into the old abandoned sewer. This sewer has not been used for the past two hundred years, as most current waste disposal utilizes miniaturized local waste-recycling plants. The heroes are no doubt grateful for this fact, as it means that they are not assailed by the smell of raw sewage. This particular sewer dates back to the 20th century and is built primarily from concrete. The cross section of the sewer tunnels is a hemisphere with the flat side down. There are no functioning lights in this sewer so the heroes will need their own light source.

There is a thick layer of dust on the floor of the sewer, and if the heroes have a light source they can clearly see human footprints in the dust. If they succeed at a Spot check DC 15, they will also notice some sort of animal tracks. A Knowledge (streetwise) check DC 10 will tell the heroes that these tracks were made by the giant mutant rats that plague Junktown, and they will want to be on the lookout for these aggressive vermin.

If the heroes follow the footprints for 200 feet, they will find the small safe house in which "MacKell" has been hiding out. The trail is not too difficult to follow, as most of the tunnels that branch off from this path are dead ends that caved in long ago. At some point along the path, 2 to 4 giant rats will attack the heroes, swarming out from dark alcoves in response to the sounds made by the heroes.

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**Giant Mutant Rat:** CR ½; Small animal; HD ½ d8; hp 2; Mas 10; Init +2; Spd 20 ft., climb 20 ft., swim 15 ft.; Defense 13, touch 13, flat-footed 12 (+1 size, +2 Dex); BAB +0; Grp −10; Atk +3 melee (1d4-3, bite); Full Atk +3 (1d4-3, bite); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ scent, low-light vision; AL none; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.
   **Skills:** Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10.
   **Feats:** Weapon Finesse (bite).

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The rats will be hiding in the shadows, and will surprise the heroes unless they win an opposed Hide/Spot check. The number of rats that attack should depend on how many heroes there are, and how well the heroes are equipped; there should be at least one rat per 2 heroes, and if the heroes are well armed you may want to add an additional rat or two to the total number of rats.

After defeating these rats, the heroes can continue to follow the trail to "MacKell". Eventually they should see a steady light around a corner; there they will find a bricked-off sewer tunnel with a door built into the brick wall. The steady light is coming from under the door. Behind this door is a small room that "MacKell" built, and he is waiting inside.

### Encounter 3: "MacKell"'s Plea, Stalworth's Ploy (EL 3)

The first encounter with "MacKell" can play out in several different ways depending on the actions of the heroes. Two things should happen during this encounter: "MacKell" should explain the true situation to the heroes, and the Brotherhood's goons (who have been trailing the heroes through the tracking

device hidden in the gene-scanner) should attack "MacKell" and the heroes. The order in which these things happen depends on how the heroes and "MacKell" first meet.

If the heroes are inclined to question "MacKell" upon finding him, he will fill them in on the true story, and the subsequent attack by Stalworth's goons should convince the heroes to believe him. If the heroes decide to go in gunning for "MacKell", you should immediately intercede with the goon attack, and then follow that with "MacKell"'s explanation of what is really going on. Note that "MacKell" must survive for the story to continue.

As soon as he gets the chance, "MacKell" will tell the heroes his real name, James Kilroy, in addition to the rest of his story. He is a young journalist who was trying to make a name for himself by doing an investigative report on Stalworth, who is suspected by many other racers of cheating. Once he got on the inside, however, he discovered that he had bitten off more than he could chew. Stalworth's racing fraud was only the tip of the iceberg; Kilroy discovered that Stalworth had ties to the Brotherhood of Elders. The car parts that Kilroy took were evidence that Stalworth and his gang were machining replica vintage-car parts and selling them as authentic, which explains why Stalworth wants them back so badly. Kilroy built this small safe house in case something went wrong, and he decided to take the parts and hide here until he thought it was safe enough to turn the parts (and the gang) in to the authorities.

When the actual fight occurs, four goons will attack the heroes and Kilroy, with the intent of killing them all. Each of Stalworth's goons has the following stats:

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**Brotherhood Goon (Fast Ordinary 1/Tough Ordinary 1):** CR 1/2; Medium-size human; HD 1d10+2; hp 7; Mas 14; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12; BAB +0; Grp +1; Atk +2 melee (1d6+2 lethal, brass knuckles), or -3 ranged (2d4, Skorpion); FS 5 ft. by 5 ft.; Reach 5 ft.; AL the Brotherhood; SV Fort +3, Ref +1, Will +0; AP 0; Rep +0; Str 12, Dex 12, Con 14, Int 8, Wis 10, Cha 10.

**Occupation:** Criminal (bonus feat: Personal Firearms Proficiency; class skills: Gamble, Hide).

**Skills:** Climb +3, Drive +3, Intimidate +2, Spot +2.

**Feats:** Simple Weapons Proficiency, Armor Proficiency (light), Brawl, Personal Firearms Proficiency.

**Possessions:** Skorpion (.32 machine pistol), 2 clips of .32 ammo (40 rounds), brass knuckles, light undercover shirt, business suit, sunglasses, universal communicator (Unicom).

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If this encounter seems either too difficult or too easy, change the number of goons in the fight. Note that while these goons do have guns, they are not proficient in their use and have a penalty to their attack roll. The goons are more likely to try to close in and attack with their brass knuckles than to use their guns. Kilroy will also assist the heroes in fighting the goons, and his stats are as follows:

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**James Kilroy (Dedicated Hero 2):** CR 2; Medium-size human; HD 2d6+4; hp 16; Mas 14; Init +3; Spd 30 ft.; Defense 15, touch 15, flat-footed 12; BAB +1; Grp +4; Atk +2 melee (1d4+1, knife), or +4 ranged (2d6, Falcon .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL none; SV Fort +4, Ref +3, Will +6; AP 11; Rep +1; Str 12, Dex 16, Con 14, Int 14, Wis 18, Cha 15.

**Occupation:** Law Enforcement (bonus feat: Personal Firearms Proficiency; class skills: Gather Information, Knowledge (streetwise)).

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**Skills:** Gamble +6, Gather Information +7, Investigate +10, Knowledge (current events) +4, Knowledge (streetwise) +4, Knowledge (tactics) +4, Listen +6, Sense Motive +9, Spot +6, Survival +7, Treat Injury +9.

**Feats, Talents and Special Abilities:** Simple Weapons Proficiency, Personal Firearms Proficiency, Skill Emphasis (Investigate), Defensive Martial Arts, Combat Throw, Elusive Target.

**Possessions:** Falcon .45, 2 clips of .45 ammo (40 rounds), knife, street clothes, Tangler grenade (3).

Kilroy will hang back and attack the goons with his Falcon .45 pistol, falling back on his knife if the goons close in on him. The fighting area itself is Kilroy's sewer safe house, a room that is 40 feet long, 20 feet wide, and 10 feet high. It's basically a sewer tunnel that has been walled off on either end, with a door at the end from which the heroes approached leading back into the abandoned sewer and the entrance. The safe house itself has basic living facilities at the far end, but otherwise is mostly empty.

After the heroes fight the goons and talk to Kilroy (or vice versa), he will attempt to enlist their aid in recovering data that will expose Stalworth and his ties to the Brotherhood of Elders. Kilroy will also inform them that Federated States law enforcement has posted a substantial reward for information leading to the arrest of Brotherhood leaders, and if Stalworth is arrested there is a good chance that he will name names. The promise of getting even should also be alluring to the heroes. This exchange leads to the next encounter, when Kilroy and the heroes head to the Stalworth salvage yard to find incriminating evidence.

## Encounter 4: Battle at the Salvage Yard (EL 4)

In this encounter, the heroes will attempt to sneak into a salvage yard that is guarded by 4 guard dogs and a salvaged Mobile Assault Vehicle (MAV). A pit crew engineer hiding in the main building in the salvage yard is controlling the MAV. Keep in mind that the main objective here is to find incriminating evidence and escape, and that defeating the MAV is not required.

The yard itself is 100 feet by 150 feet, and is surrounded by a chain-link fence that is 10 ft high. There are security cameras watching the front gate. Stacks of crushed cars forming a maze dominate the interior of the yard. There is one main building, 40 feet by 40 feet in area, in which the engineer is hiding. This facility is also where Stalworth has been making fake parts. The MAV is hidden amongst the stacks of old cars.

When the heroes attempt to sneak into the yard, they must initially make both Move Silently and Hide checks opposed to the Spot and Listen checks made by the guard dogs (for guard dog stats, see *medium-size dog* in Chapter 8: Friends and Foes in the *d20 Modern Roleplaying Game*). If the heroes fail these checks, the guard dogs will attack them and begin barking, alerting the engineer inside.

If the dogs begin barking, the engineer will leave the building to check out the commotion. If he spots the heroes he will run back to the building to activate the MAV, which constitutes a full round action. Normally a MAV is controlled by a military pilot using a Core Implant with an external interface. In this case, the engineer is controlling the MAV using a software interface through a computer inside the building. To make the MAV move or attack each turn, the engineer must succeed at a Computer Use check DC 15, or the MAV will not be able to take any actions that turn.

**Pit Crew Engineer (Smart Hero 1):** CR 1; Medium-size human; HD 1d6+2; hp 8; Mas 15; Init +2; Spd 30 ft.; Defense 12, touch 12, flat-footed 10; BAB +0; Grp +2; Atk +2 melee (1d4+2, knife), or +2 ranged (1d4, taser); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Stalworth; SV Fort +2, Ref +2, Will +1; AP 5; Rep +0; Str 14, Dex 14, Con 15, Int 18, Wis 11, Cha 8.

   **Occupation:** Technician (class skills: Computer Use, Craft (mechanical), Repair).

   **Skills:** Computer Use +11, Craft (chemical) +8, Craft (electronic) +8, Craft (mechanical) +9, Craft (structural) +8, Demolitions +8, Disable Device +8, Knowledge (current events) +8, Knowledge (physical sciences) +8, Knowledge (technology) +8, Profession +4, Repair +12, Research +8.

   **Feats, Talents and Special Abilities:** Simple Weapons Proficiency, Gearhead, Vehicle Expert, Savant (Repair).

   **Possessions:** Pit crew jumpsuit, taser, knife.

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**Salvaged MAV:** CR 1; Huge construct; HD 8d10+40; hp 80; Mas -; Init +2 (as pilot); Spd 40 ft. (bipedal); Defense 8, touch 8, flat-footed 8; BAB +0 (as pilot); Grp +11; Atk +9 melee (2d6, stomp), of -2 ranged; FS 20 ft. by 20 ft.; Reach 10 ft.; AL none; SV Fort +0, Ref -2, Will +1 (as pilot); AP 0; Rep +0; Str 28, Dex 6, Con --, Int 18 (as pilot), Wis 11 (as pilot), Cha 8 (as pilot).

   The evidence that Kilroy and the heroes need is on a computer inside the main building. If the heroes are able to sneak into the main building, they will still need to take out the engineer. Either way, they will need to make a Computer Use check DC 10 to find the right files on the computer. Of course, they could just take the computer's whole data drive, which is about the size of a credit card. If they have not already taken out the guard dogs, the heroes will have to sneak or fight their way past them to escape, but at this point the MAV is no longer a threat as the engineer controlling it has been neutralized.

## Conclusion

At this point, all that is left for the heroes to do is turn the evidence in to the Federated States local police. The Feds will launch an investigation that will result in the arrests of Stalworth and half a dozen high-ranking officers in the Brotherhood of Elders mafia. The heroes will receive reward money equal to a Wealth bonus of +16, to be distributed evenly among them. Kilroy will go on to write an award-winning article about Stalworth's arrest, launching him towards fame and fortune. The heroes have made names for themselves in this adventure, and have gotten on the good side of local law enforcement. However, the Brotherhood of Elders has only suffered a setback, and may plan revenge against the heroes for foiling their plans.

## *Home on the Radioactive Range*

After the depletion of Earth's fossil fuels during the 21st century, crops were used to make ethanol (a renewable source of fuel). As a result of the wildly increased value of arable land, many wealthy individuals and corporations have spent the past several centuries accumulating land to create the infrastructure that supplies the power requirements of the Earth and its outlying space stations.

The Friedmonts spent a generation cultivating a radioactive wasteland, and after several decades of hard work they have turned it into productive farmland. Independent power-farms such as the Friedmont Ranch are a tempting prize for those who are willing to seize land by unscrupulous means.

### Preparation

To run this adventure, the GM needs the *d20 Modern Roleplaying Game*, *d20 Future*, and the *Dark Horizons Universe Campaign Setting*. This adventure is best suited for a party of 3rd level characters.

### Background Info

A generation prior to the adventure, Robert and Margaret Friedmont (both scientists) developed a technological means of turning radioactive wasteland into productive farmland. Their technology, the Nano-Geiger Capture System (NGCS), consists of a mass of nanites equipped with Geiger-counters. These nanites find radioactive atoms on and in soil, capture them, and relocate them to a collection center. The collected radioactive mass is then sent to a safe disposal site.

The Friedmonts believed that the NGCS could be used to make the irradiated east coast of North America habitable again, and could see similar use in terraforming planets that would be otherwise uninhabitable.

Unfortunately, even with the NGCS, it would take several decades of dangerous work to clear enough land to make farming worthwhile. The Friedmonts secured funding from independent investors to build their first NGCS collection center and buy a sizable plot of irradiated land, just east of the Mississippi River, where they could prove the worth of their invention..

20 years later, the Friedmonts had de-irradiated a 600-acre plot of land. That was enough to sell the Federated States (owners of 98% of the irradiated east coast) on the value of the system. The sale netted a substantial profit for the Friedmonts and their investors. While the investors, their money made, went on their way, the Friedmonts decided to live on and cultivate the land they had cleared. With their share of the profits, they bought equipment and built the structures they would need to turn their land into a power-farm. For a few years they hired outside help to run the farm, but when their son Jimbo graduated from the nearby New Springfield University with a degree in agriculture and ecology, he returned home to run the farm.

The adventure takes place approximately 50 years after the Friedmonts bought their land and began their experiment to prove the effectiveness of their Nano-Geiger Capture System. Robert Friedmont has passed away, leaving Jimbo and Margaret Friedmont in charge of the ranch. Other people who live and work on the ranch include Jimbo's wife, their son, and two dozen hired hands.

In the year leading up to the adventure, vandals have been setting fire to the Friedmonts' crops and damaging their farm equipment. The ranch, lying just east of the Mississippi, is out of the jurisdiction of the nearest detachment of Federated States forces, so the Friedmonts must fend for themselves. They have installed an expansive security system, armed themselves and

their farmhands, and begun looking for dedicated security personnel. The player characters (PCs) will be hired as these security personnel.

Unbeknownst to either the PCs or the Friedmonts, the vandalism is part of a scheme to get the Friedmonts to sell their land for much less than its worth. The culprit is a wealthy land baron of the New Springfield area named William Connor, who approached the Friedmonts a year before the attacks, seeking to buy their land. He didn't understand that to the Friedmonts, the ranch wasn't just land -- it was their home. Their rejection of his offer made him furious, and he resolved to acquire the Friedmont Ranch by any means necessary.

Connors' head of security, an unscrupulous ex-military officer by the name of Charles Winters, takes care of Connors' dirty work. Winters was not dishonorably discharged from the Federated States infantry, but he was forced to resign his commission under mysterious circumstances. Winters hires an old military contact who fell into a life of crime to lead the attacks on the Friedmont Ranch. This minor crime boss, Gil Armond, uses his gang to harass and vandalize the ranch prior to the start of the adventure.

**Adventure Plot Basics**
Gil Armond, the ex-military crime boss, has used his gang members to harass the Friedmont Ranch over the year leading up to the adventure. During the previous growing season they perpetrated acts of vandalism and arson against the ranch, causing substantial loss to that season's crop. With the current growing season approaching, the Friedmonts are concerned that they might be attacked again and have installed a security grid across their territory. They are also seeking extra manpower to defend their ranch in case of an escalation of hostilities, and this is where the PCs come in.

After being hired to help with security, the PCs will spend a week or two living on the ranch with the Friedmonts and their other employees. At the end of this time, the ranch will once again come under attack by Gil Armond's gang. This time, however, the security grid will alert the PCs, who must then repel the attack. Gil himself will be part of the attack and the PCs will glean information from him (or his remains) that will set them on the trail of the culprit.

Evidence gained during the aftermath of the first attack will lead the PCs to Charles Winters. Investigations into Winters and his security company will reveal that the company is merely a front, and the PCs will have to track down either Winters or his personal records to find the clue that will lead them to his employer, William Connor. At this point the PCs must decide how they want to deal with Connor: kill him, abduct him, or get enough evidence to have him arrested.

**Site Information**
The Friedmont Ranch proper covers over 600 acres, but the Friedmonts also own several square miles of the surrounding territory. They have begun the process of de-irradiating this territory, so that it is safe to travel through even though it is not yet ready for farming. This buffer zone around the ranch is full of old dead trees, with a more recent undergrowth of tall grasses and brush.

The central structure on the Friedmont Ranch is the main house, where the Friedmont family and most of their permanent farmhands live. It has rooms and facilities to house up to 40 people at once. While the main house is the size of a mansion, it is less opulent and more utilitarian (as are most of the buildings on the ranch). There is also a recently-built guesthouse, which can house an additional 20 people and also contains the control center for the newly-installed security grid.

In addition to those residential structures, the ranch boasts a maintenance shed, three grain silos, and a dock on the Mississippi river. The maintenance "shed" is actually more like a hangar; it is the largest and oldest structure on the ranch. It has recently been upgraded, and now contains complete facilities for maintaining all of the equipment and vehicles on the ranch. The grain silos resemble 20th century silos, but contain advanced nano-technological equipment to keep out vermin. The dock does not see much use (most people rely on aircraft to cross over the river), but it does allow some of the farmhands to commute to the ranch using boats.

The remainder of the ranch consists of fields of wheat and corn, both of which are raw materials for the production of fuel ethanol. Security sensors surround both the buildings and the fields at 50 ft intervals. There is a grid of sensors in the fields as well; these are also placed at 50 ft intervals. Each sensor has a motion sensor, a standard video camera, and a thermographic camera. All of the security cameras feed into the security center in the guesthouse.

If this adventure is being played as a follow-up to the *Blood on the Pavement* adventure, the GM should feel free to locate this ranch across the river from the city of New Springfield. This is the default location of the ranch, but if this adventure is being played by itself or in a custom campaign the GM can place the ranch anywhere on the east bank of the Mississippi.

**Getting Started**
The main consideration when drawing the PCs into this adventure is to get the players and the Friedmonts together convincingly. The Friedmonts approach the hiring process with great caution; if they were to simply post a job ad for the security position, it could alert the vandals -- at worst, a vandal might even apply for the position and get access to the ranch from the inside. Keep in mind that neither the Friedmonts nor the PCs know who is behind the attacks at this point.

The best means of having the Friedmonts hire the PCs is by referral. The PCs should all be at least 3rd level by the time they are playing this adventure, so they should have accrued some contacts in earlier adventures. They may have also gained some notoriety. If this adventure is being played after the *Blood on the Pavement* adventure, one of the surviving NPCs from that adventure could refer the PCs to the Friedmonts. James Kilroy, the journalist NPC from that adventure, could be related to the Friedmonts, which would serve this purpose well.

As far as motivating the PCs to help the Friedmonts: the ranchers are good folks, and they are wealthy good folks. The PCs are hired to stand guard during the height of the growing season (about one month) and will be paid a +5 Wealth bonus per character at the end of that time even if there is no attack (which of course there will be!). In addition to this bonus, they will be paid an addition +2 Wealth bonus per character hazard pay for each altercation that takes place in defense of the ranch.

## Encounter 1: Meet the Friedmonts (EL 0)

During the first encounter of this adventure, the PCs will be introduced to the Friedmonts and become accustomed to life on the farm. There are a host of NPCs to meet at the ranch, including Margaret Friedmont (the matriarch), Jimbo Friedmont (her son), Mary Friedmont (Jimbo's wife), Jimbo Jr. (Jimbo and Mary's son), and two dozen farm hands.

Margaret Friedmont is 78 years old, and is a Level 4 Smart Hero. 45-year-old Jimbo is a Level 2 Strong/Level 1 Smart Hero, 43-year-old Mary is a Level 2 Dedicated Hero, and 19-year-old Junior is a Level 1 Strong Hero. The farm hands are mostly Level 1 Strong Ordinaries, but the GM could make some unique farmhands.

**Jimbo Friedmont (Strong Hero 2/Smart Hero 1):** CR 3; Medium-size human; HD 2d8+1d6+6; hp 28; Mas 12; Init +1; Spd 30 ft.; Defense 13, touch 13, flat-footed 12; BAB +2; Grap +5,Atk +5 melee (1d4+3, knife), or +3 ranged (2d8 S&W M29); FS 5 ft. by 5 ft.; Reach 5 ft.; AL none; SV Fort +3, Ref +1, Will +1; AP 11; Rep +0; Str 16, Dex 13, Con 12, Int 14, Wis 13, Cha 13.
  **Occupation:** Rural (bonus skills: Drive, Repair; bonus feat: Personal Firearms Proficiency).
  **Skills:** Craft (mechanical) +8, Craft (structural) +10, Drive +6, Knowledge (earth and life sciences) +7, Profession +6, Repair +10.
  **Feats, Talents and Special Abilities:** Simple Weapons Proficiency, Brawl, Builder (mechanical, structural), Surface Vehicle Operation, Toughness, Extreme Effort, Savant (repair).
  **Possessions:** Knife, S&W M29 (.44 magnum revolver), .44 ammo x30, work clothes, Unicom PDA.

**Jimbo Jr. (Strong Hero 1):** CR 1; Medium-size human; HD 1d8+2; hp 10; Mas 14; Init +0; Spd 30 ft.; Defense 14, touch 11, flat-footed 14; BAB +1; Grap +4; Atk +4 melee (1d4+3, knife), or +1 ranged (2d4, Pathfinder); FS 5 ft. by 5 ft.; Reach 5 ft.; AL none; SV Fort +3, Ref +0, Will -0; AP 5; Rep +0; Str 17, Dex 10, Con 14, Int 11, Wis 8, Cha 15.
  **Occupation:** Student (bonus skills: Knowledge (earth and life sciences, business, technology)).
  **Skills:** Computer Use +4, Handle Animal +4, Knowledge (current events) +6, Knowledge (popular culture) +2, Repair +2, Research +2.
  **Feats, Talents and Special Abilities:** Simple Weapons Proficiency, Personal Firearms Proficiency, Light Armor Proficiency, Melee Smash.
  **Possessions:** Knife, Pathfinder (.22 revolver), .22 ammo x18, undercover vest, street clothes, Unicom PDA.

**Farmhand (Strong Ordinary 1):** CR 1/2; Medium-size human; HD 1d8+1; hp 5; Mas 12; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11; BAB +1; Grap +3; Atk +3 melee (1d6+2, baton), or +2 ranged (2d6, Beretta 92F); FS 5 ft. by 5 ft.; Reach 5 ft; SV Fort +2, Ref +1, Will +1; AP 0; Rep +0; Str 14, Dex 12, Con 12, Int 10, Wis 12, Cha 10.
  **Occupation:** Rural (bonus feat: Personal Firearms Proficiency; bonus skills: Drive, Ride).
  **Skills:** Craft (structural) +5, Handle Animal +5, Repair +3, Drive +4.
  **Feats:** Simple Weapons Proficiency, Animal Affinity, Builder.
  **Possessions:** Metal baton, Berretta 92F (9mm autoloader), 9mm x30, work clothes, Unicom PDA.

After making the necessary arrangements with the Friedmonts to take the job, the PCs will meet Jimbo for the first time at a dock on the western shore of the Mississippi across from the

ranch. He will ferry them across by boat, and probably make some small talk along the way. Once they get across the river they will be introduced to all of the Friedmonts and farmhands, and will be given a tour of the ranch.

They will each be given a room in the guesthouse, and will have access to the security center and armory there. The armory contains most common forms of weapons, ammo, and armor, and PCs can attempt to requisition equipment there. While staying at the ranch they will get 3 meals a day and will most likely keep an eye on the security grid in shifts.

Two weeks will pass in this manner, and the PCs will most likely fall into a daily routine. Some of the more tech-savvy PCs might choose to inspect the security grid and the sensor grid to make sure of its effectiveness. Others might choose to pass the time by getting to know some of the NPCs or by using their craft skills in the maintenance hangar.

### Encounter 2: Siege at the Ranch (EL 3)

After the first two weeks have passed relatively uneventfully at the Friedmont Ranch, Gil Armond and his gang attack. Previously the gang had only attempted to harass the ranch, in an attempt to make them want to leave and thus more likely to sell. This time, however, they intend to do some serious damage, because their previous attempts have had no effect. Gil Armond is a Level 3 Strong Hero, and his gang members are Level 2 Tough Ordinaries.

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**Gil Armond (Strong Hero 3):** CR 3; Medium-size human; HD 3d8+6; hp 18; Mas 14; Init +1; Spd 30 ft.; Defense 13, touch 13, flat-footed 11; BAB +3; Grap +5; Atk +5 melee (1d4+2, knife), or +4 ranged +4 (2d8, AK-47); FS 5 ft. by 5 ft; Reach 5 ft; SV Fort +4, Ref +2, Will +0; AP 0; Rep +0; Str 14, Dex 12, Con 14, Int 10, Wis 9, Cha 9.

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**Occupation:** Criminal (bonus feat: Personal Firearms Proficiency, bonus skills: Forgery, Gamble).

**Skills:** Climb +7, Jump +7, Knowledge (tactics) +5, Swim +5.

**Feats, Talents and Special Abilities:** Simple Weapons Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Power Attack, Sunder, Ignore Hardness, Melee Smash.

**Possessions:** AK-47 (7.62mm assault rifle), 7.62 ammo x60, knife, Molotov Cocktail x4 (1d6 fire), concealable vest (+4), street clothes.

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**Gang Member (Tough Ordinary 2):** CR 1; Medium-size human; HD 2d10+4; hp 14; Mas 14; Init +0; Spd 30 ft.; Defense 13, touch 12, flat-footed 13; BAB +1; Grap +2; Atk +3 melee (1d6+3, brass knuckles), or +1 ranged (2d6, MAC 10); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +0, Will -1; AP 0; Rep +0; Str 12, Dex 10, Con 14, Int 8, Wis 8, Cha 10.

**Occupation:** Criminal (bonus feat: Personal Firearms Proficiency, bonus skills: Gamble, Knowledge (streetwise)).

**Skills:** Knowledge (streetwise) +6, Gamble +4.

**Feats, Talents and Special Abilities:** Simple Weapons Proficiency, Brawl, Advanced Firearms Proficiency, Point Blank Shot.

**Possessions:** Brass knuckles, MAC Ingram M10 (.45 machine pistol), .45 ammo x60, Molotov Cocktail x2, street clothes, leather jacket.

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Gil and his gang will approach the ranch from the north, where they have left a powerboat on the shore. They plan to torch the fields with the Molotov Cocktails they have brought, kill a few people, and make their escape back north. They don't know that the Friedmonts have installed a security grid and hired the PCs.

The default number of gang members with Gil is 5, but the GM should feel free

to add or subtract gang members to adjust the challenge to fit the PCs' abilities. The gang will most likely split up, leaving a few vandals to torch the fields while Gil and the remaining gang members head towards the buildings to do some damage. As you might expect, this takes place in the dead of night. One of the PCs has the graveyard shift on the security center; if the PC on shift is sleeping at the wheel, the alarms won't go off until the fields are burning. So long as someone is at the controls, the PCs will be alerted once the gang gets within 25 feet of the outer sensor perimeter.

Alarms do not blare across all the fields, but they will sound inside all of the buildings if the PC on watch sets them off (as he should) when he spots intruders in the dead of night. How the PCs deal with Gil and his gang is up to them, but expect most of the attackers to die rather than surrender. If the PCs take Gil alive they may be able to get some information out of him, but they'll have much better luck extracting information out of his Unicom.

## Encounter 3: Aftermath of the Siege (EL 1)

After the attack, the PCs will want to try to get some information from their attackers -- even the dead ones. The gang members don't know much of anything, as Gil pulled all the strings. About all the PCs will get out of a gang member using an Intimidate check DC 10 is that Gil is the boss. If Gil is still alive, a successful Intimidate check DC 15 will get Charles Winter's name out of him, but that is all he knows. If Gil is dead, a successful Computer Use check DC 17 will extract Winter's name and contact information from his Unicom (this can be done while he is alive as well, if the PCs take his stuff).

There is not much else to do with Gil and his gang at this point, so it is just a matter of deciding what to do with them. If they are all dead, getting rid of their bodies is a good idea. If most or all of them have been taken alive, turning them in to the police is a good idea. A successful Research check DC 15 will reveal that they all have outstanding arrest warrants, so the police will arrest them even if the charges for vandalism and assault don't stick.

## Encounter 4: Following the Money (EL 2)

The next stage is to locate Charles Winters, find out whether he is the behind the attacks, and who he is working for, if anyone. Research or Gather Information checks (DC 15) will tell the PCs that Winters is an experienced military man, so the direct approach might not be very effective. If the PCs have downloaded the contact information from Gil's Unicom, they have Winter's work number, phone number, and business address. Paying his place of business a visit, after hours, might be a good idea.

If the PCs want to break into Winter's office, they will need to get through some security. A Disable Device check DC 18 will disable the electronic lock on the door to the office. A Search check DC 15 will uncover some checks for large amounts of money from William Conner, with dates suspiciously near those of the previous attacks. A Computer Use check DC 18 on his computer will uncover communications between Winters and Connor going over the details of invading the Friedmont Ranch.

If the PCs try tracking down Winters to get the info in person, they will have a much more difficult time. Winters is a heroic Level 2 Smart/Level 3 Strong 3 heroic NPC; he will be difficult to intimidate or trick into revealing information. If he finds out that the PCs work for the Friedmonts, he will be openly hostile; he will attack them if he is able, evade them, and attempt to reach Conner to inform him of the new

situation. However, tailing him to Conner might not be a bad idea either.

The final link in the chain leads to William Conner, who is a Level 4 Charismatic heroic NPC. At this point, if the PCs have gathered enough incriminating information, they can go straight to the police. If they haven't found any hard evidence, approaching him with a hidden recording device and getting him to admit to being behind the attacks might do the trick. Of course, a laser to the brain will prevent Conner from harassing the Friedmonts as well.

## Conclusion

Once they have taken care of Conner, the PCs have accomplished their mission. At this point they can collect their fee from the Friedmonts: a wealth bonus of +5, plus an additional +2 for each fight they got into on behalf of the Friedmonts. (The second encounter, the siege, should increase the PCs' take to at least +7.) Afterwards, the PCs will always be welcome at the Friedmont Ranch. With Conner in jail and/or dead, his land empire begins to crumble. Ironically, the Friedmonts wind up buying a large chunk of his land.

## *Zero-G Black Jack*

New Vegas: A small bubble of paradise floating in the cold black waters of space; a place of respite for the weary spacefarer; an insulated cauldron of debauchery away from the prying eyes of invasive governments. The New Vegas Recreational Space Station is all of these things and more, and it is the setting of this adventure into the Dark Horizons universe. While visiting New Vegas for business, pleasure, or just a stop along the road, the heroes find themselves trapped when the entire station is put on emergency lockdown. The only way to get out is to find a missing courier with a secret of galactic importance locked away in his brain. And if the heroes want to try to net a nice profit on the side, who's to complain? Not the station casino, that's for sure!

### Preparation

To run this adventure, the GM needs the *d20 Modern Roleplaying Game*, *d20 Future*, and the *Dark Horizons Universe Campaign Setting*. This adventure is best suited for a party of 5th level characters.

### Background Info

The New Vegas Station is located along a trade route of space stations that lies between the orbits of Earth and Mars. The dominant station on this circuit is the neutral ground of Midpoint Station, a colossal outpost built in the early days of the terraforming of Mars. Midpoint Station follows its own artificial orbit in such a way that it is usually halfway between Earth and Mars, allowing it to serve as a refueling station and evacuation route for ships traveling between the two now-habitable planets.

As the completion of Martian terraforming drew near, colonists began flocking to Midpoint Station. In response to potentially dangerous overpopulation, the leaders of Midpoint station negotiated the Midpoint Charter with the Federated States and the Rising Suns. Both the Eastern Confederation and the Martian Consortium, along with many other independent nations, later signed the Midpoint Charter as well.

The Midpoint Charter allows any party to build a space station in synchronous orbit with Midpoint, and grants that party sovereignty over a sector of space surrounding the station and proportional in volume to the size of the station's population. Midpoint Station itself has the authority to regulate all space stations created under the Midpoint Charter, but in common practice does little more than keep the peace when territorial disputes arise; on the whole, these stations are left alone to regulate themselves internally. Upon the finalization of the Charter, a flood of people seeking escape, profit, and personal freedom took to space to carve out their own little niches. By the time this adventure takes place there is a ring of thousands of space stations, but there is room for literally hundreds of thousands more – space is big.

Often referred to as "The Long Road"; this ring of space stations serves as a trade route along which slow short-range space craft travel, buying and selling goods on their journeys between Earth and Mars. The main exports of most space stations are electrical power and unprocessed ore. Both Mars and Earth are dependant on the stations of the Long Road for power, as Earth has depleted all of its fossil fuels and Mars never had any fossils in the first place. Many stations "farm" solar energy using fields (measuring miles across) of solar collectors in free-fall. Ships carrying huge electrical storage cells trade material resources for electrical power, which they then sell planet-side at a profit.

Other space stations are mining operations, making forays into the nearby asteroid belt for raw materials to sell to the resource-starved planets and

to other space stations. Asteroid mining is a profitable business, but also a dangerous one. The rise of interplanetary trade has been accompanied by the rise of interplanetary piracy, and it is a poorly kept secret that most space pirates call the asteroid belt home.

Still other space stations have more specialized industries, and the New Vegas Recreational Station is a good example. It serves as a rest stop for weary (and often wealthy) traders and as an exotic resort for Terrans and Martians. It also serves as a staging ground for interplanetary crime-lords and black markets.

## Adventure Plot Basics

This adventure revolves around tracking down, dead or alive, a missing man who is believed to be somewhere on the New Vegas Station. At the outset of the adventure the heroes are most likely off somewhere gambling or otherwise enjoying one of the many forms of entertainment to be found. Feel free to allow the heroes to indulge themselves, if most of the players are so inclined.

Early in the festivities, an announcement rings out in all sections of the station that New Vegas is under a temporary quarantine order and has been locked down. The announcement continues, explaining that the lockdown is only a basic security procedure and imploring the listeners to go about their business until the quarantine is lifted. The heroes soon discover that the reason for the station-wide lockdown is the disappearance of man who, according to authorities, must not be allowed to leave the station. The heroes must then follow a series of clues, survive a few close calls, and eventually confront the missing man's abductors.

If the players are astute investigators, or just plain lucky, they might also discover that there is more going on than meets the eye. The missing man is in fact a courier in the employ of the

Rising Suns, and is carrying plans for a new state-of-the-art quantum electrino drive (QED). This new QED is a version of the faster-than-light starship drive that has been miniaturized so that it can be installed in an ultra-light fighter. The plans themselves are stored in a specialized Core upgrade implanted within the courier's brain. Two questions remain: who is attempting to steal the plans, and who told the thief or thieves about their existence?

## Site Information

New Vegas itself is colossal space station supporting a population large enough to fill a small city. There are no explicit rules for space stations in any of the books that this module requires. However, the starship rules found Chapter 7 of *d20 Future* provided inspiration for some improvised rules that sufficient for the purposes of this adventure.

For starters, New Vegas is big, measuring 4,000 feet across and 6,000 feet deep (use the feet across on a grid when interacting with starships). The station has stats similar to those of a superheavy starship, with double the size and a huge population capacity at the cost of being unable to move out of its orbit. The station's maximum capacity for visitors (passengers) is 8,000, with space for both a crew of 600 and 1,400 service employees, bringing its total capacity to 10,000 individuals. The station's life support system is capable of maintaining 12,000 people in an emergency, and the station has an artificial gravity generator that produces 1G for the entire station.

If the New Vegas Station becomes involved in combat, it is always flatfooted and has a flatfooted defense of 2 (10 - 8 Colossal size modifier), a hardness of 40, 35,000 hit points and a tactical speed of 0. The station itself is unarmed but boasts a complement of 25 Assault Fighters (described in Chapter 7 of *d20 Future*), in addition to being

under the protection of Midpoint Station and all major political factions in accordance with the Midpoint Charter.

When viewed from space, New Vegas Station bears a strong resemblance to a mushroom – its central docking area resembles a stalk and the domed habitation center makes up the "cap". The docking area can house several dozen light and ultra-light visiting starships, and has facilities to dock with ships of any size that are simply dropping off passengers. The habitation dome is separated into 3 sectors: the slums, the mid-class sector and the elite sector. Each sector has its own housing and its own unique class of entertainment.

The slum sector is the largest sector and the closest to the docking area. The slum sector was originally known as the budget sector, but over time this sector has filled up with those who have gambled their lives away to the point that they cannot even afford to book passage off New Vegas. These trapped people either become poorly paid station employees or join local gangs until they can afford to leave. Some people start a new life on New Vegas in this manner. The main attraction in this sector is the Arena, home to some of the most brutal sporting events in known space, including battles in which gladiators fight to the death. This sector also sports a massive bazaar that is home to a highly accessible black market. The Knowledge (streetwise) DC to find this black market is only 13. The slum sector is also the location of low-cost housing for most of the station's employees.

The mid-class sector is the destination for visitors who are considered "middle class" by futuristic standards. This middle-sized sector is home to more mundane entertainments, including traditional casinos, various shows, movie theatres, and fine restaurants. Most visitors to this sector are space merchants, soldiers on shore leave, and

vacationing families from the planets or other stations. Such visitors who are staying for more than one day are usually housed in this sector.

The smallest sector is the elite sector, where the upper crust of society stays when visiting New Vegas. Here royalty, political leaders, celebrities, and the just plain filthy-rich are catered to in every conceivable way. Passage to the elite sector is restricted to those who can afford a pass (purchase DC 30).

New Vegas Station has specific security policies regarding the kinds of weapons and armor allowed onto the station. All armor is allowed on the station, up to and including personal powered armor. Melee weapons for the purpose of self-defense are also permitted to visitors. Pistols are allowed, but must be peace-tied. A peace tie is a small metallic device that prevents a weapon from being fired; it has 2 hit-points and a hardness of 8 (for more information, see Chapter 6 in this guide). If a peace tie is tampered with, it sends a signal to the station security center that identifies the weapon's owner and indicates its current location. This signal does not function outside the station. Weapons such as rifles, heavy weapons, grenades, and high explosives are banned from the station, but may be left in storage lockers that can be rented in the docking area.

## Getting Started

To get the story going, find out why the heroes are at New Vegas. The most obvious reason for visiting is to partake in the various forms of recreation and entertainment the station has to offer. One hero might just have finished a lucrative venture, and may wish to multiply his earnings with some compulsive gambling in the casinos. Another may have come to see (or take part in) the brutal gladiatorial fights in the slums section, while a third plans to enjoy the high theatre found in the elite section. Or the heroes might not have come for entertainment at all: a hero might be in New Vegas to arrange a business transaction, to look for work, or to make contact with black market connections in the station's underworld.

Once you and the players establish why the heroes are in New Vegas, allow the heroes to explore their stories for a short amount of time. Find an opportune moment to interrupt and get the players' attention with the quarantine announcement. How do the heroes react? Who wants to escape from the station? Who keeps gambling, working, or minding his business? Who seeks out the authorities in hopes of determining what is going on? Their reactions will essentially fall into two categories: investigating the situation or declining to investigate. A player who investigates the situation will meet the station's security chief directly; a player who declines to investigate will be tracked down by the security chief. Keep in mind that the security chief is aware of the presence of each hero (who would have been required to register to board the station), and may know the reputation of each hero. In either case, the heroes will be hired by the security chief to track down the missing man.

## Encounter 1: Meeting with Security Chief Zilas (EL 0)

After a brief period spent exploring the station and taking in the sights, the heroes hear the following announcement ring out across New Vegas Recreational Station: "Attention all Guests and Personnel: This space station is under a temporary quarantine order, and will be locked down until further notice. Do not be alarmed; this lockdown is not a response to any form of contamination, but is for security purposes only. All passage on or off the station is prohibited during the lockdown, and occupants passing between sectors will be subject to screening. Guests will not be charged for their stay for the duration of the lockdown. Feel free to go about your business while on New Vegas. We apologize for any inconvenience, and thank you for your co-operation."

This message repeats for nearly half an hour, each time in a different language. What happens next depends on what the heroes decide what to do. If they continue to go about their business, the security forces of the station will eventually seek them out. If they decide to investigate, the most obvious thing for them to do is visit the closest security station. If they decide to ask around first, a Gather Information check DC 15 will find out that the security forces are looking for someone, and that there may be a reward involved. If the heroes go to a security station they will be asked to wait a few minutes, and at the end of that time Station Security Chief Zilas will arrive and offer them the job of tracking down a missing man known as Sid "The Mollusk" Jelter.

If the heroes don't approach a security station voluntarily, Zilas will go to them. If the heroes attempt to move between sections of the station, the security screening employees will stall them long enough for Zilas to arrive (less than 15 minutes), and if the heroes return to

their living accommodations, Zilas will be waiting for them there.

Security Chief Zilas is a Smart 2/Field Officer 5 Heroic character. Like most space station dwellers he appears to be multiracial in background, with features that are neither Asian nor Caucasian, but are reminiscent of each. He is in his late 40's, with straight black hair beginning to gray; he wears his hair short above his blue-gray uniform jumpsuit. He receives all reports on "persons of interest" who enter New Vegas, and the heroes all fit that description. Zilas has connections to the intelligence communities of all three of Earth's major political factions; all but the most restricted information that each community has gathered about the heroes is at his disposal. For the most part, this means that he knows that the heroes are capable, even if he cannot fully trust them.

Zilas does not want to investigate Sid's disappearance with his own forces for two reasons. First, if guests catch wind that someone is missing it may cause a panic. Second, Zilas strongly suspects that some of his men have connections to local criminal organizations that might be involved. (As a side note, Zilas tolerates the local crime bosses because they both keep their gangs in line and run the local black market – one of the unadvertised attractions of the station.)

Zilas gives the heroes the following information: that Sid "The Mollusk" Jelter, a courier in the employ of the Rising Suns who only recently arrived at New Vegas, has gone missing. (If anyone asks why he's called "The Mollusk", it's because he is slippery and spineless, but has a tough shell.) Sid had been carrying a peace-tied laser pistol, and about an hour before the lockdown its peace-tie was disabled in the slum sector's bazaar.

The heroes' first task is to find out if Sid is alive or dead. If he is dead, they must then find his remains and whoever

killed him. The station will be under lockdown until they find him, and if they take the mission and succeed, they will receive a cash reward equal to a Wealth bonus of +17 to be distributed among the heroes. Upon accepting the mission, they will be issued pictures of Sid, a security force communicator, and the co-ordinates of the location in the bazaar where his pistol was fired. Zilas also removes the peace-ties from all of their weapons.

## Encounter 2: Search the last known location of Sid "The Mollusk" Jelter (EL 1)

The search for Sid takes the heroes to the slum sector of New Vegas. The slums are the largest area in the entire station, but thanks to Sid's peace-tie transmitter the search area has been narrowed to a single sub-sector that is roughly 150 feet by 150 feet in area and 50 feet high. This specific sub-sector is labeled B-043 (Budget Sector Forty-Three), but the local residents refer to the area as "Slop-Mart." Visitors rarely come to this area, as it is the primary food market for the Station's more destitute permanent residents.

This area is dominated by one major street lined with carts selling low-quality food and household items. (The heroes enter at the "south" end of the street.) Many of the street vendors sell what the heroes consider vermin as food, and most of the other items available are of little interest. Exits to adjoining sectors and internal transportation can be found at either end of the street. Side alleys five feet in width shoot off from the main street on both sides at 20-foot intervals, and the buildings that define the alleys and streets reach all the way up to the ceiling of the slum sub-sector. These blockish gray buildings are constructed of a cheap polymer construction material, with simple signs long obscured by graffiti. They serve primarily as storage for vendors, but

some have been converted into cheap housing.

It is early in the morning for this sector, and most of the vendors are just beginning to set up shop. Several small groups of children are running and playing. Many of these children have been abandoned here, where one of the buildings houses an orphanage. There are a few people out and about besides the vendors; most of them are older ladies who gossip and look after the children as they shop. The total number of people out in the open is 19 street vendors, 2 elderly men, 5 elderly women, and 34 children for a total of 60 people.

In order to progress in this encounter the heroes will need to make one or more critical skill checks. The objective here is to eventually find the remains of Sid Jelter, which are located in this area. Sid has been killed, and his head has been removed. His headless corpse has been hidden under piles of garbage in the alley furthest "northeast" in this sector.

In order to find Sid, the heroes can attempt a combination of several skill checks. An Investigate check (DC 14) with the local adults will uncover that Sid was seen entering the area yesterday, but that no one saw him leave. A Gather Information check (DC 15) with the adults will uncover that some of the children were excited about finding something odd that morning. A Gather Information or Diplomacy check (DC 17) with the local orphans will uncover that they found a laser pistol with depleted ammo in the alley in which Sid's corpse, and they will point the heroes in the direction of that alley. A Search check is then required to find Sid. If the heroes haven't found out about the laser, the DC to find Sid is 30; if they have, then the DC is only 12.

When the heroes find Sid and examine his corpse they will find that he was stabbed several times before decapitation. The neck wound is cauterized as though he were

decapitated with a laser, and his own laser pistol may have been used for this purpose. They find both a long burn mark and a fair amount of blood (from the stab wounds) on the ground near the corpse, making it clear that he was most likely killed and decapitated right there in the alley. In one of his pockets they find a piece of paper on which is written the address of one of the nearby buildings, along with the words "side door" and the question "Have you seen my dog?"

## Encounter 3: Encounter with Crime Boss Filk (EL 2 or 5)

The address on the note found on Sid's remains is that of a nearby warehouse in sub-sector B-043, the 4th building from the southern entrance on the west side (across the street and 3 blocks to the right from the alley with Sid's corpse). If the heroes check out the side door at that building, knock, and say, "Have you seen my dog?" to the doorman, they will be allowed peaceably into the office of Filk, the local crime boss and black market vendor. The phrase "Have you seen my dog?" is the password that grants entry, and indicates as well that the speaker is interested in buying or selling on the black market.

Filk is a mid-level drug dealer (Tough Ordinary 3/Charismatic Ordinary 3) as described Chapter 8 of the *d20 Modern Roleplaying Game*, with the following two alterations: first, instead of a light undercover shirt he wears a micron vest; second, instead of a 9mm pistol he carries a binary laser (2d8 fire plus 1 temp Con damage, crit 19-20); note that his laser is not peace-tied. He has two power cells for his binary laser, each of which allows him 40 shots.

In addition, three low-level gang members guard him (Fast Ordinary 1/Tough Ordinary 1; for more, see Chapter 8 of the *d20 Modern Roleplaying Game*). Each of these gang members carries a high-frequency sword (2d6 slashing, crit 19-20) instead

of the 9mm pistols described in the *d20 Modern Roleplaying Game*. One of these gang members is the doorman.

If the heroes use the password to enter Filk's office, they can simply talk to him to get the info they need. If the heroes make a Diplomacy check (DC 15), Filk will tell them that Sid came by yesterday claiming he was interested in selling some top-notch military secret, but that the gang didn't believe him and kicked him out. Filk will also tell the heroes that his crime lieutenant, Silver, snuck out just after Sid's short visit and hasn't been seen since. Filk, wanting to wash his hands of the entire affair, gives the heroes the location of Silver's safe house. If the heroes get this information by talking to Filk as described, the EL for this encounter is only 2.

If the heroes take the kick-in-the-door approach instead, Filk and his guards will attack them. The office is a small room, 20 feet by 30 feet, containing a desk on which sits a computer, a couch facing a TV, and a chair by the door. If the heroes kill or knock out two or more of Filk's guards, he will surrender and give them the information described in the previous paragraph. If the heroes kill Filk, his guards will fight to the death, but the heroes will be able to extract the information about Silver and his location from Filk's computer with a Computer Use check, DC 10. Taking the combat approach makes this a Level 5 encounter.

### Encounter 4: Encounter with Silver and the Cy-Gen Sleeper (EL 7)

Silver's safe house is in the next sub-sector to the north, B-044, which is entirely a warehouse area. This sub-sector has the same basic layout as B-043, but it is devoid of people. Silver's safe house is in the warehouse immediately to the right of the sector's southern entrance, which is where the heroes will most likely start. The safe house is on the top (third) floor of the warehouse, and can be accessed only through a door at the top of an exterior staircase.

Inside the safe house are Silver, an unknown ally of Silver, and a cold-storage container containing Sid's severed head. The safe house is 20 feet wide by 65 feet long. The back of the safe house appears to be used as living space; it contains two cots and a makeshift cooking space. This living area takes up an area of about 20 feet by 20 feet. Roughly in the middle of the remaining 20-foot by 45-foot area are 5 plastic chairs, haphazardly arranged, and a desk. The cold-storage container holding Sid's head is on the desk, and Silver's unidentified ally is sitting at the desk looking through some papers. Silver is sitting in a chair near the door, and is actively listening for intruders. Both Silver and his mysterious ally will attack anyone who enters the safe house.

Silver is a mid-level criminal (Fast Ordinary 3/Smart Ordinary 3) as described in Chapter 8 of the *d20 Modern Roleplaying Game*, except that instead of a pistol he carries a dart caster with 20 poison darts (1d4 piercing plus 1d2 temp Con damage, Fort save DC 14 negates). Silver's mysterious ally is a genetically modified Cy-Gen sleeper agent. This nameless Cy-Gen is a heroic character with the following characteristics:

**Cy-Gen Sleeper (Charismatic 3/Swindler 2):** CR 5; Medium-size humanoid (Cy-Gen); HD 5d6+5; hp 26; Mas 14; Init +1; Spd 30 ft.; Defense 13 (+1 Dex, +1 equipment bonus, +1 class); BAB +2; Atk +2 melee (1d4 piercing, crysanium boot knife), or +3 ranged (2d8 fire, laser pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Cy-gens; SV Fort +3, Ref +5, Will +2; AP 28; Rep +2; Str 11, Dex 13, Con 12, Int 11, Wis 7, Cha 16.

**Occupation:** Criminal (bonus feat: Personal Firearms Proficiency; class skills: Disguise, Gamble).

> **Skills:** Bluff +11, Diplomacy +11, Disguise +12, Gamble +12, Gather Information +11, Knowledge (streetwise) +8, Intimidate +11.
> **Feats, Talents, and Class Features:** Fast-Talk, Coordinate, Cheat Fate, Thousand Faces, Simple Weapons Proficiency, Deceptive, Low Profile, Armor Proficiency (light), Personal Firearms Proficiency, Nimble.
> **Species Traits:** Electrical Weakness, Fast Heal, Genetic Breed, Perfect Build, Superior Threshold.
> **Possessions:** Crysanium boot knife, laser pistol, micron vest, stolen security force uniform, various gear.

If the heroes succeed at a Move Silently check against Silver's Listen check while approaching the safe house they will have a surprise round. When they first make contact, heroes who succeed at a Spot check (DC 15) will notice that the Cy-Gen is nearly identical to Zilas, except that he has blond hair and emerald-colored eyes. Once combat is engaged, both Silver and his Cy-Gen ally will fight to the death.

### Conclusion

After the heroes dispatch Silver and his mysterious partner, they will make the gruesome discovery of Sid's head in the small cold-storage container left on the desk in the safe house. As this is the final piece of the gory puzzle, all that is left to do is contact Zilas and let him know what they found, in exchange for their reward. Further investigations by Zilas discover that Silver's ally was a Cy-Gen sleeper agent with a special gift: the ability to alter his appearance by changing his very bone structure at a cellular level. Fortunately, this ability takes nearly a day to take full effect. It appears that this one was attempting to disguise himself as Security Chief Zilas himself, which would have enabled him to walk right off the station with Sid's head, no questions asked. However,

Zilas was not able to learn for whom this mysterious Cy-Gen was working …

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