

DRAGONSTAR™

STARFARER'S HANDBOOK



d20
system™

Requires the use of the Dungeons & Dragons® Player's Handbook,
Third Edition, published by Wizards of the Coast®

DRAGONSTAR™

STARFARER'S HANDBOOK

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GREG'S DEDICATION

To my moms, who gave me the world and taught me to dream of the stars.

MATT'S DEDICATION

To George Lucas and Dave Arneson & E. Gary Gygax for firing my generation's imagination.

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INTRODUCTION

Fantasy Flight Games is pleased to present **Dragonstar**, a unique space fantasy campaign setting for use with the d20 System. This book, the *Starfarer's Handbook*, is the first of two volumes that together define the core rules and setting of **Dragonstar**.

The *Starfarer's Handbook* provides all the rules you need to play in the **Dragonstar** universe, including new character classes, skills and feats, rules for firearms combat, new equipment and spells, and much more. The *Galaxy Guide* presents a wealth of setting information and background material to help DM's bring the adventure of **Dragonstar** to life in the players' imaginations.

HOW TO USE THIS BOOK

The *Starfarer's Handbook* is a tool for both players and DMs. It is designed as a supplement to the d20 System core rules. This book builds and expands upon those rules, and the more familiar and comfortable you are with them, the more useful this book will be. This book should be used as a companion to the core rules and not a standalone game.

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WELCOME TO DRAGONSTAR

So there I was, recruit: John Caspian, prince to a deposed and murdered king, working to someday exact my revenge on those who had betrayed my father and stolen my birthright. I wandered far and wide across my world, learning what I could as I went, making friends and gathering my power for an eventual assault to retake my homeland.

As a prince in exile, little better than a landless thief, I determined to make both my living and my name with the edge of my blade. I fought for money, for honor—even for love. Time after time, I vanquished those who dared to stand before me. Evil men, orcs, unnamable beasts—my friends and I defeated them all and many more threats besides.

In little time, bards were composing songs of our amazing exploits. As our legend grew, brave soldiers from my father's kingdom flocked to my side, swearing fealty to my name and my cause: the liberation of my homeland from the evil that had consumed it. I knew I wasn't ready then to confront the darkness that shrouded my ancestral lands, but I was confident that someday the time would come. In my heart, I didn't think it would have to wait long.

I had no idea how wrong I was.

SAILORS FROM THE SEA OF STARS

I remember exactly where I was when I first heard of the offworlders. That's funny: Throughout the early part of my life, I didn't think of my world as *a world*—I thought of it as *the world*. The only things that came from beyond were outsiders, and I always thought of them as legends. Even in my time as an adventurer and sellsword, I rarely traveled more than a few hundred miles from my homeland.

In those days, I thought I was pretty cosmopolitan, and I suppose that was true compared to most of my people. Leaving the land of my birth, I wandered and explored, learning new tongues, eating foods with previously unimaginable tastes and smells, and meeting people and creatures both wonderful and strange.

I was coming out of a tavern in Verilus, the largest city on the planet, as I was to later learn. As the seat of the Taravan Empire, this wasn't much of a surprise, but back in those days I hadn't even heard of terms like

“demographics” or “population density,” much less given the issue any thought. To me, Verilus was just *big*. Since then, of course, I've seen places that make Verilus—the height of civilization on my homeworld—seem like the back-end of the galaxy. And to most people in the Empire, I suppose that's true.

But when that first starship came hurtling down out of the midnight sky, I thought it was the end of the world.

And in a way, it was.

That great, steely, blood-hued beast came screaming down into the night above Verilus like some ancient dragon hell-bent on destroying the entire city. But this dragon didn't unleash blasts of fire from its belly. The bombs and missiles it rained on the city were almost invisible until they immolated their targets below, and the beams of brilliant light the beast spat forth looked unlike anything I'd ever seen. For long minutes, I simply stood and watched as explosions lit up the horizon. My mind simply couldn't grasp—couldn't categorize—what I was seeing.

The attack was as destructive as it was unprovoked. Within minutes, half of the city had been flattened and the rest was ablaze. The survivors panicked, trampling each other into the dirt in a desperate effort to escape the assault from above.

Only the Imperial Palace escaped the bombs unscathed.

This probably would have seemed strange at the time, but most people were too busy running for their lives to care. While I was gathering my friends about me in an attempt to find some safe way out of the carnage, my friend Günter stopped dead in his tracks and, with a hoarse shout, pointed a stubby finger up into the sky. Looking up, I saw Sir Dench—the captain of the Emperor's Guard—leading a full flight of his Sky Legion into the smoky night, the beating wings of their glorious steeds underlit by the flares of the explosions in the city below.

As we watched, lances of light speared out from the starship overhead. One by one, the pegasi tumbled from the hellish heavens, tossing their riders to their deaths as they went. Before long, only Sir Dench himself was left.

The greatest knight of the realm brought his fantastic steed Albion about, gave the beast his heels, and charged directly at the flying craft of scarlet steel. I thought for sure that he would be lanced out of the air, like an arrow through a mallard's heart. But instead, a beam reached out from the front of the ship, ensnaring both pegasus and rider like flies in some glittering, airy amber.

We could see Albion struggling valiantly, beating his wings like a hummingbird as he and his master were drawn inextricably into the ship's brightly lit maw. With all the destruction around us—the city filled with both

The contents of this chapter are designated as closed content.



flames and the screams of the doomed and the dying—it seemed as if the gods had decided to take Sir Dench and his mighty steed to sit beside them in their mythic home.

Looking back now, that seems so foolish, so parochial, but at the time it was the only way I could make sense of what I was seeing. I didn't have any other frame of reference. None of us did. We weren't stupid—just far more ignorant than we could have guessed.

We were in for the education of a lifetime.

THE TRANSFER OF POWER

I found out later why the invaders—who had all but destroyed Verilus—left the Imperial Palace unscathed. The creatures behind this terrifying show of force had done this kind of thing before. Ours was not the first population to be cowed in such a manner.

The invaders had learned something in the course of their many battles. If you wanted a leader to surrender his nation to you, then you needed to leave the leader alive. There are a lot of caveats to that rule, of course. In our case, Emperor Kendrick wasn't willing to capitulate so easily to anyone, fantastic weapons or not. When he first met with the invaders, he told them exactly that.

They shot him dead on the spot.

While the emperor's body was still cooling, the leader of the invaders—a cold-hearted creature by the name of Captain Malizrek—was already demanding to see the next person in the line of succession. This was, of course, Princess Kendra.

Without so much as a “Congratulations, Empress,” Malizrek pointed his weapon at young Kendra and demanded the immediate and unconditional surrender of her empire. The startled young woman, standing there with her father's still-warm corpse at her feet, did what she thought she must. She bent her knee to the grinning bastard and gave him the empire.

Meanwhile, the rest of the people of Verilus—oblivious to the transfer of power that had just taken place—were busy digging themselves out from under the rubble, giving aid to the wounded and the dying, and struggling to put out the fires that raged through the streets.

It wasn't until the next day that we learned what had happened. While some cursed Kendra's name as a coward for not standing up to the invaders, I only had to look around at the ruins of that once-proud city to realize that she'd done the only thing she could. Anyhow, I was too busy lighting candles to curse the darkness. There'd be plenty of time for that later.

The next night and all throughout the rest of the week, we saw the first of the other ships—flying starcraft,



many like the one that had destroyed Verilus the night before—flitting back and forth between our shattered city and parts unknown. There were apparently dozens of them. We had no idea what they were doing, but it chilled my soul to think that there were so many. If one had been able to conquer Verilus—the seat of the empire—so quickly, what kind of damage could a fleet of these ships do?

A lot, as it turned out. Eventually, reports began to filter in from the outlying regions and beyond. It soon became clear that these visitors had attacked every major city on the continent. We discovered that the entire planet had quickly been ground under the collective booted heel of the invaders. As proud as our people had been, we had been able to offer little resistance against such weaponry as the invaders brought to bear.

MEET THE NEW BOSS

It was three days before I got my first glimpse of the invaders: great monstrous, manlike machines that strolled through the city like they owned it. Later, I'd learn that these so-called golems were in fact soldiers equipped with high-tech armor that put our finest suits of field plate to shame. It was a week before we first saw any of the invaders in person, if you can call it that.

The invaders mounted a huge, black sheet—it was several stories high and dark as night—atop the front gates of the Imperial Palace and set up a stage below it, framed by two sets of large boxes, one to each side.

Word went out that a speech was to be given by the invaders at noon on Tenday. Just about everyone who wasn't laid up in a bed somewhere gathered in the great square in front of the palace to listen and learn. People started showing up at daybreak, and by noon, a throng had filled the square.

A hush fell across the crowd as now-Empress Kendra stepped on to the stage. Amazingly, her massive image towered above us on the screen behind her, standing several times her height. At the time, we all thought this was magic most powerful. That seems laughable now, but no one found it funny then.

The empress stepped up to the edge of the stage and cleared her throat. Amplified by some unknown trickery, her simple cough was loud as a dragon's roar, yet packed with fear. The crowd pulled back, and for a moment it looked like the battered survivors of Verilus would flee, trampling over each other to leave the city behind.

But a look at the empress's face, at the tears welling in her eyes, told us all one thing. While this magic might be unfamiliar to us, the humanity in the empress's eyes, the pain we could see there, was as real as anything we'd ever seen. That quelled our own fears and put an

end to any thoughts of a stampede.

“My people,” the young empress began. I remember every one of her words as if it were carved into my brain. “I come to you with grave tidings. I’m afraid that the emperor—my father—is dead, and our empire is no more.”

The crowd gasped as one. Our worst fears had been realized—or so we thought.

“I have been long in council with the visitors from the stars, for that is indeed what they are. They have brought with them death, it is true, but also hope.

“While our empire is gone, we have become part of a new empire. One larger than we ever could have conceived. One that spans the heavens and beyond.

“It is time for our people—in fact, for all the peoples of our world—to take our first wobbly steps from our cradle. To take our place among our fellows in the stars. To play our part on this grander stage.”

With that, her words cracking, Kendra stepped back and took a moment to wipe the tears that were streaming down her face. When she returned, her voice was stronger than it had been before.

“This is no time to let fear overcome us. This is no time to listen to the demons of distrust. Instead, I ask that you join me in welcoming our new friends to our home, just as they have welcomed us into theirs.”

The crowd stood there in stunned silence as their former empress faded into the background. And then Malizrek took the stage.

Children screamed. Women fainted. Men shook with horror.

Already at that point in my life, I’d seen a lot of strange things. The dead erupting from their graves. Giant serpents from the deep. Mighty dragons destroying entire villages. And things so monstrous they almost defied description. But I wasn’t prepared for this.

Captain Malizrek was a tall, lithe humanoid with jet-black skin and short-cropped white hair that revealed his tapered ears. He stood there in his black uniform, the sunlight glittering on the silver buttons and insignia on his dress coat, a barely caged sneer on his lips. Looking up at his image towering over us, only one thought stuck in my head. Malizrek was a drow.

“Alien” or not, I recognized his kind on the spot. I’d fought against the drow before, and I knew one thing for sure: If the drow were in charge of the galaxy, we were all in a lot of trouble. I was so naïve.

Malizrek opened his speech with one phrase that has stuck with me to this day. The rest of what he said, I don’t remember a bit. I was still in shock, my mind swimming. But these words—spoken in the Common tongue, no less—will never leave me:

“Welcome to the Dragon Empire.”

HISTORY AND EMPIRE

That was five years ago. Since then, I’ve learned more about my world and the galaxy around it than I ever imagined there was to know. Let me share some of that with you.

First, the drow aren’t in charge at all. They’re just the agents of the real powers in the galaxy: the dragons.

Dragons Rising

Think about it. Dragons are among the most powerful creatures in the universe. They’re strong, aggressive, smart, full of magic, and they live forever. And the older they get, the more powerful they become. It’s almost inevitable that they’d be in control of things.

On most worlds, dragons are pretty standoffish. They are extremely rare, encountering few of their own kind over the course of their long lives, and they don’t care to meddle in the affairs of the other races. Most—in my experience—just want to gather as much wealth as they can and wallow in it like a pig in slop.

The dragons’ tendency toward isolation didn’t survive the discovery of star travel. When they learned to travel between worlds, dragons found that they weren’t so rare after all. They were still outnumbered by most of the other major races, but there were millions of dragons spread across thousands of worlds. As contact between these worlds developed, the dragons also learned that interaction and cooperation offered many benefits. At the very least, there was safety—security—in numbers. Before long, the dragons got political.

There are few things that dragons enjoy more than a game, and politics are the greatest game of all. Of course, being dragons and full of avarice, they’re usually not content to simply rule over the locals. Inevitably, the dragons found themselves a king and established a new realm.

The dragons called the new realm Qesemet, which I’m told means “golden kingdom” in Draconic. Qesemet—ruled by the gold dragon Khelorn—extended its protection to all dragonkind in the known galaxy. It was the first true interstellar political organization.

Of course, the chromatics weren’t real eager to sign up for citizenship in a kingdom ruled by a gold. So, led by the blue wurm Lazalius, the chromatics founded their own rival kingdom, called Asamet. I’m told that means “iron kingdom” in Draconic, and it was pretty much the mirror image of the benevolent realm of Qesemet. The dragons of Asamet seemed to personify all the worst aspects of the dragons’ impulses. And even Qesemet, benevolent or not, was ultimately concerned with dragons first and everyone else second.

These new kingdoms organized along the lines of subspecies. As you probably know, dragons come in 10 different flavors. The five chromatics—red, blue, green, black, and white—are generally the most vile and evil worms you'll have the misfortune to run across. And I say that as someone who works for one. The dragons of Asamet founded five Royal Houses, each representing one of the racial clans. Qesemet was built on the same feudal structure, with the gold, silver, bronze, brass, and copper clans each receiving their own House and investiture in the realm. And while the metallics are known as the most noble and kind creatures you'll find in all the worlds, they're still dragons: prideful, arrogant, and generally convinced of their own superiority.

I've been told I have a poor attitude when it comes to dragonkind. That's probably true, but my experience with the creatures is mostly limited to the orders handed down to my commanding officers from Mezzbone, our illustrious emperor. Mezzbone is red as hell and evil as they come. If you had been there when he had us destroy Khazad—an entire planet with a population numbered in the millions—you'd know what I mean. It was Malizrek himself who delivered the order to my legion, cackling about the glory of the coming massacre the whole time. I doubt he recognized me—or cared if he did—but that's two I owe him now.

The Twin Kingdoms

Led by the great dragons, the twin kingdoms of Qesemet and Asamet soon came to dominate the known galaxy. And while the dragons themselves were creatures of magic, it was science and technology that extended their reach and allowed them to spread their influence across countless worlds.

Magic, as you probably know, is capable of many wondrous things. But ultimately, its greatest limitation is that it can be wielded only by an elite few. Science tells us how things work, and it works the same way every time. The real power of science is that it gives us the ability to create tools that anyone can learn to use. You don't need to know any arcane secrets or speak the language of wizards to use a good tool. People who don't even know how it works can use most technology. I'll never learn how to use a magic wand—but I learned how to fire a laser rifle my first week in the Imperial Legions.

Of course, technology also has its limits. Science lets us understand the laws of nature, but our tools still have to abide by those laws. No matter what our technology, for instance, we can't move anything faster than the speed of light—and it's damned hard to even get close. Magic, of course, is free to ignore such restrictions. A

wise man once said—if I ever knew his name, I've long forgotten it—that “technology lets us harness the laws of nature; magic allows us to break them.” This is the formula the dragons used to rule the galaxy.

Soulmechs are the perfect example. With technology, we can build a robotic body and even give it an electronic brain. But truly sentient beings have souls, and no mortal can create a soul—that kind of magic is reserved for the gods. Without a soul, as advanced as that robot may be, it's really just a sophisticated machine, a tool incapable of creative or independent thought. And while we can never create a soul, we can use magic to bind one and transfer it into that electronic brain. Science discovers the rules, technology uses them, and magic breaks them.

The dragons exploded across the stars in ships driven by science and magic. They built and powered the ships with technology, but used sorcery to teleport them instantaneously across light years of space.

As the dragons expanded across the known galaxy, they found countless worlds governed by countless nations and pocket empires. Inevitably, there was sometimes conflict between these factions, and some of those conflicts blossomed into full-scale war. The galaxy was scarred by several of these wars, but all of them were confined to relatively limited regions.

Qesemet and Asamet offered these worlds wealth and prosperity, peace and security, and the twin kingdoms continued to grow as whole planets flocked to their banners. The kingdoms swallowed up these diverse worlds with the inevitability of a line of glaciers heralding a new ice age: slow, steady, and literally unstoppable. And as they grew, relations between Qesemet and Asamet grew colder and colder.

You don't need a crystal ball to see where this is going.

The Dragon War

Dragons, even the good ones, are not team players. In my experience, if you put a dragon in the same room with another dragon, you usually end up with one less dragon in the galaxy. They're just too similar in too many ways, and they all want to be in charge. Maybe they don't trust anyone else not to screw up.

More than 5,000 years ago, Qesemet and Asamet became embroiled in a war that engulfed the known galaxy. Each of the 10 clans were involved and just about every other race allied with one of the two kingdoms. The war raged across the stars and the level of destruction was staggering.

Entire nations were leveled, razed to the ground, any trace of their existence wiped from the historical record.



I heard about one planet where an ancient merfolk civilization was literally boiled in the pristine ocean that had been its home for millennia. The worst atrocity was the destruction of Krellis, a haven for the rare yellow dragons who some believe were dying out even before the war. The yellows weren't one of the major clans and they tried to remain neutral in the conflict. They were caught by surprise when forces of the brass and bronze dragon clans invaded their world. During the ensuing battle, someone detonated a weapon—or weapons—of mass destruction that literally destroyed the planet. The whole globe was immolated in a massive explosion, fragments of the shattered world tumbling into the sun.

Over a billion souls were lost on Krellis, and the yellows were almost entirely wiped out. I hear that one or two were off-planet when the tragedy occurred, but most people consider the dead the lucky ones. When you're a dragon, being the only one of your kind gets to be a sort of life sentence—one that drags on and on across centuries and millennia.

The destruction of Krellis heralded the end of the Dragon War. It was a wakeup call for the dragon lords, those all-powerful wyrms who ruled the clans of the two kingdoms. Krellis made it clear that all of the dragons—not just the yellows—were facing extinction if the war continued. King Khelorn of Qesemet proposed the uni-

fication of the two kingdoms and the formation of a new empire ruled by the dragons.

The Dragon Empire

It took a decade to negotiate a full and lasting peace among the various clans, but in the end, Khelorn got his wish and a deal was struck. Of course, an agreement isn't much good unless everyone involved believes in it. For the dragon lords of Qesemet, it was a means to ending the war and keeping the chromatics in line. For the Asamet dragons, it insured that the galaxy—and their own clans—would still be intact when it finally passed into their talons.

The dragon lords of Qesemet and Asamet agreed that they would work together to rule the galaxy for the mutual benefit of them all. Divided, they had wasted their energies destroying each other, and they would now focus their efforts on exploration, finding new worlds and new resources to enrich and empower the new empire.

Khelorn became the first emperor and an Imperial Council was formed to give the other dragon lords a voice in the governing of the empire. This, alone, would not have been enough to secure the agreement of the

lords of Asamet, however. Khelorn's charter also decreed that his Golden Throne, the seat of the empire, would be passed from clan to clan so that all would share in the empire's rule.

In essence, each of the 10 Royal Houses becomes the Imperial House for a period of 1,000 years. The ruling house chooses an emperor from its ranks—usually the most elder of the great wyrms. At the end of the millennium, the next clan in the line of succession becomes the Imperial House and chooses an emperor, and so on and so forth, forever without end, amen. Or so the theory goes.

Believe it or not, this system has actually been working for more than 5,000 years. The Empire has survived five emperors and we're just about four decades into the reign of the sixth. So far, so good. Right?

The Line of Succession

The Imperial Charter states that each clan must put forth its own emperor when its time comes to rule. However, if an emperor dies or is somehow incapacitated—or even abdicates—then another is selected by the clan to replace him. So, while we're in our sixth term under this agreement, there have been far more than six

emperors. In fact, it's more like 16.

And that's been mostly during the rule of the lords of Qesemet. Seems even these noble lords aren't above political squabbling and power plays. I hate to say it, but I could have told them so. Now that we're in our first term under the banner of Asamet, I expect things will get even worse.

The line of succession as outlined in the Imperial Charter is: Gold, Silver, Bronze, Brass, Copper, Red, Blue, Green, Black, and White.

As I said, Khelorn was the first emperor. His rule actually lasted the full 1,000 years, and he's still alive—and in control of his House—to this day. The new emperor is a red dragon named Mezzenbone. He's as dark-hearted a creature as you'll ever meet. He got to where he is today by clawing his way over the corpses of those who would stand in his way. It's said that his talons constantly run red from the blood of his victims. From what I can tell, that's not far off.

The term of each clan's reign is usually called the "age" of that metal or color. For instance, Khelorn's reign is known as the Gold Age. Today, under Mezzenbone, we're in the dawn of the Red Age. Only more than 900 years to go until the Blue Age, although that's small consolation to those of us who aren't likely to see 90 years. Not that old Lazalius is likely to be a



more beneficent ruler anyway.

One thing you can say about the Red Age is that it's probably better than the Dragon War. True, there are skirmishes breaking out all over the place. I've even heard word of a serious rebellion forming out on the edges of the Outlands, on the fringes of known space. Maybe you know something about that, eh, recruit?

The Imperial Council sold the empire to the non-draconic peoples of the known galaxy by emphasizing that the line of succession would guarantee 5,000 years of peaceful rule by the lords of Qesemet. Their benevolent leadership would usher in an era of peace and prosperity unlike any in history.

While the reality didn't exactly live up to its billing—and I don't see how it could have—I hear the years under the Qesemet banner were a far sight better than anything that came before. At the time, people figured it would be 5,000 years before the Asamet dragons got their claws on the Golden Throne. That's a long time for most people, even elves and the like, and you can hardly blame them for thinking that it would be a miracle for the Empire to last that long anyhow.

Of course, the Empire did last that long, and now we're stuck with it.

THE PEOPLE

The galaxy is populated with people of all sorts, but the most common kinds are humans—honestly, it seems like we're just about everywhere—elves, dwarves, gnomes, halflings, orcs, and the various crossbreeds. It's the same on my planet, the same on yours, and the same on just about every planet in the Dragon Empire.

There are dragons everywhere, too, although a lot fewer of them. Given the geological speed with which the critters breed, this only makes sense. And you can thank your lucky stars for that. If dragons reproduced like rabbits, you can be sure the galaxy would be overrun with them from one end to the other.

There are all sorts of other creatures too, most of them pretty common from one place to another. Just about every planet has a significant goblinoid population, for instance. And serpent people: The worlds are lousy with serpent people, from kobolds to lizardfolk, who apparently think they've got an in with the dragons because they all have scales. Of course, most dragons find such comparisons insulting.

The strangest thing isn't that you find the same races and species on all the inhabited worlds in the galaxy. It's that all of these intelligent species have a common language that's pretty much identical from one planet to the next. Common, for instance, is spoken by most human cultures on every planet I've ever visited. Sometimes it's a little tricky to navigate around the accents and

dialects, but once you get used to it, it's just different twists of the same tongue.

Customs and traditions are often similar, too, though clothing and other cultural details vary wildly. These things are also influenced by the culture's level of technological development. I mean, none of the drow who landed on my homeworld were dressed in chainmail shirts. And the machine-stitched boots I wear now are a far cry from the hand-sewn calfskin jobs I wore every day as I wandered in exile.

Still, people everywhere—no matter their race, their culture, or their planet of origin—all want the same things: food, clothing, shelter, someone to love. Of course, beyond these basics, things can diverge quite a bit.

Just consider your own planet. How many different cultures have you seen in your travels? Imagine multiplying that by the number of planets in the Dragon Empire. Okay, that's an exaggeration since many of these cultures are reflected almost exactly by countless others. And, in the Empire, technological civilization has tended to assimilate many diverse cultures. Sometimes when you travel across the Empire you have a hard time distinguishing one world from another. This, of course, gives the bards, romantics, and reactionaries something to complain about, but progress marches on.

THE BIG QUESTION

I can hear you asking the questions already, the same ones that were swirling in my mind when I signed on with the Legions. How?

How are there dragons all over the galaxy? Heck, how are there humans and orcs and elves and dwarves and everyone else on most every inhabited world? We're all from different planets, right? Why are we all the same? And why do we speak the same languages? It's a big galaxy out there, almost unfathomable in its depth. Assuming you're going to run into people from other planets eventually, what's the chance of them looking like the people who grew up next door to you?

Zero. But that's because chance has nothing to do with it.

You're thinking logically, when what you really need is faith. Science tells you that life evolved on another planet is going to be radically different. Sure, maybe you can argue for parallel evolution and similar theories, but given the vast number of possibilities, the kind of sameness we see in the known galaxy is inexplicable. At least by science. But it can be explained by magic—magic of the most powerful kind.

THE UNIFICATION CHURCH

Every inhabited planet in the known galaxy has at least one pantheon of deities. On most worlds, every civilization, culture, and race has its own gods. If you look closely, though, strip away the layers of cultural ornamentation, you'll find most of them are strikingly familiar. Now, some deities, as they're called, are more common than others. No matter where you go, you'll find the drow worshipping their demonic Spider Goddess. This is where the eight-legged icon on their banners comes from. According to the Unification Church, however, the drow's goddess is an aspect of two deities: the Mother and the Destroyer.

The Unification Church was founded during the rise of Qesemet and Asamet, before the war. It was a time of expansion, contact, and unification—not just of religion, but of political power, commerce, and culture. The church resonated powerfully with the times, and it soon became the preeminent religion in the known galaxy.

The church teaches that there are really only 12 true deities in the universe, and that everyone on every planet worships different cultural aspects of them. Gods are terribly complex beings, far more complex than the cultural masks we have them wear in our provincial temples and shrines.

In fact, it's possible for people who worship different aspects of the same deity to make war on each other, each begging their patron to shine favor on them and exact vengeance on their enemies. No one knows if the gods play favorites: Ask two different clerics and you'll get two different answers.

The Unification Church has a simple answer to the mystery of sameness we find throughout the known galaxy. All these worlds and all these peoples are the same because the same pantheon of 12 deities made them that way. The Twelve created the universe, filling it with galaxies, stars, and planets. They populated these planets with creatures formed in their own images—sentient beings like you and me. The Twelve even gave their children the gift of language, and that's why we all speak the same tongues. Humans speak Common, elves speak Elven, and Dwarves speak Dwarven for a very simple reason: We were born to speak those languages.

Nor are these distant gods, according to the church. The Twelve continue to mold and shape their worshippers, acting through their chosen clerics and paladins, as they wish. They continue to raise their children, long after their birth. So if you ever find yourself wondering *why you can find the same halfling pastry recipe on Serpentin III that you first experienced on Mistral*, you've got your answer: Halflings, no matter where they are, were created to make pastries. Looking at it that

way, you'll be able to find a little of the divine in just about everything.

So why don't the gods take a firmer hand in things? Why don't they destroy the Dragon Empire with fires of their wrath? Well, who's to say the gods have anything against the dragons? For all we know, the dragons are their favored people, their first children. The dragons certainly seem to think so. They call themselves the "chosen people." They believe the Twelve gave them greater gifts than all other races so that they would have dominion over creation. So far, no one's been able to prove them wrong.

Generally speaking, the dragons are mindful of their place in the grand scheme of things. Very few are prideful enough to challenge or blaspheme against the Twelve. Even a favorite child is careful not to incur his parents' wrath. Mezenbone, in fact, is thought to be the most pious of all the emperors to date. It is our misfortune that the temples he raises honor the Reaper and the Destroyer.

The Dualists

There are two splinter sects in the Dragon Empire who don't believe in the Twelve. They're known as the Dualists.

The Dualist Heresy, as their faith is called, carried the Unification Church's theology one step further. The Dualists argue that the myriad deities—including the Twelve—are merely aspects of two supreme beings. They call these deities the Creator and the Adversary. The Dualist Heresy teaches that these two represent all the oppositional forces of the universe: order and chaos, good and evil, light and dark, positive and negative.

The Dualist Heresy also claims that two is the smallest number of gods possible: One god could not express the opposition that obviously exists in the universe without being self-contradicting. Further, opposites are necessary to define each other. If there was no shadow, for instance, how could there be light? If there was no chaos, how could you define order? Without evil, there is no good.

The Dragon Empire has never endorsed the Dualist Heresy, but neither is it suppressed. In fact, a few prominent dragons are Dualists, and I suspect there are many more who worship the Creator or Adversary privately.

The Dualists and the Unification Church, of course, are constantly at odds. I mean, the whole point of the Unification Church is, well, unification: *Many church clerics believe that the very existence of a splinter faith undermines their theology.* For their part, the Dualists face the same challenges and obstacles confronted by all marginalized minorities. They struggle for tolerance,



converts, and sometimes merely to be taken seriously. As a result, Dualists are often somewhat confrontational, as if everyone in the galaxy who doesn't believe as they do is against them. Their clergy tends to be more militant than that of the Unification Church, especially when it comes to proselytizing.

The Dualist Heresy is in turn marked by a division within its own ranks. While Dualist doctrine teaches the opposition of Creator and Adversary, it ascribes a morally superior position to neither. Most Dualists align themselves with one or the other, though the "purists" preach that Dualism is morally neutral and that "true disciples" of Dualism honor the oppositional totality, not just one side of it.

In some cases, entire worlds have been converted to Dualism. Such places can be dangerous for nonbelievers, although visitors are usually allowed to pass through without trouble. Those who stay on these worlds for any length of time, however, are inevitably pressured to convert—and usually to choose sides between the followers of the Creator and those of the Adversary.

Those who worship the Creator are usually very open. They wear their religious symbols proudly and are fond of quoting the Dualist Scriptures or the popular sermons of their priests and prophets. These faithful are more or

less tolerated by others in the Empire: Most people have nothing against those who worship the positive themes of the cosmos.

Worshippers of the Adversary, though, often keep their beliefs hidden from those around them, unless they are surrounded entirely by others who share their beliefs. These dark souls revel in and celebrate evil, entropy, and destruction, and they view others, ultimately, as their enemies, victims, or slaves.

THE LAW

When the Empire was founded, the Imperial Council drew up an extensive set of laws to govern the populace of every planet under its domain. The enforcement of these laws is generally left up to the viceroys who govern each planet or outpost. Most of these laws are designed simply to maintain the peace, which is really the whole reason the Empire was born. Without going into elaborate detail, these laws include the expected prohibitions on assault, murder, theft, and so on.

There is one tenet emphasized by every court and every institution in the Dragon Empire. It's called the *principle of active morality*: People are to be judged by what they do, not what is in their hearts.

There are all sorts of spells, both divine and arcane,

that can tell whether someone is evil or good, inclined to follow the rules or to wreak havoc. The principle of active morality says that you can't hold someone's inclinations against them. The only thing that matters, as far as the law is concerned, is what someone does.

We even have this principle drummed into us in the Legions. There are evil men in my unit—that's pretty much inevitable. We've taken orders from drow whose souls are blacker than their skin. At the same time, my company chaplain is the kindest, most good-hearted person I've even known. The point is, it takes all kinds. We don't have the luxury of choosing the moral inclinations of those we serve with, or those we serve. And that was the crux of the issue facing the dragons when they made this law: They had to unify, and to do so, they had to find a way for good and evil, law and chaos, to coexist.

Now, having said that, magic is used all the time to divine moral alignment. I know for a fact the chaplain has checked out every soldier in my unit. Paladins, priests, and diplomats—everyone who can use their power to reveal the souls of others. But they can never use it to justify their actions, and they can never use it in court.

THE DROW

The Empire has had its own law enforcement arm, the Imperial Police, since its inception. Over the centuries, the makeup and structure of this organization has changed a lot, varying with the whims of the current emperor.

It seems that Mezenbone has a fondness for the drow—dark elves, as some call them. Immediately after his rise to power, he instituted a new division of the Imperial Police and called it the Imperial Special Police Directorate. He staffed the ISPD almost entirely with drow.

The drow enjoy their newfound power a bit too much, if you ask me. Their job seems to be the prosecution of anyone or anything deemed a threat to the security of the Empire or Mezenbone himself. And they appear to have a lot of flexibility in carrying out their mandate. You'll recall that Captain Malizrek was in charge of the force that invaded my homeworld. I guess Mezenbone considers worlds like mine a threat to the Empire, because the ISPD spearheads the Emperor's campaign of conquest in the Outlands.

The ISPD's tactics have often been the target of criticism, but when the critics disappear, things tend to quiet down a lot. If you run across one of these characters in their silver-trimmed black uniforms marked with the insignia of their Spider Goddess, your best bet is to disappear yourself before they do it for you.

THE DRAGONKIN

While the drow might have gained favored status in today's Empire, it's a relatively new development. Dragons, on the other hand, have had most-valued status from the very beginning. They are the frosting on the upper crust. Just being born a dragon means a life of assured luxury—if you're willing to take it. There are some dragons who like to slum around with the rest of us, but they're more rare than a habitable planet. Even fewer have actually been banned from proper dragon society, forever kept from the trappings of their heritage.

One step below the dragons are the dragonkin. The most notable of this group are the half-dragons, those lucky few who have at least one dragon parent in their pedigree. It seems that some dragons like to change shape and dally with the "lesser species" from time to time. The offspring of such unions aren't given the same treatment as their full-blooded brethren, but they are usually recognized and adopted by their dragon parent's House at birth. Proper dragons may not approve of these bastards, but most refuse to turn their collective back on their own blood.

The same is true of sorcerers, those who have a natural talent for magic. Sorcerers believe—and the dragons, at least officially, seem to agree with them—that their arcane abilities flow from the dragon blood that runs in their veins. They may be countless generations removed from their draconic forebears, but sorcerers are still accorded some status in the Empire. They stand a rung below the half-dragons on the social ladder, but being a sorcerer has its advantages. Those who must study to use arcane magic are looked upon with some distrust by dragons and their kin. As far as the dragons are concerned, if you can't use magic naturally, you're not meant to use it at all.

REACHING FOR THE STARS

So how do people get around in this star-spanning empire? How is the Emperor to know what's going on across his empire? As usual, magic is the answer. For urgent missions or messages, high-level sorcerers are sometimes dispatched to teleport between the stars. For travel between the throneworlds—the capital planets of the Royal Houses of Asamet and Qesemet—most people use the Long Road. This is a 20-lane, 100-mile-long superhighway that passes through each of the throneworlds by means of a series of teleportation gates.

Of course, teleport spells and devices can only get you so far. When you're heading into unknown territory or you have to move lots of people or cargo, you need a starship. These vessels travel instantly from one point in

the Empire to another using a magical artifact known as a starcaster. The starcaster extends an arcane energy field around the ship, teleporting it and everything in it to the destination programmed into the ship's astronav computer. Starcasters are extremely difficult and expensive to build, but they're just one of the most prominent examples of magic working alongside technology.

THE GREAT UNKNOWN

While starships have allowed us to explore and even settle great portions of the galaxy, a much vaster area remains untouched and unseen by the Dragon Empire. The various dragon clans and a number of independent ventures spend a great deal of effort in exploring these regions in hopes of discovering new civilizations and untapped resources. One such organization is the Royal Exploratory Service, which was founded in the pre-Empire days and has been scouting the edges of the known galaxy for more than 5,000 years.

The Empire is a spherical volume of space in one of the galaxy's spiral arms. The regions of space on the edges of this sphere are known as the Outlands. The only habitable Outlands worlds with which the Empire has contact are those only recently discovered and colonized. This is where my home lies, and likely yours as well, recruit. Of course, there are worlds without end in the Outlands that we haven't found, yet...and no doubt many more than we ever will.

The most dangerous region in the known galaxy actually cuts through the edge of the Outlands. This region is a massive dark nebula, an impenetrable curtain across space known as the Dark Zone. Most of the ships that teleport into the Dark Zone never return, though the crews of those that do tell of exotic treasures and terrible dangers. This black scar cutting through the periphery of the Empire is thought to be the home of the mind flayers and other alien beings, and only the most foolhardy every venture there.

I'll mount an expedition as soon as I muster out.

THE IMPERIAL LEGIONS

While the Imperial Police—and these days, the ISPD—are the law enforcement arm of the Empire, they're not the ones that are called in when there's a real crisis. That's where the Legions come in.

We are the soldiers of the Empire, the troops that do most of the killing and the dying that's necessary from time to time. While we live dangerous lives—there's no safe place in a war, kid—we reap the greatest rewards. Those who manage to complete a five-year tour of duty in the Legions are awarded a small pension, granted citizenship, and dropped off on any planet they like.





Of course, a lot of us aren't given a choice about joining up, kind of like you. We get conscripted or volunteered by our provincial leaders as part of their tribute to the Emperor. Still, it's a chance to see the galaxy, if mostly the worst parts of it.

While the Legions have their own command structure, under Mezzbone's rule the drow of the ISPD can step in and take over an operation whenever they like. The ISPD has jurisdiction over everything—never forget that and you'll go a long way in the Legions.

Every planet in the Empire has its own Legion garrison. Some are a lot larger than others, of course. They're each funded locally, too, which means that the smaller ones are usually the poorest. There's a bit of rivalry between the Legions, but it mostly disappears in the face of a common foe.

DESTINATION: ADVENTURE

Most Legionnaires dream of someday leaving the service and striking out on our own. There's a whole galaxy of opportunity out there, an ocean of stars to sail, lands to be explored, legends to be made, and fortunes to be won. Once you get a taste of the wandering life, the kind of life you'll live in the Legions, it's hard to get it out of your system. Take it from me. My tour is over in a month, and I'm not getting dropped off anywhere near my homeworld.

I've got some unfinished business back there, true. I'm curious to see what's happened to Lady Kendra, for one. And I've still got a murdered father to avenge. But I've got plans first. This time, when I come back, I'll be the one soaring through the skies and my foes will be trembling in fear.

And you, recruit? No matter what you decide to do, you've got a choice to make. You can look at this as the end of the world—your homeworld, specifically. Or you can look at it the way I did—as a wake-up call.

Your universe just got a whole lot bigger than you ever dreamed it could be, and that can make you feel kind of small. But there's also more opportunity out there than you ever dreamed there could be: worlds to explore and adventures to be had that are literally countless. With a lot of hard work, courage, and a bit of good fortune, you can make more of yourself in the Empire than you ever could have on your provincial Outlands world. There's more of just about anything you could want adrift in this sea of stars: wealth, fame, power, glory, fraternity, or whatever else you dream about when you go to bed at night. True, there's also more violence, hatred, bitterness, despair, and danger than your little world could ever contain.

But with nothing to fight for, what place is there for heroes?

CHAPTER TWO

RACES

INTRODUCTION

Open Game Content in this chapter includes game rules, statistics, abilities, mechanics, and material derived from the d20 System SRD, including all racial names, traits, and abilities. The descriptions and backgrounds of the races are designated as closed content.

In **Dragonstar**, you can play any of the character races found in the d20 System core rules: dwarf, elf, human, halfling, gnome, half-elf, or half-orc. This chapter details each race's place in imperial society and the ways they live and work in the **Dragonstar** universe.

You can also create characters of a few races that are not standard in a traditional fantasy campaign: orc, drow, or half-dragon. There's also a new race: the soulmech, a sentient robot. Each of these races is detailed in full in its own section of this chapter.

UNIFORMITY OF THE RACES

As the people of the galaxy first began to contact new civilizations on distant worlds, they realized that most of the creatures on every habitable planet were pretty much the same, including their DNA and the languages they spoke. In the early years of star travel, there were a number of conflicting theories purporting to explain this seemingly impossible coincidence. These ranged from the existence of a master race (or several of them) that seeded the galaxy in days long past to more scientific models such as parallel evolution. In the end, a prominent cleric named Nasuit offered a solution to the riddle that had the ring of truth.

The gods made the creatures of every world in their

own image. Nasuit taught that there were only a dozen true gods in the universe, and they created the same creatures on just about every planet they blessed with the gift of life. The sentient races, monstrous beasts, animals, insects, and plants—the same deities created all of them.

While there are certainly strange and even unique creatures scattered throughout known space, these are the exceptions that prove the rule. The high priests of the Unification Church call these creatures the gods' experiments: The gods created many worlds and many creatures, not just the same ones over and over. Like a novelist who returns to the same characters and themes time and time again, the gods used the same tools over and over to create different worlds and different situations, and to watch them all evolve according to their own unique destinies.

Today, of course, few of these stories are untouched by the grand epic of the Dragon Empire. Perhaps there are other galaxies out there, too, also fashioned by the gods in different, sometimes strange or alien ways. But only the gods know for sure.

VARIATIONS ON A THEME

Just because the gods seem to be working from a single palette doesn't mean that they used the same pigments on each canvas. The full panoply of possible races is only seen on a few planets. Most worlds are populated by a relative handful of the countless races and species that exist in the galaxy. There are worlds, for instance, which are populated by only a single race, whether human, elf, or dwarf—maybe even a completely unique race. When the people of worlds such as these first contacted the other races, they perceived them, not as familiar cousins, but as alien species. Only when they

left their provincial homes did they realize how cosmopolitan the galaxy really is.

Any world in the galaxy might have its own entirely unique mixture of peoples and creatures. Or its population could look almost identical to those of countless other planets. Nevertheless, there are several races that are found time and again on worlds without end throughout known space.

COMMON RACIAL TRAITS

Certain racial traits are common to many of the races. Rather than repeat the information on how they work several times, the details on each are listed here. If a particular trait isn't listed here, assume it is unchanged from the core rules.

Darkvision: This ability doesn't require any kind of light at all to work. It functions just as well in the deepest, emptiest parts of space as it does on the midday surface of a planet warmed by a yellow star.

Low-Light Vision: This ability doesn't function when there's no light at all. However, even in the furthest reaches of the galaxy, there's usually sufficient starlight.

Automatic Languages: It might seem pointless to learn other languages when computer translators are so

accessible, but many people appreciate the effort of others to learn their tongues. See Diplomacy in Chapter Four: Skills for appropriate modifiers.

ORIGINAL RACES

All of the standard d20 System fantasy races are well represented in *Dragonstar*. Additional details about each race are described below.

DWARVES

Dwarves have adapted well to the stars. They enjoy a natural affinity for conditions of sunless confinement and the kind of pumped-in, stale air you find on starships, space stations, and remote outposts.

Dwarves use their natural skills as miners to extract precious minerals from even the most desolate planets and airless asteroids in the galaxy. A dwarven miner is rarely seen far from his spacesuit, which he cares for better than himself.

Some of the most wealthy and ambitious dwarves have claimed entire planetoids for themselves, burrowing their tunnel fortresses deep into the rock. It reminds them of their ancestral homes, and the remoteness is even more comforting to them than the roots of the oldest mountains. Some of these places have even been fitted with their own engines or *starcasters* to ensure their solitude. Finding a single rock in the solar system is difficult without the right coordinates. If it can move on its own, the challenge becomes nearly impossible.

Some of these space fortresses were abandoned in ages past. In some cases, the owner's luck ran out, and a band of orc pirates or worse seized the stronghold for its own. Other fortresses were lost to unknown perils and now float aimlessly between the stars, waiting for some foolhardy souls to find them, get past their automated defenses, and strip them of their treasures.

Relations: Dwarves are a reasonable people, but they despise orcs. They hold the orcs responsible for the destruction of the Dwarven Commonwealth in the pre-Empire days. The devastation then was so horrible that it led to the Dwarven Diaspora the dwarves still talk about to this day. The dwarves hope to someday reunite under the banner of a single dwarf and re-ignite the glory of their fallen empire. Unfortunately, they spend most of their time working on increasing their personal fortunes instead of furthering the ends of their people. Only the most charismatic leader could hope to reunite such a scattered tribe.

Compared to their relations with orcs, most dwarves get along famously with everyone else. Dwarves don't



pay much attention to humans and halflings. They like gnomes just fine, though they sometimes find them irritating after prolonged contact. They don't care much for elves, but they tolerate most varieties. Drow are the exception, and dwarves despise them as tools of the current dragon regime.

The dwarves hold a great deal of respect for the dragons, even the evil ones. Dwarves recognize great power and cunning when they see it. They habitually criticize short-lived peoples such as humans for their lack of long-term vision. They don't realize the dragons see them in the same light.

Their respect doesn't mean that the dwarves don't covet the dragons' power. In fact, many dwarves have secretly joined any number of insurgent forces hoping to overthrow the current emperor. But most dwarves are too canny to say anything openly against their ostensible rulers.

Dwarves are not so cautious with half-dragons. These creatures may be powerful, but not so much so that they must be fawned over. Dwarf-dragons are another matter, of course. Dwarves respect anyone who can make a successful deal with a dragon, and they're especially proud when it's one of their own.

Dwarves respect and admire soulmechs. They respect the craftsmanship of their robotic bodies and the resilience of the souls that animate them.

Dwarven Lands: The dwarven people are scattered across the galaxy like the stars themselves. While there are dwarves on most major planets in the Dragon Empire, they usually prefer isolation to the hubbub of the great multicultural cities. They tend to populate planets on the outer edges of solar systems, as well as asteroids, space stations, and isolated colonies.

Modern dwarves lean toward the engineering sciences. They are a people who like to build grand things—especially with machines—including cities, bridges, towers, and vast manufacturing complexes.

To a dwarf, the most important things are his family and his clan. Much of dwarven society is based on these vital connections, and the largest clans are akin to interplanetary conglomerates in both scope and power.

The dwarven people are suspicious of outsiders. They tend to extend their trust by degree of relation. The scale goes like this: family members, clan members, other dwarves, everyone else—and then orcs.

Religion: Most modern dwarves worship the Smith, the great tool maker and master craftsman. There are a few dwarf Dualists who worship the Creator, although these dwarves are often derided by their peers for following a religion that fills its temples with members of the short-lived races.

Dwarven Racial Traits

All of the standard dwarven racial traits apply, along with a new one.

- **Gravity Sense:** Dwarves are unusually sensitive to gravity. With a simple Spot check (DC 10), they can tell you exactly what the local gravity is. If the check fails, they can still get within 10% (high or low, at the DM's discretion). With a similar Spot check (DC 10), a dwarf can discern the direction of the strongest gravitational pull affecting them at any given time, even in the dead of space.

ELVES

The rise of interstellar civilization has been a challenge for the elves. Elves glory in the beauty and complexity of nature, and they are blessed with a strong, spiritual bond with their ancestral homelands. Elves often resist the industrialization of their worlds, and many find the prospect of immigrating to new and strange planets rather unappealing. Elves are also poorly suited to the confinement and drab austerity of starships and space stations.

Still, the elves are long-lived, and they've had millennia to adjust to the opportunities presented by galactic civilization. Ultimately, the elves decided that if they must leave the green worlds of their birth behind, they would bring a part of them along wherever they traveled.

Elves claim to be the first ecologists. Due to their long lives, they were able to observe the ecological changes in their homeworlds over the course of centuries. Elven civilizations were among the first to observe and demonstrate the dangers of industrialization. Elven climatologists didn't have to search through ancient records to track global warming trends. They observed them firsthand.

Elven scientists have made great strides in the areas of hydroponics, terraforming, environmental engineering, and other fields concerned with encouraging living things to thrive where they shouldn't. The elves have bioengineered organic starships that explore the far reaches of space protected by both science and sorcery.

The elves have made new homes for themselves in the galaxy and have brought to countless worlds a touch of the magic that infused their primeval forests.

Relations: Elves prefer the company of their own kind, though they are friendly with any outsiders who demonstrate respect for the natural world. Elves are on good terms with most of the short-timers—those races with substantially shorter life spans—with the notable exception of the orcs, who they view as unrepentant



despoilers of nature. Many elves believe the galaxy would be a lot better off if orcs were the endangered species.

Most elves don't care much for dwarves or gnomes. To them, these people represent the uncontrolled industrialization of the galaxy. Dwarves and gnomes are unabashed exploiters of the natural world, and this alone is enough to earn the distrust of many elves.

Elves have a dark place reserved in their hearts for their ebon-skinned cousins, the subterranean drow. They can intellectually understand how the other races might err in their ways, but they find it difficult to excuse their cousins' cruel nature.

The elves respect the dragons and their kin, though often grudgingly. These creatures are among the few who can take a longer view of things than the elves. Despite this, elves know that most dragons view the galaxy as their plaything, a perspective most elves abhor.

In general, elves are troubled by soulmechs. They believe a person's death should be respected. Forcing a soul to abandon its rest to drive a mechanical body seems cruel in the extreme.

Elven Lands: Elves prefer to live in harmony with unspoiled nature. Unfortunately, untouched but habitable environments are difficult to find. A few worlds

have been declared off limits to industrial development, protected as global nature preserves by previous emperors. Elves tend to congregate on these worlds, though they often live in fear that the new Dragon Emperor will rescind the protections traditionally granted their homes.

For a long time, most elven cultures ignored galactic politics, believing such concerns to be beneath them—right up until they became embroiled in the Dragon War. During the reign of the Qesemet emperors, the elves became complacent once again. These days, however, they have taken a more active hand in politics. The various elven realms and republics throughout the galaxy have banded together in a loosely bound coalition—the Elven Nation—to make their common views heard.

Previous emperors created an advisory position on the Imperial Council for the elected representative of the EN, and this ambassador's words carried much weight in the Empire. With the advent of Mezenbone's reign, relations between the elves and the Empire have worsened. In a sign of his disrespect for the EN, Mezenbone appointed a drow to the elven ambassador's position.

Many elves have been expecting trouble with the new emperor for centuries. They long ago began to grow a number of new starships. Some of these are large enough to transport entire cities full of elves should such an exodus become necessary.

Religion: Most elves worship the Mother in her nature aspect, though not always exclusively. A growing number of elves have converted to Dualism, however, and worship the Creator.

Elven Racial Traits

All of the standard elven racial traits apply, along with a couple new ones.

- Elves gain a +2 racial bonus on Freefall checks. Elves are lithe and agile and adapt easily to freefall.
- Elves gain a +2 racial bonus on Knowledge (biology) checks.

GNOMES

Gnomes have adapted well to life in the Dragon Empire, perhaps better than any other race but the dragons and their kin. Their small stature makes it easy for them to get around in the most cramped ships and space stations, and their fondness for living underground serves them well.

Gnomes have always taken easily to the sciences, so the development of technology has been a boon to them. They are known far and wide for their skill with high

technology and their willingness to wander the stars. Gnomes were the first race to achieve space travel, and though other races long ago joined them, none are as comfortable in the vast reaches of space.

Gnome spellcasters played an important role in developing many hybrids of magic and technology. Gnome technomancers invented spellware, magical enhancements surgically implanted in the user. Gnomes also created the first soulmechs, robots animated by living souls.

Politically, gnomes as a group are a nonentity. They are far too focused on their work to concern themselves with political issues. They rarely band together in racial groups larger than their direct families. The Gnome Commerce Guild is more of a trade organization than a political body, though its leadership does try to influence trade and tax laws.

Relations: Gnomes are friendly with nearly all other races. They are proud of the fact that they are apolitical. All they care about is that their work is useful and that they are fairly paid for their efforts.

Still, gnomes have their favorites. They enjoy working with dwarves, since they seem to share a common love for crafted things. Their mutual fondness for cramped, even dark places means they are often in close contact, too.

Gnomes get along fine with elves, even the drow. They know that these tallfolk tend to look down on gnomes, literally and figuratively. The drow might only use gnomes for their talents, but the gnomes don't really mind, since to them the job is the important thing.

Most gnomes have a healthy respect for dragons and their kin. They recognize the dragons' power and the control the imperial bureaucrats exercise over the research grants many gnome scientists and technicians covet so dearly.

Gnomes are friendly enough with the short-lifers such as humans and halflings. They find orcs to be rude and unsophisticated—which is usually accurate—but even such lowbrow creatures have their place.

Most gnomes are fascinated by soulmechs. The greatest feat a gnome can accomplish is the creation of a new soulmech, and many pursue this field as their vocation.

Gnome Lands: There is no single world that gnomes call their home. The closest is the planet Aurora, the throneworld of House Deserene and the headquarters of the Gnome Commerce Guild.

Gnomes are as comfortable in darkest space as they are in the friendliest lands. Modern gnomes have largely abandoned the natural world and tend to live in large cities. They don't miss the connection much, preferring the clean, mathematical lines of a city or a space station to the chaos of the wilderness.



Religion: Few gnomes are truly devout, and most prefer to put their faith in science and technology. As a people, gnomes tend to worship many gods, rather than a chosen patron. They honor the Father as the master of the universe's grand design, and gnome scientists and mechanists often worship the Smith or the Magus, and those involved in commercial pursuits pay tribute to the Merchant. Very few gnomes have converted to Dualism, and those who have usually worship the Creator.

Gnome Racial Traits

All of the standard gnome racial traits apply, along with a few new ones.

- Gnomes gain a +2 racial bonus on Knowledge (chemistry) and Knowledge (physics). Gnomes are fascinated by the scientific study of the universe.
- Gnomes gain a +2 racial bonus on Repair checks. Born tinkerers, gnomes have a natural affinity for mechanical things.
- Favored Classes: Illusionist and mechanist. A multiclass gnome's illusionist or mechanist class does not count when determining whether he suffers an XP penalty for multiclassing.



HALF-ELVES

People of mixed race have become quite common in an age of galactic expansion. In the Empire, most people have a great deal of contact with those of other races, and imperial society is very tolerant of interracial romances and offspring. Of course, there are worlds that are exceptions to this rule, and many half-elves from these planets suffer prejudice and discrimination.

Half-dragons are by far the most privileged and respected of those of mixed blood, but half-elves are also admired. Not as standoffish as their elven brethren or as hasty as their human kin, half-elves are a kind of bridge between the long-lifers and the short.

Relations: Sharing two distinct heritages, half-elves usually do their best to get along with everyone. Many half-elves have been the victim of prejudice and have decided they aren't going to make the same mistakes with other people.

Half-elves get along splendidly with soulmechs. They know what it's like to be caught between two worlds.

Half-Elven Lands: Half-elves have no lands of their own. As a people, they are generally disorganized, scattered throughout the stars wherever humans and elves live together. There are a few half-elven enclaves in the large urban centers of the Dragon Empire.

In general, half-elves prefer to live in exotic locales, a bit off the beaten path. They are often on the forefront of the art and entertainment scenes, tapping into their sensitivities to two different cultures and appealing to a wider audience.

Religion: Half-elves favor no single deity. Caught between two cultures, half-elves find that their multifaceted spirits call out to many gods. Half-elves are increasingly drawn to Dualism, as its teachings resonate with their own oppositional nature and experience.

Half-Elven Racial Traits

All of the standard half-elf racial traits apply, along with a new one.

- Half-elves gain a +2 racial bonus on Freefall checks. Like their elven kin, half-elves are blessed with excellent coordination and adapt just fine to freefall.

HALF-ORCS

While most of the sentient races have found new opportunities and made homes for themselves in the Dragon Empire, orcs never seem to fit in. Orcs are among the most populous races, however, and many find their ways to the large urban centers of the Empire. On occasion, orcs interbreed with the humans who share these cities.

The more tolerant elements of the Empire have been fighting racial prejudice for millennia, but most of the other races still don't think much of half-orcs. The long-lifers consider them too crude, and their orcish kin think they're not crude enough. Nevertheless, millions of half-orcs make the Dragon Empire their home, though often on the margins of society.

Many young half-orcs find some measure of acceptance as soldiers in the Imperial Legions. The savage traits of orcs and the discipline and ingenuity of humans blend together in half-orcs, and they are often ideal soldiers. Countless half-orcs have enjoyed successful careers in military service.

Relations: Half-orcs often have a hard time fitting in, and this is another reason why the military life often appeals to them. At least in the Legions, half-orcs feel like they have a home.

Half-orcs and dwarves don't get along much at all, because most dwarves can only see the despised orc side of a half-orc's heritage. Most elves feel much the same. The drow, on the other hand, often keep half-orcs around as servants or soldiers, though most half-orcs are wise enough to know when they're being used.

Orcs, of course, despise most half-orcs. They see

them as the representation of the slow thinning of their blood, and they generally exile those of mixed heritage shortly after their birth. Those half-orcs who are raised in orcish society are usually made to feel like pariahs, and they often come to hate the orcs and their own orcish blood as well.

Gnomes and halflings are a bit more tolerant than most, but half-orcs feel most at home with half-elves and humans. They share the mixed-blood status of the half-elves, giving them a common bond. Humans are often willing to focus on the traits they share with half-orcs, rather than emphasizing the differences.

Dragons and their kin enjoy the simple savagery of orcs and half-orcs. From the dragons' perspective, a half-orc's greatest virtue is predictability. Of course, this view is often rooted in racial stereotype, but such is the plight of half-orcs in the Dragon Empire.

Half-orcs get along just fine with soulmechs. Half-orcs don't treat soulmechs with the reverence afforded by their orcish kin, but they still have a great deal of respect for them.

Half-Orc Lands: Half-orcs have no lands of their own. They can be found in the lower class neighborhoods of large cities or wandering the farthest reaches of the Outlands. They are most often encountered in the military, private security, and criminal organizations.

Religion: Many half-orcs worship the Warrior, as the themes of strength and prowess in battle resonate with them. There are some who heed the more savage call of the Destroyer. Many half-orcs also find that, like the half-elves, their twin heritage draws them to Dualism. Unlike the half-elves, many half-orcs are attracted to worship of the Adversary.

Half-Orc Racial Traits

All of the standard half-orc racial traits apply, along with a new one.

- Half-orcs gain a +2 racial bonus on Demolitions checks. Explosives appeal to a half-orc's savage side, but working with them also gives the half-orc an appealing sense of empowerment and control—experiences that are rare in a half-orc's daily life.



HALFLINGS

The shortest people make some of the best spacers in the galaxy. Living space is always at a premium aboard starships, and the cockpits of space fighters are even more confined. Halflings are more comfortable in cramped quarters than any other race, and they've adapted well to the rise of a spacefaring civilization.

Halflings also have a well-earned reputation as being the best in the professional service industries. Computer programming, for instance, is among their most common careers. They treat such challenges as riddles to be solved, a skill at which they've always excelled.

Halflings are well integrated in the Dragon Empire. They don't have an official homeworld but still maintain a fierce pride in their heritage. Just about every civilized planet hosts several halfling cultural celebrations every year. Halflings have a reputation as the best hosts in the galaxy.

Relations: Halflings are a good-hearted people, and the other races generally look upon them fondly. Only the drow and the orcs harbor any ill will toward halflings, and this enmity is only a reflection of the evil creatures' black hearts. Dragons and their kin are pleased by the dedication that halflings put into their work, but they tend to view them with a heaping measure of suspicion.

Halflings realize their small stature can cause people to underestimate them, and they often use this to their advantage. People tend to forget that a gun is just as deadly in the hands of a halfling as in those of an orc.

Halfling Lands: Halflings can be found on most of the inhabited worlds of the Empire. They live in large cities and on quiet farms in colonial settlements. Many halflings are career spacers.

Religion: Halflings worship many deities, but they have a special place in their hearts for the Trickster. A faith that rewards wits over brawn appeals to these diminutive beings.

Halfling Racial Traits

All of the standard halfling racial traits apply, along with two new ones.

- Halflings gain a +2 racial bonus on Pilot checks. In the cockpit of a vehicle, a halfling's small frame and sharp reflexes are a real boon.
- Halflings gain a +2 racial bonus on Use Device checks. Halflings make skilled computer programmers, and they are adept at operating most technological devices.



HUMANS

Over the millennia, humans—the shortest-lived people—have proven themselves to be the most adaptable of all. Perhaps it's because they don't live long enough to get as set in their ways as members of the other races do, but it's a strength that has suited humans well throughout galactic history.

Other than the vaunted flexibility of humans, the only thing they have going for them as a race is that there are so many of them. Orcs are the only race that rivals the humans' birth rates, and humans live throughout the Empire. While their short lives make it difficult for any single human to have a major impact on the galaxy, humans have nonetheless helped to shape the destiny of the Empire and its peoples.

Over 250 generations of humans have been born since the birth of the Dragon Empire. From a dragon's point of view, this makes human behavior hard to predict. Humans aren't terribly interested in the long-term effects of their actions. They know they won't be around long enough to worry about the eventual repercussions. Instead, they demand instant satisfaction—or at least satisfaction at the earliest possible convenience. For humans, the clock is always ticking.

Relations: Humans can be found just about anywhere. They find a way to fit in to most any culture, from orc to dragon, but they're often aggressive and impatient, both with other races and their own.

Humans probably get along best with halflings, who remind them of their own children. They're comfortable with the various half-human peoples, including half-elves, half-orcs, and many half-dragons.

Most humans have a hard time understanding the long-lifers: dwarves, elves, gnomes, and dragons. Their perspective is so different from a human's as to seem almost alien.

Many humans dislike orcs, while others embrace them. Perhaps this is because humans are more like orcs than most care to admit.

Human Lands: Human lands are scattered throughout the Dragon Empire. Several planets are exclusively populated by humans. Territory is something humans take seriously, and they are often willing to fight to either grab more of it or defend what they have.

Humans make up a large segment of the Dragon Empire's citizens. Despite this, they have no special status. In a society in which your birth matters more than anything else, they are among the lowborn masses. Some have managed to climb the social ladder by gathering wealth, power, or both, but the long-lived races have one important advantage: If they wait long enough, they can outlive almost any human.



Religion: The most adaptable people, humans worship any and every god in the Unification Church's pantheon. A human prophet founded the Dualist Heresy. Its doctrines have taken strongest root in human populations, and both the Creator and the Adversary have fanatical human followers. A few human worlds are dominated by the worship of either the Creator or Adversary. These cultures are often intolerant of those who pray to other gods.

Human Racial Traits

All of the standard human racial traits apply.

NEW RACES

There are hundreds of different sentient species that are widely recognized throughout the Dragon Empire, from merfolk to giants to even stranger creatures. A few, however, have advanced in both population and importance and can be counted among the major races of the galaxy.

A WORD ABOUT EVIL

Most people view at least two of the races described in this section as the heart of evil. Many adventurers feel that both drow and orcs have few if any redeeming features, and the long, sordid histories of these races support this belief.

However, these races are still options for heroes in **Dragonstar**. While a race, judged as a whole, may be evil, that doesn't mean that every member of that race is irredeemable. It's dangerous to paint any racial group with such a broad brush. No matter how justified the rule, there are always going to be exceptions. Elves, for example, are usually chaotic good. That doesn't mean that evil elves don't exist, even disregarding the vast number of drow.

Similarly, one can surely find good orcs somewhere in the galaxy. These unusual orcs may not be in the majority or even make up a significant fraction of the general population, but they do exist. By offering these evil races as character options for players, we're not condoning or even suggesting that you play an evil character. **Dragonstar** is about heroes (characters of good or neutral alignment), not villains (evil characters). These races offer a chance for you to challenge yourself by playing a hero in villain's clothing.

In **Dragonstar**, no creature's alignment is preordained (with the exception, possibly, of outsiders). Anyone can change. Evil can become good, darkness can find its way into the light, and villainy can be redeemed. Heroes can escape the bounds of blood and culture and make their own destinies.

The laws in the Dragon Empire reinforce this principle. Alignment-divining magic isn't admissible in court. It's illegal for an employer to use the results of these spells to deny a job to an applicant. People are to be judged by their personal actions, not their inclinations or the tendencies of their race.

However, a character of an evil race may have to fight an uphill battle to gain acceptance. There are those who are never going to trust a drow, no matter how kind and good-hearted he may be. In the end, it's how the hero views himself that should matter most. Shattering preconceived notions just comes with the territory.

LEVEL EQUIVALENTS

Some of the races listed in this section are inherently more powerful than the standard ones that we covered earlier. Because of this, you need to get your DM's blessing before you choose one of these races for your character. If the race isn't especially powerful (like orcs), you can go right ahead without asking.

You can play a character of just about any “monster race” that you like in **Dragonstar**. They’re all represented on planets and in outposts throughout the galaxy. Some of these races are more powerful than the standard races, however. These races have a level equivalent modifier. The level equivalents for the new major races are listed below. Your DM will let you know if you can play a character of one of these races, and if so, how to use the level equivalent (DMG 22).

Race	Level Equivalent
Orc	0
Soulmech	0
Drow	2
Half-dragon	3

DROW

While drow are closely related to elves—they’re also known as dark elves—they have their own society that



is markedly different from their nature-loving kin’s. Most drow are unrepentantly evil, though there are certainly exceptions. These individuals are notable for being out of step with their people’s traditions, which include treachery and cruelty accompanied by an unswerving ambition to climb to the top of their social ladder.

Personality: Most drow are reserved and calculating. When they speak, they do so with care, sinister innuendo dripping from their ebon lips. They tend not to place their trust entirely in anyone, especially their own kind. They are slow to form close relationships for this reason, as friends can most easily betray you.

Good drow are certainly the exception to the rule. Most often, they have grown weary of the way their people constantly are at each other’s throats. They look at how far drow society has come and wonder just how much better it might have fared if its people weren’t constantly dragging each other down.

Drow society is thoroughly matriarchal. Drow women are indisputably in charge. The men certainly have their uses, but only if they keep to their place. Drow culture is heavily influenced by the worship of their Spider Goddess, and her priestesses are a very powerful voice in drow politics.

Physical Description: It’s easy to tell drow apart from their fair-skinned and fair-minded cousins. The skin of drow is as black as the space between the stars, and drow hair ranges from a pale blond to shocking white. Their eyes are usually a baleful red. Despite these differences, drow share many traits with the surface elves. They stand between 4’6” and 5’6” and weigh between 85 and 135 pounds. Men and women are equally tall, and the men are only slightly heavier. All drow are devoid of facial or body hair. Their features are finely sculpted, and their ears taper up into points. Most people find the drow to be alluring, almost unnaturally graceful. Their well-known cruelty belies their beauty.

Drow are considered children until they reach the age of 110. They commonly live more than 700 years.

Like all elves, drow do not sleep, instead placing themselves into a trance for four hours every day, usually at night.

Relations: In general, the drow dislike everyone, even their dragon masters. They reserve a special hatred for the surface elves. Few drow can let an opportunity to inflict misery on an elf slip away. Despite their sense of superiority, drow swallow their pride to serve the evil lords of Asamet. The power this position grants them is too attractive to be refused.

Non-evil drow have to cope with the reputation of their people when they meet someone new. The drow are known for their malignant nature, and it’s hard for most people to believe that any could be pure of heart.

Alignment: Although the drow are a vast and varied race, most are neutral evil. Some few favor law or chaos, and only the rare outcasts and exiles are of good alignments.

Drow Lands: The drow prefer to live in subterranean holdfasts, far from the blazing light of the sun. They can be found beneath the surface of most settled planets, and in underground complexes on airless moons and asteroids. The drow of the imperial worlds have a queen who rules from the planet Arakken. The queen pledges her loyalty to the Emperor, though the clans under her rule serve many of the Houses of Asamet.

Religion: The drow are fairly unified in their worship of their Spider Goddess, a demonic aspect of both the Destroyer and the Mother. The drow's goddess is the source of both nurture and punishment, love and cruelty. She is the giver of life and the bringer of death. Drow who stray from this faith always suffer bitter persecution in drow society.

Language: All drow speak Elven, though their speech is often heavily accented. The tongue they use most often is Undercommon, the language of choice for those who live in the vast, hidden worlds beneath the surface of countless planets. Undercommon shares some of the elegance of Elven, but its turns are sharper and meaner. The drow also have a secret sign language they use to communicate silently with each other, both in battle and in social encounters.

Names: When a drow passes into adulthood, she takes a new first name. Those who knew her as a child can call her by the name of her youth, but most outside of the drow's direct family—and some within—do so at their own peril. Drow wear their names with pride, especially their surnames, which can be stripped by the family matriarch as punishment for transgressions both real and imagined.

Male Names: Drialcor, Xerxan, Balcioro, Menazzo, Krizchen.

Female Names: Albastia, Zebrenza, Kelextra, Xandestria, Ukaydri.

Family Names: Do'Banzil, Nozzenbin, Kalastra, Lothotira, Kalandrax.

Adventurers: Drow are most often encountered in the service of the Imperial Special Police Directorate, though this will be the chosen path of few player characters. Such heroes who have abandoned the evil traditions of drow society have reason enough to adventure. They are typically exiles from their homelands, hated for the stand they have taken against evil.

Drow Racial Traits

- +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Charisma: The drow value a sharp aim, a sharper mind, and an even sharper tongue. However, millennia away from the light of any sun have sapped their health.
- Medium-size: As Medium-size creatures, drow have no special bonuses or penalties due to their size.
- Drow base speed is 30 feet.
- Immunity to magic *sleep* spells and effects.
- +2 racial save bonus against Enchantment spells or effects.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- Spell resistance of 11 + class level. Don't count the equivalent level modifier for these purposes.
- Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, and *faerie fire*. These abilities are as the spells cast by a sorcerer of the drow's character level.
- Darkvision: Drow can see in the dark up to 120 feet.
- Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds a drow for 1 round. Drow also suffer a -1 circumstance penalty on all attack rolls, saves, and checks when operating in bright light.
- Proficient with either longsword or rapier and with any kind of hand-drawn bow. If the drow character has the Technical Proficiency feat when she is first created, you can substitute proficiency with simple firearms.
- +2 racial bonus on Listen, Search, and Spot checks. A drow who comes within 5 feet of a secret or concealed door automatically gets to make a Search check, whether she's searching or not.
- Automatic Languages: Elven and Undercommon. Bonus Languages: Abyssal, Common, Draconic, Drow Sign Language, Goblin.
- Favored Class: Sorcerer (male), cleric (female). A male drow's sorcerer class and a female drow's cleric class do not count when determining whether he or she suffers an XP penalty for multiclassing. Male drow in service to the dragons of Asamet are often sorcerers, and female drow are often called to the service of the Spider Goddess.



HALF-DRAGONS

In an empire ruled by dragons, half-dragons are the pampered offspring who don't have a prayer of ascending to the throne. Most half-dragons spend their days either wasting or abusing what power and riches they have by virtue of their birthright. But there are those few who strike out on their own, whether out of greed, boredom, or a true sense of adventure.

Personality: Half-dragons are usually spoiled rotten. They've been catered to their entire lives, and they've come to expect that tradition to continue uninterrupted. Some (the children of Qesemet) actually do their best to use their positions for the betterment of themselves and those around them. Others (the spawn of Asamet) are only out for themselves, often chafing at the fact that they can never rise as high as their dragon kin.

Physical Description: Half-dragons vary a lot in appearance, depending on the color of the dragon parent and the race of its mate. Powerful dragons can change their shape and can mate with just about anything—they've been known to produce some bizarre matches. The dragon often reveals its true nature after the mating—if then—by which time it's too late for the unwitting partner to do anything about it.

Half-dragons always have scales, a snake's slit eyes,

huge teeth and claws, and elongated faces. They sometimes have tails and they may also have wings, but these are usually vestigial. A half-dragon's wings are not powerful enough to permit her to fly unless the non-dragon parent's size category was Large or greater.

Relations: Half-dragons are feared and even respected throughout the Dragon Empire. These bastard offspring are often the beneficiaries of trust funds set up by their dragon parents to keep the product of their dalliances in a comfortable lifestyle.

Since half-dragons vary so much in their parentage, it's difficult to make generalizations about them as a race. The non-dragon parent usually raises the half-dragon child, and this does more to determine the half-dragon's prejudices than her draconic nature.

Alignment: A half-dragon tends to follow her dragon parent in terms of alignment, but this isn't always the case. The non-dragon parent usually takes on most of the duties of raising the child, so that parent can influence the half-dragon even more. The tension between the two sides of a half-dragon's nature can lead to serious emotional conflict.

Half-Dragon Lands: Half-dragons do not have their own lands. Not surprisingly, there are more half-dragons found on the throneworlds of Asamet and Qesemet than anywhere else. There are neighborhoods in the capital cities of these planets in which half-dragons tend to congregate, forming bonds based on their shared heritage. Most half-dragons on a given planet tend to have dragon parents of the same clan, which only helps to strengthen such friendships.

Religion: Half-dragons worship any of the deities in the great pantheon. Most honor the patron god or goddess of their House. There are few half-dragon Dualists, as followers of the heresy often suffer a loss of status and respect among the conservative dragon aristocracy.

Language: Half-dragons speak Draconic as well as the native language of their non-dragon parent. Most speak Common as well.

Names: Half-dragons are usually named by their non-dragon parent. Most are named in the tradition of the non-dragon parent's race, although a few are named after their dragon parents, perhaps in an effort to establish stronger ties.

Adventurers: Some half-dragons feel they have a lot to prove, just to show that their strange birth isn't the only thing that defines them. Others simply wish to attract the attention of an absent dragon parent, to gain his approval or possibly make a claim on an inheritance. Most half-dragons have idle but comfortable lifestyles, but not all are able to tolerate this unfulfilling existence.

Playing a Half-Dragon Character

While you can cross a dragon with most any race—except a soulmech, of course—we recommend that you choose the non-dragon parent from one of the races listed in this chapter. This will keep things simple and insure that your character's heritage is merely exotic, rather than bizarre. Still, there's nothing to stop you from making the wildest match you can imagine, as long as your DM approves. Some dragons have interesting tastes in mates.

If your half-dragon character has a parent of a race with a level equivalent, you should add it to the half-dragon's. For example, a half-dragon/half-drow would have a total level equivalent of (3 + 2 =) 5. If you can't find a level equivalent for the non-dragon parent, ask your DM to determine one.

Half-Dragon Racial Traits

The character has all the racial traits of its non-dragon parent, plus the ones listed here.

- +8 Strength, +2 Constitution, +2 Intelligence, +2 Charisma: Half-dragons are immensely strong, very tough, and possessed of a keen intellect and commanding presence.
- A half-dragon's base speed is the same as that of her non-dragon parent.
- Half-dragons have low-light vision and darkvision, range 60 ft.
- Half-dragons' Hit Dice are one level higher than the norm for their class, up to a maximum of d12. A half-dragon fighter, for example, use a d12 for her Hit Dice, instead of a d10.
- Half-dragons have a natural armor bonus of +4 to their AC.
- Half-dragon characters are the same size as their non-dragon parent.
- If the non-dragon parent's size category is Large or greater, the character has wings that allow her to fly at her base speed and with average maneuverability.
- Half-dragons have bite and claw attacks. The damage for these is determined by the character's size, as shown on the table below. If the non-dragon parent also has bite and claw attacks, the character uses whichever is better.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

- The character has a breath weapon, based on the dragon parent's type, as listed on the table below. This can be used once per day. The DC to save against the breath weapon is listed in parentheses. A line breath weapon is 5 feet high, 5 feet wide, and 60 feet long. A cone is 30 feet long.

Dragon Type	Breath Weapon	Damage (DC)
Black	Line of acid	6d4 (17)
Blue	Line of lightning	6d8 (18)
Green	Cone of gas	6d6 (17)
Red	Cone of fire	6d10 (19)
White	Cone of cold	3d6 (16)
Brass	Line of fire	3d6 (17)
Bronze	Line of lightning	6d6 (18)
Copper	Line of acid	6d4 (17)
Gold	Cone of fire	6d10 (20)
Silver	Cone of cold	6d8 (18)
Space	Cone of space	6d10 (19)
Star	Line of radiation	6d10 (20)

- Half-dragons are immune to sleep and paralysis spells and spell-like effects.
- The half-dragon has an additional immunity based on the dragon parent's type.

Dragon Type	Immunity
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold
Brass	Fire
Bronze	Electricity
Copper	Acid
Gold	Fire
Silver	Cold
Space	Cold
Star	Fire

- Half-dragon characters may take a feat available to dragons whenever they are eligible to gain a new feat.
- Automatic Languages: Common, Draconic, and the native languages of the non-dragon parent's race. Also, Draconic Sign Language if the dragon parent is a space or star dragon. Bonus Languages: These are determined by the race of the non-dragon parent.



- Favored Class: Sorcerer. A multiclass half-dragon's sorcerer class does not count when determining whether she suffers an XP penalty for multiclassing. The draconic blood rages in the half-dragons' veins, and they are naturally drawn to sorcery.

ORCS

Orcs are a plague on many worlds in the galaxy. They are crude, aggressive, and warlike. They're not particularly formidable when they're alone, but there are a lot of them. Despite the fact that they're usually chaotic evil, they band together for short times in hordes capable of threatening even the most powerful empires.

Of course, not all orcs are evil. A rare few devote their lives to helping those in need, and even within a clan, many orcs are far kinder to each other than they are to outsiders. Few orcs indeed are pure enough to be paladins, but in the entirety of the galaxy, there may be some who have achieved this goal.

Personality: Most orcs are gruff and short tempered. Their idea of diplomacy is to give a foe a chance to run before attacking him. They value action over talk, and talk over thought. Despite this, their greatest leaders are known to cogitate on their deeds for long moments before leaping into action. This is perhaps what separates them from their fellows.

The orcs are a hearty people, full of the kind of love for life you can only have when you walk hand in hand with death. They enjoy drinking, fighting, wrestling, feasting, drumming, and dancing with wild abandon. They have no use for polite society—or any politeness at all. To them, such niceties are a waste of time—time better spent enjoying life instead of tiptoeing around another's easily bruised sensitivities.

Female orcs have enjoyed some emancipation in the Empire. While they still aren't regarded as the equals of males in their own society, there are female orcs on the battlefield and in many other stations usually reserved for males. These women may be the exception for now, but their numbers are growing.

Physical Description: Orcs look something like primitive or bestial humans with gray or greenish skin, sloped foreheads, jutting brows, piglike snouts, and prominent lower canines that look like tusks. Their hair is coarse and often worn in long braids. They tend to slouch, making them look less physically impressive until they raise themselves up to their full height of six feet or more. Their ears are short and pointed, and their eyes are tinged with red. They like to wear bright colors and carry large weapons, although they often neglect both their appearance and their equipment.

Relations: Orcs don't get along with dwarves and elves and never have. Orcs find the dwarves too serious

and the elves too flighty to accord either race any kind of respect. Collectively, orcs haven't made friends with any of the other races, either. They believe orcs are the finest of all the peoples. The only ones who are orcish enough for them are orcs. The orcs have a great deal of respect for the icy cruelty of the drow, though they believe the drow spend far too much time plotting and scheming.

Alignment: Most orcs are chaotic evil, but those who aren't are the ones most likely to be adventurers. Most orc leaders tend to be neutral evil or even lawful evil, tempering the wildness of their fellows with enough discipline to get things done. Orc characters are usually chaotic neutral or neutral, and a rare few are chaotic good.

Orc Lands: The orcs believe that conquest is the only proper way to extend their power and influence. Orcs were held in check for millennia by the rule of the Qesemet Emperors. With the rise of the Red Dragon, the orcs of many worlds are uniting to launch a renewed offensive on the unsuspecting planets of the Outlands. As long as the orcs don't upset his plans, Mezzenbone is content to let them rampage across the fringes of the Empire. Their open aggression takes the media's attention off the Emperor's more subtle designs.

Religion: Evil orcs generally worship the Destroyer, as they have for millennia. Non-evil orcs may worship any of the Twelve, though it's hard for them to ignore the call of violence that rages in their blood. The Warrior is the most popular deity among these orcs. Many orcs have been drawn to the worship of the Adversary. Orcs tend to see things in black and white, and a religion based on opposition and conflict is powerfully appealing to them. Only a few orcs of good alignment honor the Creator, and those who do conceal their faith for fear of exile from their clans.

Language: Orc, a language that has no alphabet, is the native language of orcs. Sometimes the orcs use Dwarven or Common to create phonetic spellings of their words, usually on war banners. Some orcs also know Goblin or Giant.

Names: Most orcs have only one name, but they can recite the names of their fathers going back several generations. A few female orcs can recite their mothers' names as well.

Orc Male Names: Grokk, Kraal, Snash, Krakker, Shuknadder.

Orc Female Names: Voleka, Daxa, Kraxelle, Balasha, Puknada.

Adventurers: Orcs who renounce their clan and go out to seek adventure are often reviled by those they left behind. Still, there are good reasons to leave. For instance, if the hero has committed a crime against the chieftain or the clan—which are often viewed as the

same thing—he can expect to be killed if he remains behind. Others leave out of sheer cussedness, mostly because they have been told they can't. Never underestimate an angry orc.

Orc Racial Traits

- +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma. Orcs like to think with their fists, and they don't really care what sort of impression that makes on others. Other orcs appreciate them for this.
- When speaking with another orc, an orc can add his Strength ability modifier instead of Charisma to any Diplomacy, Gather Information, or Intimidate checks. Orcs respect muscle over mind or mouth.
- Medium-size: As Medium-size creatures, orcs have no special bonuses or penalties due to their size.
- Orc base speed is 30 feet.
- Darkvision, 60 feet.
- Orcs are sensitive to light. They suffer a -1 penalty on attack rolls when fighting in brightly lit areas.
- Automatic Languages: Common and Orc. Bonus Languages: Draconic, Elven, Giant, Gnome, Goblin, and Infernal.
- Favored Classes: Fighter. A multiclass orc's fighter class does not count when determining whether he suffers an XP penalty for multiclassing. While orcs of the Outlands tend to be barbarians, the imperial clans have warmly embraced the technology of war.

SOULMECHS

Soulmechs are robotic constructs that have been animated with a sentient soul. They share characteristics of both constructs and sentient, living creatures. This allows them to act independently and much more creatively than a simple machine. A soulmech's robotic body is typically crafted to resemble the natural form of the soul that inhabits it.

True artificial intelligence has never been attained in the Empire. Clerics of the Unification Church claim that sentient beings must have souls and that mortals cannot create souls. Regardless, no computer—no matter how sophisticated—has ever demonstrated any signs of awakening into true self-awareness and free will. Computers can be programmed to emulate sentient beings, but ultimately their thoughts and actions are dictated by their programming.

Soulmechs are created by transferring a living soul into an anthropomorphic (personlike) robot by means of a *soul bind* spell. The spellcaster moves the soul (of a hopefully willing volunteer) into the enchanted, techno-



logically sophisticated neural net that serves as the robot's electronic brain. The soul inhabits the neural net and takes control of the robot body.

Creating a soulmech is not a simple or inexpensive process. Some soulmechs are animated by the spirits of the wealthy or powerful, people who could not bear to face death. Others are driven by people who were lucky (or unlucky) enough to find themselves in demand after their natural lives had ended. Still others—most of them, in fact—are people who were simply in the right place at the right time.

Personality: Since just about any sentient creature can be made into a soulmech, their personalities tend to differ as much as the colors of a rainbow. The soulmech's personality is largely unchanged during the transfer, though some soulmechs experience mild emotional distress during the inevitable adjustment period. In some rare cases of personalities unable to adapt to their new existence, this condition has degenerated into madness.

Physical Description: A soulmech looks like a synthetic reproduction of the being's original race. The soulmech's skin tends to be unnaturally pale or pasty and often feels too smooth and unyielding to the touch. A soulmech's eyes are noticeably artificial, as manufacturers have never been able to capture the life and

warmth of a living person's eyes. Finally, soulmech bodies are almost always completely hairless. It is thought that this tradition stems from the lingering suspicion of organic races toward these synthetic beings: Their strikingly smooth skulls and pale skin make soulmechs easily recognizable. Otherwise, manufacturers take great pains to make soulmechs' robotic bodies as realistic as possible. Most share the gender characteristics of the original being.

A soul transferred to a body substantially different from its original one suffers a -4 circumstance penalty to all physical skill checks and attack rolls. The spirit can adjust to a new form, but it takes time. Every time the character gains a full level while in the strange form, the penalty is reduced by 1.

Soulmechs require a fair amount of maintenance to stay in working order. Their voices are synthesized, although they sound fairly realistic. Their eyes are just photoreceptive lenses. These glow a greenish white when the soulmech uses her darkvision.

Relations: Soulmechs are common in many different societies. Elves and even drow see them as an aberration not to be tolerated. Dwarves are a bit more forgiving. Gnomes, the creators of the soulmech, love them and think of them as their ultimate triumph. Halflings and humans get along with them fine as a rule, though some individuals are prejudiced against them. Orcs grant soulmechs no more consideration than do other races.

Alignment: Soulmechs can be of any alignment. The creator of the soulmech usually takes this into account when choosing a host to drive a soulmech. After all, putting a chaotic evil soul into a soulmech can mean the loss of a great deal of work. For this reason, almost all soulmechs are lawful, and many of them are good.

Soulmech Lands: Soulmechs have no lands of their own. They are often beholden to or somehow controlled by the person who put them into their new body. Otherwise, they are afforded the same rights and obligations as other citizens of the Empire, and they can go where they please.

One of the soulmechs' great advantages is that they don't have to breathe, nor do they feel extremes of cold or heat. They can survive in just about any kind of environment. As a result, soulmechs often thrive in places the organic races find uninhabitable.

Religion: When it comes to religion, soulmechs are more divided than any organic race. Some soulmechs avoid religion altogether. The natural order of things is to let the soul move on to the afterlife once the body is no longer in working order. The soulmechs are a living violation of that rule. While it may seem paranoid or superstitious to organic beings, many soulmechs prefer to stay away from temples so as not to attract unwanted attention to themselves. Other soulmechs are among the

most devout worshippers in the galaxy. They view their new existence as a gift from the gods and dedicate their lives to proving themselves worthy of it.

Language: Soulmechs communicate between themselves in Digital, the language of computers. This code, in fact, is how they communicate with the many electronic components that make up and control their own bodies. Given the appropriate equipment, they can exchange data with other computers or computerized devices as well.

Names: Soulmechs often take a new name when they are created. These names are usually pretty simple, often just a number. Other soulmechs retain their own name to help them maintain a connection to their previous lives.

Adventurers: While slavery has long been outlawed in the Dragon Empire, soulmechs are a special case. They may own their souls, but someone else has often paid for their bodies, usually at great expense.

Upon awakening in a new body, soulmechs are usually asked two questions. First, are you willing to live in this new body? If the answer is no, the soul is released, since it's not worth the trouble to try to keep the soulmech from committing suicide at the first opportunity.

Second, the soulmech is asked if he is willing to pay for his new body. If the answer is no, the creator must decide whether or not to release the soul. If the soulmech says yes, the creator and the soulmech must agree on a price for the new body. The soulmech is often permitted to work off the debt in the creator's service—or in the service of the creator's patron.

A fair purchase price usually includes the casting of the *soul bind* spell (at least 2,530 cr, plus another 1,000 cr for each level the soulmech has above 1st) and the cost of the soulmech's body (see Robots, page 115).

Creating a Soulmech

A soulmech's robotic body is manufactured just like a conventional robot. A spellcaster then casts *soul bind* on a recently deceased body. The spell draws the subject's soul from his body into an enchanted neural net worth at least 1,000 cr for every Hit Die possessed by the subject. The neural net—which is commonly encased in a small cube—is placed in a socket in the soulmech's head. By means of a special interface, the soul in the neural net is able to possess its new, mechanical body.

The effect of *soul bind* is permanent. This procedure can only be used on someone recently dead, so few people undergo it willingly. Sometimes spellcasters roam battlefields or other scenes of carnage, looking for those desperate enough to put up their soul in exchange for another shot at a semblance of life. In many cases, the

wealthy or privileged who would cheat death arrange for the process decades in advance, and spellcasters are brought to their deathbeds to perform the transfer.

Evil spellcasters have been known to take subjects in the prime of life and transform them into soulmechs, willingly or not. These experiments often backfire, as most soulmechs who are pressed into service against their will seize the first opportunity to have their revenge against those who stole their natural lives.

It is possible for an existing character to become a soulmech. The character's mind is transferred with all mental abilities, skills, feats, and class abilities intact. Physical ability scores are determined by the capabilities of the robotic body (see Robots, page 115). Most soulmechs start out at 1st level, though, young people with their full lives ahead of them who have yet to develop their skills and abilities. The success rate with subjects such as these is much higher than for older, more experienced people.

Soulmechs can also upgrade their robotic bodies. However, it takes some effort and experience for the soulmech to learn to use upgraded components, and this is represented by an XP cost. A soulmech must pay 1/10 of an upgrade's market price in XP. For rules, costs, and available equipment, see page 118.

Soulmechs purchase armor just like any other adventurer. They are lifelike robots and can use most of the same types of equipment that organic characters use.

Damaging and Repairing a Soulmech

Soulmechs have hit points and sustain damage just like an organic character, subject to their extensive immunities (see below). However, being mechanical, they cannot be restored by divine magic, such as *cure* spells or *heal*. Soulmechs *can* be repaired by certain arcane spells. Further, the Repair skill must be used in place of the Heal skill to repair damage to a soulmech's robotic body.

When a soulmech is reduced to 0 hit points or less, its robotic body has been rendered inoperable. At exactly 0 hit points, the soulmech is disabled as its robotic body is too badly damaged to respond properly. A disabled soulmech suffers the same penalties and restrictions on action as an organic character. If a soulmech's hit points drop between -1 and -9, the character is dying: The complex pathways that make up the neural net are losing their integrity, and the character loses 1 hit point each round unless he stabilizes. If the character's hit points reach -10, the neural net collapses and the soul, and consciousness, departs. The robotic body may still be repaired, but the soulmech itself is dead.

Soulmechs can never be raised or resurrected. The only way to save a soulmech whose neural net collapses is to cast a new *soul bind* before the soul departs and transfer it to another neural net.

Soulmech Racial Traits

- +2 Strength, +2 Intelligence, -2 Dexterity, -2 Charisma: Soulmechs' robotic bodies are more powerful than humans' and their computer-assisted minds can store more information and process it more quickly and precisely. However, soulmechs often lack coordination and motor control, and they sometimes make organic beings uncomfortable.
- Base Hit Points: Soulmechs receive the base hit points for their robotic bodies before adding their first class level. All beginning soulmechs are Medium-size and gain 2d10 base hit points. The result of the dice roll is added to the characters' maximum hit points for their first class level.
- Medium-size: As Medium-size creatures, soulmechs have no special bonuses or penalties due to their size. Soulmechs who can afford it can upgrade to new robotic bodies of different sizes (see Robots, page 117).
- A soulmech's base speed is 40 feet. A soulmech's robotic body is capable of moving extremely fast.
- Low-light Vision: Soulmechs can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Ambidexterity: Due to their artificial brains and robotic bodies, soulmechs do not favor one hand like organic beings. Soulmechs receive the Ambidexterity feat for free.
- +2 racial bonus on Disable Device, Repair, and Use Device checks: Soulmechs have an innate understanding of machines.
- +4 racial bonus on Knowledge (mathematics): A soulmech's computerized mind can make calculations much more quickly and easily than an organic being's.
- -4 racial penalty on Swim checks: Soulmechs do not have significant air pockets in their robotic bodies, and they lack buoyancy as a result.
- Soulmechs have no sense of smell or taste, and they do not eat or drink.
- Soulmechs do not breathe.
- Immunity to necromantic or death effects that require or target a living body. Soulmechs are subject to effects that target a living creature's spirit or soul, including energy drain.
- Immunity to poison, sleep, paralysis, stunning, disease, subdual damage, and damage or drain to physical ability scores. Soulmechs are subject to critical hits. They have minds and can suffer damage to their mental abilities.
- Immunity to any effect that requires a Fortitude save, unless it also works on objects.
- Soulmechs are effectively immortal and do not age.
- Soulmechs are unaffected by *dispel magic* or any antimagic field. In effect, the spell that created the soulmech has run its course.
- Unlike true constructs, soulmechs have minds and are therefore vulnerable to mind-affecting spells and effects.
- Soulmechs cannot heal damage on their own and cannot be healed by divine magic. They can be repaired and healed by arcane magic.
- Cannot be raised or resurrected. A new *soul bind* spell cast immediately after the character's death will allow it to be transferred to a new neural net.
- Cannot increase physical ability scores (Strength, Dexterity, Constitution) as the character advances in level. The character may still increase mental ability scores (Intelligence, Wisdom, Charisma).
- Cannot benefit from magic (spells or items) that enhances physical ability scores (e.g., *bull's strength* or *gauntlets of ogre power*).
- Cannot ingest potions, drugs, or spell components that must be consumed.
- Cannot use spellware.
- Soulmechs can learn, prepare, and cast spells normally, except for the prohibition on ingested spell components.
- Soulmechs are living creatures, not undead. They cannot be turned or rebuked.
- Soulmechs are internally powered and do not require recharging.
- No matter the soulmech's original race, he doesn't get any of the standard racial traits not specifically listed here. For instance, a dwarf soulmech loses his stonemasonry ability.
- Languages: The character has the same automatic and bonus languages as he did before becoming a soulmech (the same as any member of his original race). Soulmechs also know Digital, which allows them to communicate with other machines.
- Favored Class: Mechanist. A multiclass soulmech's mechanist class doesn't count when determining whether he suffers an XP penalty for multiclassing. Characters who have class levels when they become a soulmech retain the favored class of their original race.

CHAPTER THREE

CLASSES

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CHAPTER THREE

CHAPTER THREE: CLASSES

INTRODUCTION

Open Game Content in this chapter includes game rules, statistics, abilities, mechanics, and material derived from the d20 System SRD, including all class names, class features, and abilities. The class descriptions and backgrounds are designated as closed content.

While the **Dragonstar** setting spans thousands of worlds scattered across the galaxy, most adventurers still pursue the traditional paths represented by the standard classes of the d20 System core rulebooks. In this chapter, we present the changes and additions to each of these classes, prestige classes, and NPC classes that reflect their adaptation to the star-spanning, technological civilization of **Dragonstar**. We also introduce two new core classes and three new prestige classes that allow you to create and develop characters uniquely suited to adventure in the Dragon Empire.

ORIGINAL CLASSES

This section discusses in detail any changes that affect the character classes you're already familiar with. For the most part, these classes are very similar to their counterparts in a traditional setting. In fact, unless it's stated differently here, you should assume that the standard rules apply in all cases. The entries in this section only describe any changes, additions, and special considerations. Some classes, such as the paladin, have had to reinvent themselves to find a lasting place in a radically different cultural milieu. These classes often have skills and class features that are strikingly different from their counterparts in the Outlands.

BARBARIAN

From the perspective of those living in the Dragon Empire, barbarians come from the least civilized planets in the galaxy: the worlds of the Outlands. Indeed, they often hail from the roughest, most primitive parts of those worlds, from remote areas that make the cities of these Outlands planets look cosmopolitan and sophisticated in comparison.

While traditional barbarians are bound by personal definitions of honor and live to test themselves in close combat, many of these beliefs face a stiff challenge when they are exposed to the technology of the Empire. Few barbarians who survive their first charge on a position held by soldiers armed with blasters and lasers fail to reassess the viability of their traditional views. Many of these barbarians either return to their homelands or abandon the cultural values of their birth, retraining themselves and choosing a different class.

Some barbarians cling to their old ways with the ferocity of a bear protecting its den. While they may seem out of place in the Empire, they think the world should bend to their ways, not the other way around. Those barbarians who cling to their traditions have undying respect for each other, no matter their alignments or their allies. They see themselves as the last of a noble caste of true warriors who rely on their skills and their battle rage rather than cheap tools and tricks.

Some barbarian traditionalists actually thrive in the Dragon Empire. There are many new weapons and armors that can help them improve their odds of survival in the worst firefights. Even when they take advantage of this technology, superstitious barbarians tend to decorate their arms and armor with the symbols of their clans and the gods of their homelands.



Game Rule Information

The following new rules apply to barbarians.

Gods: Barbarians never abandon their old gods. They refuse to refer to them by the generic titles of the Unification Church and they never give up their traditional religious practices.

New Class Skill

The barbarian's new class skill (and its key ability) is Freefall (Dex).

Class Features

Weapon and Armor Proficiency: When a barbarian takes the Technical Proficiency feat, he automatically becomes proficient with all high-tech simple weapons, martial weapons, light armor, and medium armor.

Technical Deficiency: Some planets in the Dragon Empire may still have wild, undeveloped areas, and there may be barbarians who hail from these protected lands. Still, most barbarians come from the backwater reaches of the Outlands. A barbarian character cannot begin the game with the Technical Proficiency feat. You can add the Technical Proficiency feat later, subject to the normal restrictions (see page 90). During the course of his adventures in the Empire, your barbarian character may eventually become more familiar and comfortable with high technology.

BARD

The rise of technological civilization was a serious threat to the bardic tradition. Born of simpler times, bards were driven to the brink of cultural extinction by mass media and telecommunications. But the magic in the music, the special power of word and voice, endured. Bards are not just storytellers and musicians, they are the living embodiment of an ancient, arcane tradition. Throughout the centuries of star travel, contact, and exploration, bards protected their heritage in bardic colleges and secret societies scattered across hundreds of worlds. They continued to practice their craft, offering the people of the galaxy something that mass-media holo-entertainment never could: music and knowledge that bubbled up from the wellspring of magic itself.

With the birth of the Empire, bards enjoyed a renaissance. Their talents were in greater demand than ever before, from the courts of the great throneworlds to the entertainment districts of cities across the Empire. Bards also began to take advantage of high technology, exper-

imenting with new musical forms and capturing their performances on holovid for distribution to an audience of billions. Some bards became superstars, and while their recordings never captured the true magic of their tradition, they were nonetheless the elite performers and entertainers of the Empire. Anyone could become a musician, or even a star, but only a rare few with an ancient gift could be bards.

Since bards have a natural gift for magic, most people in the Empire consider them close cousins of sorcerers, and this brings its own special status. Sorcerers are thought to have the blood of dragons in their veins. No one really believes that more than a trace of dragon blood can be found in most bards, but this belief nonetheless contributes to their aura and mystique.

Even bards from the Outlands are in high demand. People are constantly hungry for new stories, and the folksy, "authentic" style of Outlands bards is gaining popularity. Many find that while the details of these bards' stories and songs are unfamiliar, their underlying themes and archetypes are eternal and enduring.

Game Rule Information

The following new rules apply to bards.

New Class Skills

The bard's new class skills (and the key ability for each skill) are Navigate (Int), Research (Int), Urban Lore (Wis), and Use Device (Int).

Class Features

Weapon and Armor Proficiency: When a bard gains the Technical Proficiency feat, she automatically becomes proficient with all high-tech simple weapons and light armor. Bards are also proficient in an archaic martial weapon of their choice (PHB 27). If your character receives the Technical Proficiency feat during character creation, this weapon may be of the more technologically advanced versions described in Chapter 6: Equipment (see page 102).

New Equipment: Most imperial bards take full advantage of technological resources. A variety of instruments and headsets or clip-on microphones with built-in amplifiers are available. These devices greatly improve the range of abilities based on bardic music and voice. These devices allow the bard's voice and music to be heard at a greater distance, usually up to 300 feet away. Additional range limitations listed for specific bardic abilities are not affected by this equipment. For example, a bard with a headset microphone is able to





project his voice much further than he can unaided. His fascinate ability, however, is still limited to targets who can hear and see him within 90 feet.

Bardic Knowledge: Until the bard has gained the Technical Proficiency feat, he is limited to knowledge gathered from his homeworld or planets he has visited personally. Once he has the Technical Proficiency feat, you can assume the bard spends some time absorbing information from worlds far and wide and so improves his storehouse of knowledge. For example, an Outlands bard has no chance to know anything about the Dragon Empire, unless there has been some previous contact. Once the bard has gained the Technical Proficiency feat, he has access to vast storehouses of information and the virtual library of the InfoNet. The bard can easily pick up news, stories, rumors, and legends from planets on the other side of the Empire.

CLERIC

The people of the Dragon Empire have long since reached past the heavens and into the stars, but they have not left their gods behind. If anything, their expansion into space has only strengthened the bond they have with their deities. Evidence of the work of the gods runs through the galaxy like iron through steel. Even if you can't always see it perfectly, it's there lending strength to the whole.

The Dragon Empire is remarkably tolerant of all religions, even those some consider evil. This tolerance lies at the heart of one of the Empire's founding tenets: No one can be persecuted or prosecuted based solely on moral alignment. The dragons of Asamet insisted on this basic right being written into the Imperial Charter. They knew that, if it were not, they would be persecuted on the basis of their very natures—the very natures given to them by the gods.

While this may frustrate characters of good alignment—particularly paladins—who want to weed out evil before it takes root, they should realize that the protection extends to them as well. This is particularly relevant in the opening decades of the anticipated 5,000 years of rule under the banner of Asamet.

The ascendance of the Unification Church has been the single greatest revolution in religion since people began traveling to the stars. Its theology was a perfect fit for the worldview of an age of exploration, contact between worlds, and cultural, political, and economic unification. The prophet Nasuit, the founder of the Unification Church, was quite literally in the right place at the right time.

There are still dozens, even hundreds, of religions and beliefs that do not fit neatly within the church's doctrine. While church scholars struggle to reinterpret these faiths

DEITIES OF THE UNIFICATION CHURCH

Deity	Domains	Alignment
The Destroyer	Chaos, Evil, Destruction, Death, War	Chaotic evil
The Father	Good, Healing, Law, Knowledge, War	Lawful good
The Judge	Good, Destruction, Knowledge, Law, Protection	Lawful good
The Lover	Animal, Good, Healing, Protection, Water	Neutral good
The Magus	Knowledge, Luck, Magic, Protection, Trickery	Neutral
The Merchant	Knowledge, Law, Luck, Travel, Trickery	Lawful neutral
The Mother	Animal, Good, Earth, Protection, Plant	Chaotic good
The Reaper	Death, Earth, Evil, Law, Trickery	Lawful evil
The Stormlord	Air, Chaos, Destruction, Travel, Water	Chaotic neutral
The Smith	Fire, Knowledge, Magic, Strength, Water	Neutral
The Trickster	Chaos, Knowledge, Luck, Magic, Trickery	Chaotic neutral
The Warrior	Law, Luck, Magic, Strength, War	Lawful neutral

THE DUALIST DEITIES

The Creator	Any but Evil or Chaos	Lawful good
The Adversary	Any but Good or Law	Chaotic evil

in ways consistent with that doctrine, millions living on outlying worlds continue to worship their old gods. Some of these traditionalists have simply never heard the Unification Church's message, while others have ignored it. Missionary clerics often travel the Outlands striving to bring this message to the unconverted.

Game Rule Information

The following new rules apply to clerics.

New Class Skills

The cleric's new class skill (and its key ability) is Research (Int).

Class Features

Weapon and Armor Proficiency: When a cleric takes the Technical Proficiency feat, she automatically becomes proficient with all high-tech simple weapons, light armor, medium armor, and heavy armor.

Unification: If a cleric from an Outlands world worships a deity that shares at least one domain with one of the deities of the Unification Church and is within a step of that deity's alignment either way, the character may be worshipping an aspect of that deity. Ideally, the cler-

ic will also be able to find a thematic match between her patron deity and one of the archetypes of the Unification Church. If the character chooses, she can convert to the Unification Church and suffer no penalties or hindrances for doing so. At the DM's discretion, this choice can be taken out of the cleric's hands if her entire religious hierarchy converts. Of course, there could certainly be those who rebel against such a conversion, and the character may well be among them.

The Dualist Heresy: Clerics may also convert to the Dualist Heresy. Good clerics must worship the Creator, evil clerics must worship the Adversary, and most neutral clerics honor both, emphasizing the totality of the opposition rather than one side of it.

DRUID

One might think that druids would have no place in the Dragon Empire. In an age of star travel, industrialization, and urbanization, what room is there for the peace and tranquility of the sacred grove?

Druids nevertheless thrive in the Empire. The vast ocean of space is just as much a part of the natural order as sun, sky, tree, and beast. The ships that sail upon it have opened up new possibilities to explore and learn from countless worlds.

Many druids nonetheless oppose the ascendance of the machine and the spread of great cities across once-



pristine worlds. They are sometimes appalled by the apparent contempt that many people show for the natural world. Most druids despise the very idea of soulmechs, which they view as the ultimate corruption of the spiritual by the mechanical.

Perhaps it is because of the many challenges with which technological civilization confronts the natural world that druids are so common in the Empire. The secretive and elusive Druidic Society recruits its members from universities, research institutes, government agencies, and universities across the Empire. While most citizens are completely unaware of its existence, the Druidic Society is an influential political force working behind the scenes in the Dragon Empire.

Many druids study and work in the life sciences fields. They are botanists, zoologists, ecologists, and environmental engineers. Others avoid the sciences, preferring a more spiritual path to communion with the natural world. These druids come from all walks of life, though they are often recruited from the ranks of student and political activist groups.

Some outsiders view the secret society of druids as a large conspiracy out to destroy the technological foundation on which galactic civilization was built. They believe the druids long for a time when all people will once again live in some imagined, idyllic harmony with nature. While there probably are such extremist factions within the Druidic Society, this is certainly not its official position. Most druids simply strive to protect nature—especially the surviving wildernesses of the Outlands—and explore new ways for civilization and nature to coexist.

Game Rule Information

The following new rules apply to druids.

New Class Skills

The druid's new class skills (and the key ability for each skill) are Freefall (Dex), Knowledge (any science skills, taken individually), and Navigate (Int).

Class Features

Weapon and Armor Proficiency: Druids who take the Technical Proficiency feat become proficient with all high-tech light armor. They are also proficient with all high-tech simple weapons.

Technical Proficiency: When you create a druid character, you may choose to take the Technical Proficiency feat for free, just like other characters from the Empire. Characters with the Technical Proficiency

feat gain the new weapon and armor proficiencies listed above, and they suffer no penalties or restrictions on their druidic class abilities. In this case, your character is aligned with the majority, liberal faction of the Druidic Society.

You may also choose not to give your character the Technical Proficiency feat. Druids of this sort are aligned with the radical, traditionalist faction of the Druidic Society. Druids who do not take the Technical Proficiency feat do not receive the new weapon and armor proficiencies. They are restricted to the same archaic weapons and armors as druids from the Outlands. However, they cast spells as a druid one level higher than theirs. For example, a 1st-level traditionalist druid casts spells as a 2nd-level druid. The character may cast 4 0-level spells and 2 1st-level spells per day, plus any bonus spells for a high Wisdom score. The druid is also considered a 2nd-level caster for all spell effects—such as duration or range—determined by caster level.

FIGHTER

Fighters are perhaps the least different from their counterparts in the Outlands than any other class. The tools of war may be different, but the Dragon Empire is still a violent place. The way of the sword may have been replaced by the way of the gun, but fighters still make their fortunes by their prowess in battle.

Many fighters serve in planetary militias, in the special-operations units of police forces, in corporate security, or in the Imperial Legions. Some work as mercenaries or as the hired guns of criminal organizations and syndicates.

Despite the vast differences in the weapons they wield, fighters from the Empire and those from the Outlands have much in common. They are both students of combat and war, they rely on their physical skills and training to carry them through a battle, and they rarely shy away from danger.

Game Rule Information

The following new rules apply to fighters.

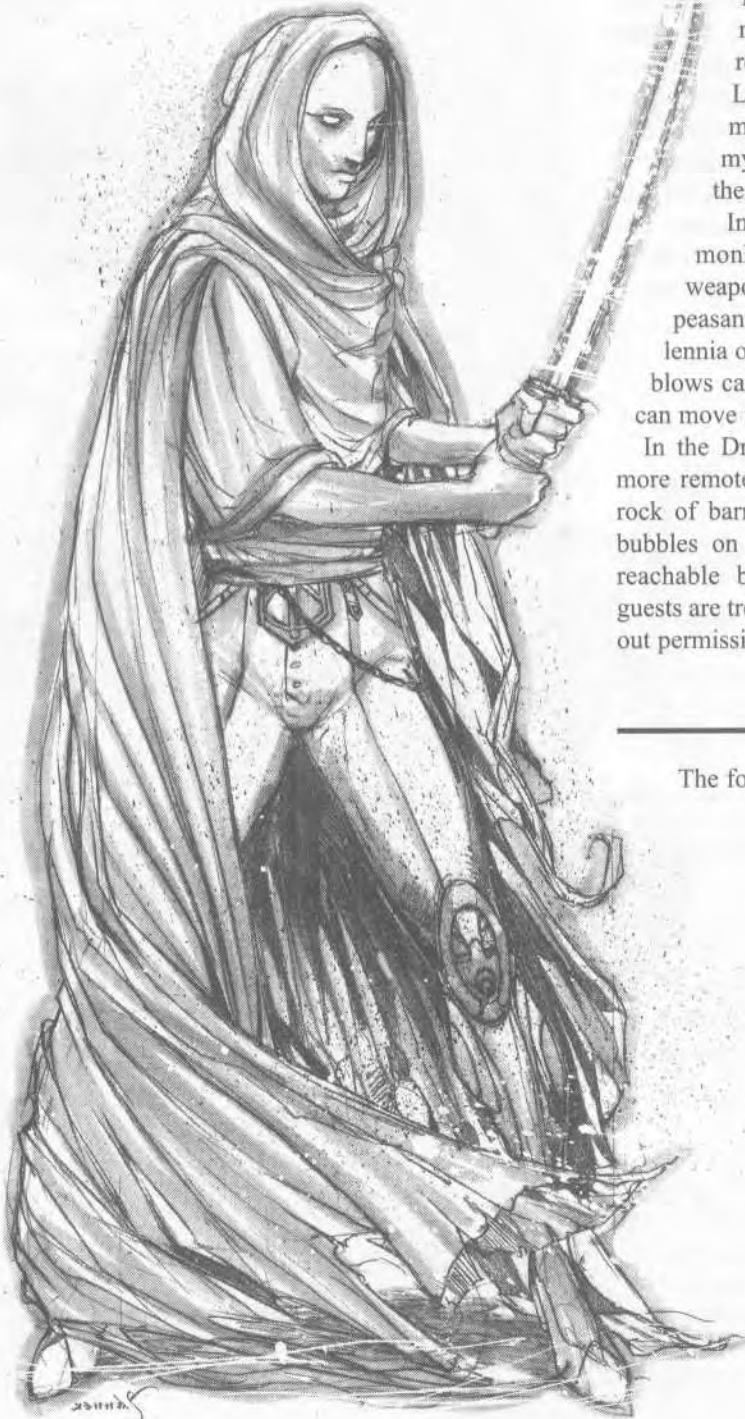
New Class Skills

The fighter's new class skills (and the key ability for each skill) are Demolitions (Int), Freefall (Dex), and Pilot (Dex). Handle Animal and Ride are cross-class skills for imperial fighters.



Class Features

Weapon and Armor Proficiency: When a fighter takes the Technical Proficiency feat, she automatically becomes proficient with all high-tech simple and martial weapons and all high-tech armor.



Bonus Feats: The fighter can choose bonus feats from the following list, in addition to the standard ones: Autofire, Crack Shot, Gunner, Improved Far Shot, Improved Shot on the Run, Mobile Shot, Pressing Attack, Speed Load, Two-Gun Shooting.

MONK

More than any other class, monks have held to their traditions in the face of monumental change. They are among the most respected people in the Empire as a result. Like their counterparts in the Outlands, monks devote their lives to meditation on the mysteries of the universe and to attuning themselves to it body and soul.

In a civilization dominated by technology, monks deny themselves the advantages of weapons and armor, but for those traditional peasant weapons that their kind have used for millennia on countless worlds. The power of a monk's blows can be more powerful than a bullet, and they can move faster than all but the swiftest foes.

In the Dragon Empire, some monasteries are even more remote than those in the Outlands. Dug into the rock of barren asteroids or airless moons like fragile bubbles on a drying beach, these enclaves are only reachable by teleportation or spacecraft. Welcome guests are treated like princes, but those who enter without permission find naught but peril.

Game Rule Information

The following new rules apply to monks.

New Class Skill

The monk's new class skill (and its key ability) is Freefall (Dex).

Class Features

Weapon and Armor Proficiency: Monks with the Technical Proficiency feat gain proficiency with all high-tech simple weapons and all high-tech light armor.

Technical Proficiency: Monks believe that technological mastery of the universe is a self-destructive illusion. Monks do not gain the Technical Proficiency feat for free at 1st level like characters of other classes do.

They may choose this feat whenever they are eligible for a new feat, including 1st level, though they seldom do. They may also gain this feat for free when they spend at least one full level adapting to and learning the use of technology.

Evade Fire (Ex): At 4th level, a monk gains the ability to evade fire from all types of firearms. Once per round, when the monk would normally be hit by a shot or burst from a firearm, he may make a Reflex saving throw against a DC of 20 (if the weapon has a magical bonus to attack, the DC increases by that amount). If the monk succeeds, the attack misses. The monk must be aware of the attack and not flat-footed. Attempting to evade fire doesn't count as an action. A monk can use this ability a number of times per day equal to his Wisdom modifier.

Leap of the Clouds: Although a monk's leaping ability is no longer limited by her height once she gains this ability, variable gravity still has its normal effect.

PALADIN

The time when armored knights mounted great warhorses and charged into battle armed with lance and sword is an age long past for most of the imperial worlds. These traditions survive only as spiritual and symbolic images for the paladins of the Dragon Empire. One thing that has not changed is the paladin's code. While their physical weapons are different, their spiritual ones are not. They still arm themselves with the compassion to pursue good, the will to uphold law, and the power to defeat evil.

Paladins are the sacred warriors of the Unification Church. Many serve in the elite special-operations units of the militant arms of the church. These military orders usually have strong ties to the Royal Houses of Qesemet, which lends them legitimacy and authority. The dragon lords of Asamet, of course, despise the paladins and their orders, but they are legally protected by the Imperial Charter, so the evil clans cannot move against them overtly.

Only the sects of the Father, the Judge, the Mother, and the Warrior have active orders. Each has its own charter, organization, and purpose, according to the precepts its sect. For example, SOLAR, the elite special forces unit founded by the sect of the Father, assists in Qesemet's ongoing military operations against the forces of evil in both the Empire and the Outlands. The order was founded by a half-dragon paladin of gold lineage and is protected and sponsored by House Deserene. The order's unit insignia is a silver sword on a blazing golden sun.

In response to these orders, the dragon lords of Asamet have sponsored the creation of blackguard



orders serving the Destroyer and the Reaper. Rumors that the paladins and blackguards of these rival orders have clashed in covert engagements on several occasions have never been confirmed. Given their affiliations with the Royal Houses of Asamet and Qesemet, this violence would constitute a violation of the Imperial Charter. Some believe the dragon lords simply use their paladins and blackguards as pawns in a war for supremacy that never really ended.

There is also a Dualist order of paladins devoted to the Creator. It, in turn, is opposed by an order of blackguards in service to the Adversary. Both orders are extremely secretive and little information about their organization or activities is available.

Of course, the paladin's call is not always issued from within one of the Twelve Sects of the Unification Church or from the Dualist temples. Some paladins who heed the call serve no established church. These paladins often serve with distinction in planetary garrisons or police forces, while others wander the Outlands confronting evil and wielding purity like a greatsword.

Game Rule Information

The following new rules apply to paladins.

New Class Skills

The paladin's new class skills (and the key ability for each skill) are Climb (Str), Freefall (Dex), Jump (Str), Listen (Wis), Spot (Wis), Swim (Str), and Pilot (Dex). As the elite commandos of holy military orders, paladins gain several class skills to aid them in their specialized role on the modern battlefield. However, imperial paladins lose some of the class skills of their counterparts in the Outlands. Handle Animal and Ride are cross-class skills for imperial paladins.

Class Features

Weapon and Armor Proficiency: A paladin with the Technical Proficiency feat is proficient with all high-tech simple and martial weapons and all high-tech armor.

Order and Morality: In the Dragon Empire, a paladin may find that he has to associate with those of evil alignment on a regular basis. A paladin of the Order of the Judge, for instance, may occasionally have to interact with drow officers of the Imperial Special Police Directorate. For most paladins, this is inevitable and unavoidable. The paladin's social and political order was founded on compromise and tolerance of opposed moral alignment, and the paladin cannot defend one

while resisting the other.

Detect Evil: While a paladin can still *detect evil* normally, it is illegal for him to act on the information the ability reveals. The paladin must also witness the commission of evil before he can take action against the wicked. Most paladins struggle mightily with their sometimes-opposed duty to uphold the law and commitment to fight evil.

Divine Health: A paladin is immune to all diseases, even those for which modern medical science has no cure.

Smite Evil: This power works normally, though the paladin can be prosecuted for using it without proper cause.

Special Mount: Imperial paladins no longer have the ability to summon a special mount at 5th level.

Divine Spellware: Paladins gain exclusive access to divine spellware, magical enhancements that imbue them with the power of their deity. Divine spellware is created and implanted in the paladin by clerics of the paladin's sect or order. As long as the paladin is in good standing with his church, he may purchase divine spellware enhancements of his choice. Divine spellware does not cost the paladin credits, but the character must pay the listed XP cost when it is implanted. For more information on divine spellware, see Chapter 6: Magic Items, in the *Galaxy Guide*.

RANGER

There are countless untamed worlds in the Outlands, and the ranger's goal is to explore them all. Imperial rangers are scouts, explorers, and professional hunters who rarely feel at ease in the great cities. They wander from world to world, sometimes in service to a government or corporation, sometimes following their own internal compasses wherever they lead.

Rangers are often part of the first settlement teams to colonize an Outlands world, and they serve these isolated colonies as protectors and guardians. Others are attached to special military units, serving as advanced scouts and commandos. Regardless of the careers they choose, however, rangers are always at home in the wildest reaches of the Outlands.

In **Dragonstar**, rangers are not the twin-weapon wielding melee specialists they are on many Outlands worlds. They are masters of the woods and wild places, explorers, hunters, and protectors.

Game Rule Information

The following new rules apply to rangers.

New Class Skills

The ranger's new class skills (and the key ability for each skill) are Freefall (Dex), Navigate (Int), and Pilot (Dex).

Class Features

Weapon and Armor Proficiency: When a ranger takes the Technical Proficiency feat, she automatically becomes proficient with all high-tech simple and martial weapons and all high-tech armor.

Favored Enemy: A ranger with the Technical Proficiency feat who takes constructs as his favored enemy gains the related bonuses when fighting soulmechs. Soulmechs, unlike magical constructs, are not immune to critical hits, so bonus weapon damage does apply.

Special Feats: Imperial rangers do not gain the ability to fight with two weapons in light armor as if they had the Ambidexterity and Two-Weapon Fighting feats. Rangers are no more likely to train in these combat styles than other classes. However, imperial rangers are expert marksmen. They gain the Point Blank Shot and Far Shot feats for free. These are true feats and are not limited by the armor the ranger wears.

Favored Terrain: At 2nd level, a ranger may select a type of terrain as a favored terrain. Due to his extensive training and experience operating in this terrain, the ranger gains a +1 circumstance bonus to Hide, Intuit Direction, Knowledge (nature), Listen, Move Silently, Spot, and Wilderness Lore checks when using these skills in this type of terrain. The ranger's base speed is also increased by 5 feet when he's operating in his favored terrain.

At 6th level and at every four levels thereafter (10th, 14th, and 18th level), the ranger may select a new favored terrain, and the bonus associated with every previously selected favored terrain goes up by +1. For example, a 15th-level ranger will have four favored terrains, with bonuses of +4, +3, +2, and +1.

The following are possible types for a ranger's favored terrains.

- Arctic: Cold, icy areas; includes tundra and glaciers.
- Aquatic: Fresh or saltwater.
- Desert: Any dry area with sparse vegetation.
- Forest: Any area covered with trees.
- Hill: Any area with rugged but not mountainous terrain.
- Marsh: Low, flat, waterlogged areas; includes swamps.
- Mountains: Rugged, higher elevation than hills.





- Plains: Any fairly flat area that is not a desert, marsh, or forest; grasslands.
- Underground: Subterranean areas.

Pathfinder: At 1st level, a ranger gains the ability to make a Wilderness Lore check to locate or blaze a trail through trackless terrain while traveling overland (PHB 143). The DC of the check depends on the pace at which the ranger is traveling.

PATHFINDING

Pace	DC
Walk	20
Hustle	25

If the ranger is walking, he need only make the check once per eight-hour period of travel. The ranger must make the check every hour that he hustles.

If the check is successful and the ranger is traveling alone, his overland movement rate increases by two steps, from trackless to highway. If the ranger is leading a group, the improvement is only one step, from trackless to road (trail).

ROGUE

The rogues of the Dragon Empire are thieves, pirates, covert operatives, smugglers, scouts, gangsters, and freelancers. Of all the core classes, rogues are perhaps the most versatile and adaptable, and they thrive in the star-spanning civilization of the Empire.

While they aren't technicians or engineers, imperial rogues are proficient with technology. They know how to hack into computers, deactivate alarms and security systems, and bypass electronic locks and safeguards.

Rogues have also taken advantage of developments in weapons technology. Few rogues can match the might and fortitude of an Outlands warrior. Armed with a blaster, though, the rogue's steady hands and careful aim are the equal of most any soldier's.

Game Rule Information

The following new rules apply to rogues.

New Class Skills

The rogue's new class skills (and the key ability for each skill) are Cryptography (Int), Demolitions (Int),

Freefall (Dex), Navigate (Int), Pilot (Dex), Urban Lore (Wis), and Use Device (Int).

Class Features

Weapon and Armor Proficiency: If a rogue takes the Technical Proficiency feat, she automatically becomes proficient with the holdout pistol, holdout laser, light autopistol, heavy autopistol, laser pistol, and blaster pistol. Rogues who are Medium-size or larger are also proficient with all Medium-size simple firearms. Rogues are proficient with all high-tech light armor.

Sneak Attack: This ability does work on soulmechs, as long as the rogue has the Technical Proficiency feat. Soulmechs are subject to critical hits, so they are not immune to a rogue's bonus damage for sneak attack.

Crippling Strike: This ability does not work on soulmechs or other robots.

SORCERER

Sorcerers are viewed with fear and suspicion on some Outlands worlds, but in the Dragon Empire, their natural affinity for magic grants them special status. Sorcerers are commonly thought to be related to the great dragons themselves, though no scientific evidence has ever been presented in support of this belief. Whether fact or fiction, sorcerers wield arcane magic like the dragons do, and this affords them a privileged position in imperial society.

Game Rule Information

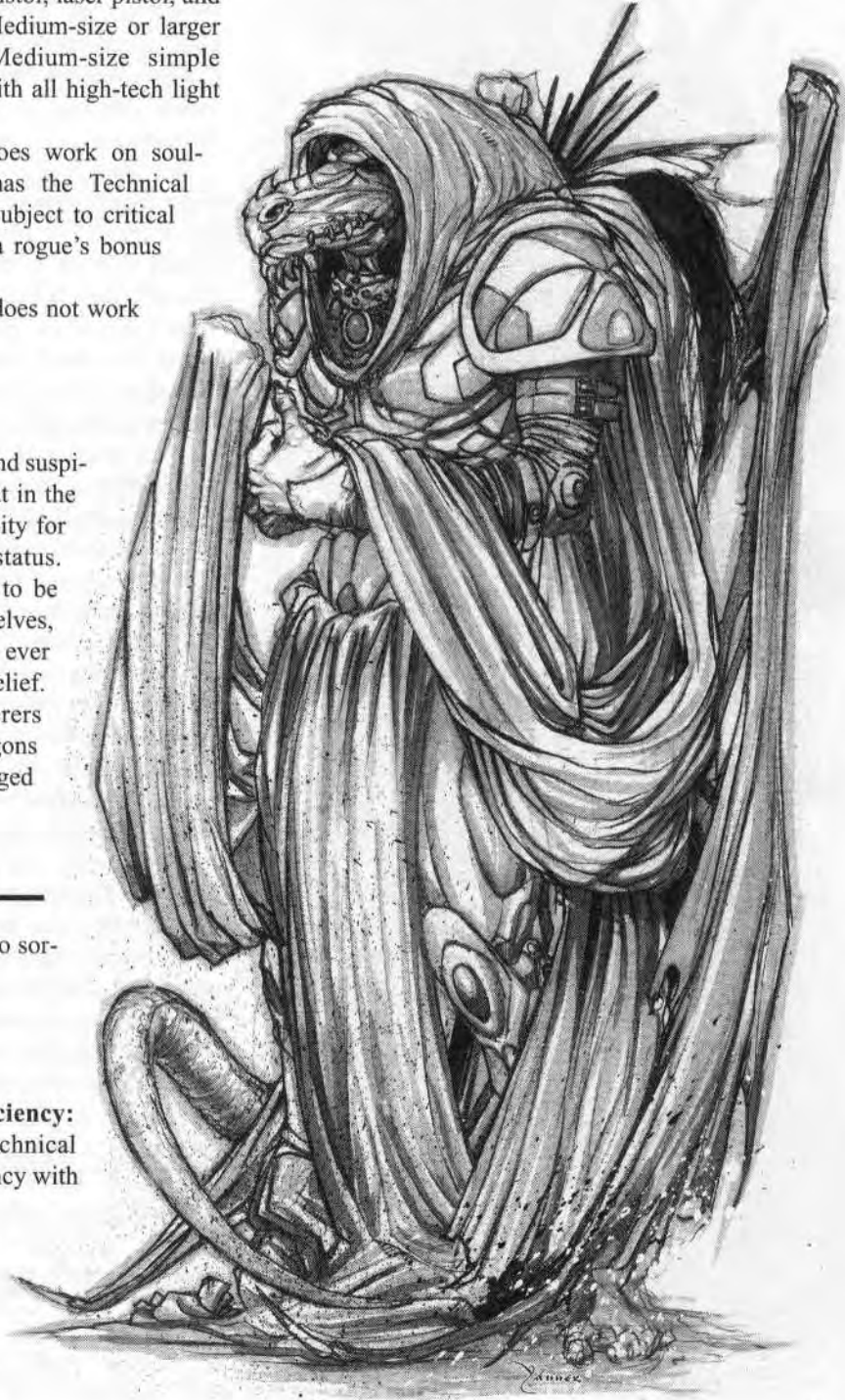
The following new rules apply to sorcerers.

Class Features

Weapon and Armor Proficiency: When a sorcerer takes the Technical Proficiency feat, he gains proficiency with all high-tech simple firearms.

Bonus Language: A sorcerer can substitute Draconic for one of the racial bonus languages he receives. Most sorcerers are raised among the aristocracy of the Empire.

Familiar: Familiars have a protected and privileged position in imperial society. Legally, that position is somewhere between a common animal's and a citizen's. In effect, a familiar in the company of his master is considered an extension of the master. Familiars are allowed in any area open to passengers on a starship and in most public places in cities. They are allowed on any planet under imperial rule, and the lengthy quarantines





that mundane animals are subject to are waived for familiars. On the other hand, the master is also responsible for his familiar—the master can be held legally accountable for anything the familiar does.

WIZARD

While sorcerers are gifted with a natural talent for magic, wizards spend long years in intensive study to learn their art. Sorcerers and dragons claim that the effort necessary for wizards to wield magic is evidence that they weren't meant to: If wizards were meant to use magic, they say, the gods would have gifted them with the power.

This view isn't a common one—most people don't know the differences between a wizard and a sorcerer—but there is an irrational undercurrent of prejudice against wizards in the Dragon Empire. Perhaps unconsciously, many of those with the natural gift of magic view wizards as presumptuous tinkerers greedy for power who don't know their proper place and spend their lives trying to reach beyond their station. Wizards are free to practice their craft in the Dragon Empire, but they are often met with raised eyebrows or knowing smirks by those in privileged positions.

Despite the subtle discrimination wizards face, there are hundreds of colleges, universities, and secret societies devoted to the study and teaching of magic. This training is much more formal than it typically is in the Outlands, but these institutions share little in common with mundane centers of academics. The most obvious difference is in the sizes of their enrollments: Wizards—even student wizards—are extremely rare, and colleges of wizardry are almost exclusively very small. Some would-be wizards avoid these institutions altogether, preferring the traditional path of apprenticeship under a mentor.

The bias against wizards in the Dragon Empire only goes so far. The aristocracy might publicly dismiss them, but only the foolish or deluded ignore the evident power and skill of wizards. They may spend long hours experimenting in arcane laboratories and examining ancient tomes, but no one truly doubts the ability of these eccentric practices to create powerful magic.

Game Rule Information

The following new rules apply to wizards.

New Class Skills

The wizard's new class skills (and the key ability for each skill) are Navigate (Int) and Research (Wis).

Class Features

Weapon and Armor Proficiency: When a wizard takes the Technical Proficiency feat, she gains proficiency with all high-tech simple firearms.

Bonus Feat: A wizard with the Technical Proficiency feat can add Implant Spellware to her standard list of available bonus feats.

Familiar: All the same rules governing sorcerers' familiars are applicable to wizards' familiars as well. Wizards do not enjoy the social prestige of sorcerers, but their familiars are still tolerated and even protected in the Empire.

Spellbooks: If a wizard has the Technical Proficiency feat, she can maintain her spells in a datapad rather than an archaic spellbook. See Chapter 8: Magic for more information.

NEW CLASSES

There are two new core character classes in **Dragonstar**: the pilot and the mechanist. These classes are rooted in the technological civilization of the Dragon Empire. If you don't have the Technical Proficiency feat, you can't choose either of these classes, nor can you multiclass into them.

Otherwise, there are no other general restrictions on pilots and mechanists. They are treated in all other ways just like the standard classes.

PILOT

The Dragon Empire spans hundreds of star systems and its largest cities are as expansive as the territories of many nations on Outlands worlds. This civilization couldn't function without reliable, fast, and safe transportation. Most imperial citizens know how to drive ground cars and hovercraft. Many can pilot civilian aircraft. But pilots are the true professionals.

Vehicles of all kinds are the pilot's livelihood. They are familiar with a wide variety of cars, trucks, boats, planes, and starships. If a pilot isn't familiar with a certain vehicle model, it will only take him a few minutes behind the wheel or control stick to get acquainted.

Adventures: Pilots can play a key role in any adventure, especially those that involve a journey. Adventures are often a pilot's best opportunity to demonstrate his skills. Pilots are more than glorified chauffeurs: They're able to handle their vehicles like a fighter wields a blade. Many pilots offer their vehicles and their expertise for hire. Some smuggle contraband from port to port. Others run charters for the wealthy or the desper-



ate. Some make their living by traveling where no one else wants to go, whether into a bad part of town or a dangerous Outlands world. Pilots are often the only link to the outside for places like space stations, remote outposts, and isolated colonies.

Characteristics: A pilot doesn't have a fighter's training in personal combat or a sorcerer's knack for magic, but he can handle a vehicle like it was a part of him. While any character can learn to operate a vehicle, no one can match the pilot's confidence or skill. A veteran pilot in a rundown vehicle can run circles around an amateur in a cutting-edge rig.

Alignment: Pilots may be of any alignment. Good pilots are the kinds who aid those in need, responding to a distress call no matter how urgent their own business. Lawful pilots always follow traffic laws and are scrupulous in maintaining their vehicles. Evil pilots may be pirates or mercenaries, willing to do anything for the promise of riches. Chaotic pilots may be smugglers who earn their living at the expense of the law.

Religion: Pilots who ply their trades within the atmosphere of a planet usually worship the Stormlord. Traders and commercial pilots often honor the Merchant, while smugglers pay homage to the Trickster. Like most soldiers, military pilots usually worship the Warrior, though some—usually evil—pilots who revel in the violent power of their war machines follow the Reaper or the Destroyer. Many pilots paint the symbols of their chosen deities on the hulls of their vehicles, or decorate their cockpits with religious icons and keepsakes. Pilots cheat the odds for a living, and most will take any edge they can get.

Background: Pilots are found in all parts of the Dragon Empire. Some were trained by the military as combat pilots. Others learned their craft through private lessons or trained with a veteran mentor. Pilots often take up the profession to test their skills against powerful machines and the fickle forces of nature. For others, the life of a bush pilot or free trader offers them the independence they crave. Many starship pilots learned their trade simply as a way to escape their homeworlds and see the galaxy. Despite their diverse backgrounds, pilots have a lot in common.

Races: Pilots can be of any race. Halflings are perhaps more at home in the cockpit than other races. Gnome pilots benefit from their affinity for mechanical things, while humans are often drawn to the challenge and danger of piloting. Dwarves are fond of all manner of ground vehicles, but they usually don't like flying, especially in space. Elves make excellent pilots, and many get an elemental rush from piloting an aircraft safely through a storm. The far reaches of space remind the drow of the inky blackness of their subterranean realms, and they excel at the controls of starships of all

kinds. Half-dragons—especially the ones who cannot fly under their own power—revel in flight and are natural pilots. Orcs sometimes lack the discipline to be good pilots, though they enjoy the power and control of a lethal machine at their command.

Other Classes: Pilots, of course, are at their best when they're at the controls of their vehicles. It's the pilot's job to get the team from one place to another safely. When it comes to a fight, a vehicle in the hands of a skilled pilot can be a dangerous weapon and also a place of refuge and safety for the rest of the group. Aboard a starship, members of the pilot's team can man other stations, such as gunnery or sensors, while the pilot flies the ship. Pilots are still capable when forced to leave their machines behind, but they need the support of others for fighting, scouting, healing, and spell-casting.

Game Rule Information

Pilots have the following game statistics.

Abilities: Dexterity is the most important ability for pilots, because it's what they most rely on when they're at the controls of the vehicles. Intelligence is also important for operating the technological systems on which vehicles rely. Charisma is important for independent pilots, as it helps them find customers, negotiate deals, and if necessary, talk their way out of entanglements with the law.

Alignment: Any.

Hit Die: d6.

Class Skills

The pilot's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Freefall (Dex), Intuit Direction (Wis), Jump (Str), Navigate (Int), Pilot (Dex), Profession (Int), Repair (Int), Spot (Wis), Swim (Str), Use Device (Int), and Use Rope (Dex).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

Class Features

All of the following are class features of the pilot.

Weapon and Armor Proficiency: Pilots are proficient with all simple and martial weapons and all light armor. Armor check penalties for some types of armor apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, Pilot, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

THE PILOT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Vehicle AC Bonus
1	+0	+0	+2	+0	Bonus feat, speed demon	
2	+1	+0	+3	+0	Dogfighter +1	
3	+2	+1	+3	+1		+1
4	+3	+1	+4	+1	Pilot evasion	
5	+3	+1	+4	+1	Bonus feat, gunner's instinct +1	
6	+4	+2	+5	+2		+2
7	+5	+2	+5	+2		
8	+6/+1	+2	+6	+2		
9	+6/+1	+3	+6	+3	Bonus feat, dogfighter +2	+3
10	+7/+2	+3	+7	+3	Gunner's instinct +2	
11	+8/+3	+3	+7	+3		
12	+9/+4	+4	+8	+4		+4
13	+9/+4	+4	+8	+4	Bonus feat	
14	+10/+5	+4	+9	+4		
15	+11/+6/+1	+5	+9	+5	Gunner's instinct +3	+5
16	+12/+7/+2	+5	+10	+5	Dogfighter +3	
17	+12/+7/+2	+5	+10	+5	Bonus feat	
18	+13/+8/+3	+6	+11	+6		+6
19	+14/+9/+4	+6	+11	+6		
20	+15/+10/+5	+6	+12	+6	Gunner's instinct +3	

Defensive Maneuvering (Ex): In combat, a pilot is always maneuvering to maximize his vehicle's defensive strengths and protect its weaknesses. At 3rd level, any vehicle or robot a pilot is operating gains a +1 dodge bonus to its AC, and this bonus increases by +1 every three levels thereafter (6th, 9th, 12th, 15th, and 18th).

Dogfighter (Ex): At 2nd level, a pilot gains a +1 competence bonus on ranged attack rolls, as long as the attacks are made with weapons mounted on or integral to a vehicle he is piloting. This bonus increases to +2 at 9th level and +3 at 16th level. If the pilot is operating a robot remotely, he gains this bonus on all ranged attack rolls made using the robot's weapons.

Gunner's Instinct (Ex): At 5th level, a pilot can sense the weaknesses of his opponent's vehicle and has an uncanny knack for scoring direct hits on them. For the pilot's ranged attacks only, the threat range of weapons mounted on or integral to the vehicle he is piloting is increased by 1. The threat range is increased again by 1 every five levels thereafter (10th, 15th, and 20th). The increased threat range does not apply to any

attacks made by characters other than the pilot.

Pilot Evasion (Ex): At 4th level, a pilot becomes so attuned to his vehicle and to the flow of the fight around him that he is able to anticipate a hit and minimize its effects. Once per day, when the pilot's vehicle is hit by an attack, the pilot can make a Reflex save (DC 20). If the saving throw is successful, the pilot banks, dives, swerves, or otherwise maneuvers his vehicle sufficiently to avoid the brunt of the attack, and the vehicle takes only half damage. Divide the damage by two before subtracting the vehicle's hardness or damage resistance. The pilot can use this ability twice per day at 12th level and three times per day at 20th level.

Speed Demon (Ex): A pilot knows how to coax all the power from his vehicles' engines. At 1st level, the top speed of any vehicle operated by the pilot is increased by 5.

Bonus Feats: At 1st level, the pilot gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans. The pilot gains another bonus feat every four levels thereafter (5th, 9th,

13th, and 17th). These bonus feats must be drawn from the following list: Alertness, Aircraft Piloting, Autofire, Combat Ace, Born Spacer, Evasive Piloting, Gearhead, Gunner, Gunner's Eye, High-G Tolerance, Improved Initiative, Lead Foot, Low-G Tolerance, Ram, Raptor's Instinct, Remote Operation, Space Jockey, Starship Piloting, Vehicle Dodge, Zero-G Tolerance.

These feats are in addition to the feat a character of any class gains every three levels. The pilot is not limited to this list when choosing those feats.

HUMAN PILOT STARTING PACKAGE

Armor: Flight suit +4 AC, speed 30 ft., 6 lb.

Weapons: Laser pistol (2d10, crit x2, 2 lb., Small, Energy (fire).

Keenblade dagger (+1 attack bonus, 1d4, crit 17–20/x2, 1 lb., Tiny, Piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Freefall	4	Dex	
Intuit			
Direction	4	Wis	
Listen	4	Wis	
Navigate	4	Int	
Pilot	4	Dex	
Repair	4	Int	
Spot	4	Wis	
Swim	4	Str	*
Use Device	4	Int	

* -1 per 5 pounds of equipment.

Feat: Aircraft Piloting.

Bonus Feat (Pilot): Starship Piloting.

Bonus Feat: Improved Initiative (human only).

Gear: Datapad, two datachips (blank), personal communicator, backpack, flare gun, three flares, toolkit, specialized toolkit (mechanics), sunglasses, flashlight, two minicells.

Credits: 4d4x10 cr.

ALTERNATIVE PILOT STARTING PACKAGE

Same as human, except

Race: Drow, elf, half-dragon, half-elf, half-orc, or orc.

Bonus Feat: Eliminate the human's bonus feat.

ALTERNATIVE PILOT STARTING PACKAGE

Same as human, except

Race: Dwarf, halfling, gnome.

Armor: Flight suit +4 AC, speed 20 ft., 6 lb.

Bonus Feat: Eliminate the human's bonus feat.

MECHANIST

The Dragon Empire is built on high technology, and it depends on those who craft, maintain, and repair the machines and equipment. Mechanists are the technicians and engineers who seem to have an almost supernatural connection to and understanding of technology.

Mechanists are masters of the sometimes-arcane principles and practices of science and engineering. A mechanist can look at a malfunctioning machine and immediately know what is wrong with it. Given adequate parts and tools, he can repair just about any mechanical device—or jury-rig a reasonable substitute, at least temporarily.

Adventures: Many mechanists lead lives filled with repetition and boredom. They often jump at any opportunity to get away from the routine. They long to discover new technology, break it, and engineer creative solutions on the fly. Some follow the path of adventure for money, while others do it for the unique challenges the adventuring life presents. A few see themselves as sorcerers of science, keepers of the secrets that are just as important as magic in keeping the Empire running smoothly.

Characteristics: Mechanists are among the most skilled professionals in the known galaxy. They don't work magic—at least not the traditional kind—and they aren't skilled combatants, but they know more about science and technology than anyone else. Mechanists are always honing their skills and developing their knowledge. They seize every opportunity to research and investigate new technologies, and their ideas are usually a few steps ahead of the technology curve. They're not trained to excel in battle, but their services can be as important to the modern soldier as the weaponsmith's were in the days of old.

Alignment: Mechanists can be of any alignment. Lawful mechanists often concentrate on engineering design and preventative maintenance. Chaotic mechanists always seem to be putting things back together with improvised parts and electrical tape. Good mechanists often focus on improving the lives of others, while evil mechanists are more likely to specialize in sabotage, demolitions, and other destructive pursuits.

Religion: Many mechanists avoid organized religions. They do not deny the existence of the gods, but they prefer to devote themselves to understanding the

gods' design through science. Of those mechanists who are religious, most worship the Smith, the patron of technology, or the Magus in his aspect as the source of scientific knowledge. Some mechanists have been drawn to the Dualist Heresy, as the reductionism of its theology appeals to them.

Background: Most mechanists have formal training in science or engineering, but also a love of all things mechanical that reaches back to childhood. While some mechanists have studied at universities or technical institutes, others have learned their trade through apprenticeship to a master mechanist.

Mechanists enjoy a certain camaraderie no matter where they go. They seem able to recognize each other from across the room, and they are always eager to find another with whom they can converse intelligently on technical and scientific issues. Mechanists enjoy the company of others, too, but they often feel that only one of their own can really understand them. Of course, when two mechanists get together, everyone else is usually driven away by the incomprehensible nature of their conversation.

Races: Mechanists can be of any race, though most are gnomes or humans. Dwarves are often mechanists, though they tend to prefer large-scale construction and engineering. Elves and half-elves often find it impossible to be passionate about lifeless mechanical things. Drow and halflings can make fine mechanists, though they often lack the patience or discipline for precise technical work. Many half-dragons feel the mechanist's "dirty work" is below their station. Orcs and half-orcs often lack the native intelligence and technical backgrounds necessary for mechanists.

Because they are part machine themselves, soulmechs are probably the finest mechanists in the known galaxy. Many soulmechs who followed different paths in their organic lives become mechanists after awakening in their robotic bodies.

Other Classes: Mechanists take well to the life of an adventurer, and they usually work well as part of a team. Most adventurers depend on technology and most know next to nothing about how the devices they rely on actually work. Mechanists and wizards often develop close friendships: Their theories, rituals, and tools are different, but they both devote themselves to the pursuit of knowledge that few others share. Mechanists and clerics sometimes find themselves at odds and must usually come to some mutual understanding about their roles: The mechanist can't heal wounds or save souls, and you don't go to a cleric if your blaster is jammed. Mechanists must often tread carefully around druids, especially the traditionalists. They have little or no common ground, but they can usually get along if they are respectful of each other's work and beliefs.



Game Rule Information

Mechanists have the following game statistics.

Abilities: Mechanists rely on their reasoning and logic, so Intelligence is their most important ability. Most of a mechanist's core skills are based on Intelligence. A high Intelligence also gives the mechanist extra skill points, which can be used to broaden his knowledge base. Dexterity is also sometimes important for mechanists, for working in tight spaces or doing precision work on small components.

Alignment: Any.

Hit Die: d6.

Class Skills

The mechanist's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Cryptography (Int), Demolitions (Int), Disable Device (Int), Freefall (Dex), Knowledge (any science or technical knowledge skills, taken individually) (Int), Open Lock (Dex), Pilot (Dex), Profession (Wis), Repair (Int), Research (Wis), Search (Int), and Use Device (Int).

Skill Points at 1st Level: $(8 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $8 + \text{Int modifier}$.

Class Features

All of the following are class features of the mechanist.

Weapon and Armor Proficiency: Mechanists are proficient with all simple weapons and with light armor.

Bonus Feats: At 1st level, the mechanist gets a bonus feat in addition to the feat than any 1st-level character gets and the bonus feat granted to humans. The mechanist gains an additional bonus feat at 6th level and every five levels thereafter (11th and 16th). These bonus feats must be drawn from the following list: Born Spacer, Hacker, High-G Tolerance, Gearhead, Gunner's Eye, Low-G Tolerance, Remote Operation, Space Jockey, and Zero-G Tolerance.

These feats are in addition to the feat a character of any class gets every three levels.

Traps: Like rogues, mechanists are able to detect and disarm complex mechanical traps.

Favored Tech: At 2nd level, a mechanist may select a class of equipment or type of device as a favored tech. Due to his extensive training and experience operating this technology, the mechanist gains a +1 circumstance bonus to Craft, Demolitions (for explosives only), Disable Device, Repair, and Use Device checks when using these skills on or with this type of device.

At 6th level and at every four levels thereafter (10th, 14th, and 18th level), the mechanist may select a new favored tech, and the bonus associated with every previously selected favored tech goes up by +1. For example, a 15th-level mechanist will have four favored techs, with bonuses of +4, +3, +2, and +1.

The following lists possible device classes for a mechanist's favored techs.

- Aircraft: Fixed- and rotary-wing aircraft.
- Armor: All archaic and modern armors; includes powered armor.
- Ground vehicles: Wheeled and tracked vehicles, walkers and hovercraft.
- Electronics: All electronic devices; includes computers and sensors.
- Explosives: All explosives and explosive weapons; includes grenades, missiles, torpedoes, etc.
- Handguns: All Tiny and Small firearms.
- Heavy weapons: All ranged weapons of size category Huge or greater; includes vehicle weapons.
- Machines: Miscellaneous mechanical equipment not included in another category.
- Melee weapons: All archaic and modern melee weapons.
- Rifles: All Medium-size and Large firearms.
- Robots: All robots and soulmechs.
- Spacecraft: All spacecraft, including starships.
- Traps: All mechanical traps.
- Watercraft: Ships and submersibles.

Jury-Rig: At 1st level, the mechanist can slap together spare parts and makeshift materials to manage an effective repair, even though he lacks the components or time (or both) to do the job properly. The mechanist makes a Repair check as normal. He cannot take 10 or take 20 on this check. If the check is successful, the mechanist can improvise or scavenge sufficient spare parts and the repair takes half the time it normally would. However, the device is inherently unstable. It will completely malfunction or cease operating if any of the following conditions are met:

- The device takes a critical hit in combat.
- The character wearing the device suffers a critical hit in combat.
- A character using the device for an attack or skill check rolls a 1.

Jury-rigged jobs can be redone when the mechanist has the time and parts. The mechanist must make another Repair check and the task takes the standard amount of time. However, the repair is permanent, subject to the limitations of the Repair skill.

Guerilla Repair: Sometimes a mechanist doesn't even have time for a jury-rigged repair. When a gun

THE MECHANIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Bonus feat, jury-rig, guerilla repair, minor upgrade
2	+1	+0	+0	+3	1st favored tech, sabotage
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	Moderate upgrade
6	+3	+2	+2	+5	Bonus feat, 2nd favored tech
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	3rd favored tech, major upgrade
11	+5	+3	+3	+7	Bonus feat
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	4th favored tech
15	+7/+3	+5	+5	+9	Extraordinary upgrade
16	+8/+3	+5	+5	+10	Bonus feat
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	5th favored tech
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Masterful upgrade

jams in combat, it needs to be fixed *now*—not in a few minutes. At 1st level, mechanists can sometimes get malfunctioning devices in working order by kicking, smacking, jiggling, oiling, or even verbally coaxing them. To use this ability, the mechanist must touch the item to be repaired. In combat, this requires a touch attack. No Repair check is necessary: The device will resume working properly for a number of rounds equal to 3d6 plus the mechanist's class level. After this time has passed, the device will malfunction again. The mechanist can't use guerilla repair on the device again until he's done a full repair job on it. This ability cannot actually restore hit points to an object.

Sabotage (Ex): A mechanist devotes most of his time to insuring that devices are working properly. However, he can also use his knowledge and talents to more destructive ends. At 2nd level, a mechanist can use this ability as a standard action to cause any non-magic, technological device he touches to malfunction. In combat, this requires a touch attack against the character or creature wearing, holding, or using the device. This ability provokes attacks of opportunity. The mechanist selects the target device, makes the touch attack if nec-

essary, and makes a Disable Device check (DC 20). If the check succeeds, the device stops working. The mechanist has jammed the safety switch, poured dirt in the fuel tank, ripped out a crucial wire, or otherwise bollixed the device.

Sabotage can only be used against a single device per use. Many complex machines count as multiple devices for the purposes of this ability. For example, the mechanist could sabotage a hovertank so it couldn't move, but its gun would still be able to fire.

Against a soulmech or other construct, this ability causes 1d8 points of damage, plus 1 point for each class level of the mechanist.

This sabotage can be fixed with a normal Repair check (DC 15). A mechanist can also get the device working again with his guerilla repair ability.

Upgrade: Mechanists are always tinkering with devices, always looking for ways to make improvements to them. Starting at 1st level, a mechanist can attempt to upgrade any non-magic, technological device. The mechanist selects the device he wants to upgrade and makes a Repair check. If the check is successful, the mechanist may give the device a *minor*

upgrade. The mechanist can give a device a *moderate* upgrade at 5th level, a *major* upgrade at 10th level, an *extraordinary* upgrade at 15th level, and a *masterful* upgrade at 20th level. Descriptions and examples of these upgrades are provided below.

Minor: This upgrade level makes a normal device or item the equivalent of a masterwork device or item. It provides the device with a +1 upgrade bonus on attack rolls, ability checks, or skill checks using the device. The upgrade increases the armor bonus of armor by +1, or increases the shields bonus of a starship's shields by +1. It could be used to increase a robot's speed by 5 feet or a vehicle's acceleration or deceleration by 1. The upgrade could increase a vehicle's top speed by 3. The exact effects and limitations of the upgrade are always at the DM's discretion, but it should represent a minor, incremental improvement. The DC for the Repair check is 15, and a minor upgrade costs the mechanist 10% of the device's market price in materials and parts.

Moderate: As minor upgrade, except this upgrade provides a device with a +2 upgrade bonus on attack rolls, ability checks, skill checks, or armor bonus. It could improve a robot's speed by 10 feet, a vehicle's acceleration or deceleration by 2, and its top speed by 5. The upgrade should represent a moderate but significant improvement. The DC for the repair check is 20, and a moderate upgrade costs the mechanist 15% of the device's market price in materials and parts.

Major: As minor upgrade, but the upgrade bonus is +3. A robot's speed could be upgraded by 15, a vehicle's acceleration or deceleration improved by 3, and its top speed increased by 8. The DC of the Repair check is 25, and a major upgrade costs the mechanist 20% of the device's market price in materials and parts.

Extraordinary: As minor upgrade, but the upgrade bonus is +4. A robot's speed could be upgraded by 20, a vehicle's acceleration or deceleration improved by 4, and its top speed increased by 10. The DC of the Repair check is 30, and a major upgrade costs the mechanist 25% of the device's market price in materials and parts.

Masterful: As minor upgrade, but the upgrade bonus is +5. A robot's speed could be upgraded by 25, a vehicle's acceleration or deceleration improved by 5, and its top speed increased by 12. The DC of the repair check is 35, and a major upgrade costs the mechanist 30% of the device's market price in materials and parts.

A mechanist's upgrades are extremely useful, but with all that tinkering, things can easily go wrong. An upgraded device is a bit more delicate than it was originally, and damage or misuse can cause it to malfunction completely. An upgraded device will quit working altogether if any of the following conditions are met:

- The device takes a critical hit in combat.
- The character wearing the device suffers a critical

hit in combat.

- A character using the device for an attack or skill check rolls a 1.

Devices can have more than one upgrade. Malfunctioning devices can be repaired normally, and the task is considered a simple repair. However, each additional upgrade after the first increases the DC to repair a malfunctioning device by 5. For example, the DC to repair a device with two upgrades—assuming parts and materials are available—would be 20. If the device had three upgrades, the DC would be 25.

GNOME MECHANIST STARTING PACKAGE

Armor: Armor vest +5 AC, speed 20 ft., 8 lb.

Weapons: Heavy autopistol (1d12, crit x3, 200 ft., 7 lb., Small, Piercing).

Skill Selection: Pick a number of skills equal to 8 + Int modifier.

Skill	Ranks	Ability	Armor
Appraise	4	Int	
Concentration	4	Con	
Demolitions	4	Int	
Disable Device	4	Int	
Navigate	4	Int	
Repair	4	Int	
Search	4	Int	
Use Device	4	Int	
Spot (cc)	2	Wis	

Bonus Feat (Mechanist): Gearhead.

Gear: Datapad, two datachips (blank), personal communicator, backpack, toolkit, specialized toolkit (mechanics), electronic lockpicks, flashlight, two ammo clips.

Credits: 2d6x100.

ALTERNATIVE MECHANIST STARTING PACKAGE

Same as gnome, except

Armor: Armor vest +5 AC, speed 30 ft., 8 lb.

Race: Elf, drow, half-dragon, half-elf, half-orc, human, orc.

Bonus Feat: Hacker (human only).

ORIGINAL PRESTIGE CLASSES

Some of the prestige classes from the d20 System core rulebooks are tied to a cultural milieu and level of technological development that exist only in the Outlands. Others are timeless and, as with the core classes, their members have reinvented themselves and redefined their roles to survive and prosper in the Empire. All of these prestige classes are open to characters in **Dragonstar**. This section describes any changes to the original prestige classes. Unless it's stated otherwise, assume that all of the standard rules apply to each prestige class.

ARCANE ARCHER

Arcane archers are extremely rare in the Empire beyond the Outlands worlds. Despite their magic, few are skilled enough to compete with soldiers armed with blasters, lasers, or even slug throwers. In the Empire, the age of the bow is long past. Still, a few arcane archers find their way out of the Outlands and try to make a place for themselves in the Empire. While compound bows and carbon-fiber arrows can't completely narrow the gap between their traditional weapon of choice and the firearms that dominate the modern age, arcane archers have adopted these technologies in a never-ending quest to perfect their abilities.

Class Features

All of the following new rules apply to the arcane archer prestige class.

Weapon and Armor Proficiency: When an arcane archer takes the Technical Proficiency feat, she automatically becomes proficient with all high-tech simple and martial weapons and all high-tech armor except powered armor.

ASSASSIN

Both in the Dragon Empire and the Outlands, there are those willing to pay dearly for the death of a rival or enemy. Assassins are the freelance hitmen and contract killers that fill the ranks of the Outlands' underworld guilds and the Empire's crime syndicates. Some assassins operate independently, while others serve the dragon lords of Asamet. Mezzenbone is said to retain a crack team of assassins known as the Black Talon, a band of



elite professionals who take their dark orders directly from the Emperor. Most citizens of the Empire have never even heard of this organization, and many of those who have didn't live to tell about it. The Black Talon is an elusive legend, a persistent rumor, the shadow that always fades away when the light draws near.

Soulmechs make excellent assassins. Their mechanical bodies can go places that organic beings can't without great difficulty, and they can often avoid security systems, such as thermographic sensors, that target living beings. Soulmech assassins are still extremely rare, however. Most lack the psychological or moral inclination to excel in this dirty business.

New Class Skills

The assassin's new class skills (and the key ability for each skill) are Demolitions (Int) and Freefall (Dex).

Class Features

All of the following new rules apply to the assassin prestige class.

Weapon and Armor Proficiency: When an assassin takes the Technical Proficiency feat, he automatically becomes proficient with high-tech light armor, all high-tech simple weapons, and all martial firearms Medium-size or smaller.

Death Attack: An assassin's death attack does not work on soulmechs.

BLACKGUARD

During the reign of Qesemet, blackguards retreated into the shadows. With the ascent to power of the dragon lords of Asamet, the blackguard's dark star is on the rise again. Asamet has formed its own elite blackguard units allied with the evil sects of the Unification Church and the Dualist Heresy. There are even blackguards in official positions within the ISPD.

New Class Skills

The blackguard's new class skills (and the key ability for each skill) are Climb (Str), Demolitions (Int), Freefall (Dex), Jump (Str), Listen (Wis), Spot (Wis), Swim (Str), and Pilot (Dex). As the elite commandos of the profane military orders, blackguards gain several class skills to aid them in their specialized role on the modern battlefield. However, imperial blackguards lose some of the class skills of their counterparts in the Outlands. Handle Animal and Ride are cross-class skills for imperial blackguards.

Class Features

All of the following new rules apply to the blackguard prestige class.

Weapon and Armor Proficiency: When a blackguard takes the Technical Proficiency feat, he automatically becomes proficient with all high-tech simple and martial weapons and all high-tech armor.

Detect Good: Imperial blackguards can *detect good* just like their Outlands counterparts, but blackguards can certainly not justify any illegal or violent action based on the information the divination provides. Of course, blackguards are rarely concerned with the technicalities of the law.

Smite Good: This power works normally, though the blackguard can be prosecuted for using it without proper cause.

Fiendish Servant: Imperial blackguards no longer have the ability to summon a fiendish servant at 5th level.

Divine Spellware: Blackguards gain access to divine spellware, just like paladins. This spellware is usually dark and profane in nature, and it is created by clerics of the blackguard's order. As long as a blackguard is in good standing with his church, he may purchase divine spellware enhancements of his choice. Divine spellware does not cost the blackguard credits, but the character must pay the listed XP cost when it is implanted. For more information on divine spellware, see Chapter 6: Magic Items, in the *Galaxy Guide*.

DWARVEN DEFENDER

Dwarven defenders are respected throughout the Dragon Empire. They are the guardians of noble houses, dwarven temples, remote outposts, and vulnerable dwarven colonies. A few dwarven defenders wander the galaxy on quests for some dwarven cause, but most rarely leave the place they have sworn to defend. Standing apart and alone, defenders avoid involving others in their duty unless the situation is truly dire.

Dwarven defenders in the Empire take full advantage of the technology available to them. Many elite units of dwarven defenders are outfitted with powered armor and heavy energy weapons. When they're dug in and prepared, they're impervious to all but the most concentrated attacks.

New Class Skills

The dwarven defender's new class skills (and the key ability for each skill) are Demolitions (Int) and Freefall (Dex).

Class Features

All of the following new rules apply to the dwarven defender prestige class.

Weapon and Armor Proficiency: When a defender takes the Technical Proficiency feat, he gains proficiency with all high-tech simple and martial weapons and all high-tech armor.

LOREMASTER

Information is power, and in the networked and multi-connected civilization of the Dragon Empire, there's a lot of information to be had. Loremasters concern themselves with sifting through and analyzing the vast flow of information, trying to find elusive pieces of the puzzles they're not even sure exist. With advanced computer technology, loremasters are no longer confined to libraries and archives. They can use their datapads to access planetary information networks just about anywhere on a civilized world. Of course, they're usually stuck with archaic methods when working in the Outlands.

New Class Skills

The loremaster's new class skills (and the key ability for each skill) are Cryptography (Int), Research (Wis), and Use Device (Int).

Class Features

All of the following new rules apply to the loremaster prestige class.

Limited Knowledge: The DM should keep loremasters' circumstances in mind when determining their access to different kinds of knowledge. A loremaster from an Outlands world with no previous contact with offworlders is unlikely in the extreme to have any information about the Dragon Empire. Of course, the loremaster *may* be the only living person who knows that his planet has had contact with offworlders. Loremasters can come up with all kinds of obscure and unlikely information, but they can't do the impossible.

Research: A loremaster with the Technical Proficiency feat gains a special competence bonus on all

Research checks equal to her class level. The loremaster is constantly using, testing, and personalizing modern data-processing methods and analysis.

SHADOWDANCER

The mysterious shadowdancer is as common in the Dragon Empire as in the Outlands. Shadowdancers are prized for their abilities as spies and operatives, sought after for their ability to slip in and out of even the most secure locations in the known galaxy. Some armies and covert organizations field entire units of shadowdancers dedicated to infiltrating deep into enemy territory, whether on the battlefield or in the boardroom. Other groups avoid shadowdancers, refusing to rely on forces they know they can't fully control.

New Class Skills

The shadowdancer's new class skills (and the key ability for each skill) are Demolitions (Int) and Freefall (Dex).

Class Features

All of the following new rules apply to the shadowdancer prestige class.

Weapon and Armor Proficiency: When a shadowdancer takes the Technical Proficiency feat, she automatically becomes proficient with high-tech simple weapons and light armor.

NEW PRESTIGE CLASSES

Characters in **Dragonstar** can choose from any of the prestige classes found in the d20 System core rules and supplements. Prestige classes unique to the Dragon Empire are presented here.

GUNDANCER

Gundancers are mystic warriors who master the spiritual discipline of the monk but follow the way of the gun. Others fight merely to survive, but the gundancer elevates the firefight to an artform. Gundancers are most effective in close combat, melding hand-to-hand fighting techniques with balletic gunplay in a symphony of destruction.

Monks who embrace technology yet hold to their spiritual training make formidable gundancers. Fighters, rangers, and paladins who seek the artistic perfection of



their violent craft also answer the gundancer's call. Rogues sometimes become gundancers to match their stealth and guile with combat prowess, and bards are often attracted to the music in the mayhem of the gundancer's way. Sorcerers, wizards, and clerics rarely become gundancers, as they either lack the combat training or the mindset that so glorifies violence.

Gundancers usually work alone or in groups with other character classes. They rarely join with others of their kind for any length of time, unless it is as mentor and student. NPC gundancers are often covert operatives, hired killers, street fighters, duelists, and wandering soldiers of fortune. They walk unknown among ordinary people, never recognized for what they are until they draw their guns and burst into frenetic action.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +5.

Jump: 5 ranks.

Tumble: 5 ranks.

Feats: Improved Unarmed Strike, Technical Proficiency, Weapon Focus (any firearm).

Special: Evasion, as the rogue and monk class ability.

Class Skills

The gundancer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Dex), Craft (Int), Concentration (Con), Freefall (Dex), Jump (Str), Listen (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the gundancer prestige class. Gundancers lose all of these abilities except armor and weapon proficiencies when wearing armor heavier than light.

Weapon and Armor Proficiency: Gundancers are proficient with all hi-tech simple weapons and all martial firearms. Gundancers are proficient with light armor.

Gun-Fu (Ex): When firing light firearms in a threatened area, gundancers do not provoke an attack of opportunity. In addition, gundancers gain a +2 competence bonus to all attempts to disarm an opponent wielding a firearm.

Gun Mastery (Ex): At 1st level, the gundancer gains

THE GUNDANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Gun mastery +, backfire
2	+2	+0	+3	+0	
3	+3	+1	+3	+1	Dead aim
4	+4	+1	+4	+1	Gun mastery +2
5	+5	+1	+4	+1	Dodge fire
6	+6	+2	+5	+2	
7	+7	+2	+5	+2	Gun mastery +3, <i>haste</i>
8	+8	+2	+6	+2	
9	+9	+3	+6	+3	Firestorm
10	+10	+3	+7	+3	Gun mastery +4, absorb energy

a +1 competence bonus on all attack rolls with light firearms. This bonus increases to +2 at 4th level, +3 at 7th level, and +4 at 10th level.

Backfire (Ex): At 1st-level, a gundancer who makes a successful disarm attack against an opponent wielding a firearm that is light for the gundancer may instead choose to immediately take a free attack with that firearm against its former user. The gundancer must have at least one hand free to use this ability, and the attack uses his primary attack bonus. Only a single shot can be fired with this free attack.

Dead Aim (Su): At 3rd-level, a gundancer may, as a full action, fire a single shot with a firearm that ignores any AC bonuses for cover and any miss chance for concealment, as long as the target has less than total cover or concealment. The shot uses the gundancer's primary attack bonus.

Dodge Fire (Su): Once per day, a 5th-level gundancer can dodge all ranged attacks made against him for one round, from the start of his action until the beginning of his next action. Any ranged attacks targeting the gundancer during this round automatically miss. The gundancer must use a full action to dodge fire.

Haste (Sp): Once per day, a 7th-level gundancer can explode into an awe-inspiring burst of speed and flurry of action. The gundancer acts as if affected by the 3rd-level spell *haste*. The effect lasts a number of rounds equal to the character's class levels in gundancer.

Firestorm (Ex): In lieu of his regular attacks, once per day the 9th-level gundancer can fire one shot or burst (if the weapon is automatic) at every target within range, to a maximum of one target for every gundancer

class level. Each attack uses the gundancer's primary attack bonus, and each enemy may only be targeted by a single shot or burst. The gundancer may not fire more shots or bursts than he has remaining ammunition.

Absorb Energy (Su): Once per day, the 10th-level gundancer can attempt to absorb and disperse a single shot from an energy weapon that hits him. The gundancer makes a Fortitude save (DC 25). If the save is successful, the gundancer takes no damage from the attack and in fact immediately heals 1d6 points of damage for every die of damage inflicted by the attack.

NEGOTIATOR

The negotiator makes his way in life not with might, stealth, or magic, but with smooth tongue, a cunning mind, and a keen wit. The ultimate fast talker, the negotiator is an operator, charmer, and manipulator. Whether navigating the corridors of power on Draconis Prime or selling artifacts at a vendor's stand in an Outlands bazaar, the negotiator wields words like a lethal weapon.

Negotiators are diplomats, politicians, merchants, traders, executives, and con artists. Social situations of all kinds are their natural habitat, and they have an uncanny knack for convincing others to see things their way. Some negotiators represent powerful patrons such as nobles, industrialists, and crimelords. Others are independent operators and opportunists who have learned to rely on and look out for themselves.

Bards make excellent negotiators, as they are already masters of the spoken word. Rogues also make capable negotiators, as deception and misdirection are so often



crucial to their work. Wizards and sorcerers serving as court mages and advisors sometimes become negotiators, though they are usually reluctant to abandon their pursuit of magical power and knowledge. Clerics devoted to missionary work or the administration of a large congregation or sect sometimes become negotiators as well. Fighters, rangers, and paladins rarely become negotiators unless they've won titles, lands, or military commands for themselves.

Hit Die: d6.

Requirements

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

Feats: Iron Will, Leadership.

Bluff: 8 ranks.

Diplomacy: 8 ranks.

Innuendo: 8 ranks.

Sense Motive: 8 ranks.

Class Skills

The negotiator's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Int), Research (Wis), Search (Int), Sense Motive (Wis), Speak Language, and Spot (Wis).

Skill Points at Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the negotiator prestige class.

Weapon and Armor Proficiency: The negotiator gains no additional weapon or armor proficiencies. His wit and tongue are her most important weapons.

Bonus Languages: Language is the negotiator's most important tool. At 1st level and every two levels thereafter (3rd, 5th, 7th, and 9th) the negotiator gains a new language just as if he had spent a skill point on Speak Language. The negotiator is an attentive listener and quick learner, picking up these languages from documents, foreign travelers, books, and other sources.

First Impression (Ex): A negotiator adds his class levels in the negotiator prestige class to all Charisma checks to alter an NPC's attitude (DMG 149).

Fast Talk (Ex): A negotiator may always take 10 on Bluff, Diplomacy, Intimidate, and Sense Motive checks,

THE NEGOTIATOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Bonus language, <i>tongues</i>
2	+1	+0	+0	+3	<i>Discern lie</i> 1/day
3	+1	+1	+1	+3	Bonus language, <i>suggestion</i>
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	Bonus language, slippery mind
6	+3	+2	+2	+5	Detect scrying and surveillance, <i>discern lie</i> 2/day
7	+3	+2	+2	+5	Bonus language
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	Bonus language
10	+5	+3	+3	+7	Mindscan, <i>discern lie</i> 3/day

even in stressful situations that would ordinarily not allow it.

Tongues (Sp): The negotiator is a master of many languages, but he can never know them all. Fortunately, he picks up language so naturally that he can often manage to communicate even in languages he isn't familiar with. Once per day, a negotiator can converse in an unfamiliar language as if he were affected by the *tongues* spell. The negotiator must be able to listen to the spoken language for at least an hour before using the ability and the effect lasts for one hour per negotiator class level. The negotiator can only use this ability to converse in a single language at a time.

Discern Lie (Sp): At 2nd level, the negotiator gains the ability to *discern lies* once per day. The ability works just like the spell, but it requires no spell components. The effect lasts a number of rounds equal to the character's class levels in negotiator. The negotiator can use this ability twice per day at 6th level and three times per day at 10th level.

Suggestion (Sp): At 3rd level, the negotiator gains the spell-like ability to affect the minds of those around him. This ability works just like the *suggestion* spell, and the character's caster level for the purposes of level-dependent effects is equal to his class levels.

Slippery Mind (Ex): At 5th level, the negotiator gains the ability to wriggle free from magical effects that would otherwise control or compel him. If the negotiator is affected by an enchantment and fails his saving throw, 1 round later he can attempt the saving throw again. If it fails as well, the spell's effects proceed normally.

Detect Scrying and Surveillance (Su): At 6th level, the negotiator can always tell when someone is spying or eavesdropping on him by means both magical and technological. This works just like the *detect scrying* and *detect surveillance* spells, but it is always in effect and requires no effort from the negotiator.

Mindscan (Su): At 10th level, a negotiator develops the ability to sense the surface thoughts and emotions of a living creature within 30 feet that he can see. The negotiator can use this ability as a standard action a number of times per day equal to his Charisma modifier. The chosen target must make a Will save (DC 15 + negotiator's class level) to negate the effect. If the save fails, the negotiator knows exactly what the target is thinking and feeling, including the target's immediate inclinations and plan of action. The negotiator knows if the target is speaking truthfully, at least within the limits of the target's knowledge—the negotiator won't know if the target is simply mistaken about something. The effect lasts 10 rounds or until the negotiator stops concentrating, whichever comes first.

TECHNOMANCER

The Dragon Empire is supported by the twin pillars of magic and machine. Wizards and mechanists devote their lives to mastering one or the other. A rare few indeed can master both. Technomancers are arcane technicians who study and exploit the interaction of magic and technology. They use both their magic and their technical training to operate, modify, repair, and even destroy machines of all kinds.



Mechanists often become technomancers for the opportunity to gain arcane knowledge and to develop the bond they seem to share with machines. Wizards become technomancers to focus their study of magic, finding new ways to apply it to the technology the Empire depends on. Bards occasionally become technomancers to give themselves an edge in technological civilization. Other classes rarely follow this path, as they either lack the necessary technical background and aptitude or the interest in and ability to work arcane magic.

Technomancers often work together in universities, corporate R&D labs, government research institutes, or private workshops. They enjoy sharing ideas, critiquing their latest theories, and demonstrating their most brilliant inventions. Technomancers are sometimes freelancers, hiring themselves out to tackle specific design issues or troubleshoot problems for their clients. Other technomancers are reclusive inventors and arcanists, working in isolated laboratories and workshops on secret projects that only they can understand.

Hit Die: d6.

Requirements

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

Feats: Technical Proficiency, one item creation feat.

Repair: 5 ranks.

Use Device: 8 ranks.

Spellcasting: Ability to cast 1st-level arcane spells.

Class Skills

The technomancer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Cryptography (Int), Decipher Script (Int, exclusive skill), Disable Device (Int), Knowledge (all skills, taken individually) (Int), Profession (Int), Repair (Int), Research (Wis), Scry (Int), Spellcraft (Int), Use Device (Int), and Use Magic Device (Cha, exclusive skill).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the technomancer prestige class.

Weapon and Armor Proficiency: The technomancer gains no additional weapon or armor proficiencies.

Arcane Tools (Su): At 1st level, a technomancer can manipulate matter and energy magically on small scales.

THE TECHNOMANCER

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1	+0	+0	+0	+2	Arcane tools
2	+1	+0	+0	+3	Energy flux
3	+1	+1	+1	+3	<i>Confuse construct</i>
4	+2	+1	+1	+4	Enhance construct
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	<i>Dominate machine</i>
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Meld with construct

Level	Spells per Day			
	1st	2nd	3rd	4th
1	0	—	—	—
2	1	—	—	—
3	1	0	—	—
4	1	1	—	—
5	1	1	0	—
6	1	1	1	—
7	2	1	1	0
8	2	1	1	1
9	2	2	1	1
10	2	2	2	1

When working on or with any mechanical or electronic device, the technomancer is always considered to have tools equivalent to the most appropriate masterwork tools for his task. For example, a technomancer repairing a robot always receives the +2 circumstance bonus he would gain if he were using a masterwork robotics toolkit. This ability simply allows the technomancer to work without tools—the bonuses do not stack with those gained from actually using the appropriate tools.

Energy Flux (Su): At 2nd level, the technomancer's ability to manipulate energy allows him to alter the energy type of any one energy weapon within 100 feet. The technomancer can use this ability once per day as a standard action and the effect lasts a number of rounds equal to his class levels in technomancer. If used against a weapon wielded, held, or carried by an unwilling

opponent, the ability requires a ranged touch attack. The ability simply changes energy type: None of the weapon's other characteristics or statistics, such as range and damage, are altered. The technomancer can use this ability twice per day at 5th level and three times per day at 8th level.

Confuse Construct (Sp): At 3rd level, the technomancer gains the ability to alter a construct's arcane or computer programming. The ability works against both magical constructs and robots, but not vehicles. The effect is identical to the *confusion* spell as cast by a spellcaster of the technomancer's character level. The technomancer can use this ability once per day at 3rd level, twice per day at 6th level, and three times per day at 9th level.

Enhance Construct (Sp): At 4th level, the technomancer gains the ability to enhance a construct's physical abilities. The ability works on both magical constructs and robots, but not on vehicles. The effect is identical to one of *bull's strength* or *cat's grace* (but not both) at the technomancer's discretion, as cast by a spellcaster of the technomancer's character level. The technomancer can use the ability once per day at 4th level and twice per day at 8th level. He cannot use enhance construct twice on the same construct to enhance the same ability. The technomancer, at 8th level or higher, can use the ability twice on the same construct to enhance both Strength and Dexterity.

Dominate Machine (Sp): At 7th level, the technomancer gains the ability to completely control a construct, vehicle, or other machine as a standard action. The effect of the ability is identical to the *dominate person* spell as cast by a spellcaster of the technomancer's character level. A magical or robotic construct may make a Will save to negate the effect, but vehicles and other machines typically do not receive saving throws. The technomancer can use this ability once per day.

Meld with Construct (Su): At 10th level, the technomancer gains the ability to transform himself and all his equipment into an insubstantial energy pattern. He must then immediately attempt to possess a magical or robotic construct as a full-round action. The construct may make a Will save (DC 20) to resist the effect. If the saving throw is failed, the technomancer inhabits the construct and completely controls its actions. The technomancer keeps most mental abilities and gains some physical ones, as with *polymorph other* (except that the technomancer gets the construct's actual physical abilities, not average ones). The effect lasts one hour per class level in technomancer. If the save succeeds, the technomancer immediately reforms in his physical body.

Spells: Beginning at 1st level, a technomancer gains the ability to cast a small number of arcane spells. To cast a spell, the technomancer must have an Intelligence score of at least 10 + the spell's level, so a technomancer with an Intelligence of 10 or lower cannot cast these spells. Technomancer bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the technomancer's Intelligence modifier. When the technomancer gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A technomancer without a bonus spell for that level cannot yet cast a spell of that level.) The technomancer's spell list appears below. A technomancer prepares and casts spells just as a wizard does.

Technomancer Spell List

Technomancer's choose their spells from the following list:

1st level—*animate rope, cause light damage, detect secret doors, endure elements, endure radiation, enlarge, erase, hold portal, identify, mage armor, magic weapon, nystul's magical aura, nystul's undetectable aura, reduce, reinforce, repair light damage, shocking grasp, tenser's floating disk, true strike, unseen servant.*

2nd level—*arcane lock, cause moderate damage, continual flame, electric scry, instant reboot, knock, leomund's trap, locate object, magic bullets, obscure object, power down, protection from arrows, pyrotechnics, refuel, repair moderate damage, resist elements, resist radiation, shatter.*

3rd level—*cause serious damage, detect surveillance, explosive runes, greater magic weapon, keen edge, protection from elements, protection from radiation, repair serious damage, shrink item.*

4th level—*cause critical damage, fire trap, minor creation, repair critical damage, stonewall.*

ORIGINAL NPC CLASSES

Most citizens of the Dragon Empire are not fighters, clerics, or wizards. They are ordinary people doing ordinary jobs and leading ordinary lives. This section describes changes and additions to the NPC classes from the core rules.

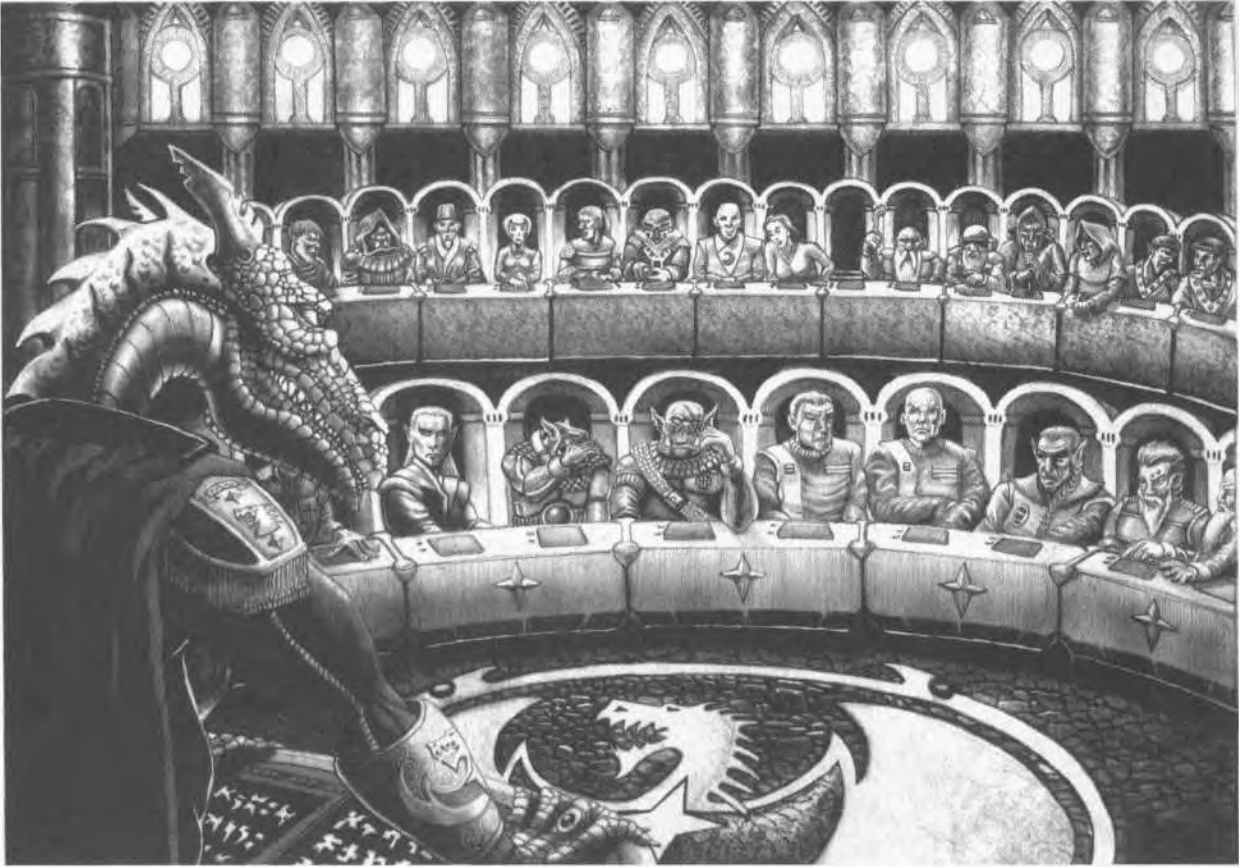
Technical Proficiency: NPCs who are citizens of the Dragon Empire, or who have spent a significant amount of time in technological civilization, receive the Technical Proficiency feat for free.

ADEPT

Adepts are usually found among the traditional cultures of Outlands worlds. Adepts can also sometimes be found in isolated colonial settlements on the fringes of the Empire. Other adepts follow traditional religions and have not accepted the grand doctrine of the Unification Church or the theological reductionism of the Dualists. These adepts consider themselves the last true followers of their ancient religions, and they often despise those who have abandoned their faith.

Class Features

Weapon and Armor Proficiency: When an adept takes the Technical Proficiency feat, he gains proficiency with all high-tech simple weapons.



Unification: If an adept from an Outlands world worships a deity that shares at least one domain with one of the deities of the Unification Church and is within a step of that deity's alignment either way, the character may be worshipping an aspect of that deity. Ideally, the adept will also be able to find a thematic match between her patron deity and one of the archetypes of the Unification Church. If the character chooses, she can convert to the Unification Church and suffer no penalties or hindrances for doing so. At the DM's discretion, this choice can be taken out of the adept's hands if her entire religious hierarchy converts. Of course, there could certainly be those who rebel against such a conversion, and the NPC adept may well be among them.

The Dualist Heresy: Adepts may also convert to the Dualist Heresy. Good adepts must worship the Creator, evil adepts must worship the Adversary, and most neutral adepts honor both, emphasizing the totality of the opposition rather than one side of it.

Familiar: Familiars have a protected and privileged position in imperial society. Legally, that position is somewhere between a common animal's and a citizen's. In effect, a familiar in the company of his master is considered an extension of the master. Familiars are always allowed in any area open to passengers aboard a starship and in most public places in cities. They are allowed on

any planet under imperial rule, and the lengthy quarantines that mundane animals are subject to are waived for familiars. On the other hand, the master is also responsible for his familiar—the master can be held legally accountable for anything the familiar does.

ARISTOCRAT

In the Dragon Empire, aristocrats are usually either dragons, half-dragons, or sorcerers. The former ruling aristocracies survive on some newly colonized worlds, though typically without real power or authority. They have usually disappeared entirely within a generation or two. The aristocrat NPC class may also be appropriate for wealthy merchants and industrialists who, while not of noble birth, have the fortune and fame to move in the circles of high society.

New Class Skill

The aristocrat's new class skill (and its key ability) is Pilot (Dex) and Urban Lore (Wis).

Class Features

Weapon and Armor Proficiency: When an aristocrat takes the Technical Proficiency feat, he gains proficiency with all high-tech simple weapons and all high-tech light armor.

COMMONER

Most of the citizens of the Dragon Empire are commoners. They are laborers, clerks, farmers, secretaries, managers, shopkeepers, and factory workers. Of course, the commoners of the Dragon Empire—despite inequities in wealth and power—are far better off than most of their counterparts in the Outlands. Their standards of living are much higher, their life expectancies are longer, and even the hardest working have never toiled in the fields from dawn until dusk, day after day, year after year. The fact is, while magic is usually reserved for a powerful few, everyone benefits from technology. Commoners have, perhaps, benefited most of all.

New Class Skills

Commoners gain no new class skills. Ordinary people with specialized skills are experts (see below). Handle Animal and Ride are cross-class skills for imperial commoners.

Class Features

Weapon and Armor Proficiency: When a commoner takes the Technical Proficiency feat, he gains proficiency with a single simple weapon of his choice. Commoners are not proficient with other weapons, armor, or shields.

EXPERT

Experts are the skilled specialists who fill the Empire's professional ranks. They are computer programmers, scientists, doctors, technicians, attorneys, and entrepreneurs. Some work for the same company all their lives, others open their own businesses, and still others work as freelance consultants. Experts are often highly skilled and capable, but they lack the curiosity, sense of wonder, and courage in the face of danger that drive most adventurers.

New Class Skills

The expert can choose any 10 skills to be class skills, including any new ones described in this book. These must be selected at character creation and approved by the DM. These skills should be relevant to the expert's profession or background. The expert must have the Technical Proficiency feat to select class skills that depend on technology, such as Repair and Use Device.

Class Features

Weapon and Armor Proficiency: When an expert takes the Technical Proficiency feat, he gains proficiency with high-tech simple weapons and light armor.

WARRIOR

Warriors are the common soldiers and officers who fill the ranks of armies, police forces, and security firms. Some work as freelancers or military consultants, living the life of the mercenary. Warriors can be formidable, but they lack the training and experience of true fighters.

New Class Skills

The warrior's new class skills (and the key ability for each skill) are Demolitions (Int), Freefall (Dex), and Pilot (Dex).

Class Features

Weapon and Armor Proficiency: When a warrior takes the Technical Proficiency feat, he gains proficiency with all high-tech simple and martial weapons and all light and medium high-tech armor.

NEW NPC CLASS

THUG

Thugs are to rogues what warriors are to fighters—less skilled individuals who nonetheless can be effective in their own circles. They are petty thieves and muggers, mercenaries, pirates, hackers, gangsters, bouncers, and con artists.

Most thugs are specialists—a pickpocket, a stickup artist, or a discount-rate contract killer, unlike the well-rounded rogues.

Hit Die: d6.

THE THUG

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Backstab +1d4
2	+1	+0	+3	+0	
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Backstab +2d4
6	+4	+2	+5	+2	
7	+5	+2	+5	+2	
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	
10	+7/+2	+3	+7	+3	Backstab +3d4, combat feat
11	+8/+3	+3	+8	+3	
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+9	+4	
14	+10/+5	+4	+9	+4	
15	+11/+6/+1	+5	+9	+5	Backstab +4d4, special ability
16	+12/+7/+2	+5	+10	+5	
17	+12/+7/+2	+5	+10	+5	
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	
20	+15/+10/+5	+6	+12	+6	Backstab +5d4, combat feat

Class Skills

The thug's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Cryptography (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Wis), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Device (Int), and Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) x 4.

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

Class Features

All of the following are class features of the thug NPC class.

Weapon and Armor Proficiency: Outlands thugs are proficient with crossbow (hand or light), dagger, dart, light mace, sap, shortbow, and short sword. Medium-size thugs are also proficient with club, heavy crossbow,

heavy mace, morningstar, quarterstaff, and rapier. Thugs are proficient with light armor. Thugs who take the Technical Proficiency feat gain proficiency with all high-tech simple weapons and light armor.

Backstab: Thugs are not as subtle or skilled as rogues, but they still know that the fastest way to a man's heart is through his ribcage. A thug may perform a backstab against an opponent who does not get his Dex bonus to AC. This does not include flanked opponents and cannot be performed with a ranged attack. A backstab does 1d4 points of bonus damage, increasing with experience. All the limits of sneak attacks apply to the backstab ability.

Combat Feat: Thugs lead rough lives. At 10th level, a thug may pick one feat from the fighter's list of bonus feats, except for Weapon Specialization. A second feat may be chosen at 20th level. A thug must meet all prerequisites to use his chosen feat.

Special Ability: At 15th level, a thug may choose *crippling strike*, *defensive roll*, or *opportunist* from the rogue's list of special abilities.

CHAPTER FOUR

SKILLS

INTRODUCTION

Open Game Content in this chapter includes game rules, statistics, abilities, mechanics, and material derived from the d20 System SRD, including all skill names and game mechanics. Descriptions and setting information are designated as closed content.

All of the skills described in the d20 System core rules are available to characters in **Dragonstar**. This chapter presents new rules to expand those skills for use in this high-tech, space opera setting. It also introduces new skills unique to **Dragonstar**.

Skills represent abilities you can learn and improve as you gain experience. The core skills for your class are class skills while those that aren't core skills are cross-class skills. You can gain a rank in a class skill for one skill point, but a cross-class skill will cost you two. A few skills are exclusive to certain classes and can't be learned by others.

The description of each class in Chapter 3 lists class skills, cross-class skills, exclusive and exclusive skills for each original and new core class, prestige class, and NPC class.

ORIGINAL SKILLS

Each of the standard skills is listed in the following section. Most of these skills are unmodified from their original descriptions. However, the technology and unique environments of the **Dragonstar** setting expand the scope and function of many skills.

ALCHEMY (INT; TRAINED ONLY)

Alchemy is a strange blend of magic and science that has fallen out of favor among the aristocracy. Many sorcerers of the Dragon Empire consider this discipline below their station, the sort of arcane tinkering that wizards do. Alchemy has not lost its power, however, and wise sorcerers have not abandoned it. Wizards continue to emphasize the discipline in their studies. Alchemy is still a class skill for both sorcerers and wizards.

Special: If you have 5 or more ranks in Knowledge (chemistry), you get a +2 synergy bonus on Alchemy checks. Despite their different traditions, alchemy and chemistry are closely related.

ANIMAL EMPATHY (CHA; TRAINED ONLY; DRUID, RANGER ONLY; GRAVITY CHECK MODIFIER)

Characters exploring new worlds encounter all manner of strange beasts of all varieties. Some are exotic and rare, but most are found on all the worlds of the Empire.

Special: Most animals use all of their senses to communicate. If the animal you're interacting with can see you but can't hear you, you suffer a -4 circumstance penalty on your Animal Empathy check. The standard penalties for unskilled maneuvers in variant gravities apply. See the Freefall skill, page 79, and the High-G Tolerance and Low-G Tolerance feats, pages 88 and 89, for more details. Sudden, uncontrolled motion will often spook an animal, and it's hard to control your demeanor when you're having trouble controlling your own body.

APPRAISE (INT)

Appraising the value of an item or object is less a science than an art. The price a person is willing to pay is

often influenced by his culture and personal wants and needs. There's no simple formula capable of covering so many variables. Tools are available, however, that make the job a little easier.

Special: If you have access to an appraisal kit, you gain a +4 circumstance bonus on Appraise checks. This bonus does not stack with circumstance bonuses provided by any other equipment.

BALANCE (DEX; ARMOR CHECK PENALTY; GRAVITY CHECK MODIFIER)

It's much easier to maintain your balance in a familiar environment. When a planet's gravity is significantly different from that of your native world, the task is much more difficult.

Special: Changes in gravity can affect your sense of balance. Any time you stand up or move after you experience a change in gravity, make a Balance check. The DC is 10 plus the gravity check modifier. If the check fails, you fall prone (or float prone, if you're in zero-gravity).

If you're standing on a metallic, magnetically attractive surface (like that of most starcraft hulls) in a low- or zero-gravity environment and are wearing magnetic boots, the gravity check modifier does not apply to the DC.

BLUFF (CHA)

This skill may allow you to talk your way past an ISPD officer in a high-security detention facility, but advanced technology poses a real challenge to the art of deception and misdirection.

Special: If you're trying to bluff while you're being monitored by a behavior analyzer, it's a lot harder to get away with it. The device grants a circumstance bonus to the user's Sense Motive check. However, if you're aware that a behavior analyzer is being used, you gain a +2 circumstance bonus on your Bluff check.

CLIMB (STR; ARMOR CHECK PENALTY; GRAVITY CHECK MODIFIER)

Use this skill to scale the side of a skyscraper towering high above the clouds or to scramble up an access ladder on the engineering deck of your starship.

Special: If the surface to be climbed is made of magnetically attractive metal (as are the hulls of most starships and space stations), you can use magnetic boots and gauntlets. These grant you a +2 circumstance bonus to your Climb checks, and these bonuses stack with those offered by other climbing gear. It's still possible for you to fall even with these devices, though.

You can use specialized grippers or suction cups to climb a flat, smooth, and dry surface (DC 10), like the glassy exterior of a building or starcraft. However, these devices are useless on rough, wet, or oily surfaces.

The Climb skill is not used in zero-gravity environments. Use the Freefall skill instead.

CONCENTRATION (CON; GRAVITY CHECK MODIFIER)

You can use this skill to maintain your focus even when you're in a zero-g environment, tumbling out of control.

Special: If you're out of control in a zero-g environment, you must make a Concentration check to cast a spell or make a check against any mental skill whose key ability is Intelligence, Wisdom, or Charisma. See Freefall for more details.

CRAFT (INT)

In the Dragon Empire, the age of the independent artisan and craftsman are long past. High-tech devices and equipment cannot be built or created without specialized tools. Many cannot be crafted without advanced manufacturing or production facilities. You must also have the Technical Proficiency feat to craft high-tech gear. These trades include biotechnology, electronics, gunsmithing, mechanics, metallurgy, pharmaceuticals, printing, and robotics.

Other Craft skills are enhanced by the Technical Proficiency feat. If you have the Craft (armorsmithing) skill, for instance, you are trained in the construction of archaic armors, such as chainmail and field plate. However, if you have the Technical Proficiency feat, you can construct the high-tech armors common in the Dragon Empire as well.

With your DM's permission, you can create your own Craft skills. The DM should determine if a new Craft skill requires or is enhanced by the Technical Proficiency feat.

Check: You can earn 20 times your check result in credits each week.

Use the standard Craft rules for creating high-tech equipment and devices. However, if you are forced to use improvised tools or facilities, you must make the check with a -4 circumstance penalty. The DM may rule that a high-tech device cannot be made without adequate tools, materials, and facilities.

The DM may also rule that complex devices are constructed of several distinct components that must be crafted separately. A starship, for instance, is made up of hundreds of high-tech components. Creating a starship from scratch takes months at a modern shipbuilding facility.

CRAFT DCs

Item	Example	Craft	DC
High-tech armor	Combat armor	Armorsmith	20 + AC bonus
Slug thrower	Autopistol	Gunsmith	20
Energy weapon	Laser rifle	Gunsmith	30
Simple electronic device	Personal comm	Electronics	20
Average electronic device	Datapad	Electronics	25
Complex electronic device	Multiscanner	Electronics	30
Simple mechanical device	Door lock	Mechanics	20
Average mechanical device	Turbofan	Mechanics	25
Complex mechanical device	Vehicle engine	Mechanics	30

A caster with the Technical Proficiency feat can create high-tech items with a *fabricate* spell. However, the caster must make the appropriate Craft check, too. The *minor creation* spell, on the other hand, is inappropriate for most high-tech items. Few are made exclusively from wood or paper.

Special: Untrained laborers earn about 250 credits each week.

If you have 5 or more ranks in a Craft skill, you get a +2 synergy bonus on Repair checks when repairing the corresponding type of device.

DECIPHER SCRIPT (INT; TRAINED ONLY; BARD, ROGUE ONLY)

You can use this skill to unravel the meaning of most written communications. The many cultures of the Dragon Empire speak the same languages, so you don't suffer any penalties when using this skill on a planet other than your homeworld.

However, if the text, document, or file is mathematically encoded, you need the new Cryptography skill to unlock its meaning.

Special: This skill cannot be used to interpret the machine code in which computers, robots, and soulmechs communicate.

DIPLOMACY (CHA)

You will encounter countless new worlds and civilizations in your adventures across the Dragon Empire. While the inhabitants of these many worlds all look the same and speak the same languages, there are many subtle social and cultural differences between them. If you're unaware of these customs and traditions, it can sabotage your ability to develop friendly relations with those you meet.

Special: If you are from a radically different back-

ground, culture, or civilization from the person you're interacting with, it can have a significant impact on your Diplomacy checks. For example, if you're from Draconis Prime and the person you're dealing with is from the Outlands, she might be impressed or even awed by your technologically advanced culture. Of course, she may also react with hostility and fear.

The DM can apply the following situational modifiers when representatives of markedly different cultures are interacting. The modifier should always be applied to the active character's Diplomacy check.

Situation	Modifier
Subject is impressed by you or people like you	+2
Subject is awed by you or people like you	+4
Subject is wary of you or people like you	-2
Target is hostile to you or people like you	-4

DISABLE DEVICE (INT; TRAINED ONLY)

The high technology of the Dragon Empire is far more sophisticated and complex than the simple mechanical devices common to most worlds in the Outlands. Nevertheless, even the most advanced devices have weaknesses. With the right knowledge and tools, you can defeat just about any device you encounter.

DISABLE DEVICE DCs

Device	Time	DC*	Example
Simple	1 round	10	Jam a magnetic lock
Tricky	1d4 rounds	15	Sabotage a turbofan
Difficult	2d4 rounds	20	Disarm a trap or security system, reset a trap or security system
Wicked	2d4 rounds	25	Disarm a complex trap or security system, cleverly sabotage a complex mechanical or electronic device, such as a computer or robot

* If the character attempts to leave behind no trace of the tampering, add 5 to the DC.

Check: The DCs to disable technological devices use the same scale as those in the core rules. However, you must have the Technical Proficiency feat to bypass, sabotage, or disarm these devices.

Special: If you have 5 or more ranks in the Demolitions skill, you get a +2 synergy bonus when attempting to disable an explosive device.

DISGUISE (Cha)

Advanced technology such as retinal and fingerprint scans can be a serious challenge to the art of disguise.

Special: If you use an advanced disguise kit (see page 110), you get a +4 circumstance bonus on Disguise checks. This bonus does not stack with any other bonuses due to similar equipment.

ESCAPE ARTIST (Dex; Armor Check Penalty; Gravity Check Modifier)

Performers across the Empire use this skill to perform daring escapes from deadly situations that seem impossible to survive. Adventurers use it to wriggle out of restraints or escape the clutches of hungry creatures.

Check: Restraint systems and devices in the Dragon Empire are much more sophisticated than they are on most Outlands worlds.

Restraint

Restraint	DC
Zipcuffs	30
Handcuffs	35
Straightjacket	40
Bodywrap	45

FORGERY (Int)

In the Dragon Empire, manual forgery of hardcopy documents is mostly an obsolete art. Forgery is sometimes used for signatures, but most everything else is copied by means of sophisticated imaging and production technology.

Check: When forging a handwritten document or a handcrafted piece of art, use the standard forgery rules. Forging anything more complex requires the proper equipment. This means setting up and maintaining a proper lab or acquiring access to one. This grants you a +10 circumstance bonus on your Forgery check.

However, the means of detecting forgeries have gotten more sophisticated as well. Digital signatures are embedded in many products and devices, and the authorities have advanced devices capable of identifying and evaluating them for authenticity. In general, these devices grant a +10 circumstance bonus on Spot checks to detect forgeries.

Advanced technology often benefits criminals and authorities equally. These new tools have made it difficult to detect forgeries without the proper equipment. Similarly, an investigator with the right equipment is almost impossible to deceive with manual forgeries.

GATHER INFORMATION (Cha)

This skill is used exclusively to develop contacts and collect information from other people. It is typically of little use when you're searching for information in libraries, archives, and online databases. That requires the new Research skill.

Special: If you have access to advanced communications technology, such as InfoNet access or even access to a simple telecom network, it's much easier to work contacts, informants, and other information sources.



You gain a +2 circumstance bonus on your Gather Information checks when using these resources.

HANDLE ANIMAL (Cha; TRAINED ONLY)

In the Dragon Empire, machines have almost completely replaced animals as means of transportation. In this technological civilization, animals are commonly used only for entertainment or for food. However, this is still a crucial survival skill for adventurers on expeditions deep into the Outlands.

As with the sentient races, the same animals are found on most of the worlds of the Empire. You don't suffer any penalties for using this skill on unfamiliar planets.

HEAL (Wis)

The Dragon Empire has made great advances in medical science, and both aristocrats and commoners lead much longer, healthier lives than most people in the Outlands. However, medical science cannot compete with the miraculous powers of divine magic. When this magic is available, it is almost always used instead of expensive technologies and invasive surgery. Of course, healing magic is rarely available to the masses.

Check: If you're using a medkit, you get a +4 circumstance bonus on Heal checks. If you can treat your patient in a proper medical facility, such as a hospital, sick bay, or infirmary, you get a +10 circumstance bonus on your checks.

Special: The Profession (herbalist) skill has been almost entirely supplanted by the Profession (pharmacist) skill. If you have 5 or more ranks in Profession (herbalist), you gain a +2 synergy bonus on Heal checks. If you have 5 or more ranks in Profession (pharmacist), you gain a +4 synergy bonus on Heal checks. These bonuses do not stack.

HIDE (Dex; ARMOR CHECK PENALTY; GRAVITY CHECK MODIFIER)

Stealth and concealment technologies as well as devices designed to defeat them are highly developed in the Dragon Empire.

Special: Armor and clothing are available in camouflage patterns that make it very difficult to spot you when you're hiding in an appropriate environment. The ultimate in personal stealth technology is the intrusion suit, which changes color and temperature to match your surroundings (see page 111).

INUENDO MODIFIERS

Speaking with	Modifier	Example
Someone from a similar culture	—	A person from a different city on the same planet
Someone from slightly different culture	-2	A person from a different imperial planet
Someone from a significantly different culture	-4	A person from an Outlands world
Someone from a radically different culture	-8	A person from a barbaric or primitive culture on an Outlands world

INUENDO (Cha)

This skill is used to pass secret messages or converse in coded language. If you and the person you're conversing with are from very different cultures, however, it can be difficult to find shared meanings that will not also be obvious to anyone listening.

Special: The DM may impose a circumstance penalty on your Innuendo checks if you're using the skill with someone from a different culture or civilization. Use the listed guidelines to set these penalties. The examples assume that you're from the Empire.

INTIMIDATE (Cha)

The intent behind a threat—implied or otherwise—is usually clear. You do not suffer penalties for interacting with people from different cultures when using this skill.

INTUIT DIRECTION (Wis; Trained Only)

In space, absolute direction loses its meaning and it can be difficult to get your bearings. However, this skill still gives you an innate sense of your relative position in the galaxy.

Check: When you're on the surface of a planet or large moon, use the standard rules for this skill. If you're in space and have the Technical Proficiency feat, you can concentrate for 1 minute to determine your relative position in the galaxy (DC 15). If the check succeeds, you know your approximate position relative to the galactic center and your position above or below the galactic plane.

Untrained characters can't use this skill, but some may be able to determine their position in space using other indicators, such as the arrangement of the stars.

JUMP (Str; Armor Check Penalty; Gravity Check Modifier)

On a low-gravity world, you can use this skill to leap great distances and large obstacles. On a high-g world, you may not be able to jump at all.

Special: The distance of your leap must be divided by the local gravity. For example, if you're on a 2g planet (standard gravity is 1g), you can jump half as far as normal. However, if you're on a planet with 1/5 standard gravity (0.2g), you multiply the length or height of your leap by 5.

On some low-g worlds, it's faster to jump than it is to walk or even run. Be sure to scout out the terrain, though, since it's usually impossible to change course once you leave the ground. If you attempt a leap on a low-g planet and your check result is less than 10, the DM should roll on the grenadelike weapons table (PHB 138) to determine where you land.

KNOWLEDGE (Int; Trained Only)

There are many new fields of knowledge in *Dragonstar*, and most of them involve the scientific study of the universe. Several sample Knowledge skills are described below, and you're encouraged to work with your DM to develop new ones.

- Astronomy (stellar processes and statistics, astronomical phenomena)
- Biology (processes, anatomy, zoology, botany)
- Chemistry (chemical processes, analysis, interactions of inorganic matter)
- Mathematics (arithmetic, algebra, geometry, calculus, and other systems of measuring and relating quantities)
- Physics (gravity, thermodynamics, electromagnetism, optics)

Special: Your use of Knowledge skills is limited to your relevant education and experience. For instance, a character from a newly annexed planet in the Outlands who has the Knowledge (history) skill isn't likely to know anything about the history of the Dragon Empire. Conversely, the Emperor's personal historian probably won't know any of the historical details of that character's planet.

LISTEN (Wis)

Devices such as microbugs and surveillance lasers make it extremely easy to eavesdrop on the conversations of others. Of course, there are also devices designed to detect and counter these technologies. See Chapter 6: Equipment for more details.

MOVE SILENTLY (Dex; ARMOR CHECK PENALTY; GRAVITY CHECK MODIFIER)

If you're in an unfamiliar environment and have difficulty coordinating your movement, it will be very difficult for you to move quietly. Variant gravities can therefore present a serious problem for characters attempting to be stealthy.

OPEN LOCK (Dex; TRAINED ONLY; GRAVITY CHECK MODIFIER)

Locks common in the Dragon Empire are far more advanced than those found in the Outlands. While the standard thieves' tools work fine for mechanical locks, electronic locks aren't so easily bypassed.

Check: Opening an electronic lock without a key—whether that's a passcard, number code, or print scan—requires electronic lockpicks. You can attempt to open an electronic lock with a standard electronics toolkit, but you suffer a -2 circumstance penalty. You can only use such tools if you have the Technical Proficiency feat.

Lock	DC
Simple electronic lock	25
Average electronic lock	30
Good electronic lock	35
Amazing electronic lock	45

PERFORM (Cha)

The entertainment industry thrives in the Dragon Empire, and mass media has made artistic performance a lucrative trade.

Check: The table below lists expected earnings for street performances and impromptu acts. A reputation for solid work will earn you regular gigs or even professional contracts.

PERFORMANCE DCs	
DC	Performance
10	Routine performance. At this level, people pay you to stop playing. You earn 1–10 credits per day. You might land a minor role in a community theater.
15	Enjoyable performance. People are willing to pay for your performances. In a city, you earn 2–20 credits per day. You could be the lead in a local performance.
20	Great performance. You earn both applause and money. In a city, you can earn 10–50 credits per day. You could get a minor role in a major production.
25	Memorable performance. People love your work. You can earn 50–100 credits per day. You could land the lead in a major production.
30	Extraordinary performance. You could be a star. You can earn 100–500 credits per day. You could win a major studio contract.
35	Stellar performance. You're at the top of your craft. You can earn 500–1,000 credits per day. You win awards for your work.

PICK POCKET (Dex; TRAINED ONLY; ARMOR CHECK PENALTY; GRAVITY CHECK MODIFIER)

Cash is uncommon on the core worlds of the Dragon Empire. Financial transactions are handled electronically. Credit chips are about the size of a single Outlands gold piece, and you can use them to beam transactions

wirelessly to datapads, other credit chips, or the computer tellers scattered across the cities of the Empire. See Chapter 6: Equipment for more details.

PROFESSION (Wis; Trained Only)

The economy of the Dragon Empire is highly structured and extremely complex, and there are literally thousands of professions in service, manufacturing, retail, medical, and many other industries. These professions include accountant, attorney, banker, computer programmer, construction worker, engineer, manager, miner, physician, pilot, psychologist, scientist, teacher, and so forth. Successful practice of these professions in the Dragon Empire requires the Technical Proficiency feat.

Check: You can earn your check result times 25 in credits each week.

Special: Untrained laborers earn about 250 credits each week.

READ LIPS (Wis; Trained Only; Rogue Only)

You can use this skill to determine what speakers are saying, as long as you can see their lips. The skill works even when you're watching a holoivid or other electronic image with no sound.

Special: While many robots are designed to look like normal organic humanoids, few models have articulated lips. Soulmechs are the exception, and there are no penalties for using the skill on them.

RIDE (Dex; Gravity Check Modifier)

Most adventurers and travelers on Outlands worlds know how to handle a mount. In the Dragon Empire, many people have never seen a horse and most don't know how to ride. Scouts, explorers, and adventurers often develop the skill, as it is very useful on long excursions into the Outlands.

SCRY (Int; Bard, Cleric, Druid, Sorcerer, Wizard Only)

Electronic surveillance is very prevalent in some circles of the Dragon Empire, but magical surveillance can be even more effective and much harder to detect.

Special: This skill does not work with electronic surveillance devices, and it will not help you to detect such surveillance. It is only used for magical scrying.

SEARCH (Int)

High-tech materials and construction methods make it much easier to conceal things in the Dragon Empire than on most Outlands worlds. Of course, there are also

many devices designed specifically to reveal hidden things and uncover secrets.

Check: In the Empire, minimum Search DCs for sophisticated secret doors and traps are usually 30 or higher. However, if you're using a device such as a multiscanner, you get a +10 circumstance bonus on your Search checks to detect hidden or concealed construction. Even with this technology, only rogues and mechanists are able to detect and disable complex devices.

SENSE MOTIVE (Wis)

With the proper equipment, even the most gullible characters can defend themselves from deception and misdirection.

Special: If the subject is hooked up to a behavior analyzer or similar device, you get a +4 circumstance bonus on your Sense Motive checks. These machines are extremely helpful, but they are not infallible.

There are portable analyzers, too. These devices can be activated and used to scan any target within 30 feet. They can be integrated with glasses and other innocuous accessories, making them hard (Spot DC 20) to notice, even when they're in use. You get a +2 circumstance bonus on your Sense Motive checks when using these portable scanners. These bonuses do not stack.

When you use a behavior analyzer, the DM should make your Sense Motive check and give you the results. If you roll a 1, another check is required. If you fail this check, too, the analyzer has given you a false reading. For example, if the subject was lying, you believe her to be telling the truth. If she was telling the truth, you are convinced she's being deceitful.

SPEAK LANGUAGE (Int)

As in the standard rules, this skill allows you to speak, read, and write any one language in use in the known galaxy.

Special: This skill does not allow you to learn a computer language or to communicate with robots or soulmechs in machine code.

SPELLCRAFT (Int; Trained Only)

While technology in the Empire has advanced far beyond that of most Outlands worlds, the practice of magic adheres to the same ancient traditions. There are no modifications to this skill.

SPOT (Wis)

There are several devices that enhance your ability to visually identify things from a distance.

Special: Binoculars or rifle sights can eliminate or reduce range penalties on Spot checks. Apply the

device's multiplier to the base range modifier of -1 for every 10 feet of distance. For instance, if you have a 10x scope, the range modifier becomes -1 for every 100 feet of distance.

SWIM (STR)

Local gravity has very little effect on your ability to swim. The weight of the water an object displaces is what makes it float—if the water weighs as much or more than the object displacing it, the object floats. On the other hand, high gravity can be a real problem if you're trying to swim with heavy equipment or armor.

Special: The gravity check modifier does not apply to Swim checks. Instead, multiply the weight of your gear by the local gravity. For instance, if your gear weighs 20 pounds at 1g, then it weighs 40 pounds in 2g.

You suffer a -1 circumstance penalty for every 5 additional pounds of weight you're carrying after adjusting for local gravity.

For example, Justica is carrying 10 pounds of gear. On a 1.5g world, her gear weighs 15 pounds. Justica would suffer a -3 circumstance penalty on any Swim checks.

On a 0.5g world, though, Justica's gear would only weigh 5 pounds. On this planet, then, Justica suffers only a -1 circumstance penalty on her Swim checks.

TUMBLE (DEX; TRAINED ONLY; ARMOR CHECK PENALTY; GRAVITY CHECK MODIFIER)

You can only use this skill in an environment with at least minimal gravity (more than 0.1g). Movement in zero-g and microgravity is covered by the new Freefall skill.

Special: If you have the Freefall skill and you're trying to tumble in less than 1g, you get a +2 synergy bonus.

USE MAGIC DEVICE (CHA; TRAINED ONLY; BARD, ROGUE ONLY)

The materials used in their construction may vary, but magic items work the same across the known galaxy. There are no modifications to this skill.

USE ROPE (DEX)

In the Dragon Empire, rope is often replaced by stronger and more reliable materials designed for specific tasks: steel or carbon-fiber cables, elastics, fitted couplings, etc. Still, rope is one of the adventurer's favorite tools.

Special: If you use rope made of modern synthetics, you get a +2 circumstance bonus on your Use Rope checks.

WILDERNESS LORE (WIS)

The countless habitable planets in the known galaxy all share many characteristics. The living beings of the galaxy have a fairly narrow range of environments in which they can survive and prosper. As a result, this skill enjoys near-universal application throughout the Dragon Empire and the Outlands.

You cannot use this skill in cities, space stations, and similar environments. For that, you need the new Urban Lore skill.

NEW SKILLS

Many skills have developed in the Dragon Empire that are unique to urbanized, technological civilizations. You need the Technical Proficiency feat to learn and use most of these skills.

Characters of any class who meet the other requirements can learn and improve these new skills. The class descriptions in Chapter 3: Classes list which of the new skills are class skills and cross-class skills for each class.

CRYPTOGRAPHY (INT; TRAINED ONLY)

You can encode data so that only someone with the proper key can decode it. You can also decipher coded data.

Check: You make a Cryptography check when you encode data. You get a +20 circumstance bonus if you have access to a datapad and encryption software. Anyone who has the proper key can decode the data with a successful Cryptography check (DC 10). If using a datapad and software key, the person can automatically decode the data without making a check.

If you intercept data encoded by someone else, you can try to decode it without the key by making a Cryptography check. Your check result must exceed that of the person who encoded the data. If you have access to a datapad and codebreaking software, you get a +10 circumstance bonus on the check.

CYRPTOGRAPHY MODIFIERS

Condition	Decoder's Modifier
Type of document or file unknown to reader	-2
Type of document or file somewhat known to reader	+0
Type of document or file well known to reader	+2

Special: You must have the Technical Proficiency feat to use encryption and codebreaking software. If you have the Innuendo skill, you can use it together with the Cryptography skill. There are no synergy bonuses. Instead, you simply compose a message using Innuendo and then encode it with Cryptography. If the message is decoded, it's then up to the decoder to figure out what the real meaning is using her own Innuendo skill. Covert operatives and intelligence specialists typically use both methods when encoding sensitive data.

DEMOLITIONS (INT; TRAINED ONLY; TECHNICAL PROFICIENCY ONLY)

Use this skill to set and detonate explosive charges.

Check: Arming a prepared explosive doesn't require a check. You must make a Demolitions check to set or place an explosive charge. The DC depends on the complexity of the explosive device, and you can take 10 if you have the time.

Special: You must have the Technical Proficiency feat to use this skill. If the device is armed or programmed electronically and you have the Use Device skill, you get a +2 synergy bonus. If you have 5 or more ranks in Demolitions, you get a +2 synergy bonus on your Disable Device checks when disarming an explosive.

FREEFALL (DEX; ARMOR CHECK PENALTY; GRAVITY CHECK MODIFIER)

Use this skill to maneuver in a low- or zero-gravity environment. Even simple movements are challenging in these conditions, and you have to retrain your body to adjust to them.

Check: Any time you're trying to make any kind of complicated move or action in microgravity or zero gravity, you must make a Freefall check. Attacks with all but recoilless energy weapons (such as lasers and blasters) require this check, as do Reflex saving throws. The check does not determine your success or failure (though other skill checks, ability checks, attack rolls, or saving throws may). The Freefall check simply determines what happens to you after you attempt the maneuver. The skill check does not require an action, though the specific maneuver might.

If the check is successful, you're able to control your position and motion and can continue to act normally. The table on the following page lists a variety of situations and corresponding DCs.

DEMOLITIONS DCs

Device	Time	DC	Example
Simple	1 round	10	Set a personnel mine or other preset explosive device
Tricky	1d4 rounds	15	Place a plastic explosive charge to blow a door
Difficult	2d4 rounds	20	Place a plastic explosive charge to blow the turbofan off a hovertank
Wicked	2d4 rounds	25	Place a plastic explosive charge to knock out a bridge

FREEFALL DCs

DC	Example
10	Made a failed melee attack.
15	Made a successful melee attack.
15	Maneuver up to 20 feet as part of normal movement, without triggering attacks of opportunity. If you fail, you still move up to 20 feet, but you're subject to normal attacks of opportunity.
15	Struck by a melee attack. DC is adjusted for opponent's Strength modifier.
20	Made a ranged attack.
20	Struck by a ranged attack.
25	Maneuver up to 20 feet as part of normal movement, without triggering attacks of opportunity and while passing through areas occupied by foes. If you fail, you complete the move but are subject to normal attacks of opportunity.
-5	Braced solidly or anchored to something solid.

If you're struck by a spell, try to determine if it has any mass behind it. Many attack spells (such as *magic missile* or *fireball*) have a physical effect. These force a check just as if you'd been struck by a ranged attack. Other spells (such as *inflict serious wounds*) don't involve the target being struck by anything solid. Such spells don't incur a check, nor do any effects that only require a touch attack. Casting a spell never causes recoil, so you don't have to make a Freefall check for spellcasting.

If you fail a Freefall check, you spin out of control. On your next action, you can attempt to right yourself by making another Freefall check at the original DC. This is a move-equivalent action that provokes attacks of opportunity. Of course, to stop yourself, you have to be able to find something to hold on to or have some means of propulsion (such as a thruster pack) to stabilize yourself. If no anchor or propulsion is available, you'll continue spinning until you hit something.

When you are out of control, you lose your Dexterity bonus to AC and opponents get a +4 circumstance bonus on attack rolls against you. You can take no move actions and cannot make attacks of opportunity, but you can still make normal attacks if there is a target in range. You suffer a -4 circumstance penalty on melee attacks and a -6 circumstance penalty on ranged attacks.

You must also make a successful Concentration check to be able to cast a spell. The DC for this check is equal to the DC of the original Freefall check. Even if this check is successful, any attack rolls still suffer the penalties outlined above.

To make any skill check based on Intelligence, Wisdom, or Charisma, you must make a Concentration check against the original DC. Otherwise, you suffer a -10 circumstance penalty.

Retry: Yes, although only to regain control of yourself.

Special: This skill is only used in places where there is negligible gravity (0.1g or less). In any other environment, you should use Climb instead.

If you have at least 5 ranks in the Climb skill, you get a +2 synergy bonus when you're using a climbing motion to move—such as pulling yourself up or down a ladder or along a series of handholds. If you have at least 5 ranks in Tumble, you get a +2 synergy bonus when you're attempting an acrobatic maneuver.

PILOT (DEX; ARMOR CHECK PENALTY; GRAVITY CHECK MODIFIER; TECHNICAL PROFICIENCY ONLY)

Use this skill to operate any kind of motorized vehicle. The same skill applies to ground vehicles, watercraft, hovercraft, aircraft, and spacecraft. However, you need specific feats to use this skill effectively with specialized vehicle types, such as aircraft and spacecraft.

Check: You don't have to make a Pilot check every time you drive down the street. You only have to make a check when you're operating a vehicle in extraordinary conditions—such as a chase or combat—or attempting a difficult maneuver.

See Chapter 9: Vehicles for more information (page 150).



NAVIGATE (Int)

This skill allows you to use maps and charts to plot a course from one place to another. Useful on land or sea, it's essential in space.

Check: Plotting a proper course requires one round for every point of the base DC. For example, determining the best route across a city takes 5 rounds—half a minute. For each round by which you want to reduce this time, down to a minimum of a full-round action, add +2 to the DC. You can take 10 if you have the time.

Failure means you have chosen an improper route. If you follow it you are off course. If you can't get your bearings and determine your location, you're lost.

If you roll a 1, make the check again. If you fail again, you have chosen a dangerous route. It's up to the DM to determine your exact fate. If you're trying to find your way through a city, perhaps you hit a dead end or wind up in a bad neighborhood. If you're navigating a star system, you might find yourself in an asteroid field or in an unstable orbit in the gravity well of a planet.

Course	DC
Crossing a city	5
Finding your location by the stars (on land)	10
Crossing a continent	15
Crossing a sea or ocean	20
Finding your location by the stars (in known space)	25
Crossing a solar system	30
Finding your location by the stars (in uncharted space)	35
Crossing between star systems	40
Crossing uncharted space	45

If you have 5 or more ranks in Intuit Direction, you get a +2 synergy bonus on Navigate checks.

Retry: Once per hour traveled along a course, you can try to re-plot a route. You start by finding your location and seeing if it's where you expected to be. If it's not, you know you're off course and can try again. If you fail, you believe yourself to be on course.

Special: You must have the Technical Proficiency feat to navigate in space. A computer or robot with the proper programming (which includes a map of the area to be navigated) grants a +20 circumstance bonus.

REPAIR (Int; Trained Only; Technical Proficiency Only)

Use this skill to perform maintenance, upgrades, modifications, and repairs to a wide variety of technological equipment and devices. You may not know how to build an engine from scratch, but you can improve or fix an existing one.

Check: The DC for this skill is based on the severity of the damage that needs to be repaired, as well as the complexity of the damaged device. It's up to the DM to set the actual DC, as well as any costs for parts and the time it takes to complete the repair.

Most repairs take three minutes for every point of the check's DC. For example, a simple repair with the right parts at hand is DC 10. It takes 30 minutes to complete this repair. For every 10% you take off the time, add +1 to the DC. The minimum amount of time needed for a repair is 20% of the base. To do the job in that much time, for example, adds +8 to the DC.

The DM may rule that a more complex job takes longer, or that damage to a complex device requires you to repair several components individually.

If you fail the check by 10 or more, you do more harm than good. Add +5 to the DC of any future attempts to make the same repair, no matter who's making the check.

If you roll a 1 when making a Repair check, roll again. If you fail the check again, the item you're trying to fix has been damaged beyond repair.

Restoring Damage: If the device you're working on has suffered hit point damage, you can restore them with a Repair check. If the check is successful, the device regains 1d8 hit points. Such a device isn't completely repaired until it regains all of its lost hit points. An object that has been reduced to 0 hit points or less has been destroyed and cannot be repaired.

Sabotage: Repairing sabotage requires an opposed check against the result of the Disable Device check the saboteur made when rigging the device. If you have to improvise the proper parts for the repair, you suffer a -2 circumstance penalty.

Retry: Yes, as long as the device is still in one piece. Each attempt requires additional time and materials.

Special: You must have the Technical Proficiency feat to use this skill. You also need the proper tools. If you're forced to use improvised tools, you suffer a -2 circumstance penalty. If you set up and maintain (or have access to) a proper repair facility, you gain an additional +2 circumstance bonus on your Repair checks. This stacks with circumstances bonuses for toolkits (see page 114).

Only mechanists or characters with at least 5 ranks in a corresponding Craft skill can attempt a repair job with a DC higher than 20. These complex repairs require advanced training and experience.

RESEARCH (Wis)

The Dragon Empire is awash in a vast sea of information, and sifting through it and finding specific data can be a real challenge. Use this skill to find a specific reference in a library or search a computer database for the information you need.

If you have access to the InfoNet or a global network,

REPAIR DCs	
Example	DC
Simple repair, have the right parts	10
Simple repair, have substitute parts	15
Simple repair, have no parts	25
Complex repair, have the right parts	15
Complex repair, have substitute parts	20
Complex repair, have no parts	30
Repair sabotage	Opposed

RESEARCH DCs

Example	DC
Simple question, from the InfoNet	10
Simple question, from library or database specializing in subject	10
Simple question, from general-use library or database	15
Obscure question, from InfoNet	20
Obscure question, from library or database specializing in subject	20
Obscure question, from general-use library or database	25

you have a vast repository of information at your fingertips. If you make a Research check, you can find data on a dizzying variety of subjects, both obscure and mundane. Sources available to you include news sites, scientific and technical databases, gossip and conspiracy forums, historical archives, entertainment and media sites, and much more.

Check: Use this skill when looking for information in a library or database. Collecting information from people requires the Gather Information skill.

Research DCs are based on the type of information you're seeking. They're also affected by the quality of the library or database you're working with and the subjects they cover.

Your DM determines the details and specifics of the information your research uncovers. Usually the information is clear and direct. However, even if you get a high check result, the research cannot turn up information that's not in the database or library you're using.

The DM should make the skill check herself. If a 1 is rolled, the DM makes the check again. If this second check also fails, the DM should give you inaccurate

information from the database. It's up to the DM to determine the exact nature of this mistaken information.

Note that information—especially information in a conventional library or archive—can quickly become dated. What was once a fact may not be any longer.

Retry: If you fail with a particular question, you must wait until you gain another rank in Research before you can search the same source for the information again. However, you can try as many similar questions or different sources as you like.

Special: You must have the Technical Proficiency feat to use electronic information networks. If you have at least 5 ranks in a Knowledge skill relevant to the information you're seeking, you get a +2 synergy bonus on your Research checks.

URBAN LORE (Wis)

Use this skill to survive in the urban jungle. You are a skilled scavenger of the streets, capable of finding the essentials of life in any city or urban environment, from the capital of an Outlands world to the heart of Draconis Prime itself.

URBAN LORE DCs

DC	Task
10	Scrounge enough food and water to survive; find a reasonably safe place to sleep on the streets; avoid getting lost in a city.
15	Determine if an abandoned building is safe or is likely to collapse or be inhabited by dangerous denizens; scrounge enough food and water for two additional people to survive.
20	Recognize signs of underworld factions (like graffiti tags) and know whose turf you're on; find enough food and water for five additional people to survive. If your check result is 20 or greater, you get a +2 synergy bonus on Gather Information checks in the same area or neighborhood.

Check: You can keep yourself safe in a city or town without relying on others to help you.

Retry: You may try to find sustenance or check the safety of a particular building once per day. You may attempt to gain the synergy bonus for a Gather Information check only once per use of the Gather Information skill. If you get lost in a city, you can try to find your way (DC 10) every time you spot a landmark, consult a good map, or ask a local for directions.

Special: If you have 5 or more ranks in Intuit Direction, you get a +2 synergy bonus on Urban Lore checks to find your way around the city.

USE DEVICE (INT; TECHNICAL PROFICIENCY ONLY)

Use this skill to operate complex or specialized technological devices, such as computers, robots, and vehicle sensors.

Check: To use most technological devices, you don't need to make a skill check. Devices designed for regular civilian use are extremely user friendly. You need this skill if you want to attempt an advanced task, such as programming a computer or robot, or if you want to operate a complex or specialized device.

Cracking a Computer: Most datapads and computer systems are password protected. Once you have access to a system—through a personal device, terminal, or network—you must make a Use Device check to access protected files or programs. The DC is based on the sophistication of the security.

Once you have access to a computer's operating sys-

tem, you can install programs or copy data to or from the system. It's easiest to install prepared programs—writing code on the fly isn't easy. Writing a program takes five minutes for every point of the program's DC, based on its complexity as shown in the table below. For every five minutes by which you want to reduce the programming time, to a minimum of five minutes, increase the DC by 1.

Retry: Depending on the situation, you can retry as often as you like. However, if you're trying to crack a computer file and you miss your check by 10 or more, you set off the computer's security system. Your DM determines the result. It can range from locking your access point out of the system to sounding an alarm.

Special: You must have the Technical Proficiency feat to use this skill.

The owner of any computer system or network you crack can normally track your activity. To hide any trace of your tampering, you must make a Use Device check. Your activities will only be noticed if someone working with the system beats your check result with his own Use Device check. If you were accessing the system directly, the person won't learn very much. He will know that someone accessed the computer, and he will be able to identify your activities—programs you uploaded or downloaded, files you accessed or copied, and so forth. If you were accessing the system over a network, he will know your name and your Imperial Identification Number (IIN), or at least the alias you used to register your network account. He will also know the location from which you accessed the system.

COMPUTER CRACKING DCs

Security	DC
Simple security	15
Good security	20
Excellent security	25
Incredible security	30

PROGRAMMING DCs

Program	DC
Simple program (does one thing)	10
Mildly complex program (does two or three things)	15
Moderately complex program (does up to five things)	20
Incredibly complex program (does up to 10 things)	25

CHAPTER FIVE

FEATS

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CHAPTER FIVE

CHAPTER FIVE: FEATS

INTRODUCTION

Open Game Content in this chapter includes game rules, statistics, abilities, mechanics, and material derived from the d20 System SRD, including the names and game mechanics of all feats. Background and setting information is designated as closed content.

All of the feats in the d20 System core rules are available to characters in **Dragonstar**. The DM may also allow any feats from other sources. This section updates and expands several original feats, and the following section presents many new feats available to characters in **Dragonstar**.

ORIGINAL FEATS

Most of the original feats are unchanged. The ones listed here are those affected by new rules unique to the **Dragonstar** setting.

AMBIDEXERITY

Robots and soulmechs get this feat for free. Handedness is unique to organic beings, and robotics engineers never build this weakness into their designs.

ARMOR PROFICIENCY (HEAVY)

There are several new kinds of high-tech heavy armor. See Chapter Six: Equipment for more details.

Benefit: When you wear a type of armor you're proficient with, the armor check penalty applies only to Balance, Climb, Escape Artist, Freefall, Hide, Jump, Move Silently, Pick Pocket, Pilot, and Tumble checks.

ARMOR PROFICIENCY (LIGHT)

There are several new kinds of high-tech light armor. See Chapter Six: Equipment for more details.

Benefit: When you wear a type of armor you're proficient with, the armor check penalty applies only to Balance, Climb, Escape Artist, Freefall, Hide, Jump, Move Silently, Pick Pocket, Pilot, and Tumble checks.

ARMOR PROFICIENCY (MEDIUM)

There are several new kinds of high-tech medium armor. See Chapter Six: Equipment for more details.

Benefit: When you wear a type of armor you're proficient with, the armor check penalty applies only to Balance, Climb, Escape Artist, Freefall, Hide, Jump, Move Silently, Pick Pocket, Pilot, and Tumble checks.

CRAFT MAGIC ARMS AND ARMOR

You must have the Technical Proficiency feat to create magic, high-tech weapons and armor.

CRAFT WONDROUS ITEMS

You must have the Technical Proficiency feat to create high-tech miscellaneous magic items.

DEFLECT ARROWS

This feat only works against thrown or archaic missile weapons, such as arrows, stones, or crossbow bolts. You cannot use this feat to deflect bullets or energy pulses.

FAR SHOT

You can use this feat with high-tech ranged weapons, such as firearms, in addition to archaic projectile weapons.

IMPROVED TWO-WEAPON FIGHTING

This feat does not work with ranged weapons.

LEADERSHIP

The following additional modifiers apply to this feat. See DMG 45 for more information on Leadership.

<i>Cohort-Only Leadership Modifiers</i>	
The Leader	Leadership Modifier
Owns or is served by a soulmech	-2
Is a soulmech	-2
<i>Follower-Only Leadership Modifiers</i>	
The Leader	Leadership Modifier
Owns a starship	+1

MARTIAL WEAPON PROFICIENCY

There are a number of new kinds of martial weapons. Some of these can only be used if you have the Technical Proficiency feat. See Chapter Six: Equipment for a full list.

MOUNTED ARCHERY

You get the benefits of this feat when you fire any kind of ranged weapon from a mount, including firearms. This feat does not apply to ranged attacks from vehicles.

SHIELD PROFICIENCY

Shields are largely an obsolete technology in the Dragon Empire. Law enforcement officers occasionally use them to protect against primitive weapons in riot situations. Shields offer no armor bonus against ranged attacks from firearms (see Chapter 7: Combat, page 124, for more details).

SIMPLE WEAPON PROFICIENCY

There are a number of new kinds of simple weapons. Some of these can only be used if you have the Technical Proficiency feat. See Chapter Six: Equipment for a full list.

SKILL FOCUS

In **Dragonstar**, this feat provides a +3 bonus on all checks with the chosen skill. Outlands characters who gain the Technical Proficiency feat may immediately take this increased bonus if they have already selected this feat at least once. They are assumed to have gained access to the Dragon Empire's advanced training resources to hone their skill.

TRACK

You cannot use this feat to track aircraft or spacecraft. Hovercraft, however, can be tracked using this feat.

TWO-WEAPON FIGHTING

This feat does not work with ranged weapons.

WEAPON FOCUS

As in the core rules, you must choose a specific weapon for this feat. You cannot choose "firearms" or "blasters," but you could choose "sniper rifle" or "blaster pistol."

NEW FEATS

AIRCRAFT PILOTING [GENERAL]

You know how to pilot and operate aircraft.

Prerequisites: Pilot skill, Technical Proficiency.

Benefit: You do not suffer any penalties on your Pilot checks when operating an aircraft.

Normal: Characters without this feat suffer a -4 penalty on Pilot checks when attempting to operate an aircraft.

ARMOR PROFICIENCY (POWERED) [GENERAL]

You are proficient with powered armor. See Chapter Six: Equipment for more details on powered armor.

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), and Technical Proficiency.

Benefit: When you wear a type of armor you're proficient with, the armor check penalty applies only to Balance, Climb, Escape Artist, Freefall, Hide, Jump, Move Silently, Pick Pocket, Pilot, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters and paladins have this feat for free.



AUTOFIRE [GENERAL]

You are trained to fire accurate bursts with an automatic weapon.

Prerequisites: Point Blank Shot, Precise Shot, Rapid Shot, Martial Weapon Proficiency, Technical Proficiency, Dex 13+.

Benefit: When firing an automatic weapon, you hit with an extra shot for every 3 by which your attack roll exceeds the opponent's AC.

Normal: A character firing a burst from an automatic weapon hits with an extra shot for every 5 by which his attack roll exceeds the opponent's AC.

BORN SPACER [GENERAL]

You are familiar and comfortable with space and its exotic environments.

Prerequisite: Technical Proficiency.

Benefit: You get a +2 bonus on all Freefall and Navigate checks.

COMBAT ACE [GENERAL]

In a dogfight, you can line up and acquire a target with a single fluid maneuver.

Prerequisites: Pilot skill, Technical Proficiency.

Benefit: You can make a targeting run and acquire a target as a single move-equivalent action.

Normal: Targeting run and acquire target are both move-equivalent actions. (See Vehicle Combat, page 157, for more information).

Special: You cannot use this feat with a vehicle that is size category Colossal or larger.

CRACK SHOT [GENERAL]

You are skilled at making well-placed shots at targets behind cover.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: When you make a ranged attack against an opponent behind cover, the target's cover bonus to AC is halved.

DRAGONBLOOD [GENERAL]

The blood of dragons runs in your veins, and its manifested power gives you a natural affinity for arcane magic.

Prerequisite: Cha 13+.

Benefit: Sorcerer is a favored class for you. This is in addition to your favored class based on race.

Special: You can take this feat any time you are eligible to choose a new feat. When you take the feat after 1st level, you have only just discovered the latent magical affinity manifested by your heritage. Despite the name, soulmechs can choose this feat—the dragon ancestor's power is in the spirit, not the blood.

HACKER [GENERAL]

You are skilled at breaking codes and cracking computer systems.

Prerequisite: Technical Proficiency.

Benefit: You get a +2 bonus on all Cryptography and Use Device checks.

IMPLANT SPELLWARE [ITEM CREATION]

You can modify and augment living beings with spellware, such as *darkvision* and *enhanced strength*.

Prerequisites: Spellcaster level 5th+, Technical Proficiency.

Benefit: You can create any spellware whose prerequisites you meet. Implanting a spellware enhancement in a patient takes 1 hour for each 1,000 credits in its price and costs half its price in raw materials, supplies, and equipment. The recipient of the spellware must spend 1/25 of the enhancement's price in XP.

You can also upgrade certain enhancements. Doing so costs half the XP, half the materials, and half the time it would take to implant the spellware in the first place.

Some spellware enhancements cost extra credits or XP as noted in their descriptions. These costs are in addition to those derived from the enhancement's base price. You must pay this cost to implant or upgrade the spellware.

For more details on spellware, see Chapter 6: Magic Items in the *Galaxy Guide*.

ETIQUETTE [GENERAL]

You know how to handle yourself in just about any situation.

Prerequisite: Charisma 13+.

Benefit: When making a Diplomacy check, you ignore any circumstance penalties for dealing with those of a different culture. You also gain a +2 circumstance bonus on your Charisma check to alter an NPC's initial attitude toward you.

EVASIVE PILOTING [GENERAL]

You know how to shake a tail.

Prerequisites: Technical Proficiency, Dex 13+.

Benefit: You get a +4 bonus on your opposed Pilot check when an opponent is attempting a targeting run on your vehicle.

GEARHEAD [GENERAL]

You have an intuitive understanding of how machines work.

Prerequisite: Technical Proficiency.

Benefit: You get a +2 bonus on all Repair and Use Device checks.

GUNNER [GENERAL]

You are trained to fire weapons from a vehicle.

Prerequisite: Technical Proficiency.

Benefit: The penalty on ranged attack rolls for your vehicle's speed is halved. For example, the penalty on a ranged attack from a vehicle moving at speed 20 would be -3 instead of -6 (see Vehicle Combat, page 157).

GUNNER'S EYE [GENERAL]

You are skilled at acquiring targets in vehicle combat.

Prerequisite: Technical Proficiency.

Benefit: You get a +4 bonus on Use Device checks to acquire targets in vehicle combat (see Vehicle Combat, page 157).

HIGH-G TOLERANCE [GENERAL]

You are well adapted to high-g environments.

Prerequisite: Str 13+.

Benefit: You treat all high-g environments as if they were 1g lower, to a minimum of 1g.

IMPROVED FAR SHOT [GENERAL]

You are highly skilled at making accurate attacks at great distance with ranged weapons.

Prerequisites: Point Blank Shot, Far Shot.

Benefit: All penalties due to range are halved. Each full range increment causes a cumulative -1 penalty on your ranged attack rolls.

Normal: Each full range increment causes a cumulative -2 penalty on a character's ranged attack rolls.

IMPROVED SHOT ON THE RUN [GENERAL]

You are skilled at making multiple ranged attacks with firearms while on the move.

Prerequisites: Point Blank Shot, Dex 15+, Dodge, Mobility, Mobile Shot, Shot on the Run, Technical Proficiency, ability to make multiple ranged attacks with a firearm.

Benefit: You can make multiple ranged attacks with a firearm and still move your base speed. If the attacks are combined with a move action, you can make your attacks at any point during your normal movement. For example, if your speed is 30 feet, you could move 10 feet and take your first attack, move 10 more feet and take your second attack, and then move your final 10 feet. You can't use this feat if you are in heavy armor (though you *can* use it in powered armor).

Normal: You must use the full attack action in order to get more than one attack per round.

Special: You only get the benefits of this feat when making ranged attacks with a firearm. You can use the feat whenever you get multiple ranged attacks in a round, such as with a high base attack bonus, the Rapid Shot feat, or the gundancer's firestorm class ability.

INFORMATION JUNKIE [GENERAL]

You spend much of your time accumulating news, trivia, rumors, and gossip.

Benefit: You get a +2 bonus on all Gather Information and Research checks.

LEAD FOOT [GENERAL]

You are very good at operating a vehicle at high speed.

Prerequisites: Pilot skill, Technical Proficiency.

Benefit: When piloting a vehicle, you get a +4 bonus on all Pilot checks for acceleration (see Vehicles, page 150).

LOW-G TOLERANCE [GENERAL]

You are well adapted to low-g environments.

Prerequisite: Dex 13+.

Benefit: You treat all low-g environments—those between 0.1g and 1g—as if they were 1g for purposes of Dexterity modifiers.

MOBILE SHOT [GENERAL]

You are adept at dodging attacks while firing a ranged weapon.

Prerequisites: Dex 13+, Dodge, Mobility.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you make a ranged attack within a threatened area. Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose your dodge bonuses.

PRESSING ATTACK [GENERAL]

You are skilled at seizing every advantage and keeping your opponent on the defensive.

Prerequisite: Combat Reflexes.

Benefit: This feat allows you to follow an opponent

who tries to step back from an area you threaten. The opponent must be in an area you threaten at the beginning of his action. If the opponent takes a 5-foot step to an area you do not threaten, you may immediately take a 5-foot step of your own to any unoccupied space where you again threaten the opponent. If no such space is available, you cannot use this feat. You may only use this feat once per round.

RAM [GENERAL]

You know how to use your vehicle as a weapon.

Prerequisites: Pilot skill, Technical Proficiency.

Benefit: When you attempt to ram another vehicle, your target does not get a Pilot check for half damage.

RAPTOR'S INSTINCT [GENERAL]

You know how to maneuver your vehicle to line up attacks against an opponent.

Prerequisites: Piloting skill, Technical Proficiency.

Benefit: You get a +4 bonus on Pilot checks to make targeting runs in vehicle combat (see Vehicle Combat, page 157).

REMOTE OPERATION [GENERAL]

You know how to operate a robot remotely.

Prerequisites: Use Device skill, Technical Proficiency.

Benefit: If you have a remote operation rig and access to a robot with the remote operation upgrade, you can control the robot's actions through a wireless communications link. The robot will do any task you command to the best of its ability. If you make an attack using the robot, you may either use your attack bonus with a -4 penalty or you may simply issue the commands and use the robot's attack bonus. (See Robots, page 115, for more information.)

SPACE JOCKEY [GENERAL]

You are more at home behind the controls of a starship than anywhere else, and you don't mind getting your hands dirty to keep your craft in tip-top shape.

Prerequisites: Pilot skill, Starship Piloting, Technical Proficiency.

Benefit: You get a +2 bonus on all Pilot, Repair, and Use Device checks involved in the operation of a starship.

SPEED LOAD [GENERAL]

You can reload a gun with startling speed.

Prerequisites: Base attack bonus +1 or higher, Technical Proficiency.

Benefit: You can load an ammunition magazine or power cell into a firearm as a free action instead of a move-equivalent action.



STARSHIP PILOTING [GENERAL]

You know how to pilot and operate a starship.

Prerequisites: Pilot skill, Technical Proficiency.

Benefit: You do not suffer any penalties on your Pilot checks when operating a starship.

Normal: Characters without this feat suffer a -4 penalty on Pilot checks when attempting to operate a starship.

TECHNICAL PROFICIENCY [GENERAL]

You either hail from or have lived in a technologically advanced civilization for a significant period of time.

Benefit: You can use common high-tech devices, such as communicators and holovids. You can also learn to use high-tech weapons, computers, vehicles, and other complex or specialized equipment with the appropriate training.

Normal: Without this feat, characters cannot use high-tech devices without instruction. Even with instruction, they suffer a -4 circumstance penalty on all ability checks, skill checks, and attack rolls using high-tech devices. Such characters cannot choose feats or learn skills that have Technical Proficiency as a prerequisite.

Special: This feat is typically not chosen when a character is eligible to select a new feat. Most characters who

hail from a high-tech civilization such as the Dragon Empire gain this feat for free when they are created. Characters from Outlands worlds may take it for free once they have spent one full level gaining experience with advanced technology. A character could meet this requirement by adventuring in the Empire, training at an imperial enclave on an Outlands world, or traveling with others who are equipped and experienced with high technology. Characters are never required to take this feat. Characters only gain the feat if they are actively attempting to learn and acclimate themselves to technological civilization.

TEMPERATURE TOLERANCE [GENERAL]

You can withstand a broad range of temperatures and climates.

Prerequisite: Con 13+.

Benefit: You get a +4 bonus on Fortitude saving throws to resist the effects of heat dangers and cold dangers (DMG 86).

TWO-GUN SHOOTING [GENERAL]

You can shoot with both weapons when you have a firearm in each hand. You can make one extra attack each round with the second weapon.

Benefit: Your penalties for firing two weapons are reduced by 2.

Normal: See Firing Two Weapons, page 131.

Special: The Ambidexterity feat reduces the attack penalty for the second weapon by 4. These penalties are further reduced if the size category of both weapons is one size category smaller than yours.

VEHICLE DODGE [GENERAL]

You know how to maneuver to avoid attacks.

Prerequisites: Pilot skill, Technical Proficiency.

Benefit: When piloting a vehicle, you get a +1 dodge bonus on your AC against attacks from one opponent you choose, whether it's a character, creature, or another vehicle. You can select a new target on any action.

Special: If you choose an opposing vehicle as your target for this feat, the dodge bonus applies to all ranged attacks made from that vehicle. This may include any combination of integral vehicle weapons, mounted weapons, or personal weapons fired by characters on or in the vehicle.

ZERO-G TOLERANCE [GENERAL]

You are well adapted to zero-g environments.

Prerequisites: Freefall skill, Dex 15+.

Benefit: You treat all zero-g environments—those up to 0.1g—as if they were 1g for purposes of Dexterity modifiers.

CHAPTER SIX

EQUIPMENT

INTRODUCTION

Open Game Content in this chapter includes all game rules, statistics, abilities, mechanics, and other material derived from the d20 System SRD, including the names and game statistics of weapons, armor, equipment, robots, and robotic upgrades. The specific descriptions and background information are designated as closed content.

Perhaps more than any other element of the setting, technology truly defines **Dragonstar** and sets it apart from traditional fantasy settings. While dragons, wizards, magic, and monsters are all common features of campaign worlds designed for the d20 System, high technology is either incredibly rare or nonexistent in most of these settings. In **Dragonstar**, this technology defines and enriches the setting, providing characters with fantastic new opportunities and capabilities.

Whether you do you're shopping in the commercial district of an imperial throneworld or a disreputable trading post on some unnamed planet on the edge of the Outlands, a dizzying variety of goods and services are available in the Empire. Clothing, survival gear, computers, and personal electronics are available in the sprawling shopping complexes of the major cities, while weapons, medical equipment, and security gear are available from countless specialized suppliers.

Starting credits are listed for both of the new character classes in Chapter Three. The standard classes receive 10 times the starting funds, in credits, listed in the core rules (PHB 95). For example, a beginning fighter receives 6d4x100 credits.

AVAILABILITY

Most of the equipment in this chapter is available to any character who can afford it. These items are available in all of the major cities of the Empire and most of the minor ones. In many Outlands worlds, of course, high-tech equipment is rare or even nonexistent. Characters will often have to leave such worlds and travel deeper into the Empire to purchase this equipment. If tech is available for sale on a newly colonized world, it will often demand premiums of three times the listed price or more. The DM should set prices for those rare few devices for sale on such worlds.

Some of the equipment in this chapter is not available for general sale. This includes all martial firearms and all armor heavier than light. These are military-grade weapons and armor and you cannot find them at the local shopping mall. However, most characters will have sufficient contacts to acquire these weapons if they can afford them. A fighter who musters out of the Legions may smuggle his personal weapons and armor out with him. A ranger who served as a scout may do the same. Paladins will be supplied with weapons and armor by their order. Rogues and others with underworld contacts may be able to purchase restricted weapons and armor from the black market.

As a general rule, the DM should allow starting characters to purchase any weapons, armor, and equipment they can afford with their starting funds. As the campaign proceeds, the DM may require characters to make the necessary contacts—legitimate or otherwise—before purchasing such items. Note that it is not illegal to own or even carry military-grade weapons on every world in the Empire. They simply aren't available for general sale. The DM may wish to restrict ownership or

CURRENCY VALUES

	Cent	Dek	CP	SP	GP
Credit (cr) =	100	10	100	10	1
Dek =	10	1	10	1	1/10
Cent =	1	1/10	1	1/10	1/100

possession of these items on certain planets, or in some cities on those planets, but there is no shortage of worlds where it's not only legal but wise to go heavily armed. The fact that the Empire is in its third millennium of rule under chaotic-aligned emperors also means that laws in general, including those related to weapons, are much looser than was the case under the lawful dragons of Qesemet.

WEALTH AND MONEY

The credit (cr) is the standard currency of the Dragon Empire. In principle, credits are backed by gold and silver—the vast, uncountable hoards assembled over millennia by the lords of both Qesement and Asamet. In reality, though, credits are an electronic and paper fiction backed by little more than the good faith and economic prosperity of the Empire. As long as everyone accepts the credit as legitimate currency, it is.

In the major cities of the Empire's core worlds, almost all legitimate transactions are completed electronically. Numbers are passed from bank account to bank account and from credit chip to datapad, and no physical currency ever changes hands. But the Empire extends far beyond these sprawling urban centers. Many planets in the Empire don't have the developed communications infrastructure to support a strictly electronic economy. On these worlds, paper currency and coins are still in everyday use.

Paper currency is available in denominations of 1, 10, 100, and 1,000 cr. Two coins are available: the *dek*, a tenth of a credit, and the *cent*, a hundredth of a credit. This currency easily converts to the gold, silver, and copper standard of the core rules.

Because credits convert to gold pieces on a 1-for-1 basis, you can use all of the equipment listings in the core rules and supplements as is. Of course, most of the items from those sources are primitive by the Empire's standards, and you'll find that the high-tech gear in this chapter seems pretty expensive in comparison.

WEAPONS

Just as in the core rules, weapons in **Dragonstar** are organized into several categories. These categories identify the feat needed to be proficient in their use (simple, martial, and exotic), their usefulness in close combat (melee) or at a distance (ranged), and their size (Tiny, Small, Medium-size, Large, etc.).

Simple, Martial, and Exotic Weapons: Because they are so easy to use, all characters who have the Technical Proficiency feat are proficient with all simple firearms—both slug-throwers and energy weapons. Otherwise, the standard restrictions on weapon proficiencies apply: Druids, monks, rogues, and wizards are proficient with only a limited selection of simple weapons. Barbarians, fighters, paladins, and rangers are proficient with all simple and all martial weapons. Other classes are proficient with an assortment of weapons.

If you use a weapon with which you are not proficient, you suffer a -4 penalty on attack rolls. In addition to a specific weapon proficiency feat, characters must have the Technical Proficiency feat to use high-tech weapons. If you do not have the Technical Proficiency feat, you suffer a -4 penalty on attack rolls. This penalty stacks with the standard non-proficiency penalty. For example, a wizard without the Technical Proficiency feat attempting to use an assault laser (martial weapon) would suffer a -8 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making attacks in close combat, though some can also be used as thrown weapons. Ranged weapons are thrown weapons, projectile weapons, or energy weapons that are not effective in melee. You apply your Strength bonus to damage dealt by thrown weapons but not to damage dealt by projectile weapons (except for mighty composite bows and compound bows) or energy weapons.

Weapon Size: The size of a weapon compared to your size determines whether the weapon is light, one-handed, two-handed, or too large for you to use without assistance, such as a tripod or vehicle mount.

Light: If the weapon's size category is smaller than yours, then the weapon is light for you. Light weapons are easier to use in your off hand, and you can use them while grappling. You can use a light weapon in one hand. You get a +1 circumstance bonus on attack rolls if you shoot a light firearm with two hands.

One-Handed: If the weapon's size category is the same as yours, then the weapon is one-handed for you. If you use a one-handed melee weapon two-handed, you can apply one and a half times your Strength bonus to damage. Thrown weapons can only be thrown one-handed, and you receive your Strength bonus to damage. For special rules on firearms, see below.

Two-Handed: If the weapon's size category is one step larger than your own, then the weapon is two-handed for you. You can use a two-handed melee weapon effectively in two hands, and when you deal damage with it, you add one and half times your Strength bonus to damage. Thrown weapons can only be thrown one-handed. You can throw a thrown weapon with one hand even if it would be two-handed for you due to your size, but doing so counts as a full-round action because the weapon is bulkier and harder to handle than most thrown weapons. You receive your Strength bonus to damage.

You can use a two-handed projectile weapon effectively in two hands. If you have a penalty for low Strength, apply it to damage rolls when you use a bow or a sling. You get no Strength bonus to damage with a projectile weapon unless it's a mighty composite bow or compound bow (see page 97, PHB 113).

Mounted: If the weapon's size category is two or more steps larger than your own, the weapon is too large for you to use in melee. You can use a ranged weapon two or more steps larger than your own if the weapon is mounted, such as on a bipod, tripod, or vehicle mount.

Unarmed Strikes: An unarmed strike is two size categories smaller than the character using it.

Firearms: If your size category is the same as or larger than a pistol or handgun, you can use it one-handed. However, pistols and handguns require two hands to load, regardless of your size. Loading a firearm is a move-equivalent action that provokes attacks of opportunity (see page 131).

All longarms (carbines, rifles, shotguns, submachine guns, etc.) require two hands to use effectively. If your size category is at least as large as the longarm, you can fire it with one hand at a -4 penalty. You can even fire a longarm in each hand at a -6 penalty, plus the usual -4 penalty for the off-hand attack (-6 primary hand/-10 off





hand). The Two-Weapon Fighting feat does not reduce these penalties because it represents skill with melee weapons, not ranged weapons. The Two-Gun Shooting feat does reduce these penalties. The Ambidexterity feat lets you avoid the -4 penalty for the off-hand attack (-6 primary hand and off hand). For more information, see Chapter 7: Combat (page 131).

Rate of Fire: Firearms come in three varieties, each with different capabilities. *Single shot* weapons can fire only one shot before they must be reloaded. *Semiautomatic* weapons can fire as many shots as you have attacks. *Automatic* weapons can either fire individual shots in semiautomatic mode or multi-shot bursts in automatic mode. An automatic weapon can fire as many bursts as you have attacks (see Autofire, page 129). Automatic weapons can also lay down suppressive fire (see Suppressive Fire, page 130).

RANGED WEAPON DESCRIPTIONS

Personal Firearms

These weapons are slug-throwers and energy weapons that can be carried and fired by individual characters.

Assault Blaster: The assault blaster is a military-grade automatic rifle capable of firing three-pulse bursts. A standard minicell is good for 20 shots with an assault blaster.

Assault Carbine: This military-grade, automatic slug-thrower is a slightly more compact version of the assault rifle. It uses a binary chemical propellant to fire caseless ammunition. The assault carbine is capable of firing three-round bursts. A standard magazine holds 50 rounds and a propellant cartridge is good for 300 shots.

Assault Laser: The assault laser is a military-grade automatic rifle capable of firing three-pulse bursts. A standard minicell is good for 20 shots with an assault laser.

Assault Rifle: This automatic slug-thrower was standard issue among military and security forces before the development of reliable and portable energy weapons. It uses a binary chemical propellant to fire caseless ammunition. The assault rifle is capable of firing three-round bursts. A standard magazine holds 50 rounds and a propellant cartridge is good for 300 shots.

Blaster Carbine: This semiautomatic carbine is a lighter, compact version of the blaster rifle. A standard minicell is good for 25 shots with a blaster carbine.

Blaster Pistol: This semiautomatic handgun fires pulses of highly energetic ionized particles. A standard minicell is good for 20 shots with a blaster pistol.

Blaster Rifle: This semiautomatic rifle is the standard

civilian-issue blaster weapon. It is used for a broad range of tasks, from hunting to home defense. A standard minicell is good for 30 shots with a blaster rifle.

Flamethrower: This semiautomatic weapon ignites and jets sticky, burning fuel. The weapon deals 3d6 points of damage to everything in a 5-foot-wide stream extending to its maximum range. Characters caught in the stream can make a Reflex save (DC 20) for half damage.

Grenade Launcher: These semiautomatic, magazine-fed weapons use an efficient compressed-gas mechanism to fire any of the grenade types listed in this chapter (see page 101). A standard magazine holds five grenades and the compressed-gas reservoir is good for 20 shots. For the same price as a grenade launcher purchased separately, these weapons can also be mounted under the barrel of an assault weapon. Some assault weapon models even come with integral launchers, providing both direct fire and area-effect fire support.

Heavy Autopistol: This is a large-caliber, semiautomatic slug-thrower. It uses a binary chemical propellant to fire caseless ammunition. A standard magazine holds 20 rounds and a propellant cartridge is good for 500 shots.

Holdout Laser: This is a concealable, semiautomatic laser pistol. It is typically used as a secondary weapon, concealed in an ankle- or forearm holster. A standard microcell is good for 15 shots with a holdout laser.

Holdout Pistol: This is a concealable, semiautomatic slug-thrower. It is typically used as a secondary weapon, concealed in an ankle- or forearm holster. The holdout pistol uses a binary chemical propellant to fire caseless ammunition. A standard magazine holds 10 rounds and a propellant cartridge is good for 500 shots.

Hunting Carbine: This semiautomatic slug-thrower is a lighter, more compact version of the hunting rifle. Hunting carbines are extremely common in civilian use, especially on frontier worlds. It uses a binary chemical propellant to fire caseless ammunition. A standard magazine holds 20 rounds and a propellant cartridge is good for 300 shots.

Hunting Rifle: This semiautomatic slug-thrower is very common in civilian use, especially on frontier worlds. It uses a binary chemical propellant to fire caseless ammunition. A standard magazine holds 30 rounds and a propellant cartridge is good for 300 shots.

Laser Carbine: The laser carbine is a lighter, more compact version of the laser rifle, and is very common in civilian use. A standard minicell is good for 25 shots with a laser carbine.

Laser Pistol: This semiautomatic energy weapon is very common among civilians, law enforcement officers, and military personnel. A standard minicell is good for 30 shots with a laser pistol.

Laser Rifle: The semiautomatic laser rifle is used for a variety of tasks, from hunting, to home defense, to law enforcement and security. A standard power cell is good for 20 shots with a laser rifle.

Light Autopistol: This is a small-caliber, semiautomatic slug-thrower. It uses a binary chemical propellant to fire caseless ammunition. A standard magazine holds 25 rounds and a propellant cartridge is good for 500 shots.

Light Machinegun: These support weapons are some of the most common slug-throwers remaining in military service. They fire a large-caliber rifle round at a very high rate and are effective at longer ranges than lighter weapons. Light machineguns fire five-round bursts and a standard magazine holds 100 rounds.

Missile Launcher: The man-portable, shoulder-fired missile launcher is a common support weapon in military service. It is typically used to attack ground vehicles and aircraft. The missile launcher is a single-shot weapon. Missile launchers have an onboard targeting computer that provides a +3 bonus to attack rolls when a target has been acquired (see Vehicle Combat, page 157). Loading it is a full-round action that provokes attacks of opportunity. Missile launchers are military weapons and access to them is tightly restricted.

Plasma Rifle: This large, military-grade weapon fires devastating pulses of highly energetic, high-temperature plasma that inflicts severe heat damage on the target. The plasma rifle can be used in both anti-personnel and anti-vehicle roles. The plasma rifle is a semiautomatic weapon and cannot fire bursts like many other military-grade energy weapons. A heavy power cell is good for 20 shots with a plasma rifle. Plasma rifles are military-grade weapons and access to them is tightly restricted.

Rocket Launcher: The rocket launcher is a man-portable weapon that can fire any of the rockets listed in this chapter (see page 102). It is a single-shot weapon. Loading the rocket launcher is a full-round action that provokes attacks of opportunity. Rocket launchers are military-grade weapons and access to them is tightly restricted.

Rocket Launcher, Multishot: The multishot rocket launcher is a semiautomatic weapon. Its large magazine has a capacity of four rockets. As with the single-shot launcher, reloading this weapon is a full-round action that provokes attacks of opportunity. Rocket launchers are military-grade weapons and access to them is tightly restricted.

Screamer Pistol: This semiautomatic energy weapon is a bit more exotic than lasers and blasters, but still fairly common. A standard minicell is good for 30 shots with a screamer pistol.

Screamer Rifle: This semiautomatic weapon is no match for similar models of lasers and blasters, but it is



sometimes used when the target is suspected of having protection from fire and electricity. A standard minicell is good for 20 shots with a screamer rifle.

Shotgun: This semiautomatic, binary-propellant weapon uses shells filled with small projectiles that scatter when it is fired. The shotgun does 3d6 points of damage to a target in the first range increment, 2d6 to a target in the second range increment, and 1d6 to anyone in a 5-foot-wide path beyond that distance out to maximum range. A standard magazine holds 15 shells. A propellant reservoir is good for 300 shots.

Sniper Rifle: This semiautomatic slug-thrower is a large-caliber rifle used primarily by law enforcement and military sharpshooters. It has excellent accuracy at extended ranges. A standard magazine holds 30 rounds and a propellant cartridge is good for 300 shots.

Submachine Gun: This is a military-grade, automatic slug-thrower. It is smaller than a carbine and typically fires ammunition in handgun calibers. It uses a binary chemical propellant to fire caseless ammunition. A submachine gun is capable of firing three-round bursts. A standard magazine holds 50 rounds and a propellant cartridge is good for 300 shots.

Taser Pistol: This diminutive weapon is extremely effective for its size. It is most often used as a self-defense weapon or by law enforcement officers, as it

can buy the wielder sufficient time to escape from a threat or to apprehend a criminal. A creature hit by a taser dart must make a Fortitude save (DC 15) or be stunned for 1 round. The darts do piercing damage, but the stun effect is electrical. Creatures immune to electricity are not harmed by this effect. A microcell is good for 15 shots with a taser pistol.

Heavy Weapons

These weapons are designed as support or anti-vehicle weapons. A character can fire a heavy weapon that is two size categories larger than he is only if the weapon is supported by a bipod, tripod, weapon harness, or vehicle mount. Even a bipod or weapon harness is insufficient for weapons more than two size categories larger: Such weapons must be mounted on a tripod or vehicle mount. Many of these weapons are typically connected to a vehicle battery or fixed power generator, which give them an unlimited power supply. However, if these power sources are knocked out, the weapons will no longer fire.

All of these weapons are military-grade weapons and access to them is tightly controlled, even on worlds whose laws are otherwise rather lax.

Blaster Cannon: This heavy weapon is the massive relative of the common blaster rifle. It is used to combat light mechanized forces. A heavy cell is sufficient for only 10 shots with a blaster cannon. Most are connected to vehicle batteries or large generators for an effectively unlimited power supply.

Heavy Machinegun: These powerful slug-throwers must be mounted on a heavy tripod or vehicle. This weapon fires a heavy round at a very high rate of fire and is effective at very long ranges. Heavy machineguns have only two modes: autofire and suppressive fire. They do not fire single shots. Heavy machineguns fire five-round bursts. A standard drum magazine holds 100 rounds and a propellant cartridge is good for 200 shots.

Laser Cannon: This heavy laser is used as a support and anti-vehicle weapon. A heavy cell is good for only 15 shots with a laser cannon, and most are connected to a vehicle battery or generator for an effectively unlimited power supply.

Missile Launcher, Multishot: These launch systems are usually vehicle mounted or integral vehicle weapons. Some models are magazine fed, but most feature independent launch tubes. They come in four, eight, 16, and 24-missile models. These weapons can fire 1/4 of their missile capacity with a single attack action. For example, a 4-missile launcher can only fire one missile per attack action, while a 24-missile launcher can fire six. Missile launchers have an onboard targeting computer that provides a +3 bonus to attack rolls when a target has been acquired (see Vehicle Combat, page 157).

Plasma Cannon: This heavy plasma weapon is capable of truly frightening firepower. A plasma cannon must be connected to a vehicle battery or generator, but both provide an effectively unlimited power supply.

Bows

While they certainly aren't as common as firearms, traditional bows and crossbows have benefited from many technological developments. The following weapons are advanced variants of weapons that are common in the Outlands.

Arrows: Modern arrows are made from composites and carbon fiber. They are lighter, fly truer, and penetrate more deeply than their archaic counterparts. The damage die of a bow using a modern arrow is increased by one step. For example, an archaic longbow firing these arrows deals 1d10 points of damage, while a compound bow deals 1d12+4. An arrow used as melee weapon is Tiny and deals 1d6 points of piercing damage. However, all melee attacks with the weapon suffer a -4 circumstance penalty on attack rolls. Arrows come in lightweight, weatherproof quivers that hold 20

arrows. Modern arrows that hit their targets have a 50% chance to be destroyed. Arrows that miss their targets have a 10% chance to be destroyed or lost.

Automatic Crossbow: This is a semiautomatic heavy crossbow of modern design and construction that can fire up to six bolts without reloading. A long magazine snaps into the underside of the frame, and a new bolt is loaded into firing position automatically when the bow is redrawn. A small electric motor redraws the bow automatically after each shot. The motor is powered by a microcell that slots into the weapon's stock, and the cell is good for 500 shots and redraws.

Bolts: As with modern arrows, bolts are made from advanced composites and carbon fiber. The damage die of a crossbow using a modern bolt is increased by one step. For example, a heavy crossbow firing one of these bolts deals 1d12 points of damage. A bolt used as a melee weapon is Tiny and deals 1d6 points of piercing damage. However, all melee attacks with the weapon suffer a -4 circumstance penalty on attack rolls. Bolts come in lightweight, weatherproof quivers that hold 20 bolts. Modern bolts that hit their targets have a 50% chance to be destroyed. Bolts that miss their targets have a 10% chance to be destroyed or lost.

Compound Longbow: This recurved longbow is constructed using a cable and pulley system that creates more power and velocity even for archers not gifted with great strength. The archer gains a damage bonus of +4, just as if he were using a mighty bow and had a Strength bonus of +4. This weapon must be used with two hands, and it is too large to fire while mounted on an animal (it can be fired from a vehicle if sufficient space is available).

Firearms Accessories

Bayonet: This is a two-edged blade between six and eight inches long that attaches to the barrel of a rifle or carbine. A character wielding a firearm equipped with a bayonet can be used as a melee weapon, dealing the listed damage. Bayonets are keenblades (see page 102), so their threat range is 19-20.

Electronic Scope: This high-tech scope supports a variety of options. It provides 10x magnification for the purposes of distance-hampered Spot checks (see page 77). It eliminates penalties for poor lighting, working just like low-light vision. The scope also doubles the effective range increment of a ranged weapon when it is used. However, aiming through a scope greatly reduces your field of vision and makes defending yourself almost impossible. When you use an electronic scope to make an attack, you lose your Dexterity bonus to AC until the start of your next action.

SIMPLE WEAPONS—RANGED

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
<i>Tiny</i>						
Holdout laser	200 cr	1d10	x2	75 ft.	1 lb.	Fire
Microcell (15)	10 cr	—	—	—	1/2 lb.	—
Holdout pistol	150 cr	1d8	x3	100 ft.	2 lb.	Piercing
Magazine (10)	5 cr	—	—	—	1/2 lb.	—
Taser pistol	100 cr	*	*	100 ft.	1 lb.	*
Magazine (15)	10 cr	1d6	x3	—	1/2 lb.	—
<i>Small</i>						
Blaster pistol	600 cr	3d8	x2	100 ft.	3 lb.	Electricity
Minicell (30)	15 cr	—	—	—	1/2 lb.	—
Laser pistol	500 cr	2d10	x2	100 ft.	2 lb.	Fire
Minicell (30)	15 cr	—	—	—	1/2 lb.	—
Light autopistol	300 cr	1d10	x3	150 ft.	5 lb.	Piercing
Magazine (25)	10 cr	—	—	—	1/2 lb.	—
Heavy autopistol	400 cr	1d12	x3	200 ft.	7 lb.	Piercing
Magazine (20)	15 cr	—	—	—	1/2 lb.	—
Screamer pistol	450 cr	2d6	x2	100 ft.	2 lb.	Sonic
Minicell (30)	15 cr	—	—	—	1/2 lb.	—
<i>Medium-size</i>						
Blaster carbine	900 cr	4d8	x2	150 ft.	9 lb.	Electricity
Minicell (25)	15 cr	—	—	—	1/2 lb.	—
Crossbow, automatic	200 cr	2d6	19–20/x2	150 ft.	8 lb.	Piercing
Bolts (10)	5 cr	—	—	—	1 lb.	—
Hunting carbine	350 cr	1d10	x3	250 ft.	8 lb.	Piercing
Magazine (20)	15 cr	—	—	—	1 lb.	—
Laser carbine	700 cr	3d8	x2	150 ft.	7 lb.	Fire
Minicell (25)	15 cr	—	—	—	1/2 lb.	—
<i>Large</i>						
Blaster rifle	1,000 cr	4d10	x2	200 ft.	10 lb.	Electricity
Minicell (20)	15 cr	—	—	—	1/2 lb.	—
Hunting rifle	450 cr	1d12	x3	250 ft.	10 lb.	Piercing
Magazine (30)	20 cr	—	—	—	1 lb.	—
Longbow, compound	200 cr	1d12+4	x3	150 ft.	2 lb.	Piercing
Arrows (20)	5 cr	—	—	—	1 lb.	—
Laser rifle	800 cr	3d10	x2	200 ft.	8 lb.	Fire
Minicell (20)	15 cr	—	—	—	1/2 lb.	—
Screamer rifle	650 cr	4d6	x2	200 ft.	6 lb.	Sonic
Minicell (20)	15 cr	—	—	—	1/2 lb.	—
Shotgun	400 cr	*	*	50 ft.	10 lb.	Piercing
Magazine (15)	15 cr	—	—	—	1 1/2 lb.	—

MARTIAL WEAPONS—RANGED

Weapon	Cost	Damage	Critical	Range		Type
				Increment	Weight	
<i>Medium-size</i>						
Assault carbine	650 cr	1d10	x3	250 ft.	10 lb.	Piercing
Magazine (50)	25 cr	—	—	—	1 lb.	—
Submachine gun	500 cr	1d10	x3	200 ft.	8 lb.	Piercing
Magazine (50)	25 cr	—	—	—	1/2 lb.	—
<i>Large</i>						
Assault blaster	2,000 cr	4d10	x2	200 ft.	12 lb.	Electricity
Minicell (20)	15 cr	—	—	—	1/2 lb.	—
Assault laser	1,500 cr	3d10	x2	200 ft.	12 lb.	Fire
Minicell (20)	15 cr	—	—	—	1/2 lb.	—
Assault rifle	750 cr	1d12	x3	250 ft.	12 lb.	Piercing
Magazine (50)	25 cr	—	—	—	1 lb.	—
Flamethrower	1,000 cr	3d6	—	20 ft.	8 lb.	Fire
Fuel pack (10)	25 cr	—	—	—	1/2 lb.	—
Grenade launcher	500 cr	*	*	200 ft.	12 lb.	*
Magazine (5)	varies	—	—	—	5 lb.	—
Light machinegun	1,000 cr	2d6	x2	300 ft.	14 lb.	Piercing
Magazine (100)	75 cr	—	—	—	3 lb.	Piercing
Missile launcher	7,500 cr	*	*	—	20 lb.	*
Plasma rifle	3,000 cr	5d10	x2	300 ft.	14 lb.	Fire
Heavy cell (20)	50 cr	—	—	—	5 lb.	—
Rocket launcher	5,000 cr	*	*	400 ft.	15 lb.	*
Rocket launcher, Multishot	6,500 cr	*	*	400 ft.	24 lb.	*
Magazine (4)	1,000 cr	—	—	—	12 lb.	—
Sniper rifle	800 cr	1d12	x3	300 ft.	12 lb.	Piercing
Magazine (30)	20 cr	—	—	—	1/2 lb.	—
<i>Huge</i>						
Blaster cannon	5,000	8d10	x2	500 ft.	65 lb.	Electricity
Heavy cell (10)	50 cr	—	—	—	5 lb.	—
Heavy machinegun	1,500 cr	3d6	x2	400 ft.	20 lb.	Piercing
Magazine (100)	75 cr	—	—	—	5 lb.	—
Laser cannon	4,000 cr	6d10	x2	500 ft.	50 lb.	Fire
Heavy cell (15)	50 cr	—	—	—	5 lb.	—

Weapon	Cost	Damage	Critical	Range		Weight	Type
				Increment			
<i>Gargantuan</i>							
Missile launcher, multishot							
4 shot	12,000 cr	*	*	—		90 lb.	*
8 shot	15,000 cr	*	*	—		120 lb.	*
16 shot	20,000 cr	*	*	—		150 lb.	*
24 shot	30,000 cr	*	*	—		200 lb.	*
Plasma cannon	7,500 cr	10d10	x2	750 ft.		80 lb.	Fire

* See weapon description.

MARTIAL WEAPONS—STARSHIP WEAPONS

Ion cannon	40,000 cr	10d12	x2	100,000 ft.	1,500 lb.	Electricity
Laser cannon	10,000 cr	6d10	x2	25,000 ft.	500 lb.	Fire
Plasma cannon	25,000 cr	10d10	x2	50,000 ft.	800 lb.	Fire

MARTIAL WEAPONS—GRENADELIKE WEAPONS

Weapon	Cost	Damage	Blast	Range		Weight	Type
			Radius	Increment	Guidance		
<i>Grenade,</i>							
adhesive	50 cr	—	20 ft.	10 ft.	—	1 lb.	*
concussion	100 cr	6d6	20 ft.	10 ft.	—	1 lb.	*
flash-bang	50 cr	—	20 ft.	10 ft.	—	1 lb.	*
frag	100 cr	6d6*	20 ft.	10 ft.	—	1 lb.	*
incendiary	100 cr	6d6	20 ft.	10 ft.	—	1 lb.	Fire
nausea	50 cr	—	*	10 ft.	—	1 lb.	*
smoke	30 cr	—	*	10 ft.	—	1 lb.	*
stun	50 cr	6d6	20 ft.	10 ft.	—	1 lb.	*
<i>Missile,</i>							
HE	500 cr	6d10	40 ft.	—	20	5 lb.	*
HEAP	750 cr	10d10	5 ft.	—	20	7 lb.	*
AA	1,000 cr	8d10	10 ft.	—	25	10 lb.	*
<i>Rocket,</i>							
HE	250 cr	6d8	30 ft.	—	—	3 lb.	*
HEAP	400 cr	10d8	5 ft.	—	—	4 lb.	*
Torpedo	1,000 cr	6d10x5	50 ft.	—	25	150 lb.	*

FIREARM ACCESSORIES

	Cost	Damage	Critical	Range		Weight	Type
				Increment			
Bayonet	20 cr	1d6	x3	—		1 lb.	Piercing
Electronic scope	300 cr	—	—	—		1 lb.	—
Laser sight	100 cr	—	—	—		1 lb.	—
Propellant cartridge	10 cr	—	—	—		1 lb.	—
Silencer	50 cr	—	—	—		1 lb.	—
Weapon harness	500 cr	—	—	—		15 lb.	—
<i>Melee Weapons</i>							
Stun baton	50 cr	1d6	x2	—		2 lb.	*
Stun gauntlets	75 cr	*	*	—		2 lb.	*

* See weapon description.

Laser Sight: A laser sight can be mounted on any type of firearm as well as bows and crossbows. A contact switch in the weapon's grip activates the sight, which paints the target with a beam of visible coherent light and greatly aids aiming the weapon. You gain a +1 circumstance bonus on attack rolls when firing a weapon equipped with a laser sight.

Magazine: These cartridges hold the listed number of bullets for slug-throwers. This caseless ammunition is usually a spherical or dart-shaped metal slug.

Propellant Cartridge: This device is a cylinder about the size of a mincell that provides binary propellant for a slug-thrower. The cartridge usually slips into a receiver in the weapon's stock or under its barrel. Replacing a propellant cartridge is a move-equivalent action that provokes attacks of opportunity. If you have the Speed Load feat, its benefits apply to propellant cartridges as well as ammunition magazines and power cells.

Silencer: This accessory attaches to the barrel of a firearm and suppresses the report of a chemical-propellant slug-thrower. Silencers can *only* be used with slug-throwers, and they increase the DC of Listen checks to hear a weapon being fired nearby by 10.

Weapon Harness: This device consists of an articulated, servo-assisted arm designed to support a heavy weapon. When disengaged, the harness holds the weapon at one of several optional ready positions. A heavy weapon cannot be fired without a weapon harness or similar support, such as a tripod or vehicle mount.

EXPLOSIVE WEAPONS

Grenades

Adhesive Grenade: This weapon is designed to incapacitate victims rather than kill them. When a "glue grenade" detonates, it discharges a film of thick fluid throughout the blast radius. On contact with air, the fluid becomes adhesive, bonding instantly and to anything it covers. Anyone who is in or who enters the blast radius must make a Reflex save every round (DC 15, +1 per previous check) or become entangled. The film remains sticky for 3d10 rounds after the grenade detonates.

Concussion Grenade: A concussion grenade is an explosive charge in a metal or hard-plastic casing. When the grenade detonates, the shockwave deals damage to everything in the burst radius. Half of a concussion grenade's damage is sonic damage and half is bludgeoning damage. Underwater, the shockwave caused by a concussion grenade travels much further and much faster than it does through air. The blast radius and blast damage of concussion grenades is doubled underwater.

Flash-Bang Grenade: A flash-bang grenade doesn't do any damage. It detonates with a blinding flash of light and deafening noise. Any living creature in the blast radius must make a Will save (DC 20) or be stunned and deafened for 1d3 rounds. If the creature was looking in the direction of the flash-bang when it detonated and fails the save, it is blinded for the same period of time. If the creature made the save, it is dazzled for

the duration of the effect. The duration of these visual effects is halved if the victim was wearing eye protection (see page 115). Creatures especially sensitive to light, such as drow, are blinded for twice the normal duration.

Fragmentation Grenade: A fragmentation grenade is an explosive charge in a metal casing. When the grenade detonates, the explosion and shrapnel deal damage to everything in the burst radius. Half of a frag grenade's damage is fire damage and half is piercing damage.

Incendiary Grenade: These weapons burst on detonation, filling the blast radius with a chemical compound that ignites on contact with air. Damage is resolved normally, and all of an incendiary grenade's damage is fire damage. Creatures caught in the blast radius may also catch on fire (DMG 86).

Nausea Grenade: A nausea grenade doesn't do any direct damage, but it's extremely effective at crowd control. It works like a smoke grenade, spewing out a noxious gas that reduces visibility. Anyone who is in or who enters the blast radius must make a Fortitude saving throw every round (DC 15, +1 per previous check) or be blinded and nauseated for 1d3 rounds *after* they have left the affected area.

A filter mask, hostile environment suit, powered armor, or other sealed system protects against nausea grenades entirely. Creatures who do not have a metabolism, such as constructs, robots, soulmechs, and undead, are unaffected by nausea grenades.

Smoke Grenade: A smoke grenade does no damage. When it detonates, it releases a non-noxious vapor that billows out in a 20-foot radius. The smoke persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility within the smoke is limited to two feet. Everything within the cloud has 90% concealment.

Stun Grenade: Stun grenades are designed to knock victims out rather than kill them. The damage from a stun grenade is calculated normally, but it is treated as subdual damage.

Missile, High Explosive: This is a standard explosive missile fired from a variety of man-portable and vehicle launch systems. The weapon deals half fire damage and half piercing damage to everything in the blast radius. This missile has a guidance rating of 20. It moves 1,250 feet (speed 25 on the surface scale) the round it is launched and 2,500 feet (speed 50 on the surface scale) every round thereafter. For more information on explosive weapons, see page 133.

Missile, High Explosive Armor Piercing: This missile is designed to focus its explosive charge in a single direction, thereby penetrating armor more effectively. The weapon deals half fire damage and half piercing

damage to everything in the blast radius. This missile has a guidance rating of 20. It moves 1,250 feet (speed 25 on the surface scale) the round it is launched and 2,500 feet (speed 50 on the surface scale) every round thereafter. For more information on explosive weapons, see page 133.

Missile, Anti-Air: This missile is designed to take down aircraft and is either fired from an aircraft or personnel and vehicles on the surface. It is much larger and faster than surface-to-surface missiles. This missile deals half fire and half bludgeoning damage to everything in the blast radius. It has a guidance rating of 25. It moves 12,500 feet (speed 25 on the aircraft scale) the round it is launched and 25,000 feet (speed 50 on the aircraft scale) every round thereafter. For more information on explosive weapons, see page 133.

Rocket, High Explosive: This rocket is fired from a variety of man-portable and vehicle launch systems. The weapon deals half fire damage and half piercing damage to everything in the blast radius. For more information on explosive weapons, see page 133.

Rocket, High Explosive Armor Piercing: This rocket is designed to focus its explosive charge in a single direction, thereby penetrating armor more effectively. The weapon deals half fire damage and half piercing damage to everything in the blast radius. For more information on explosive weapons, see page 133.

Torpedo: These weapons are designed to penetrate and destroy starfaring warships. These devastatingly powerful weapons deal half fire damage and half bludgeoning damage to everything in the blast radius. A torpedo has a guidance rating of 25. It moves speed 25 (on the spacecraft scale) the round it is launched and speed 50 every round thereafter. For more information on explosive weapons, see page 133.

MELEE WEAPON DESCRIPTIONS

Melee weapons have not enjoyed the same revolutionary advances as ranged weapons. Firearms have been revolutionized by completely new technologies. Melee weapons in the Empire would be recognizable to most any warrior in the Outlands. The state of the art has not advanced much beyond the common knife or sword. Other designs, such as maces, axes, and pole arms, are completely obsolete. Engineers have focused their efforts on making blades as versatile, light, durable, and sharp as they can possibly be. With melee weapons, magic is capable of much more than technology.

Keenblades: These weapons have light, strong alloy blades and their edges are laminated with industrial diamond. They are extremely sharp and will not dull over the lifetime of the weapon. Keenblade versions of all of the slashing and piercing weapons in the core rules are

available. Their cost is five times the listed cost for a standard weapon of that type. Keenblades provide a +1 bonus on attack rolls, and this bonus stacks with bonuses both for being of masterwork quality and magic enhancement bonuses. The threat range of a keenblade is also twice that of a corresponding conventional weapon. Keenblades are fine weapons, but they are still extremely uncommon in the Empire. Most soldiers carry a blade of some kind as a backup weapon, and many adventurers carry melee weapons as well. There is no question, though, that these weapons are no match for slug-throwers and energy weapons.

Stun Batons: A stun baton is a long nightstick with electrical contacts on the end. When the weapon is activated, a powerful electrical current crackles along these contacts. A target hit by a stun baton takes normal bludgeoning damage and must make a Fortitude saving throw (DC 15) or be stunned for 1 round. Resistances or immunities to electricity damage apply. A stun baton is powered by a microcell good for 50 successful hits before you need to replace it. Failed attacks don't drain the weapon's charges.

Stun Gauntlets: Stun gauntlets work just like stun batons, except you wear them on your hands like gloves. A target hit by stun gauntlets takes normal unarmed strike damage and must make a Fortitude saving throw (DC 15) or be stunned for 1 round. Resistances or immunities to electricity damage apply. Monks with the Technical Proficiency feat can use stun gauntlets to augment their unarmed strikes. The DC to resist the monk's stunning attack is increased by 1, and targets who fail their saving throws are stunned for 2 rounds.

Stun gauntlets are powered by twin microcells good for a combined 50 hits before you need to replace them. Failed attacks don't drain the weapon's charges.

ARMOR

Armor in **Dragonstar** fills the same role as it does in the Outlands, but developments in materials technology makes it much more effective. Most armors are lighter and less restrictive, yet offer better and more durable protection against a wide range of weapons.

Shields are obsolete in the Empire, though they are still common on many undeveloped Outlands worlds. Shields provide no armor bonus when used to defend against advanced ranged weapons, including both slug-throwers and energy weapons. Even a highly trained fighter is unable to position a shield quickly and precisely enough to block attacks from these weapons. The only exception to this rule is the tower shield, which still provides a cover bonus. However, its bulk makes it a poor choice on the modern battlefield.



DONNING AND REMOVING ARMOR

Armor Type	Don	Don Hastily	Remove
Light armor	5 rounds	2 rounds	2 rounds
Medium armor	1 minute	5 rounds	1 minute
Heavy armor	2 minutes	1 minute	1 minute
Powered armor	4 minutes	4 minutes*	2 minutes

GETTING INTO AND OUT OF ARMOR

The above table lists the times to don and remove armor (PHB 105).

ARMOR DESCRIPTIONS

Armor Vest: An armor vest is constructed of gel padding sandwiched between layers of densely woven, reinforced polymer fibers. The most common models are one-piece units that slip over the head and shoulders, with adjustable fasteners in easy reach along the sides.

Assault Exoskeleton: This heavy armor is constructed of reinforced polymer plates over a customized, formfitting carbon-fiber frame. The interior of the armor is lined with gel padding, and the exoskeleton is typically worn over standard combat fatigues. Given the protection it offers, the exoskeleton is reasonably lightweight and the carbon-fiber frame is fully articulated to allow a full range of movement.

Assault Hardsuit: This heavy powered armor blurs the line between infantry and mechanized forces, effectively transforming a foot soldier into a walking tank. The composite and carbon fiber plating provides the heaviest personal armor available, and the heavy-duty batteries allow for 24 hours of operation. The assault hardsuit is more plodding, methodical, and less nimble on the move than an unarmored soldier, but it does offer an effective Strength of 22. When traveling overland, the power-assist servos allow the wearer to hustle for up to 12 straight hours without rest (PHB 143). The heads-up display on the viewscreen provides all the benefits of a personal communicator, digital binoculars, laser sight, and digital mapbox. The assault hardsuit can also be sealed for self-contained operations in a hostile environment for up to three hours. In this mode, it provides all the benefits of a hostile environment suit and vacuum suit. The hardsuit provides the user with damage reduction 10/—.

Assault hardsuits must be equipped with integral weapons, and these are available at their standard listed price. The armored manipulators on the hardsuit are

capable of a wide range of tasks, but they are not designed to hold personal weapons. The most common hardsuit models feature an integral assault laser or blaster in one arm and a shoulder-mounted, multishot rocket launcher or missile launcher. These models include an armored ammunition case for the latter on the hardsuit's back, and the rockets and missiles are machine-fed to the launcher from this case. Weapons are not included in the listed price of the assault hardsuit and must be purchased separately.

Battle Armor: This armor consists of several rigid polymer components designed to protect vulnerable parts of the soldier's body, including the chest and shoulders, elbows, hands, and shins. The polymer armor is worn over standard combat fatigues and includes a visored combat helmet.

Battle Suit: This armor is a heavier, one-piece version of combat fatigues. The durable polymer fiber is reinforced by a lining of energy-absorbing gel to protect the chest and extremities.

Camouflage: All types of armor are available in camouflage patterns that greatly improve the wearer's ability to blend in with his surroundings. Camouflaged clothing or armor grants a +2 circumstance bonus on Hide checks.

Combat Armor: This armor is similar in design to battle armor, but the rigid armor components are more extensive and it incorporates the same gel lining found in the battle suit. Combat armor includes a visored combat helmet.

Combat Exoskeleton: Lighter in construction than the assault variant, this heavy armor features similar reinforced polymer plates over a customized, formfitting carbon-fiber frame. The interior of the armor is lined with gel padding, and the exoskeleton is typically worn over standard combat fatigues. Given the protection it offers, the exoskeleton is reasonably lightweight and the carbon-fiber frame is fully articulated to allow a full range of movement.

Combat Fatigues: These standard military fatigues feature durable composite fiber interwoven with high-

ARMOR

Armor	Cost	Armor Bonus	Maximum Armor		Arcane Spell Failure	Speed		Weight
			Dexterity Bonus	Check Penalty		30 ft.	20 ft.	
<i>Light armor</i>								
Heavy clothes	5 cr	+2	+6	0	10%	30 ft.	20 ft.	10 lb.
Flight suit	50 cr	+4	+8	0	—	30 ft.	20 ft.	6 lb.
Armor vest	75 cr	+5	+5	0	5%	30 ft.	20 ft.	8 lb.
Combat fatigues	100 cr	+6	+6	-1	10%	30 ft.	20 ft.	10 lb.
<i>Medium armor</i>								
Battle suit	350 cr	+7	+6	-2	10%	20 ft.	15 ft.	15 lb.
Battle armor	500 cr	+8	+5	-2	15%	20 ft.	15 ft.	20 lb.
Combat armor	750 cr	+9	+5	-3	20%	20 ft.	15 ft.	25 lb.
<i>Heavy armor</i>								
Shock armor	2,000 cr	+10	+4	-4	25%	20 ft.	15 ft.	30 lb.
Combat exoskeleton	3,500 cr	+11	+3	-5	30%	20 ft.	15 ft.	40 lb.
Assault exoskeleton	5,000 cr	+12	+2	-5	35%	20 ft.	15 ft.	50 lb.
<i>Powered armor</i>								
Combat hardsuit	10,000 cr	+14	+1	0	40%	40 ft.	40 ft.	250 lb.
Assault hardsuit	15,000 cr	+16	+0	0	40%	30 ft.	30 ft.	350 lb.
<i>Extras</i>								
Camouflage	20 cr	—	—	—	—	—	—	—

strength polymer threads. The elbows, knees, and shoulders are reinforced with padded pockets of energy-absorbent gel.

Combat Hardsuit: This powered armor is effectively a heavier version of the assault exoskeleton, with battery-powered servos to assist the soldier in locomotion. The hardsuit is full-body armor, and the integral helmet provides all of the benefits of a personal communicator, digital binoculars, and laser sight. The servos provide the user with an effective Strength of 18, and a standard heavy cell provides power sufficient for 48 hours of continuous operation. When traveling overland, the power-assist servos allow the wearer to hustle for up to 12 straight hours without rest (PHB 143). The combat hardsuit cannot be fitted with integral weapons, but the fully articulated gauntlets allow the soldier to use any weapons he could normally use. The combat hardsuit can also be sealed for self-contained operations in a hostile environment for up to three hours. In this mode, it provides all the benefits of a hostile environment suit

and vacuum suit. The hardsuit provides the user with damage reduction 5/—.

Flight Suit: This jumpsuit is commonly worn by military pilots, arcane spellcasters, and others who want full-body armor protection without sacrificing freedom of movement. It is constructed of high-strength, synthetic composite fiber. The suit is light, non-restrictive, and very effective.

Heavy Clothes: This entry includes any reinforced, durable clothing, including leathers, heavy dusters and overcoats, and bushman's khakis. While not designed as armor, the materials used in their construction are strong and resilient enough to provide limited protection comparable to archaic leather armor.

Shock Armor: This armor consists of a full-body, composite-weave suit lined with energy-absorbent gel. Rigid polymer armor—heavier and more extensive than that used in battle armor and combat armor—protects as much of the body as possible while still allowing full mobility. Shock armor includes a combat helmet.



COMMUNICATIONS GEAR

Credit Chip: These ubiquitous devices are datachips with financial credit stored on them. They are effectively credit cards with the credit recorded on the onboard memory chip. Credit chips can be swiped through automated processors, and they can beam transactions to other credit chips or datapads. When a transaction is made, the total is automatically deducted from the balance on the chip. Credit chips are thumbprint or pheromone activated, but they can be hacked with a Use Device check (DC 25). A hacked chip will recognize the hacker as an authorized user.

Datachip: These small, flat optical disks can store up to one terabyte (1,000 gigabytes) of data—sufficient storage for 50,000 fully illustrated encyclopedia volumes. A wide range of applications and searchable, customizable database programs are available commercially. Some of the most common are listed below. Players and DMs are encouraged to develop new ones as well.

Program	Skill
Agricultural Science	Profession (farmer)
Animal Husbandry	Handle Animal
Arcanist's Lorebook	Spellcraft, Knowledge (arcana)
Art Collector's Price Guide	Appraise (fine art)
Computers and Electronics	Use Device
Desktop Physician	Heal
Imperial Biological Survey	Knowledge (biology)
Chemical Database	Knowledge (chemistry)
Alchemist's Handbook	Alchemy
Imperial Encyclopedia	Knowledge (geography and history)
Languages and Linguistics	Decipher Script
Military Surplus Guide	Appraise (weapons and armor)
Survival Guide	Wilderness Lore
Technical Design Database	Knowledge (engineering)
Unification Bible	Knowledge (religion)

Datapad: This is a lightweight, handheld personal computer. It can be used as a notepad, personal scheduler, calculator, graphics tablet, and library. Standard datapads use verbal or cursor input, though collapsible keyboards are also available for rigorous or technical tasks. Data is typically displayed on a holographic projection, digital glasses, or the integrated flatscreen display. Standard features include a datachip port and wireless modem for networking and communications.

Datapads provide users with a +2 circumstance bonus on appropriate ability or skill checks. If the user has pur-

chased specific database programs, the datapad provides a +2 circumstance bonus on related skill checks that depend primarily on information or calculation. For example, a price-guide program would provide the bonus on Appraise skill checks, and countless databases are available that provide the +2 bonus for a wide range of specific Knowledge skills.

A datapad has sufficient onboard storage for 10 data programs, which can be installed from datachips.

Language Translator: This headset includes an earpiece, microphone, and clip-on audio speaker. When the appropriate datachip is inserted into the unit, spoken language is translated in real-time by the computer and output to the earpiece. Likewise, when the user speaks into the microphone, his words are immediately translated into the appropriate language and output to the clip-on speaker. A language translator allows instantaneous, near-fluent communication in any language for which the user has a datachip, though the translations are notoriously flat and academic. Skill checks, including Bluff, Diplomacy, and Perform, using a language translator suffer a -4 circumstance penalty. Each language chip costs 100 cr.

Personal Communicator: These small and versatile units are typically mounted in a light headset, a single earplug, or a tiny pin that can be clipped to the user's clothing. Personal communicators are generally voice-activated and can operate through subvocalization or bone conduction. These devices integrate radios and satellite uplinks for a broad range of wireless communications tasks. The radios have a line-of-sight range of about 10 miles. Using cellular relays, they can be used anywhere within the operating area of a city, continent, or planet with a developed telecommunications network. Finally, using satellite uplinks, the devices allow global and orbital communication on any planet with an accessible network of communication satellites.

SENSORS

Behavior Analyzer: This desktop device measures blood pressure, brainwave activity, galvanic skin response, and other physiological cues to determine the subject's overall emotional and mental state. You get a +4 circumstance bonus on Sense Motive checks if the subject is hooked up to a behavior analyzer.

Behavior Analyzer, Handheld: This is a portable version of the full-size device. It is less sophisticated and accurate, but it provides a +2 circumstance bonus on Sense Motive checks.

Digital Binoculars: These handheld devices offer up to 25x magnification, providing the user with a +2 circumstance bonus on distance-hampered Search and

Spot checks. If the user selects the appropriate view mode, the binoculars can also process infrared, ultraviolet, and amplified light.

- A character using the light-amplification mode can see twice as far as an unassisted human in starlight, moonlight, and similar conditions of poor illumination. This mode does not allow the user to see in complete darkness.

- Infrared mode allows the user to see in the dark up to the range of the binoculars. However, infrared is not as versatile as darkvision. It detects variations in the temperature of viewed objects, and it usually cannot distinguish between objects with the same surface temperature. Thus, while infrared can easily detect living creatures in total darkness, it cannot distinguish most undead from their surroundings. Further, infrared does not easily penetrate water, so this viewing mode is useless underwater.

- Ultraviolet light penetrates water more readily than any other visible light and is very useful for vision enhancement underwater. When using the ultraviolet viewing mode, a character can see twice as far underwater as an unassisted human.

Holocam: This handheld device records three-dimensional, full-motion images and audio for display on a holographic projector. A holocam has sufficient onboard storage for 100 hours of recording. It also features a datachip port for additional storage. A standard datachip can store 10 hours of holographic recordings.

Multiscanner: This useful handheld device is indispensable for field scientists and explorers in the Outlands wilderness. It incorporates a number of functions useful for evaluating environmental conditions and identifying life forms. The multiscanner features the following sensor systems.

- A Geiger counter capable of identifying and analyzing the approximate source and intensity of harmful radiation within 500 feet.

- A chemical sniffer capable of detecting and analyzing chemicals in the environment, including the soil, air, and water sources within 100 feet.

- A magnetometer, spectrometer, magnetic resonance detector, and millimeter-wave radar capable of identifying and analyzing the material composition of objects within a range of 100 feet. Though its resolution is grainy, it can penetrate thin surfaces and generate useful images of any objects concealed underneath.

- Electrical sensors capable of analyzing electrical activity in living organisms. The device can detect the presence and approximate size of life forms within 100 feet. If networked to a datapad with an appropriate knowledge database, the multiscanner can even identify these life forms if the user makes a successful Use Device check (DC 20).



Nightvision Goggles: These devices amplify available light, granting the user all of the benefits of low-light vision. The user can see twice as far as an unassisted human in starlight, moonlight, and similar conditions of poor illumination.

Security Scanner: This handheld device monitors electrical currents and a broad radio spectrum and localizes low-power transmissions. It is capable of detecting microbugs and other electronic surveillance devices within 50 feet. The scanner has a small integrated electromagnetic pulse generator capable of frying such devices' electronic circuitry. The EMP unit also grants the user a +2 circumstance bonus on Disable Device checks to sabotage other electronics, from datapads to electronic door locks and security systems.

Surveillance Laser: This portable device generates a laser beam (invisible to unassisted sight) with a line-of-sight range of 10 miles. In application, the device's effective range in urban areas is about 500 feet. The laser is aimed at a window or similar thin surface. It is capable of recording, digitizing, and translating the vibrations of this surface to replicate nearby conversations. The device has a datachip port for storing recordings, and a single chip can store thousands of hours of recorded conversations. The surveillance laser can also be connected directly to a datapad or other computer via wireless network.

MEDICAL TECH

Autodoc: This cutting-edge device is designed as a substitute for the emergency medical facilities of a small trauma center or military infirmary. The integral datapad and diagnostic monitor allow the unit to diagnose most illnesses and traumas. Equipped with a wide variety of fully articulated medical instruments, sensors, imaging scanners, and pharmaceuticals, the autodoc is designed to stabilize and treat critical patients.

An autodoc immediately stabilizes a dying patient who is placed inside it. The patient is considered to be recovering with help for the purposes of regaining consciousness (PHB 129). Further, the patient recovers twice his level in hit points for each full day he remains in the autodoc.

Diagnostic Monitor: These devices are used to quickly and accurately assess a patient's medical status. When placed against the patient's skin, the diagnostic monitor samples a wide range of vital signs and prompts the attending medic with a condition summary and treatment priorities. A monitor gives the user a +2 circumstance bonus on Heal checks for first aid (PHB 69).

Medkit: Medical kits are found in the packs of most every explorer, soldier, and adventurer. They are small and easy to use and offer a wide variety of useful emergency medical supplies. A medkit grants a +4 circumstance bonus on Heal checks. It contains enough supplies for five treatments, after which it must be replaced or replenished.

SURVIVAL GEAR

Artificial Gill: An artificial gill is a small backpack device featuring a synthetic membrane that functions much like a true fish gill. The membrane, along with a small rebreather and regulator, extracts breathable oxygen from water and allows about 20 hours of continuous underwater activity. Artificial gills do not protect a user from depth and decompression hazards.

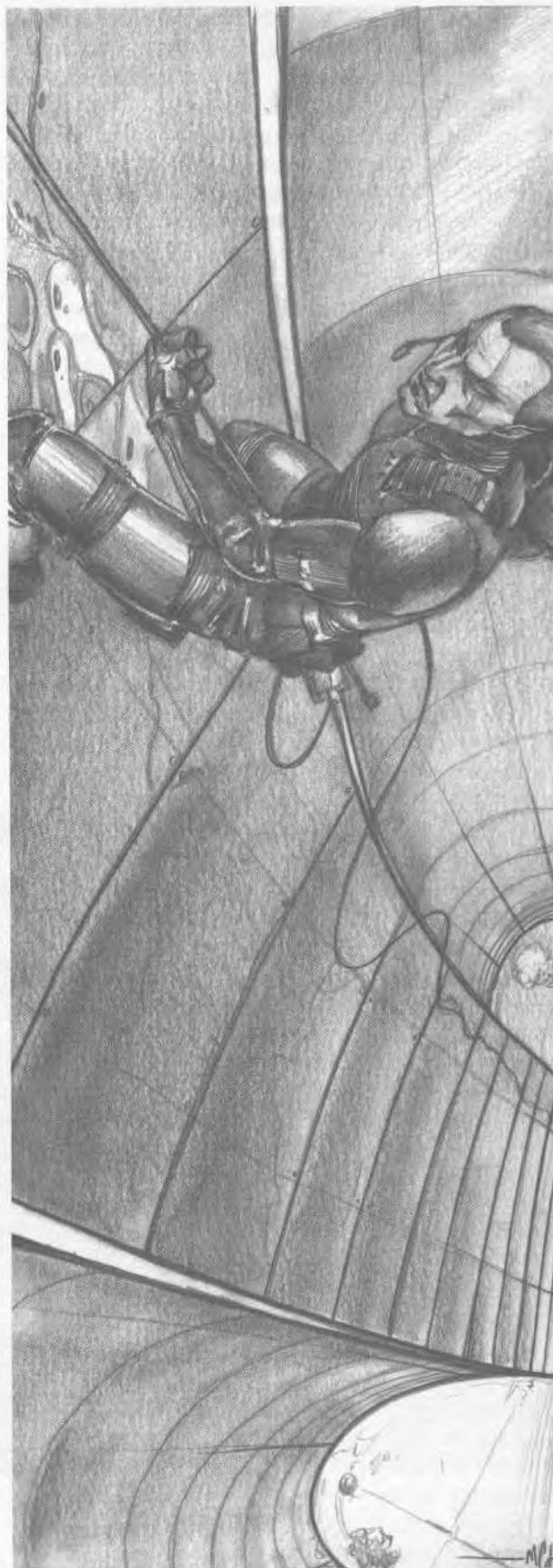
Backpack: A large, comfortable kit that can hold up to 200 lbs. of supplies. Backpacks are waterproofed and constructed of rugged materials with reinforced frames. They receive a +2 circumstance bonus on Fortitude saving throws and receive a save even if unattended.

Climbing Gear: This kit includes a 200-foot synthetic fiber rope, grappling hook, spikes, crampons, compressed air hammer, ice axe, climbing boots, and helmet with integral headlamp. Climbing gear grants a +4 circumstance bonus on Climb checks.

Drysuit: This is a diving suit made of rugged, variable-state material. It can be worn as either a loose-fitting jumpsuit with good ventilation or a close-fitting diving suit with excellent insulation. A low-power electrical current is used to alter the material from a baggy, open weave to a tight waterproofed state. Standard drysuits are designed for use with artificial gills and come with a headlamp-equipped diving mask and swim fins.

Electronic Mapbox: This handheld device is a global positioning unit with an integral datapad that can store and display digital maps. The device also includes a digital compass and inertial navigator. The electronic mapbox allows the user to locate and track his position and movement anywhere on a planet and plot them on an existing map display. The global positioning unit is accurate to within a meter but only functions on a planet with an accessible global positioning satellite network.

Emergency Beacon: This is a small, high-power radio transmitter that uses an integral battery and solar charger to generate a continuous, pulsing telemetry signal intended to guide rescuers. These are useful devices, but many soldiers and adventurers deactivate them when traveling in hostile areas for fear that the emergency beacon will be used by their enemies to locate them.



Emergency Pod: These are rescue devices designed to aid survival in a variety of emergency situations. Emergency pods are typically about three feet wide and contain miniature life support systems. To activate it, the user pulls the collapsed pod from its storage pack, climbs inside, and zips it shut. When the pod is sealed, the device inflates and the life support system is activated. The system provides breathable air and temperature control for up to 100 hours for a single adult. The devices also come with an integral emergency beacon that activates upon inflation. Emergency pods are effective in the deepest oceans and the furthest reaches of space.

Filter Mask: This device filters the air and protects the user from most airborne chemical agents and contaminants. The user is immune to the harmful effects of smoke, gas, and toxic inhalants. The user must still have available air to breathe, so the filter mask is not sufficient to sustain the user in space, underwater, or in any other airless environment. Filter masks cover the user's nose and mouth and feature airtight goggles and adjustable fitting straps.

Fire Paste: This is a chemical putty that it used to start or sustain fires. Fire paste comes in small blocks with integral igniters. The user simply pulls the tab on the igniter and seconds later the paste bursts into flame. Fire paste quickly ignites any inflammables in contact with it and a block will burn by itself up to 30 minutes.

Flare Gun: This handheld device is used to fire emergency flares. It can fire a standard flare cartridge 500 feet in the air. Flare cartridges use chemical inflammables to burn hot and bright in a variety of colors.

Hostile Environment Suit: The HEV is similar in manufacture to the drysuit, constructed of variable-state material designed to alternate between a loose, open weave and a tight, sealed protective suit. The HEV is intended for use in environments—from planets to space stations—characterized by toxic atmospheric elements, extreme temperature, or dangerous levels of radiation. The suit comes with a helmet equipped with an integral breathing mask, but it does not feature a full life-support system and cannot be used in a completely airless environment. The HEV suit provides protection in temperatures ranging from -50°F to 150°F , allows the user to breathe tainted air without ill effect, and grants a +10 circumstance bonus to Fortitude saves to resist the harmful effects of radiation (see *Galaxy Guide*).

Sleeping Bag: These lightweight units are made of durable composites and are the explorer's best friend. They can be folded down to a small rectangle and easily stored in a backpack. They provide excellent insulation, protecting the user from both heat and cold.

Survival Kit: This kit is carried by explorers, soldiers, pilots, adventurers, and anybody else who pre-

pares to operate, travel, and survive in a wilderness environment. It comes in a small collapsible kit that includes the following items: digital compass, bedroll, three survival ration packs, fishing line and hooks, survival knife with multitool, canteen, and a chemical igniter.

Survival Rations: These are durable, high-energy food products stored in a sealed plastic packet. A wide variety of foods are available—some to be heated up and some to be eaten cold. A single packet will sustain a Medium-size character for one week, and survival rations have a shelf life of several years.

Temporary Shelter: Temporary shelters are more versatile than tents, typically offering more spacious, durable, and weatherproof accommodations. Temps are easy to assemble and disassemble and come in a variety of designs. Some are small one- or two-person shelters, while others are larger multi-room structures. Temp panels contain electrically sensitive frames that, when activated, stiffen and support the structure's roof and walls. The user simply unrolls the temp and pushes a button. The frames stiffen and the shelter raises itself. Temps have integral solar panels that trickle-charge small batteries to provide power.

Water Purifier: These simple devices are essentially large plastic straws fitted with filters and ionized chemical scrubbers. The user puts one end in the water, the other in his mouth, and sucks the water through the straw. Purifiers are disposable and good for about 20 gallons of water before the filters fail. Water purifiers remove toxins, contaminants, and harmful microbes from water, and also remove salts from seawater.

SUBTERFUGE GEAR

Chameleon Suit: The fabric of this loose-fitting jumpsuit is a durable polymer weave fitted with phototropic implants that cause the suit's surface to automatically match the appearance of its surroundings. Characters wearing a chameleon suit gain a +4 circumstance bonus on Hide checks. This bonus is lost if a potential observer has a thermal imaging device.

Disguise Kit: These kits contain thin polymer molds custom-fit to the user's facial structure and a wide variety of modular implants and appliances. The user can craft any number of partial or full facial masks with the molds, and the tone and texture of the polymer imitates that of real skin. The implants and appliances can be used to create effects such as pigmentation, scarring, simulated injuries, body heat, or facial twitches. Contact lenses, hairpieces, and other such accessories are also included. A disguise kit grants the user a +4 circumstance bonus on Disguise checks.

Electronic Lockpicks: These specialized intrusion tools are needed to bypass or open electronic locks. You can attempt to open such a lock with standard electronics tools, but you suffer a -2 circumstance penalty.

Electronic Lockpicks, Masterwork: When using these high-quality tools, you get a +2 circumstance bonus on your Open Lock checks.

Forgery Lab: A forgery lab includes the special paper, plates, inks, dyes, cutting tools, laminating materials, and imaging devices you need to make both hard-copy and electronic forgeries. A forgery lab grants you a +10 circumstance bonus on Forgery checks.

Intrusion Suit: The intrusion suit is a form-fitting body stocking that features the same phototropic properties found in a chameleon suit. However, the intrusion suit also incorporates thermal wiring and hundreds of tiny chemical reservoirs that match the wearer's thermal signature to the temperature of his surroundings. The intrusion suit provides the same +4 circumstance bonus to Hide checks as a chameleon suit, even if thermal imaging is used.

Lockbreaker: This intrusion device looks like a simple mechanical handgun. The end of the barrel is placed against a lock and the trigger is squeezed repeatedly to force a serrated key-blade into the mechanism, forcing the tumblers and causing the lock to disengage. Lockbreakers are very effective, but they use brute force

to accomplish their task and are aptly named: They render any lock they're used against completely inoperable. Lockbreakers grant a +10 circumstance bonus on Open Lock checks against conventional mechanical locks. They are not effective against other designs, such as combination locks or electronic locks.

Microbug: This device is a microphone, radio transmitter, and internal power cell combined in a single miniature package. A microbug's power supply is not sufficient for continuous transmission, so it stores recorded data until its memory is full and then sends it using compressed burst transmissions. The range of these transmissions is a mere 200 feet, but portable relays can be used to boost the signal.

Safecracker's Kit: This kit can only be purchased by characters with appropriate security credentials or those with contacts in the criminal underworld. The kit includes a variety of power drills, files, clamps, and other tools specially designed for defeating complex mechanical locks. The kit also features a small fiber optic camera that can be inserted into a drilled hole to view the position of tumblers and other lock components. A safecracker's kit grants a +4 circumstance bonus on Open Lock checks against complex mechanical locks, such as combination safe locks.

Signal Jammer: This handheld or belt-clip device generates a random broadband signal designed to reduce



EQUIPMENT

Item	Cost	Weight
<i>Communications Gear</i>		
Credit chip	1 cr	—
Datachip (blank)	1 cr	—
Datachip (program)	50 cr	—
Datapad	300 cr	1 lb.
Language translator	200 cr	1 lb.
Personal communicator	100 cr	—
<i>Sensors</i>		
Behavior analyzer	500 cr	10 lb.
Behavior analyzer, handheld	400 cr	2 lb.
Digital binoculars	750 cr	1 lb.
Holocam	500 cr	2 lb.
Multiscanner	2,500 cr	3 lb.
Nightvision goggles	250 cr	1 lb.
Security scanner	1,000 cr	2 lb.
Surveillance laser	1,200 cr	5 lb.
<i>Medical Tech</i>		
Autodoc	15,000 cr	400 lb.
Diagnostic monitor	300 cr	1 lb.
Medkit	120 cr	5 lb.
<i>Survival Gear</i>		
Artificial gill	200 cr	5 lb.
Backpack	40 cr	2 lb.
Climbing gear	250 cr	15 lb.
Drysuit	800 cr	7 lb.
Electronic mapbox	750 cr	1 lb.
Emergency beacon	75 cr	—
Emergency pod	1,000 cr	15 lb.
Filter mask	65 cr	1 lb.
Fire paste	5 cr	—
Flare	2 cr	1 lb.
Flare gun	25 cr	2 lb.
Hostile environment suit	1,400 cr	12 lb.
Sleeping bag	50 cr	1 lb.
Survival kit	60 cr	8 lb.
Survival rations (one week)	5 cr	3 lb.
Temporary shelter		
1-person	300 cr	5 lb.
2-person	500 cr	8 lb.
5-person	800 cr	15 lb.
10-person	1,500 cr	20 lb.
Water purifier	15 cr	—

Espionage Gear

Chameleon suit	1,100 cr	1 lb.
Disguise kit	380 cr	5 lb.
Electronic lockpicks	250 cr	3 lb.
Electronic lockpicks, masterwork	500 cr	5 lb.
Forgery lab	1,000 cr	50 lb.
Intrusion suit	2,400 cr	2 lb.
Lockbreaker	150 cr	1 lb.
Microbug	50 cr	—
Safecracker's kit	550 cr	10 lb.
Signal jammer	750 cr	1 lb.

Tools

Appraisal kit	100 cr	5 lb.
Demolitions kit	200 cr	5 lb.
Demolitions kit, masterwork	500 cr	8 lb.
Laser torch	250 cr	5 lb.
Toolkit	100 cr	15 lb.
Toolkit, masterwork	300 cr	20 lb.
Toolkit, specialized	500 cr	10 lb.
Toolkit, specialized masterwork	1,000 cr	15 lb.

Space Gear

Magnetic boots	200 cr	5 lb.
Thruster pack	500 cr	10 lb.
Vac suit	2,200 cr	60 lb.

Power Cells

Microcell	10 cr	—
Minicell	15 cr	1 lb.
Heavy cell	50 cr	5 lb.

Clothing

Work clothes	20 cr	3 lb.
Dress clothes	50 cr	2 lb.
Formal clothes	200 cr	2 lb.
Casual clothes	35 cr	1 lb.
Outdoor clothes	50 cr	3 lb.
Winter clothes	40 cr	4 lb.

Miscellaneous Gear

Flashlight	15 cr	1 lb.
Grippers	75 cr	2 lb.
Sunglasses	10 cr	—
Bodywrap	50 cr	2 lb.
Handcuffs	40 cr	1 lb.
Lantern	30 cr	2 lb.
Rope	10 cr	2 lb.
Zipcuffs	10 cr	1/2 lb.

the effectiveness of remote sensors and interfere with radio transmissions. It generates broadband white noise and low-level microwave energy, as well as subsonic, infrared, and ultraviolet strobe effects. The signal jammer does not prevent detection, of course—indeed, it makes it a forgone conclusion. However, it can make electronic surveillance of content and detail almost impossible. It can mask conversations, prevent clear holographic recording, and block most imaging technologies, including infrared, ultraviolet, and low-power sonar and radar.

TOOLS

Appraisal Kit: This kit offers a variety of optical sensors, chemical testers, and specialized electronics used to evaluate and appraise the value of a wide range of items, including gems and jewelry, coins, stamps, and other collectibles, as well as works of art.

Demolitions Kit: These kits contain detonators, timers, shaping molds, detonation cord, wiring, adhesive patches, tape, and a variety of hand tools. Demo kits typically do not include explosives—these must be purchased separately. Without a demolitions kit, you suffer a -2 circumstance penalty on your Demolitions and Disable Device skill checks to set or disarm explosive charges.

Demolitions Kit, Masterwork: This kit contains more sophisticated tools, including specialized power tools and electrical sensors. The kit grants you a +2 circumstance bonus on Demolitions and Disable Device checks to set or disarm explosive charges.

Laser Torch: This small hand tool generates a cutting laser suitable for light mechanical tasks. It can cut through 60 inches (5 feet) of hardness-1 material each round. Thus, it could drill a hole in a 60-inch-thick block of glass or cut a circular section with a circumference of 60 inches from a 1-inch-thick windowpane. For sturdier materials, simply divide 60 by the material's hardness to determine the number of inches the torch can cut through each round. For example, the laser torch can cut through 6 inches of hardness-10 iron each round, or 3 inches of hardness-20 adamantite.

Toolkit: This kit includes a variety of common and useful tools, including a hammer, pliers, wrenches, screwdrivers, hand drill, hand saw, nails, bolts, screws, clamps, and other fasteners. The kit grants you a +2 circumstance bonus to appropriate Craft, Repair Device, and Disable Device checks.

Toolkit, Specialized: This category covers a range of specialized toolkits that assist you with one specific device type. Without a specialized toolkit, you suffer a -2 circumstance penalty on your Craft, Repair, and

Disable Device checks when working on devices of the supported type. Available kits include: electronics toolkit, mechanics toolkit, and robotics toolkit.

Toolkit, Masterwork Specialized: These expert kits provide additional and more sophisticated tools. They grant a +2 circumstance bonus on appropriate Craft, Repair, and Disable Device checks. Available kits include: electronics toolkit, mechanics toolkit, and robotics toolkit.

SPACE GEAR

Magnetic Boots: These boots feature powerful magnets that can be activated or deactivated at the wearer's command. The magnets firmly attach to any metallic surface. By activating and deactivating each boot, the wearer can move slowly but surely in a zero-g environment. Magnetic boots eliminate gravity check penalties due to low- or zero-g. However, a character wearing active magnetic boots has his speed reduced by 10 feet and he cannot run. For an additional 50 cr, magnetic gauntlets are also available. When used with magnetic boots, these grant a +2 circumstance bonus on Climb checks when used on a magnetically attractive surface.

Thruster Pack: This light harness features a compressed-gas thruster system for quick and easy maneuverability in a zero-g environment. The thruster pack can be worn with a vac suit and allows the user to move in any direction with a speed of 30 feet. The compressed gas reservoir is sufficient for one hour of continuous operation.

Vac Suit: This spacesuit is constructed of heavy, semi-rigid material. The high-impact plastic helmet features a polarized faceplate and integral personal communicator. Metal sealing rings connect the helmet, gloves, and boots to the suit. A vac suit offers complete protection from vacuum, radiation, and extreme temperature for up to 40 hours. After this time has elapsed, the suit's life-support systems must be replenished and recharged.

POWER CELLS

Microcell: This power cell is a cylinder about two inches long and half an inch in diameter. It is used to power small electronic devices and weapons.

Minicell: This power cell is a cylinder about four inches long and one inch in diameter. Minicells power countless handheld and portable devices.

Heavy Cell: This power cell is a cube about six inches on a side. It powers a number of large devices that require a dedicated supply of energy.

CLOTHING

Characters have a staggering variety of clothing styles to choose from. New characters are assumed to have several everyday outfits, and these do not count against a character's starting funds. The following entries provide general guidelines for common clothing.

Casual Clothes: Light, loose fitting clothes in a broad range of colors, styles, and cuts. A casual outfit includes a shirt or blouse, trousers, pants, or a skirt, and comfortable shoes.

Dress Clothes: Men wear suits in a variety of styles, while women favor dresses. Fashion is extremely open in the Empire, and countless designs and styles are available. Dress clothes are the uniform of those who work in business and government and commoners also wear them for special occasions.

Formal Clothes: Black, tailored suits for the men and elegant gowns in various styles and colors for the women. Among the nobility, formalwear is often decorated with the heraldry of the wearer's House.

Outdoor Clothes: These outfits feature durable, weatherproofed garments, including shirts, trousers, boots, belts, and vests or jackets. These clothes are worn by outdoor sportsmen, explorers, scouts, field scientists, and anyone else who works or plays in wilderness areas.

Winter Clothes: This clothing features heavy, lined coats, warm trousers and pants, and insulated gloves and boots. These clothes are common among those living, working, or traveling in cold climates.

Work Clothes: This outfit includes a long-sleeved shirt, undershirt, and trousers of heavy, durable fabric. It also includes a heavy leather belt, gloves, and boots.

MISCELLANEOUS GEAR

Bodywrap: This garment is effectively a straight-jacket of advanced design. The skin-tight wrap encircles the body from neck to feet and renders the prisoner completely motionless. A bodywrap is, in principle, impossible to escape unless it has been applied incorrectly.

Flashlight: A flashlight illuminates a cone up to 100 feet long and 50 feet wide at the end. A typical flashlight is a handheld device about half an inch in diameter and five inches long. These lights can also be integrated into helmets, armor, and even weapons. A flashlight runs on a standard microcell for 100 hours of continuous use.

Grippers: These useful devices are suction cups that can be affixed to the hands and feet. Grippers allow characters to climb flat, smooth, and dry surfaces with a successful Climb check (DC 10).

Handcuffs: The prisoner's wrists are locked in steel restraints connected by a short length of chain. Slipping the cuffs requires an Escape Artist check (DC 35) and they have a Break DC of 30. Applying handcuffs is a full-round action.

Lantern: This electric light illuminates everything in a 60-foot radius. It runs on a standard minicell for 100 hours of continuous use.

Rope: This is a braided cord of synthetic polymer sold in lengths of 100 feet. It is extremely strong and very light, and one of the most useful tools in the Empire despite its simplicity.

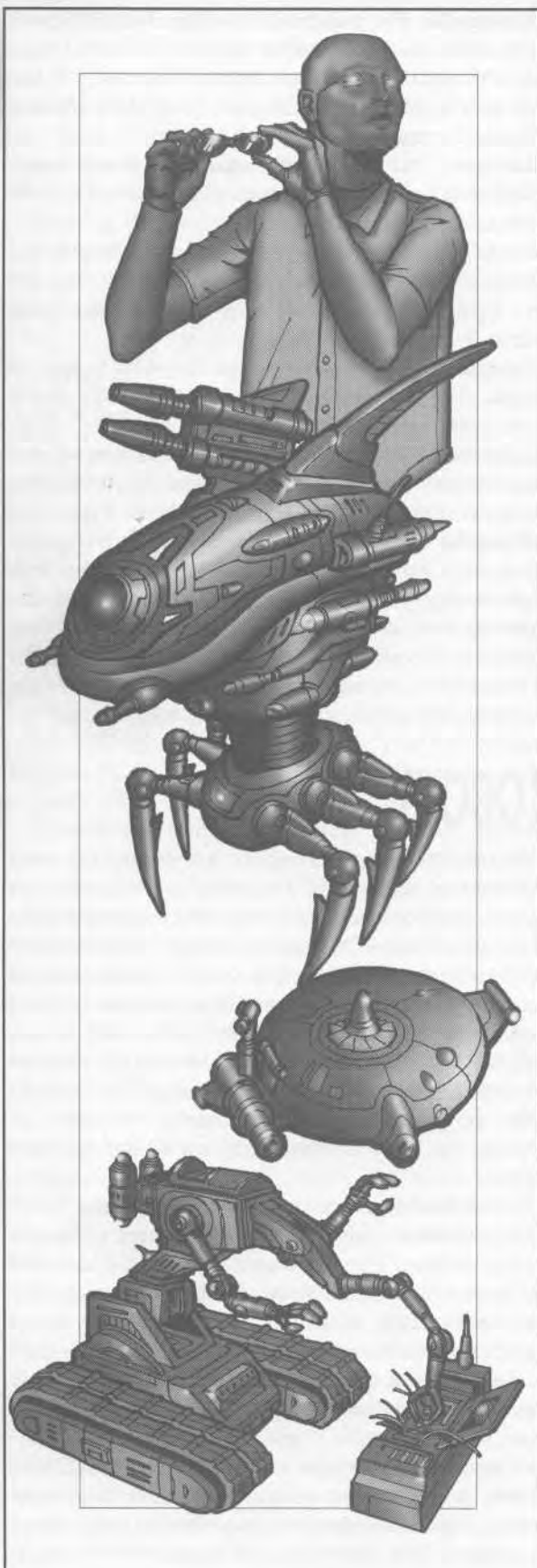
Sunglasses: These glasses come in a wide variety of designs. They are flash polarized and protect the eyes from both sunlight and intense flashes of light. Characters wearing sunglasses get a +2 circumstance bonus on saving throws to resist intense light, including the visual effect of a flash-bang grenade.

Zipcuffs: These disposable plastic restraints slip over a prisoner's wrists and cinch them tightly together with a quick tug. Once they've been cinched tight, the restraints lock into place and a knife or other sharp implement is necessary to remove them. Slipping a pair of zipcuffs requires an Escape Artist check (DC 30) and the Break DC is 25.

ROBOTS

Robotic constructs, or robots, are among the most sophisticated and useful technologies in the Dragon Empire. A robot is a complex machine controlled by an advanced computer that can be programmed to achieve specific functions. While their mechanical bodies and electronic brains can be extremely sophisticated, robots are not truly alive or sentient. They have no souls or free will, are incapable of imagination, creativity, and true emotion, and will effectively do nothing unless specifically programmed or commanded to do so. Nevertheless, they are incredibly useful and versatile tools.

As mechanical constructs, robots follow most of the same rules that apply to magically created constructs such as golems. They have no Constitution scores and are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They do not heal damage on their own, though they can be repaired the same way an object can. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 hit points or less. Robots cannot be raised or resurrect-



ed. They do not eat, drink, breathe, or sleep. Robots are powered internally and do not require recharging.

Unlike most conventional constructs, robots do have an Intelligence score: They can reason, remember, and learn, and they are very adept at calculation and logic. However, because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects just like a conventional construct.

The robots described in this section are self-contained, mobile units. Stationary robotic devices and automated machinery are commonly used in industry, but characters are unlikely to encounter and interact with these machines.

Robots are sophisticated machines, and as such, they are expensive. They are designed for specialized functions and are almost never used for unskilled labor or trivial tasks: Cheaper solutions, such as the populous lower classes, are available to fill these roles. Many robots in the **Dragonstar** universe are bipedal humanoids—robots that stand upright and walk around on two legs. But many other forms are common as well: There are wheeled robots, tracked robots, robots that look like mechanical spiders, small spherical robots that fly around powered by vectored-thrust hover fans, and many more.

ROBOT DESIGN

A robot's basic statistics and capabilities are dependent on its size. Standard stat blocks are listed below. Robots larger than Medium-size are rarely constructed, since the increased size usually presents more disadvantages than advantages in the specialized roles for which robots are designed.

Note that robots do not follow the conventional advancement pattern of monsters in the d20 System. Specifically, attacks and saves do not automatically progress with increased Hit Dice due to size. The stat blocks presented here are for basic robotic chassis: They have not been programmed and cannot do much of anything beyond the most fundamental tasks, such as movement and perception. To accomplish anything more, a robot must be programmed and upgraded.

Robot Chasses

TINY ROBOT

Hit Dice:	1/2d10 (2 hp)
Initiative:	+1 (Dex)
Speed:	50 ft.
Armor Class:	13 (+2 size, +1 Dex)
Attacks:	—
Damage:	—
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Qualities:	Construct, low-light vision, ambidexterity
Saves:	Fort +0, Ref +1, Will +0
Abilities:	Str 4, Dex 12, Con —, Int 12, Wis 10, Cha 8
Cost:	500 cr

SMALL ROBOT

Hit Dice:	1d10 (5 hp)
Initiative:	+0
Speed:	40 ft.
Armor Class:	11 (+1 size)
Attacks:	—
Damage:	—
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Construct, low-light vision, ambidexterity
Saves:	Fort +0, Ref +0, Will +0
Abilities:	Str 8, Dex 10, Con —, Int 12, Wis 10, Cha 8
Cost:	1,000 cr

MEDIUM-SIZE ROBOT

Hit Dice:	2d10 (11 hp)
Initiative:	-1 (Dex)
Speed:	40 ft.
Armor Class:	9 (-1 Dex)
Attacks:	—
Damage:	—
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Construct, low-light vision, ambidexterity
Saves:	Fort +0, Ref -1, Will +0
Abilities:	Str 12, Dex 8, Con —, Int 12, Wis 10, Cha 8
Cost:	2,000 cr

LARGE ROBOT

Hit Dice:	4d10 (22 hp)
Initiative:	-2 (Dex)
Speed:	30 ft.
Armor Class:	9 (-2 Dex, -1 size, +2 natural)

Attacks:	—
Damage:	—
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Qualities:	Construct, low-light vision, ambidexterity
Saves:	Fort +1, Ref -2, Will +0
Abilities:	Str 20, Dex 6, Con —, Int 12, Wis 10, Cha 8
Cost:	4,000 cr

HUGE ROBOT

Hit Dice:	8d10 (44 hp)
Initiative:	-3 (Dex)
Speed:	30 ft.
Armor Class:	9 (-3 Dex, -1 size, +3 natural)
Attacks:	—
Damage:	—
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Qualities:	Construct, low-light vision, ambidexterity
Saves:	Fort +2, Ref -3, Will +0
Abilities:	Str 28, Dex 4, Con —, Int 12, Wis 10, Cha 8
Cost:	8,000 cr

GARGANTUAN ROBOT

Hit Dice:	16d10 (88 hp)
Initiative:	-3 (Dex)
Speed:	20 ft.
Armor Class:	9 (-3 Dex, -2 size, +4 natural)
Attacks:	—
Damage:	—
Face/Reach:	20 ft. by 20 ft./20 ft.
Special Qualities:	Construct, low-light vision, ambidexterity
Saves:	Fort +5, Ref -3, Will +0
Abilities:	Str 28, Dex 4, Con —, Int 12, Wis 10, Cha 8
Cost:	16,000 cr

COLOSSAL ROBOT

Hit Dice:	32d10 (176 hp)
Initiative:	-3 (Dex)
Speed:	20 ft.
AC:	9 (-3 Dex, -3 size, +5 natural)
Attacks:	—
Damage:	—
Face/Reach:	40 ft. by 40 ft./25 ft.
Special Qualities:	Construct, low-light vision, ambidexterity
Saves:	Fort +10, Ref -3, Will +0
Abilities:	Str 36, Dex 4, Con —, Int 12, Wis 10, Cha 8
Cost:	32,000 cr

Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	Tiny 1/2; Small 1; Medium-2; Large 3; Huge 5; Gargantuan 7; Colossal 10.*
Treasure:	None
Alignment:	Always neutral
Advancement:	By character class

* A robot without the combat programming upgrade has no challenge rating, as it makes no effort to defend itself. The listed CR values should be modified according to the robot's offensive and defensive technology, if any (see the *Galaxy Guide* for more information).

ROBOT PROGRAMMING

When robots are programmed, they gain the ability to perform specialized tasks. This programming is represented by class levels. Robots can only be programmed with levels in the expert and warrior NPC classes. The other classes are available only to sentient constructs such as soulmechs. When a robot gains class levels, it gains most of the benefits of that class. This includes class skills, skill points, class features, saving throws, and ability increases (mental abilities only). The exceptions are base attack bonus and Hit Dice: A robot is incapable of attack or defense in combat, unless it has the combat programming upgrade (see page 119). All robots with at least one level of programming get the Technical Proficiency feat for free.

The cost of programming is based on the square of the desired class level, as shown in the following table. For example, if you wanted to purchase 5th-level expert programming for your robot, it would cost you 25,000 cr. Robot programming pushes the boundaries of computer science, and the expense makes high-level programming extremely rare.

Robots do not gain experience and do not advance in levels on their own. Again, only a sentient robot—a soulmech—can do that. However, you can upgrade your robot's programming and pay only the difference between the cost of the new level and the cost you already paid for the current level. For example, upgrading your 4th-level expert to 5th level would cost you 9,000 cr.

ROBOTS AND SKILL USE

Because they can only accomplish tasks they've been programmed for, robots cannot attempt untrained skill checks. The only exceptions are for skills related to movement and perception that are part of the robot's core design. These core skills include: Balance, Climb,

PROGRAMMING COSTS

Class Level	Cost	Upgrade Cost
1	1,000 cr	—
2	4,000 cr	3,000 cr
3	9,000 cr	5,000 cr
4	16,000 cr	7,000 cr
5	25,000 cr	9,000 cr
6	36,000 cr	11,000 cr
7	49,000 cr	13,000 cr
8	64,000 cr	15,000 cr
9	81,000 cr	17,000 cr
10	100,000 cr	19,000 cr
11	121,000 cr	21,000 cr
12	144,000 cr	23,000 cr
13	169,000 cr	25,000 cr
14	196,000 cr	27,000 cr
15	225,000 cr	29,000 cr
16	256,000 cr	31,000 cr
17	289,000 cr	33,000 cr
18	324,000 cr	35,000 cr
19	361,000 cr	37,000 cr
20	400,000 cr	39,000 cr

Jump, Listen, Search, and Spot. Robots do not automatically get these as class skills, but they can attempt skill checks untrained.

ROBOT UPGRADES

Once you've purchased your robot's chassis and programming, you may want to equip it with specific upgrades. Many different upgrades are available, and they allow you to give your robot specific functions and enhanced capabilities.

Most of these upgrades are available to soulmech characters. However, soulmechs cannot simply be programmed with the ability to use these upgrades and enhancements. They have to develop new neural pathways, learn to use the upgrades, and integrate them with their electronic brains. To represent these challenges, soulmechs must spend one half the upgrade's listed cost in XP. This cost is listed in the table for those upgrades available to soulmechs.

360° Vision: Secondary optical sensors allow the robot to see in all directions at once. The robot gains a +2 circumstance bonus on Spot checks for determining surprise.

AI Module: This processor upgrade vastly improves a robot's ability to reason and learn, mimicking true intelligence. The AI module allows a robot to use any skill untrained that an organic character could use untrained.

Biosynthetic Conversion: This upgrade must be incorporated into a robot's original construction. The robot is designed to mimic the appearance of an organic being. It has synthetic skin that, while unnaturally pale and resistant to the touch, looks vaguely realistic. Biosynthetic robots are usually completely hairless and have obviously electronic eyes, but they can otherwise pass for organic. Most robots that are designed to work and interact with organic beings receive this conversion, as do all beginning soulmech characters.

Combat Programming: A robot must have this specialized programming suite to fight or use weapons, even in self-defense. A robot with combat programming gains the base attack bonus, Hit Dice, and hit points for its class, as well as any bonuses for abilities, feats, upgrades, or equipment. Robots without this upgrade do not gain extra Hit Dice or hit points based on class levels—they will make no effort to defend or protect themselves in combat.

Darkvision: Robots with this multi-spectrum imaging upgrade can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and robots with this upgrade can function just fine with no light at all.

Emergency Beacon: The robot has an internal radio transmitter that can be activated as a free action to generate a continuous, pulsing telemetry signal intended to guide rescuers or operators.

Enhanced Dexterity: The robot's neural net is upgraded with high-performance optical pathways that greatly facilitate precise control and coordination of the robotic body. The robot receives the listed upgrade bonus to its Dexterity ability score. Upgrade bonuses of +2, +4, and +6 are available at the prices listed in the table.

Enhanced Strength: A reinforced frame and augmented articulation systems significantly improve the robot's physical power. A robot with this upgrade gains the listed upgrade bonus to its Strength ability score. Upgrade bonuses of +2, +4, and +6 are available at the prices listed in the table.

Hoverlift: The robot has vectored-thrust turbofans that allow it to fly at its base speed with good maneuverability. The robot must be Tiny or Small to use this upgrade, and most feature a spherical or disc-shaped chassis—the upgrade will not work with a conventional bipedal robot chassis.

Improved Audio Sensors: This upgrade provides both enhanced hardware and sophisticated program-



ROBOT UPGRADES

Upgrade	Cost	XP Cost
360° Vision	300 cr	150
AI Module	5,000 cr	—
Biosynthetic Conversion	1,500 cr	—
Combat Programming	3,000 cr	—
Darkvision	1,200 cr	600
Emergency Beacon	150 cr	75
Enhanced Dexterity		
+2	400 cr	200
+4	1,600 cr	800
+6	3,600 cr	1,800
Enhanced Strength		
+2	400 cr	200
+4	1,600 cr	800
+6	3,600 cr	1,800
Hoverlift	3,000 cr	—
Improved Audio Sensors	80 cr	40
Improved Visual Sensors	80 cr	40
Integral Laser Sight	150 cr	75
Integral Toolkit	toolkit cost	variable
Integral Weapons	weapon cost	variable
Language Module	500 cr	—
Laser Torch	250 cr	125
Manipulators	1,000 cr	—
Motion Sensors	80 cr	40
Multiple Legs	1,250 cr	625
Natural Armor		
+2	800 cr	400
+4	3,200 cr	1,600
+6	7,200 cr	3,600
+8	12,800 cr	6,400
+10	20,000 cr	10,000
Personal Communicator	100 cr	50
Personality Module	2,500 cr	—
Magnetic Grippers	120 cr	60
Medical Package	420 cr	120
Multiscanner	2,500 cr	1,250
Reinforced Construction		
DR 5/—	10,000 cr	5,000
DR 10/—	20,000 cr	10,000
Remote Operation Unit	1,000 cr	—
Security Scanner	1,000 cr	500
Sensory Recorder	1,000 cr	500
Storage Compartment	50 cr	25
Telescopic Vision	500 cr	250
Tracks	1,000 cr	500
Transform Conversion	1,500 cr	750
Wheels	800 cr	400

ming to filter and process auditory data. A robot with this upgrade gains a +2 upgrade bonus on Listen checks.

Improved Visual Sensors: This upgrade provides both enhanced hardware and more sophisticated programming to filter and process visual data. A robot with this upgrade gains a +2 upgrade bonus on Search and Spot checks.

Integral Laser Sight: This device is usually built into one of the robot's eyes or optical sensors. A robot with an integral laser sight gains a +1 upgrade bonus on all ranged attack rolls.

Integral Toolkit: The robot is equipped with small, retractable appendages and precision manipulators fitted with a variety of useful tools. Both standard and specialized toolkits are available at the listed prices and must be purchased separately.

Integral Weapons: The robot is fitted with integral melee or ranged weapons. If the weapon is at least one size category smaller than the robot, the weapon can be internal or retractable. If it is equal to or larger than the robot's size category, the weapon must be external. On bipedal military robots, heavy weapons are often mounted on the shoulders or may even replace the robot's conventional arms.

Language Module: This upgrade allows the robot to speak and write an automatic language. Otherwise, the robot must acquire languages by spending skill points from its class levels.

Laser Torch: One of the robot's appendages is fitted with a retractable, internally powered laser torch. The torch is otherwise identical in all respects to the standard tool of the same name.

Magnetic Grippers: This upgrade typically only works with walking robots. Magnetic grippers on the robot's feet or appendages allow it to move more effectively in zero gravity environments, as long as there is a suitable metallic surface to traverse.

Manipulators: Conventional humanoid robots are always equipped with standard arms and hands that allow them to perform a wide range of tasks. Other robot designs, however, call for spherical, disc-shaped, or spiderlike chasses. Manipulators are not standard in these designs, but they may be added. These manipulators are often retractable, allowing them to be completely withdrawn into the robot's chassis. They allow the robot to perform any tasks that a humanoid robot could ordinarily perform with its arms or hands.

Medical Package: This upgrade features hardware that allows a robot to treat injuries and illnesses. It includes all of the capabilities of a medkit and diagnostic monitor, providing a total circumstance bonus of +6 to the robot's Heal checks. The robot must still be programmed with the Heal skill (or be equipped with an AI module) to use this upgrade effectively.

Motion Sensors: The robot is equipped with internal sensors capable of detecting movement. The robot gains a +2 upgrade bonus on Spot checks to notice moving objects, creatures, or characters.

Multiple Legs: The robot has multiple legs and often resembles a mechanical animal such as a quadruped or spider. The robot's base speed is increased by 10 feet and it gains a +2 upgrade bonus on Climb and Balance checks. Humanoid robots are sometimes given this package, in which case the conventional legs are simply replaced and the humanoid torso is retained. More commonly, a robot with multiple legs is given a semispherical spiderlike chassis that is more practical for the design. Such robots are often given manipulators.

Multiscanner: The robot is equipped with an integral sensor package that features all of the capabilities of a standard multiscanner.

Natural Armor: A reinforced frame and more durable construction materials provide the robot a natural bonus to AC. Upgrades are available for +2, +4, and +6 bonuses at the listed prices.

Personal Communicator: The robot is equipped with an integral system that features radio, cellular, and satellite communications capabilities. Ranges and other characteristics are identical to the standard personal communicator.

Personality Module: This specialized sub-processor greatly enhances the capabilities of a robot's computerized brain. While it does not confer self-awareness or true sentience, it does allow the robot to effectively mimic the personality and behavior of a sentient being. The module makes interaction with the robot almost indistinguishable from interaction with a real person. Robots with personality modules gain a +2 upgrade bonus to their Charisma ability score.

Reinforced Construction: The robot's synthetic skin, shell, or frame is constructed using advanced materials that offer increased resistance to physical damage. A robot with this upgrade gains a damage reduction value. Values of 5/- and 10/- are available at the listed prices.

Remote Operation Unit: This upgrade allows a robot to be operated remotely using a standard datapad and wireless communications link. Ordinarily, a robot must be given commands and these commands must be fairly general. A remote operation unit allows a character to control all of a robot's actions, issuing specific commands as they are needed. A remote operations unit has a standard range of about 10 miles.

The character controlling the robot must have the Remote Operation feat to use this feature. The character may make attacks with the robot's weapons using his own base attack bonus but suffers a -4 circumstance penalty on attack rolls. The character can make attacks

in this way even if the robot does not have the combat programming upgrade. Alternatively, the character can simply issue attack commands to a robot with the combat programming upgrade.

Security Scanner: Surveillance and security robots are most commonly equipped with this upgrade. It features all the capabilities of a standard security scanner.

Sensory Recorder: The robot's optical and auditory sensors are linked to an internal holographic recorder. The upgrade comes with sufficient onboard storage for 100 hours of recordings, and data can also be uploaded to a datapad or external recorder for long-term storage and backup.

Storage Compartment: This is a small, sealing, internal storage area. The amount of cargo the compartment will hold depends on the size category of the robot: Tiny 1 lb.; Small 5 lb.; Medium-size 10 lb.; Large 25 lb.; Huge 50 lb.; Gargantuan 100 lb.; Colossal 200 lb.

Telescopic Vision: The robot's optical sensors feature magnification and zoom capabilities. The robot suffers a -1 penalty on Spot checks for every 100 feet of distance rather than every 10 feet.

Tracks: The robot moves by means of two or more tracks. The tracks feature thick treads that greatly increase the robot's traction in difficult terrain. The robot's base speed is increased by 10 feet and movement penalties for poor surface conditions are eliminated. Overland movement rates through difficult terrain are improved by one step. For example, x1 offroad movement in scrub, rough terrain and x3/4 offroad movement in forest terrain (PHB 143).

Transform Conversion: This upgrade allows the robot to switch between two different movement modes (bipedal, multipedal, wheeled, tracked, hoverlift, etc.). The equipment for one movement mode is typically retracted into the robot's chassis while the other is in use. For example, a surveillance robot may be equipped with multiple legs as well as a hoverlift package. When the hover fans are operating, the spiderlike legs retract into the robot's spherical chassis. This upgrade only allows the robot to switch between two modes. It may be purchased multiple times to give a robot more than two movement modes.

Wheels: The robot is equipped with wheels that serve as its primary means of movement and mobility. This upgrade increases the robot's base speed by 20 feet.

ROBOT MODELS

RECON DRONE

These robots are small, spherical drones studded with lenses and microphones that zip about on tiny hover-

fans. They are extremely silent, emitting little more than a soft whir, and very difficult to spot. They can also land and extend six mechanical legs for skittering about in places where flying is difficult or too likely to be noticed. These robots are used for a wide range of surveillance and reconnaissance tasks.

Recon Robot Exp1: CR —; Tiny Construct; HD 1/2d10; hp 2; Init +1 (Dex); Spd 60 ft., fly 50 ft. (good); AC 13 (+2 size, +1 Dex); Atk —; SQ Construct, low-light vision, ambidexterity, darkvision 60 ft.; AL N; Fort +0, Ref +1, Will +0; Str 4, Dex 12, Con —, Int 12, Wis 10, Cha 8.

Class Skills: Disable Device, Open Lock, Freefall, Hide, Listen, Move Silently, Search, Speak Language, Spot, Use Device.

Skills: Freefall +5, Hide +5, Listen +6, Move Silently +8, Open Lock +5, Search +7, Spot +6.

Feats: Skill Focus (Move Silently), Technical Proficiency.

Upgrades: 360° vision, darkvision, emergency beacon, hoverlift, improved audio sensors, improved visual sensors, language module (Common), multiple legs, personal communicator, remote operations unit, sensory recorder, telescopic vision, transform conversion.

Possessions: None.

Cost: 13,660 cr.

TECHNICAL ROBOT

These humanoid robots are used as maintenance and repair specialists, often in high-risk or hazardous environments. Even the most advanced and extraordinarily expensive models are no match for a sentient technician, but these robots are useful for many tasks. Some families keep a techbot around the house as a handyman.

Technical Robot Exp1: CR —; Medium-size Construct; HD 2d10; hp 11; Init -1 (Dex); Spd 40 ft.; AC 9 (-1 Dex); Atk —; SQ Construct, low-light vision, ambidexterity; AL N; Fort +0, Ref -1, Will +2; Str 12, Dex 8, Con —, Int 12, Wis 10, Cha 8.

Class Skills: Craft, Demolitions, Disable Device, Freefall, Open Lock, Pilot, Profession, Repair, Search, Use Device.

Skills: Craft (electronics) +5, Disable Device +5, Freefall +3, Open Lock +3, Repair +8, Search +4, Use Device +5.

Feats: Skill Focus (Repair), Technical Proficiency.

Upgrades: Biosynthetic conversion, integral toolkit (basic, electronics, mechanics, robotics), language module (Common), storage compartment.

Possessions: None.

Cost: 6,650 cr.

MEDICAL ROBOT

These humanoid robots are used in place of organic medics in some high-threat combat situations or high-risk search-and-rescue operations. As with their technical counterparts, medbots are no substitute for a “real” medic, though they are usually better than nothing. That didn’t stop Legionnaires from giving them unflattering nicknames such as “deadbots” and “reapers.”

Medical Robot Exp2: CR —; Medium-size Construct; HD 2d10; hp 11; Init -1 (Dex); Spd 40 ft.; AC 9 (-1 Dex); Atk —; SQ Construct, low-light vision, ambidexterity; AL N; Fort +0, Ref -1, Will +2; Str 12, Dex 8, Con —, Int 12, Wis 10, Cha 8.

Class Skills: Freefall, Heal, Knowledge (biology), Knowledge (chemistry), Listen, Profession, Search, Speak Language, Spot, Use Device.

Skills: Heal +8, Knowledge (biology) +6, Knowledge (chemistry) +6, Listen +3, Profession (pharmacist) +4, Profession (surgeon) +4, Search +4, Spot +3, Use Device +4.

Feats: Skill Focus (Heal), Technical Proficiency.

Upgrades: Biosynthetic conversion, language module (Common), storage compartment, medical package.

Possessions: None.

Cost: 8,470 cr.

SECURITY ROBOT

These humanoid robots are used as cheap security, crowd control, and patrol forces by both public and private security and law enforcement organizations. Civilian activist groups sometimes protest the arming of these robots, as some models have demonstrated a lack of the judgment necessary to use weapons safely and responsibly.

Security Robot War1: CR 3; Medium-size Construct; HD 2d10 plus 1d8 (war); hp 15; Init +0; Spd 40 ft.; AC 15 (+5 armor); Atk +2 melee (1d6+1, slam) or +2 ranged (2d10, laser pistol); SQ Construct, low-light vision, ambidexterity, DR 5/—; AL N; Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con —, Int 12, Wis 10, Cha 8.

Skills: Freefall +4, Intimidate +3, Jump +4.

Feats: Technical Proficiency, Weapon Focus (laser pistol).

Upgrades: Biosynthetic conversion, combat programming, enhanced Dexterity, integral laser pistol, integral laser sight, language module (Common), reinforced construction 5, storage compartment.

Possessions: Armor vest, laser pistol, minicell.

Cost: 19,050 cr.

MILITARY ROBOT

This is a standard design by defense contractors across the Empire. This combat drone’s chassis is a squat, roughly hemispherical shape fitted with rugged tracks and retractable wheels for greater speed. The robot features the latest in composite construction, and its armor and hull are very difficult to penetrate. It’s equipped with an assault laser that is capable of automatic fire and most models are reasonably accurate marksmen.

Military Robot War5: CR 7; Medium-size Construct; HD 2d10 plus 5d8 (war); hp 34; Init +6 (Dex, Improved Initiative); Spd 60 ft. (wheels), 50 ft. (tracks); AC 20 (+10 natural); Atk +8 melee (1d6+3, slam) or +8 ranged (3d10, assault laser); SQ Construct, low-light vision, ambidexterity, DR 10/—, darkvision 60 ft.; AL N; Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con —, Int 12, Wis 10, Cha 8.

Skills: Climb +8 (+10 with legs), Freefall +7, Jump +8, Swim +8.

Feats: Improved Initiative, Weapon Focus (assault laser), Technical Proficiency.

Upgrades: Combat programming, enhanced Dexterity, enhanced Strength, integral assault laser, integral laser sight, language module (Common), reinforced construction 10, storage compartment, tracks, transform conversion, wheels.

Possessions: None.

Cost: 60,650 cr.

CHAPTER SEVEN

COMBAT

INTRODUCTION

All text in this chapter, with the exception of names, words, phrases, and graphics designated as Product Identity, is **Open Game Content**.

The heart of any adventure is conflict, whether between two friends clamoring over a potential lover or two armies battling over the fate of a planet. The easiest (and often the most dramatic) kind of conflict you can model in a roleplaying game is combat.

In **Dragonstar**, combat follows most of the standard rules for the d20 System. However, combat in the Dragon Empire is dominated by firearms, and these weapons introduce a host of new considerations that call for additions and expansions to the standard rules.

Throughout this chapter, as in the rest of the book, if we don't cover something specifically, you can assume it works just like it does in the d20 System core rules.

GUNFIRE

The single biggest difference between combat in **Dragonstar** and combat in a traditional fantasy setting is the dominance of firearms. Energy weapons, especially, do much more damage than melee weapons and they do it at significant range. This will dramatically alter the feel and flow of combat in the game. But that's okay—it's still a lot of fun, partly because it *is* so different from what you're used to.

Because of the prevalence of firearms in **Dragonstar**, this chapter leads off with a systematic look at the rules for ranged attacks in the d20 System core rules. This section notes where these rules have been modified and presents expanded rules to cover situations that aren't

addressed in the core rules. We've also included some tactical advice where appropriate—firearms combat can be extremely lethal and you'll have to play smart to keep your character alive, especially at low levels.

ATTACKS OF OPPORTUNITY

The core rules allow you to make ranged attacks when you're engaged in melee. However, making a ranged attack provokes attacks of opportunity. Assuming there is room to move, a shooter can always take a 5-foot step to withdraw from the area his opponent threatens. The shooter can then make a ranged attack without provoking an attack of opportunity. Characters who specialize in melee fighting are strongly encouraged to take the Pressing Attack feat so they can counter this tactic (see page 89).

FIREARMS AS MELEE WEAPONS

Guns aren't designed to be used in melee, though they can be in a pinch. If you're wielding a ranged weapon, you ordinarily cannot make attacks of opportunity. The only exceptions are for thrown weapons that can also be used in melee and firearms equipped with a bayonet (see page 97).

Ranged weapons, including firearms, are also extremely vulnerable to disarm and grapple attacks. If your opponent is wielding a ranged weapon, you can attempt a disarm or grapple attack without provoking an attack of opportunity (unless the opponent is wielding a thrown weapon or has a bayonet affixed to his weapon). You get a +4 bonus on your attack roll, because your opponent is trying to bring a ranged weapon to bear instead of defending against your attack. You get this bonus even if the opponent has a bayonet affixed to the



weapon, but not if he's wielding a thrown weapon that can also be used in melee.

If you're attempting a disarm, bonuses for the larger weapon still apply, and your opponent still gets the +4 bonus if he's using the ranged weapon in two hands. If your disarm attempt fails, the defender cannot make a disarm attempt of his own.

If you're attempting a grapple, modifiers for size still apply. If you successfully start a grapple, your opponent suffers a -4 penalty on attack rolls with the ranged weapon. You can attempt to pin or damage your opponent normally with your next attack.

Note that you can attempt a disarm or grapple with the attack of opportunity you get when an opponent attempts to make a ranged attack in your threatened area. This makes ranged weapons, including firearms, a poor choice in melee combat, as you often wind up without a weapon or wrestling with your opponent.

FRIENDLY FIRE

Another result of firing ranged weapons in close quarters is that shots will inevitably miss their intended targets, and some of them may hit innocent bystanders or even the shooter's allies. There are two different rules you can use to resolve these situations: striking cover

instead of a missed target (PHB 133) and the variant rule for firing into a crowd (DMG 65).

Line of Sight

If you attempt to make a ranged attack at a target when there is another character between you and the target, the intervening character provides cover for the target. If the character and the target are the same size, the character provides the target with a +4 cover bonus to AC. If the intervening character and the target are in melee, there is also a -4 penalty on the ranged attack roll.

Now, if the ranged attack misses but *would have hit* if the target did not have cover, the intervening character providing the cover may have been hit instead. If the attack roll was good enough to hit the intervening character's AC, he takes the damage intended for the target of the attack.

Finally, if the covering character has a Dexterity or dodge bonus to AC, and the attack roll misses him by this amount or less, the attack hits the original target. The intervening character has dodged the attack and didn't provide cover for the target after all.

This rule probably sounds more complicated than it is. To resolve this situation, just follow these steps:



1. If the attack misses the target, see if it misses by a number equal to or less than the cover bonus. If it misses by more than this, the shooter missed everything and you're done. Otherwise, move on to #2...

2. If the attack hits the covering character's AC, the covering character takes the damage intended for the target. Otherwise, move on to #3...

3. If the attack misses the covering character, but misses by a number equal to or less than the character's Dexterity and dodge bonuses to AC, the attack actually hits the original target.

Firing Into a Crowd

As stated in the core rules, this variant involves a lot of extra work for little payback. In **Dragonstar**, however, that little bit of payback can be crucial. Because firearms are so prevalent in combat, there need to be serious consequences for undisciplined fire into areas crowded with innocents or allies.

The line of sight rule we just discussed works well when there are characters or obstacles directly between the shooter and the target. In this case, a well-aimed shot that travels straight from the shooter to the target can hit the covering character instead. Sometimes, however, you'll be more interested in determining if anything (or anyone) is hit by a shot that doesn't go where it was supposed to. In these cases, you can use the firing into a crowd rule.

In many battles, this rule can be ignored. If there are no characters, creatures, or objects near the target, nothing important is likely to be hit by an errant shot or burst. On the other hand, if there are innocents or other combatants near the target, you should put this rule into effect. If a player announces a questionable attack, the DM should alert him that he's firing into a crowd. If the player makes the attack anyway, use this variant as described in the core rules (DMG 65). Remember that if one or more of the "crowd" is in melee with the target, there is a -4 penalty on the attack roll.

Guns, of course, are capable of very long-range fire. Standard firearms have a direct fire range equal to 10 times their listed range increment. They are not capable of indirect fire.

Grenades—either thrown or fired from a launcher—can benefit from indirect fire. A thrown grenade's direct fire range is 20 feet, just like any other thrown weapon. A grenade fired from a launcher has a direct fire range equal to its listed range increment.

Attacking through Cover

In a traditional fantasy game, the possibility that an attack will penetrate cover and hit its target is pretty remote and can safely be ignored. In **Dragonstar**, however, firearms can deal hellish amounts of damage and can easily penetrate doors, walls, and other obstacles. There are two different situations where this is likely to be an issue: when a visible target has partial cover and when a known target is completely concealed behind cover. We'll address both of these in turn.

Visible Target with Partial Cover: In the core rules, a creature gets a cover bonus to AC if it has at least one-quarter cover. If an attack roll doesn't at least equal this modified AC, it misses. However, if the attack roll misses by a number equal to or less than the cover bonus, the attack *would have hit* the target if not for the cover. Therefore, if the attack can penetrate the cover, it will deal any remaining damage to the target.

Objects—including walls, doors, and just about anything else that can be used as cover—have hardness: a number that represents how well they resist damage. Objects also have hit points based on their material composition and their thickness. An attack that reduces the hit points of cover to 0 penetrates the cover and deals any remaining damage to the original target. The following table lists the hardness and hit points of a number of common substances.

Substance	Hardness	Hit Points*
Paper	0	2
Rope	0	2
Glass	1	1
Ice	0	3
Wood	5	10
Plastic	5	10
Aluminum	5	10
Stone	8	15
Concrete	10	20
Iron	10	30
Steel	12	30
Mithral	15	30
Composite	18	35
Adamantite	20	40
Titanium	20	40

* Per inch of thickness

Both ranged weapons and energy attacks ordinarily deal half damage to objects. For example, if you fire an arrow at a wooden door and deal 4 points of damage, the door only takes 2. Wood has hardness 5, so the arrow doesn't penetrate the door. Firearms, however, always do full damage to objects, whether they're slug-throwers or energy weapons.

EXAMPLE

Justica fires a blaster rifle at a drow leaning around a one-inch-thick wooden door. The attack misses by a number less than the cover bonus offered by the door, so it hits the door. Justica's player rolls 4d10 for damage and gets a result of 22. The door subtracts 5 from this for its hardness, leaving 17. The door only has 10 hit points, so the blaster pulse drills a hole in it and deals the remaining 7 points of damage to the drow.

Target Concealed Behind Cover: In some cases, you may know where your target is, even though he's completely concealed behind cover. In the previous example, perhaps Justica knew the drow was behind the door, but the drow was completely out of sight. You can attempt to shoot through cover at a target you know is behind it, but your chances of hitting aren't especially good.

The first thing you should do in this case is roll the 50% miss chance for total concealment. If the result does not indicate an automatic miss, move on to the second step. Make your normal attack roll; the target does not get a cover bonus to AC. If you miss, your attack hasn't even hit the area of the cover the target is concealed behind. If you hit, your attack has struck the cover in line with the intended target. Roll damage and subtract the cover's hardness and hit points for your result. If there is damage remaining, it is dealt to the intended target.

EXAMPLE

Justica fires her blaster rifle at a drow that is completely concealed behind a one-inch-thick wooden door. Justica knows he's there, even though she can't see him. Justica's player makes a percentile roll to check for an automatic miss. The result doesn't indicate an automatic miss, so Justica makes her attack roll. The attack hits the drow's AC, so it strikes the door in line with the drow's position. Justica subtracts the door's hardness 5 and 10 hit points from her damage roll and applies the remainder to the drow.





SHOOTING AT OBJECTS

Sometimes you're going to want to shoot at an object, rather than something hiding behind it. Maybe you're trying to blast out the lights in a room or shoot the gun in a villain's hand. These situations are resolved with the core rules for attacking an object (DMG 135).

To shoot at an inanimate object, first determine the object's size and size modifier to AC. Next, apply the object's Dex modifier to AC. An inanimate object is always treated as having Dexterity 0, so it gets a -5 Dex penalty on its AC. Finally, apply any other applicable modifiers and make your normal attack roll. If the object is adjacent to you, you can hit it automatically. When applying damage, always subtract the object's hardness from the result of the damage roll.

If an object is moving, the DM should apply a circumstance penalty to your attack roll. For instance, if the object is moving about as fast as someone running, the penalty should be -2 . See the rules in Chapter Nine: Vehicles for more modifiers on shooting at fast-moving objects.

The following page offers an expanded table from the core rules that lists the hardness, hit points, and break DC for a number of common objects in the **Dragonstar** universe.

SHOOTING AT WEAPONS

In the core rules, if you want to strike an opponent's weapon with a melee attack, you make an opposed attack roll. In **Dragonstar**, you can also attempt to shoot your opponent's weapon with a firearm. This does not call for opposed attack rolls, since it's not a contest of weapon skill. Instead, you make the attack just as you would a normal ranged attack at an object, with the following additional rules.

As with any object, you must determine the target weapon's AC. A weapon's actual size category is two steps below its listed size on the weapon tables. Those listings represent the size of the weapon relative to its user, not its actual size. For example, a laser pistol is classified as a Small weapon. For the purposes of its size modifier to AC, however, it's Diminutive ($+4$ size bonus to AC). Because the weapon is being wielded, held, or carried by a character, its Dexterity is not treated as 0 as is the case for an unattended, inanimate object. Instead, the weapon gets its wielder's Dex modifier to AC. The object also gets any magic deflection bonus to AC the wielder may have. Finally, the object gets a $+5$ AC bonus because the wielder can move it quickly out of the way.

Because shooting a held object or weapon requires a

OBJECT HARDNESS AND HIT POINTS

Object	Hardness	Hit Points	Break DC*
Rope (1 in. diameter)	0	2	23
Light bulb	1	3	5
Light fixture	5	10	8
Simple wooden door	5	10	13
Spear	5	2	14
Wooden crate	5	10	15
Small chest	5	1	17
Thin plastic wall	5	10	17
Datapad	5	10	18
Good wooden door	5	15	18
Treasure chest	5	15	23
Thick plastic wall	5	20	22
Strong wooden door	5	20	23
Hovercraft door	5	30	25
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28
Concrete wall (6 in. thick)	10	120	40
Handcuffs	12	10	30
Steel door (2 in. thick)	12	60	30
Steel cable (1 in. diameter)	12	10	40
Composite wall (4 in. thick)	18	140	50
Titanium wall (2 in. thick)	20	160	60

* Break DC: The DC for a Strength check needed to destroy the item in one action, rather than reducing it to zero hit points through a series of attacks.

very precise shot, you must be within 30 feet of the target to attempt it.

If the shot hits, roll damage and deal it to the weapon, applying the normal rules for damaging objects. The table on the following page is an expanded version of the one found in the core rules and includes listings for hardness and hit points for a variety of weapons.

EXAMPLE

Justica is trying to shoot a longsword wielded by an orc 20 feet away. The longsword is a Tiny object, so it gets a +2 size bonus to AC. The orc's Dexterity is 12, so the object gets a +1 Dex bonus to AC. The orc has a ring of protection that offers a +2 deflection bonus to AC. Finally, the sword gets a +5 bonus to AC for being a held object. The sword is therefore AC 20. Justica gets a

22 on the attack roll and hits. She rolls 4d10 for the blaster rifle's damage and gets a result of 20. The longsword has hardness 5 and 10 hit points, so the blaster pulse destroys it.

AUTOFIRE

Some martial weapons can fire single shots or multiple shots, called bursts, with a single pull of the trigger. Single shots with these firearms are handled just like a standard attack. A burst from a personal weapon—such as an assault blaster—fires three shots. You choose a single target, make your attack roll, and note the margin by which your attack roll exceeds the target's AC. For every 5 full points by which your attack roll exceeds the target's AC, you hit with one additional shot. When you

WEAPON HARDNESS AND HIT POINTS

Weapon	Example	Hardness	HP
Tiny blade	Dagger	10	1
Small blade	Short sword	10	2
Medium-size blade	Longsword	10	5
Tiny firearm	Holdout laser	10	5
Large blade	Greatsword	10	10
Small metal-hafted weapon	Light mace	10	10
Small firearm	Laser pistol	10	10
Medium-size metal-hafted weapon	Heavy mace	10	25
Medium-size firearm	Laser rifle	10	25
Large firearm	Plasma rifle	10	40
Small hafted weapon	Handaxe	5	2
Medium-size hafted weapon	Battleaxe	5	5
Large hafted weapon	Greataxe	5	10
Huge club	Ogre's club	5	60
Buckler	—	10	5
Small wooden shield	—	5	10
Large wooden shield	—	5	15
Small steel shield	—	10	10
Large steel shield	—	10	20
Tower shield	—	5	20

fire a burst with this kind of weapon, you can therefore hit with up to three shots.

For example, Justica Eagle fires her assault blaster at an orc. She needs a result of 13 or better on her attack roll to hit. Her total, with attack bonuses included, is 24. Justica hits with the first shot for rolling 13 or better. The second shot hits at 18, and the third shot connects at 23. Since Justica's total was 24, all three shots in burst hit the orc.

Roll damage for each hit separately. If you score a critical hit on the attack roll, you only get bonus damage for the first shot. It's impossible to aim the subsequent shots in the burst precisely enough to score critical hits.

A burst can only be fired at a single target. If you have hits left after you drop the target, they are lost. Characters who can make multiple attacks can fire a burst with each attack as a standard full-round action.

SUPPRESSIVE FIRE

Fully automatic weapons can lay down a withering hail of fire across a wide area. You can only lay down suppressive fire out to the weapon's listed range increment. You fire suppressive fire in a cone (PHB 149). As with spells, the width of a cone at a particular point is

always equal to its distance from you, the shooter. For example, if you lay down suppressive fire out to 100 feet, the cone is 100 feet wide at its end.

Suppressive fire is a full-round action. The effect lasts until the beginning of your next action. You must fire 5 bursts (15 shots with a personal firearm) to lay down suppressive fire. If you don't have sufficient ammo remaining, you can't attempt suppressive fire. Anyone who is in, enters, or passes through the suppressed area has a chance to be hit. The suppressive fire can affect a number of targets up to the number of shots you fired (usually 15).

You get a -4 circumstance penalty on your attack roll for laying down suppressive fire. Make the attack roll and record the result. Begin with the nearest target in the cone and check your attack result against his AC. If the result of your attack roll at least matches the target's AC, you've scored a potential hit—these are not individual aimed shots, they're shots fired randomly into the suppressed area. The target must make a Reflex saving throw with a DC equal to the number of shots you fired (again, usually 15). If the save is successful, the shot missed. If the save fails, the shot hits and you deal damage normally. Whether the shot hit or missed, mark it off and move onto the next target in the cone. Resolve dam-

TWO-GUN SHOOTING PENALTIES

Circumstances	Primary	Off-hand
Normal penalties	-6	-10
Both weapons are light	-4	-8
Ambidexterity	-6	-6
Two-Gun Shooting	-4	-8
Both weapons are light, Ambidexterity	-4	-4
Both weapons are light, Two-Gun Shooting	-2	-6
Ambidexterity, Two-Gun Shooting	-4	-4
Both weapons are light, Two-Gun Shooting, Ambidexterity	-2	-2

age individually to each target and mark off each shot as you go. Once you've resolved the attack against each potential target in the cone, the round continues. If you have shots remaining and a new target moves into the cone, you immediately resolve the attack.

Characters or creatures within the cone who have cover get the normal cover bonus to their AC. A character with full cover cannot be hit by suppressive fire. You must still count an attack against characters with cover, and the shot is used up whether you hit or miss.

You never score critical hits when laying down suppressive fire.

When you're laying down suppressive fire, you're firing a constant stream of shots from your weapon and doing little else. You're considered flat-footed, so you lose your Dex bonus to AC and cannot make attacks of opportunity until the beginning of your next action.

EXAMPLE

Justica is holding a corridor against a horde of orc mercenaries and decides to lay down suppressive fire. The corridor is 10 feet wide and 100 feet long, so Justica's cone fills the entire corridor. Justica fires 3 bursts (15 shots) with the assault blaster and makes an attack roll with a -4 penalty. The result of the attack roll is 15. Justica begins with the orc closest to her and checks the result of her attack roll against the orc's AC. The orc has an AC of 14, so Justica scores a potential hit. The orc makes a Reflex save (DC 15) and fails, so Justica deals damage to the orc normally. She moves on to the next orc and repeats this process, marking off one shot for each orc, until she either runs out of shots or runs out of orcs.

FIRING TWO WEAPONS

The following rules address shooting firearms with one hand and shooting two firearms at the same time.

- You can shoot a firearm that is light for you with one hand at no penalty. A weapon is light if its size category is at least one step smaller than yours.
- If the firearm is the same size category as you, you can fire it with one hand at a -4 penalty.
- You can shoot a firearm with your off-hand at the usual -4 penalty for the off-hand attack. Ambidexterity eliminates this penalty.
- You can shoot a firearm in each hand if your size category is equal to or greater than the weapon's at a -6 penalty. This means that your primary attack is at a -6 penalty and your off-hand attack is at a -10 penalty (-6 base, -4 for the off-hand attack).

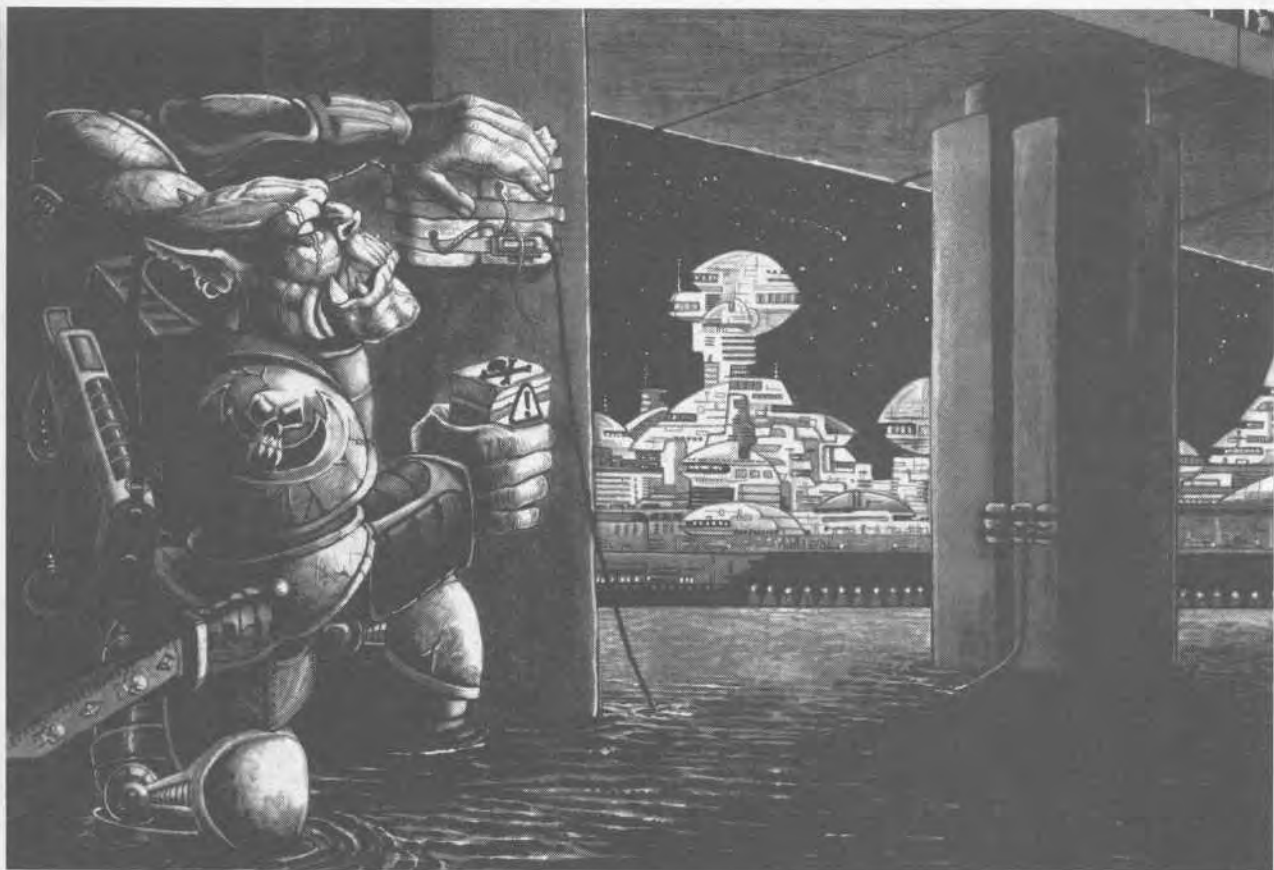
These penalties can be reduced if *both* weapons are light or you have the Ambidexterity or Two-Gun Shooting feats. The penalties of all the possible combinations are listed in the table above.

RELOADING

Guns have a limited ammunition supply. When they run out of ammo, it's time to reload.

Ammunition comes in ready-to-use, disposable clips or energy cells. These clips or cells usually snap into a receiver in the weapon's grip or stock. When you're done with a clip, you punch the ejector and the clip pops out of the gun. Then you grab another clip and slap it back into the receiver.

Reloading most guns is a move-equivalent action. Some heavier weapons require a standard action or even



a full-round action or more to reload. See the weapon descriptions in Chapter Six: Equipment for all the details. Reloading as a move-equivalent action requires two hands. You can try it with one hand, but it's a standard action.

Some mounted or integral vehicle weapons—such as energy weapons on a starship—have a virtually unlimited supply of ammunition. In this case, there's no need to track ammunition. However, if the ship's engines power down, so do the energy weapons.

CONCEALING WEAPONS

You can attempt to conceal a weapon on your person. You can conceal a weapon at least one size category smaller than you under a coat, vest, dress, or baggy tunic. You can conceal a weapon at least two size categories smaller than you in a holster or sheath attached to a forearm, thigh, or ankle under loose-fitting clothing. You can conceal a weapon with the same size category as you under a long coat, cloak, or similar garment that covers the length of your body.

If you're not actively looking for a concealed weapon, you still have a chance to notice one. You make a Spot check with a DC based on the size of the weapon relative to the size of the creature concealing it. If the check

is successful, you notice the concealed weapon.

If you are actively looking for a concealed weapon, you make a Search check with a DC based on the size of the weapon relative to the size of the creature concealing it. If you're frisking the subject, you get a +4 circumstance bonus on the check. If the check is successful, you find the concealed weapon.

The DM should typically make these checks in secret and tell you the results. If the subject is concealing multiple weapons, the DM should roll separately for each one. There's an effective limit to the number of weapons a single person can conceal, and this is left to the common sense of the DM. The following table lists Spot and Search DCs for finding concealed weapons.

Weapon is	Spot DC	Search DC
Two steps smaller	25	20
One step smaller	20	15
Same size	15	10

EXPLOSIVES

In addition to conventional firearms, there are also many explosive weapons in **Dragonstar**. These include grenades, rockets, missiles, and explosive charges. Attacks with ranged explosive weapons are made using the rules for standard attack rolls. Characters can either aim for a specific target or an area. For this purpose, a 5' x 5' section of floor or ground is AC 5. If the attack succeeds, it detonates on the creature or area targeted. If the attack misses, roll 1d6 to see how many feet away from the target the weapon lands. Add +1 for every range increment of distance at which the attack was made. The modified result of this die roll is modified as shown in the following table.

Weapon Type	Deviation
Thrown	Modified die roll x 1 ft.
Direct fire	Modified die roll x 5 ft.
Indirect fire	Modified die roll x 10 ft.

Next, roll 1d8 and check the result against the Grenadelike Weapons diagram (PHB 138) to determine the direction in which the weapon deviated.

Whether the weapon scored a direct hit or missed, it deals damage to everything within its listed blast radius. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage. If the weapon was set or designed to detonate on impact, the target of a direct hit does not get a saving throw for half damage. If the weapon was not set to detonate on impact, the target suffers a -4 circumstance penalty on the save.

WEAPONS

This section describes the many types of weapons available in **Dragonstar**, along with any new rules needed to resolve attacks with them.

SLUG-THROWERS

Slug-throwers are archaic weapons from a bygone industrial age. They're still pretty effective, though, and enough of them were manufactured over the millennia that there are millions still in use across the Empire. Slug-throwers are especially common on newly colonized worlds along the Outlands frontier. Some of these worlds had developed an industrial base prior to contact

with the Empire, and they have their own slug-throwers in circulation.

Slug-throwers come in many varieties. The most common are reasonably advanced binary-propellant weapons that fire caseless ammunition. The propellant chemicals are harmless by themselves, but when mixed and ignited in the weapon's firing chamber, they produce a small explosion that fires the bullet. These firearms are sealed against the environment and work just fine when wet or exposed to vacuum.

Unless noted otherwise, slug-throwers deal piercing damage.

SHOTGUNS

Shotguns are handled a bit differently than other slug-throwers. Shotguns can be devastating at close range, but quickly lose their effectiveness at longer ranges.

Shotguns fire plastic cylinders—called shells—filled with metal pellets. When you fire a shell, the pellets spread out rapidly. If a shotgun blast doesn't hit anything in the first two range increments, it spreads out and deals damage to anyone in a 5-foot path out to its maximum range. Check the table below for the damage a shotgun deals at each range increment.

Range Increment	Damage
First	3d6
Second	2d6
Third or farther	1d6*

* Can damage multiple targets.

DOUBLE-BARRELED SHOTGUNS

A double-barreled shotgun can be used to make two attacks at once at a single target. You do not have to have the ability to make multiple attacks to fire both barrels of these weapons, and there is no penalty to your attack rolls.

LASERS

Lasers are energy weapons that fire pulses of coherent light, and the intense heat produced at the point of contact with the target causes serious damage to objects and organic tissue. Laser weapons deal fire damage.

BLASTERS

Blasters are energy weapons that fire pulses of highly energetic ionized particles. Blaster weapons deal electricity damage.



FLAMETHROWERS

Flamethrowers ignite and fire a flammable chemical, engulfing targets in flame. Damage from a flamethrower is dealt in a 5-foot-wide stream extending to its maximum range. When you fire a flamethrower, you check your attack roll against every potential target in this stream. Characters hit by a flamethrower may also catch on fire (DMG 86).

PLASMA WEAPONS

Plasma weapons fire devastating pulses of highly energetic, superheated plasma that inflict severe heat damage on the target. Plasma weapons deal fire damage.

SCREAMERS

Screamers are energy weapons that fire focused sound waves that can do serious damage to both objects and organic tissue. Screamers deal sonic damage.

TASERS

Tasers fire darts that hit the target with an electric charge designed to stun. A target hit by a taser must make a Fortitude saving throw (DC 15) or be stunned for 1 round.

GRENADES

You arm grenades by depressing a switch, which can be done as a free action. Ordinarily, a grenade will detonate on contact. However, as a standard action, you can program a grenade to detonate after a certain period of time has passed. You can program the grenade to detonate at the end of the round you arm it or on any round up to 10 rounds from the one in which you arm it. If you pre-program your grenades before entering combat, make sure you note the detonation times you've set for them.

Grenades can be fired or thrown directly at a target within the listed range increment. Beyond that range, they must be fired or thrown indirectly. Overhangs or ceilings can block the path of a grenade fired or thrown indirectly; the DM determines when such an obstacle interferes with indirect fire. A grenade that strikes an obstacle automatically misses the intended target and deviates from the point of contact using the standard rules outlined above.

MISSILES

Missiles are guided explosive weapons propelled by solid rocket fuel. They can be fired from over-the-shoulder-

der launchers or vehicle launch tubes. Missiles follow the standard rules for grenadelike explosive weapons (see page 133). They cannot be fired indirectly. Missiles deal damage by missile type to everything in the blast radius. For rules on guided weapons, see Chapter 9: Vehicles. Missiles are either high-explosive weapons or high-explosive armor-piercing weapons.

ROCKETS

Rockets are unguided explosive weapons propelled by solid rocket fuel. They are fired from over-the-shoulder launchers or vehicle launch tubes. Rockets follow the standard rules for grenadelike explosive weapons (see page 133). They cannot be fired indirectly. Rockets deal damage by rocket type to everything in the blast radius.

When a rocket is fired, flame shoots out the back of the launch tube. Anything behind the launcher within 5 feet is caught in the backblast and takes 3d6 points of damage. A character or creature can make a Reflex save (DC 15) for half damage.

MELEE WEAPONS

While firearms dominate combat in the Dragon Empire, melee weapons are still common. Firearms are pretty ineffective in close combat, so melee weapons still have their place. Details on these weapons are presented in Chapter Six: Equipment. This section discusses any special rules covering their use in combat.

KEENBLADES

All bladed weapons have edges laminated with industrial-grade diamond. This enhancement makes them extremely sharp: All keenblades provide a +1 bonus on attack rolls, and this bonus stacks with bonuses for begin of masterwork quality and magic enhancement bonuses. The threat range of a keenblade is also twice that of a corresponding conventional weapon. For example, the threat range of a keenblade longsword is 17–20. If the weapon is enchanted, this enhancement does stack with that from the keen enchantment. In this case, the longsword (a “keen keenblade”) would score a threat on a 15–20. All slashing and piercing weapons can be keenblades.



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CHAPTER EIGHT

MAGIC

INTRODUCTION

Open Game Content in this chapter includes all spell names, statistics, and game rules, and all material derived from the d20 System SRD.

Dragonstar is a universe filled with magic, from powerful wizards, to fire-breathing dragons, to undead and outsiders gifted with terrifying supernatural abilities. **Dragonstar** uses the same magic system presented in the d20 System core rules. Spellcasters receive the same number of spells per day, they prepare their spells the same way, and they can pick from the same list of spells—though we've added some new ones, too.

In this chapter, we present rules to cover the new situations and considerations you must take into account to resolve the effects of magic in this unique setting. Some of these rules relate to the interaction of magic and high technology, while others cover unusual environments and their effects on magic.

SPELLBOOK SOFTWARE

In the Dragon Empire, sorcerers may have the social prestige, but technology has provided the wizard with powerful tools. The most ubiquitous of these is the datapad. Wizards are even less likely to be found without their datapads than are mechanists.

A datapad is a handheld computer. These devices are extremely useful for storing, organizing, and accessing information. For wizards, the thing that makes datapads so useful is spellbook software. Spellbook software is a specialized program suite designed to store, organize, and allow easy access to a wizard's spells. Spellbook software costs 100 cr per page of spell storage, and this

storage capacity can be upgraded as needed. Wizards never have to worry about running out of space or carrying around heavy tomes. Best of all, spellbook software can be backed up on specialized datachips, alternate datapads, or online databases at a cost of 100 cr per page, so wizards never have to worry about losing their precious spells.

USING SPELLBOOK SOFTWARE

Wizards are no longer required to spend long hours transcribing spells into their spellbooks with quills or fountain pens. They use an electronic stylus instead. The language in which spells are recorded is not a natural language and there is no spoken form of it. It is really just a complex system of arcane notation that is always at least partly unique to the individual wizard. As a result, voice commands are of limited utility when working with spellbook software. When using this software, you get a +2 circumstance bonus on all Spellcraft checks.

Wizards can, however, beam spells via wireless connection between datapads or download them from the InfoNet. The Imperial Society of Arcane Magic, the largest organization of wizards in the Empire, maintains the largest database of spells ever assembled. Dues are 1,000 credits per caster level of the wizard per year. They're paid at the end of each year and are based on the wizard's level at that time.

Spells stored on the InfoNet or on another wizard's datapad are recorded using unfamiliar notation, so you still need to make a successful Spellcraft check (DC 20 + the spell's level) or cast a *read magic* spell to decipher the writing. Once a spell is deciphered, you must spend 1 hour plus 1 additional hour per level of the spell studying it (e.g., 1 hour for a 0-level spell, 10 hours for a 9th-

level spell). Obviously, this work is much quicker and easier with the aid of the datapad and software. At the end of this study period, you must make a Spellcraft check (DC 15 + spell's level). If the check succeeds, you understand the spell and can copy it into your datapad using your own notation. If the spell was copied from a traditional spellbook or downloaded from another computer, the spellbook or database is unharmed. If the spell was copied from a scroll or scrollware (see below), it vanishes from the scroll or file.

Recording a new spell in your own notation on your datapad takes 2 hours plus 2 additional hours per spell level. So, for example, a 0-level spell takes 2 hours to copy and a 9th-level spell takes 20 hours. A spell takes up 2 pages of storage per spell level; a 0-level spell takes up 1 page.

SHARING SPELLS

You can freely share spells with other wizards or with the Imperial Society. If you submit a new spell of your own invention to the Imperial Society and it's accepted and copied into the spell database, you owe no dues for the following year. You can't build up years free of dues, though, no matter how many spells you create in a year.

You can wirelessly beam spells from your own datapad to someone else's. The recipient has to accept your transmission for this to work. Setting up the transmission or accepting it is a standard action. Once the transfer is arranged, each spell takes 1 round plus 1 round per level to be transferred. It takes 9 rounds, for example, to transfer three 2nd-level spells.

The two datapads used in the transfer must be within 100 feet of each other during the entire transmission. If the connection is broken at any point, determine which spells have gotten through completely, starting with the lowest-level ones. If a spell is interrupted during its transfer, the file is corrupted and must be trashed.

DATAPAD SECURITY

Obviously, a wizard's datapad is extremely valuable. Every datapad is equipped with a thumbprint scanner. The device will only power-up when it's activated by the user's thumbprint. Variant systems, including retinal and pheromone scanners, are available for wizards who don't have fingerprints. Rogues or mechanists can attempt to hack the security system with a Use Device check (DC 30), and the attempt requires both a datapad and an electronics toolkit. Wizards can upgrade this security, but doing so requires very sophisticated and expensive technology: The cost is 500 cr per +1 bonus to the system's DC.

DUPLICATION AND BACKUP

You have two options for duplicating your spellbook software. First, you can purchase a backup datapad and spellware software with sufficient storage to handle all of your spells. Second, you can store your spellware software on the Imperial Society's online database if you're a dues-paying member. This costs 50 cr per page per year. The Imperial Society guarantees the integrity and security of its members' spell data. Either option is very fast and follows the same procedure as sharing spells.

SCROLLS

You can also use spellbook software to create, store, and organize your scrolls. In fact, any character who can use scrolls can benefit from this feature. These one-shot, self-destructing files are called "scrollware." Scrollware can be purchased from the Imperial Society or local magic suppliers and downloaded directly to your datapad. Scrollware can be beamed back and forth from one datapad to another, but a given file can't exist in two places at once. In effect, all scrollware is copy protected—when a scrollware file is copied, the original is destroyed. If the transfer is interrupted at any point, the file is lost.

The spellbook software gives you two options for copying or transcribing spells from traditional scrolls onto your datapad. The first is simply to copy the spell from the scroll into your datapad using your own notation. This follows the same rules for copying spells described above. The spell takes up the standard amount of storage: 2 pages of storage per spell level.

The second option is to save the scroll on your datapad as scrollware. In this case, the file works just like an archaic paper scroll, except that it's in digital format. Scrollware occupies a number of pages equal to the caster level times the spell level (0-level spells count as 1st-level spells for this calculation). For example, a scrollware file with a 2nd-level spell cast by a 3rd-level spellcaster occupies 6 pages. You must also have access to a scrollware program that can handle the spell, as detailed below.

Creating Scrollware

Your datapad and spellbook software make it very easy for you to create your own scrolls. You need the Scribe Scroll and Technical Proficiency feats to use this feature. You have to purchase a scrollware program capable of compiling and digitizing the desired spells, but there are no other materials costs. These programs cost 100 cr times the level of the spells times the caster



level of the spells you want to encode. For example, a scrollware program capable of encoding 3rd-level spells with a caster level of 5 costs 1,500 cr. You can upgrade this scrollware program and pay the difference in price as your spell levels or caster levels increase. For example, you could upgrade the program to encode 3rd-level spells at a caster level of 6 for 300 cr (the difference between 1,500 cr and 1,800 cr).

The base price of the scrollware is determined normally for the purposes of your XP expenditure and the time it takes to create. This is equal to the scrollware's spell level times its caster level times 25 cr.

Creating scrollware is much quicker than scribing a scroll on parchment: It takes only 1 hour per 1,000 cr of the scrollware's base price. Of course, each scrollware file occupies space on your datapad as outlined above: a number of pages equal to the spell level times the caster level of each spell. However, the scrollware file is completely erased when the spell is cast, and this storage space is then cleared for new spells or scrollware.

EXAMPLE

Naravin the wizard wants to create a scrollware file. The spell is fireball and the caster level will be 5th. The base price of the scrollware is 375 cr, but Naravin doesn't have to pay half this price in materials costs. Naravin will, however, have to spend 1/25 of this base price in XP, or 15 XP. Naravin also needs a scrollware program capable of encoding at least 3rd-level spells with a caster level of 5, and this program costs 1,500 cr. The base price of the scrollware is less than 1,000 cr, so it will only take Naravin an hour to create the file. When it's completed, the scrollware will occupy 15 pages of storage on Naravin's datapad until it is cast.

SPELL COMPONENTS

Getting your hands on the right spell components can be tricky in the Outlands. Some of those planets don't even have magical supply stores, and you sure can't place an order online for convenient delivery. However, on just about any major planet in the Empire, you can easily find a ready source of spell components. These are often found in the upscale neighborhoods of major cities, close to the sorcerer aristocracy that keeps these supplies in high demand.

PRICES

Most magical supply outlets do a booming business. Of course, while there's a healthy demand for their goods, there's also healthy competition to deliver them reliably and affordably. You can place orders online

with the larger outlets and chains, and they'll deliver just about anywhere on the planet for a 10% surcharge. Of course, delivery is never instantaneous. Components are usually shipped from the outlet nearest the destination, and delivery can range from overnight to two weeks or more.

If you're on a major planet and want immediate delivery, the Imperial Society maintains a small cadre of teleportation couriers for dues-paying members. The cost, however, is pretty steep: 1,800 cr. That's 900 cr for the market price of two *teleport* spells, doubled for the service and risk to the courier. Some temples and smaller guilds offer a similar service, but most spellcasters find it much more efficient to prepare their supply of spell components ahead of time.

GENERAL PRINCIPLES

The following are some general rules and guidelines that apply to all spells.

ARROWS AND GUNSHOTS

If a spell states that it affects projectiles, such as arrows or bolts, it also affects bullets fired from slugthrowers.

CLOUD ATTACKS

Certain spells such as *stinking cloud* and *cloudkill* affect targets by means of a noxious cloud. These spells don't affect a creature wearing a sealed environment suit, like a space suit or powered armor. These suits are self-sealing, so if they are punctured by an attack, they still continue to offer protection from the environment. Soulmechs and robots are unaffected by such spells.

A filter mask doesn't do any good against these spells, though, as the poisonous fumes work on contact. Cunning spellcasters often cast these spells and walk through the affected area in a protective suit. They can then roam wherever they like while their foes suffer.

COMPUTER DISPLAYS

There are a number of spells that affect the written page. These do not work on any computer display, even that of a datapad running spellbook software.

DRUGS AND POISON

Spells that work on poison also work on drugs (foreign chemicals in the bloodstream) of any kind. This is as true of helpful drugs as recreational or poisonous ones.

ENHANCING WEAPONS

Most spells that enhance weapons only work on a single weapon and do not affect any projectiles fired by it. You can cast such a spell on a single tangible projectile, such as an arrow, a bullet, or a needler dart. You can't cast the spell on energy pulses, though.

FIRE IN SPACE

Spells that create fire effects work just fine in airless environments. A *continual flame*, for instance, needs no air to burn, and some starships even use such spells as running lights. However, in space, there is no air for a non-magical fire to burn. This means that a *fireball*, for instance, would go off and do its normal damage. However, it would be unable to set anything else alight.

GRAVITY

Some spells are affected by variant gravities. The full rules for how to handle variant gravities are presented in the *Galaxy Guide*.

HEAVY GAS

Certain spells, such as *gaseous form* or *wind walk*, transform the target into a gas. For purposes of variant gravity, the gas is considered weightless. Only in extreme situations would this ever make a difference.

LIGHT OR DARK

Spells that affect visible light (like *darkness* or *invisibility*) only affect light in the visible or near-visible spectrum. They have no effect on other wavelengths or radiation or even the heat radiated by a light source. However, all such spells effectively trump natural and artificial light sources. Even the weakest such spell will black out an artificial light, no matter how powerful it is.

OUTSIDE OR IN

Some spells can only be cast outside. Most of these are weather-control spells. For these, you must have an available atmosphere to manipulate. Once you leave a planet's atmosphere, these spells are useless.

On most habitable planets, the troposphere—the first layer of atmosphere in which weather occurs—is about 10 miles thick. Weather-affecting spells only work in this layer of the atmosphere.

As you get further up, the air gets thinner. After the troposphere, you reach the stratosphere, which extends from 10 miles up to about 30 miles. Strong winds can be generated here, so spells that affect air movement (such as *control winds*) still work.

Above the stratosphere lies the mesosphere, which runs from 30 miles up to 50 miles. Here the air gets thin

and cold. No weather- or wind-controlling spells work here. It's also impossible to breathe unassisted by magic or technology.

Even higher, there's the thermosphere. It gets hotter up here, although the air is so thin you couldn't feel the heat on your skin if you were somehow exposed. This extends from 50 miles out to about 400 miles. After that point, you're free of the atmosphere and in outer space.

REAL RANGES COUNT

If a spell has a range listed, that's its range in reality. It doesn't matter if you have a hologram of the target you want to affect walking beside you. It's a hologram, not the actual target. In other words, you normally can't affect a target by casting a spell through any kind of broadcast medium.

TIMING IS EVERYTHING

Some spells must be cast at a particular time of day. *Create undead*, for instance, must be cast at night. That's fine when you're on a planet that revolves normally around a sun, but if you're on an odd planet or in space, this requirement can cause trouble.

For it to be considered day, you must be within a solar system and your location (defined by geographical coordinates on a planet) must be receiving direct sunlight. For instance, if you're underground and the sun is shining on the planet above you, it's day as far as spellcasting is concerned. For it to be considered night, your location cannot be receiving direct sunlight. If you're not in a solar system, it's perpetually night.

VISUALS OVER BROADCAST MEDIA

Broadcast media can pick up and record illusions, just as they can be seen in a mirror. However, a spell with a visual component (such as *animal trance*) doesn't normally work over such media. The targets need to see the actual caster, not an image of one.

WEIGHT AND MASS

A number of spells allow you to transport or move something of a certain weight. In fact, these spells aren't concerned with an object's weight. They actually affect its mass. At 1g (standard gravity), these values are usually the same.

In other words, don't divide a spell's weight limits by the current gravity. Just leave them as they are, and apply them as if the objects in question were in a 1g environment.

ORIGINAL SPELLS

All of the spells originally outlined in the core rules are available in **Dragonstar**. In fact, you can even incorporate spells from other d20 System products. None of the original spells have been changed, but some of them have some novel uses or need some new clarifications. These are described fully in this section. If a spell doesn't appear here, you can assume there's nothing to add.

SPELL CLARIFICATIONS

These spell clarifications are presented in alphabetical order, just as in the core rules.

AIR WALK

This spell does not work in environments in which there is no atmosphere. However, it could be cast while falling through a planet's atmosphere to safely halt movement.

ALTER SELF

Although this spell permits you to alter clothing, you cannot use it to create protective clothing (like armor or an environment suit). You could change the way the armor or environment suit looks, but you can't change an item's basic function.

ANIMAL COMPANION

A druid may find that he has a hard time traveling around with a befriended animal or animal companion. Many commercial starliners only permit pets or other animals to be transported in the hold.

Additionally, most civilized planets place a quarantine of up to three months on any animals being transported to the planet. This is done to prevent the spread of foreign diseases. Alternatively, a druid can pay to have a licensed party cast a *cure disease* spell on his companion to ensure that the creature is free of diseases.

Some civilizations don't permit "alien" (non-native) animals to be brought onto a planet at all. It's up to the DM to bring this to your attention when it happens.

When a druid dismisses a befriended animal, the creature tends to stick around in the same area or—if the area is inhospitable—near to the druid's home, assuming it can make it there. If the druid can manage to find the animal again and cast *animal friendship* on it, the animal recalls the druid's previous friendship and voluntarily gives up its saving throw against the spell.

ANIMATE OBJECT

This spell doesn't work on soulmechs. It can, however, be used to control robots and vehicles.

ARCANE LOCK

Many wizards cast this spell on their datapads. It's used as a backup to the standard security measures, not as a replacement.

ARCANE MARK

Many wizards also cast this spell on their datapads. It makes it a lot easier to identify the device if it's lost or stolen. In fact, some spellcasters put it on all of their major belongings. The Imperial Society has a master list of personal runes that it keeps on file to help law-enforcement officers identify recovered items. Registry on the list is free for dues-paying members.

CLAIRAUDIENCE/CLAIRVOYANCE

The effects of these spells literally have no range. This means that you can use them to eavesdrop on people on other planets—all the way across the galaxy and beyond. You can listen to conversations in any place you're familiar with. This is one reason many places in the Dragon Empire are outfitted with permanent *nondeception* spells or lead sheeting.

CONTROL WINDS

In a large enough space, this spell can be used inside a building or even a large spacecraft or space station. You can use the winds to push people along in zero-g at the speed of the wind. Of course, if they manage to grab hold of something or are already braced or anchored, the winds affect them normally.

DEATH KNELL

A soulmech who casts this spell doesn't get the hit point or Strength bonuses. The victim still dies, though, and the soulmech gets the effective caster level increase.

DEATHWATCH

This spell works normally on soulmechs.

DREAM

Soulmechs can't be contacted by this spell.

EARTHQUAKE

This spell does not work on artificial structures, such as starships and space stations, no matter how big they are. It works on asteroids, moons, and other planetoids, though.

ENLARGE

This spell works on soulmechs and robots. It's one of the few spells that can actually enhance the physical abilities of a soulmech or robot, as the enlargement bonus to Strength does apply.

EXPLOSIVE RUNES

Some wizards like to use this spell to protect their datapads. It's best used only with the most sensitive data, though, since the datapad also takes damage from and could be destroyed by the blast. The datapad, as an object, gets no saving throw.

FEATHER FALL

This spell slows your fall at the same speed (60 feet per round) no matter what the gravity, unless you're falling slower than that.

FIRE TRAP

Some wizards like to use this spell to protect their datapads. Most wizards prefer it to spells such as *explosive runes*, since the explosion leaves the datapad unscathed.

FLAME ARROW

This spell works on all projectiles, regardless of type or material composition, including bullets fired from slug-throwers.

FLY

This spell works in airless space. To calculate your current maximum rate of ascent, divide your listed maximum ascent by the current gravity. The fastest you can ascend is your listed maximum move (either 90 or 60 feet).

For your maximum rate of descent, multiply your listed maximum rate of lateral movement (either 90 or 60 feet) by the current gravity, then add 90 feet.

FREEDOM OF MOVEMENT

This spell allows you to move normally in any gravity, including zero-g.

GREATER MAGIC WEAPON

You can cast this spell on up to 50 projectiles (including bullets or needles).

HOLY SMITE

This spell cannot blind a soulmech, but it can damage it.

HORRID WILTING

This spell affects soulmechs and robots normally, evaporating the lubricating fluids that keep them functioning properly.

ILLUSORY SCRIPT

This spell can't be used with a datapad or on any other computer display. However, you could use it to inscribe a message on the casing of such a display.

IMPRISONMENT

This spell can only be cast when you are on the surface of or at orbital distance from a planet, moon, asteroid, or comet.

KNOW DIRECTION

If you're in a star system, this spell points you in the direction of the center of the system (usually a sun). If you're not in a star system, the spell points you in the direction of the center of the galaxy. If you're outside of a galaxy, you're pointed in the direction of the center of the universe (or at least the Material Plane).

LEOMUND'S TINY HUT

The hut functions normally if the spell is cast in outer space. The hut has enough air to support its maximum capacity for the duration of the spell.

LEVITATION

This spell is unaffected by variant gravity. It simply moves the person up and down along a single axis. If the spell is cast in zero-g, the caster chooses the axis at the time of casting and must stick with it for the duration of the spell. The penalties for attacking while levitating do not stack with gravity check modifiers.

MAGE HAND

This spell is unaffected by variant gravity.

MAGIC FANG

This spell doesn't work on a robot or soulmech, as it depends on enhancing a natural part of the target's body.

MAGIC JAR

This spell can be used to possess the body of a soulmech, forcing its soul into the *magic jar*.

MORD'S DISJUNCTION

This spell can affect the vessel in which a soulmech's soul is contained. If it does, the soulmech is killed.

MORD'S MAGNIFICENT MANSION

This spell can be used to survive in outer space. It protects the creatures inside it and even provides them with food, drink, and air. It's sealed from the elements (or lack thereof) outside. Note that the portal to the extradimensional dwelling is fixed in normal space and cannot move. The spell cannot, for example, be used to survive atmospheric reentry—the portal and anyone in the dwelling would remain fixed at the point the spell was cast.

OTILUKE'S RESILIENT SPHERE

This spell could be used to survive in outer space, too, though not very comfortably and only for a short time.

OTILUKE'S TELEKINETIC SPHERE

This spell offers an effective means of surviving atmospheric reentry. You can cast it on yourself and telekinetically move yourself around wherever you want. The maximum speed of the sphere is not affected noticeably by gravity since it is so light.

The trick is that the sphere only falls at 60 feet per round. At this rate, the spell should expire long before you complete reentry, meaning you're in real trouble unless you can cast the spell again within three rounds of it expiring. Two castings of the spell should be enough to get you through most reentries.

POLYMORPH ANY OBJECT

If you transform a robot or soulmech into a flesh-and-blood person—or vice versa—this has a duration factor of 4. The soulmech is the same size as a person (+2), and it's of the same Intelligence (+2). Of course, these numbers can change a great deal if you want to polymorph the soulmech into something else entirely.

The real difficulty with this spell is that the core rules do not define or place any size limitations on the objects that can be affected. We encourage DMs to impose a limit of 250 lb. per caster level on the objects affected by the spell. The spell will still be very effective, but spellcasters will not be polymorphing castles, starships, planets, or stars.

POLYMORPH OTHER

This spell does not work on robots, soulmechs, or vehicles.

POLYMORPH SELF/SHAPECHANGE

These spells do work on a soulmech spellcaster.

RARY'S TELEPATHIC BOND

This spell has no limit on its range. It can telepathi-

cally connect people across the galaxy. This can be especially useful if it's made permanent.

REDUCE

This spell works on a robot or soulmech. It is also one of the few spells that can affect a robot or soulmech's physical abilities.

REPEL METAL OR STONE

This works against robots and soulmechs, as their bodies contain enough metal to be affected.

REVERSE GRAVITY

This spell reverses the current gravity in the area, but it does not change its magnitude. As a result, the spell has no effect in zero-g.

RIGHTEOUS MIGHT

This spell works on a soulmech. It's one of the few spells that can affect a soulmech's physical abilities.

RUSTING GRASP

This spell cannot destroy the body of a soulmech or robot. The bodies of these constructs contain some metal, but it's integrated with hi-tech plastics, composites, and ceramics. Soulmechs and robots are effectively rustproof.

SENDING

This spell's range is effectively unlimited, which makes it useful for communication across the galaxy and even into other planes.

SEPIA SNAKE SIGIL

This spell can't be cast on a computer display, but it can be placed on the device's casing. Wizards favor this spell because it leaves their datapads untouched.

SHOUT

A soulmech is not deafened by this spell, though it does take normal damage.

SOLID FOG

This spell can prevent ranged weapon attacks made with solid projectiles (arrows, bullets, taser darts, and so on), but it has no effect on energy attacks (lasers, blasters, screamers, flamethrowers, and so on).

SOUL BIND

This is the spell used to create soulmechs. You must have a neural net—in lieu of a sapphire—worth 1,000

credits per character level of the target at the moment of her death. If the soulmech later gains levels, she doesn't have to worry about her neural net breaking down because it's not valuable enough. Once the character's soul has been captured, it can change in just about any way and not affect the neural net itself.

SPEAK WITH DEAD

This spell could be used to speak with a soulmech's corpse—without the soulmech's knowledge.

SPIDER CLIMB

This spell is very useful in low- or zero-g environments. If the target is able to keep her feet on a solid surface, the spell reduces Dexterity penalties in such environments by up to 2. For example, in zero-g, the gravity check modifier is usually -4, but a character with spider climb suffers only a -2 penalty.

SPIRITUAL WEAPON

The spiritual weapons of the main deities are listed below.

Unification Church

Deity	Spiritual Weapon
The Destroyer	Morningstar
The Father	Mace
The Judge	Hammer
The Lover	Dagger
The Magus	Quarterstaff
The Merchant	Shortspear
The Mother	Sickle
The Reaper	Scythe
The Stormlord	Trident
The Smith	Warhammer
The Trickster	Short sword
The Warrior	Greatsword

Dualist Heresy

The Creator	Hammer
The Adversary	Flail

STATUS

Once cast, the range on this spell is unlimited. The subjects can keep in touch anywhere in the galaxy and beyond.

SUNBURST

This can't blind a robot or soulmech, but it deals normal damage to one.





SYMBOL

This spell is often used to protect a datapad. It's favored because none of the effects can directly harm the device.

TELEKINESIS

This spell is unaffected by variant gravity. It simply moves the target around at the normal speed.

TELEPORT

This spell is one of the most useful ones in the galaxy. Because its range is unlimited, it permits safe, instantaneous interplanetary travel. The weight limit on *teleport* is actually a mass limit. Treat all weights as if you were in standard gravity.

TELEPORTATION CIRCLE

See *teleport*, above.

TENSER'S TRANSFORMATION

This spell doesn't affect a soulmech's hit points, AC, Strength, or Dexterity. The other effects apply.

If you have the Technical Proficiency feat, you also gain proficiency with all hi-tech simple weapons and hi-tech martial weapons.

TRANSMUTE METAL TO WOOD

A soulmech is treated as a magic object for the purposes of spell resistance. This spell effectively destroys a soulmech's body. The neural net is unaffected and can still be transferred to another robotic body. This spell renders vehicles and robots within the area of effect inoperable.

TRANSPORT VIA PLANTS

The range on this spell is virtually unlimited. The Druidic Society has a network of groves set up on many major planets to allow members to travel freely and privately. Some druids have even set up such groves on space stations and starships.

TREE SHAPE

This spell works on soulmechs.

UNHOLY BLIGHT

This spell cannot sicken a soulmech, but it can damage it.

UNSEEN SERVANT

Because the servant has a Strength score, it deals with weight in variant gravity like a character would.

VAMPIRIC TOUCH

This spell and others like it attack the victim's spirit, so it works normally against soulmechs.

VIRTUE

This spell works on a soulmech.

WALL OF IRON

If a wall is dropped or tipped onto a creature, multiply the number of damage dice by the current gravity, rounding down.

NEW SPELLS

CAUSE CRITICAL DAMAGE

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

As *cause light damage*, except the damage is 4d8 +1 point per caster level (maximum +20).

CAUSE LIGHT DAMAGE

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

By laying your hand on a construct or object, you deal 1d8 points of damage to it, +1 point per caster level (maximum +5). Ignore the target's hardness—this damage is generated within. Constructs get a Will save against this spell.

CAUSE MINOR DAMAGE

Transmutation

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

As *cause light damage*, except the damage is only 1 point.

CAUSE MODERATE DAMAGE

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

As *cause light damage*, except the damage is 2d8 +1 point per caster level (maximum +10).

CAUSE SERIOUS DAMAGE

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

As *cause light damage*, except the damage is 3d8 +1 point per caster level (maximum +15).

DEMOLISH

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft/2 levels)

Target: One object up to 250 lb. per caster level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The object or construct touched loses all but 1d4 hit points. Ignore the target's hardness—this damage is generated within.

DETECT SURVEILLANCE

Divination

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: 120 ft.

Area: 120-ft. radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

You instantly become aware of anyone watching you or monitoring your activities, either directly or by electronic or hi-tech means. This does not include magical forms of scrying.

If a spy or device is within the spell's area of effect, you know its location. Otherwise, you know the direction from which the surveillance is coming, as well as the distance (within 10%). You do not get an image of the spy, but you can immediately identify any device.

Material Component: A small bug.

ENDURE RADIATION

Abjuration

Level: Clr 1, Drd 1, Pal 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes

Similar to *endure elements*, this spell protects the target against radiation. Each round, the spell absorbs 5 points of damage the target would have taken from radiation. The spell protects the target's equipment, too. The spell cuts the chance of the target contracting radiation sickness by 50%.

Endure radiation overlaps (and doesn't stack with) *resist radiation* and *protection from radiation*. Only the more (or most) powerful such spell cast on the target works at a time.

ELECTRIC SCRY

Divination

Level: Brd 1, Clr 3, Drd 2, Sor/Wiz 2

Components: V, S, F, DF

Casting Time: 1 action

Range: See text

Effect: Enhance hi-tech sensor

Duration: 1 minute/level

Saving Throw: None (see text)

Spell Resistance: No (see text)

This spell allows the caster to cast spells through an electronic surveillance sensor, such as a camera, as if it were a magical scrying device. The following spells can be cast through the sensor onto any area or target that can be seen through the sensor, no matter how far away the caster is while watching the monitor: *comprehend languages*, *darkvision*, *read magic*, and *tongues*. The following spells have a 5% chance per caster level of working properly: *detect magic*, *detect chaos*, *detect*

evil, *detect good*, *detect law*, and *message*.

Focus: A working visual sensor trained on an area.

GREATER ELECTRIC SCRY

Divination

Level: Brd 4, Clr 5, Drd 5, Sor/Wiz 5

Components: V, S, F, DF

Casting Time: 1 action

Range: See text

Effect: Enhance hi-tech sensor

Duration: 1 minute/level

Saving Throw: None (see text)

Spell Resistance: No (see text)

This works just like *electric scry*, but the following spells can be cast reliably through the monitor: *comprehend languages*, *darkvision*, *detect magic*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *message*, *read magic*, and *tongues*.

INSTANT REBOOT

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell instantly turns an electrically powered device on. If the device is under someone's direct control, the controller can make a Reflex save to avoid the effect.

This spell can reboot a soulmech that's been affected by a *power down* spell. The soulmech recovers instantly and is ready to act the round after the spell is cast.

IRRADIATE

Evocation

Level: Drd 8, Sor/Wiz 8, Sun 8

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Beam 5 ft. wide and 100 ft. + 10 ft./level long, starting right in front of you

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates and half (see text)

Spell Resistance: Yes

Similar to *sunbeam*, this spell hits its targets with a beam of high-frequency radiation. You can fire one beam for every three caster levels you have, up to a total of six beams.

All creatures in the beam take 3d6 damage and contract radiation sickness. (Rules for radiation sickness are in the *Galaxy Guide*.) A Reflex save negates the sickness and cuts the damage in half.

The radiation is even more lethal to fungi, molds, oozes, slimes, and jellies. They take 1d6 points of damage per caster level, up to 20d6. A Reflex save halves the damage. Undead cannot be made ill, but the other creatures can. Soulmechs take the damage but do not become ill.

MAGIC BULLETS

Transmutation

Level: Brd 2, Clr 2, Pal 2, Sor/Wiz 2, Rgr 2

Components: V, S, F, DF

Casting Time: 1 action

Range: Touch

Target: One clip

Duration: 1 minute/level or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell can be cast upon a single clip of any kind of physical ammunition (bullets and other projectiles). The projectiles in the clip gain a +1 enhancement bonus to attack and damage rolls. If you're a good cleric, the cleric of a good deity, or a paladin, the projectiles are also considered blessed.

If the projectiles in the clip are all fired, the spell ends. Putting new projectiles into the clip doesn't do any good. Only the projectiles in the clip at the time of the casting are affected by the spell.

Focus: The clip.

MASS RESTORE

Transmutation

Level: Sor/Wiz 8

Range: Close (25 ft. + 5 ft/2 levels)

Targets: One or more items (up to 250 lb. per caster level each) or creatures, no two of which can be more than 30 ft. apart

This spell works just like *restore*, except as noted above.

POWER DOWN

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell causes an electrically powered device to suddenly turn off, even if the device doesn't have an off switch. This includes computers, vehicles—even robots.

If the device is under someone's direct control, the controller can make a Reflex save to avoid the effect.

This spell can shut down a soulmech, too. The soulmech gets the Reflex save but shuts down if it fails. The soulmech's systems come back on line in 1d3 rounds. For the duration of the effect, the soulmech is treated as stunned.

PROTECTION FROM RADIATION

Abjuration

Level: Clr 3, Drd 3, Pal 3, Rgr 2, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 action

Duration: 10 minutes/level or until discharged

This works like *endure radiation*, except it makes the target invulnerable to the effects of radiation. The target is undamaged and cannot contract radiation sickness. Once the spell absorbs 12 points of radiation damage per caster level, it is discharged.

Protection from elements overlaps (and doesn't stack with) *endure radiation* and *resist radiation*. Only the more (or most) powerful such spell cast on the target works at a time.

REATTACH

Transmutation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 3 full rounds

Range: Touch

Target: One object (up to 250 lb. per caster level)

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target item or construct's missing parts reattach to it. If the parts are touched to the area from which they were severed, this takes 1 round. Otherwise, entirely new parts seem to grow from within the target and attach themselves where the original parts were. This takes 2d10 rounds.

The spell also repairs 1d8 points of damage +1 point per caster level (maximum +20).

Items or constructs that have been entirely destroyed (have no hit points left) cannot have this spell cast on them.

RECREATE

Transmutation

Level: Sor/Wiz 9

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: One object (up to 250 lb. per caster level)

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Items or constructs that have been entirely destroyed (have no hit points left) can be recreated by this spell. If you have at least 1% of the original item or construct, you can cast this spell on it. The object or construct is fully restored. This spell does not work on soulmechs.

REFUEL

Evocation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The item touched must be either an empty fuel tank or a depleted battery or energy cell. The fuel tank is instantly filled or the battery or energy cell is fully recharged.

REINFORCE

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The object you touch becomes more resistant to damage. It gains a +5 enhancement bonus to its hardness.

REPAIR CIRCLE

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Area: All objects or constructs within a 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

Objects and constructs in the area regain 1d8 points of damage +1 point per caster level (maximum +20).

Objects or constructs that have been entirely destroyed (have no hit points left) cannot be repaired.

REPAIR CRITICAL DAMAGE

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

As *repair light damage*, except it repairs 4d8 points of damage +1 point per caster level (maximum +20).

REPAIR LIGHT DAMAGE

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

The object or construct touched regains 1d8 points of damage +1 point per caster level (maximum +5).

Objects or constructs that have been entirely destroyed (have no hit points left) cannot be repaired.

REPAIR MINOR DAMAGE

Transmutation

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

As *repair light damage*, except it only repairs 1 point of damage.

REPAIR MODERATE DAMAGE

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

As repair light damage, except it repairs 2d8 points of damage +1 point per caster level (maximum +10).

REPAIR SERIOUS DAMAGE

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

As repair light damage, except it repairs 3d8 points of damage +1 point per caster level (maximum +20).

RESIST RADIATION

Abjuration

Level: Clr 2, Drd 2, Pal 2, Rgr 1, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

Duration: 1 minute/level

This spell works like *endure radiation*, except it absorbs the first 12 points of damage every round. Also, it cuts the chance to acquire radiation sickness to 25% of normal.

Resist radiation overlaps (and doesn't stack with) *endure radiation* and *protection from radiation*. Only the more (or most) powerful such spell cast on the target works at a time.

RESTORE

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object (up to 250 lb. per caster level)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

The object or construct touched is completely repaired and looks as good as new. Restore does not remove negative levels or permanently drained levels. Nor can it restore lost limbs to a construct.

Objects or constructs that have been entirely destroyed (have no hit points left) cannot be repaired by this spell.

TOTAL PROTECTION

Abjuration

Level: Clr 5, Drd 5, Pal 5, Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: None

Spell Resistance: Yes

The target is temporarily invulnerable to all of the elements (acid, cold, fire, electricity, and sonic) and to radiation as well. When the spell absorbs 12 points of damage per caster level from a single protected source, the protection from that source fails. If all six kinds of protection fail, the spell is discharged.

The spell also provides breathable air for the target. In effect, the target can survive in space with only this spell for protection.

Total protection overlaps (and doesn't stack with) *endure elements*, *endure radiation*, *resist elements*, *resist radiation*, *protection from elements*, and *protection from radiation*. Only the more (or most) powerful such spell cast on the target works at a time.

TRACTOR BEAM

Transmutation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Extreme (400 ft. + 40 ft./level)

Target: See text

Duration: Concentration (up to 1 minute/level)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object) (see text)

This is a more powerful version of the sustained-force version of *telekinesis*. You can move a creature or object weighing up to 250 pounds per caster level up to 100 feet per round. A creature or an item controlled by a creature can negate the effect by making a Will save or with SR.

The target can be moved in any direction or held in place. It can be twisted around to face any direction as well. Treat this as if a single giant hand is manipulating the target. The spell ends if the target is forced out of range.

CHAPTER NINE

VEHICLES

INTRODUCTION

All text in this chapter, with the exception of names, words, phrases, and graphics designated as Product Identity, is **Open Game Content**.

Vehicles of all kinds play an important role in **Dragonstar**. They are used for everything from commuting to combat to exploration and research. Vehicles can also be an important part of your **Dragonstar** campaign: Vehicle chases and combats can be as exciting as any showdown with a major villain.

Vehicles are treated as constructs for the purposes of their characteristics, abilities, and immunities. However, vehicles are inanimate objects rather than true animated constructs, so they always fail saving throws. A pilot can make a Pilot check for half damage against any area spell or effect that would normally allow a Reflex save, such as a grenade or *fireball* spell. Remember that, as constructs, vehicles are immune to spells and effects that require a Fortitude save and to all mind-affecting spells and abilities.

As objects, vehicles also have the following characteristics (DMG 135):

- Vehicles take half damage from most archaic ranged weapons. This does not include weapons designed to inflict large-scale structural damage, like siege engines. Firearms also do full damage to vehicles.
- Vehicles take half damage from acid and fire. Most vehicles take full damage from electricity attacks. Vehicles without electrical systems take half damage from electricity attacks, just like normal objects. Vehicles take full damage from laser and plasma weapons, as they use coherent energy pulses that inflict heat damage at a highly focused point.

- Vehicles have a hardness rating that represents their durability and structural integrity. A vehicle's hardness is based on its size and is subtracted from all damage done to the vehicle.

VEHICLE MOVEMENT

These rules provide an integrated system for resolving the movement and combat of surface vehicles, aircraft, and even spacecraft. The rules are based on the core d20 System mechanics covering movement and combat and assume that you are already familiar with them.

Unlike characters, vehicles do not spend actions to move. Each round, a vehicle moves its current speed. As a pilot, you only get involved when you want the vehicle to speed up, slow down, or perform a specific maneuver.

SCALE

The vehicle rules in **Dragonstar** are streamlined enough that you will often be able to use them in the narrative flow of your game without using miniatures and map grids. For more complicated vehicle sequences—usually those involving more than two or three vehicles—these tools will be very helpful, as they make tracking the positions of vehicles a simple task.

These rules allow you to handle any kind of vehicle, from ground cars to space fighters. However, the capabilities of these vehicles vary so radically that you'll need to use different scales on a map grid to represent their movement.

In the standard d20 System rules, the scale for character movement and combat is 5 feet per square. This scale works perfectly well in its intended role, but it

becomes unwieldy when used with vehicles, which are typically much faster than characters and creatures. A recon aircraft can travel up to 20,000 feet in a single round—that's a lot of squares using the 5-foot scale! As a result, these rules use a variable scale for surface vehicles, aircraft, and spacecraft.

Type	Scale
Character	1 sq. = 5 ft.
Surface vehicle	1 sq. = 50 ft.
Aircraft	1 sq. = 500 ft.
Spacecraft	1 sq. = 5,000 ft.

As a quick and easy shorthand method of tracking distance and speed, we drop actual distances and simply refer to the squares that represent them. For example, if a ground car is moving at speed 4, it's moving 200 feet per round. Likewise, if an aircraft is moving at speed 4, it's moving at 2,000 feet per round. This shorthand is very useful to keep the numbers manageable, even if you're not using a map grid.

This scale means that a square will be much larger than the facing of all but the most gigantic vehicles. As a result, vehicles can always pass through an occupied square and can even occupy the same square. Simply place the miniatures, tokens, or counters representing the vehicles so that they are touching each other. Vehicles occupying the same square can also ram each other (see Collisions, page 156).

SPEED

Every vehicle in **Dragonstar** has a top speed listed. This value is simply the maximum number of squares the vehicle is capable of moving in a single round. A vehicle's current speed can range anywhere between 0 and its top speed. Remember that a vehicle's speed is always based on the scale for its vehicle class. An aircraft traveling at speed 5 is traveling 10 times as fast as a surface vehicle traveling at speed 5.

For example, a passenger sedan has a top speed of 20. A ground car uses the surface vehicle scale, so that's 1,000 ft. per round, or 114 miles per hour. The car can travel at any speed between 0 (full stop) and 20 (top speed).

The table on the following page lists speeds from 1 to 40 on the surface vehicle scale, with approximate conversions to feet per round and miles per hour. Multiply the listed values by 10 for aircraft speeds and 100 for spacecraft speeds.

Speed Modifier

The speed at which a vehicle is traveling imposes a modifier on all Pilot checks to operate the vehicle. Spacecraft use the same table as surface vehicles as a simple expedience, and we can get away with it for a couple reasons. First, in space, there's no gravity, friction, wind, or other environmental variables to make traveling at high speeds especially difficult. Spacecraft are able to achieve insanely high speeds with very little risk or danger. Second, we don't have to worry about integrating movement on the spacecraft scale with movement on the surface vehicle or aircraft scale. While some spacecraft are capable of atmospheric flight, their capabilities are severely limited in an atmosphere and we can simply convert all of their statistics directly to the aircraft scale.

For example, a space fighter with a top speed of 40 can move 200,000 feet each round in deep space. If the fighter enters a planetary atmosphere, it can't even approach that speed. We simply convert its top speed of 40 to the aircraft scale, so it can travel 20,000 feet in a round.

On the other hand, we have to be able to integrate surface vehicle and aircraft movement. An aircraft traveling at speed 1 is traveling just as fast as a surface vehicle traveling at speed 10. Aircraft are capable of traveling at very high speeds, but they aren't very maneuverable while doing so. Of course, they're also engineered to handle those speeds, so the vehicle itself will give the pilot some help on maneuvers (see Handling, page 162).

SPEED MODIFIER	
<i>Surface Vehicle/Spacecraft Scale</i>	
Speed	Check Modifier
1-5	+0
6-10	-2
11-15	-4
16-20	-6
21-30	-8
31-40	-10
41-50	-12

SPEED CONVERSIONS

Speed	Feet	Miles per Hour
1	50	6
2	100	11
3	150	17
4	200	23
5	250	28
6	300	34
7	350	40
8	400	45
9	450	51
10	500	57
11	550	62
12	600	68
13	650	74
14	700	80
15	750	85
16	800	91
17	850	97
18	900	102
19	950	108
20	1000	114
21	1050	119
22	1100	125
23	1150	131
24	1200	136
25	1250	142
26	1300	148
27	1350	153
28	1400	159
29	1450	165
30	1500	170
31	1550	176
32	1600	182
33	1650	187
34	1700	193
35	1750	199
36	1800	205
37	1850	210
38	1900	216
39	1950	222
40	2000	227

Multiply by 10 for aircraft scale and by 100 for spacecraft scale.

SPEED MODIFIER

Aircraft Scale Speed	Check Modifier
0	+0
1	-2
2	-6
3	-8
4	-10
5-10	-12
11-20	-14
21-30	-16
31-40	-18
41-50	-20

Changing Speed

A pilot can change the speed of his vehicle once each round as a free action. All vehicles in **Dragonstar** have an acceleration and deceleration value. The listed number is the value for moderate acceleration or deceleration: how much a pilot can speed up or slow down at moderate risk of losing control of the vehicle. Low acceleration/deceleration is half the listed number, high acceleration/deceleration is twice the listed number, and extreme acceleration/deceleration is four times the listed number.

Accelerating and decelerating require a Pilot check. The DC depends on how fast the pilot is attempting to accelerate or decelerate. The Pilot check is also modified by the vehicle's current speed, before applying the effects of acceleration or deceleration. The check is also modified by the vehicle's handling rating.

Acceleration/Deceleration	DC
Low	5
Moderate	10
High	15
Extreme	20

For example, a passenger sedan has an acceleration of 2 and a deceleration of 4. The pilot can increase the vehicle's speed by 1 at low acceleration, 2 at moderate acceleration, 4 at high acceleration, and 8 at extreme acceleration. The pilot's sedan is at a full stop, and the



pilot decides on extreme acceleration to increase the vehicle's speed to 8 in a single round. The DC for the Pilot check is 20. There is no modifier for speed, since the vehicle is at speed 0 before the effects of acceleration are applied. The car has a handling rating of +0, so there's no modifier for that either.

Apply the vehicle's speed and handling modifiers to all maneuvers.

MANEUVERS

In addition to changing speeds, pilots can also perform a wide range of maneuvers in their vehicles. All maneuvers are move-equivalent actions. In a single round, a pilot can perform one maneuver along with a standard action (such as an attack) or two maneuvers. Maneuvers can be executed at any point during a vehicle's movement.

Maneuvers require a Pilot check, and the modifiers for the vehicle's current speed and handling rating are

always applied to the roll. See the table on the following page for a list of maneuvers and their DCs. If the Pilot check fails, there's a chance of a mishap (see Mishaps, page 155).

Maneuvers are typically executed while the vehicle is traveling in a forward direction. Some vehicles can travel in reverse and can execute maneuvers while doing so. However, Pilot checks for all maneuvers made while traveling in reverse suffer a -4 circumstance penalty.

Turns

If you're using a map grid to track vehicle movement, the grid provides eight simple "compass points" by which to measure turns and direction of travel. Using the compass analogy, we can call these points north, northeast (diagonal), east, southeast (diagonal), south, southwest (diagonal), west, and northwest (diagonal). A "one-point" turn is any turn from one compass point to the next compass point, for example, from "north" to "northeast."

Soft Turn: This is any turn up to a 45° angle. On the map grid, it's a one-point turn.

Sharp Turn: This is any turn between a 45° angle and a 90° angle. On the map grid, it's a two-point turn.

Extreme Turn: This is any turn between a 90° angle and a 135° angle. On the map grid, it's a three-point turn.

Bootlegger Turn: This is any turn between a 135° angle and a 180° angle. On the map grid, it's a four-point turn. Your vehicle's speed is automatically 0 after you complete a bootlegger turn. You have to accelerate to get back up to speed in your new direction of travel.

Other Maneuvers

Avoid a Hazard: This maneuver allows a pilot to swerve around an obstacle or hazard. The DC of the Pilot check is based on the size of the obstacle.

Climb/Dive: In most vehicle sequences, it's not especially important to track altitude. For example, in a dogfight between two aircraft or spacecraft, you really only need to know the distance between the two vehicles—how much of that distance is vertical isn't likely to be an issue. Altitude *can* be an issue when an aircraft is engaged with a surface vehicle, because the aircraft can essentially dictate the minimum range between the two. In these cases, the pilot of the flying vehicle should simply announce his altitude at the beginning of the scene, then track any changes as it develops. By executing this maneuver, a vehicle can climb or dive at an angle up to 45°. For simplicity, assume the vehicle moves forward half its speed and gains half its speed in altitude (or loses the altitude in the case of a dive). Obviously, surface vehicles cannot perform this maneuver.

Extreme Climb/Dive: The vehicle climbs or dives at an angle between 45° and 90°. The pilot may choose how much of the vehicle's speed to expend gaining or losing altitude, but it must be more than half. Surface vehicles cannot perform this maneuver.

Immelmann Turn: This difficult maneuver is a half-loop and a half-roll. The vehicle climbs, inverts, then executes a half-roll to return to an upright orientation and reverse its direction of travel. The vehicle ends its move in the same square it started in facing the opposite direction. Only air- and spacecraft can execute an Immelmann turn. In fact, this is the only way for aircraft to make a 180° turn—otherwise, they must make consecutive soft, sharp, or extreme turns to reverse their direction of travel.

Jump: A vehicle can attempt to jump over some obstacle, such as another vehicle or the space where a destroyed bridge used to be. The DM should use the standard guidelines to set appropriate DCs. While this is a single maneuver, it requires two different Pilot checks. The first determines if the vehicle cleared the obstacle, and the vehicle's speed modifier is applied as a *bonus* for the purposes of this check. The second determines whether the pilot is able to control the vehicle on

impact. The vehicle's speed modifier is applied normally. Only surface vehicles can execute jumps.

Landing: This maneuver is used to land an aircraft. The DC assumes a flat surface, such as a runway or landing strip, is available.

Loop: The vehicle executes a full loop over the course of the round, first gaining then losing altitude and ending up in the same position as it started. Only air- and spacecraft can execute a loop.

Ram: Intentionally running your vehicle into another requires a Pilot check, and your result must be at least equal to the target's AC. See Ramming, page 159.

Regain Control: A pilot must succeed at this maneuver to negate the effects of a mishap (see page 155). The penalty for the mishap is always applied to the check, as well as the vehicle's speed modifier and handling rating.

Roll: The vehicle executes a 360° lateral roll, ending up in the same upright orientation as it started.

Take Off: Pilots use this maneuver to take off from a flat surface.

Maneuvers	DC
Soft Turn	5
Sharp Turn	15
Extreme Turn	20
Bootlegger Turn	25
Avoid a Hazard	
Fine	0
Diminutive	3
Tiny	6
Small	9
Medium-size	12
Large	15
Huge	20
Gargantuan	25
Colossal	30
Climb/Dive	5
Extreme Climb/Dive	15
Immelmann Turn	25
Jump	15–25+
Landing	15
Loop	20
Ram	Target's AC
Regain Control	10*
Roll	15
Take Off	10

* The Pilot check is always modified by the vehicle's speed and the circumstance penalty for the severity of the mishap.

TERRAIN EFFECTS

Condition	Example	Movement Penalty	Maneuver Penalty
<i>Obstruction</i>			
Moderate	Undergrowth	x3/4	-2
Heavy	Thick undergrowth	x1/2	-4
<i>Surface</i>			
Bad	Steep slope or mud	x1/2	-4
Very bad	Deep snow	x1/4	-6
Poor visibility	Darkness or fog	x1/2	-4
<i>Weather</i>			
Bad	Rain or turbulence	x3/4	-2
Very bad	High winds	x1/2	-4
Extreme	Storm	x1/4	-6

TERRAIN

Just as with characters, vehicle movement can be hampered by poor weather, visibility, or surface conditions. These conditions can also make vehicle maneuvers more difficult. Consult the above table and apply the modifiers for the appropriate condition to the top speeds and maneuvers of vehicles. The modifiers for these conditions are cumulative.

MISHAPS

When a pilot fails a maneuver, a number of different things can happen. The pilot may complete the maneuver anyway, but partially lose control of the vehicle. The vehicle may skid or spin out, or it may collide with another vehicle or obstacle. The following mishaps can occur when a pilot fails a skill check when attempting a maneuver, including acceleration or deceleration.

Slip: The vehicle slips sidewise, loses traction, or swerves slightly. The vehicle completes any maneuver the pilot was attempting and moves its current speed. However, the pilot suffers a -2 circumstance penalty on all maneuvers until he makes a successful Pilot check to regain control.

Slide: The vehicle almost slides out of control. The vehicle only moves half its current speed and completes any attempted maneuver only halfway. If the pilot attempted an extreme or sharp turn, he only manages a soft turn. If he attempted a loop or roll, he manages only a half-loop or half-roll. If he was swerving to avoid an obstacle, he still clips or sideswipes it. If he was attempting to jump some obstacle or gap...he doesn't

quite make it. The pilot also suffers a -4 circumstance penalty on all maneuvers until he makes a successful Pilot check to regain control.

Skid: The vehicle's speed drops by 10 and it skids one square to the right or left (determine randomly). If this brings it into the same square as another vehicle or obstacle, it collides (see Collisions, below). If the pilot was attempting a specific maneuver, it fails completely. The vehicle's speed continues to drop by 10 and it skids one square each round until either the pilot makes a Pilot check to regain control, the vehicle's speed drops to 0, or it crashes into something. If an aircraft's speed drops to 0, it stalls and loses 5,000 feet of altitude each round.

The pilot suffers a -6 circumstance penalty on all maneuvers until he makes a successful Pilot check to regain control. This penalty increases by 2 for each round that a stalled aircraft is in an uncontrolled dive.

Spin: The vehicle goes into an uncontrolled spin. The vehicle's speed drops by 10 and it moves in a random direction (roll 1d8). This continues each round until the pilot makes a successful Pilot check to regain control, the vehicle's speed reaches 0, or it crashes into something. If the pilot was attempting a specific maneuver, it fails completely. If an aircraft's speed drops to 0, it stalls and loses 5,000 feet of altitude each round.

The pilot suffers a -8 circumstance penalty on all maneuvers until he makes a successful Pilot check to regain control. This penalty increases by 2 for each round that a stalled aircraft is in an uncontrolled dive.

Collision: The pilot loses control of the vehicle and it crashes into a nearby vehicle or obstacle. If there are multiple targets available, the DM should choose the nearest or select one randomly. If there are no nearby

MISHAPS

Check Failed by	Effect	Pilot Check Penalty
5 or less	Slip	-2
6-10	Slide	-4
11-15	Skid	-6
16-20	Spin	-8
21 or more	Collision	special

targets—such as in open air or space—the vehicle goes into a spin (see above).

modified by the size category of the obstacle it crashes into.

COLLISIONS

If a vehicle crashes into something, it takes damage based on its current speed.

Surface vehicle: The vehicle takes $Sd6$ damage, where S is one-half the vehicle's current speed. For example, a surface vehicle that crashes while traveling at speed 20 takes $10d6$ points of damage.

Aircraft: The vehicle takes $Sd6 \times 10$ damage, where S is one-half the vehicle's current speed. For example, an aircraft that crashes while traveling at speed 20 takes $10d6 \times 10$ points of damage.

Spacecraft: The vehicle takes $Sd6 \times 100$ damage, where S is one-half the vehicle's current speed. For example, a spacecraft traveling at speed 20 takes $10d6 \times 100$ points of damage.

Collisions between aircraft and spacecraft are extremely rare, because they have such wide-open spaces to work with. When they occur, however, they're usually catastrophic.

If a vehicle crashes into a moving object—such as another vehicle—the DM must determine the *net speed* of the impact.

- If the two vehicles were moving directly toward each other when they crashed, add their speeds together for the purposes of determining collision damage.
- If they were moving in the same direction and one crashed into the back of the other, take the difference in their speeds.
- If one was moving perpendicular to the other, ignore the target vehicle's speed for the purposes of collision damage.

The damage a vehicle suffers from a collision is also

Size	Damage Multiplier
Fine	1/50
Diminutive	1/20
Tiny	1/10
Small	1/2
Medium-size	x1
Large	x2
Huge	x3
Gargantuan	x3
Colossal	x4
Colossal II	x4
Colossal III	x5
Colossal IV	x5
Colossal V	x6
Colossal VI	x6

The object struck by a vehicle in a collision also takes damage. The base damage is the same as for the vehicle, and the damage multiplier is based on the size category of the vehicle that is colliding with the object.

The pilot of a vehicle involved in a crash can make a Pilot check to minimize the damage. This is a free action and the DC of the check is equal to the net speed of the collision. The modifiers for the vehicle's speed (the pilot's vehicle only—do not count the speed of any other vehicle involved in the crash) and handling are applied to the check. If the check is successful, the vehicle takes half damage from the crash. A pedestrian involved in a collision with a vehicle can make a Reflex save against the same DC for half damage.

Damage to Passengers

Passengers in a vehicle that collides or crashes take half the damage actually dealt to the vehicle, after accounting for the vehicle's hardness and the driver's Pilot check. Passengers who make a Fortitude save (DC 20) take half of this damage. Soulmechs, robots, other vehicles, and objects *are* subject to this damage.

EXAMPLES

A ground car traveling at speed 10 crashes into a Huge wall. The base damage for the collision is 5d6. The result of the damage roll is 18. The wall is Huge so the damage is multiplied by 3, for a base damage of 54. The driver can make a Pilot check to minimize the damage. The DC is 10, but the driver suffers a -2 circumstance penalty on the roll for his vehicle's speed. The car has no handling modifier. The driver makes the roll and succeeds, so the damage is reduced to 27. The car has hardness 8, so it takes a total of 19 points of damage from the collision. The driver makes a Fortitude save and succeeds, so he takes 9 points of damage.

A ground car traveling at speed 10 crashes into a Medium-size pedestrian. The base damage for the collision is 5d6. The dice are rolled, and the result is 18. Because the object struck was Medium-size, the base damage is 18. The driver makes a Pilot check against DC 10, with a -2 circumstance penalty on the roll. The check fails, so the car takes 18 points of damage. The car is Large, so the base damage for the pedestrian is 36. The character makes a Reflex save against DC 10 and fails, so he takes 36 points of damage.

A Large ground car crashes head-on into a Huge truck. The car is traveling at speed 15 and the truck at speed 10. The speeds are added together, so the damage roll is 12d6. The result of the damage roll is 42. The truck is Huge, so the base damage to the car is 126. The driver makes a Pilot check against DC 25, with a -4 circumstance penalty for the car's speed. The driver fails and the car takes 126 points of damage. The car is Large, so the base damage to the truck is 84. The driver makes a Pilot check against DC 25, with a -2 circumstance penalty for the truck's speed and a -2 circumstance penalty for the truck's handling. The skilled driver succeeds, and the truck takes 42 points of damage.

A spacecraft traveling at speed 10 is struck by a micrometeorite traveling at speed 20. The damage is 15d6 points of damage. The dice are rolled and the result is 52. The multiplier for spacecraft is 100, so the base damage is 5,200. The micrometeorite is Fine, how-


ever, so the damage to the spacecraft is "only" 104. The DM rules that the pilot was unaware of the micrometeorite and can do nothing to avoid it.

VEHICLE COMBAT

ENCOUNTER DISTANCE

As with combat between characters and creatures, encounter distance sets the stage for a vehicle combat. These rules follow the standard d20 System rules for encounter distance (DMG 59), with a few additions needed to handle the unique capabilities and characteristics of vehicles.

First, you should establish the spotting distance based on the surrounding terrain. Choose the most appropriate terrain and roll for spotting distance. If using a map grid, make sure to convert the result to the appropriate scale for the vehicles involved in the encounter. If spotting distance is limited by line of sight, such as indoors or in a developed area of a city, simply used the line-of-sight distance as the encounter distance.



Terrain	Distance
Smoke, heavy fog	2d4x5 ft. (25 ft.)
Jungle, dense forest	2d4x10 ft. (50 ft.)
Light forest	3d6x10 ft. (105 ft.)
Scrub, brush	6d6x10 ft. (210 ft.)
Open	6d6x20 ft. (420 ft.)
Sensors	special

These rules for spotting allow you to establish the encounter distance for visual contact. However, many vehicles are equipped with sensor systems, such as radar, that allow them to identify other vehicles at much greater distances.

Vehicle sensors require a mostly unobstructed line of sight to the target to be effective. They are not hindered by smoke, fog, clouds, or light foliage, but they are blocked by solid obstructions. If the terrain allows vehicle sensors to be used, follow these steps.

1. Choose a maximum encounter distance based on the surrounding terrain and your available playing area. To keep the action fast and intense, the initial encounter distance usually shouldn't exceed 100 squares in com-

pletely open terrain (5,000 feet for vehicles, 50,000 feet for aircraft, and 500,000 feet for spacecraft).

2. Have the sensor operators make a Use Device check. The operators gain a circumstance bonus equal to the sensor rating of their vehicles. The base DC is the stealth rating of the opposing vehicle or vehicles. Note that a vehicle's current speed modifier is always applied to its stealth rating—vehicles traveling at a high rate of speed are much easier to detect than ones that are moving slowly or not at all.

3. If at least one sensor operator succeeds, he has detected at least one of the opposing vehicles and the encounter distance is set. If none of the operators succeed, simply move the vehicles at their current speed in their established direction of travel and then call for a new round of checks. Repeat this process as many times as necessary until at least one of the vehicles has detected another or the vehicles have moved far enough away from each other that you can rule they are out of range.

CREW QUALITY

Whether the DM is running NPC ships or just needs to fill out the ranks of the PCs' vessel, it's often helpful to have a general indicator of a crew's skill with ship systems and operations. The following table lists several levels of crew training and experience. The modifier should be used for all attack rolls, skill checks, and ability checks related to the operation of the ship.

Crew Quality	Modifier
Untrained	-4
Green	+0
Veteran	+2
Expert	+4
Elite	+8

INITIATIVE

You have a couple of options for handling initiative in a vehicle combat. In a simple combat, such as between a PC vehicle and NPC vehicle, you can simply use the standard rules for character initiative. Characters may occasionally have to delay their actions to wait for the pilot to maneuver or the sensor operator to detect the opponent vehicle, but the combat should otherwise proceed as normal.

For larger engagements, you may want to use a single initiative for each vehicle, or even a single initiative for each side in the engagement. In this case, simply roll initiative for each vehicle using the vehicle's size modifier (or the size modifier for the largest vehicle on that side) as the initiative modifier. All crew and passengers aboard the vehicle take their actions at that initiative.

COMBAT ACTIONS

Movement and action in vehicle combat work just like they do in the standard d20 System rules. Each round, a character can move and take a standard action, take a move-equivalent action and a standard action, or take a full-round action.

Acquire Target: Many military vehicles are equipped with targeting systems that provide an attack bonus to weapons linked to them. However, the sensor operator or fire control officer must first acquire the target. This is a standard action and requires a Use Device check. The base DC is equal to the target's stealth rating. The target's speed modifier is also applied to the check. If the check is successful, the targeting system's bonus is applied to attacks with linked weapons until the operator's next action.

Example

The PCs are in an explorer-class spacecraft pursuing a band of pirates in a beat-up freighter. The explorer has twin laser cannons linked to a targeting system that provides a +4 circumstance bonus on attacks with the laser cannons. The pirate vessel's stealth rating is 15. The freighter is traveling at speed 20, so the Use Device check suffers a -6 circumstance penalty. The result of the roll is 23, or 17 when the penalty is applied. The weapon system has acquired target lock on the freighter and the laser cannons gain a +4 circumstance bonus on attacks until the operator's next action.

Attack: A character in a vehicle can make a ranged attack against another vehicle, character, or creature. The result of the character's attack roll must be at least equal to the target's AC. All of the standard modifiers apply to the attack roll, including range. The speed modifier for both the attacker's vehicle and the target are applied to the attack roll. However, if both of the vehicles are moving in the same direction, apply only half of the target vehicle's speed for the purposes of speed modifiers to ranged attacks.

Example

The PCs are in a passenger car that is chasing a truck full of orc thugs. One of the characters leans out the window and attempts to shoot the truck with his blaster pistol. The truck's base AC is 8. The car and the truck are both moving at speed 10, so this would ordinarily impose a -4 circumstance penalty on the attack roll.

However, since both vehicles are moving in the same direction (the car is pursuing the truck), the truck's speed is considered to be 5 for the purposes of the penalty. Since there is no modifier for speed 5, the total circumstance penalty on the attack roll is only -2.

Evasive Action: This is a standard action. The pilot of a vehicle maneuvers defensively to avoid incoming fire. The pilot makes a Pilot check, applying the vehicle's speed modifier and handling rating. For every 5 points by which the pilot's check result exceeds DC 10, the vehicle's AC gains a +1 dodge bonus until the start of the pilot's next action.

Example

The orc driving the truck decides to take evasive action and begins zigzagging from side to side. The truck's speed is 10 and its handling rating is -2, so there is a -4 circumstance penalty on the orc's Pilot check. The result of the roll is 18. That's enough for a +2 dodge bonus on the vehicle's AC until the start of the pilot's next action.

Ramming: As a standard action, a pilot can intentionally collide his vehicle with another than shares the same square. This requires a Pilot check, applying the speed modifiers for both vehicles and the handling rating of the ramming vehicle. If the result equals or exceeds the target vehicle's AC, the attack is successful. Collision damage is resolved for both vehicles (see Collisions, page 156). The pilot of the target vehicle can make a Pilot check for half damage, but the pilot of the ramming vehicle cannot—he's specifically not trying to avoid the collision.

Example

The character's car has pulled up alongside the orcs' truck, and the orc driver decides to ram the car. Both vehicles are moving at speed 10 and truck's handling is -2, so the total penalty on the attack roll is -6. The car's AC is 9 and the orc rolls a 17, scoring a hit even with the penalty. The PC driving the car makes a Pilot check for half damage and succeeds. The truck is ramming into the side of the car, so the car's speed is ignored for the purposes of collision damage. The damage roll is 5d6 and the result is 18. The truck is Huge, so the base damage for the car is 54. This is halved, for a final result of 27 points of damage. The car is Large, so the base damage for the truck is 36. The orc doesn't get a Pilot check for half damage, so the truck takes 36 points of damage.

Targeting Run: This maneuver is a standard action. The pilot of an attacking vehicle maneuvers for optimal position to attack an enemy vehicle. The pilots of the two vehicles make opposed Pilot checks. Each pilot applies the speed modifier and handling rating for his vehicle to his skill check. If the attacking pilot gets the highest result, all attacks and targeting lock maneuvers

by or from his vehicle against the target vehicle gain a +2 circumstance bonus until the start of his next action.

Example

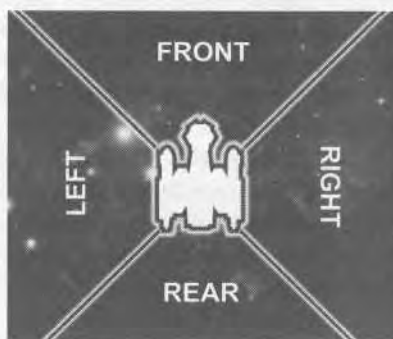
The pilot of the PC's explorer decides to make a targeting run at the orc freighter. The PC and the orc pilot make opposed Pilot checks. Both spacecraft are traveling at speed 20, so both pilots suffer a -6 circumstance penalty on the check. The PC's ship has a handling rating of +2, while the freighter has a handling rating of -2. The PC pilot gets a 14 and the orc pilot gets a 5, so all of the characters' attacks against and attempts to acquire targeting locks on the freighter gain a +2 circumstance bonus until the pilot's next action.

Squadrons

Squadrons are formations of vehicles that move and maneuver as a single unit. If you're playing a large engagement involving a lot of different vehicles, it's usually a good idea to group several identical vehicles together into a squadron. Squadrons act on the same initiative and execute their actions simultaneously. If a maneuver is attempted, only one check is rolled and all of the vehicles in the squadron either succeed or fail. The squadron must attack as a single unit as well, but separate attacks should still be rolled for each vehicle.

FIRE ARCS

Many integral vehicle weapons have specific arcs into which they can fire. The possible fire arcs are: front, rear, right, left, and turret. Refer to the diagram for an illustration of each fire arc. Turret weapons can fire into any arc. If a target is in an arc other than that listed for a weapon, the weapon cannot fire at the target.



Batteries

Batteries are multiple weapons linked together to fire as a single unit. A battery attacks as a single weapon, but damage is multiplied by the number of weapons in the battery. All of this damage is applied as a single shot.



GUIDED WEAPONS

Computer-targeted guided weapons include a wide variety of anti-vehicle missiles and torpedoes. Guided weapons work a little differently than conventional ranged weapons. The most important difference is that a sensor operator or fire-control officer must acquire missile lock before a guided weapon can be launched at a target. This works just like the acquire target maneuver for computer targeting systems (see page 158). If the Use Device check is successful, the targeting computer has missile lock on the target vehicle.

Once a targeting computer has missile lock, guided weapons linked to that system can be launched as a standard attack. A guided weapon moves half its top speed the round it is launched and its top speed every round thereafter. A guided weapon always acts on the initiative at which it was launched. If the missile moves into the same square as the target vehicle, the attack is resolved. All guided weapons have an attack bonus equal to half their guidance rating, and a normal attack roll is made against the target vehicle's AC. The attack roll is *not* modified by the target's speed: It is more difficult to acquire a target that is moving at high speed, but once you have missile lock the target's speed doesn't make any difference.

There are several ways pilots can attempt to avoid guided weapons.

- If the target vehicle is far enough away and traveling fast enough, it can simply attempt to turn and run. Guided weapons are always faster than the vehicles they are designed to attack, however, so this usually isn't a viable option.
- Pilots can also attempt to shake off the missile lock. The pilot makes a Pilot check against a DC equal to the weapon's guidance rating. The vehicle's speed and handling modifiers are applied as usual. If the check is successful, the pilot shakes off the missile lock and the guided weapon automatically misses.
- The targeted vehicle can attempt to destroy the incoming weapon with a ranged attack. Guided weapons are AC 20, hardness 5, and have 20 hit points. As always, apply the appropriate speed modifiers for the two vehicles to the attack roll.

VEHICLE DAMAGE

Damage usually affects vehicles just like characters or creatures. The vehicle's hardness is subtracted from the damage inflicted by the attack and the result is subtracted from the vehicle's hit points.

When a vehicle is reduced to 0 hit points or less, it is rendered completely inoperable. It cannot move, turn, maneuver, attack, or do anything else. It loses any shields bonus to its AC. A ground vehicle will coast to a stop, reducing its speed by 2 every round until it stops or hits something. An aircraft will plummet to the surface and crash. A spacecraft will continue moving at its current speed indefinitely, until it hits something or enters a gravitational field. A vehicle that has been reduced to 0 hit points or less is considered helpless and can be completely destroyed with a coup de grace attack.

Unlike other objects, vehicles are subject to critical hits. When an attack inflicts a critical hit on a vehicle, however, no bonus damage is applied. Instead, the critical may cause a specific effect that hinders or degrades the vehicle's performance or capabilities. If a vehicle suffers a critical hit, roll 1d6 on the following table.

Roll	Location
1	Frame/Shields
2	Engine
3	Control
4	Weapons
5	Sensors
6	Cargo

The critical effect depends on the location hit and the severity of the damage. The severity of critical damage is measured in increments of its hardness, before the hardness rating is subtracted from the base damage.

Light damage: Damage exceeds but is less than twice the vehicle's hardness.

Moderate damage: Damage is at least twice but less than three times the vehicle's hardness.

Heavy damage: Damage is at least three times but less than four times the vehicle's hardness.

Severe damage: Damage is at least four times but less than five times the vehicle's hardness.

Catastrophic: Damage is at least five times the vehicle's hardness.

Frame/Shields: The vehicle's frame or superstructure is damaged. The vehicle's hardness is reduced by a random number based on the severity of the damage. If the vehicle has shields, these are damaged instead of the vehicle's frame. The vehicle loses a random number from its shields bonus to AC based on the severity of the damage.

Severity	Hardness/ Shields Lost
Light	1d6
Moderate	2d6
Heavy	3d6
Severe	4d6
Catastrophic	5d6

Engine: The vehicle's engine or propulsion system is damaged. Reduce the vehicle's top speed by a random number based on the severity of the damage. Severe and catastrophic damage will also reduce the vehicle's acceleration rating, and this number is listed after the slash. Both the acceleration and deceleration of aircraft and spacecraft are reduced. There is also a 10% chance that critical damage to a starship's engine location will damage the *starcaster* (see page 166). Roll d%, and on a result of 1–10, the *starcaster* loses a number of charges equal to the result of the damage roll indicated by the first number on the table.

Severity	Spd/Acc Lost
Light	1d4
Moderate	2d4
Heavy	3d4
Severe	4d4/1d2
Catastrophic	5d4/1d4

Control: The vehicle's control systems are damaged. All maneuvers suffer a circumstance penalty based on the severity of the damage.

Severity	Maneuver Penalty
Light	-2
Moderate	-4
Heavy	-6
Severe	-8
Catastrophic	-10

Weapons: One of the weapon stations is damaged. Attacks with that weapon or battery suffer a circumstance penalty based on the severity of the damage.

Severity	Attack Penalty
Light	-2
Moderate	-4
Heavy	-6
Severe	-8
Catastrophic	station destroyed

Sensors: The vehicle's sensor systems are damaged. All Use Device checks for sensor operations suffer a circumstance penalty based on the severity of the damage.

Severity	Check Penalty
Light	-2
Moderate	-4
Heavy	-6
Severe	-8
Catastrophic	-10

Cargo: Any cargo the vehicle is carrying is damaged. The percentage of the vehicle's cargo (measured in pounds or specific items at the DM's discretion) destroyed by the attack is based on the severity of the damage.

Severity	Cargo Destroyed
Light	20%
Moderate	40%
Heavy	60%
Severe	80%
Catastrophic	100%

Repairing Criticals

An engineer or technician can attempt to repair critical damage to a vehicle. The DC is based on the severi-

ty of damage. Repairs to large ships require the coordinated efforts of at least 10% of the ship's listed crew complement. These DCs assume the technician has the necessary parts and tools. A successful repair reduces the severity of the critical damage by one step (e.g., from severe to heavy). Each critical must be repaired separately. Critical hits to cargo ordinarily cannot be repaired.

Severity	DC
Light	10
Moderate	15
Heavy	20
Severe	25
Catastrophic	30

VEHICLE DESCRIPTIONS

This section provides descriptions and game rules for a number of vehicles, from ground cars to starships. The models provided here can be used as the standard on which to base new vehicles of your own design—these listings are not intended to be exclusive.

All vehicles have several characteristics that determine their capabilities. These are listed in the stat block for each vehicle and described below.

Size: This is the vehicle's size category. Vehicle sizes are based on the same scale used in the standard d20 System rules, though this scale has been extended at the top end. Rather than invent a potentially endless string of new adjectives, we extended the scale by adding new classes to the Colossal size category. The table on the following page lists dimensions, weight, base hit points, hardness, and fuel cost for each vehicle class.

Hit Points: This entry lists the vehicle's number of hit points. A vehicle's hit points are based on its size, but they can vary dramatically from this standard. Military vehicles, for example, often have significantly higher hit point totals as a result of their reinforced structures and the advanced materials used in their construction.

Top Speed: This is the vehicle's top speed. Remember that this rating has been adjusted for scale (see page 151).

Acceleration: This number is the value for moderate acceleration. A vehicle's acceleration rating determines how much it can increase its speed in a single round (see page 152).

Deceleration: This number is the value for moderate deceleration. A vehicle's deceleration rating determines

Size	AC Modifier	Max Length	Max Weight (mass)	Base Hit Points	Hardness	Fuel Cost
Fine	+8	6 in.	10 lb.	10	0	1 cr
Diminutive	+4	1 ft.	50 lb.	20	1	2 cr
Tiny	+2	2 ft.	100 lb.	30	2	3 cr
Small	+1	4 ft.	500 lb.	40	4	5 cr
Medium	+0	8 ft.	2,000 lb.	50	6	10 cr
Large	-1	16 ft.	10,000 lb.	70	8	20 cr
Huge	-2	32 ft.	50,000 lb.	90	10	40 cr
Gargantuan	-4	64 ft.	500,000 lb.	100	20	80 cr
Colossal	-8	128 ft.	1,000,000 lb.	200	30	150 cr
Colossal II	-16	256 ft.	5,000,000 lb.	300	40	300 cr
Colossal III	-32	512 ft.	50,000,000 lb.	400	50	600 cr
Colossal IV	-64	1,024 ft.	100,000,000 lb.	600	60	1,200 cr
Colossal V	-128	2,048 ft.	500,000,000 lb.	800	80	2,400 cr
Colossal VI	-256	4,096 ft.	1,000,000,000 lb.	1,000	100	5,000 cr

how much it can decrease its speed in a single round (see page 152).

Handling: This rating is a modifier on all Pilot checks to perform maneuvers.

Stealth: This rating determines how difficult the vehicle is to detect and track with vehicle sensor systems (see page 158).

Armor Class: This is the vehicle's AC. A vehicle's AC is typically modified by its size and construction. All vehicles have a -5 penalty to AC because they are objects. Most military spacecraft have a shields bonus to AC. Shields are an energy field projected around the ship that absorbs or deflects incoming attacks.

Fuel: This rating lists the number of miles the vehicle can travel at an average speed before refueling. If two numbers are listed separated by a slash, the second is the number of charges the ship's starcaster drive must expend for each *teleport*. The above table lists the cost to refuel or recharge vehicles of each size class.

Stations: This section lists the space and facilities available for various crew and passengers. All vehicles must have at least one pilot or driver.

Sensors – Crewmembers at this station operate the vehicle's sensor systems, such as radar.

Fire Control – Crewmembers at this station operate targeting computers for the vehicle's weapon systems.

Gunners – Crewmembers at this station fire the vehicle's weapons.

Crew – Crew perform various general and specialized tasks and are necessary for the vehicle to function at full effectiveness.

Passengers – This lists the vehicle's maximum passenger capacity.

Cargo: This lists the vehicle's maximum cargo capacity.

Weapon: In this section, statistics for all of a vehicle's weapons are listed. These statistics include:

Fire Arc – the area into which the weapon can fire.

Attack Bonus – the bonus added to an attack roll with the weapon if the targeting computer has acquired the target.

Damage – the amount of damage the weapon inflicts on a successful attack.

Range/Speed – the weapon's range increment or speed, listed in the vehicle's standard scale.

Cost: The average cost for the vehicle. Prices vary considerably based on availability, custom features, and legality.

CIVILIAN VEHICLES

MOTORCYCLE

Motorcycles have largely been replaced by hoverbikes in the most developed urban centers of the Empire, but they're still common on newly colonized worlds along the Outlands frontier. Countless models of motorcycles are in use, from heavy roadsters to sleek racing machines.

Motorcycle: Medium-size Vehicle; hp 50; Top Spd 22; Acc 3; Dec 5; Hand +2; Stealth 10; AC 5 (-5 Dex); SQ vehicle, hardness 6; Fuel 300.

Stations: Pilot 1, Passenger 1.
Cargo: 50 lb.
Weapon: None.
Cost: 2,500 cr.

PASSENGER CAR

Like motorcycles, ground cars are uncommon in the imperial core worlds. On the frontier, however, they're often found in both urban enclaves and remote settlements. The most common models are two- and four-door sedans with room for a driver and up to four passengers.

Passenger Car: Large Vehicle; hp 70; Top Spd 20 (114 mph); Acc 2; Dec 4; Hand +0; Stealth 5; AC 4 (-1 size, -5 Dex); SQ vehicle, hardness 8; Fuel 450.

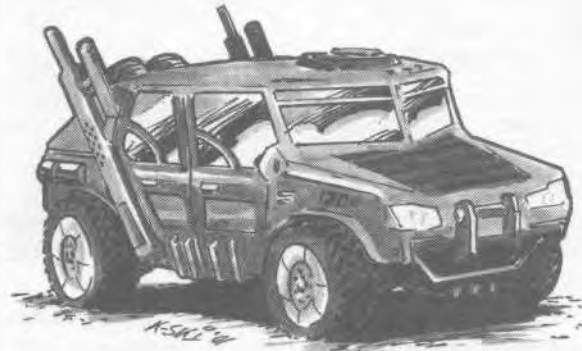
Stations: Pilot 1, Passenger 4.

Cargo: 200 lb.

Weapon: None.

Cost: 10,000 cr.

UTILITY TRUCK



These general-purpose ground vehicles are used on many newly colonized frontier worlds for hauling both cargo and passengers. Models range from open-backed haulers to enclosed utility vehicles. For an extra 5,000 cr, a utility truck can be equipped with an off-road package that reduces penalties for obstructions and surface conditions by one step (see page 155). For example, an off-road truck suffers no penalty for traveling through normal undergrowth and only a x3/4 movement penalty and -2 maneuver penalty for traveling through heavy undergrowth.

Utility Truck: Huge Vehicle; hp 90; Top Spd 20; Acc 2; Dec 3; Hand -2; Stealth 3; AC 3 (-2 size, -5 Dex); SQ vehicle, hardness 10; Fuel 270.

Stations: Pilot 1, Passenger 6.

Cargo: 1,000 lb.

Cost: 20,000 cr.

HOVERBIKE

These extreme vehicles are essentially motorcycles equipped with vectored-thrust turbofans instead of wheels. They depend on ground effect to remain suspended and their maximum altitude is only three to five feet over most terrains. Hoverbikes do not suffer movement or maneuver penalties for poor surface conditions, with the exception of steep slopes. However, penalties for poor weather are increased by one step. Hoverbikes cannot be operated at all during storms.

Hoverbike: Medium-size Vehicle; hp 40; Top Spd 30; Acc 5; Dec 5; Hand +1; Stealth 8; AC 5 (-5 Dex); SQ vehicle, hardness 6; Fuel 200.

Stations: Pilot 1, Passenger 1.

Cargo: 50 lb.

Cost: 15,000 cr.

UTILITY HOVERCRAFT



Hovercraft are turbofan-driven ground-effect vehicles with a maximum altitude of about three to five feet. They can travel over land or water and are capable of traversing most terrain. The utility hovercraft is a very common civilian vehicle in use throughout the Empire. Steep slopes impose the normal movement and maneuver penalties on hovercraft, but they suffer no penalties for other surface conditions.

Utility Hovercraft: Huge Vehicle; hp 80; Top Spd 25; Acc 3; Dec 3; Hand -3; Stealth 4; AC 3 (-2 size, -5 Dex); SQ vehicle, hardness 10; Fuel 250.

Stations: Pilot 1, Passenger 6.

Cargo: 1,000 lb.

Cost: 30,000 cr.

UTILITY AIRCRAFT

These small vertical takeoff and landing (VTOL) aircraft are used to transport cargo and passengers throughout the Empire. VTOLs can hover in place, and they can execute up to four-point (180°) turns at speed 2 or less.

Utility Aircraft: Gargantuan Vehicle; hp 80; Top Spd 20; Acc 4; Dec 4; Hand +10; Stealth 2; AC 6 (-4 size,

-5 Dex); SQ vehicle, hardness 20; Fuel 800.

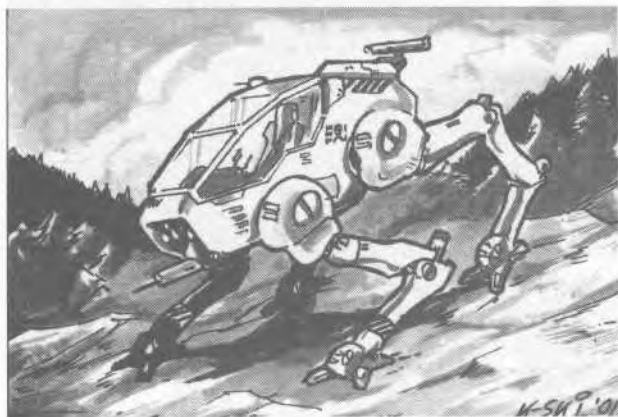
Stations: Pilot 1, Passenger 10.

Cargo: 2,000 lb.

Cost: 100,000 cr.

MILITARY VEHICLES

SCOUT WALKER



This military vehicle uses articulated legs rather than wheels or tracks to provide speed and mobility across a wide variety of terrain types. The scout walker's cockpit provides just enough room for two crew and their gear. The vehicle is equipped with light composite armor and a belly-mounted laser cannon that can fire at any target in the vehicle's forward arc.

Scout Walker: Huge Vehicle; hp 90; Top Spd 15; Acc 2; Dec 6; Hand +2; Sensor +3; Stealth 15; AC 13 (-2 size, -5 Dex, +5 natural, +5 armor); SQ vehicle, hardness 10; Fuel 500.

Stations: Pilot 1, Gunner.

Cargo: 200 lb.

Cost: 75,000 cr.

Weapon: Laser cannon; Fire arc: front; Attack bonus: +2 (targeting computer); Damage: 6d10; Range: 10.

ASSAULT WALKER

The assault walker is the heavier cousin of the scout walker. Designed as a frontline mechanized combat vehicle, the assault walker sacrifices speed and maneuverability for heavier armor and armament. The standard assault walker weapons configuration is a belly-mounted laser cannon and a turret-mounted missile launcher for defense against aircraft and other vehicles.

Assault Walker: Huge Vehicle; hp 140; Top Spd 10; Acc 2; Dec 3; Hand +2; Sensor +1; Stealth 12; AC 18 (-2 size, -5 Dex, +5 natural, +10 armor); SQ vehicle, hardness 10; Fuel 350.

Stations: Pilot 1, Sensor 1, Gunner 2.

Cargo: 500 lb.

Cost: 150,000 cr.

Weapon: Laser cannon; Fire arc: front; Attack bonus: +2 (targeting computer); Damage: 6d10; Range: 10.

Weapon: Multishot missile launcher (4); Fire arc: turret; Damage: 6d10; Speed: By missile.

HOVERTANK

The hovertank is the primary mechanized combat vehicle of the Imperial Legions. This light model combines deceptive speed with considerable armor and an array of effective weapon systems. The hovertank's main gun is a plasma cannon that is primarily used against enemy tanks. A laser cannon provides fire support against lighter combat vehicles, and the missile launcher is typically used for air defense. Steep slopes impose the normal movement and maneuver penalties on hovercraft.

Hovertank: Huge Vehicle; hp 190; Top Spd 15; Acc 2; Dec 2; Hand -4; Sensor +1; Stealth 10; AC 23 (-2 size, -5 Dex, +10 natural, +10 armor); SQ vehicle, hardness 10; Fuel 200.

Stations: Pilot 1, Gunner 1, Fire Control 1, Passenger 2.

Cargo: 500 lb.

Cost: 200,000 cr.

Weapon: Plasma cannon; Fire arc: turret; Attack bonus: +2 (targeting computer); Damage: 10d10; Range: 15.

Weapon: Laser cannon; Fire arc: turret; Attack bonus: +2 (targeting computer); Damage: 6d10; Range: 10.

Weapon: Multishot missile launcher (16); Fire arc: turret; Damage: By missile; Speed: By missile.

STRIKE AIRCRAFT

This VTOL fighter-bomber is the most common combat aircraft in the Empire. The strike aircraft is effective in both intercept and ground strike roles and combines excellent maneuverability with good stealth.

Strike Aircraft: Gargantuan Vehicle; hp 100; Top Spd 30; Acc 6; Dec 6; Hand +14; Sensor +5; Stealth 25; AC 11 (-4 size, -5 Dex, +5 natural, +5 armor); SQ vehicle, hardness 20; Fuel 1,200.

Stations: Pilot 1.

Cargo: 100 lb.

Cost: 500,000 cr.

Weapon: Laser cannon; Fire arc: front; Attack bonus: +2 (targeting computer); Damage: 6d10; Range: 1.

Weapon: Multishot missile launcher (16); Fire arc: forward; Damage: By missile; Speed: By missile.

STARSHIPS

From Draconis Prime to the most remote systems of the Rimward Outlands, the Dragon Empire spans thousands of light years. Without ships capable of traveling the vast distances between the stars, only those who wield powerful magic could visit new worlds. Without starships, the Empire's political and economic order would never have emerged.

While starships will often be used simply to transport characters from one adventure to the next, they can also be a central feature of the campaign. A ship can provide the adventurers with a mobile base of operations, a safe haven to fall back on when they are injured, out of supplies, or in need of information. The ship will probably be the adventurers' most valuable possession, and so it will be a treasure to be defended as well as a resource to be used. The characters will have to finance, maintain, upgrade, and repair the ship, and all of these can be a source of adventure.

Booking Passage

You may not have your own ship when you first embark on your adventuring career. If this is your plight, you can still travel the Empire by booking passage on a starliner or transport. Countless commercial liners travel between the core worlds, but journeys between remote systems in the Outlands will often find you aboard tramp freighters and other privately owned—and sometimes poorly maintained—vessels. Passage is typically available at a per-day rate based on the quality of the accommodations.

Quality	Cost	Example
Poor	100	a crewman's bunk aboard a freighter or transport
Average	200	a coach berth on a starliner
Good	500	a private cabin on a starliner
Luxurious	1,000	a private stateroom on a starliner

You can also try to charter a private starship. This is extremely expensive, as private ship captains are forced to bring in a lot of revenue to meet the mortgage payments on their vessels. For a typical free trader or

freighter, expect a price of around 1,000 cr per day of travel, plus 10,000 cr per *teleport*.

Star Travel

Travel at speeds exceeding that of light violates the laws of physics, as scientists in the Empire understand them. As a result, faster-than-light (FTL) travel is only possible with magic. Spellcasters can travel between worlds using *teleport* spells, and this is the same arcane “technology” used to move starships across the galaxy.

Starcasters

Starships are equipped with special artifacts called *starcasters*. These magical devices usually appear as perfect metal spheres whose surfaces look almost fluid. The sphere is suspended in a magnetic field in a heavily shielded compartment in the engineering section of the ship. When it is created, a *starcaster* is imbued with the power to *teleport* massive objects anywhere on the same plane. The artifact projects an arcane energy field around the vehicle and everything inside it is transported instantly to the destination. Most *starcasters* are crafted with 50 charges, and the number of charges needed for a *teleport* depends on the size of the starship.

Crafting a *starcaster* requires an arcane ritual performed by a number of spellcasters with combined caster levels of at least 50. The market price of the *starcaster* is 1,000,000 cr, and this includes the cost of the sphere, the astronav computer (see below), and the material expended in the ritual. The total XP that must be expended in the ritual is 40,000. This total can be distributed among the spellcasters participating in the ritual in any way the master of the ritual desires. The base time required to complete the crafting ritual is 1,000 days, but this is divided by the number of caster levels of those involved in the ritual. If the spellcasters conducting the ritual have the minimum of 50 caster levels, for example, the ritual takes 20 days to complete, with eight hours spent in the ritual chamber each day. The ritual must conform to all of the standard restrictions and limitations for creating magic items (DMG 241).

A *starcaster* can be recharged by a single spellcaster with the Craft Wondrous Item feat and access to *teleport*. The market price for the recharging is 10,000 cr and 400 XP per charge.

Starcasting

Starcasters allow even the most massive ships to *teleport* instantly from one point to another anywhere on the same plane. However, you must first be able to tell the



starcaster where you want your ship to go. This task is complicated by the fact that everything in the universe—whether moon, planet, star, galaxy, or supercluster—is constantly moving with respect to everything else. This makes accurate teleportation a matter of complicated mathematical calculation, and as with all teleportation magic, precision is of paramount importance.

An astronav computer is a conventional computer that shares an arcane link with a *starcaster*. The astronav is crafted at the same time as the *starcaster* and its cost is included in the market price. From the moment the two are created they are inextricably linked—one will not work without the other. A *starcaster* cannot be paired with an astronav other than the one it's linked to, and an astronav cannot function with another *starcaster*. If one of the components is destroyed, a whole new system must be crafted from scratch.

When you input your destination into the astronav, it makes the necessary calculations and issues the appropriate activation sequence to the *starcaster*. Moments later, a shimmering shroud of arcane energy surrounds the ship and then folds in on itself as the ship and everything aboard winks out of existence—hopefully to appear an instant later at the desired location.

Astronavs are not user-friendly devices, and they require some expertise to use probably. Programming a *teleport* requires a Use Device check. If you have 5 or

more ranks in Navigate you gain a +2 synergy bonus on the check. The DC is based on the distance of the *teleport*.

Light Years	DC
Same system	15
1–10	20
11–50	25
51–100	35
101–500	45
501–1,000	60

As the table illustrates, starcasting becomes progressively more difficult the further away the destination is. Mishaps can also be extremely dangerous. On any failed check, a mishap occurs. The worse your failure, the more severe the mishap.

TELEPORT MISHAPS

Check Failed by	Mishap
5 or less	Your ship appears in the designated system, but 1d100 thousand miles from the desired location.
6–10	Your ship appears in a nearby star system. The distance of this course deviation is usually no more than 10% of the total distance traveled. For example, if your ship were trying to teleport 100 light years, it would typically appear in a star system no more than 10 light years from the intended destination.
10–15	Your ship appears in a random star system.
16–20	Your ship appears in a random system dangerously close to the primary star. The ship takes 1d100x5 points of damage and must immediately move away from the star or continue to take this damage each round.
21–25	Your ship appears in a random star system. In addition, the starcaster itself is damaged and loses 1–50 of its remaining charges. Roll d% and divide by 2, rounding down, to determine the number of charges lost.
26+	Your ship is transported to another plane of existence or an alternate dimension. The DM can determine the plane randomly or choose one, at his discretion.

A catastrophic mishap is capable of destroying a ship or stranding it in a remote system with no chance of repair. More than one derelict vessel has been discovered drifting in space when a new Outlands world was first explored. Because of the danger of mishaps, responsible captains and navigators make relatively short “hops” from system to system rather than a single teleport to a faraway destination. This drains the *starcaster*, but veteran spacers know it’s worth the expense.

Starcasting inside a planet’s gravity well is also dangerous, as gravity waves interfere with the arcane energy field the starcaster projects around the ship. To attempt a teleport within 100,000 miles of a massive body—such as a planet—you must override the astronav manually. This requires a Use Device check (DC 25). If you succeed, you can attempt to program the *teleport* normally. If you fail by less than 5, the *teleport* simply fails: The charges are lost and your ship must move outside the gravity well before you can attempt the *teleport* again. If you fail by more than 5, you must attempt to program the *teleport*, but you suffer a circumstance penalty on your Use Device check equal to the number you failed by.

EXAMPLE

A smuggler is being pursued by an imperial destroyer and decides to try a teleport even though he’s still inside the gravity well of a planet. He makes a Use Device check to reprogram the astronav manually against a DC of 25. His result is 18, so the check fails by 7. The teleport goes through, but not without complications. The smuggler must now make the normal Use Device check to program his destination into the astronav, and he suffers a –7 circumstance penalty on the check. Fortunately, he’s only trying to teleport to the outer edge of the star system, so his DC is only 5—even with the penalty, he still has a decent chance of making it safely.

Artificial Gravity

True antigravity violates the laws of physics and remains beyond the reach of engineers. They can mimic its effects by rotating a space station or a section of a spacecraft, but this technique produces new problems.

As is so often the case, engineers have turned to magic to provide artificial gravity aboard starships and space stations.

When they are created, most *starcaster*s receive an additional enchantment that draws upon a variation of the *reverse gravity* spell. This enhancement creates artificial gravity throughout the ship. The *antigrav* enchantment is integrated with the *starcaster* primarily because the *starcaster* must already have the ability to calculate and affect the precise spatial dimensions and mass of the ship. The *antigrav* enchantment simply adds one more function to this task. The *antigrav* enchantment establishes a consistent 1g throughout the ship, and this can never be altered. The *antigrav* enchantment adds 250,000 cr and 10,000 XP to the cost of the *starcaster*.

All of the starships listed below have a *starcaster* and *antigravity*.

SPACECRAFT

EXPLORER



Explorer-class vessels are small, long-range starships used for a wide variety of nonmilitary roles. Explorers are prized by those who travel the Outlands and by any starfarers who value dependability and versatility. Explorers are light craft, and each *teleport* expends a single charge from the standard *starcaster*. As a result of this efficiency, explorers are capable of extended missions in remote areas, far from any space stations and recharging facilities. Explorers are also designed for atmospheric flight, so they can land on a planet's surface. Smugglers, mercenaries, adventurers, and others who sometimes live on the edge of the law have been known to equip explorer-class ships with light weapons, such as forward-mounted laser cannons. Such illegal modifications usually cost twice their listed price and are only available on the black market.

Explorer: Gargantuan Vehicle; hp 180; Top Spd 30; Acc 4; Dec 4; Hand +2; Sensor +5; Stealth 10; AC 9 (-4 size, -5 Dex, +5 natural, +3 armor); SQ vehicle, hardness 20; Fuel 500,000/1.

Stations: Pilot 1, Sensor 1.

Cargo: 25 tons.

Cost: 3,000,000 cr.

FREE TRADER

This class is the most common light cargo vessel in the Empire, serving as the ship of choice for the vast majority of independent traders, merchants, and even smugglers. While not quite as efficient as an explorer, the free trader-class offers better cargo capacity, and its *starcaster* drive is still capable of 25 *teleports* before it needs recharging. Free trader captains sometimes equip their vessels with light weapons and even shields for defense against pirates and other deep-space menaces. Illegally purchased weapons cost twice their listed price, and the refit for the shield generators costs 100,000 cr per point of shields bonus, to a maximum of +10.

Free Trader: Gargantuan Vehicle; hp 150; Top Spd 20; Acc 3; Dec 3; Hand +0; Sensor +3; Stealth 5; AC 6 (-4 size, -5 Dex, +5 natural); SQ vehicle, hardness 20; Fuel 500,000/2.

Stations: Pilot 1, Sensor 1.

Cargo: 50 tons.

Cost: 2,400,000 cr.

FREIGHTER

Corporations, trade guilds, and independent merchants throughout the Empire use these mid-class cargo haulers. They're ugly, slow, and clumsy, but they're very reliable and efficient and perform their intended task admirably. Freighters are bulky ships, and their *starcaster* drives expend 3 charges per *teleport*. Their efficient fusion drives allow for extended in-system travel when multiple stops are necessary to pick up or deliver cargo.

Freighter: Colossal Vehicle; hp 220; Top Spd 10; Acc 2; Dec 2; Hand -4; Sensor +2; Stealth 3; AC 3 (-8 size, -5 Dex, +6 natural); SQ vehicle, hardness 25; Fuel 300,000/3.

Stations: Pilot 1, Sensor 1.

Cargo: 200 tons.

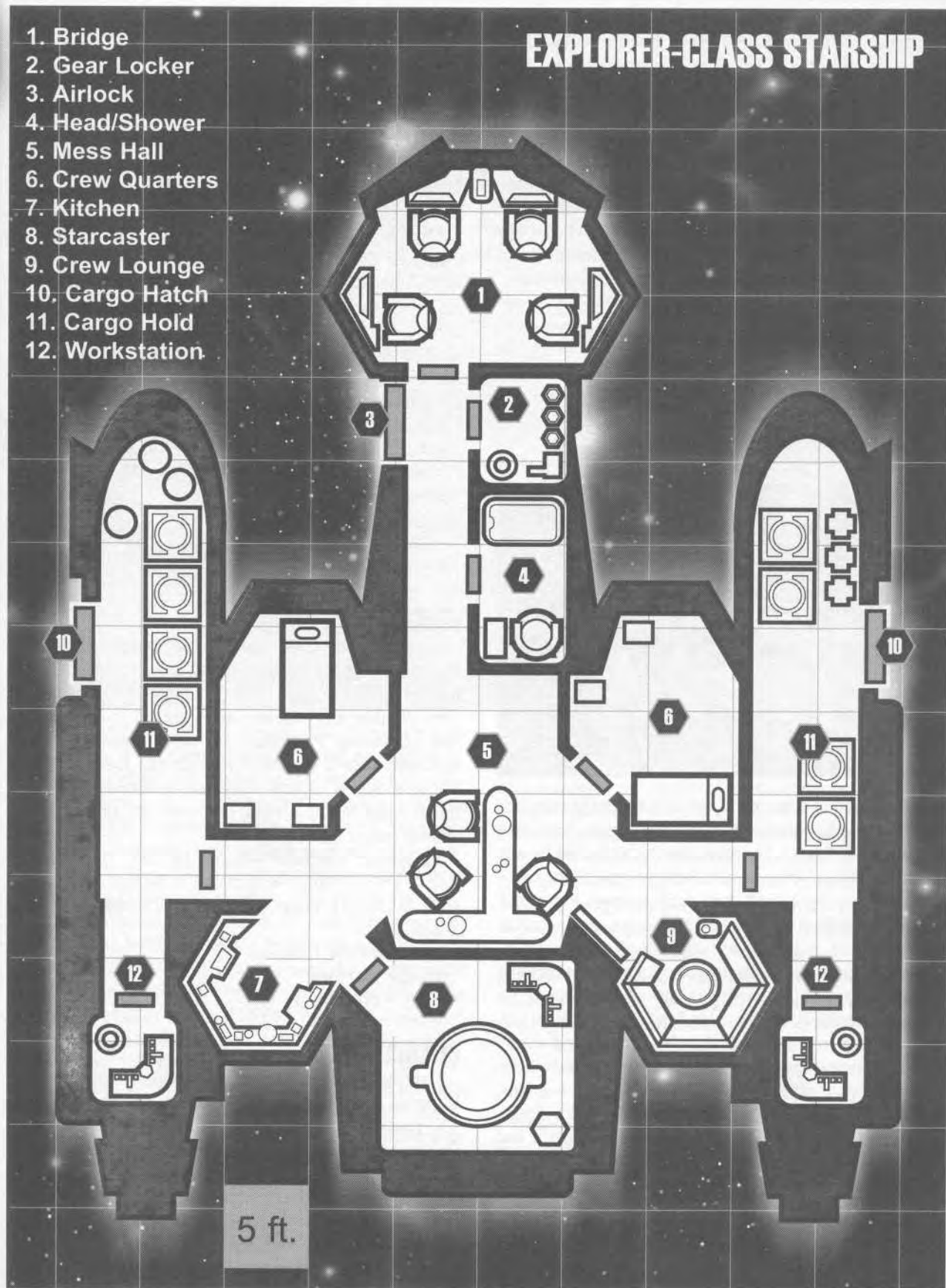
Cost: 5,000,000 cr.

INTERCEPTOR

Carrier- and station-based fighters provide the Imperial Navy with considerable long-range firepower. The role of interceptor-class fighters is to engage other fighters and protect capital ships, orbital stations, and other vulnerable assets. Interceptors are one-man spacecraft that are extremely maneuverable and capable of very high acceleration. Most are designed to operate in an atmosphere as well as space. They are typically equipped with wing-mounted heavy laser cannons that

EXPLORER-CLASS STARSHIP

- 1. Bridge
- 2. Gear Locker
- 3. Airlock
- 4. Head/Shower
- 5. Mess Hall
- 6. Crew Quarters
- 7. Kitchen
- 8. Starcaster
- 9. Crew Lounge
- 10. Cargo Hatch
- 11. Cargo Hold
- 12. Workstation



5 ft.



pack a powerful punch.

Interceptor: Gargantuan Vehicle; hp 120; Top Spd 40; Acc 10; Dec 10; Hand +6; Sensor +5; Stealth 18; AC 19 (-4 size, -5 Dex, +5 natural, +3 armor, +10 shields); SQ vehicle, hardness 20; Fuel 250,000/1.

Stations: Pilot 1.

Cargo: 500 lb.

Cost: 10,000,000 cr.

Weapon: Twin laser cannons (battery); Fire arc: front; Attack bonus: +5 (targeting computer); Damage: 6d10x2; Range: 5.

CORVETTE

Corvette-class vessels are midsize patrol boats with more punching power and better defenses than space fighters. They are also among the smallest warships equipped with starcater drives, so they can operate for extended periods in isolated systems far from their base of operations. They are designed with flight surfaces and are capable of atmospheric flight. Corvettes are typically equipped with wing-mounted lasers and a belly-mounted turret with dual lasers.

Corvette: Colossal Vehicle; hp 250; Top Spd 30; Acc 5; Dec 5; Hand +4; Sensor +5; Stealth 12; AC 18 (-8 size, -5 Dex, +6 natural, +3 armor, +12 shields); SQ vehicle, hardness 30; Fuel 150,000/3.

Stations: Pilot 1, Sensor 1, Gunner 2, Crew 20.

Cargo: 50 tons.

Cost: 40,000,000 cr.

Weapon: Twin laser cannons (battery); Fire arc: front; Attack bonus: +5 (targeting computer); Damage: 6d10x2; Range: 5.

Weapon: Twin plasma cannons (battery); Fire arc: turret; Attack bonus: +5 (targeting computer); Damage: 10d10x2; Range: 10.

DESTROYER

These vessels are designed as escorts for transports and large capital ships. Their primary role is to provide perimeter defense against other light ships, such as fighters, corvettes, and other destroyers. These vessels are rarely designed for atmospheric flight. They are usually equipped with heavy laser turrets and multiple torpedo bays.

Destroyer: Colossal II Vehicle; hp 350; Top Spd 20; Acc 4; Dec 4; Hand +2; Sensor +6; Stealth 8; AC 15 (-16 size, -5 Dex, +6 natural, +5 armor, +15 shields); SQ vehicle, hardness 40; Fuel 100,000/4.

Stations: Pilot 1, Sensor 2, Gunner 4, Crew 50.

Cargo: 100 tons.

Cost: 60,000,000 cr.

Weapon: 2 quad plasma cannons (battery); Fire arc: turret; Attack bonus: +5 (targeting computer); Damage: 10d10x4; Range: 10.

Weapon: 2 torpedo bays; Fire arc: front; Damage: 6d10x5; Speed: 50.

CRUISER

Cruisers are true warships that strike an uneasy balance between speed, defenses, and armament. As a result, they are neither the fastest, best defended, nor best armed ships in the Imperial Navy. They are often used as advance fleet elements, with sufficient speed and offensive might to spearhead an attack. Light cruisers are also sometimes used to patrol particularly troublesome systems, though these duties are usually left to destroyers and corvettes.

Cruiser: Colossal III Vehicle; hp 420; Top Speed 15; Acc 3; Dec 3; Hand +0; Sensor +7; Stealth 5; AC 18 (-32 size, -5 Dex, +15 natural, +10 armor, +20 shields); SQ vehicle, hardness 50; Fuel 100,000/5.

Stations: Sensor 2, Gunner 8, Crew 100.

Cargo: 500 tons.

Cost: 150,000,000 cr.

Weapon: 4 quad plasma cannons (battery); Fire arc: turret; Attack bonus: +5 (targeting computer); Damage: 10d10x4; Range: 10.

Weapon: 4 torpedo bays; Fire arc: front; Damage: 6d10x5; Speed: 50.

CARRIER

Carrier-based fighters and torpedo bombers are a critical component of the Imperial Navy's force-projection strategy. These titans are truly massive and extremely sophisticated vessels, providing a mobile base of operations for several squadrons. Given their size, carriers are typically lightly armed and armored. They depend on escort ships such as cruisers and destroyers—as well as their own interceptor squadrons—for protection.

Carrier: Colossal IV Vehicle; hp 620; Top Spd 10; Acc 2; Dec 2; Hand -4; Sensor +10; Stealth 2; AC 6 (-64 size, -5 Dex, +30 natural, +15 armor, +20 shields); SQ vehicle, hardness 60; Fuel 100,000/10.

Stations: Sensor 4, Gunner 2, Crew 1,000.

Cargo: 300 tons, 50 fighters.

Cost: 500,000,000 cr.

Weapon: 2 quad plasma cannons (battery); Fire arc: turret; Attack bonus: +5 (targeting computer); Damage: 10d10x4; Range: 10.

Weapon: 2 torpedo bays; Fire arc: front; Damage: 6d10x5; Speed: 50.

BATTLESHIP

Thousands of these monsters were constructed during the Great War and are still around today. In the minds of many military observers, they are becoming obsolete as the navy's role has shifted from the massive, set-piece fleet engagements of the war to the patrols and police actions of the modern empire. A battleship's primary gun is a terrifying weapon that can immolate enemy ships and destroy small planetoids. During the war, Asamet often used battleship's to bombard planetary surfaces, and there are rumors that Emperor Mezenbone has revived the practice in the Outlands.

Battleship: Colossal IV Vehicle; hp 680; Top Spd 10; Acc 2; Dec 2; Hand -4; Sensor +8; Stealth 2; AC 21 (-64 size, -5 Dex, +30 natural, +20 armor, +30 shields); SQ vehicle, hardness 60; Fuel 100,000/10.

Stations: Sensor 10, Gunner 20, Crew 800.

Cargo: 800 tons.

Cost: 350,000,000 cr.

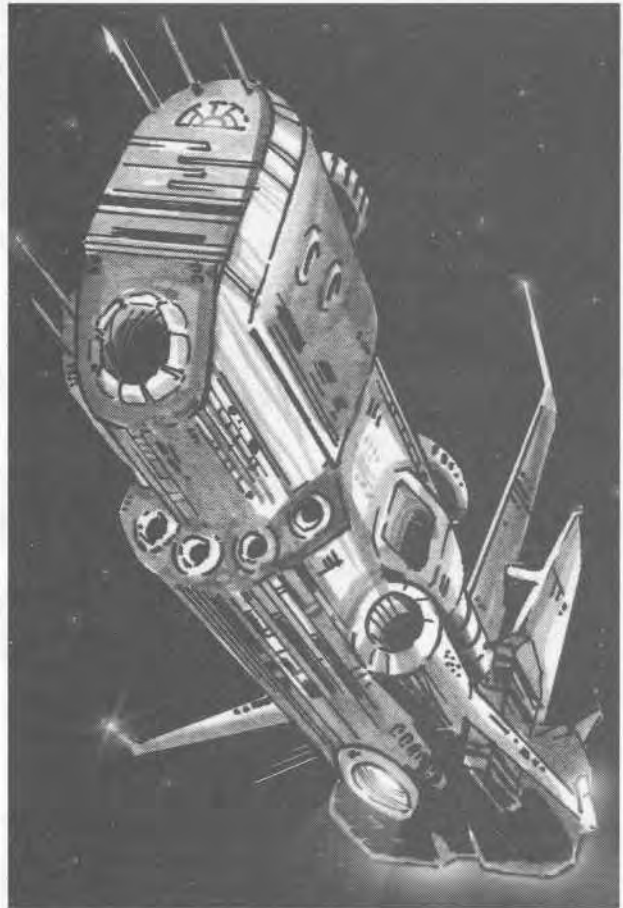
Weapon: Quad ion cannon; Fire arc: front; Attack bonus: +5 (targeting computer); Damage: 10d12x4; Range: 20.

Weapon: 10 quad plasma cannons (battery); Fire arc: turret; Attack bonus: +5 (targeting computer); Damage: 10d10x4; Range: 10.

Weapon: 10 torpedo bays; Fire arc: front x3, right x2, left x2, rear x3; Damage: 6d10x5; Speed: 50.

DREADNOUGHT

Perhaps only a dozen of these immense warships were ever built, and only a few remain in service. They serve as the flagships of the Empire's most decorated admirals and are more often used for show and intimidation than real warfare. Each dreadnought boasts the offensive power of a small fleet. It bristles with gun turrets all along its length and supports launch bays for fighter and bomber squadrons. The Emperor is known to tour his realm in a dreadnought named *Maleficent*.



Dreadnought: Colossal V Vehicle; hp 850; Top Spd 5; Acc 2; Dec 2; Hand -6; Sensor +9; Stealth 1; AC 27 (-128 size, -5 Dex, +60 natural, +40 armor, +50 shields); SQ vehicle, hardness 80; Fuel 100,000/20.

Stations: Sensor 15, Gunner 50, Crew 2,000.

Cargo: 500 tons, 20 fighters.

Cost: 750,000,000 cr.

Weapon: 3 quad ion cannons; Fire arc: turret; Attack bonus: +5 (targeting computer); Damage: 10d12x4; Range: 20.

Weapon: 20 quad plasma cannons (battery); Fire arc: turret; Attack bonus: +5 (targeting computer); Damage: 10d10x4; Range: 10.

Weapon: 20 torpedo bays; Fire arc: front x5, right x5, left x5, rear x5; Damage: By torpedo; Speed: 50.

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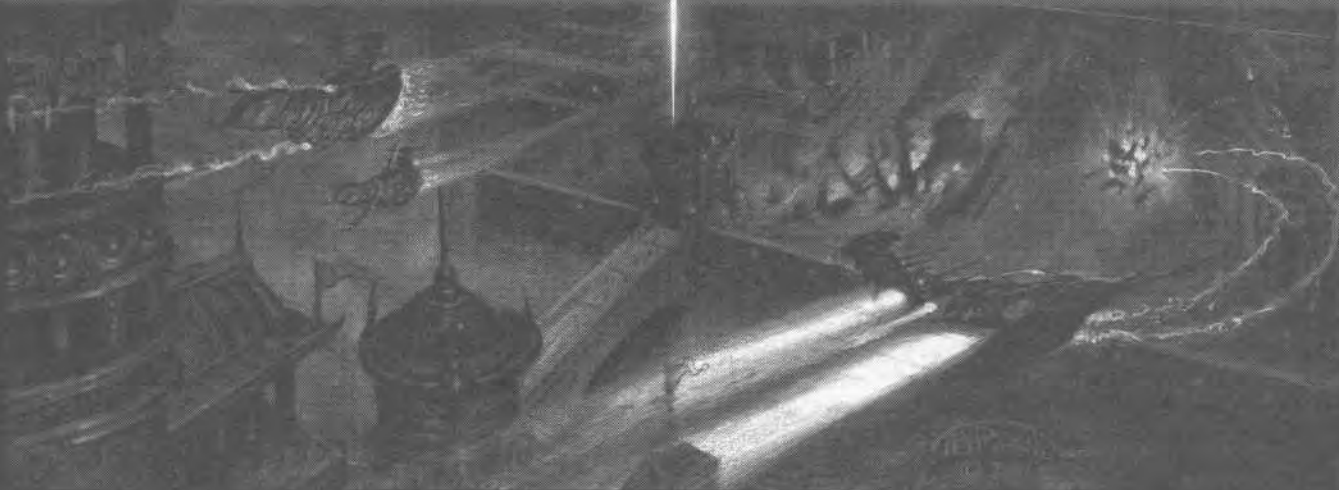
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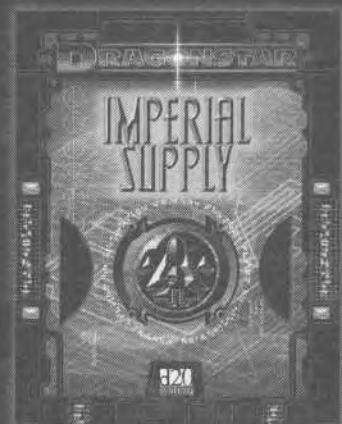
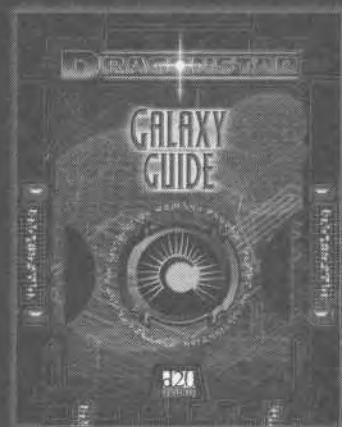
The *Galaxy Guide* is the companion volume to the *Starfarer's Handbook* and gives DMs a wealth of information on the **Dragonstar** universe.

- Setting and background detail on the Dragon Empire
- New rules for the effects of exotic and dangerous environments and hazards, including gravity, radiation, and vacuum.
- Guidelines that let you quickly and easily design new star systems and planets.
- New monsters and magic items with which to challenge and reward your players.

Coming in January, 2002

Imperial Supply is the first supplement for the **Dragonstar** campaign setting. It includes hundreds of listings and illustrations for new high-tech and magical gear, including weapons, computers, robots, spellware, vehicles, and starships.

Coming in March, 2002



Dragonstar Spellware

All text contained in this document was authored by Greg Benage and was previously published in the 2001 Dragon Annual. It has been designated Open Content.

Implant Spellware [item creation]

Prerequisites: Spellcaster level 5th+, Technical Proficiency

Benefit: You can create any spellware whose prerequisites you meet. Implanting a spellware enhancement in a patient takes 1 hour for each 1,000 credits in its price and costs half its price in raw materials, supplies, and equipment. The recipient of the spellware must spend 1/25 of the enhancement's price in XP.

You can also upgrade certain enhancements. Doing so costs half the XP, half the materials, and half the time it would take to implant the spellware in the first place.

Some spellware enhancements cost extra credits or XP as noted in their descriptions. These costs are in addition to those derived from the enhancement's base price. You must pay this cost to implant or upgrade the spellware.

Technical Proficiency [general]

You either hail from or have lived in a technologically advanced civilization for a significant period of time.

Benefit: You can use common high-tech weapons, computers, vehicles, and other complex or specialized equipment with the appropriate training.

Normal: Without this feat a character cannot use high-tech devices without instruction. Such characters cannot choose feats or learn skills that have Technical Proficiency as a prerequisite.

Special: This feat is typically not chosen when a character is eligible to select a new feat. Characters who hail from a high-tech civilization such as the Dragon Empire gain this feat for free when they are created. Characters from Outlands worlds may take it for free once they have spent one full level gaining experience with advanced technology. A character could meet this requirement by adventuring in the Empire, training at an imperial enclave on an Outlands world, or traveling with others who are equipped and experienced with high technology.

Spellware Enhancements

Antitoxin:

Runic surgery and arcane organ augmentation render the character immune to all natural poisons, toxins, and venoms. The spellware has no effect on magical or supernatural poisons. *Caster Level: 7th; Prerequisites: Implant Spellware, neutralize Poison; Market Price: 84,000cr; Check DC: 18 (sophisticated).*

Aquaform:

This full-body modification is popular with sailors, divers, explorers and others who routinely operate in marine environments. The procedure involves extensive runic surgery and biomodification of the character's respiratory system and body. The character's lungs are imbued with the ability to extract oxygen from water as well as air. The ability operates continuously and the character can remain submerged indefinitely without fear of drowning. The character's hands and feet are lengthened, and webbing formed from cloned tissue is implanted between the digits. The character is considered a native of marine environments and is able to swim at a speed of 30 feet. The character gains a +8 circumstance bonus on any Swim check to perform some special action or maneuver. The character can always choose to take 10 when swimming, even if rushed or threatened. The character also can use the run action while swimming as long as he swims in a straight line. For practical purposes, a character with the *aquaform* enhancement is limited to an effective depth of about 500 feet: and deeper and the absence of light and extreme cold requires further spellware enhancements, such as *darkvision* and *elemental resistance*. *Caster Level: 5th; Prerequisites: Implant Spellware, alter self, water breathing; Market Price: 37,500cr; Check DC: 18 (sophisticated).*

Aura Mask:

For people in covert or criminal occupations, protection from alignment-divination magic is often crucial. This enhancement operates continuously, and its effect is identical to an *undetectable alignment* spell. The downside of the *aura mask*, of course, is that a concealed alignment can often be as revealing as one that isn't. Rumors suggest that select ISPD agents are given spellware that operates as a *misdirection* spell, allowing them to redirect and deceive divination spells at will. *Caster Level: 3rd; Prerequisites: Implant Spellware, undetectable alignment; Market Price: 18,000cr; Check DC: 18 (sophisticated).*

Biosculpting:

This enhancement involves cosmetic surgery, modification, and arcane biotherapy. The procedure offers a significant improvement in the character's physical appearance and person appeal. The character gains a +2 enhancement bonus to all Charisma checks and Charisma-based skill checks. *Caster Level: 3rd;*

Prerequisites: Implant Spellware, *change self*; *Market Price:* 3000cr; *Check DC:* 15 (average).

Boosted Reflexes:

Pilots, soldiers, operatives, criminals, and others who rely on their reflexes to survive often favor the boosted reflexes enhancement. Runic surgery and tissue modification enhance major neural pathways, allowing nerve impulses to travel faster and with greater coordination. Boosted reflexes grant the character a +2 enhancement bonus on initiative checks and increases his speed by 10 feet. *Caster Level:* 5th; *Prerequisites:* Implant Spellware, *cat's grace*, *expeditious retreat*; *Market Price:* 13,500cr; *Check DC:* 20 (complex).

Darkvision:

The character's eyes and optic nerves are modified and enchanted through runic surgery. The subject gains the ability to see 60 feet even in total darkness. *Darkvision* is black and white only but is otherwise like normal sight. This enhancement does not grant the character the ability to see in magical darkness. *Caster Level:* 3rd; *Prerequisites:* Implant Spellware, *darkvision*; *Market Price:* 18,000cr; *Check DC:* 15 (average).

Dermal Armor:

Runic surgery is used to modify and reinforce the character's skin and muscle tissues. The character gains damage reduction 10/+1. It is rumored that the empire has developed more sophisticated versions of this spellware enhancement, but they are thought to be reserved for the elite troops of the Imperial Legions. *Caster Level:* 12th; *Prerequisites:* Implant Spellware, *stoneskin*; *Market Price:* 84,000cr; *Check DC:* 18 (sophisticated).

Doppelganger:

This full-body modification requires extensive runic surgery and arcane tissue grafts. The character gains the ability to alter his appearance as if he were the target of a *change self* spell. Activating the spellware is a move-equivalent action. The magic affects not only the character's body but also his clothing, armor, weapons, and equipment. The character can alter his height by up to 1 foot, can look fatter or slimmer, and can manipulate other minor physical traits. The character cannot alter his apparent body type. The effect is an illusion (glamer) and does not alter the perceived tactile or audible properties of the character or his possessions. *Doppelganger* spellware therefore will not fool advanced security systems, such as voiceprint analyzers or thumbprint scanners. If the character uses the *doppelganger* modification in conjunction with a disguise, he gains a +10 circumstances bonus to the Disguise check. The effect lasts until the character deactivate it. The illusion can be maintained even while the character is asleep or unconscious, but it drops if the user dies.

Caster Level: 5th; Prerequisites: Implant Spellware, change self; Market Price: 15,000cr; Check DC: 18 (sophisticated).

Elemental Resistance:

This enhancement is a must-have for soldiers, adventurers, and law enforcement officers who routinely come under fire from high-tech energy weapons. Runic surgery and biomodification imbue the character's body with the ability to disperse one type of harmful elemental energy. The character can ignore up to 12 points of damage per round from this energy type. The character must select the energy type before the procedure is performed. Multiple enhancements that protect against different energy types can be implanted, but each must be purchased separately. *Caster Level: 5th; Prerequisites: Implant Spellware, resist elements; Market Price: 18,000cr; Check DC: 20 (complex).*

Enhanced Strength:

Genetically engineered tissue implants and arcane runic surgery significantly increase the character's physical strength. The character gains a +2 enhancement bonus to his Strength score. *Caster Level: 5th; Prerequisites: Implant Spellware, bull's strength; Market Price: 6,000cr; Check DC: 15 (average).*

Flight:

This full-body spellware enhancement imbues the character with the ability of flight as if her were the subject of a *fly* spell. The character can fly with a speed of 90 feet (60 feet if the character wears medium or heavy armor). The character can ascend at half speed and descend at double speed. The flying subject's maneuverability rating is good. Using the *fly* enhancement requires as much concentration as walking, so the subject can attack or cast spells normally. The flier can charge but not run, and it cannot carry aloft more weight than than its maximum load, plus any armor it wears. *The ability to fly is based on magic rather than aerodynamics, so it is unaffected by environmental variables such as atmospheric pressure and gravity. A character with the flight enhancement can fly in the vacuum of deep space or in the gravity well of a gas giant.* *Caster Level: 5th; Prerequisites: Implant Spellware, fly; Market Price: 45,000cr; Check DC: 18 (sophisticated).*

Retractable Claws:

Those with the *retractable claws* spellware enhancement possess a set of six-to-eight inch long razor-sharp talons, usually crafted of high-tech carbon fiber or titanium, implanted into bioengineered sheaths in one of their hands and forearms. When retracted into their sheaths, self-sealing openings conceal the blades within the forearms. Retracting or extending the claws is a partial action that does not provoke attacks of opportunity. *Retractable claws* are considered light weapons. The wielder cannot hold anything in the same hand she uses

to made retractable claw attack. *Caster Level: 3rd; Prerequisites: Implant Spellware, alter self; Market Price: 3,000cr; Check DC: 12 (simple).*

Weapon: Retractable Claws

Damage: 1d6

Critical: x2

Range: -

Size: S

Weight: 3lb

Type: Slashing

Spell Resistance:

Delicate and time-consuming arcane biotherapy renders the character resistant to magic spells. The character gains SR 15. *Caster Level: 9th; Prerequisites: Implant Spellware, spell resistance; Market Price: 67,000cr; Check DC: 20 (complex).*

Translator:

This enhancement involves extensive arcane modification of the speech centers of the character's brain. The spellware functions just as if the character were the subject of a *tongues* spell. It grants the character the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The character can speak only one language at a time, although he may be able to understand several languages. The *translator* enhancement does not enable the subject to speak with creatures that don't speak. The character can make himself understood as far as his vice carries. The spell does not predispose any creature addressed toward the subject in any way. *Caster Level: 5th; Prerequisites: Implant Spellware, tongues; Market Price: 45,000cr; Check DC: 20 (complex).*

Trauma Symbiote:

A living organism implanted in the character's abdomen, the *trauma symbiote* imbues its host's body with its own life force. This magical energy protects the host's body from all forms of physical injury, providing the host with 20 extra hit points. Damage taken by the host is applied to the *symbiote* first. *If the symbiote drops below 0 hit points, it is dying. The player must roll each round to stabilize the trauma symbiote, otherwise it loses 1 hit point. If it reaches -10 hit points, it dies. The symbiote can be healed normally, including by natural and magical healing. The trauma symbiote heals 2. Hit points per day regardless of the user's level of activity. A character may never have more than one trauma symbiote at any one time. Caster Level: 12th; Prerequisites: Implant Spellware; Market Price: 9,000cr; Check DC: 10 (routine).*

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Errata

Dragonstar: Starfarer's Handbook Errata

Page 33: A soulmech's XP cost for upgrades is $\frac{1}{2}$ the market price of the upgrade, as listed in the table on page 120.

Page 56: The mechanist starting package receives 2d6x10 cr, rather than 2d6x100 cr.

Page 61: The first entry in the gundancer class table should list Gun mastery +1.

Page 91: Pilots and mechanists both receive 5d4x100 starting credits.

Page 94: A blaster rifle gets 20 shots with a standard minicell and a blaster pistol gets 30 shots. The ammo entries in the text are switched, but the table on page 98-99 is correct.

Page 120: The credit and XP cost of enhanced Dexterity should be doubled (800/3,200/7,200 cr and 400/1,600/3,600 XP).

Page 158: Acquiring a target and targeting run are both move-equivalent actions, rather than standard actions as listed. The Combat Ace feat (page 87) allows you to do both as a single move-equivalent action.