

13 STARSHIP CARGOS

BY PHILIP REED

In numerous sci-fi roleplaying campaigns, novels, and movies, the smuggler or freighter pilot is a popular character type. Traveling the stars, transporting cargo – both legal and illegal – appeals to many, many players of sci-fi campaigns. It is with those players in mind that I've written *Future: 13 Starship Cargos*. More than just cargos, though, each entry in this PDF is a catalyst to adventure that the GM can use in order to create original, exciting adventure opportunities for his players.

If you're in need of starships to move the cargos describer herein, you don't need to look any farther than several freighters detailed in Ronin Arts' popular *Future: Starship* series, available now where you purchased this short PDF product.

WHAT'S REQUIRED TO USE THIS PDF?

In order to use *Future: 13 Starship Cargos* you will need the *D20 Modern* roleplaying game, published by Wizards of the Coast, Inc., and the official future supplement, also published by Wizards of the Coast, Inc.. You can find both at your favorite local game store or online at any number of roleplaying game vendors. No other Ronin Arts products are required to use this PDF though *Future: 13 Xenobiological and Stellar Hazards* will prove useful if you attempt to use the background as written in one of the cargo descriptions.

FUTURE: DATASTREAM

As of the time of publication, Ronin Arts' *Future: Datastream* subscription service is running, introducing new material for futuristic campaigns five times each week. For more information on the *Future: Datastream*, including subscription information, please visit the official forums at www.d20projects.com.

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ABOUT THE AUTHOR

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit www.philipjreed.com/php and www.roninarts.com.

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CARGO DESCRIPTIONS

10 PLASMA MISSILES (PL 7)

This thick, armored case is constructed of neutronite. Divided into ten 2-foot by 5-foot by 5-foot compartments, each locked, the case takes up a 10-foot by 10-foot by 5-foot area. Inside each separate compartment is a single plasma missile for use by Gravity Age starships. Breaking into each compartment requires a separate Disable Device check (DC 40) for each electronic lock.

If the case is breached (hit points reduced to 0) there is a 30% chance that the missiles will go off (+15% if the damage is caused by fire). If the missiles are accidentally detonated the case is completely destroyed and all characters and creatures within 25 feet of the case suffer 8d6 points of fire damage (a successful DC 15 Reflex save reduces the damage to 4d6)..

Case Hardness/Hit Points: 15/140.

Cargo Space Requirements: 10-foot square, 5-foot tall, 2,500 lb.

Cargo Value/Purchase DC: 45 (as separate components the case has a purchase DC of 25 and the missiles have a purchase DC of 44).

Restriction: Restricted (+2).

12 MEDIUM-SIZE MECHA FRAMES (PL 7)

This is actually a dozen separate cargos, each one a single 5-foot square and 10-foot tall. Each is a Medium-size mecha frame (see box, p. 3) wrapped in a protective layer of gelwrap (see box, right). These are stripped down, basic mecha without any modifications or additions – they're waiting to have their superstructures upgraded, armor added, and any other components necessary to make the combat-ready units.

Case Hardness/Hit Points: –/10 (each mecha).

Cargo Space Requirements: One 5-foot square, 10-foot tall, for each mecha, 250 lb.

Cargo Value/Purchase DC: 44 (as separate components the protective wrapping has a purchase DC of 10 (for each mecha) and each individual mecha has a purchase DC of 35).

Restriction: None

NEW PERSONAL GEAR: GELWRAP (PL 7)

Gelwrap is a special spray-on chemical designed to envelop a chosen object or objects in a durable gel that instantly hardens. A single gelwrap sprayer contains enough of the substance to wrap a 5-foot square area. Gelwrap has a hardness of 1 and 10 hit points per 5-foot square of space. Gelwrap can also be instantly dissolved using solvaway.

Size: Tiny.

Weight: 2 lb.

Purchase DC: 6.

Restriction: None.

20 FACTORY CONDITION SURVIVAL SUITS (PL 6)

This alumisteel case is 10-feet by 5-feet by 5-feet in size and divided into ten small storage compartments, each one of which is locked with a mechanical lock – Opening the lock without the key requires a Disable Device check (DC 30). The shipping manifest on the side of the case lists the contents as a score of survival suits (see the future SRD) destined for the Hellias Planitia

MEDIUM MECHA

Mecha Size/Type: Medium

Size Modifier: -

Equipment Slots: 5

Hit Points: 50

Base Speed: 30 ft.

Height: 6-8 ft.

Weight: 250-500 lbs.

Fighting Space: 5 ft. by 5 ft.

Reach: 5 ft.

Purchase DC: 35

Restriction: Res (+2)

Though they are classified as mecha, Medium mecha are essentially suits of power armor. A typical Medium mecha is only a few inches taller than the mecha's pilot – often referred to as a wearer – and does little to restrict the mecha pilot's natural abilities. Medium mecha are most frequently used by guards, special forces, and other troops that benefit from the mecha's small size.

Combat Statistics: A Medium mecha adds a +4 equipment bonus to a character's Strength score. It imposes no size penalty on attack or defense rolls. Depending on the material used, a Medium mecha has 50 bonus hit points, which are added to the character's total and subtracted first when the character takes damage. Medium mecha take a -2 penalty on Hide checks.

A Medium mecha has a single slam attack that deals 1d6 points of damage (plus the character's increased Strength modifier). Its reach is 5 feet, and its base speed is 30 feet.

Base Purchase DC: 35.

Equipment Slots: A Medium mecha has 5 equipment slots available. These slots are located as follows.

Back: 1 slot.

Left arm: 1 slot.

Right arm: 1 slot.

Shoulders: 1 slot.

Torso: 1 slot.

research colony (which was named for a geographic feature on the Sol system world of Mars). Each compartment holds two survival suits that are in perfect condition and have never been used.

Case Hardness/Hit Points: 4/60.

Cargo Space Requirements: 10-foot by 5-foot space, 5-feet tall, 970 lb.

Cargo Value/Purchase DC: 28 (as separate components the case has a purchase DC of 23 and each suit has a purchase DC of 16).

Restriction: Illegal (+4).

30 CRYOGENICALLY FROZEN SLAVES (PL 7)

This cargo is made up of ten cryogenic tanks, each one of which holds three humans in suspended animation. Each cryogenic tank is 10-feet by 10-feet by 5-feet in size and equipped with three glass doors, each one of which can be opened at the press of a button. Opening one of the doors on the tank instantly revives the character inside that particular tank, though the subject awakens shaken and is fatigued for 4d6+4 hours.

The frozen humans inside the tanks are unwilling slaves that were kidnapped from a colony world deep in the outer systems. While slavery is illegal in most systems, slave traders ply the spaceways in search of fresh meat that they tend to freeze and then sell on the black market.

Anyone inside a tank when the door closes is instantly frozen and placed in suspended animation.

Case Hardness/Hit Points: 12/100 (each tank).

Cargo Space Requirements: 10-foot square, 5-feet tall, 1,800 lb.

Cargo Value/Purchase DC: 49 (as separate components each cryogenic tank has a purchase DC of 40 and each slave has a purchase DC of 30).

Restriction: Illegal (+4).

THE SLAVE TRADE

Each campaign's approach to slavery will be different, though no matter the PL or setting slavery remains a cruel, evil act. Incorporating slavery into your campaign can lead to real world problems if the players and GM are not suitably prepared for the ramifications of roleplaying slavery conditions. Each GM should determine for himself whether or not this cargo – and subject – is appropriate for his campaign. Though it shouldn't need to be said, neither the author or Ronin Arts approve of slavery and this cargo has been included herein simply because it can lead to conflict which, of course, is greatly necessary to the creation of fun, memorable RPG sessions.

1,000 STEM RUSH PACKS (PL 7)

This heavy, black case, manufactured completely of crystal carbon, a composite fiber material that is grown in orbital laboratories, is 2-foot square and opens on the top. An electronic security lock must be deactivated with the proper access code or hacked – requiring a successful DC 30 Disable Device check – in order to open the case.

Inside the case are 1,000 stemrush packs, each pack in a small plastic case. A stemrush pack is a slim plastic device with a sticky side; once stuck to a character or creature the stemrush pack floods the subject with adrenaline, temporarily granting the subject a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but the character suffers a –2 penalty to Defense. This increase in Constitution increases the character's hit points by 2 points per level, but these hit points go away when the stemrush pack's effect wears off (1d4+1 rounds). While under the influence of a stemrush pack the subject cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration. When the stemrush pack's effects wear off the character loses the above modifiers and restrictions and becomes

fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for 2d4+1 hours.

Case Hardness/Hit Points: 5/20.

Cargo Space Requirements: 2-foot square, 80 lb.

Cargo Value/Purchase DC: 38 (as separate components the case has a purchase DC of 15 and each stemrush has a purchase DC of 13).

Restriction: Illegal (+4).

5,000 MAN-MACHINE INTERFACE CHIPS (PL 7)

This is five 5-foot by 1-foot by 3-foot metal crates bonded together with gelwrap (see p. 2), each one with its own electronic lock and front-opening door. Each case contains 1,000 man-machine interface chips; chips that are used in all cybernetic replacements and enhancements in order to allow the host's nervous system to interact with the cybernetic component. These particular man-machine interface chips are designed for Gravity Age (PL 7) cybernetic components.

Each case is locked. Opening each lock without the proper access code requires a Disable Device check (DC 30).

Case Hardness/Hit Points: –/10 (total gel-wrapped container), 8/40 (each individual crate).

Cargo Space Requirements: 5-foot square, 3-foot tall, 375 lb.

Cargo Value/Purchase DC: 35 (as separate components each case has a purchase DC of 20 and each man-machine interface chip has a purchase DC of 5).

Restriction: None.

10,500 IDENTITY CHIPS (PL 6)

This 5-foot square metal case contains 10,500 identity chips, each one individually wrapped in plastic. The case opens in the front and is currently locked (the case includes a built-in electronic security lock). Opening the lock without the proper access code requires a Disable Device check (DC 25).

These are ordinary identity chips, a type of cybernetic enhancement detailed in the future SRD.

NEW XENOMORPH: VORACIOUS MONSTROUS MANTIS

Named after a common insect found on the human homeworld in the Sol system, the voracious monstrous mantis is a large, aggressive insectoid creature. Standing over 9 ft. tall when stretched upward, the voracious monstrous mantis towers over most prey. The creature usually stands on its rear four legs, reserving its front claws for hunting purposes.

In combat the voracious monstrous mantis is a violent predator. The creature attacks with its two front claws and will use them to grab and hold its prey. Once its prey is held the xenomorph uses its powerful mandibles to tear the head off its prey and drink the prey's internal fluids. Usually a voracious monstrous mantis will attack a single opponent and decapitate it before attacking others.

SPECIES TRAITS:

Darkvision (Ex): Most vermin with visual sensory organs have darkvision with a range of 60 feet.

Immunities: Vermin are immune to mind-affecting effects.

Improved Grab (Ex): To use this ability, the voracious monstrous mantis must hit a creature at least one size category smaller than it with one of its claw attacks. If it gets a hold, it may make a bite attack each round in addition to the hold damage at a +10 attack bonus. While held by the mantis, this bite attack has the ability to tear the target's head off.

Paralysis (Ex): The voracious monstrous mantis' bite delivers a paralyzing venom that allows a Fortitude save (DC 21) to negate its effects. Opponents that fail their save are paralysed for 1d10 minutes.

Resistance to Massive Damage (Ex): Vermin gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Tear (Ex): Voracious monstrous mantises are adept at tearing the heads off their opponents. On any round that an opponent's head is struck with the mantis' bite attack they must make a massive damage save (DC 15). If the opponent fails they are reduced to -1 hp and the following round their head is torn completely off.

Skills: Voracious monstrous mantises have a +4 racial bonus to Spot checks. *In greenish foliage they also receive a +8 bonus to their Hide checks

Voracious Monstrous Mantis; CR 6; Large Vermin; HD 8d8+24; hp 60; MAS 20; Spd 40 ft, fly 40 ft. (poor); AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size); BAB +6; GRP +15; Atk +10 melee (1d8+5, claw); Full Atk +10 melee (1d8+5, 2 claws) and +8 melee (1d6+2 plus paralysis, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ darkvision 60 ft., improved grab, resistance to massive damage, tear, vermin immunities; AL none; SV Fort +8, Ref +3, Will +4; Str 20, Dex 12, Con 17, Int —, Wis 15, Cha 11.

Skills: Hide +1*, Move Silently +5, Spot +10

Feats: Multiattack (Bonus)

Advancement: 9-12 (Large), 13-16 (Huge)

Case Hardness/Hit Points: 12/60.

Cargo Space Requirements: 5-foot square, 250 lb.

Cargo Value/Purchase DC: 38 (as separate components the case has a purchase DC of 23 and each biocort injector has a purchase DC of 5).

Restriction: None.

CAGED XENOMORPH (PL 8)

This energy cage, specifically designed for transporting xenomorphs, is made of two metallic cylinders, the topmost one of which hovers up to a pre-set height and then projects energy beams downward to the base unit. Activating or deactivating an energy case is a full-round action.

CARGO DESCRIPTIONS

This specific cage houses a rare, dangerous insectoid xenomorph (see box). The cage's system has been locked and only someone with the proper access — or someone making a successful Disable Device check (DC 30) — can turn off the cage.

Transporting xenomorphs and hazardous xenobiological entities requires a special license in most galactic governments and systems. Furthermore, laws dictate that a newly-discovered xenomorph or xenobiological entity must be reported to — and/or handed to — the proper authorities within 24-hours of capture or sighting. Failure to follow procedure can result in hefty fines (purchase DC 35) and/or prison time.

Case Hardness/Hit Points: —/—.

Cargo Space Requirements: 5-foot square, 800 lb.

Cargo Value/Purchase DC: 41 (as separate components the energy cage has a purchase DC of 30 and the xenomorph's market value equals a purchase DC of 40).

Restriction: Registered (+2).

CASE OF CONTAMINATED BIOCORT INJECTORS (PL 7)

This 5-foot square metal case contains 5,500 biocort injectors, each one individually wrapped in plastic. An official quarantine band is wrapped completely around the case and a shipping manifest affixed to the side of the crate identifies the entire shipment as contaminated. Notes directing the shipment to be destroyed are handwritten on the bottom of the shipping manifest. If the case of injectors is not destroyed immediately it could be lost and fall into the wrong hands.

The case opens in the front and is currently locked (the case includes a built-in electronic security lock). The quarantine band must be removed — destroying the band in the process — before the case can be opened. Opening the lock without the proper access code requires a Disable Device check (DC 35).

An injection from one of these contaminated biocort injectors inflicts 2d4 points of damage and forces the subject to make a Fortitude save (DC 20) or be shaken for 3d6 rounds.

NEW HAZARD: MAGNETIC SLIME (CR 2)

This dark black slime disrupts electrical and computerized devices within its sphere of influence and eats away at anything that it comes into contact with. Wet and sticky, the slime clings to walls, ceilings, and floors in patches. The slime drops from the walls and ceilings when it detects nearby electrical or computer activity. When possible the slime draws energy from electrical and computerized devices, using the energy to expand in size — for every individual electrical or computerized device destroyed by a patch of magnetic slime the patch grows by 1-foot.

A single 5-foot square of magnetic slime disrupts all electrical and computerized devices in its own square and adjacent squares. If the slime comes into contact with an electrical or computerized device there is a 15% chance that the device will be completely destroyed (+10% each additional round that the slime remains in contact with the device). Additionally, magnetic slime is slightly corrosive, dealing 1d4 points of damage to any character, creature, or object for each round of contact. On the first round of contact, the slime can be scraped off (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the object or victim as well). An injection of sporekill or any cold or fire damage destroys a 5-foot patch of magnetic slime.

Case Hardness/Hit Points: 12/60.

Cargo Space Requirements: 5-foot square, 450 lb.

Cargo Value/Purchase DC: 37 (as separate components the case has a purchase DC of 23 and each biocort injector has a purchase DC of 12).

Restriction: Illegal (+4).

CYLINDER OF MAGNETIC SLIME (PL 7)

This 5-foot tall metal and glass cylinder, with a diameter of 2.5-feet and studded with seven small computer keypads and readouts, is filled with an unusual xenobiological hazard that was captured on a planetoid in the Magellan's Heart star system. Magnetic slime (see box, p. 6) is an unusual new xenobiological entity and this is very likely the only captured specimen in existence. The cylinder opens at the top but it's currently sealed with a gelwrap (see p. 2) and four heavy bolts. Getting into the cylinder would require an extensive selection of tools and four to five hours of uninterrupted time.

See the caged xenomorph description on p. 5 for information on transporting xenomorphs and xenobiological hazards.

Case Hardness/Hit Points: 6/50.

Cargo Space Requirements: 5-foot square, 450 lb.

Cargo Value/Purchase DC: 46 (as separate components the cylinder has a purchase DC of 26 and the slime has a purchase DC of 45).

Restriction: Restricted (+2).

DISCOVERED ESCAPE CAPSULE (PL 7)

This 10-foot by five-foot by 5-foot metal case is electronically locked and opens upward to reveal a battered starfighter escape capsule that looks to be several hundreds of years old. The shipping manifest lists the case's contents as archeological items.

This ancient starfighter escape capsule, dated from sometime during the late Information Age, was discovered in the Pulkovo Main Graveyard, a salvage yard of ancient, questionably useful starship components found in the Heragiminous system far from most civilized systems. The operators of the Pulkovo Main Graveyard buy scrap starship components in bulk and then haul the materials to their operations center where they spend

NEW GENE THERAPY TEMPLATE: ASTRAN

"Astran" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The astran template allows the character to survive in space, without the use of a spacesuit or other equipment. A character acquires the astran template by undergoing a course of gene therapy (see the genetic engineering rules in the future SRD). The regimen requires 30 successful Fortitude saving throws (DC 25).

Special Qualities: An astran retains all the special qualities of the character and gains the additional special qualities listed below.

Does Not Breathe (Ex): Astrans do not require oxygen to survive. Their lungs transform into unusual, genetically engineered organs that convert solar radiation into all of the nutrients they need to survive. Additionally, astrans do not need to eat. If an astran is ever kept from natural solar radiation for more than 24-hours he is instantly fatigued. After 96-hours without natural solar radiation the astran is reduced to -1 hit points and is dying.

Protective Space Skin (Ex): An astrans body is covered in a thick, almost blubber-like material that protects it from the rigors of space. The skin transformation applies to every aspect of the astrans body and during the gene therapy process a host of nanites are injected into the subject's body that help regulate the internal pressure, allowing the subject to survive in the vacuum of space. Astrans possess a +4 natural armor bonus to defense and gain a +8 bonus on Fortitude saves against extreme heat or cold.

Low-Light Vision (Ex): Astrans have low-light vision with a range of 60 feet on in space.

Skills: Same as the character, with a +6 species bonus on Navigate checks while in space.

Feats: An astran gains Spacer and Zero-G Training as bonus feats.

Advancement: By character class.

CARGO DESCRIPTIONS

years stripping down old starship hulks in search of sellable parts. The capsule is still sealed and the skeletal remains of the humanoid pilot can be made out through the cracked windscreen. It just might be possible that enough cellular material remains of the pilot that he could be cloned . . .

Case Hardness/Hit Points: 8/50.

Cargo Space Requirements: 10-foot by 5-foot square, 700 lb.

Cargo Value/Purchase DC: 46 (as separate components the case has a purchase DC of 23 and the escape capsule has a purchase DC of 45 (as an archeological artifact)).

Restriction: None.

GENE TANK WITH DECEASED TEST SUBJECT (PL 8)

This genetic test tank has obviously been ripped from its original location – wires and pipes dangle from the tank and the entire unit shows sign of forced removal. Inside the tank is a thick, grayish-colored liquid and a humanoid figure that is long dead. Attempts to revive the subject (see box, p. 7), even with advanced medical technology, are ineffective.

A serial number of the tank can be traced with a successful Computer Use check (DC 35) – the tank is from the Moreau Station, a vile orbital station in distant space that is known as a research laboratory for twisted genetic experiments.

The tank could be reactivated with a successful Repair check (DC 30) after three straight days of work. The computer system on the tank contains the gene therapy program that created the subject that is inside the tank. If removed from the tank the subject was obviously once human but it's now covered in a natural blubber-like skin and – as the group will learn if they dissect the subject – it has no lungs or numerous other vital organs. A scan for nanites reveals millions of dead nanomachines distributed throughout the subject's body.

Case Hardness/Hit Points: 3/30.

Cargo Space Requirements: 10-foot by 5-foot square, 2,200 lb.

Cargo Value/Purchase DC: Completely unknown. In the right situation, with the right buyer, the cargo could easily have a purchase DC value of 60+.

NEW MECHA: VIOLATOR (PL 7)

The *Violator* is a one-of-a-kind mecha design that has completed laboratory and controlled testing and is now scheduled for field testing on Xianotis 7. The *Violator* design features new components (see box, p. 9), none of which have seen live combat.

A *Violator* installed with the standard equipment package (see below) has a purchase DC of 45.

Size: Large (-1 size).

Bonus Hit Points: 100.

Superstructure: Neutronite.

Hardness: 25.

Armor: Crystal Carbon.

Bonus to Defense: +10.

Armor Penalty: -8.

Reach: 10 ft.

Strength Bonus: +8.

Dexterity Penalty: -.

Speed: 20 ft., fly 150 ft. (poor).

Base Purchase DC: 44.

Standard Equipment Package: Pilot's cockpit (torso and helmet), holo screen (shoulders), self-repair unit (back), thrusters (boots), Class IV sensors (left arm), T-95 Cavalcade chaingun (right arm), comm. system (no slots).

Restriction: Officially, none, though if any government or military organization encountered a starship carrying this cargo they would likely confiscate the tank, labeling it as an illegal item.

PROTOTYPE MECHA AND DESIGN SCHEMATICS (PL 7)

This 15-foot square metal case features two heavy, electronically locked doors on one side (each opening outward so that one side of the case is completely open) and is wrapped in duraplastic bands that must be destroyed in order to get inside the case. The ship-

NEW MECHA MISCELLANEOUS EQUIPMENT

The following are new mecha devices used in the creation of the *Violator* large mecha (see box, p. 8). For even more mecha devices be sure to checkout Ronin Arts' *Future: 13 Mecha Devices* and *Future: 13 More Mecha Devices*.

HOLO SCREEN (PL 7)

A holo screen unit projects a holographic image around the mecha, making it appear as something else of roughly similar proportions occupying the same amount of space. For instance, it could make a Large mecha look like a massive outcropping of rock or make a Colossal mecha look like a building.

Although the holographic projection appears real, physical objects can pass through it without difficulty. If the mecha moves, the holographic image moves as well. Attacks made against the mecha are treated as though it had 20% concealment, since the projected image may not perfectly match the mecha's true proportions. A holo screen is powered by the mecha's internal power source.

Activating or deactivating the holo screen is a move equivalent action. The screen remains operational until it is turned off.

Equipment Slots: 1 (large or huge mecha) or 2 (gargantuan or colossal mecha).

Activation: None, or move action (see text).

Range: Personal.

Target: You.

Duration: See text.

Saving Throw: None.

Purchase DC: 28.

Restriction: Restricted (+2).

SELF-REPAIR UNIT (PL 7)

Far less useful than the more advanced nanorepair unit (see the future SRD), the self-repair unit consists of dozens of small repair arms that, when not in use, retract inside the mecha's arms, legs, and torso. When activated, the repair arms collect salvage from squares adjacent to the mecha and use the scavenged parts to repair the mecha. If there is no mechanical or vehicular salvage near the mecha when the self-repair unit is activated this item has no effect.

When activated, the self-repair unit requires 1 hour of operation during which time the mecha is repairing itself; this automatically restores 1d10 points of damage (no Repair check necessary). A mecha cannot use this unit to repair another mecha. While the mecha may move during this hour it may not engage in combat since doing so halts the repair routine and no hit points are recovered. Activating the self-repair unit is a move equivalent action.

Equipment Slots: 1 (large or huge mecha) or 2 (gargantuan or colossal mecha).

Activation: None, or move action (see text).

Range: Personal.

Target: You.

Duration: See text.

Saving Throw: None.

Purchase DC: 25.

Restriction: Licensed (+1).

ping manifest on the side of the case lists the contents as hoverbike parts. Anyone opening the case – which requires cutting the duraplastic bands and the proper access code (or successful DC 35 Disable Device check) – finds a large mecha (see box) and a small computer system that features complete information on the mecha and its design schematics.

This is an advanced mecha prototype currently destined for the 7th Battalion Mecha Corps on Xianotis 7 (see *Future: 13 Xenobiological and*

Stellar Hazards) though how it was diverted from its destination is unknown – the shipping manifest is a forgery.

Case Hardness/Hit Points: 15/120.

Cargo Space Requirements: 15-foot square, 3,850 lb.

Cargo Value/Purchase DC: 46 (as separate components the case has a purchase DC of 23 and the mecha has a purchase DC of 45).

Restriction: Military (+3).

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